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The

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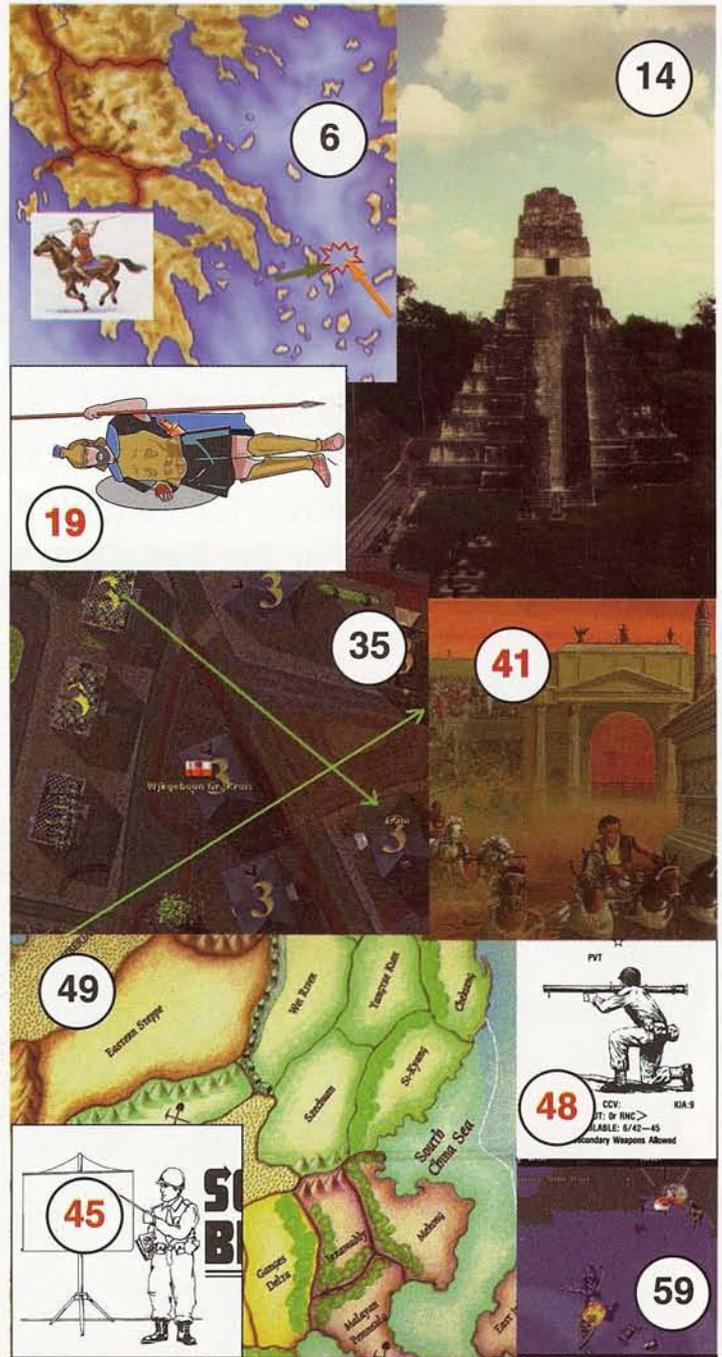
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OH. " ...government of the people, by the people,
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shall not perish from the earth." — A. Lincoln, Gettysburg, Pennsylvania

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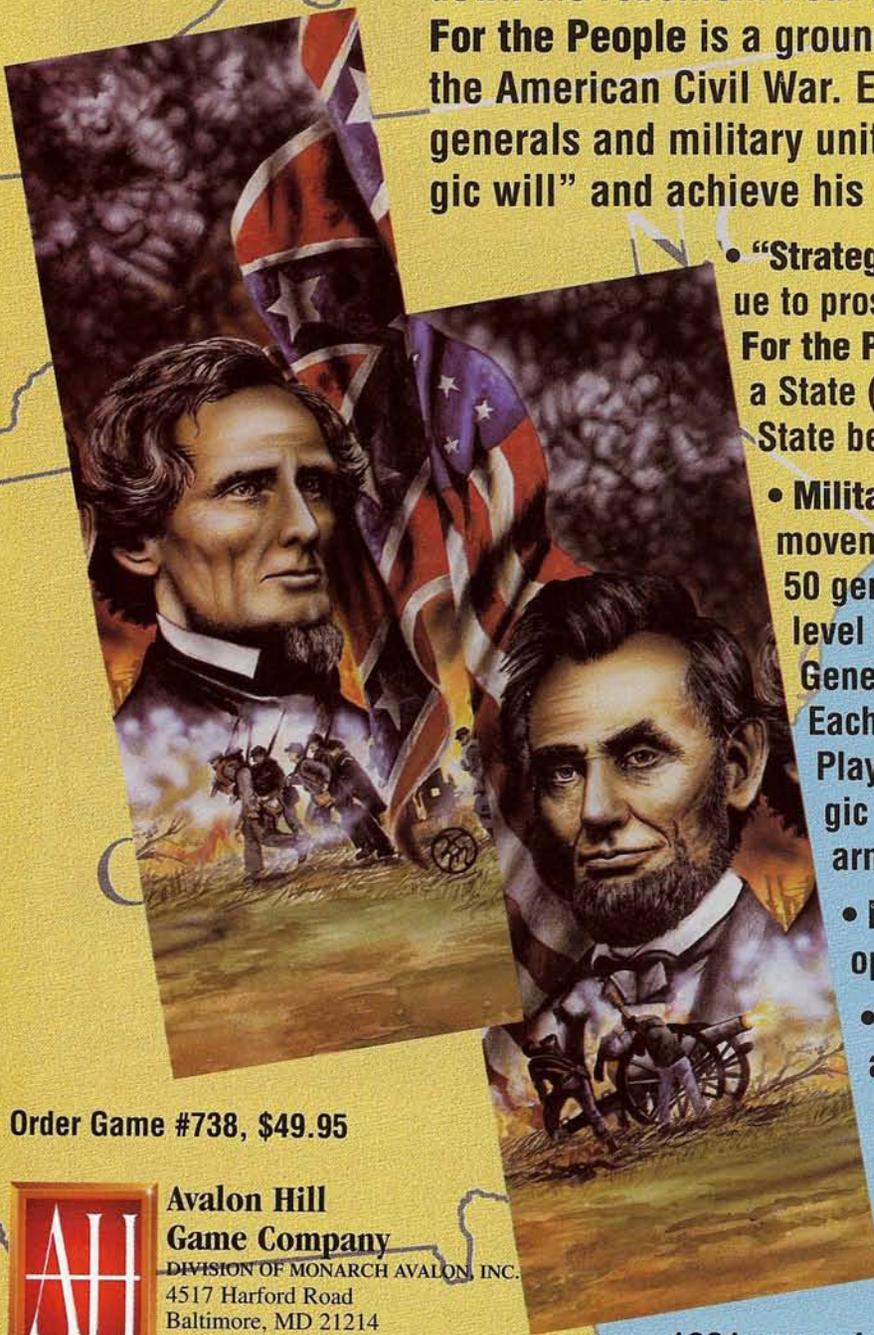
- "Strategic will," the ability of a side to continue to prosecute the war, is the key variable in **For the People**. That is, when enough areas of a State (usually Southern) are pacified the State becomes Union-controlled.

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GENERAL

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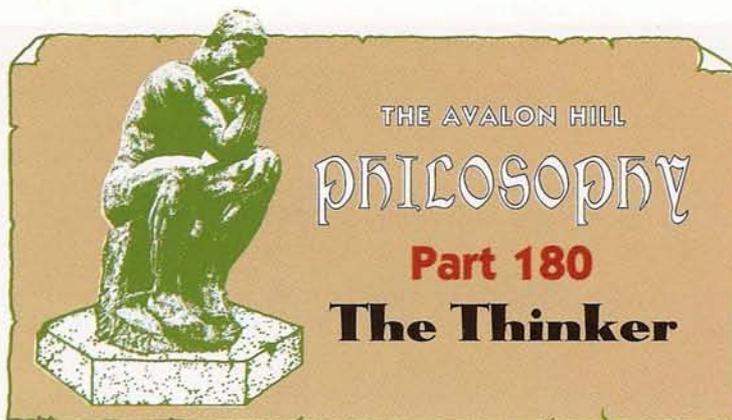
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THE AVALON HILL
PHILOSOPHY

Part 180

The Thinker

Again, with apologies to pop rock culture. . .

I just can't seem to get away from music radio stations on the long drive to work. Talk radio and books on tape just don't hold a candle to calculating the rate the sunrise shifts, or to contemplating the meaning of life . . . and my way of life. Be glad I wasn't stuck in the traffic jam going in the other direction.

Sadly, the original song did not stay long on the pop charts, making it that much more difficult for those of you not hearing what I can't get outta my head:

I'm a thinker, I'm a gamer
 I'm the wild man, I'm the tamer
 I am proud, I'm ashamed
 I'm the kingmaker to be blamed.

I'm your winner, I'm your loser
 Sink my ship if you'd choose her
 I'm a son, I'm a father
 Game with me if you'd bother.

Toil for time, watch that mine
 Put them off, wouldn't wanna be ya
 Sell your shirt, this game's fine
 Game night Tuesday, I will see ya.

I'm a thinker, I'm a gamer
 I'm the wild man, I'm the tamer
 I am proud, I'm ashamed
 I'm the kingmaker to be blamed.

Been to hell, Seen my dream
 Don't you like me quite this way
 I tell you this, I won't be mean
 Worn I am but please do stay.

Tell my friends, I'm a goner
 Gave up all, just to play
 Rolled the dice and I lost her
 . . . Wouldn't have it another way.

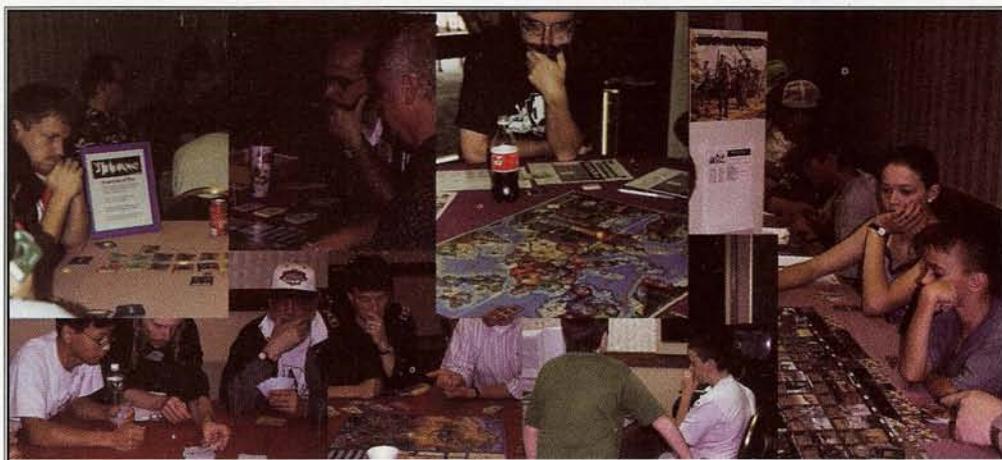
I'm a thinker, I'm a gamer
 I'm the wild man, I'm the tamer
 I'm a sinner, I'm a saint
 And I will not be ashamed

I am Marsian, you're Venusian
 Kill each other for minutiae
 Makeup time every day
 . . . Wouldn't want me another way.

I am strong, I am weak
 I bring nothing of which to speak
 The sun is up, let's earn pay
 Then I'll go and I'll play.

I'm a thinker, I'm a gamer . . .

—SKT



SUCCESSORS

HISTORY IN A BOX

The Great Funeral Contest

By Stuart K. Tucker

Here is a brief discourse on the complicated internecine wars of the Diadochi—Alexander's successors—the subject of Avalon Hill's latest game, *SUCCESSORS*. Although these historical tidbits may not improve your play of the game, they bring to life the many interesting Tyche (event) cards, generals and royal family members depicted in that elegant game. Enthusiasts of *KINGMAKER* and *HANNIBAL* will find the game play much to their liking, as generals, kings and regal wives move about to battle for dominance of Alexander's empire.

Alexander III (the Great) of Macedon died unexpectedly while still relatively young, leaving his newly won empire in the precarious position of lacking a clear successor. As he lay dying in June 323 BC, his senior commander and chief of staff, Perdic-

cas, attended his bedside. What we know of Alexander's last words is that which Perdiccas allowed to be known—whether invented or true. To whom did he leave his empire? "To the strongest." This both reinforced the claim of Perdiccas, who commanded the largest Macedonian army at the time, but also left open the possibility of an armed challenge. Alexander's last recorded words declared that all his foremost friends would hold "a great funeral contest" over him. These were prescient words, but they understated the magnitude of the events—more than forty years of warfare among his generals and the execution of the key blood heirs of him and his father. In effect, Alexander's empire died with him, though *recognition* of the successor kingdoms would not come for another 18 years (which in itself did not stop the bloody warfare).

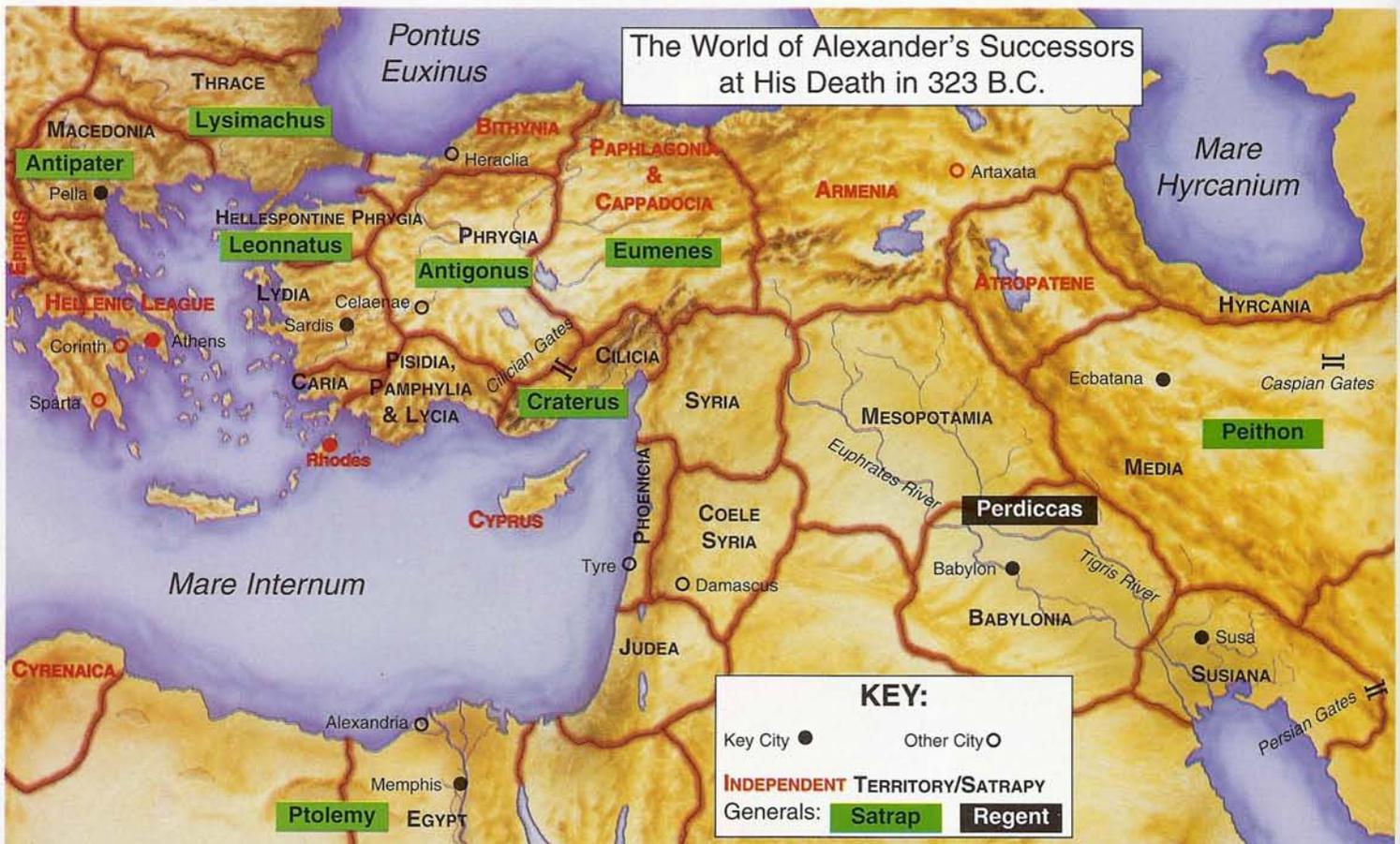


Although Alexander's battle-worn generals were generally ambitious, they were loath to seize the

reigns of power without the veil of legitimacy afforded by the royal blood line. The weakness of that line allowed—indeed required—the generals to manipulate the imperial organization to lend the sense of order that seemed appropriate or opportune. That these generals only briefly agreed about that organization shows the predominant lack of an external threat to unify the empire behind a common leader. Although the revolt of the Hellenic cities nearly provided just such a threat and became a constantly recurring issue throughout "the funeral contest," for the most part, Macedonian satraps saw their Macedonian neighbors as threats and prizes rather than the external world.

The Macedonian monarchy ruled largely by force over ambitious barons. Southern Greek citizens were quick to disparage Macedonian barbarism. Nonetheless, these barons had acquired the veneer of Attic sophistication and had established a Greek family tree for their monarchy (derived, probably fictitiously, from the Argeads of Argos). Even though Alexander's generals were more interested in colonial conquest and the fringe benefits such power provided, the ruling royal family attempted to maintain the eurocentric control of the

The World of Alexander's Successors at His Death in 323 B.C.



empire through a legitimate heir in Pella. Thus, while Alexander married his generals to Persians and Medians and the like (and adopted the old Persian capitals as his own), the ruling family required that Pella house a viceroy and representative of the absent king, in effect answerable to the Macedonian barons. This system was a major centrifugal force, pulling apart Alexander's empire soon after his death. Power and legitimacy remain disparate and diffuse—having been held together only by the iron will and charisma of Alexander himself. None of his successors, whether generals or royal family members, proved equal to the task.

THE FAMILY



At the head of the family of Alexander was the queen mother, Olympias (wife of Alexander's deceased father, Philip II). While not eligible

to formally run the empire, she played a huge role in internal politics and fought hard against the various family members emanating from Philip's other unions.



Alexander's sister, Cleopatra, also could not rule (Macedonian society requiring a male leader), but marriage to her would lend enormous credi-

bility to any general's claim to succeed Alexander as the ruler. Olympias and the top rival generals went to enormous lengths to prevent the wrong marriage for her. In the end, she died without a husband, if not without influence.



Alexander's only son was Heracles, a 3-year-old boy, born out of wedlock to Barsine, a Persian aristocrat. While a convenient symbol, Heracles' claim to the throne was not seen as very significant.



Alexander's formal Bactrian wife, Roxane, was seven months pregnant when Alexander died. Should the child be a boy, he would be the clear choice, but awaiting his ascension to the throne at the age of 18 would necessitate a long regency. The fact that the child would be half-Bactrian was also a weakness from the point of view of appealing to Macedonia. Alexander's intermarriage policy may have served well to lessen the chance of revolt by the old Persian satraps, but it undermined legitimacy with his core constituency. Roxane and the child (a boy known as Alexander IV) became the pawns of usurping generals claiming the right to regent.



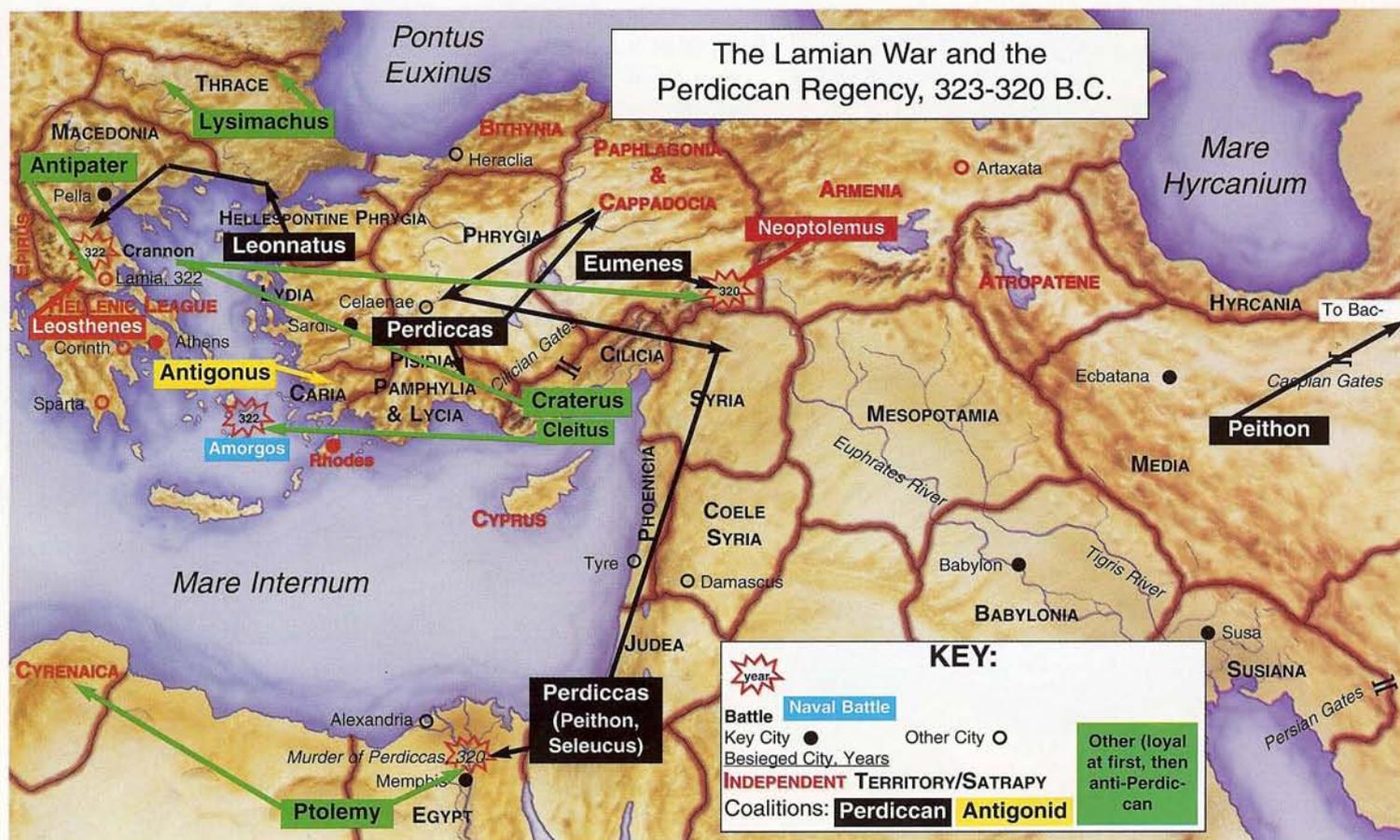
For a more immediate succession, Alexander's half-brother, Arrhidaios, was a candidate. Born out of unwed union by Alexander the Great's father to a Thessalian dancing girl, Arrhidaios was an adult blood successor. Had he not been epileptic and retarded, he might have seized easily the reigns of power himself. Having never been entrusted with any military command or civil power by Alexander, he too was nothing more than a pawn in Macedonian politics. He was favored by some to continue the dynasty and became known as Philip III.



Into this mix of monarchical symbols, we must throw Alexander's half-sister, Thessalonice (daughter of Philip II via a union legally conveying no succession rights). Marriage to her would cement the bond between a general and Philip's blood, even if without bestowing a formal succession claim. She came to govern her household so forcefully that she divided her husband's realm among sons who came to blows.

THE LEGACY

Alexander's senior bodyguard of seven generals formed the nucleus of the military order surviving his death. These generals were all conveniently on hand for Alexan-



der's death, inaugurating the succession discussion in Babylon immediately. However, other generals far from Alexander's oversight also had gained positions of importance which allowed them a basis for their ambitions. Antipater had been left in Macedonia in charge of the European army in 334, while Alexander dismembered Persia and subsequently ruled from its capitals in Asia. As *strategos* of Europe, Antipater was effectively the viceroy of the home provinces and had considerable power over and support from the Macedonian ruling class, while controlling a sizable army of occupation that watched over the ever-turbulent Greek city states. Antipater sent his son Cassander to Babylon as a proxy to discuss the succession issue.

Before his death, Alexander ordered his senior infantry commander Craterus to return to Pella to act as "representative of the absent king," in effect dividing the power Antipater then held. Upon hearing of Alexander's death, Craterus halted his march in Cilicia to await news of succession, knowing full well that his father-in-law, Antipater, might not recognize his authority in Pella without Alexander's word to back him up. From Cilicia he was in a position to utilize naval resources should he have the opportunity to continue his trip to Pella.

The Battles for (and events of) Alexander's Empire

(Successor deaths are in **bold**, royal family deaths are underlined, battle sites are in *Italics*)

When	Where	Who	Why/What/How
323 BC	Babylon	Alexander	dies of unknown sickness, without clear heir or successor. In Babylon settlement, Perdiccas assumes role of regent of the kingdom. Satrapies partitioned. Meleager murdered.
323-2	Bactria <i>Lamia</i>	Peithon Antipater	suppresses revolting colonists. besieged. Macedonian generals rally against the Hellenic League.
322	Thessaly	Leonnatus	dies in cavalry action, attempting to relieve siege of Lamia.
	Egypt Cappadocia <i>Amorgos</i> Syria	Ptolemy Perdiccas Cleitus Ptolemy	eliminates Cleomenes, Alexander's Satrap of Egypt. invades, establishing Eumenes as Satrap. defeats Athenian fleet.
Aug.	<i>Crannon</i>	Craterus	diverts funeral cortege to Egypt. defeats Greek army.
321	Cyrenaica Epirus	Ophellas Olympias	conquers in name of Ptolemy. offers support to Aetolia for renewed war against Antipater.
Spr.	Cyprus Pisidia	Ptolemy Perdiccas	allies with kings of island. invades, driving Antigonus into alliance with Antipater. Plans to marry Cleopatra, sister of Alexander.
320	Hellespont	Craterus	and Antipater cross into Asia to oppose Perdiccas and Eumenes.
May	Halicarnassus Egypt	Antigonus Peithon	returns to Asia Minor. and other officers, murder Perdiccas while army encamped across Nile from Ptolemy.
May	Cappadocia	Eumenes	defeats and kills Craterus and Neoptolemus (governor of Armenia).
July	Triparadeisos	Antipater	Confirmed as guardian of the kings. Satrapies confirmed.
	Syria/Pal.	Ptolemy	annexes.
319	Phoenicia	Ptolemy	annexes.



Spr. Jun.	<i>Cappadocia</i> <i>Nora</i> <i>Pisidia</i>	Antigonus Eumenes Antigonus	defeats Eumenes. besieged; released in summer 318. campaigns.
Fall	<i>Macedonia</i>	Antipater	dies of old age (>70), bequeathing position not to Cassander his son, but to general Polyperchon.
318	Greece	Polyperchon	declares freedom for Greek towns (harboring Cassander).
Sum. 318-5	Ephesus East	Antigonus Antigonus	campaigns. campaigns against Eumenes.
317			
Sum.	<i>Byzantium</i>	Nicanor	and Antigonus defeat Polyperchon's navy (killing Cleitus) at Bosphorus.
Fall	<i>Piraeus</i> <i>Macedonia</i>	Polyperchon Cassander	fails to capture. invades, with blessing of Eurydice (Philip III's wife).
Oct.	Pella	Olympias	<u>murders Philip III</u> , forces Eurydice to commit suicide.
316	Susa	Antigonus	pursues Eumenes.
Spr.	<i>Macedonia</i>	Cassander	defeats Polyperchon.
July	<i>Coprates R.</i>	Eumenes	defeats Antigonus in Susiana.
Fall	<i>Paraetacene</i>	Antigonus	fights Eumenes to draw.
315	<i>Gabiene</i>	Antigonus	defeats Eumenes, whose Silver Shields hand him over in exchange for their baggage. Eumenes executed.
Spr.	<i>Media</i> <i>Pydna</i>	Peithon Cassander	killed for plotting against Antigonus. besieges and captures; <u>kills Olympias</u> . Marries Thessalonice, daughter of Philip II.
Sept.	Babylon Palestine	Seleucus Antigonus	flees to Egypt when threatened by Antigonus. occupies.
314	Syria	Antigonus	receives envoys from Ptolemy, Lysimachus, Cassander. Rejects proposals.
314-3	<i>Tyre</i> <i>Joppa/Gaza</i> <i>Aegean</i>	Antigonus Antigonus Seleucus	begins siege and captures. captures. operates against Antigonus with command of the sea.
313		Polyperchon	joins Cassander.
Oct.	Cyprus Caria	Ptolemy Cassander	crushes revolt. sends troops; fleet to Lemnos.
312	Hellespont Coele-Syria Cyrene Cilicia	Antigonus Antigonus Ptolemy Ptolemy	truce with Cassander. re-occupies. restores order. ravages from base in Cyprus.
Fall	<i>Gaza</i> East	Ptolemy Seleucus	and Seleucus defeat Demetrius (son of Antigonus). regains Babylon, Susiana, Media.
311		Antigonus	makes peace with satrapal coalition.
310	Pella	Cassander	<u>executes Alexander IV and Roxane.</u>
Spr.	Babylonia Macedonia Cyrene	Antigonus Polyperchon Ophellas	campaigns against Seleucus. invades, in name of Heracles. allies with Agathocles of Syracuse.
309		Cassander	cuts deal with Polyperchon, who becomes <i>strategos</i> of the Peloponnese and <u>executes Heracles</u> . Polyperchon sinks into obscurity; dies by 302.
308	Sardis	Antigonus	orders <u>murder of Cleopatra, bringing to an end the dynastic line of Philip and Alexander.</u>
	East	Seleucus	defeats Nicanor (Antigonid general).
	Iran	Antigonus	abandons. Truce with Seleucus.
308-3	India	Seleucus	campaigns against Chandragupta.
	Greece	Ptolemy	liberates Corinth and Sicyon.
	Pamphylia	Ptolemy	occupies, along with Lycian coast.
	Cyrene	Ptolemy	secures, after death of Ophellas.
307	"4-yr war" <i>Athens</i> Peloponnese	Demetrius Demetrius Cassander	versus Cassander, over Greece. captures. loses Epirus, while campaigning against Ptolemy.
306	Rhodes <i>Salamis</i>	Rome Demetrius	Treaty. defeats fleet of Menelaus (brother of Ptolemy), conquers Cyprus.
	Egypt	Antigonus	abortive invasion.

Sitting astride Alexander's communications routes back to Macedonia, Antigonus was satrap of Phrygia. Although seemingly of little importance, this position gave him considerable autonomy and wealth with which to establish a position of independence upon Alexander's death. Antigonus refused to recognize Perdiccas' authority upon the death of Alexander. Few others were so foolish.

Chief staff officers, Ptolemy and Lysimachus, were happy to be given satrapies far from Perdiccan Babylon. Seleucus, commander of Alexander's training corps of pages, bided his time in Babylon under Perdiccas until given a satrapy after Perdiccas' death. Eumenes, Alexander's chief secretary, accepted the role of satrap of an unconquered province.

When it looked like the infantry division commanders would play second fiddle to the cavalry, Meleager spoke up in favor of crowning Philip III. Though he initially was met with compromise, he soon was murdered by Perdiccas' men in the aftermath of the Babylon settlement. Other infantry commanders, like Polyperchon and Cassander, kept quiet, returning to Europe to join Antipater's campaign against the revolting Greeks.

THE BABYLON SETTLEMENT, 323 BC

The cavalry commanders, led by Perdiccas, wanted to await the birth of Roxane's child, and, if a boy, to proclaim him king under a regency. Nearchus, the fleet commander, suggested Heracles for the throne. The generals did not want to choose a bastard over legitimate offspring (especially when proposed by a Cretan). Ptolemy proposed dispensing with regal authority and operating a ruling council of king's friends. Even more boldly, Perdiccas was proposed as the new king—which provoked the infantry commanders to object vociferously. Meleager's proposal to elevate Arrhidaios to the throne immediately touched off a brief crisis in the city, but in the end Meleager backed down and accepted Eumenes' compromise solution: Arrhidaios and Roxane's son would be joint kings. Perdiccas became the regent of the kings.

Perdiccas lost no time in "purifying" the army of the ringleaders among the infantry and acting with all the authority of regent over the kingdom. He then convened a council in Babylon to officially confirm the key commands. Antipater was reconfirmed as viceroy in Macedonia (a direct refutation of Craterus' Alexandrine commission). Craterus was given the honorary role of guardian of the monarchy (though he was never given the chance to oversee the two kings, who were kept under Perdiccas'

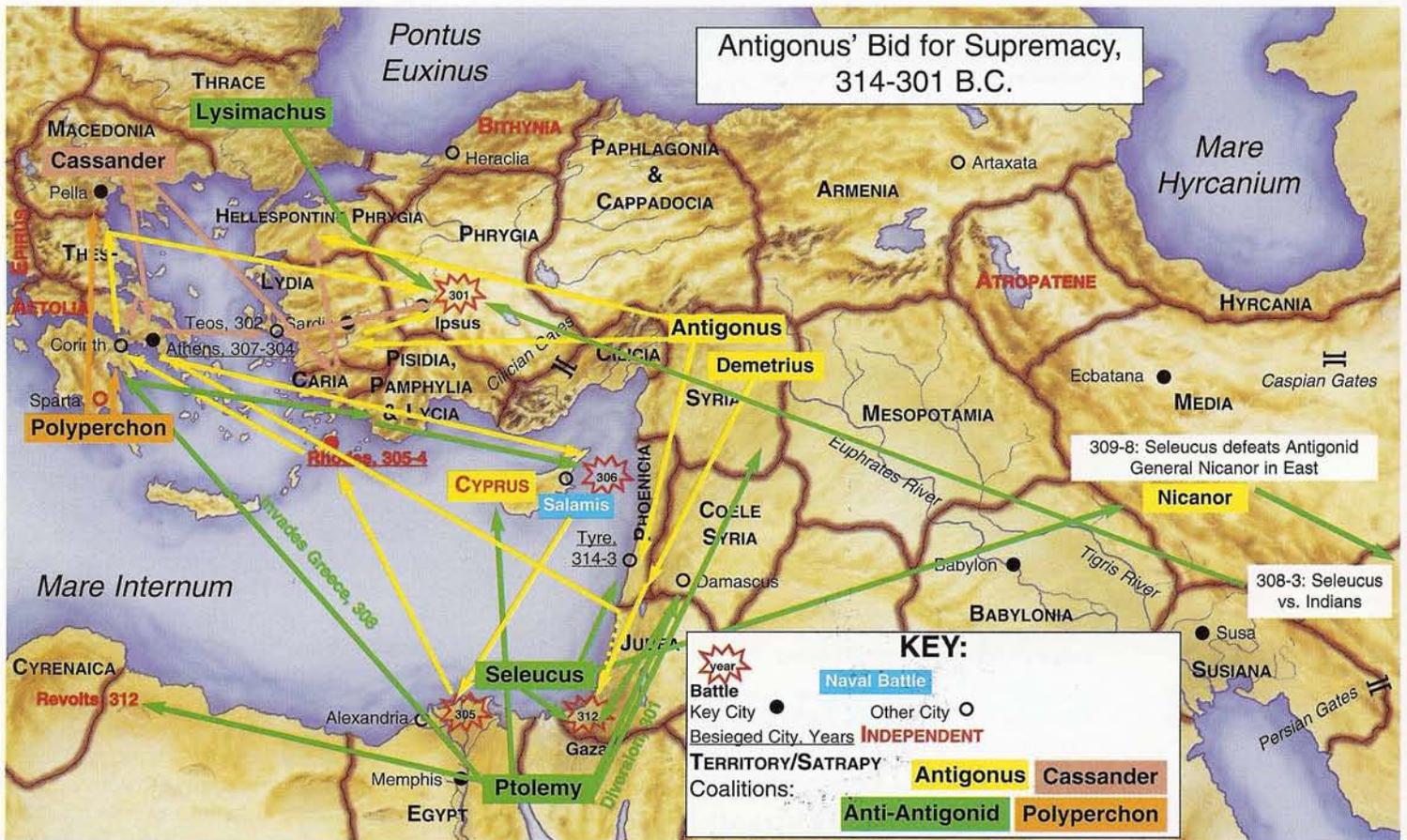
watchful eyes). Satrapies were given to Ptolemy (Egypt), Lysimachus (Thrace), Leonnatus (Hellespontine Phrygia), Antigonus (Pamphylia, Lycia and Greater Phrygia) and Eumenes (Cappadocia and Paphlagonia, still held by local monarch Ariarthes).

The closing of the council meeting witnessed a mass exodus of these commanders, as they grabbed what they could from Babylon and went to their assignments to dig in themselves. Perdicas, though in charge of the kings and the remnants of the imperial army, was in shaky control of things. Peithon, an eastern satrap, nearly joined the Bactrian rebellion he was sent to suppress, but reconsidered upon finding his Macedonian troops loyal to the throne. He was later rewarded with the satrapy of Media.

THE LAMIAN WAR, 323-322 BC

Rhodes now took the opportunity to expel its Macedonian garrison. The biggest challenge, however, was in Greece, where a Hellenic alliance led by Athens revolted, providing just the sort of threat necessary to unify a number of the generals behind a common cause. Demosthenes led the revolt from Athens, but Leosthenes took charge of military operations. Lysimachus was busy

305	Rhodes	Demetrius	besieges with <i>helepolis</i> (abandoned 304).
304	Greece	Demetrius	counters Cassander's successes.
303	Greece	Demetrius	continues successes against garrisons of Cassander and Ptolemy.
	India	Seleucus	cedes Gandhara, eastern Arachosia, Gedrosia in exchange for 500 war elephants.
302	Greece	Demetrius	resuscitates League of Corinth.
	Macedonia	Demetrius	rejects Cassander's suit for peace.
	Asia Minor	Cassander	marches north.
	Bithynia	Lysimachus	invades, abandoning Greece. Lands at Teos.
	Jerusalem	Ptolemy	forms alliances with Pergamon and Heracleia. attacks.
301	Judaea	Ptolemy	regains; occupies Coele-Syria.
	Ipsus	Antigonus	killed , as he and Demetrius are defeated by Cassander, Lysimachus, Seleucus (and his elephants). Victors partition Antigonid kingdom: Cassander gets a free hand in Europe except for Thrace; Lysimachus gets most of Asia Minor; Ptolemy keeps holdings in Pamphylia/Lycia and Phoenicia; Seleucus gets Coele-Syria
300	Ephesus	Demetrius	continues flight to Corinth.
	Ionian coast	Demetrius	wars on Lysimachus.
299	N.Syria	Seleucus	acquires.
		Seleucus	allies with Demetrius against Lysimachus and Ptolemy.
298	S.Anatolia	Demetrius	and Seleucus occupy Ptolemy's holdings.
297	Macedonia	Cassander	dies from consumption, along with eldest son. Thessalonice divides realm among two youngest sons, one of whom appeals to Pyrrhus and Demetrius for aid.
296	Samaria	Demetrius	captures.



296-5	Athens	Demetrius	besieges.
295	Cilicia Ionian coast Cyprus Athens	Seleucus Lysimachus Ptolemy Demetrius	consolidates control. seizes from Demetrius. recovers, then sends fleet to Athens. starves into submission.
294	Macedonia	Demetrius	proclaimed king.
293	Thessaly	Demetrius	reconquers.
292	Aegean Thebes	Ptolemy Demetrius	establishes protectorate over League of Islanders. reduces city after Aetolia and Boeotia rise in revolt.
291	Thebes Thrace Aetolia	Demetrius Demetrius Pyrrhus	puts down second revolt. invades. joins in fight against Demetrius.
290	Phocis	Aetolians	seize, banning Demetrius from Games at Delphi.
289	Epirus	Demetrius	invades. Pyrrhus-entreats and then abrogates.
288	Macedonia	Lysimachus	and Pyrrhus invade and partition.
287	Athens	Demetrius	flees into Peloponnese following revolt, returns to besiege. Treaty frees Athens.
Fall	Asia Minor	Demetrius	crosses into Asia
286 Spr.	Tyre, Sidon Sardis Cilicia	Ptolemy Demetrius Demetrius Demetrius	captures from Demetrius. captures. campaigns. son Antigonus Gonatas assumes title of king.
285 Spr.	Thessaly	Lysimachus Seleucus	seizes. captures Demetrius in Cilicia.
284 283	Paeonia	Lysimachus Demetrius	conquers. dies in captivity.

with Thracian border problems. However, Antipater, Leonnatus and Craterus (along with the fleet under Cleitus) responded quickly to the Greek uprising. Antipater found himself besieged in Lamia (hence the name of the war). Leonnatus crossed the Hellespont and marched into Thessaly, where he died in a cavalry action. Cleitus smashed the Athenian fleet off the island of Amorgos, allowing Craterus to cross the Aegean Sea safely. Craterus defeated Leosthenes at Crannon. Demosthenes committed suicide and the Athenians sued for peace with Antipater.

Perdiccas moved to subdue Cappadocia (gaining the loyalty of Eumenes). Political marriages were foremost on the minds of the generals attempting to secure legitimacy. Perdiccas moved towards Sardis, intending to marry Alexander's sister, Cleopatra (Tyche #53 and #36). Antigonus saw the writing on the wall and fled to Europe. Perdiccas' plan, however, cemented the growing anti-Perdiccan alliance of satraps. Antipater, strongly objecting to the proposed marriage, sent Craterus across the Hellespont (slipping past Eumenes), while Antigonus landed at Halicarnassus.

Meanwhile, Ptolemy had diverted the funeral cortege with Alexander's body to Memphis (Tyche #10) and began increas-



		Ptolemy	dies of old age, leaving Ptolemaic kingdom to Ptolemy II.
282	Pergamon Asia Minor	Seleucus Seleucus	ally. invades Lysimachus' kingdom.
281	Athens		captured by Antigonus Gonatas, who then is defeated by Cassander's heir, Ptolemy Keraunos.
Feb. Sept.	Corupedion Hellespont	Seleucus Seleucus	defeats and kills Lysimachus . murdered , as he lands in Europe attempting to claim Macedonia, by Ptolemy Keraunos. Antiochus I succeeds as king of Seleucid kingdom.

Thus comes to an end the era of Alexander's generals.

ing his domain at the expense of Cyrenaica and Palestine. Leaving Eumenes to fight off Craterus in Asia Minor, Perdikkas moved through Phoenicia south towards Egypt, where he hoped to eliminate Ptolemy from the coalition. Here, as the two armies were encamped on each side of the Nile River, Perdikkas' commanders (led by Peithon, Seleucus and Antigenes) conspired to murder him (Tyche #43). A few days later, Perdikkas' deputy, Eumenes, defeated and killed Craterus and Neoptolemus (rebellious governor of Armenia) in Cappadocia.

TRIPARADEISOS, 320 BC

The anti-Perdiccan coalition then met at Triparadeisos in Syria to confirm the power structure. Antipater became the new guardian of the kings. Eumenes was branded an outlaw and Antigonus was made commander-in-chief of the Asian army and charged with running him down. Seleucus was rewarded with the satrapy of Babylonia. All other satrapies from the Babylon settlement were reconfirmed.

The natural death of Antipater in 319 left Macedonia a hotbed of intrigue, erupting quickly into war between his son Cassander and his general Polyperchon. Philip III declared in favor of Cassander (Tyche #27). The dowager Queen Olympias, who had already jumped into the fray by offering support to the Aetolians (Tyche #15), managed to secure Pella and kill a good many of Cassander's supporters, including Philip III and Eurydice. This appalled many a Macedonian baron and was the undoing of Olympias, who was captured and killed at the siege of Pydna (Tyche #52). Cassander then married Thessalonice in 315 to cement his authority (Tyche #54).

Meanwhile, Antigonus exploited the situation to expand his authority. He conducted his campaigns against Eumenes as much to reconquer Alexander's Asian empire as to fulfill his mandate to catch Eumenes. In fact, he let Eumenes out of besieged Nora in 318 to ally with him against Antipater's successor, Polyperchon. With the naval victory at Byzantium, Antigonus' Asian position seemed secure

from threats from Europe and he returned to the pursuit of Eumenes (who had quickly broken the alliance in favor of Olympias and Polyperchon).

After a few setbacks in Susiana (Tyche #5), Antigonus finally defeated Eumenes in 315 at Gabiene (where the Silver Shields betrayed their commander—Tyche #40). Antigonus then turned on and removed nearby satraps, Peithon and Seleucus. He also raided the royal treasuries in Ecbatana, Persopolis and Susa, establishing himself as the man with the biggest warchest from which to pay his armies (Tyche #9). Seleucus fled to Egypt and warned that Antigonus was purging Alexander's officers (Tyche #31).

ANTIGONID BID FOR SUPREMACY, 314-301 BC

With the resolution of the major conflicts in the east and in the Balkans at the same time, surviving successors Cassander, Lysimachus, Ptolemy and Seleucus joined forces in 314 to suggest a division of the spoils with Antigonus. Envoys delivered their ultimatum to Antigonus in Syria: Seleucus was to be restored in Babylonia, Syria was to be surrendered to Ptolemy, while Hellespontine Phrygia would go to Lysimachus, and the raided treasuries would be shared. Antigonus flatly rejected the terms, inaugurating a 13-year war that was marked by only a brief truce in 311.

Antigonus confidently pressed south into Phoenicia, but without control of the sea, he had to let Seleucus sail past him. Antigonus then set about to rectify the naval situation by establishing shipyards and buying from Rhodes. To this end also, he besieged Tyre (314-313). In 312 his drive south was halted when his son Demetrius was defeated by Ptolemy and Seleucus at Gaza. The battle enabled Seleucus to move east to re-assert his claim over Babylonia, fighting a series of battles with Antigonid general Nicanor.

In 310, Cassander, having beaten off Illyrian migrations (Tyche #51) and confident in his position, executed Alexander IV and Roxane (Tyche #35). This served to spur Polyperchon to gain Heracles' blessing to invade Macedonia. Cassander cut a deal with Polyperchon, putting him in charge of the Peloponnese (Tyche #25). Polyperchon reciprocated by executing Heracles. In 308, Antigonus executed the still-unwed Cleopatra, the last significant member of the royal family of Philip and Alexander. Within three years, the five remaining successors (Antigonus, Cassander, Lysimachus, Seleucus, Ptolemy) had declared themselves "kings" of their respective pieces of Alexander's empire.

Know Your Generals

While initiative is relatively obvious, the effect of the combat rating is less so. Here are the implications of minimum die rolls, including the elevated risk of leader loss.

Rank	General	Ave. MPs	Initiative:		Combat: Ldr. Loss Percentage
			Interception Percentage	Ave. Roll	
3	Perdiccas	3.2	50	8.0	7.4
3	Antipater	2.8	33	8.0	7.4
3	Craterus	2.8	33	9.0	7.4
2	Ptolemy	2.8	50	8.0	7.4
2	Lysimachus	3.2	50	9.0	7.4
2	Peithon	3.2	50	8.0	7.4
2	Leonnatus	3.5	67	8.0	7.4
2	Seleucus	3.5	67	8.0	7.4
1	Antigonus	3.5	67	9.0	7.4
1	Eumenes	3.2	50	9.0	7.4
1	Demetrius	3.5	67	7.3	3.7
0	Cassander	3.5	67	7.3	3.7
0	MinorGen.	2.8	33	7.3	3.7
	Independents	3.0	0	7.3	n.a.

Names for the Minor Generals

For those gamers wanting to add a touch of historical personality, you can give names to your minor generals (including those leading the Greek Army and the Silver Shields). Here is one such list, aligned by the four major factions operating in the early years of the wars of the Diadochi.

Red	Blue	Yellow	Purple
Asp	Starburst	Lion	Horse
(Ptolemaic)	(Antipaterian)	(Antigonid)	(Perdiccan)
Ophellas	Cleitus	Nicanor	Aristonous
Menelaus	Neoptolemus	Nearchus	Eudamus
Tlepolemus	Amphimachus	Andronicus	Teutamus
Pyrrhus	Cephalon	Boitos	Stasander
<u>Greek Army</u>		<u>Silver Shields</u>	
Leosthenes		Antigenes	

(The above names are sized for cutting and pasting into your counters.)

This did not stop the fighting, however, as Antigonos refused to accept the independence of the other kingdoms. After much Ptolemaic subterfuge and fighting throughout the Mediterranean and Aegean islands and Greece, the Antigonid fleet defeated Ptolemy's fleet at Salamis. With a secure Cyprus, Antigonos and Demetrius planned the invasion of Egypt. A storm at sea (Tyche #50) left Ptolemy secure, but Demetrius carried the war to Cassander in Greece. Along the way, Rhodes refused complete cooperation and was subjected to siege (Tyche #29). Even without Rhodian compliance, Demetrius was able to besiege and take Athens, despite Ptolemy's supply efforts (Tyche #32).

Finally, coordinating their efforts, Cassander and Lysimachus decided to abandon Macedonia in favor of an invasion of Asia Minor—looking to Seleucus to bring his newly-bought war elephants (Tyche #8) to close the vise on Antigonos. Ptolemy launched a diversionary campaign into Syria. Antigonos, hoping to conclude a decisive battle, called Demetrius back to Celaenae to join him. At Ipsus in 301, a decisive battle was indeed fought, but one that defeated Antigonid forces, killed Antigonos and forced Demetrius to flee to Ephesus and then to Corinth.

DIVISION OF THE SPOILS

Lysimachus took over Asia Minor from the Hellespont to the Taurus Mountains, though some coastal cities remained in the hands of Demetrius and Ptolemy (particularly in Lycia and Pamphylia). Ptolemy claimed Syria and Phoenicia, but Seleucus objected and received Syria, including Coele-Syria. Tyre and Sidon remained in the hands of Demetrius.

Cassander was granted a free hand against Demetrius in Europe. However, the pursuit came to an end when Cassander and his eldest son died of consumption (297). His wife Thessalonice divided the realm between the two youngest sons, sparking a civil war. This gave Demetrius and Pyrrhus of Epirus an entry into Macedonian politics. By 294, Demetrius was proclaimed king of Macedonia. Pyrrhus backed the Aetolians (291) against him and soon gained Lysimachus' assistance (288) with an invasion which drove Demetrius into flight to Athens and then Asia Minor (287). Seleucus captured Demetrius in Cilicia in 285.

Meanwhile, Demetrius' son, Antigonos Gonatas, was proclaimed king of Macedonia in 286 and continued war against Cassander's heir, Ptolemy Keraunos (losing at Athens in 281).

With the demise of Demetrius and Cassander, Lysimachus' long-hidden ambitions to rule Alexander's empire finally came to the forefront. Seleucus opposed him, winning at Corupedion in 281.

Ptolemy having died of old age in 283, Seleucus was thus the last living Alexandrine successor general. His ambitions to unify the empire also floundered, when Keraunos murdered him the moment he set foot in Europe. Keraunos then used his popularity among Lysimachus' officers to gain the Macedonian throne.

With Ptolemy Keraunos running Macedonia, Antiochus I ruling Seleucid Asia and Ptolemy II ruling Egypt, the tripartite division of Alexander's empire was cemented. From then onward, these kingdoms would find their enemies assaulting them from the outside (the migration of Gauls, the ambitions of Pyrrhus of Epirus, the assertive independence of Pergamon and Bithynia, and the rise of Rome). Antigonos Gonatas recovered the kingdom of Macedonia in the aftermath of the anarchy caused by fighting with the Gauls. However, though these three kingdoms would find cause for fighting, the era of Alexandrine ambitions of world conquest was finished.



Alexander's Lieutenants

Historical Initial Deals for *SUCCESSORS*

By LTC John B. Firer (USA, Ret.)

SUCCESSORS is a multi-player system geared towards four players, which allows the factionalism and shifting strategic situation of the era to be fully simulated. However, as one plays the two- and three-player versions, this experience is somewhat diluted and loses its authentic flavor. In addition, the play balance of the game can be drastically affected by the vagaries of the initial distribution of generals. Therefore, in order to provide a more accurate simulation, I offer the following historical setups with analysis of the strategic and tactical positions of each faction.

HISTORICAL FACTIONS

Three major factions arose following the death of Alexander the Great in 323 BC. One faction, led by Perdiccas, was interested in maintaining the empire intact. Whether this position was taken for purely altruistic motives in protecting the rights of Alexander's unborn son, or was taken for purely ambitious reasons, is unclear. There were probably elements of

both co-existing in the faction. Initially, the imperialists theoretically included all of Alexander's generals, but the staunchest supporter of this faction was Eumenes. Peithon also remained loyal to Perdiccas up to a point, but the other generals had their own agendas and quickly began to gravitate towards a more dynastic approach towards the problem of succession. The imperial faction, while powerful, was short-lived, essentially dying with Perdiccas (although Eumenes remained a thorn in the side of the dynasts for many years).

The initial practitioners of the move towards establishing a personal dynasty encompassing all or part of the empire were Antigonos and Ptolemy. Ptolemy quickly consolidated his position in Egypt and was reasonably content to maintain himself there with an obvious interest in procuring border marches and strategic resources as exemplified by the acquisition of Palestine and Cyprus, respectively. Antigonos refused to cooperate with Perdiccas and fled to the protection of Antipater when confronted by Perdiccas. Ptolemy

founded a dynasty which survived until the Age of Augustus, while Antigonos eventually attempted to expand his patrimony to include the whole empire but was defeated and killed by the others at Ipsus in 301 BC.

The third faction was a much more amorphous group and thus difficult to define (call it the regency faction). Its leader, Antipater, while loyal to Alexander's house, was accustomed to acting as regent for the absent king in Macedonia. He was resentful of any interference in his exercise of power. Craterus always thought that he, rather than Perdiccas, should be regent in Asia. Like Antigonos, he joined Antipater in Macedonia but probably less as a dynast and more as a disgruntled imperialist. Both leaders died relatively early in game terms and thus it is uncertain whether they would have eventually become full-fledged dynasts.

Leonnatus died during the first game turn, so it was too early to tell which faction he would have eventually joined, although most sources would put him in the dynastic camp. Lysimachus was probably more inclined towards the imperial cause, and up to the death of Perdiccas and the subsequent rise of Antigonos, was content to secure Thrace for the empire. After this point, he joined the dynastic band wagon.

Seleucus initially served Perdiccas but became disillusioned and was involved in his

→→→→→ (Continued on p.16)

Form, Function, Time & Space

A guide to the monuments of HISTORY OF THE WORLD

By Scott M. Smith

Anyone who has ever played *HISTORY OF THE WORLD* has doubtless wrestled with the conundrum surrounding the construction of a monument. Some players never give selection a second thought and grab the first available edifice. Others pick through the available mix seeking an appropriate one. Some separate the “destroyed” monuments from the rest, so as to avoid the potential “catastrophe” of a duplication.

Some empires have it easy. Who hasn’t built the Roman Colosseum or supervised the Eiffel Tower going up? Everyone knows where and when these structures came into being. But what of the more obscure empires? Or what of the empires that are not renowned for their architectural prowess, yet manage to conquer the requisite mining spots? Fret not. An architectural tour for the true world history aficionado follows.

The empires that are capable of building monuments are the only ones discussed in this work. This effectively eliminates five of the seven minor empires. This guide lists the first monument of choice, if one exists, for each such empire. Often this is the true depiction shown on the monument counter. Below, all specific historical monuments are italicized, while apocryphal/generic monuments are capitalized.

There is an inevitable element of unavoidable inaccuracy over the location of some of the monuments. The *Pont du Gard* will never be built in Nîmes, because the Romans have a host of cities elsewhere that require priority in placement. The Head appears to be of an Easter Island profile, an area not in the scope of the game. Where necessary, I have tried to marry the crossroads of history and geography with that of the gameboard and game scale. In the process, certain themes, particularly the Eastern fascination with gates and the prevalence of Greek architecture, are patently obvious.

My areas of specialization should become apparent through a casual reading. My research fruits and frustrations are now yours. Use the guide to give credence to your constructions. “Look upon my works, ye mighty, and despair.”

EPOCH I

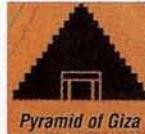


Ziggurat of Ur

Assuming that the player deploying **Sumeria** opts for the “Fertile Crescent” approach (Zagros—Western Anatolia—the Levant), the *Ziggurat of Ur* is the monument of choice. Sumeria in the game is a composite of various city-states (i.e. Sumer, Akkad and Elam). The *Ziggurat*, which was dedicated to King Ur-Nammu ca. 2100 BC, was the prominent feature in the mudbrick capital of Ur. It was built to provide a stairway for their gods to descend to the earth. Such architecture became a staple of Mesopotamian urban skylines.



Great Sphinx



Pyramid of Giza

Although given an array of monument choices, the **Egyptian** empire realistically can only acquire a single monument. The *Great Sphinx*, in the interest of facilitating future monument construction, is the preferred monument for Egypt. It is believed to have been erected around 2500 BC by the pharaoh Khafra, but is shrouded in mystery. Khafre’s *Pyramid of Giza*, called the “largest single building ever constructed,” was built ca. 2575-2130 BC. The pyramid on the counter more accurately resembles the *Stepped Pyramid at Saqqara* (built ca. 2650 BC), albeit with more steps.

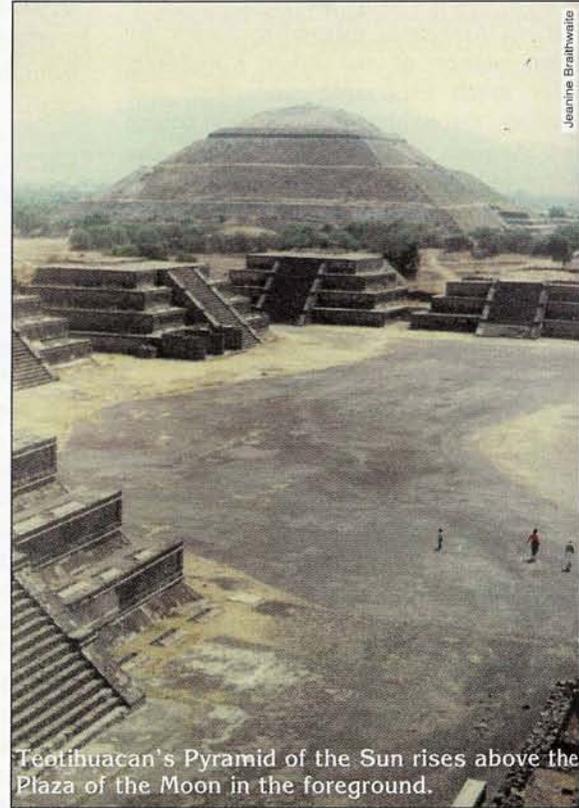


Palace of Knossos



Lions of Mycenae

The **Minoans** can conceivably construct a monument with play of cards that yield additional builds. The *Palace of Knossos*, the magnificent two hectare palace built between 2000 and 1400 BC, is the monument of choice. It is believed to have been the legendary residence of King Minos. The depiction represents the main palace building. The Sphinx could represent one of the *Lions of Mycenae*—this is a bit of a stretch, as that piece of architecture was



Teotihuacan’s Pyramid of the Sun rises above the Plaza of the Moon in the foreground.

embedded into a gate found in the Peloponnese. The Minoan empire represented in the game is a composite of the Minoan civilization of Crete and the Mycenaean civilization located on Morea.



Mohenjo-daro ruins



Priest-king Bust

The **Indus Valley** civilization is poised to build a monument if they choose to forsake buttressing the Persian Plateau and the Hindu Kush against an Aryan onslaught. The *Ruins at Mohenjo-daro*, located at the edge of the so-called Lost River, are all that remain of the mudbrick, grid-platform city that was home to some 40,000 inhabitants. The city’s sophistication rivaled its Mediterranean contemporaries in scope. The depiction represents the famed citadel, erected ca. 2500 BC and located beneath the Hill of the Dead (a Buddhist stupa erected much later). If it is unavailable, then the generic Neolithic Statue could be used instead to represent the *Priest-king Bust* found in the lower city.



Ishtar Gate



Hanging Gardens



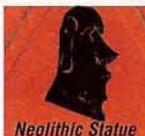
Etemenaki

Situated in the center of the known world (during epoch I, anyway), **Babylonia** has a host of options. The *Ishtar Gate* is the monument of choice, though technically a Neo-

Babylonian construction (post-dating Assyrian hegemony). The gate was erected during the reign of Nebuchadnezzar II (ca. 605-562 BC). Such a choice is acceptable as it nicely simulates the ebb and flow of military campaigns in the Middle East during this period. The Pyramid or Ziggurat can be chosen if necessary to represent the *Hanging Gardens of Babylon* or the *Ziggurat of Etemenaki* (both built during the rule of Nebuchadnezzar II). The latter is believed to be the legendary Tower of Babel.



Anyang Ruins

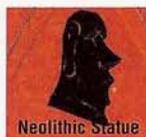


Neolithic Statue



Konqi Sacred Circle

Optimal placement for the **Shang** (pronounced "Shong") dynasty runs counter to monument construction. The Shang-Yin (Shang and Yin in this context can be used interchangeably) were historically restricted to the floodplains of the Yellow River and were renowned for their agricultural innovations and intricate bronze vessels. Card play could permit expansion and allow a monument. The Pyramid could be used to depict the ruins of the elaborate capital city, palace or the *Xibeigang Graves* at Anyang. That complex, at its height ca. 1700 BC, encompassed approximately ten square miles. The generic Neolithic Statue is another possibility, despite its obvious lack of Sinized features. If tastes dictate, then the *Konqi Sacred Circle* at Sinkiang can be built, though more representative of ancient central Asian cultures (the site predates the first millennium BC). Cardinal stones, goddess miniatures and wheat symbols suggest a particularly advanced belief system.



Neolithic Statue



Stone Ruins

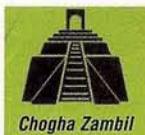


Apocryphal Gate

Although it is more a linguistic term than an actual cultural denotation, the **Aryans** represent semi-nomadic peoples having no capital. Their development was achieved after reaching India and their fostering of the Vedic City States. The generic Neolithic Statue, Stone Ruins or Apocryphal Gate can be used to represent the flourishing of Aryan culture before the advent of pure Vedic culture. The preferred building sites would be the ancient Aryan holy city at the confluence of the Jamuna and Ganges rivers in central Uttar Pradesh (Ganges Valley) and Mehrgahr in Baluchistan (Persian Salt Desert), site of geometrically arranged microliths.



Gate at Hattushash



Chogha Zambil



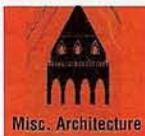
Holy Site

The **Hittite** empire is capable of erecting a monument if the timing is favorable. The *Gate at Hattushash*, erected ca. 1300 BC in the Hittite capital, is the monument of choice. This elaborate temple complex (complete with advanced drainage systems) was dedicated to one of the Hittite storm gods, Buyuk Mabel (their pantheon consisted of over a hundred deities). Purists will demand use of the Ziggurat or Pyramid. The former could represent the 13th century BC *Ziggurat Chogha Zambil*, while the latter could depict the Hittite holy site at Yazilikaya.

EPOCH II



Negral Gate



Misc. Architecture



Misc. Tower

The great empire of **Assyria** is almost destined for a monument. The *Ishtar Gate* is the preferred choice (see Babylonia above). Alternatively, this monument could represent the *Negral Gate at Nineveh*. This city was adopted as the Assyrian capital around 700 BC by Sennacherib. Another contender is the Eastern Sphinx—a generic statue that depicts a myriad of pieces of Assyrian art. The *Colossal Lion of Ashur-Nasir-Pal in the Temple of Ninib at Calah* (also known as Nimrud) is a typical example. Various human-headed winged bulls or lions were popular fare for Assyrian kings (notably Sargon and Shalmaneser II) during the 8th and 9th centuries BC. A Miscellaneous Architecture, Ziggurat or Tower will suffice to depict the glory of Assyria. These monuments could be attributed to Assyrian adoption of Babylonian architecture—the temples of Enlil and Inanna, two of 34 erected ca. 2500 BC, were rechristened as the temples of Ashur and Ishtar. The commingling of Mesopotamian pantheons and cultures can result in some confusion at times.



Stone Gate



Confucian Temple, Qutu

The **Chou** (pronounced "Jo" and alternatively spelled Zhou in the New Form) are best represented by the Stone Gate—symbolic of completion of the *Great Wall of China* under the Emperor Ch'i Shih Huang Ti. The Wall is reportedly the only man-

All Things Greek

The Greek contribution to Western architecture was monumental and widely imitated. Renowned for its almost sculpture-like qualities, Greek architecture is almost as recognizable to the average Westerner today as it was over two millennia ago. Some sources have even gone so far as to break down the influences that, in turn, influenced the Greeks. Suffice to say that heated debate amongst many experts continues today about everyone from Central Africans to the Dorians to the Mesopotamians.

The Greeks were true to their Mediterranean heritage and improved upon that which was available. The Greek architectural legacy is incredibly important—and the generous amount of "Greek" monuments included in the game nicely supports this view.

Greek monuments should be available for the Phoenicians, the Scythians, the Carthaginians, Persia, the Celts and the Macedonians. The *Parthenon* should be an exclusively Greek construction, or at least reserved for the Macedonians. It is, after all, the most widely visited and recognized piece of Greek architecture. The *Treasury of the Siphians at Delphi* is ideally suited for those who take up the slack should the Greeks fail to deliver. The kouros on the columns of the piece are remarkably detailed—kudos to the Avalon Hill art department. The various other columnar specimens could easily depict the ruins that are scattered throughout the Mediterranean from North Africa to Anatolia. A semblance of many of these structures survive today without their wood ceilings and vibrant colors. Even the Lighthouse can be used to depict the Lighthouse of Alexandria, which was built ca. 285 BC. Should few of these empires exist, then the Romans and even the Sassanids can build Greek architecture without spoiling the flavor of doing things "correctly."

Players should not feel that their empires are robbing the Macedonians of their heritage should they build Greek-influenced structures, as there are enough to go around. The purist can always level a monument or two with natural disasters, should the need for "correctness" persist.

Some scholars have suggested that the original monuments were initially constructed of wood. As proficiency developed, the structures were replaced with more durable materials (and even built elsewhere—many buildings of Athen's Acropolis were first built on Mycenaean sites). In this instance, the foreign imitator can always maintain that the original Greek structures (fashioned of wood) did not survive, but the durable imitation did!

→→→→→ (from pg. 13)

death in Egypt (as was Peithon). He was forced to flee his satrapy of Babylon and take refuge with Ptolemy during Antigonos' Eastern campaign against Eumenes following the death of Perdiccas. Eventually returning to his satrapy, he became a key member of the anti-Antigonid coalition of Cassander, Lysimachus and Ptolemy. Seleucus went on to found the most powerful of the three major dynasties.

Cassander was a true dynast and broke from his father's policy of acting as a regent only (although a high-handed one) for the royal house of Macedon. In fact, he was passed over by his father on his death bed in favor of Polyperchon. Cassander initially sought Antigonos' help in regaining Macedonia but later broke from him, becoming the founder of the final coalition which brought Antigonos down, although his own downfall was not far behind.

THREE-PLAYER SETUP

Amend rule 28 as follows: Each player is randomly assigned one of the following three factions. *Imperial Faction*: Perdiccas, Peithon and Eumenes (in Cappadocia or per 6.4). *Dynastic Faction*: Antigonos and Ptolemy. *Regency Faction*: Antipater and Craterus. Insert Leonnatus, Lysimachus and Seleucus into the Tyche deck.

Scenario Analysis

Two main areas determine the relative strategic position of any faction at the beginning of a scenario: victory points level and legitimacy points level. Victory points determine order of play, usurper status, and reinforcement rates. Legitimacy points determine control of royal army units in battle and reinforcement rate and quality. Together, they are generally a good indicator of the relative power of a particular faction. The strategic position of the factions can be summarized as follows:

Imperial Faction:

- Compact territorial base
- Access to uncontested provinces
- Channeled movement to the West through poor terrain in Syria/Mesopotamia and an independent Armenia/Cappadocia
- Poor access to a fleet
- Poor access to legitimacy
- Excellent reinforcement potential

Dynastic Faction:

- Divided territorial base
- Excellent access to legitimacy
- Vulnerability of Phrygia to invasion
- Excellent access to fleets
- Excellent defensive position in Egypt
- Excellent access to additional territories
- Good reinforcement potential

Regency Faction:

- Divided territorial base
- Good access to legitimacy
- Vulnerability of Cilicia to invasion
- Good access to fleets
- Good defensive position in Macedonia

- Excellent reinforcement potential
- Poor access to additional territories
- Move order choice

Strategic position alone will not ensure victory for a particular faction. Eventually disputes over sources of victory points, such as territory, legitimacy and reinforcement potential must be settled on the battlefield. Thus tactical considerations, such as legitimacy, prestige, force composition and leadership, can reverse a poor strategic position and conversely can cause the erosion of an otherwise strong strategic position.

Personal prestige points can help to offset a disadvantage in a faction's legitimacy. Force composition determines the basic strength of an army relative to its opponent and is probably the most clear-cut indicator of relative combat power. Leadership ultimately determines movement rate and success in combat. The tactical position of the factions can be summarized as follows:

Imperial Faction:

- Poor prestige, except defensively
- Large force size
- Fair force composition
- Fair mobility
- Fair combat effectiveness

Dynastic Faction:

- Good prestige
- Good force size
- Good force composition
- Fair mobility
- Good combat effectiveness

Regency Faction:

- Good prestige
- Good force size
- Fair force composition
- Poor mobility
- Good combat effectiveness

This scenario slightly favors the imperial faction, provided that it can retain its early lead in legitimacy points. However, if it loses that lead, there is a strong possibility that the dynastic faction will become the dominant faction. The dynasts have good strategic position, a force which is largely immune to the vagaries of legitimacy level, and equal to or better leadership effectiveness than any other faction. The regency faction will have to play very carefully during the first two turns to avoid being marginalized for the balance of the game. However, with careful diplomacy and a well-conceived strategy for legitimacy acquisition, the regency has the potential to serve as the spoiler and quite possibly the dark horse winner of the scenario.

TWO-PLAYER SETUP

Amend rule 28 as follows: Each player is randomly assigned one of the following two factions. *Imperial Faction*: Perdiccas, Peithon and Eumenes (in Cappadocia or per 6.4). *Dynastic Faction*: Antipater, Antigonos and Ptolemy. Insert Craterus, Leonnatus, Lysimachus and Seleucus into the Tyche deck.

Scenario Analysis

The regents have been combined with the dynasts, with Craterus withdrawn from the initial placement and allowed to enter the game with either faction. This represents the fact that Craterus could possibly have been won over by the imperialists, if Perdiccas had been more sensitive to Craterus' pride and willing to share certain of his prerogatives as regent in Asia.

The strategic position of the factions can be summarized as follows:

Imperial Faction:

- Compact territorial base
- Access to uncontested provinces
- Channeled movement to the West
- Fair access to a fleet
- Good access to legitimacy
- Excellent reinforcement potential
- Move order choice

Dynastic Faction:

- Divided territorial base
- Excellent access to legitimacy
- Excellent access to fleets
- Excellent defensive positions
- Excellent access to additional territories
- Excellent reinforcement potential

The tactical position of the factions can be summarized as follows:

Imperial Faction:

- Poor prestige, except defensively
- Good force size
- Fair force composition
- Relatively good mobility
- No fleets
- Good combat effectiveness

Dynastic Faction:

- Good personal prestige
- Excellent force size
- Excellent force composition
- Naval superiority
- Poor mobility
- Good combat effectiveness

This scenario appears to favor the dynasts until one looks closely at the position of the imperial faction. By retaining the ability to move first and maximizing its interior position, the imperialists can steal a march on the dynasts to seize Heracles in Damascus, divide Egypt from the body of the dynastic faction, and grab the fleet in Phoenicia. By also securing the Eastern provinces through the judicious placement of garrisons, the imperialists can close the gap in victory points and thus improve their reinforcement posture. Using its lead in legitimacy points, Perdiccas can then take the war to Antipater knowing that royal army units will side with Perdiccas. Eumenes or Peithon can threaten Egypt to keep the dynastic faction divided while securing additional territory in Armenia and Cappadocia. With four general cards in the deck, the opportune play of any of these cards can reverse the strategic situation almost instantaneously, as can random Tyche card play. The dynasts have a strong position which can be

used to exploit any misplay by the imperialists. With no third player to act as a counterweight to a strong faction, this scenario can be very unforgiving.

FOUR-PLAYER SETUP

Amend rule 28 as follows: Each player is randomly assigned one of the following three factions. *Imperial Faction:* Perdiccas and Eumenes (in Cappadocia or per 6.4). *Antigonid Faction:* Antigonus and Leonnatus. *Ptolemaic Faction:* Ptolemy and Lysimachus. *Regency Faction:* Antipater and Craterus. Insert Peithon and Seleucus into the Tyche deck.

Scenario Analysis

This historical scenario is an expansion of the three player setup with the dynastic faction split into two factions, the Antigonid faction and the Ptolemaic faction. These factions initially worked together against Perdiccas, but Antigonus' personal ambition to re-unite the empire alienated Ptolemy. Ptolemy sought alliances with the other dynasts, entering into a series of anti-Antigonid coalitions.

Lysimachus was initially content to do Perdiccas' bidding in Thrace and thus, strictly-speaking, should not be partnered with Ptolemy. However, later in the game he became a dynast in his own right and was one of the chief architects of the anti-Antigonid coalition, which eventually killed Antigonus at Ipsus. Because of their relative distance from each other's spheres of influence, Ptolemy and Lysimachus never really came in conflict with

each other. Thus their partnership with each other is natural within the confines of this scenario.

Leonnatus and Antigonus are less natural but not necessarily unnatural. Leonnatus died during the first game turn and thus it is difficult to state exactly which faction he would have joined. But he was most likely a dynast with pretensions to the Macedonian throne. Since this position would have put him in conflict with both the imperial and regency factions and would have placed him in conflict with both Lysimachus and Ptolemy, who also had interests in Greece/Macedonia, it is not unreasonable to link him with Antigonus. [Editor's Note: The same arguments can be made with regard to Craterus if players want to try swapping Craterus and Leonnatus in this scenario's setup.]

Peithon's position as a wild card is somewhat more consistent than his usual partnering with Perdiccas. After Perdiccas' death, he returned to his satrapy of Media and became allied with Eumenes during the Eastern campaign which ended in Eumenes death. He eventually joined Antigonus but became disillusioned with his agenda and was subsequently killed by Antigonus after a falling out, and thus disappeared from the equation. Generally, he lacked the military, diplomatic and political acumen to compete with the likes of the other dynasts.

The imperial position is further eroded in this scenario due to the decrease in victory points and loss of Peithon as a member of the faction. In addition, its previously secure

Eastern border is now subject to invasion through an opponent's play of either of the two generals remaining in the deck. However, the lead in legitimacy points will stave off immediate disaster and provide time to establish its territorial base while the other players are coordinating their positions.

In contrast, the regency faction's position has improved over the three-player scenario. The regents have the best opportunity to overtake the imperialists in legitimacy points. With the largest number of Macedonian CUs of any faction, they have the qualitative force necessary to act as the arbiter in all diplomatic wrangles. Its greatest weakness is its lack of mobility, which will hinder its ability to project this power until Cassander takes over Antipater's army.

The Ptolemaic faction has its diplomatic work cut out for it. While Egypt remains relatively unassailable, Thrace is extremely vulnerable to pressure from Macedonia and Hellespontine Phrygia. As in history, Lysimachus and Ptolemy must keep low profiles until they are strong enough to join in the dismemberment of another faction.

The Antigonids are the most concentrated faction in the scenario. Good position, a well-balanced army, and the mobility and leadership to project its power effectively will allow it to dictate the pace of the game. However, being the obvious leader will also attract coalitions, and it would be prudent to ally with one of the weaker factions until the Antigonids are ready to make their play for the mantle of Alexander.



Zoroastrian Fates

by Richard H. Berg

Players of *SUCCESSOR'S* may wish to try this random event variant. Ignore what is on Ahura Mazda & Ahriman Tyche card (#18). Instead use the following instructions. Players may have to jerry-rig some markers to help them.

When this card is played, the player rolls two dice (2d6) and consults the special event table below. This card must be played in one of the first three of the player's rounds of play that turn. It may not be withheld until later.

Ahura Mazda & Ahriman Special Event Table

Dice

Roll: Event:

2, 3 **Drought.** The player rolls one die to determine the location of the drought. The drought hits the listed province, plus all provinces adjacent by land paths, mountain passes or straits. It costs two movement points to enter each space therein for the rest of the turn.

1 = Phrygia	4 = Babylonia
2 = Syria	5 = Phoenicia
3 = Mesopotamia	6 = Thrace

4 **Gauls.** The Gauls attack and ravage the Balkans. Remove all CUs from the Kingdom of the Dardani and Epirus. Replace all player garrisons with independent garrisons. Any leader present is dispersed. This may only occur once (if it has already occurred, roll again).

5 **Embezzlement.** The player who rolls this has seen his treasurer abscond with much of his gold, and his sister, to an Italian isle. An opposing player, blindly, selects one of the Tyche cards from your hand and discards it (without anyone looking). In your next Tyche phase, you may not play a card.

6 **Political Marriage.** One of your generals marries one of Antipater's daughters (he had three, Nicea, Eurydice and Phila). Antipater may not attack any force led by that general (and vice versa) until either Antipater dies, or that general comes under Condemnation or Order of Execution (see below). If Antipater is dead, or you represent him, roll again.

7 **Spies.** You may look at all the cards remaining in any one player's hand.

8 **Order of Execution.** You choose any one general, and the players (except for the targeted player) vote on an Order of Execution. Players' legitimacy points are their votes. If half or more of the legitimacy points vote "No," nothing happens. If the majority of legitimacy points cast are "Yes," then place an Order of Execution marker atop that general's card. The Order has the following effects:

a) Any player with a Condemnation card may attempt to kill that general; roll the die. On a die roll of 1-3, he has assassinated that general. Whether he succeeds or fails, the player conducting the assassination suffers no consequences.

b) When playing a Mutiny card, the result is different, the Mutiny is automatic if the Legitimacy requirements are met (plus the leader of the army that has mutinied is automatically dispersed). If the Silver Shields are in the mutinous army, the affected leader is killed.

This Order lasts until the first assassination attempt.

9 **Asclepius of Cos.** For the rest of the turn, when one of your leaders is to be dispersed, you may place that leader, in Halicarnassus if you wish, at which point he is free to move. He does not have to wait until the end of the turn. The Asclepius was the great healing center on the island of Cos, just offshore from Halicarnassus.

10 **Thibron, Soldier of Fortune,** has struck in North Africa. The player that controls Egypt must remove two CUs and/or garrison markers from any Egyptian location (to fight Thibron). If no one controls Egypt, roll again.

11,12 **Plague.** The player rolls one die to determine the location of the plague. The plague affects all provinces adjacent by land paths, mountain passes or straits as well. Halve all CUs—by type, but not including elephants—in that province, by space, rounding up the losses. Any army entering the affected provinces during the remainder of the turn must do the same once upon entering the first space in such a province.

1 = Greece	4 = Susiana
2 = Judea	5 = Lydia
3 = Aegyptus	6 = Cyprus

?? QUESTION BOX ??

SUCCESSORS

5.1 and 27 Is the turn order phase the only time you adjust your VP count? Legitimacy level?

A. No, you adjust them the instant they change.

5.5 Typo In the sequence of a round, the Tyche Segment is second and the Movement Segment is third, despite the incorrect numerals on page 3.

6.3, 10.10 and 17.4 Does moving in/out of a city or conducting a siege/subjugation count to prevent the raising of troops?

A. Yes, when done during the movement segment.

ERRATA for 6.4 Restrictions Reinforcements, raised troops, generals and returning units/generals cannot be placed in a space containing unbesieged enemy units or Independent armies.

6.4 Can a besieging player place reinforcements, raised troops and generals with a major general conducting a siege?

A. Yes.

7, 8 and 9 Can players voluntarily trade garrisons or Tyche cards or CUs?

A. No, transfers are only allowed within the specified rules governing surrender, Tyche card play and desertions.

ERRATA for 7.4: The dropped lines from the third garrison restriction are: "the intervening space may not contain an enemy garrison, enemy army, hostile tribe or independent marker."

7.4 Can you use sea routes for placing garrisons in the Tyche card segment?

A. Yes. Such placement cannot be stopped by enemy fleets.

8.4 and 8.9 Clarification "Must Be Played" Unrest Bonus Cards may not be ignored, but must be played.

8.5 Is there an order by which players play surprise cards, in battles for instance?

A. No, you play surprise cards at any time on a first-come, first-served basis.

8.6 Must a general arrive at his optional starting location?

A. No, he may be placed according to rule 6.4 if you choose not to place him in the optional starting location.

8.6 If, during the course of Tyche card play, a general is placed in his optional starting location province, does he place garrison markers as well?

A. Yes, but only in those spaces that are empty.

8.9 If all non-independent spaces have CUs, do you re-roll for location of unrest?

A. No.

9.2 Can you place a minor general after you see the movement die roll?

A. Yes—at any time during your turn.

ERRATA for 9.2 and 14.11 Whenever the commanding General is killed in a leader loss check (and no other friendly Major General is stacked with the army), an available Minor General from off the board may be placed instantly to take command of the army. If none are available, then uncommanded CUs in an unfriendly space are placed in the "Dispersed Box" with a friendly garrison marker to show ownership.

9.7 How many movement points does an army have which was activated by a minor general with two movement points and moves one space and joins the army of a major general yet to move who has four movement points?

A. The original army CUs can move no more than the least of: a) their original movement points or b) the major general's movement points, in both cases subtracting points already consumed by the original army before continuing.

10.5 and 4.3 Can you drop off a CU without a Minor General by placing it under a friendly garrison marker?

A. Yes.

ERRATA for 10.9 The five-to-one superiority ratio required should be measured in CUs, not combat strength.

ERRATA for 12.2 You may not intercept an enemy army or General moving into a space containing an unbesieged enemy CU.

12.2 Must the naval combat take place in the last space of the naval movement?

A. No, this section refers to restrictions on land interceptions. The point of that restriction is that if an army passes through a space via sea movement, an army on land cannot intercept it, except at its landing point at the end of the naval movement. Naval combat is possible at any point along the sea route (see 16.3).

13 May other CUs/generals be picked up by an army avoiding battle as it passes through the space?

A. Yes.

ERRATA for 13.6, third sentence Add "sea routes." It should read: "Just like in Avoid Battles, an army may not avoid an interception if the space it must back up into is across a mountain pass/strait or sea route or into a space containing an enemy CU, enemy garrison or independent marker."

14.11 What happens to units on an enemy garrison when they lose their leader in a leader loss check?

A. Place a minor general with them if available. Otherwise, they are dispersed (mark them in the dispersed box with your garrison marker), leaving royal markers on the board in place.

16.4 Do Generals apply their battle rating to naval combat?

A. No.

16.4 Can you fight naval battles with less than all of your fleets?

A. Yes, the moving player declares as he starts his naval movement which fleets are escorting. Intercepting players may declare interception with any number of their own fleets.

16.6 When can you discard to upgrade a fleet?

A. You can only discard in your Tyche segment.

17.2 If the last CU inside a besieged city is sacrificed to cancel a siege point and keep the total below three points, when does the now-empty city fall?

A. It will automatically fall in the besieger's surrender segment of his next round. The enemy garrison can be removed later in the round if you can still expend MPs to conduct a siege and gain the necessary siege points.

17.3 If all of your fleets are dispersed, do you suffer the siege penalty against a major port city?

A. Yes, although you still control the fleet points, they cannot operate while dispersed and therefore cannot assist the siege.

19.1 Can Independent armies fight each other?

A. No, Independent armies are hostile only to other players; they are completely friendly towards each other and Independent markers. They may coexist and defend in battle together as one combined force. They must be moved separately, though—meaning they may not attack together.

19.1 Can you Avoid Battle with an Independent army?

A. Yes.

19.3 What happens to an Independent army in a drawn battle?

A. It is unchanged; it does not lose strength in drawn battles. If it was the attacker, it retreats one space and is only eliminated if retreating across a mountain pass or strait.

19.3 What happens to the newly won prestige point gained in a victory over an Independent army when the victorious commanding general dies in a leader loss check; can his subordinate general gain it?

A. No, the point dies with the dying commanding general.

20.1 and 10.9 How does attrition relate to overruns?

A. The overrun force is treated as a defeated army (see 14.8), which may require an attrition die roll. The attacker is not affected in any way by the overrun.

20.3 Do enemy CUs in a major city space count as CUs in the space when resolving the forage segment?

A. No, count only your own CUs during the forage segment.

22.2 and 22.6 Typo The reference regarding Alexander's Body should be to rule 23.6, not 22.6.

23.2 and 28 Does the Usurper lose Champion status when attacking the other player? Even in a two-player game?

A. Yes. Yes.

23.2, 23.8 and 14.3 Clarification The loss of Champion status is solely related to movement into a space containing non-usurper players' CUs. The only player that can lose Champion status in a round is the player moving. He loses it if intercepted on land (naval combat has absolutely no bearing on Champion status), even if successfully avoiding battle.

23.4 If the husband dies, does the wife and her legitimacy remain in the faction?

A. Yes, until captured or remarried, she still works in favor of her deceased husband's faction. Remember, legitimacy is a faction-wide concept, so his death has no impact on legitimacy, only on who is guarding her from capture.

23.5 Typo The Tyche card reference should be "#15, #53 or #54."

23.6 Can the body be buried in Babylon on Turn 1?

A. No.

23.6 Can the body be buried in the Pella space when you do not control it?

A. No, you must control the major city in which the body is buried. The reference to "in or outside the city" simply allows the major general to bury the body at a friendly Pella but remain in the field with his army.

25.2 Do RA units stand aside in overruns or sieges?

A. No, the rule applies to battles alone. They still defend and attack for their owner normally in sieges and overruns.

25.2 Does the second-to-last sentence only apply to the army with the least legitimacy?

A. Yes, only the standing aside RA units have a chance to switch sides. A losing general with more legitimacy would retain control of his RA units, undergo attrition, and be dispersed.

ERRATA for 26.3 If Antipater dies prior to turn 3, Cassander instantly replaces him. Cassander is rank zero. The 2L for Strategos of Europe goes to the faction controlling Macedonia—it is not a permanent attribute of Antipater nor of Cassander.

26.4 and 26.5 What happens if Heracles or Alexander IV are uncontrolled at the moment they come of age?

A. The game ends instantly with proclamation of the new king. Count victory plus legitimacy as described.

27 and 28 In two- and three-player games we have run into this situation: can VPs go above 29?

A. Yes, you are not deprived of the VPs. Record this level of VPs by stacking a garrison marker with your VP marker and placing them in the spot corresponding to your VP level minus 30.

27.2 Do you lose the VPs if your fleets are dispersed?

A. No, you retain control of the largest fleet, even when dispersed, until such time as another player establishes their own control of the fleets (see 16.2).

TYCHE CARDS

#1-4 Major Campaigns. Can the moving army pick up CUs and other armies along the way? Can it change command during movement (as in 9.7)? Can it drop off CUs and subordinate generals?

A. Yes. Yes. Yes.

#8 The Indian Elephant Corps. Can the Elephants arrive inside a besieged city? Can they arrive with a besieger?

A. No. No. The event cannot be played if Ecbatana is besieged and Babylon is uncontrolled or friendly but besieged.

#15. Olympias. Is she restricted from joining Cassander's faction after Antipater's death?

A. Yes, Cassander inherits the antipathy as well.

#20-23. Unrest/Unrest Spreads. Do you place one marker or as many as possible? Can it be placed in a major city?

A. One. Yes.

#29 Helepolis. When may it be removed voluntarily?

A. The besieger may remove it at any time in his turn, including immediately after successful siege (you might as well remove it, since it cannot be moved and thereafter is useless to you, barring replay of the card).

#31 Persian Popular Support. Does it go away upon death of the general upon which it was played?

A. Yes, the marker is assigned to a general and will be removed upon death of that general.

#35 and 52 Drink the Hemlock/Olympias Murders Philip III. Can these cards be played on enemy forces in the same space during a siege?

A. Yes, it was common to bribe servants to carry out assassinations. You need not control the Royal counter to implement the card.

#43 Salvation in the 11th Hour. Do RA units get dispersed or join the side playing the card?

A. RA units are dispersed.

#47 and 48 Does discard of the Cretan Liar affect control of the Cilician Pirates?

A. No, the card must be validly played as a Surprise card.

#53 and 54 Cleopatra/Thessalonice Marriage Offers. If already activated (and married to a living general), may these cards be played to marry her to a different general? Even to an enemy of the current husband?

A. Yes. Yes. Divorce was common and these women played an active role in Macedonian politics—marriage did not suborn a regal woman to silent obedience to a husband. A wife whose children were not getting due consideration for inheritance was quick to turn on a husband.



The First Punic War

By Alan R. Arvold



Based on the game system used in the game *WE THE PEOPLE*, the game *HANNIBAL: ROME VS. CARTHAGE* is easy to learn and wonderful to play. The only criticism I have for the game is its lack of scenarios. Granted, the use of strategy cards means that no two games will ever be the same. Nonetheless, I searched the other Punic Wars between Rome and Carthage to find another scenario. After quickly ruling out the third one, I settled on the First Punic War—a war which I found could easily fit into the game system in *HANNIBAL* (with a few modifications of course).

I begin with a short history of the First Punic War, and I follow that with the actual variant. Some new counters are required in order to play.

HISTORICAL SUMMARY

The First Punic War started in 264 over an incident in the city of Messana on the northeast tip of the island of Sicily. A group of brigands calling themselves the Mamertines seized control of that city. The city-state of Syracuse, which controlled the eastern part of Sicily, made preparations to take Messana back under their control. In desperation, the Mamertines made appeals to both Carthage and Rome for aid against the Syracusans. Carthage, which controlled the western part of Sicily, responded first with their forces that were available on the island. They occupied the citadel in Messana. Initially the Roman Republic, led by the Roman Senate, debated over the merits of intervention. Upon receiving the news of the Carthaginian occupation of Messana, the Senate authorized an expeditionary force led by consul A. Claudius to take the city. With the aid of the Mamertines, Claudius caught the Punic garrison by surprise and, without bloodshed, forced them out of the city. When Carthage heard the news, she declared war.

As both sides started mobilizing for war, the first battles were already being fought around the city of Messana. The Punic forces in Sicily, under the command of a general named Hanno (the first of many), combined forces with the army from Syracuse, under command of King Hiero, and laid siege to Messana. In order to avoid a long siege, Claudius attempted to negotiate with Hanno and Hiero, but when negotiations broke down he attacked both of their camps, forcing them to retreat, thereby lift-

ing the siege. In the next year, Roman forces led by consul M. Valerius advanced to Syracuse and laid siege to it. King Hiero, in order to avoid a long siege, negotiated quickly with the Romans and secured a treaty of friendship with them. He remained a Roman ally to the end of the war and for many years afterwards. After securing eastern Sicily, the Roman forces moved west towards the city of Agrigentum.

Meanwhile, Hanno was executed for losing at Messana. The main Punic forces in Agrigentum, now under a general named Hannibal (not the one made famous by the Second Punic War), prepared for a long siege which the Romans commenced in 262. Five months after the beginning of the siege, a Punic relief force, under a second general named Hanno, arrived from Africa and laid siege to the Roman besiegers. This lasted for two more months until Hanno, under pressure from the Carthaginian government, attacked the Roman siege works. He was beaten back and lost over half of his army, after which he divided his remaining forces to reinforce the remaining Punic garrisons in Sicily. (He was relieved of command and fined heavily by the Carthaginian government.) However, during the battle, Hannibal was able to evacuate his forces from Agrigentum with the help of the Punic navy. He then started raiding the cities in southern Italy, causing much consternation in Rome. Carthage appointed another general named Hamilcar to control the Punic land forces in Sicily. Although the Romans took Agrigentum, they were no closer to ending the war than they were the year before.

In 261, the Romans decided that to control all of Sicily they would have to eliminate the Punic navy. To this end they developed their own navy, something they had never before done. As they had no naval experience, they relied on hired sailors and shipmasters from allied Greek cities in southern Italy to teach them. In 260, Rome felt ready to tackle the Punic fleet. In the first naval battle of that year, off the Lipara Islands, a small Roman naval force under consul C. Scipio was defeated by a larger Punic squadron. The Romans then realized that in a traditional naval battle, where maneuvering and ramming were the norm, they were the amateurs; the Punic navy was the master. As a result the other Roman consul for that year, C. Duillius, decided to use Rome's greatest asset in future naval

battles—their soldiers. To this end, he introduced the *corvus* which he borrowed from the Syracusans. The *corvus* was a gangplank mounted on the bows of ships with an iron spike at the end. It was dropped on the enemy's deck, holding the ship fast to the Roman vessel, allowing the Roman soldiers to cross over and take the ship. Later that year, Duillius led the Roman fleet to a decisive victory over the Punic fleet under Hannibal in a battle near Mylae. Hannibal took the remainder of his fleet up to the islands of Sardinia and Corsica, where the Roman fleet hunted him down over the next two years. They finally cornered him near the port of Olbia on Sardinia and wiped out the rest of his fleet. Hannibal escaped capture but was executed by the Carthaginians for losing the fleet. (Executed Punic leaders were usually crucified.)

Meanwhile, in Sicily, Hamilcar was able to defeat a Roman army in 259, although the next year, Roman reinforcements kept him from being able to exploit his success. The fighting in Sicily ground to a stalemate for several years. At sea, the Roman fleet started conducting raids on many of the islands in and around Sicily. This included a raid on the island of Melita (modern day Malta), which showed that the Roman fleet could now cross over the sea on extended voyages instead of hugging the coastline as she had been doing. The fleet also landed expeditionary forces on Sardinia and Corsica to clear out the remaining Punic forces there, but had to withdraw them shortly thereafter to reinforce the main effort in Sicily. All of this was in an effort to train the Roman fleet for its next great project—Africa.

In 256, the Roman fleet embarked on its invasion of Africa in order to bring the war home to Carthage. A huge fleet of 330 ships transporting 15,000 troops and 500 cavalry departed from Italy that summer under the joint command of consuls A. Regulus and M. Vulso. As it rounded the island of Sicily, the Punic fleet, under the joint command of Hanno and Hamilcar, intercepted it near Cape Ecnomus. The Romans defeated the Punic fleet, capturing or sinking a third of their ships and damaging many more. The Romans landed in Africa at Aspis, a few days march from Carthage. Here, Regulus took command of the troops while Vulso took the fleet back to Italy, leaving a small squadron for support. Regulus marched on Carthage but was met by a Punic army at Aidys, about a day's march from Carthage. Regulus defeated that army, but found himself too weak to besiege Carthage. He instead took the city of Tunis (a little further up the coast) and rested there during the winter.

Carthage had reached a new low. In addition to suffering two great defeats within a year's time and a Roman army a few days march away from her city, her Numidian provinces chose to revolt, perhaps encouraged by the Roman successes. Carthage sued for peace. Rome appointed Regulus as the chief negotiator. The terms that Regulus demanded of Carthage were so severe that Carthage decided to resume the war. She recalled part of her forces and generals from Sicily to deal with the revolt in Numidia and put out a call for more mercenaries around the known world. A group of Greek mercenaries, led by a Spartan general named Xanthippus, answered the call and soon arrived at Carthage. Xanthippus, due to his skill and experience, was asked to train and reorganize the entire Punic army. This he did quickly. The next year, he took the army to meet Regulus at the battle of Bagradas Plains, where he crushed the Romans. Regulus and about 500 of his men were captured, and about 2,000 escaped back to Aspis, base of the Roman naval squadron; the rest were killed. After this, Carthage, having regained the initiative, laid off Xanthippus and his Greeks.

The Romans were stunned by the news of Regulus' defeat and dispatched the Roman fleet to pick up the survivors. The fleet, which was 360 ships strong, accomplished this while administering another defeat to the Punic fleet off the coast of Aspis. However, on the way home to Italy, it was caught in a vicious storm which sank over 280 ships. Though devastated by the news, Rome would not quit. She proceeded to build another fleet and raised more forces, despite stretching her resources to the breaking point.

In 254, the Punic army in Sicily, now under a general named Hasdrubal, resumed the offensive. They retook the city of Agrigentum and besieged several other towns. The Romans rebounded by taking the city of Panormus, the main Punic headquarters in Sicily. This Roman success caused many towns in Sicily to eject their Punic garrisons and openly declare in favor of Rome. The Romans followed up with many naval raids along the African coast, but when a storm wrecked another Roman fleet in 253, the war settled down into a stalemate that lasted for about three years.

In early 250, Hasdrubal led a large attack on the city of Panormus, but Roman forces under consul C. Metellus smashed the Punic army. Hasdrubal was recalled to Carthage and executed. Carthage again sued for peace and sent their prisoner of war Regulus on parole back to Rome to offer terms of peace. However, once in Rome, Regulus advised rejection of any

Punic terms (advice which was accepted). Regulus, honoring his parole, returned to Carthage, where he was tortured to death. In the next year, the Romans concentrated their efforts on taking Lilybaeum, the last major Punic stronghold in Sicily. The required that the Roman fleet under consul C. Pulcher eliminate the Punic fleet that was guarding the harbor at Lilybaeum. However, the Punic fleet, led by Admiral Adherbal, defeated the Romans near Drepana, sinking more than a hundred ships. Another Roman fleet was dispatched to retrieve the situation, but was lost in a storm near Pachynus. Once again, Rome was without a navy. The siege of Lilybaeum dragged on until the end of the war.

In 247, the Punic government appointed a new general who would remain in command for the rest of the war. This was Hamilcar Barca. (The Hamilcar mentioned earlier was by now in Numidia fighting the revolt, where he would spend the rest of the war.) For the next five years, Hamilcar Barca defeated the Romans in battles in Sicily, keeping them from gaining any ground. He even launched several major attacks along the southern coast of Italy. The Romans realized that they were not going to beat this general on the battlefield, so they resolved to starve him out. Thus, the Romans rebuilt their navy to enforce a blockade. This time they incorporated all of the lessons they had learned about naval warfare over the past twenty years. They built a lighter warship which was faster and more maneuverable. They eliminated the *corvus* (it made their ships so top heavy that they easily sank in storms), practiced all known maneuvering and ramming techniques until they could perform them to perfection, and developed new boarding techniques to take the place of the *corvus*. Finally, they started to correct their greatest deficiency—poor seamanship.

In the summer of 242, the Roman fleet again resumed its blockade of all Punic held ports in Sicily. During the winter, when storms plagued the area, the Romans were able to maintain the blockade. The Punic fleet was laid up at home during this time, due to lack of funds. Thus, Hamilcar and his troops started to run low on supplies. By the spring of 241, the supply situation had reached a critical stage. Carthage sent out the navy under Hanno to break the blockade. The Roman fleet under consul L. Catulus met them (in the middle of a storm) outside the harbor at Drepana and decisively defeated them, sinking or capturing over 120 ships. Hanno escaped and brought news of the defeat back to Carthage, after which he was executed.

This was the last straw for Carthage, which again sued for peace. Rome agreed

and negotiations began. In the final terms of surrender, Carthage: 1) gave up all of her holdings in Sicily to Rome, 2) paid an annual indemnity of 3,200 talents to Rome for ten years, 3) could not recruit any troops from any Roman-controlled lands, and 4) surrendered all islands between Italy and Sicily to Rome. (Rome used this last term as a pretext to take over Sardinia and Corsica from the Carthaginians in 238 BC.)

Carthage was not defeated by occupation. She was beaten because she was economically exhausted and could not afford to carry on the war much longer. Rome was also close to economic exhaustion. In the aftermath of the war, Carthage, under the leadership of Hamilcar Barca, would continue her imperial expansion, but this time into Spain away from Roman interests. Rome had risen from a regional power at the beginning of the war to a world power with the beginnings of an empire (though she would still see herself as a republic for the next 200 years). The seeds of mutual mistrust had been planted between the two powers and would continue to fester until war would break out again 23 years later with armies under control of the next generation.

THE VARIANT

Mapboard: In Spain all spaces in the provinces of Idubeda, Celtiberia and Orospeđa (with the exception of Saguntum) are treated as green neutral tribal spaces (including New Carthage). The five green tribal markers provided in the game are set aside and are not used (see 16.7 below). The city of Saguntum is treated as a neutral walled city space. Initially no walled city marker is placed on that space (see 16.8 below). In Gallia Cisalpinia, the tribal spaces of Boii and Insubrians are considered to be green neutral tribal spaces. Use the white side of the counters to differentiate them from Carthaginian-allied Bruttium.

Generals: Use the Generals supplied on the insert and write their names on the backs of the round consul markers. Craft five similar markers, one for each of the Carthaginian Generals. (Players may skip making new circular markers for the Generals by simply choosing Generals from inside a box top during the random drawings.) Players may use the existing holding boxes on the board, noting on a piece of scratch paper which holding box is for which General in this variant. None of the special abilities listed under the holding boxes apply to any General in this variant. (Note: Though several of these Generals have the same names as the ones in the game, these are not the same people. The Carthaginian names were very common.

Rule Changes: This variant uses *HRC* rules except for the changes made below. These changes are listed by the rule number sequence found in the rulebook. Non-italicized text replaces the equivalent section. Italicized sections are additional rules (other rules in those sections still apply). Underlining indicates a section of the original rules to ignore.

4. SETTING UP THE GAME

4.1 Roman Setup

Six CUs and M. Valerius in Rome (Latium).

Six CUs and A. Claudius in Messina (Sicilia).

Place Roman PC markers in all round spaces in Etruria, Samnium, Apulia, and Lucania. Place walled city markers with the red side up on Rome, Capua, Neapolis, Tarentum, Rhegium, Messina and Massilia. The other seven Roman Generals are set aside (they will enter play later in the game as reinforcements).

4.2 Carthaginian Setup

Four CUs (two of which are CUs with elephants) and Hannibal Gisco in Carthage.

Six CUs and Hanno in Panormus (Sicilia).

Two CUs and Hasdrubal in Malaca (Baetica).

Two CUs in Oristano (Sardinia).

Place Carthaginian PC markers in all round spaces in Sardinia/Corsica, Sicilia, Baetica, Balearic Islands, Western Numidia, Eastern Numidia and Carthage. Place walled city markers with the blue side up on Carthage, Utica, Gades and Syracuse. The other two Carthaginian Generals are set aside (they will enter play as reinforcements). The Carthaginians enjoy Naval Supremacy at the start of the game.

4.3 Tribe Setup

Place the blue hexagonal tribe marker for Bruttium in its place. The tribal spaces of Boii and Insubrians are considered to be green neutral tribal spaces. Use the white side of the counters to differentiate them from Bruttium. Set aside the other green tribe markers (they are not used in this variant—see 16.7 below).

5. SEQUENCE OF PLAY

1. Reinforcement Phase

- The Carthaginian player randomly chooses one General to remain on the board, removes the others, and randomly selects and places two new Generals with any friendly CUs on the board.

[All other rules in this section apply.]

6. REINFORCEMENTS

6.1 Carthaginian Reinforcements

The Carthaginian player receives up to four Combat Units per turn. The Carthaginian reinforcements can be placed in the following locations:

- One in Carthage or with any General in Africa.
- One in Gades or with any General in Spain if the province of Baetica is Carthaginian-controlled (this province was used as a collection point for mercenaries recruited from the wild Iberian tribes to the north during the war).
- One in Panormus or with any General in Sicily if the province of Sicilia is Carthaginian-controlled.
- One in any space that contains a Carthaginian General.

6.4 Roman Generals

Ignore the last paragraph about Scipio Africanus.

6.5 Carthaginian Generals

The Carthaginian player, during the Reinforcement Phase of each turn (except the first), must follow the procedures below for his Generals:

1. Randomly designate one Carthaginian General to remain on the board.
2. Remove the other Carthaginian Generals from the map.
3. Randomly draw two Generals (those removed in step 2 are eligible to be drawn again).
4. Place these two new Generals on the map. These Generals may be placed together or in separate spaces that contain at least one Carthaginian CU.

HAMILCAR BARCA:

Starting on turn 7, Hamilcar Barca remains in play until the end of the game. This means he is the one General that is designated to remain on the board. If not on the board, he is automatically one of the Generals drawn and placed on the board.

7. STRATEGY CARDS

7.1 Receiving Strategy Cards

In this variant, each player is dealt eight cards each on turns 1-3 and nine cards each on turns 4-9.

7.4 Event Cards (ECs)

There are no changes to the rules dealing with event cards. However, several of the events listed on the cards do not apply to the First Punic War and are changed in this variant. Players use the existing cards provided in the game. Players should refer to the i.d. numbers of the cards and refer to the list in the sidebar to see which cards have been changed. The color codes of the operations numbers on these cards are not changed unless so specified in the list.

First Punic War Events

Substitute the following events for those listed on the strategy cards.

#4. Baetica Revolts. If your opponent controls Baetica, remove all of his non-walled PCs in that province which are not stacked with his CUs.

#7. Hostile Tribes. Add Gallia Cisalpinia to the list of provinces on this card.

#8. Hostile Tribes. Change the list of provinces on this card to read: Idubeda, Celtiberia and Orospea.

#9. Xanthippus of Sparta Recruited by Carthage. Carthaginian player may add one battle card to each of his battles to reflect Xanthippus' retraining of the Carthaginian army. Once per turn the Carthaginian player may add three BCs to a battle where he has a force of CUs with no General to reflect Xanthippus' presence there. This force is presumed to be led by a General having a Battle Rating of three for purposes of Counterattacks and a Battle Rating of one for purposes of Interception, Avoiding Battles, Pursuit and Withdrawals. Once this event has been played by the Carthaginian player, only the Roman player may play this event, thus ending Xanthippus' employment by Carthage and canceling the effects of this card.

#10. Greek Mercenaries. Place two Carthaginian CUs in any friendly controlled port in Africa, Italy or Sicily. This card may only be played while Xanthippus of Sparta is employed by Carthage.

#18. Apulia Revolts. If your opponent controls Apulia, remove all of his non-walled PCs in that province which are not stacked with his CUs.

#22. Surprise Carthaginian Raid. Place one Carthaginian CU and a PC in any non-walled city space in Sicilia that contains no Roman CUs. If the space contains a Roman PC, the PC is flipped. Can only be played when Rome has political control of Sicilia.

#24. Carthage pays all back pay owed to Numidian Mercenaries. Pick either Western or Eastern Numidia and place up to three Carthaginian PCs in spaces which do not contain enemy CUs. If the space contains a Roman PC, the PC is flipped.

#25. Campania Revolts. If your opponent controls Campania, all walled city markers in the province which are not stacked with his CUs are flipped to the other side. Either side may play this event [which is not removed.]

#26. Syracuse Allies with Rome. You immediately gain control of Syracuse (any Carthaginian units inside are eliminated). Only the Roman player may play this event. Remove this card if the event is played.

#27. Lucania Revolts. If your opponent controls Lucania, remove all of his non-walled and non-tribe PCs which are not stacked with his CUs. Either side may play this event.

#28. Sicilian Recruits. Place two friendly CUs with any General located in Sicilia. Either side may play this event.

#29. Decisive Naval Victory. The player which plays this event now has Naval Supremacy. This remains in effect until the opposing player plays this event (#29 or #63). Either side may play this event.

#50. Adriatic Pirates. Add that this event can only be played by the Carthaginian player when Rome has Naval Supremacy.

#60. Storms at Sea. Add that the Roman side has a +4 modifier to the Attrition die roll to reflect their inferior seamanship which lasted throughout much of the war. This event must be played and implemented before rolling the die for Naval Combat.

#63. Decisive Naval Victory. The player which plays this event now has Naval Supremacy. This remains in effect until the opposing player plays this event (#29 or #63). Either side may play this event.

8. MOVEMENT

8.6 Rank

Ignore the sentence about Hannibal outranking all other Carthaginian Generals.

- Starting on turn 7, Hamilcar Barca outranks all other Carthaginian Generals.

8.8 Naval Movement

The First Punic War was noted for sea battles to establish naval supremacy. Although the actual sea battles will not be duplicated in this variant, their effects will determine which side has naval supremacy. The Decisive Naval Victory events (cards #29 and #63) become key cards.

Ignore the paragraph on Roman Naval Supremacy and the Naval Combat Modifiers.

NAVAL SUPREMACY: When one player enjoys naval supremacy, the opposing player runs the risk of being sunk whenever he uses Naval Movement. Each time the player without Naval Supremacy moves by sea, the player with Naval Supremacy rolls on the appropriate Naval Combat Table. If, after applying the appropriate die roll modifiers, the moving force is "Sunk," then the CUs are eliminated and the General is removed from the game for the rest of the turn. If the moving force must "Return," it returns to the port of embarkation and the balance of its movement is lost. The Carthaginians enjoy naval supremacy at the start of play.

ROMAN TACTICAL INFERIORITY: This modifier represents the inferior Roman tactical abilities in naval battles prior to the introduction of the *corvus* which enabled the Romans to be tactically superior to the Carthaginians in naval battles. Once the *corvus* is introduced (signified by C. Duillius first becoming consul), this modifier no longer applies on either Naval Combat Table.

ROMAN NAVAL SUPREMACY: When the Roman player enjoys naval supremacy, he uses the Naval Combat Table printed on the mapboard to resolve Carthaginian Naval Movement. Use the following modifiers to the die roll.

- +/-: both port modifiers on map*
- 1: if a General is using Naval Movement by himself
- +1: if the port contains a Roman PC Marker*
- 1: if Carthage controls Syracuse
- 1: if Adherbal is the commanding General of the Carthaginian force performing the Naval Movement
- 1: if Rome has tactical naval inferiority (does not apply once C. Duillius becomes consul)

*These modifiers apply to both the port of embarkation and the port of debarkation, and are cumulative.

NAVAL COMBAT VS. ROME	
Die Roll	Result
<4	Sunk
5	Return
≥6	No Effect

CARTHAGINIAN NAVAL SUPREMACY: When the Carthaginian player enjoys naval supremacy, he uses the Naval Combat vs. Rome Table that is printed below when resolving Roman Naval Movement.

Use the following modifiers to the die roll.

- +/-: both port modifiers on map*
- +1: if a General is using Naval Movement by himself or with one CU
- 1: if the port contains a Carthaginian PC Marker*
- +1: if Rome controls Syracuse
- 1: if Rome has tactical naval inferiority (does not apply once C. Duillius becomes consul)

*These modifiers apply to both the port of embarkation and the port of debarkation, and are cumulative.

8.9 Displaced Generals

Ignore references to Hannibal and Scipio Africanus.

11. BATTLES

11.2 Allies & Militia

1. Neither side may receive BCs for the provinces of Gallia Cisalpinia, Celtiberia, Orospeida or Idubeda.
2. Rome receives one BC for each of his Italian Allies, not just for two of them.

16.0 WALLED CITIES & TRIBES

16.6 Tribes Friendly to Carthage

Only the Bruttiums are friendly to Carthage. [All other rules in this section apply.]

16.7 Neutral Tribes

This variant contains more neutral tribal spaces than in the regular game. The five green tribal markers provided in the game are set aside and not used. Instead, all empty spaces in the neutral tribal provinces are presumed to have a green tribal marker. The white-side-up hexagonal markers are treated as green tribal areas as well. Both players may subjugate these spaces as per the rules in the normal game as if they contained tribal markers.

16.8 Saguntum

Saguntum is a neutral walled city friendly to neither side. Initially no walled city marker is placed on that space. The first time that either player enters the space of Saguntum, that city becomes allied with

the opposing player (place the walled city marker in the space with the appropriate side's color showing).

18. VICTORY CHECK PHASE

18.1 Calculating Political Points

The following provinces are not politically significant: Gallia Transalpinia, Masilia, Liguria, the Balearic Islands, Gallia Cisalpinia, Idubeda, Celtiberia and Orospeida. The province of Sicilia is worth three Political Points, and the provinces of Syracuse and Corsica-Sardinia are each worth two. Thus, there are a total of 18 possible Political Points. [All other rules in this section apply.]

18.3 End of Game

During the Victory Check Phase of the last turn, the player whose Political Point total is greater wins. If there is a tie, Rome wins.

19. Sudden Death

Ignore the "or eliminates Hannibal" clause from the Roman Sudden Death Victory conditions. [All other rules in this section apply.]

NOTES

The ratings which I gave the generals should be considered to be relative to the times in which these people lived. If these generals were living in the Second Punic War, their ratings would be much reduced, compared to the generals included in the game. The lack of special abilities for most generals is intentional; most leaders in the First Punic War were less innovative than those of the Second.

The neutral tribes in this variant act as huge buffer zones protecting the back areas of the respective empires. During the war, Carthage did much active recruiting for mercenaries from Spain, Gallia Cisalpinia and Liguria. While they were able to raise a lot of such troops, they were not able to get any of the tribes to become allies.

While most of the fighting during this war occurred in and around Sicily, there existed the possibility for operations elsewhere. Regulus' invasion of Africa is the most well known, but other possibilities just as notable existed. For example, several Carthaginian generals considered invading Italy in order to cause Rome's allies to desert her. However, most overseas operations were stopped before they could get started, due to more pressing concerns in Sicily where the main fighting was occurring. One general, Hamilcar Barca, was able to invade Lucania late in the war, but his force was stopped cold on the beaches by a consular army awaiting him. It was not until the advent of Hannibal the Great that Italy would be successfully invaded.

If you care to know which years the turns represent, go by the following.

Turn	Years Covered
1	264-263 BC
2	262-261 BC
3	260-259 BC
4	258-256 BC
5	255-253 BC
6	252-250 BC
7	249-247 BC
8	246-244 BC
9	243-241 BC

I hope that this variant gives gamers another enjoyable experience with HANNIBAL: ROME VS. CARTHAGE. For now at least, you can fight the two most significant clashes between Rome and Carthage.

Rome Strikes Back:

Two Short Scenarios for HANNIBAL

By Charles Bahl

The Second Punic War was one of the longest and most complex conflicts of the ancient world. It lasted for close to two decades and was fought on the far-flung battlefields of two continents. Avalon Hill's intriguing game, *HANNIBAL: ROME VS. CARTHAGE (HRC)*, re-creates the entire struggle—from Hannibal's daring march across the Alps to Scipio Africanus' final triumph at the battle of Zama. But *HRC* also lends itself well to shorter scenarios that focus on key campaigns. The two scenarios provided in this article are recreations of two of the most important campaigns of the war: Publius Scipio's operations in Spain and Scipio Africanus' invasion of the Carthaginian homeland. Each scenario is two turns long, uses a reduced rule set, occurs on only a portion of the board, and contains fewer combat and political control markers than the full game. Each can be played in about an hour—long enough to get in a few good double-envelopments before dinner.

GENERAL RULES

The following rules apply to both of the scenarios. Unless otherwise stated, the normal rules apply.

- The normal sequence of play applies, except that the reinforcement phase is skipped (a special reinforcement procedure occurs during the strategy phase instead). Although the scenarios use the remainder of the sequence of play, the rules and procedures of each of the phases may be different from those normally used. These differences are explained in the rules for the individual scenarios.
- Naval Movement (8.8) is not used.
- Political Consequences (12.3) is not used.
- Consuls and Consular Armies (14) is not used. Rules for the use of Generals are given in each of the scenarios.
- Year-End Political Repercussions (18.2) is not used.
- The strategy card deck is thinned to include only those cards listed for the given scenario. The remaining strategy cards are set aside and take no part in the scenario.

SCENARIO 1: HANNIBAL'S DEFEAT

Duration: Two game turns; six strategy cards per side are dealt.

Mapboard: Use only the African portion of the map (Western Numidia, Eastern Numidia, Carthagina and Carthage). No game activity may occur outside Africa.

SETUP

Strategy cards used: 3, 6, 12, 17, 20, 21, 23, 24, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 51, 52, 54, 55, 59, 61, 62 and 63.

Carthaginian Setup (First)

7 CUs (including two Elephants) and Hasdrubal in one or more spaces in Africa.

Place Carthaginian PC markers on all circular spaces in Africa. The walled cities of Utica and Carthage are both Carthaginian.

Roman Setup (Second)

10 CUs and Scipio Africanus on any single port space in Africa.

SEQUENCE OF PLAY

Strategy Phase

Rome goes first unless he decides to let the Carthaginian do so. The Carthaginian player may not decline to go first if this happens. Ignore the exception to this rule (listed in the blue box on page 3 of the Hannibal rules).

Reinforcements

Each player can potentially receive reinforcements before play of his strategy card in the strategy card phase. Before playing a strategy card, roll a die and consult the Reinforcement Schedule for Scenario 1. If successful and a space is available for arrival (see Placement of Reinforcements below), the player must take them. If a space is not available for placement, the player does not receive them (they do not

accumulate for later placement). Players do not get to make this roll if the strategy card is played during battle.

PLACEMENT OF REINFORCEMENTS

Roman reinforcements arrive on any port or on Cirta if the space does not contain Carthaginian CUs or a Carthaginian General, regardless of who controls the PC marker. The reinforcements may be spread over any number of eligible locations. They arrive even if a Roman General is not present on the space.

Hannibal and his 7 CUs may arrive at any single port controlled by Carthage that does not contain Roman CUs or a Roman General.

Other Carthaginian reinforcements arrive on any space that does not contain Roman CUs or a Roman General. The space must also be controlled by Carthage. The reinforcements may be placed on only one available space or may be spread over several. They may arrive even if a Carthaginian General is not present on the space.

Carthaginian player can substitute elephant CUs for normal CUs among reinforcements, but no more than two elephant CUs may be on the map at any one time.

Displaced Generals

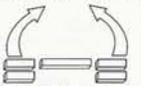
Scipio Africanus is the only Roman General in the scenario. He is considered to be a Proconsul. Hasdrubal and Hannibal are the only Carthaginian Generals in the scenario. If Scipio Africanus or Hasdrubal is displaced, he is returned to the board at the very beginning of the next turn. Both of these Generals may be placed on any space that contains friendly CUs. If Hannibal is displaced, the Roman player wins.

VICTORY CHECK PHASE

The Victory Conditions for this scenario are the same as those listed in sections 18 and 19, except as noted below under "Sudden Death."

SUDDEN DEATH

Rome wins a sudden death victory per the normal sudden death rules. Since rule 18.2 is not used, there is no suing for peace and thus no sudden death victory awarded for it. A player also wins a sudden death victory if he has completely eliminated all the opponent's CUs from the map at the end of any battle.



SCENARIO 2: FIRST CAMPAIGN FOR IBERIA

Duration: Two game turns; six strategy cards per side are dealt.

Mapboard: Use only the Spanish portion of the map (Baetica, Orospeđa, Celtiberia and Idubeda). No game activity may occur outside Spain.

Reinforcement Schedule for Scenario 1

Die Roll:	Hannibal Not on Map:		Hannibal on Map	
	Rome	Carthage	Rome	Carthage
≤1	1 CU	Hannibal+7 CUs*	2 CUs	1 CU
2	1 CU	1 CU	1 CU	—
3	—	—	—	—
4	—	—	—	—
5	—	—	—	—
6	—	—	—	—

DIE ROLL MODIFIERS:

Rome: -1 each for control of Cirta or Utica
 Carthage: -1 if Rome controls Eastern Numidia
 -1 if Rome controls Carthagina

* For the first four Carthaginian reinforcement die rolls, this result becomes 1 CU.

SETUP

Strategy cards used: 4, 5, 15, 17, 19, 20, 21, 31, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 51, 52, 54, 55, 59, 61, 62 and 63.

Carthaginian Setup (First)

5 CUs (two of which must be elephant CUs) and Hasdrubal must be placed in New Carthage.

2 CUs are placed anywhere in Baetica, Orospeña, and Celtiberia (not in Idubeda). Both these CUs may be placed in a single space, or one CU can be placed in each of two spaces.

Place Carthaginian PC markers on all the blue circular spaces in Spain. The walled cities of Saguntum, Gades and New Carthage are Carthaginian.

Roman Setup (Second)

12 CUs and P. Scipio in one or more spaces in Idubeda.

Place Roman PC markers in Dertosa and Tarraco.

SEQUENCE OF PLAY

Strategy Phase

The Carthaginian player goes first in each Strategy Phase as in the original rules.

Reinforcements

Each player can potentially receive reinforcements before play of his strategy card in the strategy card phase. Before playing a strategy card, roll a die and consult the Reinforcement Schedule for Scenario 2. If successful and a space is available for arrival (see Placement of Reinforcements below), the player must take them. If a space is not available for placement, the player does not receive them (they do not accumulate for later placement). Players do not get to make this roll if the strategy card is played during battle.

Reinforcement Schedule for Scenario 2

Die Roll:	Rome	Carthage
≤1	1 CU	Mago+6 CUs*
2	1 CU	1 CU
3	—	—
4	—	—
5	—	—
6	—	—

DIE ROLL MODIFIERS:

Rome: -1 for control of Idubeda

Carthage: -1 for remainder of game after first defeat of any Roman army with five or more CUs must be defeated as defined in 11.8).

* For the first five Carthaginian reinforcement die rolls, or if Mago is already on the map, this result becomes 2 CUs.

Automatic Roman Reinforcements

In addition to reinforcements the Roman player receives from the Reinforcement Schedule, he also receives 5 CUs as reinforcements for controlling Idubeda. If the Roman player controls Idubeda at the

moment he is rolling for reinforcements on the Reinforcement Schedule (not at any other time), he takes an additional 5 CUs as reinforcements. He is not forced to take these reinforcements the first time he qualifies for them. He may take them at a future time (if he meets the qualifications at that time). If the Roman player decides to take the reinforcements, he must take all 5 CUs at one time. Once received by the Roman player, these automatic reinforcements cannot be received again.

PLACEMENT OF REINFORCEMENTS

Place Roman reinforcements on any port that does not contain Carthaginian CUs or a Carthaginian General, regardless of who controls the PC marker. The reinforcements may be spread over any number of eligible locations. They arrive even if a Roman General is not present on the space.

Mago and his 6 CUs arrive at any single port controlled by Carthage that does not contain Roman CUs or a Roman General.

Other Carthaginian reinforcements arrive on any space that does not contain Roman CUs or a Roman General. The space must also be controlled by Carthage. The reinforcements may be placed on only one available space or may be spread over several. They may arrive even if a Carthaginian General is not present on the space.

The Carthaginian player can substitute elephant CUs for normal CUs among reinforcements, but no more than two elephant CUs may be on the map at any one time.

Displaced Generals

P. Scipio is the only Roman General in the scenario. He is considered to be a Proconsul. Hasdrubal and Mago are the only Carthaginian Generals in the scenario. If any General is displaced he is returned to the board at the very beginning of the next turn. Generals may be placed on any space that contains friendly CUs.

CONTROL OF SAGUNTUM

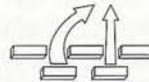
At the moment the Roman player gains control of Saguntum for the first time, he may immediately flip over up to five non-walled Carthaginian PC markers anywhere in Spain. These spaces of flipped markers may not be occupied by Carthaginian CUs.

VICTORY CONDITIONS

The Victory Conditions for this scenario are the same as those listed in Sections 18 and 19, except as noted below under "Sudden Death." However, in this scenario, ties go to the Roman player.

SUDDEN DEATH

Rome wins a sudden death victory if it controls New Carthage. Since rule 18.2 is not used, there is no suing for peace and thus no sudden death victory awarded for it. A player also wins a sudden death victory if he has completely eliminated all the opponent's CUs from the map at the end of any battle.



Hannibal Seconds

by Andy Daglish

Players of *HANNIBAL: ROME VS. CARTHAGE* may desire to add a bit more realism to their games with the following variant rules and Generals (see insert). You also may enjoy reading some of the literature (Ernie Bradford's biography, *Hannibal's War* by Lazenby, *The Punic Wars* by Caven, *Enemy of Rome* by Cottrell, *Hannibal* by Dodge, and anything written by Warry, Connally and Delbruck).

1. Winter attrition affects all non-port spaces in Spain and Gallia Transalpinia (regardless of PCs) if they contain 6 CUs or more. "*In Spain, large armies cannot live off the land.*"

2. The Siege Train event places the counter in New Carthage (if friendly and not besieged). More than one siege train can exist at the same time. Siege trains can be moved by sea (but still may not cross mountain passes) and count as 1 CU toward naval movement capacity. *New Carthage had all the necessary wood and smiths.*

3. The Capua Sides with Carthage event is playable when a Carthaginian general is in an Italian province other than Gallia Cisalpinia (no longer contingent on province control). *Capua was the second city of Italy and deeply divided.*

4. Eliminate from the game the commanding Consul or Proconsul when an "all" result is rolled on the Retreat Table for his army. No Roman General may be a Consul on consecutive turns. Add seven extra Roman General markers (see insert) to the random Consul draw. Their special abilities are:

L. Crassus: Strategy and Tactical ratings are both 2, if stacked with 8 CUs or more. Also, CU losses are doubled during subjugations. *Partnered with Africanus in 205 BC.*

Q. Crispinus: If displaced, he is placed at a friendly walled city. *Survived wounds for lengthy time and continued to function.*

Fulvius: Gains an extra battle card in a friendly space with a walled city. *Both F. Flaccus and F. Centumalus were at their best in fortifications.*

T. Gracchus: May not Intercept nor Pursue. *A very good soldier who disdained reconnaissance.*

M. Livius: Strategy rating is 2 in Italia. *Elderly general recalled to assist Nero.*

M. Minucius: Always considered to be a Proconsul. *After Geronium, graciously deferred to Fabius and denounced the consular system of command.*

Scipio Nasica: When stacked with unfriendly tribe, inflicts subjugation points equal to CUs lost during winter attrition phase. *Crushed the Boii and Insubirans after the war.*

5. Fabius is removed from the game at the start of turn 8 (due to old age).

6. The owning player loses 1 PC whenever Marcellus, Fabius, Gracchus or Hasdrubal is displaced. *The dead cannot be libeled and getting killed gives ammunition to your detractors.*

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On to Richmond™

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Enforcing Your Peace

PAX IMPERIA: Eminent Domain

By Aaron R. Jensen

PAX IMPERIA is one of the numerous intergalactic strategy computer games now on the market, trying to stand out from the rest. Here, faster-than-light (FTL) travel has been achieved through the use of wormholes (subway tunnels through the fabric of space). They stretch across the galaxy, connecting all the stars in a giant web. Though fear grips the hearts of each galactic race, each creates interstellar craft for exploration. Pandora's box is opened: succeed, or your head will become somebody's trophy.

CHOOSING AN IDENTITY

You start this game by choosing a race. Forget the pre-packaged races. Only the Yssla have any useful characteristics (and even then, only if you're willing to play the espionage game rather than conquest). Go straight to species design.

Choose one atmosphere for your race and leave the rest alone—the addition of other atmospheres isn't cost-effective. If you want to breathe in any atmosphere, take

the anaerobic species improvement. It only costs two points more than selecting all the atmospheres and also lets you exist in vacuum climates. The subterranean species improvement does pretty much the same thing, except that it is limited to ideal temperatures (far less useful, as it costs you five points that could be better spent elsewhere). Take "warm" for your race's ideal temperature, for the widest possible range of planets.

The psychic species improvement is a definite advantage you should not pass up. It shows you the entire array of wormholes, what is in each system, what the other races are doing, and adds a 100 per cent bonus for counter-espionage. There is no better way to spend three points. All opposing races will have the first half of this improvement even if it is not part of their racial statistics. I have seen many approaching fleets turn tail and seek easier targets after I began increasing a planet's defenses. The predatory species improvement gives your race a bonus to attack (aquatic species are better at

defense). Aquatic species also gain a 20 per cent movement bonus.

The culture improvements are a varied lot. The builder culture is highly useful. You will find yourself constantly building structures on your planets and in orbit early in the game. The merchant culture is good for those who enjoy making allies in the game, while the spy culture is excellent for espionage. The warrior and nomad cultures are great for conquest. The first lets your ship crews train far faster than normal, and the second lets you build larger fleets at a reduced maintenance cost. However, the transport ships for abandoning a planet (provided by nomad culture) are of limited usefulness. Finally, the scientist culture is of debatable effectiveness. If you are expecting this to be a long game, consider taking it (over hours of play it can save a lot of research time).

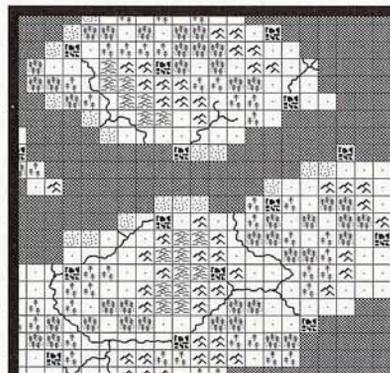
The remaining choices (improving the species' rates of creating certain points, and the speed with which they develop new technologies) are good for rounding out the species, and for maximizing style-specific traits. Although you can gain more points by reducing these choices below galactic normal, doing so will usually put you at a strong disadvantage in one area or another. You can reduce the reproductive rate a point or two, but more than that—or any reduction in another field—is not a good idea.

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STARTING OPTIONS

The difficulty setting should be carefully considered. At the lowest setting, all the other races start equal to you, but with penalties to production, research, etc. They also seem to prefer beating up each other rather than attacking you, and cannot build ships larger than destroyers. At the highest difficulty setting, you start with one planet and one scout ship. All the other races have several established planets, a small defensive fleet and several developed technologies. If a race feels like beating somebody up, you are the ideal candidate.

For a decent game that doesn't take forever, pick 50 stars, five to eight other races and difficulty 3. You'll be on equal footing with the other races, and it won't take you a week to get from point A to point B. A small word of caution: when the computer chooses the other races, it is not at all squeamish about choosing the same race twice, but they will all be the pre-packaged races.

If you prefer far more action, play with a 20-star galaxy crammed with 15 races. Inter-racial contact will be almost instantaneous, and chances are very high that you will begin surrounded by races that will hate your guts and shoot on sight. There will also be almost no time to develop new technologies. Combat will

mainly involve hordes of destroyers clashing with lasers and small missiles. I will assume throughout this article that you have chosen a more reasonable galaxy and difficulty.

RESEARCH AGENDA

Your first action should be to pause the game. *PAX IMPERIA* runs in real-time. Go into the research menu. You have the option of letting your research proceed automatically, but it is an unwise option. The research priority list the advisor follows isn't very useful. For the initial phases of the game, you should take an active role in what is being researched. Start weapons research on the wyvern missile, then proceed to the rail gun. Shielding research should develop the cerametal armor before developing shields. Ship tech should start with the phase drive or the meta-field stabilizer, then develop the other so that you can discover the meta-field drive 2. Colonial tech should be directed initially to robotic factories and technology bureau. The space research field should develop the shrike fighter followed by the fighter base. With these technologies you should be in a solid position—able to build cruiser class ships, sharply increase construction and research production, and guard planets with the ever-useful fighters and stronger missile bases.

Left to their own devices, your advisors would easily take ten times as long to get you to this position.

While your technologies are brewing, you should look over the map. If your race is psychic as suggested, you should see the entire series of wormhole connections. With luck you'll be part-way down a single branch of the series, and you can send what transports you have further down this branch to establish your worlds. It is always better to expand away from the other races, to increase your resource base and to establish defensible worlds upon which to fall back if necessary.

CONSTRUCTION

Your first world should construct more transports. You will probably develop several technologies before the first transport comes off the production line. Technology seems to move extremely fast at the beginning, when construction is slow and research costs are cheap. It will slow down considerably by the time you develop the technology to build battleships and carriers.

Development speed is a problem when building a defense fleet. You set down the plans for a top-of-the-line ship and tell your

→→→→→ (continued pg. 47)

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Shinto shrine, Mt. Mitsumine, Japan

Dan P. Oberly

448 and 432 BC during the classic period, the era of Pericles and Socrates and a bit later than the Greece depicted in the game). The *Treasury of the Siphnians at Delphi* is more appropriate. It is one of the first Ionic buildings in Greece and was built ca. 530 BC during the archaic period. Should the Greeks fare well, another choice is the *Palaestra at Olympia* (site of the original Olympic games), although estimated to have been built as early as 1100 BC.



Palace of Darius



Palace, Artaxerxes

Persia, more formally known as the Achaemenid dynasty, is the first empire realistically capable of simultaneous presences in India, the Middle East, North Africa and Southern Europe. It is quite common to see two, or possibly three, Persian monuments built. The *Palace of Darius* at Persepolis is the monument of choice. This noble palace, with its expansive columned audience hall, was built ca. 500 BC. The *Palace of Artaxerxes* at Susa (built ca. 375 BC) is a logical runner-up, being the summer palace located at Ecbatana (while Persepolis was the ceremonial capital). As a member of the Mediterranean "big leagues," Persia is entitled to build Greek Architecture.



Tell Al-ma'shuk



Ras Shamra Ruins

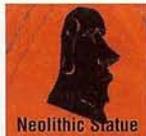
The seamen and merchants heralding from the city-states of **Phoenicia** were "traders the world honored" (Isaiah 23:8). This minor empire, if played by a player who already controls the Eastern Mediterranean (*i.e.* with Egyptian, Minoan or Pirate Navies), can build a monument. The *Temple on Tell Al-ma'shuk* (Hill of the Beloved), the ideal choice, was built in the ninth century BC and was dedicated to Melqart, the Phoenician equivalent of Hercules. Alternatively, the Pyramid can be used to represent the *Ruins of Ras Shamra* (the site of Ugarit, from which the Phoenicians descended).

→→→→→ (from pg. 15)

made feature visible from the moon. In actuality, this architectural feat was not completed until around 210 BC (which falls between the Chou and the Han under the short-lived Ch'in dynasty, from whence the name China originated). The *Confucian Temple at Qufu, Shandong*, the largest Confucian shrine in existence in China today, was used by the Sage's descendants (and dates from the fifth century BC).



Early Hindu Arch.



Neolithic Statue



Great Stupa

The **Vedic City States** are actually an extension of Aryan culture as it coalesces into concrete political entities. The Early Hindu Architecture is the best choice, representative of the period after 550 BC. It could also represent the mythical capital of the ancient kingdom of Mithila (though situated in Nepal), where the mortal form of Vishnu won his love, Sita. This is the era that the "Rig Veda" and the "Upanishads," the Indian cultural equivalent of the Old Testament Bible, were written. The *Great Stupa at Sanchi* could be selected for erection a millennium early (see Maurya below), but this is not recommended as Siddharta Guatama, the Buddha, was not even born yet! The Neolithic Statue could be appropriate depending upon tastes.



Athena Parthenos



Treasury at Delphi



Palaestra

The **Greek City States**, characteristic to their legendary cosmopolitanism, have a plethora of choices. The *Temple of Athena Parthenos* (as the Parthenon at Athens is formally christened) is the quintessential choice for Greece (though built between



Neolithic Menhirs



Treasury



Lighthouse

Although typically the "refuge" of those that perform well during Epoch I, the **Scythians** (pronounced "SITH-ee-ans") can conceivably build a monument if they avoid the "easy money" in the Middle East and migrate westward to Northern Europe. The Neolithic Menhirs (from the Celtic word "maen-hir") would probably be the best choice, being a circle of twenty-nine stones unearthed at Verbovka (Western Steppe) and attributed to Scytho-Siberian peoples. This empire could also depict the more advanced Scythian cultures or their geographical contemporaries such as the Thracians and the Sarmatians. The ancient Black Sea area was a cultural crossroads that witnessed the fusion of Greek and Scythian art and architecture. The *Treasury at Delphi* or an Apocryphal Lighthouse (on the Danube or Rhine River) could represent an ahistorical Scythian architectural movement arising from aggressive trade or exploitation policies. The Lighthouse could represent the mysterious cliff-top settlement at Madara (in the Balkans) that some attribute to Proto-Thracians.



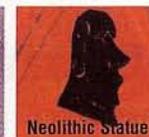
Ruins at Dougga

Carthage, one of the greatest Phoenician colonies, was founded around 750 BC by merchants from Tyre. The empire depicted in the game is Hasdrubal's Carthage (not that of third century BC Hannibal). The *Ruins at Dougga* in Tunisia are the logical choice for a monument. Built ca. 400 BC, the temple was dedicated to the Carthaginian god Baal, but was later razed by the Romans and rededicated to Saturn. Alternatively, Greek Architecture might be appropriate, should the Greeks drop the ball.

EPOCH III



Stonehenge



Neolithic Statue

Even if their traditional path of migration to Albion and Ireland is blocked by Scythians or Greeks, the **Celts** are almost assured a monument. Although constructed around 2000 BC during the neolithic period, *Stonehenge* is the quintessential Celtic choice. The sudden appearance of the collection of megaliths (actually, most are or were at one time trilithons) some two millennia late can be seen as simulating the lack of political activity in Northern Europe and the "catching up" of written history. The Neolithic Statue can serve as an alternative. Either of

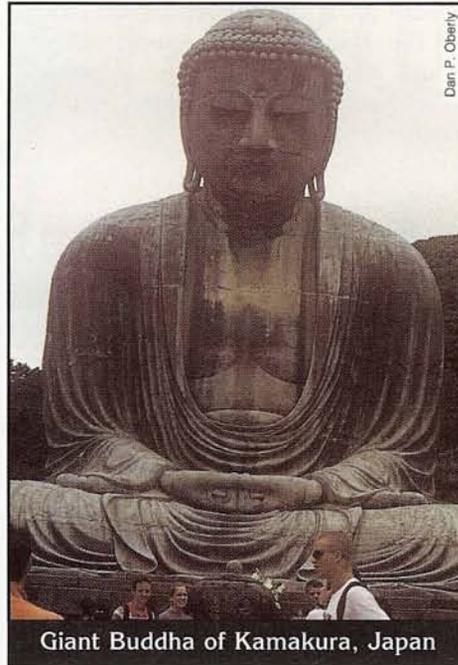
these could easily represent the multitude of neolithic cairns and menhirs scattered throughout Northern Europe (Carnac, Kleinklein, etc.). Should the Celts occupy most of Iberia, Greek-influenced architecture is another possibility.



Philip and Alexander's **Macedonia** has a host of options and can realistically build two monuments. Because it is traditionally ensconced in the classical period (the Hellenistic period "begins" in 323 BC, the year of Alexander's death), Macedonian monuments are of the Greek stripe. The *Parthenon of Athens* is the preferred choice. Otherwise, the *Temple of Apollo at Didyma* is a logical choice. This piece, where oracles were performed, was begun in 313 BC. Alternatively, other buildings of the Acropolis such as the Kallikrates (the *Temple of Athena Nike*, 427 BC) or the Erechtheion (the *Porch of the Maidens*, ca. 421 BC) could be used, as these achievements are of the Greek classical period. The latter, less renowned building is the alleged site of the contest that pitted Athena against Poseidon for dominion of the city of Athens (the city's name reveals the victor).



During the **Mauryan** (pronounced "moree-YAHN") rule, Buddhist architecture flourished. The monument of choice is the *Great Stupa at Sanchi*, which was dedicated by Asoka (the founder of the Mauryan dynasty) himself. The *Great Stupa*, an elaborate Buddhist burial mound, was eventually enlarged and completed sometime during the mid-first century AD. The polished *Palace at Patilaputra* was patterned after Persepolis and was well known to the Greeks who resided at Asoka's court. The Sphinx could also be used to represent Asoka's four back-to-back lions seated atop the Buddhist Wheel of Life. Should ambitious play or prolific monument construction dictate, the *Recumbent Buddha of Anuradhapura* could be built. This statue, copies resplendent among several monasteries and temples, was also the site of a 2000-year-old sacred bo-tree where offerings are still made today.



Giant Buddha of Kamakura, Japan



The **Han** dynasty is easily capable of fulfilling its historical role of uniting the Chinese mainland, while skillful play and a little luck can give the Han a second monument. To represent the significance of Buddhism and its penetration into the East, the *Great Stupa* should be first on the Han's list. Otherwise, the gilt bronze *Sakyamuni Buddha* is the monument of choice. This piece represents the flowering of artistic achievements that characterized the Han dynasty period (as well as imitation of Indian art), though built following the confusion of the so-called Three Kingdoms period (third century AD). The *Confucian Temple at Yunnan* is another possibility, representing the triumph of Confucianism in governmental circles which helped to foster the famed "Confucian Ethic" as well as the incorporation of the remote Southern provinces into the imperial aegis.



Apocryphal Gate

The **Hsiung-nu** (pronounced "huh-swing NEW") represent the rise of organized Hun-related barbarians (the Hsiung-nu and neighboring Hsien-pi) in Mongolia. These tribes, after years of futile attempts, breached the famed Great Wall in AD 304. Foreign invaders of China, almost without exception, were seduced by Chinese culture (the schedule followed by the Han is the recommended). An Apocryphal Gate could be used to symbolize the obsolescence of the wall.



Without question the **Romans** are the most revered and feared empire. The Romans are virtually guaranteed a monument or two, and can frequently manage a third. The Flavian Amphitheater (the *Roman Colosseum*) is the quintessential monument for Rome. The Colosseum, begun by Vespasian in AD 70, was completed under Titus in AD 82. Though most major cities in the Roman empire possessed an amphitheater, the *Colosseum* was the largest of its type and period. The second Roman monument of choice is the *Pont du Gard* at Nimes which was completed in the first century BC. This massive aqueduct helped convince the Gauls that Roman engineering was the practical alternative to war, helping to usher in the era of Romanization. Prolific monument construction could also involve the *Pantheon of Rome* (AD 118 to 125), the *Arch of Titus* (AD 81) or that of *Constantine* (AD 312 to 315), or even the remains of the marble *Statue of Constantine the Great* (ca. AD 330).



Upon the successful revolution against the Parthians in AD 224, the **Sassanids** viewed themselves as the true successors of the Persian empire. The *Fortified Fire Temple at Takht-i Sulaiman* was an important center for the Zoroastrian religion (being the alleged birthplace of Zoroaster). The ancient *Fire Temple at Ateshkade*, still a pilgrimage site today, is another possibility. Its sacred fire has reportedly been burning continually since the fifth century AD to present time.

EPOCH IV

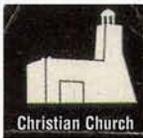


Following on the heels of the imperial splendor of the Mauryan dynasty (and its subsequent political fragmentation) came the dynasty of Chandragupta II. As they face an uphill struggle against entrenched empires in the game, the **Guptas** are usually limited to only a single monument. Encompassing the era just before the Gupta, known as the Andhra period, the *Great Stupa at Sanchi* is still a good choice.

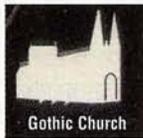
Otherwise, the *Seated Buddha of Gandhara* from the late third century (or the one at Mathura of the second or third century) is the monument of choice. The *Seated Buddha Preaching the First Sermon* from Sarnath (built ca. fifth century) is another possibility. Of course, the Hindu Architecture could be selected if necessary, signifying either the emigration of Indian missionaries to Southeast Asia or possibly one of several sacred Hindu sites: Ayodhya (the birthplace of Rama according to the "Ramayana") or Allahabad (both in the Ganges Delta) or Mathura (where Krishna was allegedly born, in the Ganges Valley).



Externsteine

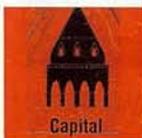


Christian Church



Gothic Church

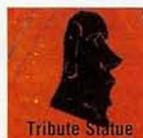
The **Goths** depicted in the game represent the Germanic tribes that were active during the fourth and fifth centuries AD along the Roman periphery. The Ostrogoths migrated east to the Ukraine by the fourth century, while the Visigoths headed south to the Balkans (Alaric's "dynasty" was Visigothic). Political fragmentation eroded Rome's resistance as the Goths moved south and west. The Visigoths continued into Spain and the Ostrogoths settled in Italy. As they lack a capital, the Goths may be limited to building a monument in Central Europe—which may be occupied by a Greek, Scythian, Celtic or Roman one. If a nearby capital cannot be sacked, a Gothic monument is rare. *Externsteine*, in Western Saxony, was an allegedly popular site for pagan rituals (later, a Christian chapel was carved into the rock-hewn structure). An Early Christian Church could be the *Mithraic Temple in Jajce*, site of the Bogomil sect (a Catholic/Orthodox fusion), representing Gothic adherence to heretical sects (though they were primarily of the Arian sect). A Gothic Church could be built, representing the early flowering of European architecture. The term "Gothic" was coined by Romans to mean "ugly or barbaric," and it stuck.



Capital



Gate



Tribute Statue

Although indirectly responsible for driving the Goths into the Romans, contributing to the destabilization of the Guptan dynasty in India and furthering the political turmoil of the Three Kingdoms period in China, the **Huns** themselves accomplished little in the way of architecture. Attila resided in a tent up until the night of his death. An Apoc-

ryphal Capital or Gate are logical choices for the Hunnish architectural "debut," should they be faced with numerous "filled" monument sites. Otherwise, a Miscellaneous Tower or Tribute Statue will suffice.



Hagia Sophia



Rila Monastery

The **Byzantines** are located in a very difficult part of the world—almost every direction involves difficult terrain. Typically this curtails ambitious Byzantine monument construction. The logical choice is the Church of St. Sophia (more properly, the *Hagia Sophia*) at Constantinople. This dynamic piece of architecture, completed in AD 537, is one of the most sophisticated architectural achievements ever and was considered the greatest church in all of Christendom until the Ottomans sacked the city in 1453 and converted it into a mosque (Turkish minarets were added nine centuries later). The ill-fated ridge-top *Rila Monastery* is a good choice. Though not contemporary to the sixth and seventh century Byzantine empire, early versions were leveled by various foreign invasions, landslides and fires.



Flower Pagoda

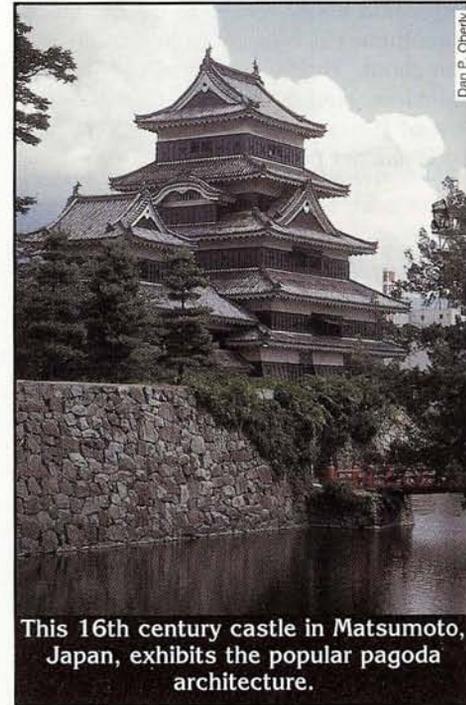


Colossal Buddha



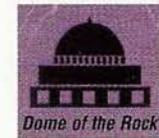
An-chi Bridge

The **T'ang** dynasty (pronounced "tuh-ONG") put an end to warring political factionalism and ushered in the famed six hundred years of imperial splendor (officially ending in AD 1279 with the Mongol invasion). This period saw civil service examinations restored and the flourishing of Chinese art and learning. The T'ang usually manage to erect a monument. The *Flower Pagoda of the Temple of Six Banyan Trees* at Kwangtung is the monument of choice. This pagoda accompanied the rise of Buddhist architecture that ultimately has become associated with all things Chinese. The seventh century pagoda at Qixia is another possibility. Interestingly enough, the pagoda's origins lie within the stupa and its gradual evolution into an almost exclusive Chinese construct (if unbuilt, the *Great Stupa* should perhaps be selected). Alternatively, the *Colossal Buddha at Yunkang*, found in the vast cave complex at Shansi, is another choice. The *An-chi Bridge* (Great Stone Bridge) at Chao-hsien, built ca. AD 610, is an engineering marvel that predated European bridge design by almost 700 years.

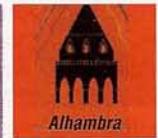


Dan P. Oberly

This 16th century castle in Matsumoto, Japan, exhibits the popular pagoda architecture.



Dome of the Rock



Alhambra



Mosque, Cordoba

The **Arabs**, upon their conquest of the Middle East and North Africa, ushered in a new era of cultural and intellectual prosperity, advancing the causes of science and medicine, to name but a few notable achievements. Starting near several mineral sites, a monument is almost guaranteed, while two or three are not entirely unrealistic. The *Dome of the Rock* at Jerusalem, built ca. AD 690 and considered as the third most holy Islamic spot after Mecca and Medina, is the monument of choice. Ideally the Court of the Lions, or *Alhambra*, in Grenada, Spain is the best choice for a second monument. The minaret could be from the *Great Mosque of San'a*, which was constructed during Muhammed's lifetime. The *Great Mosque at Cordoba* could be selected, too. This eighth century mosque was ruined in the 13th century when the Christians reclaimed the land from the Moors and built a cruciform cathedral in its center.



Angkor Wat



Ornamental Gate

The **Khmer** empire is generally handed to the high scorer of epoch III. It is rare but not impossible for it to establish a monument. The empire best represents the Khmer dynasty and the Angkor kingdom in Cambodia. Thus, *Angkor Wat* (or, if one prefers, nearby *Angkor Thom*) is the monu-

→→→→→ (continued pg. 38)



HATS & T-SHIRTS: Reserve my AVALONCON souvenir for which I enclose \$10.00 each:

AVALONCON cap T-Shirts: Small Medium Large Xtra Large

Please reserve _____ additional hats for which I enclose \$10 each.

Please reserve _____ additional t-shirts in sizes _____ for which I enclose \$10.00 each (or \$15.00 each for size XXL or XXXL).

I enclose \$40 in check or money order made payable to The Avalon Hill Game Company to register for AVALONCON '98.

Charge my: VISA MASTERCARD AMERICAN EXPRESS Expiration Date _____

XXL XXXL
There is a \$5 surcharge for these sizes.

Account Number _____ Signature _____

Name _____ Phone: () _____ - _____

Address _____ Email _____

City _____ State _____ ZIP _____ Total Enclosed: _____

HURRY! Registrations postmarked by June 1st, 1998 receive a free \$15 credit toward any game purchased at AVALONCON '98, but only if you pre-register for at least one event. Make your check or money order payable to: The Avalon Hill Game Company and mail to:

4517 Harford Road, Baltimore, MD 21214. To FAX it, ☎ (410) 254-0991. To register by Email, visit our web site:
<http://www.avalonhill.com/avaloncon.html>

Be sure to register for your main event(s) on the reverse side, or list their three-digit code below:

ROOM **RIDE LOCATOR:** My name, phone number, Email and city/state are listed above to provide to all pre-registrants as of July 1st as someone looking for a carpool or roommate to share expenses. I do not have to be pre-registered to be listed. I understand I am solely responsible for arrangements made with those who respond. Such inclusion does not obligate me to enter into agreements with anyone.

TEAM TOURNAMENT: Register my four-person team in the Team Tournament at no extra charge. I realize that **all** the members of my team must be pre-registered and that we must **each play a different title**. Substitutions of team participants or game selections *can be made only by mail or Email to Don@avalonhill.com or phone to: (410) 426-9600, ext. 103 by July 28th*. No substitutions are allowed on site. In case of conflicting entries, the last version received will be official.

TEAM NAME: _____

1. _____ 2. _____ 3. _____ 4. _____
Game to be played by this team member: Game to be played by this team member: Game to be played by this team member: Game to be played by this team member:

1. _____ 2. _____ 3. _____ 4. _____

REFUND & SMOKING POLICY: Pre-Registration fees provide discounted services in exchange for a guarantee to attend. Since pre-registration incurs expenses regardless of attendance, such fees are non-refundable. Smoking is prohibited in all public areas of AVALONCON '98.

WHAT YOU'LL GET: Those registering by June 1st receive a \$15 credit towards game purchases. Pre-Registrants residing in the United States as of July 1st will have the program mailed to them shortly thereafter. This is the **only** confirmation you will receive. Those registering after July 1st or living outside the United States must pick up their convention program at the site.

AVALONCON MEMBERSHIP: Children under 14 and spectators are admitted without charge and may participate in Open Gaming around the clock in designated areas, **space permitting**. They will not receive a badge, program or pre-registration credit. AVALONCON reserves the right to eject anyone without a badge to provide space for members. Anyone playing a non-tournament game in a tournament area will be ejected immediately. Children may participate in free specially designated "☛ Juniors-only" tournaments or pay the \$40 fee and participate in any event. All other participation is limited to paid registrants wearing their own badges. There are no other event fees of any kind. Flea markets, product displays and the selling or promotion of any item on the premises without written permission from TAHGC is strictly prohibited.

DISQUALIFICATION: AVALONCON reserves the right to eject without refund anyone acting in an unsportsmanlike manner in the opinion of the presiding Game Master and two designated Assistants should such behavior persist after one warning.

Chronological Listing of Events

✓ events you will enter. Do not ✓ any event whose starting time occurs during the first round duration of a previous selection.

Time	Event	Duration	Time	Event	Duration
W10	AFK	[W14]	T20	DUN H2/3	[T24]
	ABN H1/3	[W13]		TYX H2/3	[T24]
	ACS H1/4	[W12]	T21	SFT H1/3	[T23]
	CVW	[W13]		RBN H3/4	[T24]
	EIA	[W-U]	T22	ACS H2/4	[T24]
	GSR H1/4	[W13]		MF8	[T24]
	GBL	[W-U]	T23	GSR H3/4	[T24]
	MMS H1/4	[W14]		PGF	[T24]
	MOV H1/3	[W12]		TTA H2/4	[T24]
	PZL+	[]	F9	B81	[F13]
	PPW	[W14]		BM7	[F15]
	RBN H1/4	[W15]		BR1 H3/4	[F14]
	RTG	[W14]		830 H2/4	[F15]
	STP H1/4	[W13]		SFT H2/3	[F11]
	TTN+	[]		GBG H2/2	[F13]
	TT2+	[]		HRC+	[]
	TPS	[W16]		MMS H2/4	[F13]
	WAT+	[]		MOV H3/3	[F11]
W11	AOR H1/3	[W16]		RBN H4/4	[F14]
	HWB H1/2	[W16]		SJW	[F13]
W12	ANZ H1M	[W17]		SPK	[F12]
	BBS H1/4	[W16]		SUC	[F14]
	PZB+	[]		TYX H3/3	[F13]
W13	BKB H1M	[W15]		UPF H4/4	[F14]
	BRI H1/4	[W18]		VIP+	[]
	WSF	[W19]		WSM	[F15]
W14	MRA H1/4	[W16]	F10	SCT H3/4	[F14]
	SOA+	[]	F11	LBG	[F15]
	UPF H1/4	[W19]		PXB	[F18]
W15	ABN H2/3	[W18]	F12	ANZ H2/2	[F17]
W16	CMS H1/4	[W21]		ACS H3/4	[F14]
	GSR H2/4	[W19]		PGG	[F17]
	HCR	[W18]	F14	WRS	[F16]
	SCT H1/4	[W20]	F15	MRA H3/4	[F17]
W17	GTA H1/4	[W19]	F16	GTA H3/4	[F17]
	776	[W21]	F17	SFT H3/3	[F19]
W18	AOR H2/3	[W23]		GSR H4/4	[F20]
	BKN H1M	[W23]		HWD	[F23]
	FBS H1/2	[W20]	F18	DIP H1/3	[F24]
	KRM H1/4	[W21]		830 H3/4	[F24]
W19	GBG H1M	[W23]		KGM H2/2	[F22]
	OW2	[W21]		MBT H2/2+	[F20]
	ROR H1/2	[W24]		SCT H4/4	[F22]
	TRC H1/2	[W23]		STP H3/4	[F21]
	TYX H1/3	[W23]	F19	BR1 H4/4	[F24]
W20	MAH H1/2	[W24]		CMS H3/4	[F24]
	STP H2/4	[W23]		DUN H3/3	[F24]
W21	KRM H2/4	[W24]	F20	TBT	[F22]
W22	TTA H1/4	[W23]	F21	MUS	[F24]
T9	ASA	[T15]	F23	DEC	[F24]
	ACV	[T21]		TTA H3/4	[F24]
	AOR H3/3	[T14]		WTT	[F24]
	ABN H3/3	[T12]	S9	AFD H2/2	[S12]
	AFD H1/2	[T12]		D91	[S13]
	B17	[T17]		DIP H2/3	[S16]
	BKN H2/2	[T14]		830 H4/4	[S15]
	BRI H2/2	[T14]		MMS H3/4	[S13]
	CDT	[T12]		PDT H2/2	[S13]
	COI	[F13]		PRS	[S13]
	DLW	[T11]		RKL+	[]
	DUN H1/3	[T15]		RNQG H1/2	[S11]
	KGM H1/2	[T13]		SQL	[U13]
	KRM H3/4	[T12]		WTP	[S14]
	ONR	[T12]	S10	BBS H4/4	[S14]
	UPF H2/4	[T14]		FSE	[S14]
	WAS	[T24]		PCW	[S12]
	W&P	[T12]	S11	ACS H4/4	[S13]
	WZQ	[T11]		RNQG H2/2	[S13]
T10	ASL+	[T-U]	S12	EIS	[S15]
	GTA H2/4	[T12]	S13	GTA H4/4	[S15]
	SSB	[T15]	S14	ASN	[S16]
T11	CDP	[T19]		RNQH H1/3	[S16]
T12	KRM H4/4	[T15]		STP H4/4	[S17]
	NVW	[T15]	S15	AUC	[S16]
	TRC H2/2	[T16]		MMS H4/4	[S19]
T14	BBS H2/4	[T18]		MRA H4/4	[S17]
	RBN H2/4	[T19]	S16	RNQH H2/3	[S18]
	SCT H2/4	[T18]	S17	TVW	[S19]
T15	MRA H2/4	[T17]		TTA H4/4	[S19]
T16	SLB	[T19]	S18	ACQ	[S22]
	UPF H3/4	[T21]		RNQH H3/3	[S20]
T17	HWB H2/2	[T22]	S19	WPS	[S20]
	MBT H1/2+	[T19]		ADV	[S23]
T18	CMS H2/4	[T23]		GBD	[S24]
	830 H1/4	[T24]	S21	CMS H4/4	[S24]
	FBS H2/2	[T20]	S23	FIS	[S22]
	PDT H1/2	[T22]	U8	SL5	[S24]
	ROR H2/2	[T24]		BKB H2/2	[U10]
	SMG	[T20]	U9	DIP H3/3	[U15]
T19	BBS H3/4	[T23]		ATS	[U12]
	MAH H2/2	[T23]		\$GR	[U10]
	MOV H2/3	[T21]	U12	GUE	[U12]
				WBR	[U14]

REGISTRATION INFORMATION: Members may participate in all events, but only one at a time. Most events do not "sell out", but to *guarantee an opportunity to play you must bring a copy of the game* (to ensure sufficient copies on hand) and be present at the starting time. *This is especially true for older games which are no longer for sale.* Those registering after June 1st will not receive the \$15 game purchase credit. At-the-door badges are discounted \$5 per day based on the number of days remaining. One-day admissions are available for \$15 but do not entitle participation in any event beyond that day. Prizes won with a one-day badge must be claimed that day.

LOST ITEMS: Bring your program; there is a \$2 charge to replace it. Wear your badge at all times. You may not enter an event without a badge. Replacement badges will cost \$5 and not be usable for the \$15 purchase credit.

EVENT DESCRIPTIONS: Events are listed in chronological order in the box to the left, and in alphabetical order hereafter using the following format:

Name, Prize Status, Class, Format, Style, Duration, GM, Starting Time.

Name: The three-digit code name for the event used on the Chronological Listing and badges.

Prizes: Winners receive a championship plaque. Finalists receive credits for the purchase of merchandise and plaques according to a standard schedule based on the number of entrants. For example, there are 32 prize-winners in a fully-funded 128-player event. Junior, Quick Play and Restricted events are reduced one or two columns on the prize list as follows:

○: Demonstration. No Prizes.

●: Full Prize list.

⊙: Prizes reduced one column.

⊚: Prizes reduced two columns.

Class: **A:** Rules will not be explained; for experienced players only. **B:** Beginners welcome. Rules will be taught one hour before the scheduled playing time. **The GM will not teach the game once the event begins.**

Format: **SwEl:** Swiss-Elimination; play several preliminary rounds to determine finalists for Single Elimination format. **Swiss:** play numerous rounds paired against opponents with similar records. **SE:** Single Elimination; play until you lose. **DE:** Double Elimination; play until you lose twice. **MESE:** Multiple Entry, Single Elimination; play until you lose, but you may re-enter in a later Heat. **SEM:** Single Elimination, Mulligan; play until you lose but first round loss in the Mulligan Heat is ignored; first round Mulligan winners advance to second round.

Style: **CONTINUOUS:** Rounds repeat back-to-back until completed with only one-hour breaks. Rounds will not start after midnight and resume at 8 or 9 AM. *The GM may require that rounds begun by midnight be finished that night.* **SCHEDULED:** designated, timed rounds with long, predetermined breaks. **HEAT:** One of several qualifying sessions, you may play in multiple Heats regardless of success. **Continuous Heats (+):** Games continue to start when sufficient players are on hand. Flexible late entry/exit allowed.

Duration: The *expected* number of rounds and length of each. Some formats vary rounds based on number of entrants. Schedule time accordingly and refrain from entering events if time constraints will not allow you to finish. In all formats, the GM and two assistant GMs may adjudicate games not adhering to schedule. Their decisions are final.

GM: The Game Master's name. If an address is included, additional information is available by sending the GM a self-addressed, stamped envelope or Email.

Times: Starting times of the initial round are abbreviated as follows: **W:** Wednesday, **T:** Thursday, **F:** Friday, **S:** Saturday, **U:** Sunday. Hours are given in military time (9 = 9 AM, 12 = noon, 13 = 1 PM). We suggest copying this page before registering.

Pre-Registration Limits: You may Pre-Register for any events that do not start within the expected duration of any previous selection's first round as listed at left. Conflicting choices will be disallowed. Pre-registrants receive preferential treatment for byes and last remaining slots, but are not guaranteed a place if without a copy of the game. Those advancing into the second round may experience overlapping schedule conflicts. Events with a "U" listing have a scheduled final round on Sunday morning. You may play in several such events but if you make the finals in both you must choose only one in which to continue.

THE EVENTS: Events designated "jr" are only for children under the age of 14. Parents are urged to supervise and should attempt to teach the game beforehand, but should refrain from playing the game for their children.

Acquire (ACQ), ●, A, SwEl, Continuous, three preliminary 1-hr rds. 16 advance to SE. K. Whitesell. S18. U

Across Five Aprils (A5A), ●, A, SwEl, Continuous, 6-hr preliminary round robin Bull Run, Pea Ridge, and Bentonville. Four from each side advance to Bentonville; then two to Pea Ridge. Finalists play Pea Ridge. Play same side throughout. A. Lewis, 16 Gosling Dr., Lewes, DE 19958. ALewis16@AOL.Com. T9.

Adel Verflichtet (ADV), ●, B, SwEl, Continuous, four preliminary 1-hr rds. Ten advance. R. Pfeifer. S19.

Adel Verflichtet Jr (ADJ), ●, B, SE, Continuous, two 1-hr rds. S. Davis. W14.

Advanced Civilization (ACV), ●, A, SE, Scheduled, 12-hr preliminary. Eight advance to S10 Final with Western Map Extension. C. Hickok, 250 Hidden Valley Ln, Harrisburg, PA 17112. T9.

Advanced Squad Leader (ASL), ●, A, Swiss, Continuous, seven 7-hr rounds; six scenario choices/round. R. Gifford, 320 East 27th, South Sioux City, NE 68776. T10+

Afrika Korps (AFK), ●, B, SE, Continuous, four 4-hr rds. B. Smith, 323 Lower Stella Ireland Rd, Binghamton, NY 13905-1011. Barry1@spectra.net. W10.

Age of Renaissance (AOR), ●, MESE, B, three 5-hr Heats. Winners advance to T18 SE. J. Scarborough. W11, W18, T9. U

Air Baron (ABN), ●, A, SwEl, three 3-hr qualifying Heats. Must play two Heats; top six qualify for T14 Final. J. Stevens, 705 Rose Creek Bluff, Woodstock, GA 30189-6869. W10, W15, T9.

Air Baron Jr (ABJ), ●, B, SE, Continuous, two 3-hr rds. J. Stevens. W16

Air Force/Dauntless (AFD), ●, B, MESE, Continuous, three 1-hr rounds. D. Angus. T9, S9. U

Anzio (ANZ), ●, A, SEM, Continuous, four 5-hr. rds of the 15-turn Basic Game with W12 Mulligan. P. Fletcher, 51 Hartwell Rd, West Hartford, CT 06117. F12

Assassin (ASN), ●, A, SE, Continuous, two 2-hr. rds. Everyone starts with a city adjacent to Vienna. J. Vroom. S14.

Atlantic Storm (ACS), ●, B, MESE, four 2-hr qualifying Heats of five-player games using Advanced Multi-Player rule 14. B. Knight. W10, T22, F12, S11. U

Attack Sub (ATS), ●, A, SwEl, Continuous, three preliminary rds to determine seeding for SE. Scenarios A, B, C, D, E or H. K. Hunsinger, 2038 Royal Oak Ave, Defiance, OH 43512. U9.

Auction aka The Collector (AUC), ●, B, SE, Continuous, three 1-hr rds. K. Good. S15

B-17 (B17), ●, A, Continuous, three 3-hr 1943 raids. Fly all three raids. D. Terry, 7501 Norris Ave, Sykesville, MD 21784. T9.

Baseball Strategy (BBS), ●, B, MESE, Continuous, four 1-hr rds of three-game series in four divisional Heats. Team draft based on 1997 season. J. Bell, 7 Casey Court, Baltimore, MD 21228. W12, T14, T19, S10. U

Battle of Buce '81 (B81), ●, A, SE, Continuous, four 4-hr rds using Race to Bastogne 8-turn scenario. R. Heller, 4733 Bartram St, Rockville, MD 20853. F9.

Bismarck '79 (BM7), ●, A, SwEl, Continuous, three 2-hr preliminary rds to determine two finalists to do battle with scale miniatures. P. Risner, 7630 Weeping Willow Circle, Sarasota, FL 34241. Goeben@aol.com. F9

Blackbeard (BKB), ●, B, SEM, Continuous, three 2-hr timed rds with W13 Mulligan. No Sudden Death. J. Pack, 1216 E. Tamora St., Sandy, UT 84094. U8

Breakout: Normandy (BKN), ●, A, Swiss, Continuous, six 5-hr rds. Bid for sides. W18 Mulligan winners excused until T14. R. Fedin, 112 Glengarry Dr, Moon Township, PA 15108. rfeidin@usaor.net. T9+

Britannia (BRI), ●, A, SwEl, four 5-hr qualifying Heats. Must play in at least two Heats to advance to SE. S9. D. Gantt. W13, T9, F9, F19. U

Candidate (CDT), ●, B, SE, Continuous, two 3-hr rds. All states unresolved after two hrs will be Undecided entering the convention. K. Guterth. T9

Circus Maximus (CMS), ●, A, MESE, three players from each of four preliminary 5-hr Heats advance to U8 final. Uses scale miniatures. J. Jacoby. W16, T18, F19, S19. U

Civil War (CVW), ●, A, SE, Continuous, four 3-hr rds of 1861 scenario with VP bids for sides and Union moving first with a die roll difference of 7. G. Seary, 2307 Tracy St., Endwell, NY 13760. CGSeary@spectra.net. W10

Colonial Diplomacy (CDP), ●, A, one 8-hr rd with seven Best Country performances advancing to Fr 9 Final. J. Yerkey. T11

Cross of Iron (COI), ●, A, Swiss, Continuous, four 4-hr rds. P. Pollard, 7855 Autumn Hollow Dr #5, Cordova, TN 38018. Pete4258@AOL.com. T9

Commands & Colors (C&C), ○, one-hr demos of our upcoming Civil War figure, card and boardgame by designer R. Borg. W14, W16, T10, T15, F9, F18, S13, S20, U9.

D-Day '91 (D91), ●, B, SE, Continuous, four 4-hr rds. K. McCarthy, 3866 Wallingford, South Euclid, OH 44121. S9

Decathlon (DEC), ●, B, Meet, one 2-hr track meet with handicaps. J. Coussis, 1978 G Kenilworth Circle, Hoffman Estates, IL 60195. F23

Dinosaurs of Lost World Jr ●, (DLJ), B, SE, Continuous, three 2-hr rounds. R. Stakenas. S15

Dinosaurs of Lost World (DLW), ●, B, SE, Continuous, two-hr rds. A chance for the adults to test their mettle against the Junior Tournament graduates. W. DeMarco. T9.

Diplomacy (DIP), ●, A, Swiss, three 7-hr Heats. Best two rounds score. Traditional prizes augment merchandise credit. J. Yerkey. F18, S9, U8.

Dune (DUN), ●, A, SwEl, three 6-hr prelim Heats to qualify for S18 Final. Demo game for beginners W22. J. O'Donnell, 2678 Bellwood Ave, Bexley, OH 42309-1016. jason.odonnell@ocom.com T9, T20, F19.

1830 (830), ●, A, SE, four 6-hr Heats to advance to S17 Final. Must win at least two games to qualify. D. Hecht, 5911 Edsall Rd, Apt PH 8, Alexandria, VA 22304. David_Hecht@msn.com. T18, F9, F18, S9

Empires In Arms (EIA), ●, A, four days of two simultaneous games; one Revolutionary scenario and one Campaign Game with random game ending. J. Slater, 600 Saxony Circle, Chaska, MN 55318. Kallen@AOL.com. W10

Enemy In Sight (EIS), ●, B, SE, Continuous, two 3-hr rds with designer Neal Schaffer. S12

Facts In Five (F15), ●, B, SE, Continuous, two 1-hr rds. C. Foster. S21.

Fifth Fleet (5FT), ●, B, SwEl, Scheduled, three 2-hr Heats to qualify for F20 Finals. Scenarios from different Fleet games in each Heat, but 5th Fleet rules apply throughout. J. Fleckenstein, 120 Lakeland Dr, Sterling, VA 20164. T21 (5th), F9 (7th), F17 (3rd)

Firepower (FPR), ○, B, SE Demo using ten-man squads. R. Knowles. F10

Football Strategy (FBS), ●, A, MESE, Continuous, five 2-hr rds with each Heat winner meeting in Super Bowl. B. Cleary. W18, T18

Fortress Europa (FSE), ●, A, SE, Continuous, four 4-hr rds of the 7-turn Invasion scenario. P. Koenig. S10

Galaxy: The Arena (GTA), ●, B, MESE, four 1-hr Heats of new TTA sequel. Winners advance to U9 SE. S. Tucker. W17, T10, F16, S13. U

Gangsters (GSR), ●, B, MESE, four 3-hr qualifying Heats for F20 SE. Prize for best novice. J. Pack, 1216 East Tamara St., Sandy, UT 84094. W10, W16, T23, F17

Gettysburg '88 (GBG), ●, B, SEM, Continuous, five 4-hr rds of Scenario 5 (6F). W19 Mulligan winners are excused until Fr 14. D. Zimmerman, 4 S. Railroad St, Myerstown, PA 17067. W19, F9

Global War (GBL), ●, A, Other, Continuous four-day linked play of A3R and ERS in teams. M. Crowe, 5507 Callander Dr, Springfield, VA 22151. W10

Great Campaigns of the ACW (GCA) ●, B, SwEl, Continuous. Eight-player SE event. Qualifiers will be five winners of the following events with three other spots awarded to those with most total points earned by reaching SE rounds. Each event consists of three preliminary rounds to select a field of four players for ensuing SE play. Next event starts after preliminary rounds of preceding event with no more than two events running concurrently. Detailed event info will be mailed to all pre-registrants and is available at GCACW web site at www.smart.net/~wave-land/gcacw.htm. K. Lee, 99 West St, Tunkhannock, PA 18657. klee@epix.net S9 **Here Come the Rebels (HCR)** P. Duffy. W16. **On to Richmond (ONR)** E. Beach T9. **Roads to Gettysburg (RTG)**, P. Nied W10. **Stonewall Jackson's Way (SJW)**, M. Bailey F9. **Stonewall's Last Battle (SLB)**, F. Speck T16.

Greed (GR\$), ●, B, Continuous one hour dice-fest to rack up the highest score. P. Staab. U9

Guerilla (GUE), ●, A, SE, Continuous two 3-hr rds. Viva la Revolution! with designer N. Schaffer. U9

Gunboat Diplomacy (GBD), ●, A, SE, 5-hr rd of "Blind" Diplomacy without negotiations. Secret country assignments. GM reads moves and written press. Top 7 scores advance to U8 Final. J. Yerkey. S19

Hannibal; Rome vs Carthage (HRC), ●, A, Swiss, Continuous, five 3-hr rds. Bid PC for side. Winner gets 5 VP + PC bid. M. Welker, 332 Reserve Ave, Steubenville, OH 43952. MWelker@franuniv.edu See website at <http://www.isgsite.com> F9+

History of the World (HWD), ●, A, SE, Scheduled three 6-hr rds. 36 advance to 2nd rd S13. G. Sauer. F17. U

History of the World with Bidding (HWB), ●, A, MESE, Scheduled, two 5-hr Heats of GENERAL 29#1 variant for F11 Final. J. Pei, 6406 Avery Island, Austin, TX 78727. PzHannibal@AOL.com W11, T17

History of the World Jr (HWJ), ●, B, SE, Continuous, two 3-hr rds of six or less epochs. R. Beyma. T9

House on the Hill (HOH), ○, B, DEMO. A one-hr haunting preview of a future AH game with designer Bruce Glassco. W15, T9, F11, S19

Kingmaker (KGM), ●, A, MESE, Scheduled, two 4-hr qualifying Heats to advance to S19 Final. Variant cards and optional Parliament rules will be used; Advanced Combat won't. H. Thoen, 6220 Sherbrooke St. W, #510, Montreal, QUE H4B 1M3 Canada. T9, F18.

Kremlin (KRM), ●, B, MESE, four 3-hr Heats. Winners advance to T18 SE. P. Stein, 562 New Highway, Apt 2C, Hauppauge, NY 11788. Repeatpete@AOL.com W18, W21, T9, T12.

Legends of Robin Hood Jr (RHJ), ●, B, SE, Continuous, two 1-hr rds. E. Beach. F18

London's Burning (LBG), ●, B, Swiss, Continuous, two 2-hr rds. Alternate playing British and Germans in short scenario. J. Coussis, 1978G Kenilworth Circle, Hoffman Estates, IL 60195. F11

Maharaja (MAH), ●, A, MESE, two 5-hr Heats. F10 Final. W. Wible, 740 Abbey Dr, Virginia Beach, VA 23455 or sandyw@decipher.com. W20, T19

MBT (MBT), ●, B, SwEl, two heats of three 2-hr rds. Play a maximum of three rounds in either Heat to advance two to S19 Final. R. Schoenen, 800 Kimberton Rd G7, Phoenixville, PA 19460. T17+, F18+

March Madness (MMS), ●, B, MESE, four 5-hr Advanced Game Preliminary Heats of 16-team Regionals which each advance one team to U9 Final Four. Players draft up to two teams/Region which play till they lose. Repeat entrants draft last. J. Ellmann. W10, F9, S9, S15. U

Merchant of Venus (MOV), ●, B, MESE, Scheduled, three 2-hr Heats to \$2000. 25 advance to SE S9. Five play Final to \$3000. G. Mayer, 736 Charleston Oaks Dr., Ballwin, MO 63021. W10, T19, F9

Merchant of Venus Jr (MVJ), ●, B, SwEl, Continuous, two 2-hr preliminary rds to \$1200. Top six advance to Final. E. Kirchner, 7129 Glade Ln, Florence, KY 41042. ekirchner@aol.com S9

Monsters Ravage America (MRA), ●, B, MESE, four 2-hr Heats of our monstrous new release with winners advancing to U9 SE. B. Knight. W14, T15, F15, S15. U

Mustangs (MUS), ●, B, SwEl, Continuous, three 1-hr preliminary rds with top two pilots of each side advancing to SE. Options 13a, 13b, 15a, & 16. S. Munchak. F21

Mustangs Furball (MUS), ●, SE, one 2-hr aerial meleé. Surviving aircraft with most hits wins. Auxillary prizes. S. Munchak. T22

Naval War (NVW), ●, B, SE, Continuous 3-hr rds of 6-player games to 75 pts. J. Sharp. T12

Origins of WWII (OW2), ●, A, SE, Continuous two 2-hr rds of 4-player variant in GENERAL 31#4. G. Sauer, 407 S. Court St, Circleville, OH 43113. W19

Pacific War (PCW), ●, B, SE, Continuous, four 2-hr rds with Battle scenarios: Coral Sea, Relief of Wake Island and Eastern Solomons. G. Gonzalez, 190 W. Merrick Rd, Apt 4R, Freeport, NY 11520. GGonz827@AOL.com. S10

Panzerblitz (PZB), ●, B, SwEl, Continuous 4-hr Heats. Top eight advance to SE S9. Counters provided for 26#2 and 28#3 GENERAL scenarios. D. Giordano, 4 Wade Ave, Carney's Point, NJ 08069. We 12+

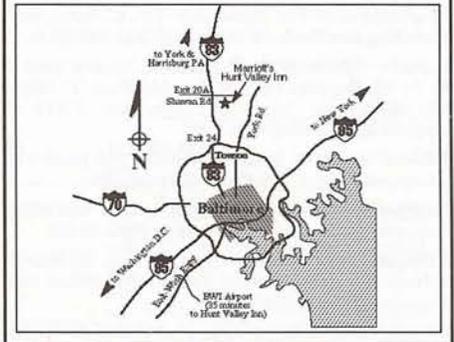
Panzer Leader (PZL), ●, B, SwEl, Continuous 4-hr Heats running through Friday. Eight best records advance to SE F21. B. Scott, 2317 Barracks Rd, Charlottesville, VA 22901. W10+



HOTELS

BY CAR: Take Exit 20A on Shawan Road off I-83. Hunt Valley Inn is on the right. To reach the Hampton Inn, continue east to 3rd traffic light, yield right onto York Rd. Hotel is on the right.

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AIR TRANSPORT

Southwest Airlines has been designated as the official carrier for the attendees of AVALONCON '98. Southwest Airlines is offering a 10% discount on most of its already low fares, for travel to and from AVALONCON '98. Call (or have your professional travel agent call) the Southwest Airlines Group and Meeting Desk at 1-800-433-5368, Monday-Friday, 8 am - 5 pm or Saturday 8:30 am - 5:30 pm by no later than July 20, 1998 and refer to ID Code J0818 to take advantage of this offer. Call right away as fares are subject to terms and availability.

Southwest offers nonstop flights to Baltimore from Birmingham, Chicago, Cleveland, Ft. Lauderdale, Jackson, Jacksonville, Louisville, Nashville, Orlando, Providence, St. Louis, Tampa and Kansas City. Direct and connecting service is offered from an additional 28 American cities.

An airport greeting committee will provide free shuttle service to the Hunt Valley Inn for those arriving on Southwest Airlines during peak hours on Tuesday. Others should use the BWI Shuttle Express, Route C to Hunt Valley, providing Round Trip transportation to the Hunt Valley Inn for \$29 (\$19 one way) every two hours between 7 AM and 11 PM. Roundtrip tickets are on sale only at BWI. Reserve by calling (410) 859-0800 at least two hours in advance on day of service.

Panzergruppe Guderian (PGG), ●, A, SE, four 5-hr rds. J. Tracy, 12415 S. 28th Ave, Omaha, NE 68123. F12

Pax Britannica (PXB), ●, B, one 7-hr rd. Duplicate Tournament: all random events prerolled. Uses improved '93 rules which will be provided. A Demonstration game precedes this event F9. R. Sacks, 4861 Broadway 5V, NY, NY 10034-3139. F11

Paydirt (PDT), ●, A, SwEl, two 5-hr Heats meet in U9 Super Bowl. Advanced Rule 11 used for balance; must cover the spread to win. Best two teams after three games meet in conference finals. H. Flawd, 2826 Blacksmith Way, Lancaster, PA 17601. T18, S9. U

Peloponnesian War (PPW), ●, B, SE, Continuous, four 4-hr rds, using Peloponnesian War scenario (10.1) with modified Augaries die roll for Sparta. R. Knowles, 564 Crescent Dr, Willowick, OH 44095. W10

☛ **Princess Ryan's Star Marines Jr (PRJ)**, ●, B, Swiss, two 2-hr rds with designer M. McLaughlin. F9

Princess Ryan's Star Marines (PRS), ●, B, Swiss, two 2-hr rds with designer M. McLaughlin. S9

Pro Golf (PGF), ●, B, Continuous, two 1-hr rds on Pebble Beach and Augusta. Four advance to Skins game. M. Stanley T23

Rail Baron (RBN), ●, B, MESE, Scheduled, four 5-hr Heats. 25 advance to SE F14. Demo game T21. C. Foster, 6164 Waco Way, Fort Worth, TX 76133. W10, T14, T21, F9. U

Republic of Rome (ROR), ●, A, MESE, two 6-hr Heats of the Middle Republic. F10 Late Republic Final. W. Wible, 740 Abbey Dr, Virginia Beach, VA 23455 or sandyw@decipher.com. W19, T18

Roadkill (RKL), ●, B, SE, Continuous 3-hr Heats with winners advancing to S16 Final. S. Cousins. S9+

Runequest: Gladiator (RNQG), ●, B, SE, two 2-hr Heats emphasizing arena combat with 3rd edition rules. D. Pribik. S9, S11

Runequest: Odin's Children (RNQV), ●, B, SE, three 2-hr Heats of a Viking warband retaking their village from brigands. J. Boyle. S14, S16, S18

Runequest Slayers (RQS), ○, B, 4-hr Demo of the upcoming Runequest edition. Chris Lawrence W10, W17, T16, F12, S9, S15

1776 (776), ●, A, SE, Continuous, three 4-hr rds of Saratoga. Two finalists play first year of Campaign Game. S. Packwood, 2170 James St, Eagan, MN 55122. W17

Slapshot (SLS), ●, B, SE, Continuous, two 1-hr rds using all optional rules. B. Reiff, 2207 Smokey View Blvd, Powell, OH 43065. S23

Speed Circuit (SCT), ●, B, SwEl, four 4-hr Heats to seed S12 Final. Matchbox scale tracks. D. Schulz, 8909 Ridge Pl, Bethesda, MD 20817. Doug@his.com. See website info at www.his.com/~tkuster/doug/scac/. W16, T14, F10, F18

☛ **Speed Circuit Jr (SCJ)**, ●, B, SE, one 2-hr race using scale model cars and an oversized track. E. Kirchner, 7129 Glade Ln, Florence, KY 41042. ekirchner@aol.com U9

Squad Leader (SQL), ●, A, Swiss, Continuous, four 4-hr rds. T. Goff, 8854 Teakwood Court, Manassas, VA 20109. tgoff@erols.com S9

Starship Troopers: Prepare for Battle (STP), ●, B, MESE, four 3-hr Heats. Undefeated players through three rounds advance to S19 SE. Rules taught 30 minutes before starting time. A. Maly, anomaly@abs.net. See web page at http://www.abs.net/~anomaly/sst.html W10, W20, F18, S14

☛ **Starship Troopers: Prepare for Battle Jr (STJ)**, ●, B, SE, four 1-hr rds. A. Maly. T15

Starship Troopers: Prepare for Battle (STPD), ○, B, 2-hr Demo using scale miniatures and terrain in 20' x 20' area. J. Connors. T13, F16

Statis Pro Basketball (SPK), ●, A, SE, Continuous, SE, four 3-hr rds. Draft one of 29 NBA championship teams for a "Dream" SE tournament. B. Grabow. F9

Stock Market Guru (SMG), ●, B, SE, Continuous two 2-hr rds. S. Tucker. T18

Storm Over Arnhem (SOA), ●, B, MESE, Continuous Heats until T10. Win in any Heat to advance to SE T13. Uses Hidden AT Guns. S. Koleszar. W14+

Successors (SUC), ●, B, SE, Continuous, three 5-hr rds with all options. J. Paull, 10293 Merriam Ln, Twinsburg, OH 44087. F9

Superstar Baseball (SSB), ●, B, Continuous, draft team of past superstars and play five games to select four teams for best-of-three playoffs. H. Flawd, 2826 Blacksmith Way, Lancaster, PA 17601. T10 U

The Russian Campaign (TRC), ●, A, SEM, Continuous four 4-hr rds with winners of either Heat excused till F9 SE round. Scenario modifications. R. Beyma, 109 Brentwood Circle, Pocomoke, MD 21851. W19, T12

Titan (TTN), ●, A, MESE, Continuous 5-hr qualifying Heats start until F22 with top 16 advancing to S9 SE. B. Wolff III. See web page: http://www.uwm.edu/~bruno/titan/avaloncon.html W10+

Titan Arena (TTA), ●, B, MESE, four 1-hr Heats. Winners advance to U10 SE. J. Thompson. W22, T23, F23, S17. U

Titan 2 (TT2), ●, A, SE, Continuous, four 4-hr rds of two-player Titan after preliminary played anytime W10 to T10 to advance to T15 SE. See TTN web page. D. desJardins. W10+

Title Bout (TBT), ●, B, SE, Continuous, five 1-hr, 8-rd heavyweight fights leading to a 15-rd finale. T. Coleman. TColeman@zd.com F20

Turning Point: Stalingrad (TPS), ●, A, SE, Continuous, four 6-hr rds. One week games with tie-breakers. Bid VPs for sides. 3rd edition rules. Highest rated players paired against one another in opening rounds. H. Jones, 117 Loch Shin Dr., Moon Twp, PA 15108. W10

TV Wars (TVW), ●, B, SE, Continuous, three 2-hr rds. R. Stakenas II. S17

☛ **TV Wars Jr (TVJ)**, ●, B, SE, Continuous, two 2-hr rds. S. Vessey. We 18

Tyranno Ex (TYX), ●, B, SwEl, three 4-hr qualifying Heats for F14 SE. T. DeMarco. W19, T20, F9

Up Front (UPF), ●, A, MEDE, four Heats of DE with winners advancing to S9 Finals. K. Whitesell, 107 Nursery Rd, Linthicum, MD 21090-1506. W14, T9, T16, F9

Victory In the Pacific (VIP), ●, A, Swiss, Continuous, seven 5-hr rds. No optional rules. May drop in and out at any time, but doing so reduces chances of winning event. Demo game T20. G. Petroski, 6829 23rd Ave, Kenosha, WI 53143-1233. F9+

War & Peace (W&P), ●, A, SwEl, Continuous three 3-hr rds of 1805, 1807, 1809 scenarios with top four advancing to SE rds of 1812 & 1813. B. Jackson, 190 W. Merrick Rd., Apt 1N, Freeport, NY 11520. T9

War At Sea (WAS), ●, B, SwEl, Continuous, five seeded 2-hr preliminary rds, four advancing to SE. Must win by ≥ 2 POC for full win. Bid for sides. B. Monnin, 177 S. Lincoln St., Minster, OH 45865. MonninB@Bright.net T9

Waterloo (WAT), ●, A, SE, Continuous, four 5-hr rounds. A 7 PM turn will be added to first four days for a total of 28 turns. Players have two days to play 1st rd - contact GM for preference. Winners advance to Round 2 Fr9. L. Lingle, 4307 N. Carolina Ct., Harrisburg, PA 17112 or Larrylingle@Juno.com. W10+

We The People (WTP), ●, A, DE, Continuous, seven 135-minute rds. Bid PCs for sides. Single CU Winter Attrition rule in effect (50% chance). Time limit strictly enforced. J. Falling. Sa 9

Win, Place & Show (WPS), ●, B, SE, Continuous, two 2-hr rds. J. Burnett. S18.

☛ **Wizard's Quest Jr (WQJ)**, ●, B, SE, Continuous, two 3-hr rds. K. Stroh. T13

Wizard's Quest (WZQ), ●, B, SE, Continuous, two 2-hr rds. Be the first to battle your way through the denizens of Marnon Island to discover three hidden treasures. B. Navolis. T9

Wooden Ships & Iron Men (WSM), ●, B, SwEl, Continuous, three 2-hr rds to select eight SE finalists. W. Rohrbeck, P. O. Box 741, Goffstown, NH 03045. F9

Wooden Ships Fleet Action (WSF), ●, A, SE, one 6-hr rd of opposing fleets in a large, DYO scenario. Each fleet is composed of a team of players with limited inter-player communication. The most successful captain wins. T. Hitchings, 330 Kemper Dr., Newark, DE 19702. hitchings@Juno.com W13

☛ **Wrasslin' Jr (WRJ)**, ●, B, SE, Continuous four 1-hr rds. D. Dolan S11

Wrasslin' (WRS), ●, B, SE, Continuous, five 1-hr Elimination bouts. Manage a stable of three wrestlers. P. Weintraub. F14

Wrasslin' Battle Royal (WBR), ●, A, SE, Continuous. Two 1-hr rds. GM selects wrestlers. P. Weintraub. U12.

Wrasslin' Tag Team (WTT), ●, B, SE, Continuous 1-hr, two-out-of-three bouts for teams of two players. D. Dolan. F23



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Check-in time is 4:00 PM. ♦ Check-out time is noon. Unguaranteed reservations will only be held until 6 PM.

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A BRIDGE TOO FAR?

Tactical Advice for *CLOSE COMBAT 2*

By Bruce Mansfield

Good tactics are the key to victory in *CLOSE COMBAT: A BRIDGE TOO FAR* (herein referred to as *CLOSE COMBAT 2*). Both sides will have opportunities to attack and defend during a scenario—through local counterattacks or flank defenses. The scenario's attacker and defender are usually determined by the overall historic situation. In battle scenarios, the defender generally begins in control of most of the map. Victory on the battlefield is determined by control of victory locations (VLs). Thus, it is the job of the attacking force to capture these locations as quickly as possible. The defending force must hold onto enough of these locations by game end. Tactics are the means to achieve these goals.

Before playing too much of *CLOSE COMBAT 2*, I recommend that you read chapter 7 of the manual, "Tactics and Strategy," and the "Battle Tactics" section of the Help file. In the text below, the term "British" also applies to Polish troops, who used British weapons and organization during Operation Market.

ON THE ATTACK

Before the scenario begins, take a moment to look over the map carefully. Form a basic plan of attack which identifies objectives and a method for taking them. Objectives range from VLs to key buildings or terrain suitable for a fire base. Rank the VLs as possible, difficult or impossible—depending on terrain and location. In all scenarios, take note of whether a VL is primary, secondary or tertiary. These objectives need to interlock. If a building is a VL, make note of the nearby buildings and roads. Adjacent buildings need to be an objective for supporting fire units that will cover both the VL building and intervening roads. By making a mental note of the steps needed to achieve a possible VL, you have a plan on which to base your setup and subsequent play.

Fire and Movement

The most important basic tactical concept is that of fire and movement, which divides the attacking force into two groups. One, the fire base, is built around heavy firepower machinegun (MG) units. Its job is to bring down overwhelming firepower at one point on the defensive line while suppressing other enemy units. This fire base

must remain in good terrain and cover the advance of the assaulting group. This second (maneuver) group, made up of assault infantry, must infiltrate the enemy's line at its weakest point to break through and capture enemy controlled VL. Once this has been accomplished, the fire base moves forward into terrain captured by the maneuver group and the cycle continues.

The fire base should consist of two or three light machinegun (LMG) teams (or Allied squads) and three or four rifle squads. The maneuver group should consist of two to four assault (*Sturmgruppe*) squads and four or five rifle squads. A Flamethrower (*Flammenwerfer*) can be added for extra punch, but its high cost will reduce the overall size of the attacking force.

You will also need to allocate units to the reconnaissance and reserve functions. Reconnaissance need only be one or two recon (*Aufklärer*) teams. Reserves should be made up of a mix of rifle and half squads (German reserves). For the Allies, one to three anti-tank (PIAT or Bazooka) teams should be added to the fire base and maneuver group to guard against possible German armor attacks.

The Fire Base

The fire base is the foundation of fire and movement. With their low mobility and high firepower, MG teams are the perfect units to form the core of the fire base. The Germans field excellent MG 42 teams, while the Americans and British field BAR and Bren gun squads, respectively. The LMG units must be augmented with additional infantry or support units. Rifle squads fill a variety of roles in the attacking forces. They add bulk to the fire base, giving the fire base flexibility. They serve as protection for its flanks against enemy counterattacks. They provide a reasonable amount of firepower. Support units, such as Vickers, Browning or Schweres MG teams offer high firepower for additional cost. These weapons, though, are significantly heavier and not suited to mobile attacks. Reserve units, preferably added to the fire base, should sit in the rear, to be used as replacement units.

Placement of the MG units is critical and is dependent on two things: terrain and line of sight (LOS). Buildings offer the best ter-

rain, being good protection from enemy small arms and mortar fire and having LOS due to their height advantage. Second, the fire base needs to have LOS to the assault point. In a city scenario, MG teams need to be placed with LOS lying along key streets in order to isolate enemy strongpoints and prevent reinforcements from crossing side streets. In the country, which is divided into rectangular fields bordered by hedges or walls, each field needs to be isolated. MG teams placed along opposite sides of these fields prevent enemy troops from reinforcing positions within the field and enemy flanking fire from those edges.

The fire base has three primary tasks. The first is to suppress enemy units at the assault point. This is accomplished through concentration of fire on a small section of the enemy line. The second task of the fire base is to cover the movement group. Continual fire into enemy locations within LOS on the assault point will suppress those enemy units, allowing the maneuver group to advance without heavy casualties. Smoke dropped either by fire base units, assaulting units or, best of, mortars, will obscure enemy fire and conceal maneuver units. The third task is isolation of the assault point—the fire base must prevent troops from reinforcing any suppressed enemy units at the assault point.

CLOSE COMBAT: A BRIDGE TOO FAR by Microsoft Atomic Games

System Requirements:

For PC: Multimedia PC with Pentium 90 or higher processor, MS Windows 95 or NT 4.0 with Service Pack 3, 16 MB RAM for Win 95 (24 MB for Win NT), 45 MB hard drive space, 4x or faster CD-ROM reader, SVGA video card supporting 800 x 600 high color (16-bit) resolution, MS or compatible mouse/pointing device, Win 95 compatible sound card, 28,800 bps modem for head-to-head play, Internet access for internet play.

For Macintosh: Power Macintosh with System 7.5 or later, 16 MB of RAM, 40 MB hard drive space, 4x or faster CD-ROM reader, display capable of 800 x 600 resolution at "thousands" of colors, 28,800 bps modem for head-to-head, Internet access for internet play.

	Mental Challenge
	AI Ability
	Realism
	Excitement
	Artistic Appeal
	Replayability

Rating icons range from one (wretched or ten years behind the state of the industry) to five (top 10% of industry). Four is good, three is passable (middle of the road for the industry) and two is not great (bottom third).



German MG42 teams isolate the assault point, the Polish-held Wjkgebou Gr. Kruis, while assault squads in the opposite building prepare to move forward.

The Maneuver Group

Assault squads make up the heart of German and American maneuver groups, while rifle squads form British maneuver groups. These units have high firepower, numbers and morale—perfect for the dangerous task of capturing enemy-held locations. Unfortunately, American assault and German *Sturmgruppe* units are expensive, and will likely suffer high casualties. Therefore, it is often necessary to add rifle squads to these movement groups.

The maneuver group must work in concert with reconnaissance units, especially during the opening moves of the game. These scouts must move in front of the main attacking units, to locate enemy-held locations and to detect the presence of quality defensive troops, which will be the focus of the fire base's initial attack.

The job of the movement group is simple. When the enemy's defenses have been softened by the fire base, the movement group must exploit this weakness by rapidly moving forward, into, and through the gap. They must hit hard, attacking with overwhelming point-blank fire and engaging in hand-to-hand combat. The key to this assault is for the movement group to concentrate on a small section of the defensive line to maximize its attack.

Execution

Timing is crucial for the attacking side. It must attack with sufficient speed for fur-



After defending units have been suppressed, German *sturmgruppe* squads assault the objective through smoke.

ther assaults, but must allow the fire base sufficient time to soften up enemy defenses. The balance of conservative versus aggressive play must fit each individual scenario, but should be flexible overall. To sum up, the keys for the attacker are:

1. Concentration of force / superiority of firepower,
2. Suppression of enemy units,
3. Quick movement under concealment (terrain or smoke),
4. Isolation of the assault point by MG teams and the fire base,
5. Quick capture of the objective,
6. Defense of the objective against counterattacks, and
7. Movement of the fire base into newly-captured terrain.

ON THE DEFENSE

In reviewing the map, identify VLS and other possible objectives for the attacker and the likely method of attack. Note any good fire base terrain and which key roads, buildings or fields offer flanking opportunities.

As fire and movement are central to successful attacking tactics, holding terrain is key to the defender. A good defense is not one which guards the whole map. "He who defends everything," it has been noted, "defends nothing." The defender must do as much damage to the attacking force as possible, while continually pulling back to keep his own forces whole. The goal of the defense is two fold: a) prevent the attacking force from taking VLS and b) delay the attacking force as much as possible.

Assembling the Defense

The defender needs to have a force that balances line (rifle) squads with support (MG) teams. This force should include: two to four MG teams, or two LMG teams and one or two heavier MG teams; at least one mortar (60mm or 81mm); one or two anti-tank (PIAT or Bazooka) teams if Allied; and rifle squads and half-squads (German reserves), with more rifle squads than reserves.

The keystone of all defensive tactics is the defensive line—a group of units that define the forward extent of the map under friendly control. Composed primarily of rifle squads, it is supported by MG teams, anti-tank teams, infantry guns, rear-area mortars and other support weapons to create a network of strongpoints which support one another.

Rifle squads should be placed in good defensive terrain, with LOS to both friendly rifle squads along the line as well as the area through which the attacker will advance. These units should be hidden to maximize ambush possibilities and should have access to covering terrain behind the line, in order to fall back when necessary. Support units, especially MG teams, should be out of harm's way, but should be able to support any rifle squad that falls back. These units, therefore, should be placed behind the forward defensive line.

The Ambush

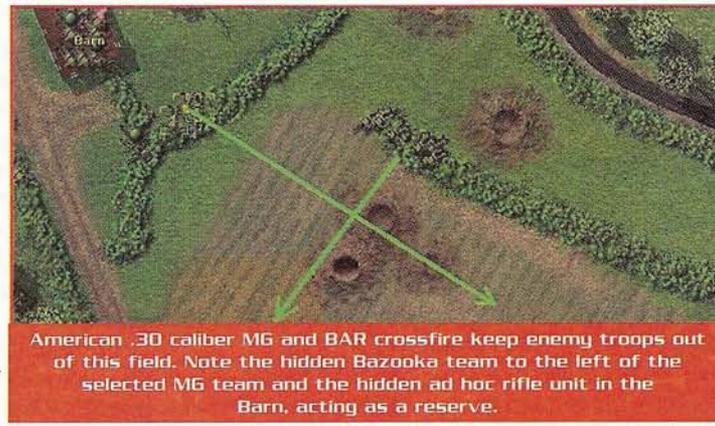
The defender should set up ambushes wherever possible. They should remain hidden until enemy units move within 50 meters. A successful ambush will force attacking units to take cover. This initial firefight often determines the flow of the rest of the scenario, with a successful ambush shifting the advantage to the defender. Ambushing units should pull back as soon as they have sprung their trap, to minimize losses.

Machineguns and Strongpoints

The key defensive unit is the MG team. LMG teams, best augmented with heavier medium MG teams, such as the British Vickers .303, American Browning .30 and .50 or German Schweres MG42, provide the high firepower necessary to repel assaulting troops. Place these units in good terrain, preferably in buildings with several stories, and in LOS of likely attack avenues. MG teams serve as the primary means of killing and suppressing enemy units at medium to long range. They offer support to friendly infantry squads that are pulling back or reinforcing the defensive line. They also isolate attacking enemy units into less effective individual groups.

Reserves and Defense in Depth

Maintain a reserve to guard against an enemy breakthrough. Reserve units allow the defender to defend in depth and act as emergency troops, to fill gaps in the line or to defend rear area VLS. Reserve units



American .30 caliber MG and BAR crossfire keep enemy troops out of this field. Note the hidden Bazooka team to the left of the selected MG team and the hidden ad hoc rifle unit in the Barn, acting as a reserve.

should be low cost troops, such as the German reserve and Allied ad-hoc rifle squads (weak morale and firepower make them suitable only for reserve duty). Reserve units should be placed in VLs. Unlike the rest of the defensive force, reserves generally act individually, usually fighting at a VL to the last man. They should be hidden to increase their survival chances and to increase ambush opportunities. Reserves can also be used to plug gaps in forward defensive lines. Their poor quality, however, makes them a liability if used too heavily.

The application of a defensive line, ambushes, strongpoints and defense in depth facilitate the first goal of holding terrain. The second goal—delay—comes into play through three additional tactics: isolation, counterattack and falling back.

Isolation of Attacking Units

The defender must sever the link between the attacker's fire and movement groups, reducing attacking units to ineffective individual squads and teams. This is best accomplished through the use of fire lanes covered by friendly MG units. A fire lane is a section of terrain free from obstructions that extends across the map. MG teams, set up on the friendly end of these lanes, can fire along its whole length, cutting down any enemy unit that attempts to cross. In a city, these fire lanes lie along streets, isolating buildings from each other and preventing enemy units from moving forward in a solid line. In the country, these fire lanes extend across fields, effectively forcing enemy units to move along the walls and hedges that define those fields. By limiting lateral movement, the assault breaks down into separate, individual groups—eliminating the advantages of combined arms.

Local Counterattack

The counterattack, often a risky affair, can be the most striking way to delay attacking troops—in many circumstances a push forward rather than a fall back will catch the attacker off guard. Moving against the enemy's flank will put those friendly units in prime locations for counterattacks against the enemy's side and rear.

Counterattacking to retake captured VL is probably the most important use of this

tactic. These counterattacks should be made soon after the location falls, to keep attacking units from consolidating their own defenses. Nearby infantry units should be ordered to assault, gaining as much local superiority as possible. If defenses in this area are weak, or if the attacking units outnumber the defenders, falling back is probably a better alternative. The counterattack is a double-edged sword—a failed counterattack will eliminate the defender's vital squads.

Terrain for Time

Realize that the attacking units are much stronger than the defending ones and can gain superiority over any single point along the line. The defender cannot make last stands across the whole battlefield, but must instead make each VL or section of terrain as costly to take as possible. Then the defense falls back to repeat the process. Try to bleed the attacker white while pulling back before annihilation.

Timing is everything. Units should pull back when they can no longer stop the enemy's maneuver group from advancing to capture surrounding terrain. Pulling back too soon will cheaply hand over terrain to the enemy, while pulling back too late can put those units under heavy enemy fire—possibly eliminating friendly squads.

Always fall back to a place with good LOS to the rest of the line. Keep the defensive line fluid, so that it can adapt to the enemy's assault. Adjacent units, especially MG teams, must be in support positions for those units that fall back.

SUPPORT UNITS

As *CLOSE COMBAT 2* is essentially an infantry game, I have concentrated on infantry tactics. However, tanks and guns can turn the tide of battle.

Mortars and Smoke. Mortars are the most common support weapons. They function as organic, light artillery. The Americans field 60mm and 81mm mortars, the British the 3-inch mortar, and the Germans the 8cm mortar. All mortars serve the same basic function of suppression. Mortars can fire explosive rounds into enemy units. This works best against troops in the open or in woods. Soldiers in buildings are shielded by the ceiling from mortar attacks. Make every shot count, because the mortar has a limited supply of ammunition. Use the mortar when enemy units are moving in the open. The second use of mortars is to drop smoke. Smoke dropped in front of an enemy MG team will hinder its ability to suppress friendly troops. Smoke dropped in front of an objective will obscure friendly assaulting infantry.

Vehicles. Vehicles come in two flavors: armored and unarmored. The armored tanks (best represented by the Allied M4A3 Sherman, Firefly MIVC, and German Pz VG Panther) are the ultimate maneuver

units. When attacking, they must be used aggressively to punch holes in the defensive line. The British AVRE, with its 280mm mortar, and Crocodile flame-thrower tanks are particularly deadly, even to entrenched enemy infantry. On the defensive, tanks should be used as mobile guns to knock out enemy tanks and reduce enemy units in good terrain. Their mobility makes them excellent for flank attacks. Unarmored vehicles can also be used for fire support, but, due to their weaker armor, should be extremely wary of enemy anti-tank units. Several vehicles, such as the British Daimler IV, best serve as reconnaissance units.

Guns. Guns, ranging from light (British 6-pounder, American 57mm, German 5cm PAK 35/36 and *Panzerschreck*) to heavy (British 17-pounder, German 7.5cm PAK 40 and the deadly 8.8cm PAK 43) anti-tank guns, offer immobile anti-tank support, most useful on defense. These units should be placed either on the flanks to prevent encirclement by enemy tanks, or within the lines as a nasty surprise. Infantry guns (German 7.5cm) offer anti-personnel support for defending units and fire base support for attacking units.

Anti-Tank Teams. To defend against enemy tanks, friendly infantry need to be augmented with anti-tank teams. Anti-tank guns, mentioned above, serve as immobile anti-tank units. More flexible, squad-level anti-tank units vary with nationality. All German infantry units are armed with *panzerfausts* and have very good anti-tank ratings. Allied vehicles should be wary of all German infantry units. The Allies have separate, less powerful PIAT and Bazooka teams. These need to be added liberally to make up for the Allied lack of an inherent anti-tank ability (though British Airborne troops carry Gammon bombs). Generally, the presence of Allied XXX Corps will cause more Allied than German tanks to be on the road, but Allied players need to be aware of their anti-tank deficiencies before the setup.

CONCLUSION

The key to victory in *CLOSE COMBAT 2* is good infantry tactics. Infantry are the queen of battle no less in this game than in the real war. For both the attacker and the defender, integration of units into a team is important to achieving your goals. While keeping in mind the concepts discussed above, a player needs to remain flexible. Tactics are but tools to achieve victory. Use these tactics to keep the initiative and force the enemy to react to your moves. This will clear the field of enemy troops time and again. War, and *CLOSE COMBAT 2*, is very unpredictable. A thorough understanding of these tactics will give the player more control over the final outcome of the battle.



British defensive fire from the Vickers MG team in the Public Bath and the Bren Gun squad in the three-story building protect the flanks and split German units assaulting the Prison.

→→→→→ (from pg. 30)

ment of choice. Finally completed ca. AD 1150, this marvel of Hindu architecture exemplified the Angkor power in Southeast Asia in the twelfth century. Emperor Yasovarman I invited Indian architects to assist in the design. The depiction on the counter represents the pyramidal temple on Mount Meru or the neighboring towers of this vast urban complex.

EPOCH V



The **Franks** depicted in the game are the later Germanic tribes (the Franks, the Alans, the Burgundians, etc.) not represented by the Goths of epoch IV. Though the card chooses Charlemagne as the Frankish leader, the empire of the Franks also includes the earlier efforts of Clovis. *Charlemagne's Palace at Aachen* is the monument of choice. The architect based his designs on Roman models, but managed to come up short—instead of the “light and airy” Roman architecture, the chapel at Aachen was “massive and sturdy” (some say this was intentional). The Cathedral could be used for the *Benedictine Abbey at Melk* (though built in AD 935, it “became” Benedictine 150 years later) or the one at Cluny (built in AD 909).



For the **Vikings**, acquisition of resources is not a problem, but, lacking a capital, they may search in vain for a spot to build a monument. Should the opportunity arise, Lindholm Høje is the monument of choice. This ancient site was a Viking burial ground (graves were arranged into boat-shaped patterns). A Viking Outpost of the Trelleborg or Nonnebakken type will suffice. These rounded “ward-like” forts, typical of the Danes, are believed to have been built along Roman fashions (some say they are more Saxon and some argue that they are more Byzantine) and are scattered throughout Greater Scandinavia.



The coronation of Charlemagne and his pledge to protect Rome effectively created the **Holy Roman Empire** in AD 800.

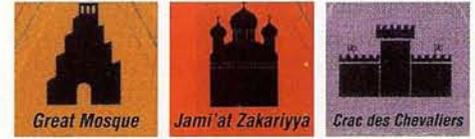
Though fully capable of establishing a monument, the Holy Roman Empire's capital is in a bit of a predicament, being on a popular spot for monument building. Should the tall order of finding another location be filled, the *Cathedral at Speyer* is the prime choice. Started in AD 1030 after Otto the Great's death, the cathedral originally was a timber-roofed building, but was rebuilt ca. AD 1100 and became one of the first fully-vaulted European churches built in the Romanesque fashion. Alternatively, a “lesser church,” such as the *Cologne Cathedral* or the *Church at Rindschleiden* could be built if Gothic Architecture already made its debut in epoch IV.



The **Chola**, heralding from ancient Dravidian stock, were a maritime force along the Eastern shores of India. The mighty Cholan navy, largely responsible for the empire's economic success, enabled the government to intervene in Southeast Asian politics. The *Visvanatha Temple at Khajuraho* is the monument of choice. Alternatively, the Great Stupa or the Great Buddha should be built by the Chola, if still unbuilt. However, Central India is traditionally the core area of Hinduism (the quintessential multi-armed Shiva was cast in medieval Chola), but Buddhism remained popular in Ceylon. A Miscellaneous Mosque could be used to highlight Islamic influence on the Deccan plateau.



The **Sung** (pronounced “Soong”) dynasty are viewed as either the dynasty that presided over one of the truly golden ages of Chinese history or the one that lost China to the hated Mongols. Creativity and prosperity, as well as many technological innovations, were characteristic of this dynasty. Ideally, the *Colossal Buddha at Yunkang*, Shansi should be selected to simulate the propagation of that religion. Otherwise, the continuing refinement of the Indian-influenced pagoda architecture is most appropriate. The *Manfeilong Pagoda in Yunnan*, allegedly built on a footprint of Sakyamuni's in AD 1204, is a logical choice.



The **Seljuks** were central Asian nomads that began migrating into Anatolia during the ninth century. They accepted Islam and gradually began to dominate the Middle East, while also penetrating the Tibetan plateau. The monument of choice is the *Minaret of the Great Mosque at Samarra*. Though it was completed in AD 852, a century or two before the real zenith of Seljuk power, this mosque was a vital center for Islam (and was the largest in all of the Muslim world). If the *Dome of the Rock* is unbuilt, it would be prudent for the Seljuks to construct it. Typical Turkish architecture could be built instead, such as *Jami' at Zakariyya at Aleppo* or the *Crac des Chevaliers* in Western Syria. The former is the reputed location of the head of Zacharia (the father of John the Baptist), while the latter was a crusader base (used by none other than Richard Lion-Heart) which was converted into a mosque in the 13th century.

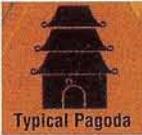


The **Mongols** feature the unification of the many varied and disparate nomadic tribes of the Central Asian steppe under Temujin (the supreme ruler, Genghis Khan). The Mongolian empire (including its eventual administrative division into the four Khanates) is in a prime position to dominate China (via the newly installed Yuan dynasty), Southeast Asia and India (via the frontiers of the Eastern Khanate), the Middle East (administered by the newly installed Il-Khan empire), Eurasia (from the Mongolian core area of the Chagatai Khanate), and Northern and Southern Europe (via the Khanate of the Golden Horde). It is theoretically possible for the Mongols to erect three monuments. The *Gates of Karakorum* is the monument of choice. These ornamental gates were located at the newly established capital in Yuan China by the son of Genghis Khan, Ogadei (of Kubilai Khan fame), in AD 1227. To represent the Mongolian adoption of Chinese culture, the Pagoda is an alternate. Should prolific monument building exhaust the supply, a generic Tribute Statue or specimens of Miscellaneous Central Asian Architecture could also be chosen.

EPOCH VI



Imperial Palace



Typical Pagoda



Stone Gate

As well as being credited with expelling the Mongols from China, the **Ming** dynasty also ushered in the rebirth of imperial Chinese traditions. Reacquired pride and power accounted for the magnificence lavished on new Capitals and public works programs. T'ai-ho Tien, the *Imperial Palace of the Forbidden City at Peking* (Hung Wu's original capital at Nanking was relocated in AD 1421) is the monument of choice. Though it was not built until AD 1627, the palace represents the culmination of Ming architecture (the palace is more renowned for its impressive size, some 200 feet long). The Pagoda is a suitable substitute, easily representing any number of constructions erected in the Forbidden City. Furthermore, the Stone Gate could be used to represent the massive public works programs initiated by the Ming.



Mausoleum of Timur



Gur-i-Amir



Ghiyathiya Madrasa

The **Emirates of Timur the Lame** (Tamerlane), perceived as the vanguard of a much feared nomadic resurgence, are the last great invaders from the steppe. Poised on the frontier of China, India, and the Middle East, the Timurid Emirates can conceivably build two monuments. The *Mausoleum of Timur at Samarkand* is the most appropriate. This geographic crossroads has been referred to as "Christendom's idea of Asiatic pomp" during its heyday. The *Minaret of the Great Mosque at Samarra* is a logical alternative. The *Gur-i-Amir*, another good possibility, was the tomb of Timur's favorite grandson who was killed in battle in Anatolia in AD 1402. The elaborate and beautiful *Ghiyathiya Madrasa at Khargird* was completed in the 1440s and is an appropriate symbol of royal architectural patronage.



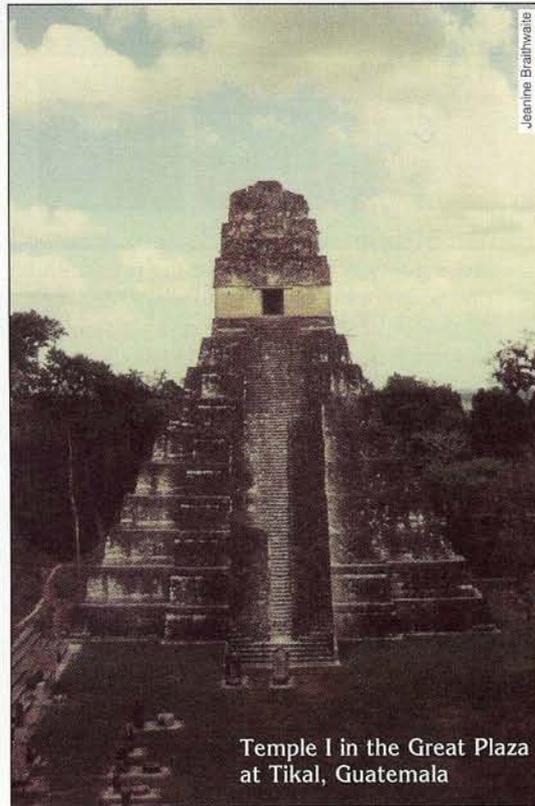
Great Temple



Gateway of the Sun

The **Incans** and the **Aztecs** enjoy the exclusive distinction of being the only dual empire in the game. The Aztec tribe of the Mexica culture represent not only themselves, but the post-classic period conquest of other cultures of Mesoamerica: Toltecs, Mixtecs, Zapotecs and Mayans. The Incan empire rose to dominate their Nasca and

Moche cultural predecessors. The *Great Temple* at Tenochtitlan (the floating Aztec capital city during AD 1325-1521) was dedicated to the rain god, Tlaloc, and the war god, Huitzilopochtli, yielding a dual structure on the pyramid's platform peak. After Cortez' conquest, every vestige of Tenochtitlan's Aztec architecture was destroyed or buried under the Catholic churches which now dominate Mexico City. Other choices include the *Gateway of the Sun*, a Nazca monolith comprised of adobe, Teotihuacan's *Pyramid of the Sun* (though the crest of the pyramid was completed ca. AD 150, the city was built up further during Aztec rule) or Tikal's *Temple I of the Great Plaza* (the Aztecs adopted numerous aspects of Mayan architecture and religion during their conquests).



Temple I in the Great Plaza at Tikal, Guatemala



Royal Mosque at Isfahan



Kulliye of Bayazid II



Çinli Kiosk

The **Ottomans** are the last great Middle-Eastern penetration into Europe. Responsible for the capture of Constantinople in AD 1453, the Ottomans went on to further alarm Europeans as they moved inland toward the Holy Roman Empire. This empire can easily manage a monument or two. The *Royal Mosque of Madrasa-I-Shah* at Isfahan, though actually a Safavid construct, is the monument of choice, being a landmark Islamic place of worship known

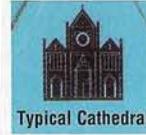
internationally for its elaborate and distinctively beautiful tile and tendril work. Alternatively, the *Mosque of Suleiman the Magnificent* at Damascus is more typical of the golden age of the Ottoman empire. Alternatively, the *Kulliye of Bayazid II at Edirne* or the *Çinli Kiosk at Istanbul* will service the empire. The Kiosk, or the "Tiled Pavilion," was completed in AD 1472 and is all that remains of Mehmet's original creation.



European Castle



Church at Belem



Typical Cathedral

As the first of the international imperial empires, **Portugal** is poised to be the first European power to marshal a presence in the Americas (in direct violation of the Treaty of Tordesillas), as well as Sub-Saharan Africa. The monument of choice is a typical European Castle, which symbolizes the rise of the House of Aziz, the forging of Portuguese naval might under Henry the Navigator, and the empire building of Manuel the Fortunate (Manuel I). Should Portuguese colonial policy require a second choice, the *Roman Catholic Church at Belem*, which was begun in AD 1502, is a wise choice. Christian themes proliferated in Gothic architecture throughout Western Europe, allowing a player the use of a Typical Cathedral. The Apocryphal Lighthouse, symbolic of the burgeoning Portuguese maritime economy, could be used instead.



Alcazar, Segovia



Cathedral, Palma



Cortes, Madrid

Spain, following on the heels of Portuguese imperialism, will usually find many resource locations occupied by the Portuguese. Representing the unification of Aragon and Castille in AD 1479, as well as the seizure of Navarre in AD 1512, the Spanish are primed for empire and have the armies to overcome their predecessors. The monument of choice is the *Alcazar at Segovia* ("Alcazar" means castle in Spanish). Though earlier than the time of Charles V, it is reminiscent of the *reconquista*. The cathedral could be the Gothic one at Palma, built during the 14th century, or any one of a number of churches erected in the New World. Alternatively, the *Palace of the Spanish Cortes in Madrid* will suffice. This parliamentary building, though built in the mid-1880s, could represent the prolongation of Spanish colonial power or leadership in

the neo-classical architectural movement that revitalized interest in ancient Greek and Roman constructions.

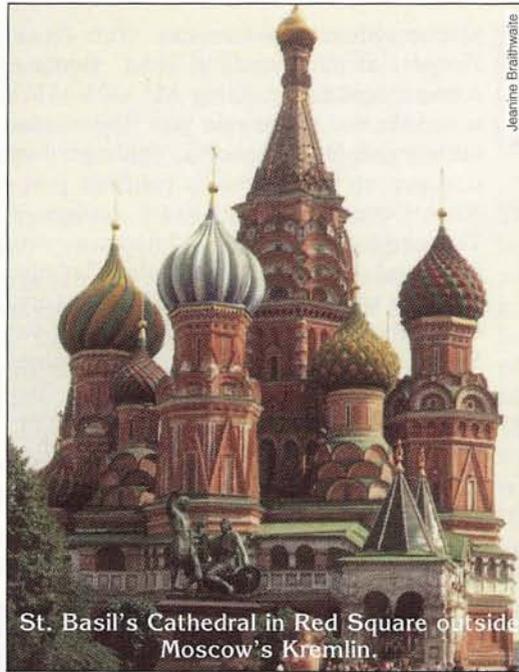


Though of claimed Mongol descent, the **Mughals** (derived from the Persian for "Mongol") helped to restore the splendor of Northern India that was destroyed by Tamerlane. Akbar successfully fused the Persian culture with that of the indigenous one to establish what is perceived by some as the true culture of modern India. The *Taj Mahal at Agra* is the monument of choice. This monumental achievement (completed fifty years after Akbar's reign) was an honor to the memory of the wife of Shah Jahan. It was the perfect blend of Iranian and Indian craftsmanship, although some have attributed it as the "creation of an Italian adventurer in Shah Jahan's service." The *Pearl Mosque of the Delhi Red Fort* will service the Mughal empire nicely as well. The mosque also could represent any number of important buildings from Akbar's time such as the *Tomb of Humayun at Delhi* or the *Jami' Masjid at Fatehpur-Sikri* (a deserted city near Agra). The *Qutb Minar* (Tower of Victory) of the mosque at Old Delhi is another possibility. The tower is one of the few fragments of the original mosque built during the close of the 12th century.

EPOCH VII



As it represents the rise of Muscovy during the 13th and 14th centuries all the way through the great imperial age of Peter the Great, **Russia** is in an interesting position. Though possessing only modest builds for epoch VII, Russia is capable of intervening in several places, thus fulfilling several centuries of historical expansion. The *Cathedral of the Annunciation at the Kremlin*, a masterpiece of Orthodox design, was completed in 1490. *St. Basil's Cathedral in Red Square* is more contemporary. This bizarre and colorful cathedral was built during the reign of Ivan the Terrible (Ivan IV). The conspicuous colorings of the onion domes were added a century later. It is a particularly noteworthy design because it was a break from the typical Byzantine concepts characteristic of the period.



St. Basil's Cathedral in Red Square outside Moscow's Kremlin.



The **Manchu**, or Ch'ing, dynasty was the last dynasty of China before the revolutions of the tumultuous 20th Century. Though alien conquerors, the Manchu restored China to great power status. The Manchu, just like the Mongols, were eventually seduced by Chinese culture. Entry into China via the Manchurian Plain against difficult terrain may mean seeing the Manchu glory die out (on the ramparts of the Great Wall) before its time. The *Temple of Heaven at Peking* (or Ch'i-nien Tien) is the monument of choice, originally built by the Mings in AD 1420 and rebuilt in AD 1751 by the Manchus. One of the eleven (although this number has since fallen to eight) *Chengde Temples at Hebei*, built between AD 1713 and 1780, would be a suitable substitute. If hard-pressed, then the *Seventeen Arch Bridge* of the Summer Palace just north of Peking would work just as well.



The **Netherlands** (the Dutch Republic or the United Provinces, if one prefers) were at the height of their power during the 17th century. Following centuries of warfare in Europe (particularly the Thirty Years War), the Dutch emerged with newly-won freedom from Spain and evolved as principal merchants, bankers, financiers

and adventurers. The Dutch realistically will only build a single monument, although two are possible. The monument of choice is a typical fortified Dutch Trading Post such as those that were common throughout the Dutch colonial empire in Southern and South-eastern Asia. A Typical Cathedral, such as the *Noorder Kerk* in Amsterdam, also will suffice.



With an army easily large enough to roll into Eurasia and the naval capacity to reach China, **France** will most likely build a monument or two, though four are theoretically possible. The monument of choice is the *Arc de Triomphe*, a celebration of Napoleon's victories in Western and central Europe. Since its construction, the arch has come to represent French patriotism. The *Eiffel Tower* is another option. This metal-skeleton structure, for years the highest man-made edifice in the world, was designed for the World's Fair in AD 1889. Prolific monument construction also makes the *Statue of Liberty* a possibility (a one-quarter scale replica of the original).

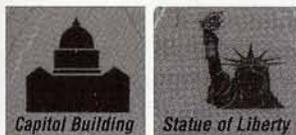


As it simultaneously represents the epic history of England from the time of the signing of Magna Carta (AD 1215) through the Hundred Years' War, to the 16th century rise of the Anglican Church, through the English Industrial Revolution, and finally into the great 18th and 19th century wars for empire, possession of **Britain** can



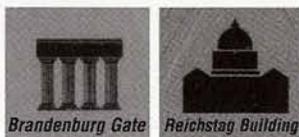
England's Parliament Building

spell certain victory. Seeing the British construct upwards of three monuments is not uncommon. Unfortunately, the capital at Albion tends to contain a monument. The monument of choice is easily the *Houses of Parliament*. These buildings, which include the tower of Big Ben, were built to replace the previous structures that were destroyed by fire in AD 1834. *St. Paul's Cathedral* is another possibility. This cathedral, the center of the Church of England, was built in the late 17th century after the original burnt in the Great Fire of AD 1666.



Essentially landlocked, a **United States** enraptured with Manifest Destiny is in a poor position to fare well. Possession of this empire is usually reserved for the highest scorer going into epoch VII. At best, adventures into South America (enforcement of the Monroe Doctrine) and the con-

quest of the Pacific Seaboard (California or bust!) will yield one American monument. The choice selection is the *Capitol Building* in Washington, DC. The original building was burned by the British in AD 1814; the new building was eventually completed by AD 1829. The *Statue of Liberty*, a fine alternative, was a gift from the French as a celebration of Franco-American relations in AD 1884.



Representing the rise of German Nationalism under Bismarck, and culminating in the mobilization for the Great War, **Germany** has many choices. As the last empire to move, the Germans enjoy the peculiarity of precise execution of their turn. Although capable of international imperialism, the Germans tend to be seduced into the "easy money" in Northern Europe. The *Brandenburg Gate* is the monument of choice.

Since its completion in AD 1791, the gate has been Berlin's most celebrated landmark. During Communist rule in East Germany, the gate served as the East-West border of the divided city. Alternatively, the *Reichstag Building* could be chosen to service the Kaiser's ambitions (though more symbolic of the post-game modern era).

I trust that this guide provided insights into the monuments of *HISTORY OF THE WORLD* commensurate with the game's other historical details. Many players have witnessed their Ozymandian capitals smartly festooned with sharp, historically accurate monuments perfidiously snatched from them. Such locales are a magnet for trouble. I try to avoid creating them by opting for longevity strategies and sacking "booty cities," instead. However, I will not hesitate to lecture and chastise those that do not follow the basic architectural maxims of "form and function" during monument construction. The "time" and "space" are my method of preserving historical and geographical correctness that should be inherent within the mix. Happy building!

★

Playing the Odds in *CIRCUS MAXIMUS* Historical Initial Deals for *SUCCESSORS*

By Stephen C. Munchak

C*CIRCUS MAXIMUS* is a chariot racing game. However, victory does not necessarily go to the player with the fastest team of horses. Players can attack one another in hopes of slowing or eliminating opposing chariots. The choices a player has available to him are what make the game enjoyable. However, I've often found it difficult to choose from among the options. Should I attack or should I try to break free of the pack? If I attack, should it be against the driver, the team of horses or the chariot? Part of the difficulty lies in my uncertainty about the odds of success. A sequence of die rolls is required to determine outcomes. For example, if I wish to initiate a lash (whip) attack against an adjacent chariot's driver, I must: 1) see if the other driver avoided the attack, 2) determine an attack factor, and 3) roll the dice and read the result from a table with six possible outcomes (one of which—losing my whip—is bad for me).

In an attempt to better understand the tactics of the game and because I enjoy the mathematical recreation (or, as my friends would say, I have too much time on my hands), I have calculated the probable out-

comes for attacks against driver, team and chariot. Armed with this information, I hope readers will be better prepared to select driver, chariot and team characteristics as well as situational options in their next game of *CIRCUS MAXIMUS*.

AVOIDING ATTACK

When an opponent declares they are expending a movement point to attack another player, the attacked player may attempt to avoid the attack by braking or evading.

Table 1 shows the probability of completing an attack as a function of the current driver modifier (CDM) difference.

CDM Differential	Chance of Success
+2	66%
+1	56
0	44
-1	34
-2	24

Let's assume that we are successful in initiating the attack. What happens next? To see the possible results of our action, we must first consider what type of attack we began.

ATTACKING THE HORSES

Attacks on the horses come in two forms: lash attacks and ram attacks. A ram attack injures the outside horse, thereby reducing the team speed and endurance. The outside horse can also be killed outright, giving the other driver major difficulties in getting his team moving again. A lash attack against horses increases their team speed and decreases their endurance. Tactically, it could be beneficial to speed up a team just before it enters a turn, causing them to strain in the corner, lose more endurance, and possibly sideslip or flip their chariot.

Let us look at both these options, starting with the ram attack. Here I assume that the victim has already failed to avoid the attack. At the end of this article, I'll tie together the odds for attack avoidance and attack outcome.

Ram Attack

In a ram attack, the attacker's chariot "weight" and the roll of two dice determine the outcome. Table 2 shows the probable number of hits the horses take for the three types of chariot. A light chariot has little chance of causing damage (zero hits occur 72 per cent of the time). A normal chariot averages about one damage hit on the horses but accomplishes zero hits 28 per cent of the time. The heavy chariot averages between two and three hits on the

horses and has zero hits only 3 per cent of the time. The heavy chariot also has a wider range of hits possible.

It is not very productive to use a light chariot to ram an opponent's horses. We will see later that this is also true for ram attacks against an opponent's chariot. The normal chariot will give you one hit on average, but also has a good chance to give either zero or two hits. A normal chariot will probably slow the opponent. On the other hand, the heavy chariot has the potential to cause major damage to the opponent's team.

Table 2. Hits from a Ram Attack
(percentage chance of hits)

Chariot Type	Hits:	0	1	2	3	4	5	6	8	Ave.
Light	72%	25%	3%	0%	0%	0%	0%	0%	0%	0.31 hits
Normal	28	44	19	6	3	0	0	0	0	1.11 hits
Heavy	3	25	31	14	11	8	6	3	3	2.69 hits

Lash Attack

Table 3 lists the probability of increasing the team speed (and lowering their endurance) by different amounts as a function of the difference in CDM. Even when the attacker has a "+2" CDM advantage, he misses about a quarter of the time. If the attacker's CDM is only one higher or equal to his opponent's CDM, he will miss about half the time. If the attacker has a lower CDM than his opponent, he will miss about three quarters of the time.

Table 3. Increasing Speed by Lash Attack
(percentage chance of increase)

CDM Differential	Hits:	0	1	2	3	4	5	6	7	Ave.
+2	28%	14%	17%	14%	11%	8%	6%	3%	3%	2.28
+1	42	17	14	11	8	6	3	0	0	1.56
0	58	14	11	8	6	3	0	0	0	0.97
-1	72	11	8	6	3	0	0	0	0	0.56
-2	83	8	6	3	0	0	0	0	0	0.28

ATTACKING DRIVERS

The only attack against a driver in a chariot is a lash attack. The lash attack has six possible outcomes. Table 4 shows the probable outcomes of a driver lash attack as a function of the CDM difference. This table takes into consideration both the dice roll to determine attack factor and the dice roll to determine the actual outcome.

I would define losing the whip as bad, wounding or causing a swerve as good and the other effects as minimal. An attacker with a "+2" CDM difference will have a good outcome 40 per cent of the time and a bad outcome 12 per cent of the time. An attacker with CDM equal to the defender's will have a good outcome 31 per cent of the time and a bad outcome 18 per cent of the time. An attacker with a "-2" CDM differ-

ence disadvantage will have a good outcome 22 per cent of the time and a bad outcome 23 per cent of the time.

Table 4. Lash Attack Against a Driver
(percentage chance of effect)

CDM Differential	Lose Whip	Lose Move	No Effect	Forced Brake	Wound Driver	Serve Chariot
+2	12%	14%	14%	20%	20%	20%
+1	15	15	16	19	18	18
0	18	16	18	17	16	15
-1	20	17	20	16	14	12
-2	23	18	21	15	12	10

ATTACKING CHARIOTS

In a ram attack against a chariot, there is a chance that your chariot may sustain damage in the attack, due to the fact that you are ramming your chariot wheels into your opponent's wheels. Table 5 shows the probability of the attacker and defender being selected for damage as a function of CDM difference.

Table 5. Attacker and Defender Wheel Damage
(percentage chance of wheel damage)

CDM Differential	Damage to:			Success	
	Attacker	Both	Neither	Defender	Ratio*
+2	2%	14%	34%	50%	4.4 : 1
+1	5	21	37	38	2.2 : 1
0	9	28	37	26	1.5 : 1
-1	16	34	34	16	1.0 : 1
-2	26	37	28	9	0.7 : 1

*The ratio of times the defender is damaged compared to the attacker.

The last column of the table shows the ratio of attack success (defender selection to attacker selection). A "+2" CDM advantage for the attacker results in the defender being selected four times more often than the attacker. A "-1" CDM difference for the attacker makes for even odds.

After finding out who damages whom, the amount of damage depends on the class of chariot doing the attacking. Table 6 shows the expected number of wheel hits by the three chariot classes.

The light chariot can not cause more than three wheel hits. The normal chariot will cause typically one to three wheel hits and can not cause more than six. The heavy chariot will cause four hits on average (with a minimum of two and a maximum of eight).

Table 7 combines the results of the previous two tables to summarize the probable number of wheel hits given and taken in a

Table 6. Wheel Hits Given and Taken in a Ram Attack
(percentage chance of increase)

Chariot Class	Wheel Hits:	0	1	2	3	4	5	6	7	Ave.
Light	3%	56%	33%	8%	0%	0%	0%	0%	0%	1.47
Normal	0	17	42	25	14	3	0	0	0	2.44
Heavy	0	0	25	31	11	8	6	3	3	3.97

ram attack as a function of CDM difference and chariot type.

Read table 7 by selecting the CDM differential row and your chariot from "hits given" columns to find the number of hits you can expect to inflict on your opponent. Select your opponent's chariot type from the "hits taken" columns to find number of wheel hits you can expect to receive.

Table 7. Wheel Hits Given and Taken in a Ram Attack
(average hits)

CDM Differential	hits given by your chariot		
	Light	Normal	Heavy
+2	0.97	1.57	2.56
+1	0.88	1.44	2.34
0	0.81	1.32	2.15
-1	0.75	1.22	1.98
-2	0.69	1.12	1.82

CDM Differential	hits received by your chariot		
	Light	Normal	Heavy
+2	0.24	0.40	0.64
+1	0.39	0.63	1.03
0	0.56	0.92	1.49
-1	0.75	1.22	1.99
-2	0.94	1.53	2.48

PUTTING IT ALL TOGETHER

1. A high driver modifier is beneficial to both offense and defense. It can help you avoid attack or minimize the effects of other attacks. It can also help you to complete an attack and maximize the damage you cause. I did not explicitly discuss CDM differences greater than two. However, it is clear from the tables that, if during a game situation an opponent driver gets a negative modifier, you should attack him mercilessly. A driver with a negative modifier can not avoid an attack, and the amount of damage you do will be even greater than that shown in the tables for CDM differences of "+2."

2. If you have a light chariot, you should avoid attacks as much as possible. If you feel you must attack, be very selective. Since the chariot itself has little chance of causing damage, you will be best served by using a lash attack. To help avoid attacks, you should spend at least one prep point on a driver modifier.

3. In some cases, where the CDM of the attacker is less than the CDM of the defender, the defender can cause more damage than the attacker and should consider accepting the attack rather than trying to avoid it. Usually, this is a good tactic if the modifier difference is two.



Letters



Not My View

Our ASL editors at MMP altered a passage recently in an effort to clarify the way they interpret a rule. The author wishes to put on record his actual views of the rule.—SKT

I would like to thank you for the very nice presentation of the ASL Crossfire for KGP7 "The Bridge at Cheneux" (vol. 31, no. 6). However, the first paragraph on page 12 appears to have been muddled in the editing process. It suggests that I believe the interaction of LV Hindrances with A10.531 is unclear with respect to concealment losses. Far from being unclear, A10.531 states: "For purposes of concealment gain/loss...an Open Ground hex is any hex...in which any Interdictor could apply...the -1 FFMO DRM without any positive DRM. This statement seems to leave little doubt that when both the -1 FFMO and a +DRM apply—from an LV Hindrance, for example—no hex would be considered Open Ground for concealment loss purposes (but note the exceptions in the official Q&A). This is somewhat counter-intuitive, which probably accounts for some of the confusion regarding the rule. I would hasten to add that if I were writing the ASLRB myself, I might prohibit LV Hindrances from negating concealment loss. But I'm not and it doesn't; anyone can read A10.531 and see for himself.

On another more minor point, the page 7 graphic inadvertently omitted an additional MTR in KK17 and an additional 2xMMGs in LL16.

—Robert Banozic, Chicago, IL

Running the Games for Fun

I'd like to thank Sue Ellsworth for the compliments she offered myself and my fellow AvalonCon Gamemasters in her letter (vol. 31, no. 6). I'm sure I speak for all GMs when I say that we volunteer to run these games because we enjoy playing them so much (not for compliments or rewards). It is encouraging, however, to hear positive responses to our efforts. All too often the efforts of GMs, while highly praised by TAHGC, are taken for granted by the general public. Comments like Ms. Ellsworth's encourage us to continue to run the games and to strive to make each tournament as enjoyable as possible.

—John Coussis, Hoffman Estates, IL

Convention goers should be aware that AvalonCon GMs do not get any proceeds from their efforts—in fact they have to pre-register for the convention before anybody else. It is this volunteerism that differentiates—we think positively—the gaming experience from other conventions.—SKT

Voting with Greenbacks

Our efforts to expand our coverage of the gaming world have yielded expanded circulation and enthusiastic subscription responses. Nonetheless, every new moon I seem to get one angst-filled, deeply negative letter approximately three pages in dense type, which typically says that the reader has played wargames for 30+ years and feels that The GENERAL is no longer relevant to his long devotion to Avalon Hill games. The writer will often go to great lengths to complain about recent increases in pages devoted to advertizing (hasn't happened), increases in computer coverage (amounting to a shift of five or fewer pages from previous practice), and decreases in coverage of the games he plays (of which numerous examples of games printed before 1982 are offered). The letter ends with the ultimate consumer power statement: he will not be re-subscribing (although he will avidly cruise the game store shelves every two months to see what he is missing—and pay full retail price for the good stuff).

I have printed some excerpts from such letters in the past to provide balance on this page. However, let me note that such letters are exceptions that are far outweighed by the type of comments found below (much less verbose though they be).

I want to continue to hear both the negative and the positive comments from readers. However, I find the logical inconsistencies of some of these statements to be upsetting. This magazine is about current games, hot games, games that people want to play now. It cannot be the official magazine of out-of-stock games, though we will continue to provide the occasional variant or scenario for the more popular oldies. The GENERAL continues to provide well over 80 per cent (often greater than 90) of its edited content on non-computer gaming topics—a vast majority of which will be on games by Avalon Hill. I think that the "new look" issues have been fairly consistent on that score, and rave reviews show strong support for this format.

I will always regret losing any subscriber, but the mission must be to serve the hobby. Expanded circulation shows that we are succeeding.—SKT

Congratulations on the quantum leap *The GENERAL* has taken under your leadership.

—Roger, cyberspace

Love the new look of the magazine. It was about time you included items outside the Avalon Hill realm. I have been playing your games and reading *The GENERAL* for quite some time and will continue to do so.

—Keith Miller, cyberspace

Great job with the new cover, the new look, the ads for other games. Your company is first class; more companies should act like yours.

—R. Dean, cyberspace

I wish to compliment the new editor on the new *GENERAL*. The articles and advertizing now cover all the various game companies. It is very interesting to see other games reviewed. Keep up the good work.

—Anonymous, cyberspace

For years before volume 30, number 2, I wanted to subscribe, but never got around to it. Once I did, I knew it would be for life. I did not think there was anything that could be done to improve *The GENERAL*. Boy, was I wrong! The new *GENERAL* is twice the magazine that the old one was.

Love Zone of Control. Love to see you helping the hobby by allowing outside advertizing—which in the long run will help Avalon Hill.

—David Rohr, Navarre, OH

Pleasant Surprise

I liked the new issue. I agreed with you about the Hydra being the strongest creature in *TITAN: THE ARENA*. I can't tell you the number of creatures that I have killed with it. I must say that *TITAN: THE ARENA* was a game that surprised me. I didn't think that it would be a good game.

—Dennis Nicholson, New York

Fading Availability

In my area only one store has more than half a dozen Avalon Hill titles in stock. At least three have stopped restocking them. It seems that you rely more and more upon word-of-mouth and incestuous advertizing in your own magazine. If the only place these ads appear is in *The GENERAL*, who else will see them? Your recent changes to appearance and content will help spread the word, if newsstand sales pick up.

—Matt and Tim Evinger, cyberspace

We have expanded distribution of The GENERAL to include book/magazine stores. I assure you that we advertize in other magazines as well (in fact our advertizing efforts have expanded in the recent 12 months). The decline of retail outlets may say more about the effects of the internet on marketing in this niche industry than it does about the health of the industry itself. Of course, the industry needs highly visible retail outlets simply to help attract new blood.—SKT

CA: Any Gamers: I've moved to the home of Mickey Mouse in central Orange county. I seek opponents for ASL DYQ; SPI's Blue/Gray or W'Loo quads. Earl J. Ryan, 2122 W. Chalet Ave., Anaheim, CA 92804.

CA: Looking for opponent for PBEM TRC esirko@cs.ucr.edu Eric W. Sirko, 801 Navajo Dr., Riverside, CA 92507, (909) 369-3742.

CA: Looking for FTF opponents in the North San Diego county area for these games: WTP, S&P, HRC, EIS, BRI, ASA, TAC, REN. Pete Martin, 1665 Havenwood Dr., Oceanside, CA 92056.

FL: Play DIP variants by mail in Ishkibibble. Middle Eastern, Lord of Rings, Perestroika, Balkan, Mitotic, Fog of War. Also Snowball Fighting, Power, Cannibalism, Fictionary Dictionary. Phil Reynolds, 2896 Oak St., Sarasota, FL 34237-7344.

MA: Disabled adult gamer seeks FTF only BZK, AFK, GDC. Also help play-test my version WWII Europe Complexity scale mechanics similar to 1965 version Stalingrad. John K. Modugno, 23 Albany Circle, Beverly, MA 01915.

ME: Desperately need Paydirt Team Charts from '74 and '75. Note: 1974 team charts/game will have a 1975 copyright, and '75 will have '76. Will pay generously. Peter Vorias, 48 E. Grand Ave., O.O.B., ME 04064, (207) 934-2286.

MI: HELP! Need opponents for PZB, 3R4, HOW, ACV, Samurai, TTN, SJW, HCR, RTG, SIV, SLB, 1776, and others. John Hattrem, 1251 Kimberly Dr., Lansing, MI 48912, (517) 372-3154.

MI: FTF for any Civil War games, especially American Civil War series. ASL also. Play most games. SOJ, PB, PL, BZK or you teach me! Leigh Cole, 15598 Garrison Ln. #2, Southgate, MI 48195, (313) 285-1131

NJ: Need plastic playing field and football for Paydirt or Bowl Bound Game. Will purchase full game if required. Please send condition and cost information to: Chris Malitsky, 44 Orlando Dr., Sicklerville, NJ 08081.

NY: Want to buy Chancellorsville, Stalingrad (not the computerized version) and Afrika Korps. David Basanelli, P.O. Box 724, Ithaca, NY 14851.

NY: TPS, AFK and Baseball Strategy opponents wanted for FTF or PBM play. Tony Burnet, Box 1472, Mass, NY 11758-0908, (516) 731-4354.

NY: Opponents wanted for AH WWII era historical simulations. Contact Ray Joel, 30 Gemini Cir., Rochester, NY 14606, (716) 247-6943.

NY: Adult opponents sought for WW2 Civil War or Napoleonic board games and Napoleon 15mm miniatures. Email ejsk18a@prodigy. Jim Loman, 206 Regent St., Saratoga Springs, NY 12866, (518) 580-1798.

NY: Empire of the Rising Sun master. Call Ray Joel at (716) 247-6943. Ray Joel, 30 Gemini Circle, Rochester, NY 14606.

NY: PBM Battles for the Ardennes. Rated or not. Decision Games/SPI.

Opponents Wanted

Avalon Hill does not vouch for the character or business practices of any advertisers.

Albert Thomas, 120 Kimberly Dr. W., Syracuse, NY 13219, (315) 488-1943.

NY: PBM Adult The Last Blitzkrieg by 3W. Rated or not. Albert Thomas, 120 Kimberly Dr., West, Syracuse, NY 13219, (315) 488-1943.

NY: Seeking gamers for TAC, SOA, TPS, SUB. For sale: many out of print games and Generals. John Caccioppoli, 84-24 98th St., Woodhaven, NY 11421-1735, (718) 805-8737.

NY: PBEM SJW, RTG, SLB, HRC. Experienced player, new to email. Also AFK, A5A, HWD. email Jagersill@adl.com. Willie Voll, 2810 Moreland St., Yorktown Hts., NY 10598, (914) 245-4636.

OH: 14-year-old seeks opponents for RPG and GBG. Justin Holshuh, Chardon, OH, (216) 286-8433.

OH: PBM TRC, B81, WSM. FTF BKB, RFT, 1776, WRS. Jamon J. Scott, 5741 Kroegarmont Dr., Cincinnati, OH 45234, (513) 923-1684.

OH: Need to improve my play of DIP. Would like a seven man game of DIP. Sean O'Donnell, 126 S. Park, Oberlin, OH 44074.

TX: TRC PBEM opponents sought. LHOLLERN@aol.com. Area rated especially welcome. Tuneup for AvalonCon. Larry Hollern, 4452 Ridgecrest Circle, Amarillo, TX 79109, (806) 351-0566.

VA: FTF opponents wanted for PL, ANZ, TRC, AFK, S-grad '65. Was VITP and other classic games. Bill Scott, 2317 Barracks Rd., Charlottesville, VA 22901, (804) 293-9265.

VA: Wanted, Battle Hymn. Willing to pay \$20 bonus for intact game in excellent condition. Ron Bashian, 1233 Aldebaran Dr., McLean, VA 22101, (703) 556-9637.

WI: Experienced ASL player seeks anyone interested in the game. Appleton/Fox area. Email Richard G. Summers@lawrence.edu. Richard Summers, Lawrence University, Appleton, WI 54911, 832-6869.

WI: New MOV player looking for someone in Beloit or Rockford area to play in fun but competitive game. Andrew Morris, 922 Bluff St., Beloit, WI 53511, (608) 366-5749.

AVALONCON



Ads for roommate and travel arrangements are free.

CLUBS

CA: Quake Coast Game Club meets monthly in San Jose, CA, for strategy wargaming. Contact Charles Bahl at hexdud@aol.com for more information.

CA: The Tri-Valley Boardgamers Club meets every other Wednesday night from 7-11 pm in Pleasanton, CA. Contact Mark Johnson at (510) 424-5813 or johnson@ccnet.com or www.ccnet.com/~johnson. Charles Ryder, 448 Alegria Terr., Milpitas, CA 95035-2445, (408) 945-1450.

CO: Volunteers needed to join the glorious ranks of the Colorado COMMISSARY, the area's most fun-loving game club. Contact Scott Johnson, 2039 Shiloh Dr., Castle Rock, CO 80104, (303) 660-2029.

CT: The Connecticut Game Club has been hosting board games, card games and miniatures for over nineteen years. Anyone interested in attending our monthly meetings contact CGC at (203) 332-0410, (Email CGCSBS@aol.com) or write POB 403, Fairfield, CT 06430.

FL: Join our growing gaming group in Sarasota, FL. For more info call Mike Bakken at (944) 355-3429, email: M.BAKKEN@GENIE.GEIS.COM. 5016 Medalist Rd., Sarasota, FL 3443.

IL: Windy city wargamers meet 4 times a month. We play it all; ASL, A3R, VIP, DIP, monthly newsletter with ASL, VIP and DIP games. Louie Tokarz, 5724 W. 106 St., Chicago Ridge, IL 60415, (708)857-7060.

MA: ASL played Saturdays at the Bunker. Come join in AREA rated play and playtesting for our newsletter: *Dispatches from the Bunker*. Email aslbunker@aol.com. Vic Provost, 1454 Northampton St., Holyoke, MA 01040.

MA: Vanguard Hobby Club meets first Saturday of each month. Over 50 members. Historical board games, miniatures, role-playing and cards. Michael Powell, Easton, MA. Call (508) 324-9815 after 7.

MD: SciFi boardgaming club forming in the Baltimore/Washington corridor. Monthly scheduled events; seat reservations possible; pickup games encouraged. Contact Stuart at (301) 216-1899 or ahgeneral@aol.com.

MN: MN twin cities ASL Club meets the second Saturday of each month. All levels of play welcome. Call for more info. Greg Dahl, Eagan, MN 55123, (612) 778-7488.

NC: PAW, The Piedmont Area Wargamers, is recruiting ASL players in the NC Triad area. All levels of play welcome. Call for more information. Contact Doug Maston, 4 Three Meadows Ct., Greensboro, NC 27455, (910) 282-0552.

NY: Metropolitan Wargamers Club of Brooklyn boasts its own 2000 square foot loft for boardgames and miniatures. Safe location near subway, ample parking, open every weekend. Joe Brophy, 16 Beachfront La., New Rochelle, NY 10805, (914) 636-6317 (eve.)

NY: Mid-Hudson Area Wargaming Society (MAWS). We meet monthly in the Poughkeepsie, NY area and play many different wargames (no RPG's). Beginners are welcome. Contact Barry Smith at (914) 778-5440.

104676.1161@compuserve.com, or 9E Squire Vlg, Walden, NY 12586.

OH: The Columbus Area Boardgaming Society (CABS) has its own website: web.jadeinc.com/spqr. CABS will be running the official Avalon Hill Iron Man Competition at Origins '98 this year.

PA: Central PA Strategists Club. Meetings are held 9:30 to 5:00 on the 2nd and 4th Sat. of every month at the East Shore (Colonial Park) branch of the Dauphin County Library just outside Harrisburg. Call Charles Hickok at (717) 599-5603.

TX: Central ASL club meets regularly to play the best game in the world. Call Matt at (512) 280-8414. We are active and fanatic. Matt Shostak, 11027 Watchful Fox Dr., Austin, TX 78748.

FOREIGN

Australia: FTP, ROR, MRM, DUN, ASL and RTG. Kevin Reid, 14 Sirius Rd., Bligh Park, Australia N.S.W. 2756.

Australia: Opponents wanted for 3R4, A3R and MAC. Pawel (Paul) J. Dabrowski, 66 Marshall Ave., Clayton N. Victoria Australia, tel/fax: + 61 3 95442101.

Canada: Calgary, Alberta—Stratagem meets the 1st Saturday of each month (usually). We play wargames on selected theme each month (i.e. Diplomacy, Napoleon, WWII, Ancient, etc.) Contact James Istvanffy (403) 259-8714 or The Sentry Box (403) 245-2121.

Germany: Small ASL Kampfgruppe in the Frankfurt/Southern Hesse area in need of reinforcements. Contact: Raymond Woloszyn, bei AMP GmbH, Amperestr 7-11, 63225 Langen, Germany 06103-709246.

Hong Kong: 8/F Hua Chiao Commercial Centre, 678 Nathan Road, Mongkok, Hong Kong, Tel: (852) 2721-3060, Fax: (852) 2396-6372.

Japan: Japans international gamers guild PBM games: CDP, CWR, DIP, Junta, Samurai, 1812, 1759, GER Kevin Burns, 2659-4 Tsukahara, Minami, Ashigara Shi, Kanagawa, 250-01 Japan.

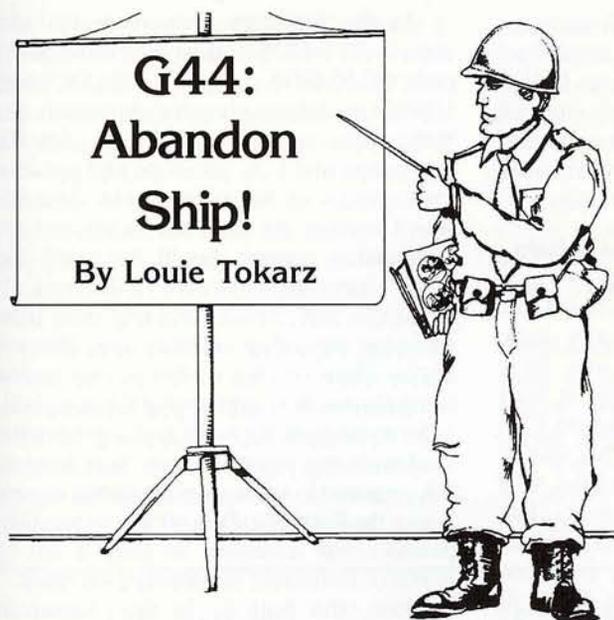
FOR SALE

CA: AH Generals: Vol. 7, #3 (1970), \$18; Vol 7, #6 (1971-CC), \$9; Vol. 8, #6 (1972-CC), \$9; Vol. 9, #3 (1972-Worn), \$10. Free Postage. Steve Carey, 2543 N. Parish Place, Burbank, CA 91504, (818) 955-9916.

OH: 20+ games and 100+ books for sale. Send SASE for list. James W. Bowne, 7115 Gilbert Ave., Parma, OH 44129.

NV: Many discontinued AH games for sale. You name it, I probably have it. Please send SASE for complete list to: Bruce Nelson, 1309 Rainbow Meadows, Las Vegas, NV 89128.

PA: Old AH games for trade or sale. Want Adv. Thruout Reich. Also SPI's War in Europe. Have out of print games, lots of them. H. Isola, P.O. Box 851, Unionville, PA 19375.



SCENARIO BRIEFING

This scenario is by Jeff Cebula, one of the original Chicago ASLers who goes way back to the purple colored *SQUAD LEADER* box and the *GI ANVIL OF DOOM* playtest. Jeff was also the first person I ever played ASL against and to this day many of the ideas and ways to go about playtesting I learned directly from Jeff.

I liked "Abandon Ship!" from the start; I prefer scenarios where both sides have to do something. To me there is nothing more boring than playing a static defense scenario, especially if I am the defender and my opponent is sleep-walking through the game (this is something becoming more and more prevalent on the ASL tournament scene thanks in part to the internet, where players have virtually an infinite amount of time to study every move—and often bring the same mind set to the face-to-face arena). After two playings of "Abandon Ship!," I knew the Victory Conditions had to be altered. In the original version, the American needed to exit 16 CVP off the west edge. Even though a SSR prevented the Americans from moving west of the roadblock before turn 4, the outcome wasn't even close if the Americans started running 16 points toward the edge on turn 1. In fact, the game boiled down to a fight between the German tanks trying to catch up to the fleeing U.S. squads, with American bazookas trying to stop them. Not much fun. After talking to Jeff and reading about the situation, I changed the VC and gave it another try. The next version looked almost identical to the current VC, except that the Germans only needed to move units west of hexrow J instead of west of the gully. After a few more play-

ings, we changed the VC one more time to the present version. We also changed the order of battle, exchanging a

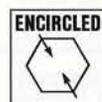
Pz IVJ for a Panther and deleting one concealment counter and one HS from the U.S. side. We played it a few more times and the outcomes were very close.

Since the release of this scenario at a tournament, I have heard that some folks believe that if the Americans just stand their ground they can't be beat. I must disagree. During the playtest, a few people tried to do just that, but ended up losing badly. Such an approach for the American player is a do or die proposition—all it takes is one tank behind U.S. lines to win the game for the Germans. More on strategy later.



AMERICAN ADVANTAGES: 10-2, '45 BAZ, Squad Firepower

The 10-2 leader is the single most important unit in the U.S. OB for this engagement. There will be many ways to use him in this scenario: directing fire from a MMG, directing bazooka fire, routing voluntarily with units that voluntarily break to run away from the German hordes, or placed in a building with a squad for possible street fighting. I am sure you will think of some others of your own, too. Just how you use the 10-2 depends on the tactical situation at hand. His mere presence can be enough to make the Germans reconsider their approach, leaving a cautious German player uneasy and unsure of his troops. The '45 bazookas are the best thing the American has to stop German armor. Keep them in spots where the Germans are likely to traverse when breaking for the U.S. rear area. Although the Germans will eventually outnumber the American squads, the Americans have the big edge in firepower at a range of four or less. Don't get caught in a long-range dual with the Germans during the first two turns.



AMERICAN DISADVANTAGES: Squad Range, Fall-Back Defense

Don't shoot it out with the Germans at longer than four hexes, where they will have a better than 2-1 advantage in firepower. One of the most difficult maneuvers in ASL is falling back. It takes nerves of steel and good decision-making to pull it off successfully (one of the hardest things for me to learn was when the defender should run instead of fight). Sometimes a beginner will try to fight it out with the attacker when he should instead fall back and make the attacker move into the defending fire. One of the most important things I ever learned from Jeff relates to this subject. In my beginning ASL days, it seemed like my troops were always getting cut off and annihilated. Jeff told me that if you are debating about moving back or firing, then you should probably move back. This advice has proven very useful in numerous games.

AMERICAN STRATEGY



There are two ways to approach this scenario as the defender. The GIs can stay and fight it out with the Germans (this takes guts) or they can make a skilled retreat back toward the roadblock, while exiting some troops off the west edge. I like the latter, because I don't trust my luck and I have never seen a successful stand by the Americans.

First off, where does the 10-2 go? I like to start him in the upper level of V3 with a MMG team. This will help keep German infantry from moving down the German right. Extracting these troops from this spot might be a bit tricky if the German decides he would rather kill them than do anything else on turn 1 or 2. Therefore, a BAZ goes in U2. This covers the road, while helping the 10-2 retreat (by firing WP into hex W3, if the bazooka dudes aren't under any Ger-

man guns themselves). There are numerous possibilities for the other MMG, but I like to use it to lay a fire lane on turn 1, either down the road from Y9 (but moving out of this spot could be difficult if the German positions any troops to cut him off) or Z9 (but this offers even worse fall-back possibilities than Y9). Therefore W5 looks like the safest spot if you plan to move back on turn 1. The other three bazookas should be used to cover the obvious tank paths on turns 1 and 2. If you feel adventurous, you could try and place a couple up front to take shots at curious German armor. Remember, though, the Panther is not going to die from a normal bazooka hit on its frontal armor. If the Panther ventures close enough (say about three hexes), try a Deliberate Immobilization shot. I would even sacrifice a half squad (HS) with a bazooka during the prep fire phase, if the German player was kind enough to give me the chance to immobilize the Panther during the first two turns (I wouldn't want him to think I was ungrateful). An immobilized Panther likely would be good for nothing later, after U.S. troops have fallen back to safer pastures.

I like to take two squads and a HS with an 8-0 leader and head for the roadblock on turn 1. Here the squads can start digging foxholes for the end-game defense of the roadblock. After the foxholes are dug, I like to exit the 8-0 and one squad. These units will need to run like the dickens to get off before the German player can get troops to a high enough level to interdict their path off the board, so the extra movement factors the leader provides are crucial to the success of this mission. By exiting these units and maintaining possession of the roadblock, the American obtains a seven-point lead (three EVP plus four for the roadblock). Even if the Germans manage to move one tank past the gully, the Americans still win—provided they maintain control of the roadblock. I believe that maintaining control of the roadblock is essential for the Americans. Don't wait too long to exit the troops. Note that Germans units in U4 at Level 1 or anywhere on the hexrow U ridge line can see the exit hexes, making a nightmare of the exit.

The 60mm MTR can be a very pesky weapon for the Germans to face. I like to move it into hex P7. From there it can greet the Germans as they advance into the woods on the hexrow U ridge line. The MTR can also be placed to cover hexes CC9 and DD8 on turn 1.

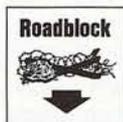
The rest of the game amounts to a slow retreat back toward the roadblock. Move back before the Germans move adjacent to your units. Don't be tempted by point-blank prep fire attacks, whether at 12 or 24

(+1). If they fail, so do the Americans. Keep the enemy off your flanks. If the German player can maneuver units into the U4 building early, he puts extreme pressure on the American left flank and makes crossing the T3-T5-R6 street a treacherous affair, not to mention the headache of exiting.



GERMAN ADVANTAGES: Tanks, First-Line Squad Range

The Panther should be used to engage any U.S. strongpoints which may have bazooka support. If possible, stay at least four hexes away from any suspected U.S. bazookas. Barring a lucky hit, this should keep the Panther from falling victim to a Deliberate Immobilization attempt. The ability of the tanks to move quickly around and in back of the American positions should be utilized early and often. This will help keep the American player from solidifying a central position which could prove impossible to break. Use the German range advantage early in the game. If the American wants to stay and fight, he will be at a disadvantage.



GERMAN DISADVANTAGES: Short-Range Squad Firepower, Roadblock, Time

Limit the close range U.S. firepower advantage by spreading out. There is not much you can do about the roadblock. If you can remove it or clear it, the game is pretty much going your way. If the American stays and slugs it out instead of falling back, take your time and look for an advantage on the flanks. If the American pulls back, be aggressive and try to maintain contact. Not every shot the U.S. player takes is going to hit the mark. The German infantry in this scenario is pretty much expendable. Trade squads to gain ground.

GERMAN STRATEGY



The German player should take a cautious approach on turn 1 in order to position his troops for a turn 2 assault. Don't go running across the board on the first turn in a panic. I have seen some people be *too* aggressive on turn 1 and lose the game before it even gets interesting. The German strategy depends largely on the approach taken by the American player. If the American stays and fights, then the German player can slow down his attack, waiting for the right moment to pounce. However, if the American decides to fall back, the Germans will have to push quickly and try to close with the Americans. After the first U.S. movement phase, enemy strategy should become apparent, and the Germans will be able to put their game plan into action.

On the first turn, movement into the trees in CC9-DD8 will be safe through the path GG10-DD9. Advance into CC9 and DD8. Try not to give the American too many shots on the first turn. Run a few HS to try to reveal U.S. positions and possibly the locations of bazookas. A few dead HS won't weaken the Germans much, and the information gained should be worth the price. Any surviving HS will keep all American units which have first fired from attacking any other German units that are not as close or closer (this is one reason some players hold off firing at scouting HS). I like to position the tanks looking down the road with one pointing at the first level of V3, prepared to smoke any defenders on turn 2. Use the Panther to face off any strong U.S. position, but remember to keep it out of effective Deliberate Immobilization range.

Now, the ball is in the American player's hands. Will he fight or run? Look over the options if he stays and fights. If he has units in Z9, Z10, or Y9, you should do everything to cut off and annihilate them. German units in CC9 and DD8 should help this cause. Next, move to the wall along hex AA10 as soon as possible, preferably with a tank. If the other tanks are sighted on the road, only a very brave American will stick around and fight on the German left. After that, move some units behind the hedge near BB5. From there, the Germans will enjoy a firepower advantage against any units in the wood line centered on W5. If the American has a unit in U2, it is a good possibility that it is a HS with a bazooka. If possible, move a tank to AA2 to meet that challenge. With the Germans in these positions after turn 2, they then will be ready for turns 3 and 4. On turn 4, the Germans want to be in a position to run a tank or two behind the Americans. Because of its small target size, the best tank to use is the JgPz IV. Try to ensure that the American player has multiple decisions to make during his turn 4 defensive fire phase, perhaps allowing the JgPz IV to skate through. Using a Pz IV here to draw American fire or enter a U.S. position to freeze their fire would be a smart sacrifice if the Germans could gain a foothold in building U4. When U4 is in German hands, the American "up front" defense will crumble like a house of cards. That is why it is important to cut off any units around Z9. If the Americans fall back to T6, make sure they won't be able to leave (except to go back into the counter tray). If things have gone well, the German has but to grab the roadblock or move a tank past the gully. I believe that the Americans will need luck to stay and fight successfully.

If the Americans run for it, most of what I wrote above still applies. However, a

good player will force the Germans to move into American fire each movement phase instead of letting the Germans have any decent prep fire opportunities. In this situation, the German must get very aggressive—an intact force at the end of the scenario may show that you are a very decent and moral individual, but you probably have lost. Don't be shy about using your troops. As soon as time permits, move units with the MMG and the 8-1 into Level 1 of building U4, or any other position which has a LOS to the exit hexes. This should put a crimp in the U.S. exit plan.

With the Americans falling back, the Germans will have a better opportunity to attack the roadblock—but against more Americans. If the Germans can move

boldly enough, they should keep the Americans from getting too many units back to defend the roadblock. Break them before they get there. Position units to cover the open-ground road hexes, making retreat difficult. If the Germans can hem the Americans inside the village, the chances of taking the roadblock will be increased. Once the battle breaks down to a short-range fire fight, deploy and run HS at the enemy.

FINAL COMMENTS

None of this is easy, but it should be fun. Almost every time I played this scenario during playtesting, the outcome was close. The win-loss records that I have seen for this scenario have been encouraging, and the few times I have played it since its tour-

namment release, the games were close. I have won with the Germans twice against people who thought the Americans couldn't lose by staying and fighting. Of the ten scenarios we did for the '96 ASL Open, this one was the most difficult one to fine tune. I think we were successful, which makes all the work worthwhile. Due to the replayability of the fall-back defense, "Abandon Ship!" should be a tournament favorite for years to come. Personally, I would like to see more scenarios like this—where the defender has to do more than set up correctly, and where both the defender and attacker must move to the point of contact.



→→→→→ (from pg. 27)

planet to start making them. Before the first ships are ready, you've developed six or seven technologies that have made them obsolete. The solution is to re-design the ship in question with the latest technologies, and then tell your fleet advisor to upgrade the ships to the new design plans. This takes considerably less time than building new ships on the new design. Remember when you enter combat that you can't upgrade ships that are blown up. (Also, repair of a damaged ship doesn't cost you anything but time).

Put the best engine, rocket, ECM gear, targeting computer and shield you have in the hull. Then you'll know how much space you have for weapons. Most combat is done with the forward guns (port and starboard guns aren't ideal). At most, put one or two pulse weapons on each side. If you have room, use two or three energy weapons for point defense (these weapons have an extremely limited range). The front guns should never be of a single type. This way your ships will have a nearly constant wave of attack. You should also save room for one (and only one) bombardment weapon for the elimination of enemy colonies.

One oft-used ship design should include a mine sweeper. This saves you from wasting ships blazing a trail through what appears to be empty space. Only one is needed per fleet. Spare space should be given to self-repair technologies.

The exception to these guidelines is the transport hull, which should be used exclusively for colonization (no weapons, armor, targeting computer, shields or ECM gear). Theoretically, you could delegate colonization to a smaller hull and use the transport for combat purposes, but the transport hull gets a 40 per cent penalty to defense, limiting survivability and effectiveness.

ENEMY CONTACT

Politics in the galaxy of *PAX IMPERIA* is surprisingly uni-directional (the game's weakest trait). Treaties can be offered from either side, yours or theirs, but no words are exchanged except to reject or accept the offer. You cannot demand a race to form relations with another. Your knowledge of their relations is limited to observations of who is at war with whom. Declarations of war can be completely unprovoked. Requests for peace come just as suddenly. Your options are limited to getting some friends to help you with trade and research. You are better off finding one such friend early and sticking with him.

Espionage is much more developed. You can sabotage colonies or ships, assassinate and steal (tech, ships or entire planets). Even if you don't have a race designed to spy, this is a very strong tool for weakening the enemy's position before you move in for the kill.

Combat is inevitable and is the main path to victory. Forget capturing colonies; forget surrender. The last sentient being still breathing wins. On rare occasions success is possible when all races are allied and at peace, but don't count on this happening often.

In combat, there is an automatic function that will take over when it is apparent that you are not taking any active part in the fight. It is well suited for colony destruction, as it will proceed slowly through a minefield, blasting mines as it goes. It will proceed to blow away other defenses, and then will atomize the colony. The automated function is less suited for ship-to-ship conflict. There it will approach the enemy fleet and stop at long range to blast away. At this range, pulse weapons are very weak, most energy weapons can't reach at all, and while missiles don't lose effectiveness with range, they reload slowly. Your best option is to take command and tell your fleet to

shorten the range. Once there, you can re-engage the automatic function. Of course, variations in fleet composition and weaponry will require you to alter your tactics with the situation.

If you are defending a colony with no fleet in orbit, there is little you can do, other than watch your defenses do their best. Fighter bases are ideal for this job. A fully-built fighter base has three squadrons of the best fighter of each researched type (light, medium and heavy). A partially built fighter base will have proportionally fewer fighters, though always at least one squadron of each type.

By following these suggestions, you will be in a defensible position from which you can experiment, discover and learn on your own. Remember, this is *PAX IMPERIA*, the enforced peace. The best generals will be around to enforce the peace and become the rulers.



PAX IMPERIA: Eminent Domain by THQ Inc.

System Requirements:

486DX4 100MHz, 2x CD-ROM drive, 16 MB RAM, Win95, Win95 compatible sound card and mouse. Pentium 133 MHz, 6x CD-ROM drive or better recommended.

	Mental Challenge
	AI Ability
	Realism
	Excitement
	Artistic Appeal
	Replayability

Rating icons range from one (wretched or ten years behind the state of the industry) to five (top 10% of industry). Four is good, three is passable (middle of the road for the industry) and two is not great (bottom third).

UP FRONT Tournament Rules

Compiled by Marcus Watney

The purpose of these rules is to generate a tournament which: 1) does not rely on an endless repetition of the Meeting of Patrols scenario, 2) rewards those able and willing to play a wide variety of nations, and 3) has both historical and statistical validity.

The tournament is divided into two stages. First, a series of preliminary elimination rounds is played to reduce the field to four finalists. In the second stage, each finalist plays each of the other three once, accumulating victory points from one game to the next. The winner of the tournament is the most successful finalist after these three games.

PRELIMINARY ROUNDS

Conduct elimination matches. Players bid secretly on paper for the advantage of any available byes: successful bids are deducted from the player's final victory points (should he reach the finals). Scenarios are generated as follows for each pair of players independently.

1) *Determine Complexity*: Players bid secretly on paper to play *UP FRONT* alone, *UP FRONT + BANZAI*, or *UP FRONT + BANZAI + DESERT WAR*. The less complex bid wins. Ties are resolved randomly.

2) *Determine Roles*: The player who lost the complexity bid now states whether he will be attacker or defender.

3) *Determine Scenario*: Players bid secretly on paper for the scenario to be played. Any scenario involving an attacker and defender may be selected (any scenario from either rulebook except A, B, I, J, M and N). Scenarios O to X may only be bid if *BANZAI* (with or without *DESERT WAR*) is to be played. The earlier letter of the alphabet bid wins. Ties are resolved randomly. Squad composition is as defined in the charts at the end of *DESERT WAR*.

4) *Determine Nations*: The Player who lost the scenario choice has first choice of nation. His opponent chooses any nation of the opposing alliance. Possible choices will be restricted by the complexity already determined. Play now commences.

LEAGUE OF FINALISTS

Once the field has been reduced to four finalists, the system changes. Each finalist plays each other finalist once in games of "501 City-Fight-in-Four," as published in *The GENERAL*, Volume 26, Number 5. The winner of the tournament is the finalist who breaks the most squads. If two or more players break the same number of squads, the winner is the player who has accrued the most victory points over the three games.

Scenario generation in the finals is designed to ensure that the tournament will have a varied ending each year. At the beginning of each game, players pair off so that it is clear who is about to play whom. Then each of the four players consults the list of battles below and bids

secretly on paper for the right to choose the nation he will play for that game only. The currency of the bid is the number of victory points that player is willing to forfeit for that right. The bids are then revealed.

The player who has bid the most chooses which of the four available nations he will play and deducts his bid from his current score of victory points. Ties are resolved randomly. The next highest bidder does likewise, and so on. No more than two battles can be chosen as a result of nation choice. It is possible that the nations of the third and fourth highest bidders will have been determined unambiguously, in which case no further bids are necessary. Victory points bid are deducted from a finalist only if that player gets a choice. If there is no longer any choice of nation, no victory points are lost by the player.

Players now purchase their units. Players should aim to do this in thirty minutes, though there is no formal penalty for overrunning the time limit. Players must note the date of the battle and abide by any equipment limitations this may cause. In addition, some battles involve mandatory battle definitions which must be followed.

RESTRICTIONS

Follow the special rules and costs described in the "501 City-Fight-in-Four." Additionally, jungle, desert and night are never encountered. Although different troop types may be selected (unless restricted by battle definition), partisans may not be (except in the battles where they are mandatory). In all squads, the SL must appear at start. Rule 46.4 affects all nations, and includes MMGs. Flamethrowers may not be selected in the first game. Anti-tank rifles may not be selected in the third game. The cost of a demolition charge is reduced to two-thirds of the cost of that nation's flamethrower (US 48 2/3, Germany and Britain 48, Japan 36 2/3, USSR 32, France 22 2/3, Italy 20). Minefields may be purchased for the same price as a flamethrower, but only by the player in that game with the cheaper flamethrower. Spare personality cards may only be used if they have printed PT costs (exception: Partisans). Partisans may ambush (37.5) from buildings. A surrendered group (50.41) is also relieved by an adjacent Italian AFV or pillbox at the same range chit. Random reinforcements (48 and 53) may not be purchased. Players should note the very real difference between double sniper capability (43.6) and dual sniper capability (48.4). Multiple snipers may be purchased, but each extra sniper costs five points more than the previous one purchased. In the two battles where it is allocated, a pillbox may contain an IG (counting as three personalities), cannot be captured (20.8), and once discarded becomes a cower card. An IG in a pillbox uses its unboxed defense values against all attacks. The Axis always sets up and moves first.

If elite troops are selected, purchase points available are reduced to 435.6. If second line troops are selected, purchase points available rise to 589.4. If partisans are involved, that player's purchase points are 527.3.

LIST OF BATTLES

It is the Italian or Australian/Canadian player (indicated with asterisk) from the previous pair of games who selects which alternative group of battles will be used for the succeeding pair of games.

First Game Battles:

NATIONS: Germany, France, Italy*, Britain
Sedan: Germany vs. France, 14 May 1940, mandatory German AFV at start or as a reinforcement, French are allocated a "-3" Building in their initial hand.

Briancon: France vs. Italy, 21 June 1940, no special restrictions.

Sidi Barrani: Italy vs. Britain, 10 December 1940, Italian minefields ignore 24.6, Italian Groups A to D start in "-2" Buildings.

Arras: Britain vs. Germany, 21 May 1940, mandatory British AFV at start or as a reinforcement, no minefields.

Second Game, Alternative One:

NATIONS: Germany, USSR, Italy*, USA
Stalingrad: Germany vs. USSR, October 1942, no special restrictions.

Rostov: USSR vs. Italy, July 1942, Soviets are conscripts, Italians use German radio cards, no minefields.

Gela: Italy vs. USA, 10 July 1943, the pillbox is placed on Italian Group B. Italians are allocated both Stream cards in their initial hand, Italian minefields ignore 24.6.

Kasserine: USA vs. Germany, 18 February 1943, mandatory German AFV at start, no minefields, Americans are green.

Second Game, Alternative Two:

NATIONS: Germany, USSR/China, Japan, Australia/Canada*

Kanev: Germany vs. Soviet Partisans, 27 September 1943, no minefields (except 37.6), no Soviet radios or flamethrowers.

Taiyuan: Chinese Communist Partisans vs. Japan, 1943, use Soviet partisan cards for CCP, no minefields (except 37.6), no CCP radio or flamethrower.

Buna: Japan vs. Australia, January 1943, Australians use British cards but German rules, no AFVs, adjust all Building TEMs by "+1," Australians may not use 44.3 but may use 37.2 (bushcraft) and 20.9 (elan) and receive a half-price demolition charge, the pillbox is placed on Japanese Group B, no minefields but Japanese may use 37.6 free.

Dieppe: Canada vs. Germany, 19 August 1942, Canadians use British cards and rules, Canadian Groups A to C start on wall and wire cards (sea wall), no minefields, no Canadian AFV nor use of 44.3 but a Canadian Radio 7 is treated as a Radio 8 and Canadians can use any radio card (shore bombardment).

Third Game, Alternative One:

NATIONS: Germany, France, Japan, Britain
Paris: Germany vs. French Partisans (FFI), August 1944, no radios, no AFVs, no minefields (except 37.6), French are allocated a "-3" Building and a wire card in their initial hand.

Hanoi: France vs. Japan, 9 March 1945, no French radio or flamethrower, French are allocated a "-2" Building in their initial hand.

Kohima: Japan vs. Britain, 7 April 1944, no Japanese AFV, adjust all Building TEMs by "+1," no minefields.

Arnhem: Britain vs. Germany, 17 September 1944, British are airborne, Germans are SS, no British AFV, no British radio, no minefields.

Third Game, Alternative Two:

NATIONS: Germany, USSR, Japan, USA
Berlin: Germany vs. USSR, 28 April 1945, Germans are Volksgrenadiers, no minefields.

Harbin: USSR vs. Japan, 18 August 1945, no special restrictions.

Manila: Japan vs. USA, February 1945, Americans are US Army.

Bastogne: USA vs. Germany, 20 December 1944, Americans are paratroops, no minefields.

SERIES REPLAY

HISTORY OF THE WORLD

PLAYERS: Ken Good, Bruce Monnin, Jeff Mullet
Jason O'Donnell, Bruce Reiff and Mike Stanley
NEUTRAL COMMENTARY: George "Bud" Sauer



Bud's Basement Wargamers, a division of CABS, the Columbus Area Boardgamers Society gathered to play this game in a competitive environment (keeping each turn to an hour or less, including time for record-keeping). Standard forms were created and used throughout the game. This helped speed along the recording of information. When one player was taking his turn, it was the job of the player to his right to record the information. The commentary reflects an observer's perspective, sprinkled with on-the-spot and afteraction interviews and analysis. In short, we bring you a documentary journalist's perspective on *HISTORY OF THE WORLD (HWD)*.

RULES USED

This playing of the game followed the rules implemented in the computer game, but was played at a board. The rules modifications are as follows:

- Sumeria is now a full empire, shuffled into Epoch I (we used seven cards from a poker deck for the empire pass phase). Sumeria is Card 1 of Epoch I.
- Incas/Aztecs can play their tokens from either capital.
- The Trade Bonus event card is instead a Civil Service card.
- There are no fleet stacking restrictions (except that ocean stacking remains limited to two fleets per player).
- Preservation of Culture and Fortresses rules are in effect.

THE PLAYERS

Much of this cast of characters was last seen in the *AGE OF RENAISSANCE* series replay appearing in volume 31, number 4.

Bruce Monnin, Editor of the *Boardgamer*, should be familiar readers. He's a consummate gamer. He plays mostly two-player wargames though, as you will find him not far from the *WAR AT SEA* room at Avaloncon. He came the farthest for the game. His multi-player skills are unknown to the rest of the group. He has played *HWD* mostly by mail. The fact that no one knows what to expect from him will be to his benefit. Players will tend not to dump on him or anger him as easily as they would anyone else in the group.

Bruce Reiff, an AvalonCon Hall-of-Famer, should also be known to many a reader. Multiple *DIPLOMACY* tournament victories and the 1997 Iron Man Championship attest to his skills. He is a regular in the Basement and his motto of

"Life is just one big Diplomacy Game" is well-known. Bruce's style of diplomacy works well in larger gatherings where no one is too familiar with each other. Here in the Basement, Bruce's style is well known; only one or two of the participants will fall for any of Bruce's tactics.

Ken Good will grumble the entire time but will walk off with the victory if you let him. He is a Basement regular and at the tables at Origins, AvalonCon, CapCon and MichiCon. He can be a formidable opponent, but his distaste for pointing out the obvious is his Achilles heal. He would rather lose a game than argue an obvious point.

Jason O'Donnell, an infrequent visitor to the Basement, is strictly a multi-player diplomatic type of gamer. His strength is with *KREMLIN*, *CIVILIZATION* and games in that ilk. Jason's style of play is directly opposed to that of Bruce. A rift will surely occur between these two players (we think that they both skipped kindergarten).

Mike Stanley comes from the two-player wargame crowd. His is not a frequent visitor to the Basement and his style of play will be a little unknown to a few of the other players. His diplomatic skills will be put to the test. His inexperience with this game and his overall lack of face-to-face multi-player experience may hurt him. Mike is the oldest player in the group; everyone at the table drools over his game collection. He probably owns every wargame ever produced (engendering much kindness from those in the group hoping to be named in his will).

Jeff Mullet will sit back quietly and carefully observe everyone's mannerisms and style of play. Then he will pounce. He is a great poker player. This skill of bluffing and reading people always gets him a leg up in any game played in the Basement, where he has been gaming since its inception. He is strictly a multi-player political game player. Family obligations limit his gaming opportunities and travel. Everyone in our group feels that he would sit atop any ranking at any tournament he attended.

There are no weak gaming links on this board, but some are inexperienced with this game. We can expect that nobody will make any bonehead plays. Players will get passed the empire they most deserve.

PRE-GAME COMMENTARY

A pre-game poll was taken regarding the expected order of finish. One would think that everyone would vote for themselves in first

place. However, pre-game diplomacy was definitely a factor in the voting. Reiff ferried Stanley and Monnin to Circleville from Columbus. The trip was filled with pre-game maneuvering by Reiff which became evident in the pre-game poll. Position points were given in reverse order of the predicted position (first place garnered six points, second five and so on). This yielded the following tally:

Jeff Mullet	33
Ken Good	23
Bruce Reiff	20
Bruce Monnin	17
Mike Stanley	15
Jason O'Donnell	14

Jeff Mullet, viewed as the favorite, believes that it is a mistake to keep the big empires. One must avoid getting dumped upon late in the game. Therefore, it is important to not be perceived as the leader. One can "recover from an early bad position but rarely can one recover from a late bad position."

Ken Good sees *HWD* as almost two games in one. One game is the distribution of the empires, while the other, the actual play of the empires is relatively simple. It is the cards, not the dice, that determine the game. The best strategy is to position oneself for the Epoch VII card draw. At that time, one should be close to the top in victory points and early in the draw order. Keep your strength low as possible. It may be hard to refuse the Romans, Persians or Arabs with only two or three other people left to draw. However, rarely can one win with one of these big empires. In this group, you will never win.

Bruce Reiff's thoughts are similar to Ken's. You must be close on turn seven, but not at the top, so as to not be given the Americans, Germans or Dutch. Bruce comments that "having the most points on turn seven, not turn five, makes you the winner." Many gamers go for the short term without regard for the long. Doing this in this game will surely place you at the bottom of the pack. The Romans and Arabs are tempting traps. Taking these empires will most likely bring defeat.

Bruce Monnin expresses the above attitudes and also likes to "hide" some of his pieces in areas that are not easily accessible, hoping for the big points over the long term, while passing up possible large short-term point grabs which then make you a target. See his article, "Live Long and Prosper," in volume 31, number 5 of *The GENERAL*.

End of Epoch I:

Green used Civil Service to extend the Sumerians deep into India. Blue used Allies to project the Indus Valley state into China. Orange Hittites removed the Minoan foothold in Anatolia, while the Babylonians sacked Sumer. The Chinese built a fort. The Aryans sacked part of the Indus Valley. Arrows show Epoch II expansion paths of Assyria, the Chou, and the Vedic and Greek City States.



Each map shows the situation at the end of an epoch or after the third or fourth player's turn of an epoch. The arrows on the maps indicate expansion paths of empires moving immediately after the moment depicted by the armies shown on the map.

Middle of Epoch II:

Pestilence allowed Green to score an extra point in the Middle Tigris, as the Assyrians moved to dominate the Middle East and reached Egypt.

Blue used the Chou to dominate China and to re-establish dominance in India.

Orange sprung the Jewish Revolt, but without success. His Vedic City States march to recapture his monument, dominating the Middle East along the way.

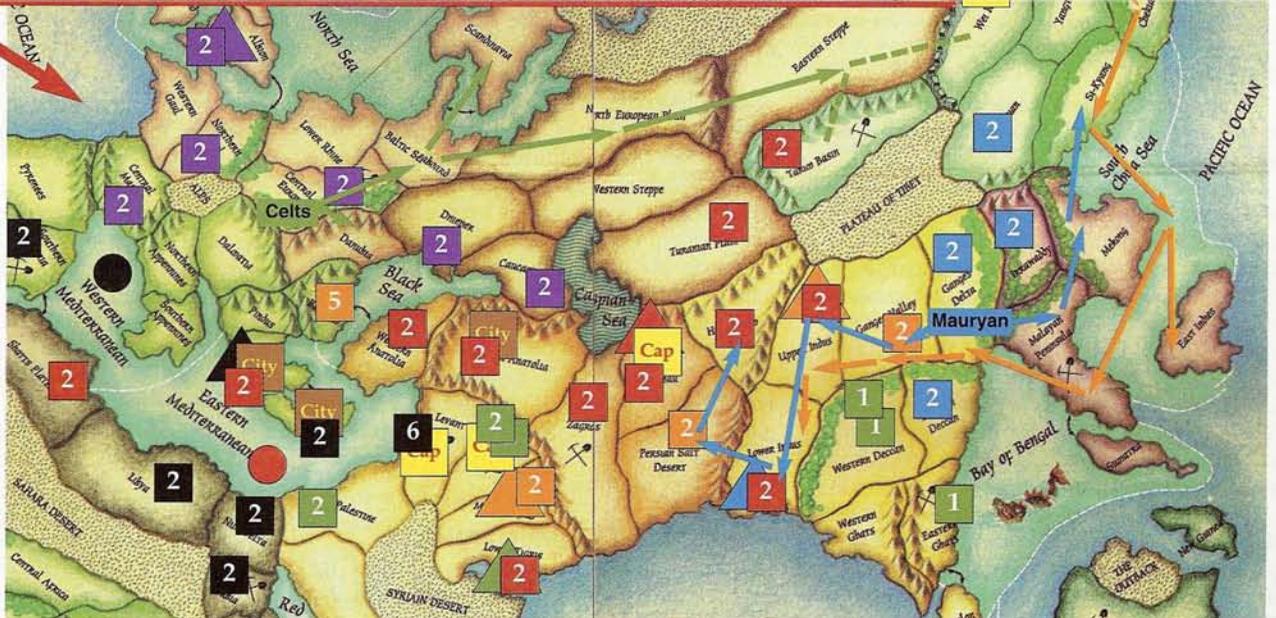
Black allied Phoenicia with the Greeks.

Arrows show the expansion paths of the Scythians and the Persians.



End of Epoch II:

Scythian Purple migrated to clear areas in Western Europe. Red Persia expanded far and wide, adopting peace towards most of the Tigris valley. Epoch III starts with the Celts, the Mauryans and the Han Dynasty.



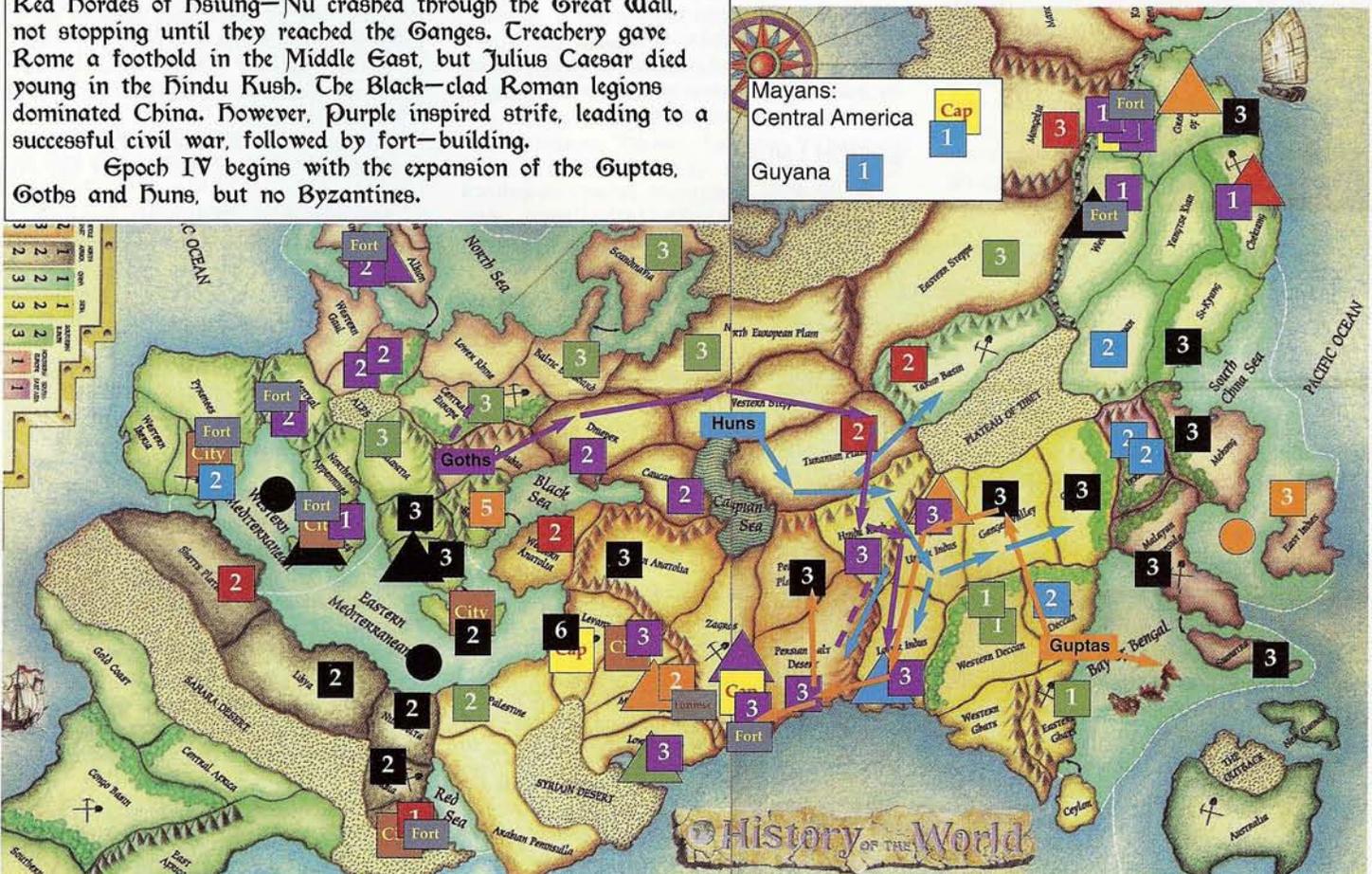
Middle of Epoch III:

The Gods of Green inflicted disaster upon the Persian capital. A short-lived Green rebellion in the L.Indus was overrun by the Han Dynasty. Babylon received fortifications. A Blue kingdom and minor empire appeared in Iberia and the Americas. Arrows show the Hsiung-Nu, Romans and Sassanids.



End of Epoch III:

Red Hordes of Hsiung-Nu crashed through the Great Wall, not stopping until they reached the Ganges. Treachery gave Rome a foothold in the Middle East, but Julius Caesar died young in the Hindu Kush. The Black-clad Roman legions dominated China. However, Purple inspired strife, leading to a successful civil war, followed by fort-building. Epoch IV begins with the expansion of the Guptas, Goths and Huns, but no Byzantines.



Mike Stanley's pre-game thoughts differ little as well. "It is very obvious that one should not pass an early-moving empire to a person that just had a late-moving one in the prior epoch."

Jason O'Donnell shares a similar perspective, but also feels that luck of the draw is a major element as well.

The basic strategic perspective shared by the players of the game can be summarized as follows:

- Keep accumulated SPs low to enable an early pick.
- Dump weak, late-moving empires on the leader.
- Maximize points scored, but do not be perceived as the leader. This is best done early in the game with medium-sized empires and establishment of presence in obscure corners of Areas.
- Try to drive out a player on the ropes. This frees up someone to safely hand strong empires to that player.
- While attacking, try to remove other players' presence in areas.
- When equal points can be earned, pound the perceived leaders.
- When equal points can be earned and the leaders cannot be attacked, attack the person in the worst position.

At some point in the game, a player may have little chance for victory. This is where our group diverges in thought. Some feel that such players should always attack the leader. Others feel that it is fine to attack others so as to not end up in last place. Play in the Basement tends towards the former. However, these players will play differently at conventions where more players than the winner may advance or earn prizes. When you are in third with no hope for first but a shot at second, do you concede the victory and attack the second-place person? This is distasteful for the player in second who may have a shot at victory. You may earn an enemy for a long time, but it is a very big part of playing at conventions.

Stanley is the most happy with his hand. Good and Monnin also feel that they received a decent set of cards. The other three players feel that their cards are not up to par. Again, O'Donnell comments that a bad set of cards is surely not going to drive you out of the game, but a good set can really enhance your chances. The best card, Jihad, did not make it into the game. Others missing from play are Fujiwara, N.American Migrants, Fanaticism, Treachery, Empire Revives, Population Explosion, Barbarians and Disaster.



EPOCH I DISTRIBUTION

The dice roll determines the order of the empire draw on the first turn.

Reiff decides to keep Sumeria. For one, it is not a 5 SP empire, which would make him draw late in the next epoch. He hopes to hide with the Sumerians and not get in anyone's way.

Stanley passes the Minoans to Mullet. Mike does not like the starting location of the Minoans, however by passing up this 4 SP empire, he is risking receipt of a 5 SP empire and a late draw next epoch.

Good passes the Aryans to Jason (the next in line to pick). This is the worst card in first epoch (scoring little and guaranteeing last pick next turn).

O'Donnell passes the Shang Dynasty to Monnin. He chooses not to give this good card to Ken because Ken dumped a card on him.

Monnin passes Babylon to Good.

Mullet passes Indus Valley to Stanley. Stanley gets lucky and does not get the 5 SP Egypt card that remains undistributed.

EPOCH I PLAY

In the play summaries below, underlined areas are defeated attacks. On the figures, numbers on squares coincide with Epoch number of piece.

Reiff/Green: Sumerians with **Civil Service**: L. Tigris, Zagros, Persian Salt Desert, L. Indus, W. Deccan, E. Ghats, Monument in L. Tigris. +10 VPs. *Reiff plays Civil Service to increase his builds and then drives into India behind the forest wall to hide in Western Deccan and Eastern Ghats. Great opening.*

Egypt is not in play.

Mullet/Red: Minoans: Crete, E. Mediterranean, Nile Delta, W. Anatolia. +6 VPs. *Mullet moves into the area vacant due to the absence of Egypt. He scores Middle East points in Western Anatolia, hoping to survive expansion by later empires.*

Stanley/Blue: Indus Valley with **Allies**: L.Indus (Green retreats to W.Deccan), Upper

Indus, Hindu Kush, Turanian Plains, Persian Plateau, Tarim Basin; Monument in L. Indus. +9 VPs. *Stanley plays Allies, dominates India, and drives into Tarim Basin to score a monument and China presence.*

Good/Orange: Hittites: E. Anatolia, W. Anatolia, Balkans. **Babylonia**: M. Tigris, L. Tigris, Zagros, **Persian Salt Desert**, U. Tigris, Levant; Monument in M. Tigris. +12 VPs. *Good uses the Hittites to drive the Minoans from the Middle East (he does not try for a Hittite monument, as this would get in the path of Babylon). Babylon expands into the Balkans for presence next turn. Then, Ken plays Allies to assist the Babylonians. Great opening, but vulnerable in the near future; very aggressive with the card play on turn one.*

Monnin/Purple: Shang Dynasty: Yellow R., Great Plain, Wei R., Fort in Yellow R. +4 VPs.

O'Donnell/Black: Plague kills Blue in Hindu Kush. **Aryans**: Turanian Plain, Hindu Kush, L. Indus, L.Indus, **Persian Salt Desert**. +3 VPs. *Jason drives into India, takes the city and goes for the Middle East, but loses.*

This was a standard first turn. No one wins or loses the game on the first turn. O'Donnell is behind the eight ball already, having the last draw for next turn.



EPOCH II DISTRIBUTION

Good/Orange (4 SPs/12 VPs) decides to keep the Vedics. This goes early in the turn, keeps his strength low, and gives him India.

Reiff/Green (4 SPs/10 VPs) draws the Assyrians and decides to move first to try to clear out the Middle East.

Stanley/Blue (4 SPs/9 VPs) passes the Scythians to Monnin, not helping the Purple cause.

Mullet/Red (4 SPs/6 VPs) draws the Persians with the fourth draw. Despite the high SP value which next turn will cause him to draw last, Jeff decides that the Persians are too tempting to pass. His goal will be to score high and to try to pick off others presence.

Monnin/Purple (4 SPs/4 VPs) passes the Greek City States to O'Donnell.

O'Donnell/Black (5 SPs/3 VPs) must pass the Chou Dynasty to Stanley.

EPOCH II PLAY

Reiff/Green: Pestilence in M. Tigris kills Green in M. Tigris (Capital unaffected). **Assyria**: U. Tigris (Orange retreats to Zagros), M. Tigris (Capital reduced), L. Tigris, L. Tigris (City destroyed), Levant, Palestine, **Nile Delta**, Nile Delta. +16=26 VPs. *Reiff plays Pestilence in the Middle Tigris causing a loss there and nowhere else. Bruce attacks to dominate the Middle East and reclaim his monument to maximize his points.*

Stanley/Blue: Chou Dynasty: Wei R., Szechuan, Irawaddy, Ganges D., Ganges V., E.Deccan. +13=22 VPs. Mike wants to dominate China and India to build a lasting impression on history.

EVENT CARD DRAW

Jeff Mullet (playing red)	Ken Good (orange)	Jason O'Donnell (black)
Anglo-Saxons	Hittites	Phoenicia
Upper Nile K.	Malay Pen. K.	Gold Coast K.
Weaponry	Weaponry	Leader
Crusade	Jewish Revolt	Elite Troops
Empires Fortify	Rebellion	Treachery
Pirates	Empire Fortifies	Siegecraft
Engineering	Allies	Ship Building
Barbarians	Black Death	Plague
Naval Disaster	Disaster	Disaster (in Mtns.)
Bruce Reiff (green)	Mike Stanley (blue)	Bruce Monnin (purple)
Safavids	Mayans	Japan
Sub-Saharan Migr.	S. Iberia K.	Highlands K.
Fanatism	Leader	Leader
Civil War	Elite Troops	Civil War
Rebellion	Treachery	Empires Revive
Surprise Attack	Surprise Attack	Naval Supremacy
Civil Service	Allies	Civil Service
Pestilence	Barbarians	Famine
Disaster (in Mtns.)	Disaster (on Coast)	Disaster

Good/Orange: Jewish Revolt fails. *Vedic City States*: U. Indus (Blue unable to retreat—killed); L. Indus (City destroyed), Ganges V., Persian Salt D., Zagros (prior Orange removed), M. Tigris (City destroyed). Monument in U. Indus. +21=33 VPs. *Ken dominates India and then drives into the Middle East (where the failure of the Jewish Revolt forces him to kill himself in Zagros to seize Middle Tigris and dominate the Middle East. Ken's occupation of Southern Europe last turn pays off.*

O'Donnell/Black: Phoenicia: Levant (Green retreats to U. Tigris), E. Med., W. Med. *Greek City States*: Morea, Black Sea, S. Iberia, Crete, Crete, Crete, Libya, Nile Delta, Nubia, Monument in Morea. +23=26 VPs. *The Greeks and Phoenicians cooperate nicely. Jason takes the resistant Crete and then lands in North Africa for domination. This was a good turn for Jason, but his high SPs will continue to haunt him.*

Monnin/Purple: Scythians: Caucasus, Dnieper, C. Europe, N. Gaul, Albion, C. Massif, E. Anatolia, Monument in Albion. +8=12 VPs. *Monnin drives west, fearing the Persians and hoping for points in the long term.*

Carthagina is not in play.

Mullet/Red: Barbarians: Tarim Basin, Hindu Kush, U. Indus (Capital reduced), Ganges Vally. *Naval Disaster*: E. Med. (also removes unsupported Black Sea). *Persians*: Persian Plateau, Hindu Kush, U. Indus (City destroyed), Turanian Plain, Tarim Basin, Zagros, E. Anatolia, E. Anatolia, E. Anatolia (Capital reduced), E. Med., Shatts Plateau, L. Indus, L. Tigris, Morea (Capital reduced), W. Anatolia, Monument in Persian Plateau. +26=32 VPs. Jeff goes all out with events this turn, as he plays Barbarians out of Tibet and Naval disaster in the Eastern Mediterranean (doubly effective—nice play). *Jeff expands everywhere hoping to garner large points for this turn and hoping to have enough left to score many presences in the future.* [Editor's Note: Mullet in his haste to maximize points leaves quite a scattering of enemy armies in the Middle East and India. I prefer clearing a few enemy presences at this point in the game. Those single tokens can earn a decent number of points if left alive too long—whereas those Persian units in the Mediterranean are likely to be sacked by Rome next turn, if not earlier by Macedonia. I see no need to be merciful to Orange, who is leading and will draw first in Epoch III.—SKT]



EPOCH III DISTRIBUTION

Good/Orange (10 SPs/33 VPs) draws the Hsiung-Nu and passes it to Jeff. This places Jeff's move late in the turn. Perhaps some of his units can be picked off by then to reduce his score.

Stanley/Blue (10 SPs/22 VPs) draws Maurya and keeps it. Eventually Mike needs to get into western areas, but for now China and India score big points.

Monnin/Purple (11 SPs/12 VPs) draws the Romans, always a tempting card. However, its high SP will keep you drawing very late into the endgame, hurting you more than it helps. Bruce passes the Romans to Jason, who will stumble over his own prior empires.

Reiff/Green (12 SPs/26 VPs) draws the Celts. He keeps it in order to play early in the turn and to keep his SPs low for the endgame.

O'Donnell/Black (14 SPs/26 VPs) draws the Han Dynasty and must pass. Jason gives it to Good, who is delighted.

Mullet/Red draws the Sassanids and must pass them to Monnin. Bruce graciously accepts, despite being stuck with yet another low-scoring empire.

EPOCH III PLAY

Reiff/Green: Disaster in Persian Plateau (Monument destroyed, Capital reduced). *Rebellion* in L.Indus succeeds. Celts: C. Europe (Purple retreats to N. Gaul), Dalmatia, Baltic Seaboard, Scandinavia, N. Eur. Plain, E. Steppe, Wei R., Tarim Basin. +17=43 VPs. *Bruce runs and hides in Scandinavia. He knows that the Macedonians and Romans are coming and he tries to find places where he will be out of the way but still score. The failures to get into China are a setback. At this point Bruce feels the game is beginning to slip from his grasp. "I probably should have stayed in Europe."*

Macedonia is not in play.

Stanley/Blue: Mayans: Central America, Guyana. *Kingdom* in S. Iberia (Black unable to retreat; unsupported W. Med. fleet removed also). *Maurya*: Ganges Delta (Blue retreats to Irrawaddy), Malay Pen., Mekong, Si-Kyang, Ganges V., U.Indus, L. Indus, Persian Salt Des., Persian Salt Des., Hindu Kush. +30=52 VPs. *"Run from the Huns," is Stanley's motto this turn.*

Good/Orange: Empire Fortifies (Fortress in M.Tigris). *Han Dynasty*: Great Plain (Purple retreats to Yellow R.), Chekiang, Si-Kyang, S. China Sea, Malay Pen., Ganges D. (Capital reduced), Ganges V., Ganges V., U.Indus, L. Indus, L. Indus, E. Indies, Monument in Great Plain of China. +30=63 VPs. *Ken retraces most of Mike's steps in reverse, to dominate India.*

Mullet/Red: Kingdom in U.Nile. *Hsiung-Nu*: Mongolia, Great Plain (Capital reduced), Chekiang, Si-Kyang, Mekong, Malay Pen., Ganges D. (City destroyed), Monument in Chekiang. +32=64 VPs. *Jeff breaks through the Great Wall with relative ease and goes on to win every battle on the way to India (doing considerably better than his historical counterparts)!*

O'Donnell/Black: Romans: Leader (Julius). Everyone is waiting to see how long he will get to use him. Jason has been known for early deaths for his leaders. *Rome*: S. Appenines, W. Med. Sea, E. Med. Sea, *Treachery* in E. Anatolia (City destroyed), Zagros, Persian Plateau (City destroyed), Hindu Kush (and triples, killing Leader), Hindu Kush, U.Indus, U.Indus, Ganges V., Ganges D., Malay Pen., Malay Pen., Mekong, Mekong, Si-Kyang, Chekiang, Pinus, Morea (City destroyed), Sumatra, Great Plain of China (City destroyed), L. Indus, L.

Tigris, Wei R. (Capital Reduced), Monuments in S. Appenines and Wei River. +49=75 VPs. *Jason holds true to form; Julius drops early in the turn. "Forget about Mare Nostrum, India and China are where the points are." Jason knows that the Khmers are coming and needs to spread out and hope. Jason sans Julius still conquers the world.*

Monnin/Purple: Civil War: S. Appenines (Capital reduced), Wei River (City destroyed), Chekiang. *Empires Fortify*: Forts in C. Massif, Wei R., S. Appenines, Albion. *Sassanids*: Zagros (Black retreats to E. Anatolia), Persian Salt D., L. Indus, U. Indus, Hindu Kush, U. Tigris, U. Tigris (Capital reduced), L. Tigris, Fort in Zagros, Monument in Zagros. +38=50 VPs. *Going after the Romans has its benefits, as illustrated by the effective use of Civil War to dominate important Lands beyond the reach of the Sassanids. Monnin manages to capture a significant portion of the world's monuments and then fortifies them. His position is good. He hopes to avoid the Goths next turn. Bruce is loving life at this time.*



EPOCH IV DISTRIBUTION

Stanley/Blue (20 SPs/52 VPs) passes the Arabs to Reiff. Mike wants his strength low enough to draw early next turn.

Monnin/Purple (20 SPs/50 VPs) draws the Khmers and passes to O'Donnell (who groans at the ease with which the decision was made). Always give the Khmers to the Romans.

Reiff/Green (20 SPs/43 VPs) draws the Huns and dumps them on Stanley for passing him a card and because Blue can do the least damage with them.

Good/Orange (22 SPs/63 VPs) draws the T'ang Dynasty and passes it to Mullet. Ken wants to go earlier in the turn and Jeff should score less with this empire than would Monnin.

Mullet/Red (26 SPs/64 VPs) draws the Gup-tas and passes to Good.

O'Donnell/Black (39 SPs/75 VPs), suffering from the lingering effects of the Romans, draws the Goths and must give them to Monnin.

EPOCH IV PLAY

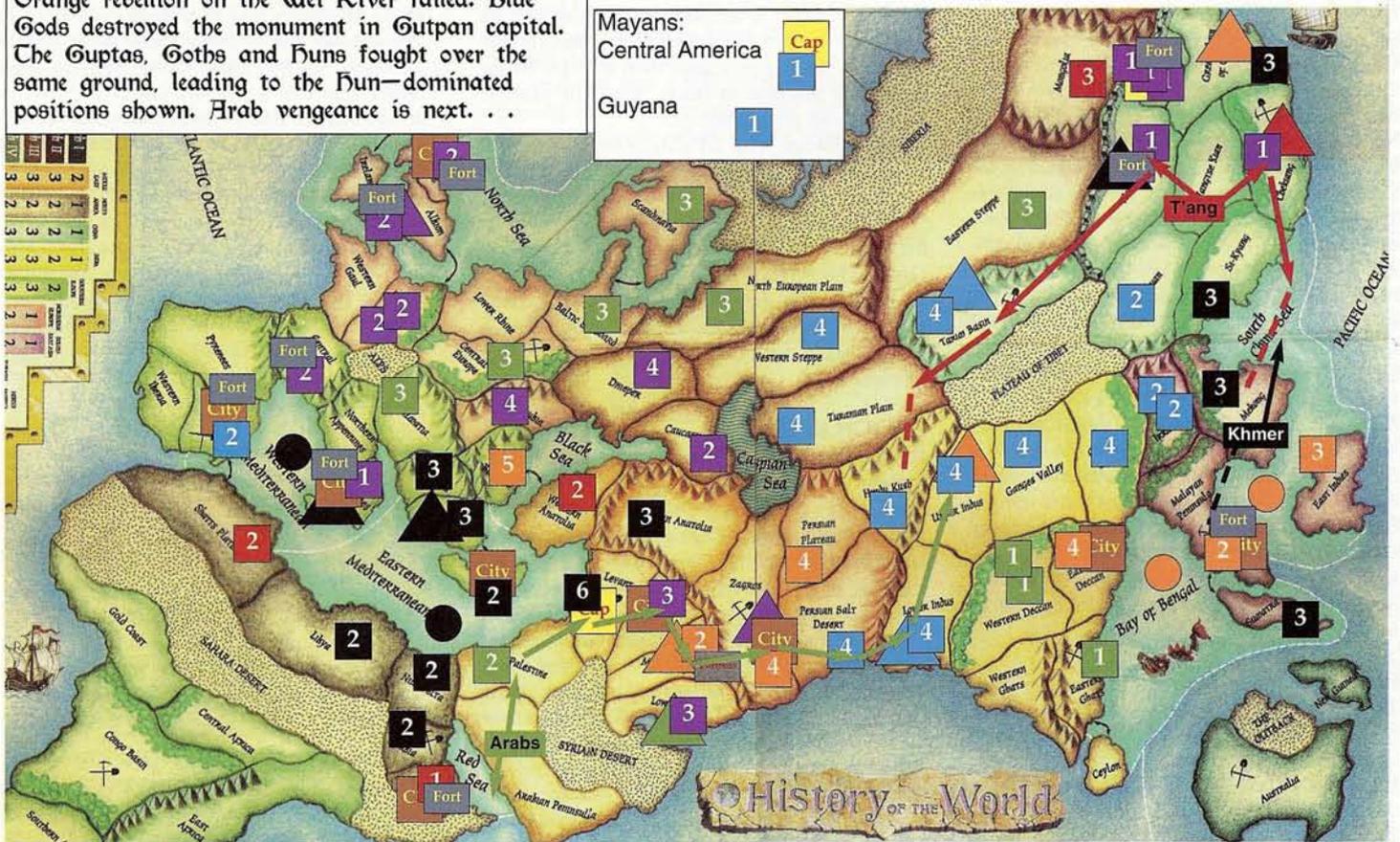
Good/Orange: Kingdom in Malay Peninsula (Black retreats to Ganges D.). *Rebellion* in Wei River. *Guptas*: E. Deccan (Blue has no retreat), Bay of Bengal, Ganges V., U.Indus, L.Indus, Persian Salt D., Zagros (Capital reduced), Persian Plat., Monument in E. Deccan. +32=97 VPs. *Ken gets his wish to go early, goes for doubling India, and drives into the Middle East. The Hittites in the Balkans are still scoring!*

Monnin/Purple: Kingdom in Highlands. *Goths*: Danubia, Dneiper, W.Steppe, Turanian P., Turanian P., Hindu Kush, U. Indus, L. Indus, Persian Plateau, C. Europe. +35=85 VPs. *Monnin goes to India to avoid the expected arrival of the Byzantine Empire. He wanted to go to Zagros to reclaim his monument but losses didn't allow it. It looks as though Purple will be the target next turn, although orange looks strong.*

Middle of Epoch IV:

Orange rebellion on the Wei River failed. Blue Gods destroyed the monument in Gutpan capital. The Guptas, Goths and Huns fought over the same ground, leading to the Hun-dominated positions shown. Arab vengeance is next. . .

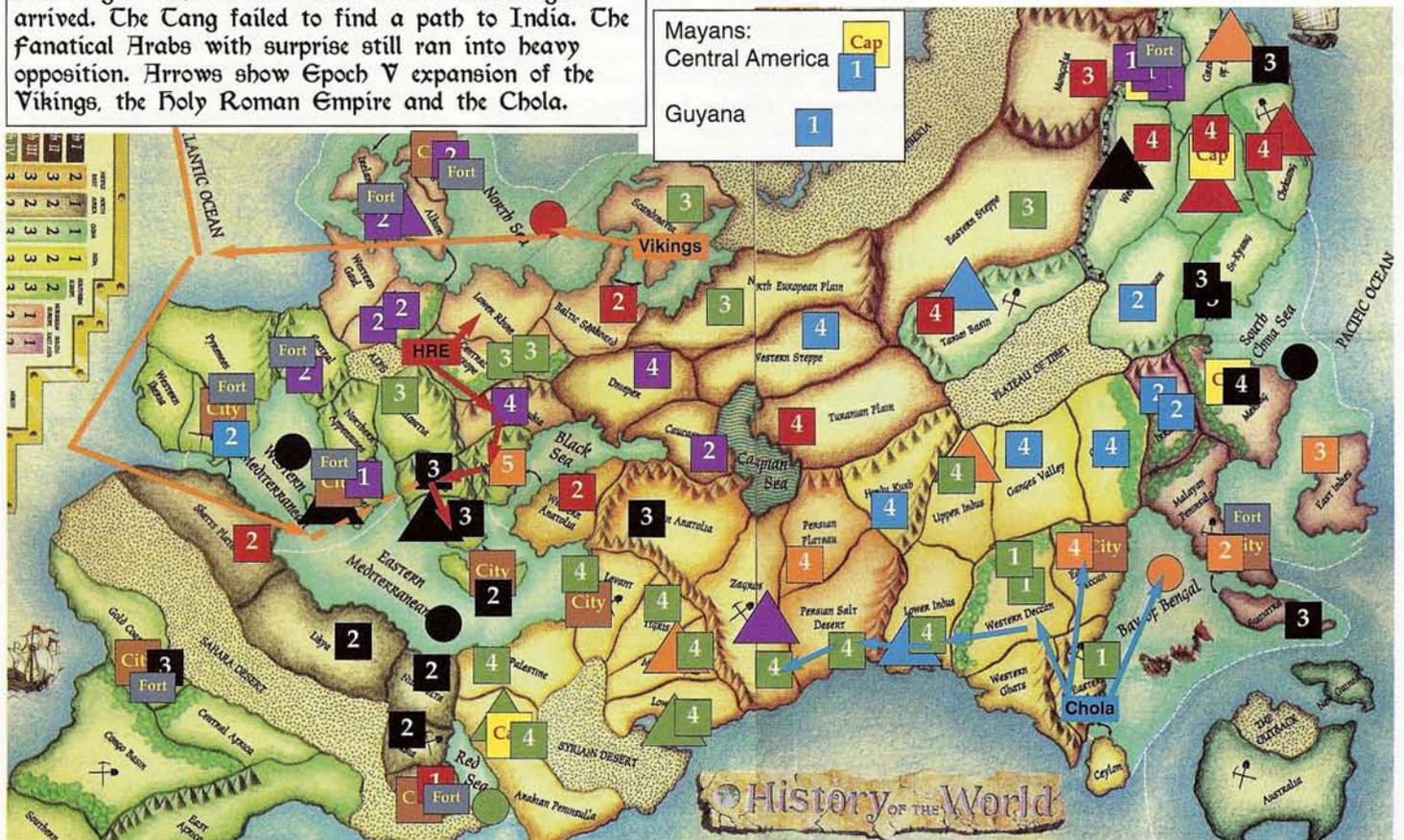
Mayans: Central America
Guyana



End of Epoch IV:

Red Anglo-Saxons and Black Gold Coast kingdom arrived. The Tang failed to find a path to India. The fanatical Arabs with surprise still ran into heavy opposition. Arrows show Epoch V expansion of the Vikings, the Holy Roman Empire and the Chola.

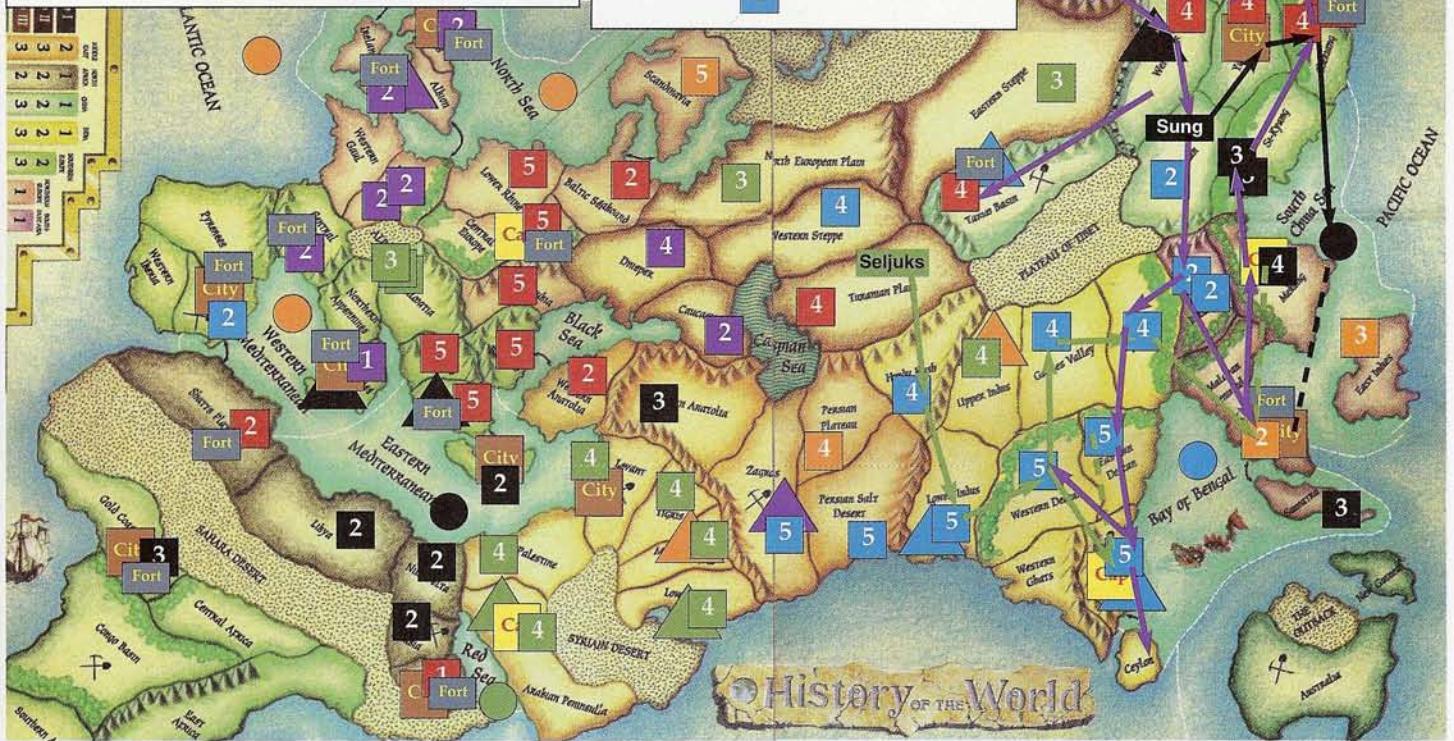
Mayans: Central America
Guyana



Middle of Epoch V:

Orange Gods inflicted disaster on Yangtse-Kian. Red fortified far and wide. Blue Creachery captured W.Deccan. The Sung, Seljuk Turks and Mongols finish up the Epoch.

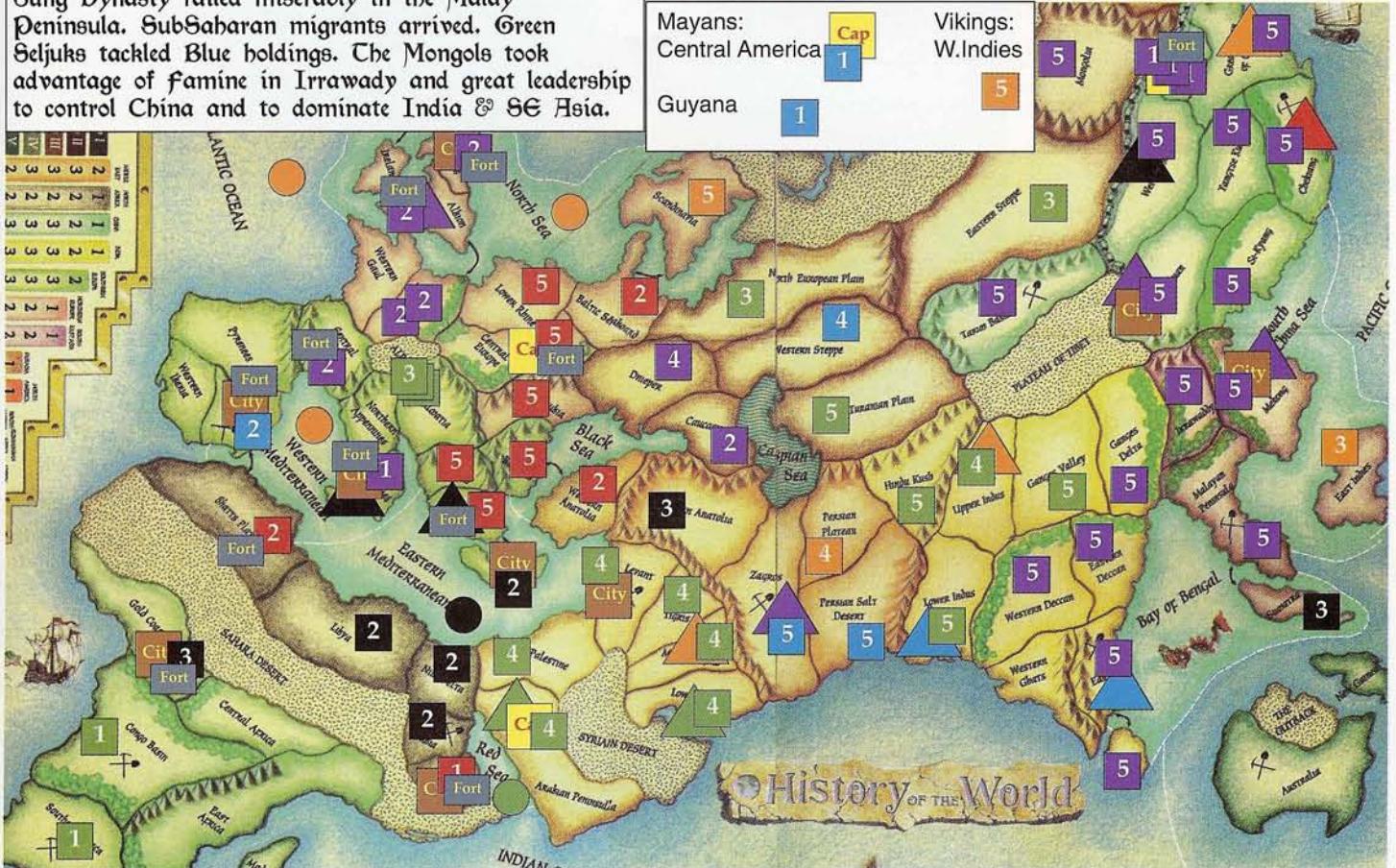
Mayans:	Central America	Cap	1	Vikings:	W.Indies	5
Guyana			1			



End of Epoch V:

Black Gods inflicted disaster on Tarim Basin, but the Sung Dynasty failed miserably in the Malay Peninsula. SubSaharan migrants arrived. Green Seljuks tackled Blue holdings. The Mongols took advantage of famine in Irrawady and great leadership to control China and to dominate India & SE Asia.

Mayans:	Central America	Cap	1	Vikings:	W.Indies	5
Guyana			1			



Stanley/Blue: *Disaster* in E.Deccan (Monument destroyed, Capital reduced). **Huns:** W.Steppe (Purple retreats to Turanian P.), Turanian P., Hindu Kush, Hindu Kush, U. Indus, L. Indus, L. Indus, Ganges V., Ganges D., Tarim B., Tarim B., Tarim B., Persian Salt D., Monument in Tarim B. +25=77 VPs. *Mike stumbles his way through India, but finds the Great Wall a tough barrier before breaking through to find a monument site.*

Byzantines are not in play.

Mullet/Red: **Anglo-Saxons:** Baltic Seaboard (Green retreats to C. Europe), N. Sea, Albion. **T'ang Dynasty:** Yangtse Kian, Wei R., Wei R., Tarim B., Tarim B., Chekiang, S. China Sea, Mekong, Turanian P., Turanian P., Hindu Kush. Monument in Yangtse Kian. +24=88 VPs. *Mullet gives up on the SE Asian path to India, only to meet with defeats in the Turanian Plain and Hindu Kush. "How can I win so much one turn and lose so much the next?"*

Reiff/Green: **Arabs:** Arabian Peninsula, Red Sea, **Fanaticism**, Palestine, Levant, Levant (Capital reduced), U. Tigris (City destroyed), **Surprise Attack** (voiding Fortress) in M. Tigris, M. Tigris, M. Tigris, L. Tigris, L. Tigris, Zagros, Zagros, Zagros (City destroyed), Persian Salt D., L. Indus, L. Indus, U. Indus, Monument in Arabian Pen. +29=73 VPs. *Reiff decides to use his military advantages to sweep through the monuments of the Middle East and then sack Blue territory in India (revenge against Mike Stanley for passing the Arabs to him).*

O'Donnell/Black: **Kingdom** in Gold Coast. **Khmers:** Mekong (Black retreats to Si-Kyang), S.China Sea, S.China Sea, Malay Pen., Malay Peninsula. +28=103 VPs. *Jason loses more than half of his force. "What else could I have done?" At least the remnants of the Roman Empire still score a good number of points.*

NEUTRAL COMMENTARY

Epoch IV is often a turning point. Players at this point can see the end and have a feel as to whether they are in the game or not. Bruce Reiff feels that the game is out of reach for him, given his high strength. He feels that the Arabs should have gone to Bruce Monnin to elevate his SPs (to hurt him going into the

endgame). Jason O'Donnell also feels the game is out of reach for him at this time. Both of these players are going to need lucky draws to get back into the game.

With the replay recording consuming game time, players were getting a little surly. Lunchtime allowed a quick poll, which finds that Bruce Monnin is considered to be in first place, with Ken Good and Jeff Mullet just behind him. With this game being conducted in one long session, the effects of fatigue, hopelessness and apathy may have an effect on the outcome.



EPOCH V DISTRIBUTION

Good/Orange (30 SPs/94 VPs) passes the Mongols to Monnin, to drive up Bruce's strength for the endgame.

Monnin/Purple (30 SPs/85 VPs) passes the Cholas to Stanley, because Mike is already in the area and to keep him out of the west.

Stanley/Blue (34 SPs/77 VPs) draws the Vikings and passes them to Ken Good.

Mullet/Red (37 SPs/88 VPs) keeps the Holy Romans, because it is not the Mongols or the Seljuk Turks.

Reiff/Green (38 SPs/72 VPs) passes the Sung Dynasty to Jason, hoping for an early moving empire.

O'Donnell/Black (44 SPs/103 VPs), the ghost of Julius still haunting him, draws last and passes the Seljuk Turks to Reiff (who had a 50-50 shot at the much better Franks—this just isn't his day).

EPOCH V PLAY

Franks are not in play.

Good/Orange: *Disaster* in Yangtse Kian (Monument destroyed, Capital reduced).

Vikings: Scandinavia (Green has no retreat), North Sea, Atlantic, W. Indies, W. Med. Sea, W. Med. Sea, Pindus, Pindus, Pindus. +18=112 VPs. *Ken's long boats reach Southern Europe, but fail in the effort to dominate it.*

Mullet/Red: **Empires Fortify** (Forts in Shatts Plateau, Chekiang and Tarim Basin). **Holy Roman Empire:** C. Europe (Greens retreat to Dalmatia), Danubia, Danubia, Danubia, Balkans, Balkans, Pindus, Pindus, Morea, L. Rhine, **Engineering** to build Forts in C. Europe and Morea. +30=118 VPs. *Jeff went for Southern Europe, but heavy losses prevented further expansion.* [Editor's Note: This is excellent timing of the fort-building event plays; the Crusade event at this juncture wouldn't hurt his key rivals and is best saved for use in Epoch VI.—SKT]

Stanley/Blue: **Chola:** E. Ghats (Green retreats to W. Deccan), Bay of Bengal, **Treachery** in W. Deccan, L. Indus, L.Indus, Persian Salt D., E. Deccan (City destroyed), Zagros, Monument in E. Ghats. +30=107 VPs. *Mike goes for the familiar, well-trodden monuments. "Monuments to our past dot the landscape."*

O'Donnell/Black: *Disaster* in Tarim B. (Monument and Fort destroyed). **Sung Dynasty:** Szechuan (Blue retreats to Irrawaddy), Yangtse-Kian (City destroyed), Chekiang, Chekiang, S.China Sea (doubles fleet), Malay Pen., Malay Pen., Malay Pen., Malay Pen. +27=130 VPs. *"I'm going for India and a Monument via Malay Peninsula." Jason's fixation with the Malaysian Peninsula brings him down.* [Editor's Note: O'Donnell has little choice for his final four armies. The Tarim Basin path to India would be defeated by a single loss. The Malay Peninsula has a triple benefit. It allows domination of SE Asia, provides access to India, and is a second resource site—thereby making it more profitable than retaking the Wei River monument. These riches are well defended, though by a Fort against a sea invasion. Jason could have swallowed his pride and sacked his own Khmer capital to improve his attack odds, but with four armies in his hand, the odds seemed to be in his favor already.—SKT]

Reiff/Green: **Sub-Saharan Migrants** in Congo Basin and S.Africa. **Seljuk Turks:** Turanian P. (Red retreats to Tarim B.), Hindu Kush, L.Indus, L.Indus, W.Deccan, E.Ghats (Capital reduced), Ganges V., Ganges D., Malay Pen. (City destroyed), Mekong, E.Deccan, E.Deccan. +30=102 VPs. *Bruce tries to punish Mike for his empire passing. "I'm going to try to punish Mike for ending my chances in the game, while also scoring some points." When China appears to be allusive, Bruce returns to finish the job in India, but his dice fail him.*

Monnin/Purple: **Famine** in Irrawaddy kills two of three Blue armies. **Mongols:** Mongolia (Red has no retreat), Leader, Wei R., Wei R., Szechuan (Capital reduced), Irrawaddy, Ganges D., Ganges D., E. Deccan (unsupported Blue fleet destroyed), E. Ghats, W. Deccan, Ceylon, Tarim B., Malay Pen., Mekong (Capital reduced), Si-Kyang, Chekiang (unsupported Black fleet destroyed), Great Plain, Yangtze-Kian, Yangtze-Kian, fails to reach Sea of Japan for final build, Monuments in Mekong and Szechuan. +42=127 VPs. *"I wish to attack Red, Blue and Black." Bruce controls China, dominates India, and builds two Monuments. His use of the Leader concedes the fact that he may not draw a bigger empire later in the game.*

NEUTRAL COMMENTARY

The score are very close at this time. However, scores can be very deceptive in this game. Low strength points and the early card draw position bring victory. Going into turn six, Orange draws first but is in a shaky position on the board. Stanley, on the other hand, draws second and looks good. The Roman curse still keeps O'Donnell drawing last—not a good place to be on the sixth turn. Bruce Reiff is very annoyed. He believes that the Vikings should not have been given to Ken Good. Also, Bruce Monnin's passing of the Cholas to Stanley improves Mike's chances tremendously.

End of Part 1

...to be continued in Volume 32, Number 3 ★

SCORE

at end of Epoch V

Place	Name	VP	Strength
1	Jason O'Donnell	130	53
2	Bruce Monnin	127	50
3	Jeff Mullet	118	47
4	Ken Good	112	39
5	Mike Stanley	107	42
6	Bruce Reiff	102	50

ZONE OF CONTROL will
return in Volume 32, Number 3

THIS IS **WAR** IN THE 21ST CENTURY.

IT'S **HELL**
ON THE **ENEMY.**

TacOps '98

SITUATION REPORT (SITREP)
1300 hrs.

- TacOps '98 is a new version of a highly praised game: "...a helluva lot of fun to play"—PC Gamer ... "Simply an outstanding piece of work"—Strategy Plus
- Windows 95 and MAC with Windows vs Mac capability
- Turn-based tactical strategy game
- Features real world military contour maps in sizes up to 40 km by 40 km for a total of 1600 square kilometers

Satellite reconnaissance has spotted a weakness in the enemy's right flank.

With clock-like precision you launch satellite guided missiles. Apache helicopters sweep in below enemy radar. A battalion of your state-of-the-art Abrams Battle Tanks move swiftly to overwhelm the enemy's already battered defenses. And behind them, your Bradley Fighting Vehicles deliver mobile infantry forces to mop up.

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been authorized for
training use by the armed
forces of:
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Canada
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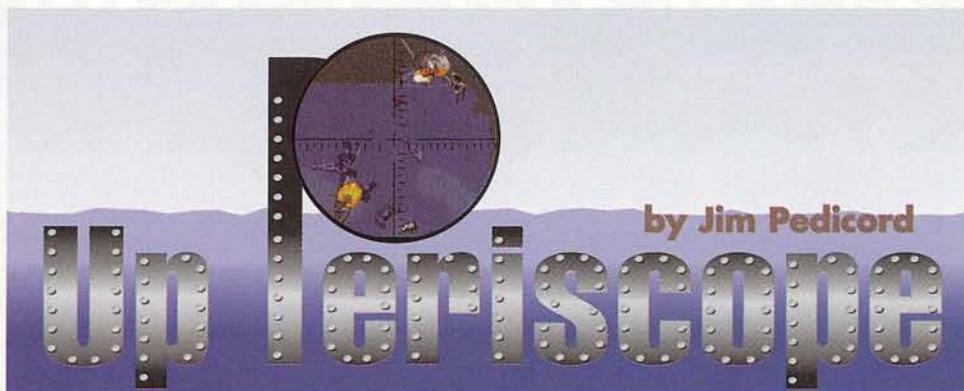
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WINDOWS
'95

MacOS



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With the success of *COMMAND AND CONQUER* and *WARCRAFT 2*, real-time strategy games have become a viable genre in the computer field. The next generation of such games are now filling store shelves. In this column, I turn the periscope on four of the better ones—two futuristic and two fantasy. Once thought of as an offshoot of arcade or action games, real-time strategy epics now appeal much more to the strategist. All of these games are playable at relaxed pace—no fast reflexes or rapid fire mouse clicks are needed. To round out this column I mention a turn-based strategy sequel that is a sure bet to appease any fan of armored units.

DARK REIGN from Activision is a futuristic strategy game complete with a couple of manageable

resources: water (used for barter) and Taelon (used for power). A good variety of units may be built during each mission. A typical tale of interstellar war, each side has a different group of units, applying different tactics, making this a very replayable game. Combat between The Imperium and Freedom Guard takes place on a distant planet.

Combat is quick, but has several levels of detail built into the interface. Unit routes may be plotted with full sets of way points and even given some basic commands (defend, patrol, etc.). An even more unique feature allows you to set intelligence levels for the units. Independence, for example, can be set so that a low value will cause a unit to mainly stick to its programming, while a high value will often let the unit make decisions to deviate from its planned move. Multi-player capability is a big plus (full support for direct play, modem and the Internet). A very well-designed scenario/

map editor is also included, allowing for plenty of new and original battles.

In a similar vein, *TOTAL ANNIHILATION* from Cavedog pits two ancient enemies, the Core and the Arm against each other in warfare taking place over the land, sea and air. Energy and metal are the two consumables used by each army. Proper acquisition or creation of both is a necessity. This game shines in the varying types of units, numbering well over a hundred (with more available on their web site). Units range from simple infantry robots, submarines and scout planes to massive tanks, battle-

ships and bombers. Missions are varied ranging from simple "search and destroy" to the capture of certain units or sites. With a wide variety of terrain ranging from ocean worlds to worlds of lava or metal, missions are unique and can be very intense with vast amounts of units destroyed in

great battles. Graphics and sound effects are top of the line, adding greatly to the overall effect of the game. Wreckage litters the battlefield and explosions can catch foliage on fire, turning sections of map into charred rubble and causing damage to units.

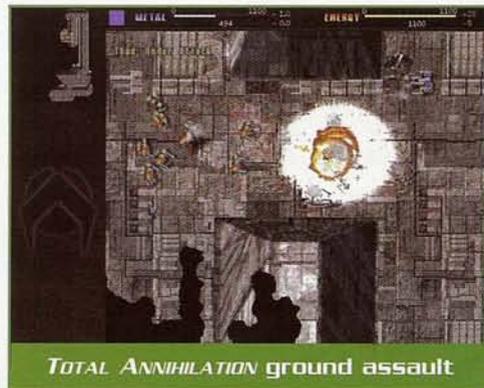
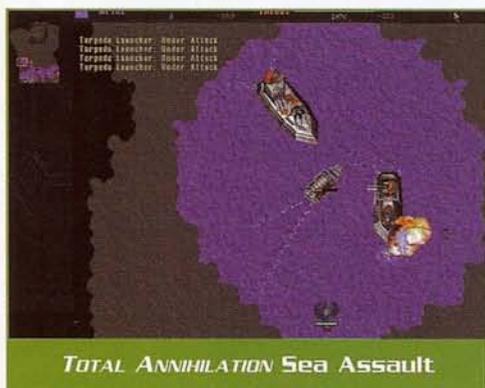
Control is a little more simplistic than *DARK REIGN*, but the strategy element is intensified by actual 3D terrain. Hills make great sites for radar towers and defensive weaponry, large cliffs can cut off the attack, and plateaus can make convenient staging areas. Proper planning and care in developing both construction facilities, offensive units and defensive positions makes strategy important and extremely varied. With two 25-five mission campaigns, one from each side, and fantastic multi-player capability over a network, modem or the Internet, this game will remain on your computer for quite a long time.

Switching to the fantasy realms, Bungie's *MYTH: THE FALLEN LORDS* takes

medieval fantasy battles to a new level. This tactical level game puts you in charge of a small army attempting to defeat evil hordes. Game play takes place in a partially overhead view with an adjustable "camera" allowing you to pan and see the battlefield around you. Unique to this style of game is the ability to customize your attack formation. From a Simple Box to Shallow Encirclement, you can send your army towards the enemy in the best formation for victory. If need arises, you can change this on the fly, even to retreat. With a wide variety of 3D terrain and various climatic effects, battles are always different. Strategy must change for weather conditions (wind alters arrow flight and snow extinguishes explosive charges).

Drawing from a Tolkienish story line *MYTH: THE FALLEN LORDS* has a wide variety of fantastic creatures to control or face. Dwarves lay explosives, archers are great for softening enemy lines from a distance, and Avatars have unique magical capabilities. The enemies are typical to the fantasy realm. Undead creatures, giant spiders and evil wizards oppose your troops and invade your towns. The solitaire campaign allows you to play a multitude of battles and missions in an epic story to defeat the evil Fallen Lords. A wide variety of multi-player games are also included, playable over Internet. Another unique feature is the ability to save all games in a video format, allowing you to go back and examine your strategies and formations from any camera angle.

Sierra is following the well-received medieval strategy games *LORD OF THE REALMS 1 & 2* with *LORDS OF MAGIC*, a strategy game with real-time combat and turn-based rounds used for resource management and movement. Elements of role-playing provide you with a starting character for which ability and religion determines class (Warrior, Thief or Mage). Resource management is accomplished by gathering followers due to your fame. Purchases are made with gold, crystals and ale. The base of operations is your capital, where you gather troops and can build





various units ranging from cavalry and knights to Storm Giants.

With resource management and movement in a turn-based system, you can ponder strategies and figure out where to go next. When enemy units are encountered, the game shifts to a tactical real-time battlefield where units may be assigned to move and attack various opponents. Combat is relatively simple and fast, but strategies abound especially when using magic. The overall goal is to explore the world, gather artifacts and resources, and beat back the other religions with the ultimate goal of beating Death itself. Multi-player options are included (over modem or the Internet) with each player taking a religion.

Turning back to the modern world, SSI has released *STEEL PANTHERS 3*, a turn-based wargame which expands upon the role of tanks as seen in the first two products. Play can take place over almost the entire gamut of tank history from 1939 until 1999. The scale has also been changed with platoon-sized units now covering the battlefield instead of individual tanks. With a larger scale, much more effort goes into command and control with options such as air and artillery strikes taking a major role in the game. The interface is similar to the previous incarnations, but new features and units are in abundance. Combat is simple, taking place over a turn with the normal movement, spotting, combat, air support, direct and indirect fire all playing their parts.

Covering a 60-year time frame, the game provides a huge assortment of equipment from 40 different countries. Six highly-different campaigns are included, ranging from the classic North African and Russian campaigns in World War II to Vietnam and World War III. In a campaign, units may be purchased and repaired between battles. The battle generator can also set up completely random scenarios. A full function scenario editor can create your own battles based on history or theory.

Over 40 stand-alone scenarios and full email capabilities are included, allowing hours upon hours of glorious battle.



SONAR BLIPS: Talonsoft has released the first game in its new Campaign Series—*EAST FRONT*, a platoon-level wargame taking place in the USSR during World War II. With the option of either 3D unit graphics or standard wargame “counters,” this game sports an easy to use interface, individual battles and a complete campaign playable from either side. Sir-Tech has released their quirky game, *VIRUS*, where you attempt to fight off a virus invading your computer. A highly different and extremely unusual game, it is a definite change of pace. ★

COMING ATTRACTIONS

GALAXY: THE ARENA

The warm reception for *TITAN: THE ARENA* (*TTA*) dictated a sequel almost before the curtains closed on its debut at last year’s AvalonCon. I was not surprised when orders came down to prepare another game with a change of venue from fantasy to science fiction. Being a trekkie of long standing, this was a welcome assignment, but I was determined to do more than just change the theme and the art.

Although the megabucks required by Paramount ruled out a *Star Trek* license, I nonetheless continued with a design that changed the theme from wagering on gladiatorial games to an intergalactic war of the worlds. The fantasy gladiators became humanoid races protecting their home worlds with a fleet of ships varying in power from zero to ten. Instantly, the game took on more color for me, as I could visualize the difference between a one-point drone and a ten-point dreadnought much more clearly than a Titan’s kick or full nelson.

With the strength cards thus transformed into warship classes, it was a small leap of

faith to give each ship type its own unique power to wield in the game in addition to its numerical strength. The zero “death blows” of *TTA* become doomsday devices invulnerable to attack. One-point cards become reconnaissance drones affording peeks into opposing hands, (twos become shuttles, threes transports, fours assault craft, fives raiders, and six through ten become increasingly powerful warships capable of combat).

TTA’s spectators are replaced by wild card allies who activate a world’s special power instead of nullifying it. This change, coupled with the powers of individual ship cards, yields a much more chaotic game with more player interaction and increased checks and balances for every conceivable strategy.

Although the mechanics of play are similar, there are many subtle changes—and the overall effect is a streamlined sequence of play which is actually simpler than *TTA* in many respects. The permanent wagers of *TTA* have been replaced by “bases” whose value now fluctuate with the changing fortunes of war as they suffer attacks and invasions while awaiting reinforcements from their home worlds. Saving your big ships for the final rounds? If so, enemy raids may reduce your bases to smoking ruins, even if your world does survive (raids allow you to reduce an opponent’s holdings on your

world without harming the world itself).

TTA’s secret bet evolved into a secret base with an enhanced value because visible bets/bases now fluctuate in value and because the garrison card with which you declare your secret base is returned to your hand when you reveal it.

There is no discard phase. The only way to rid your hand of dead cards is to play them one at a time as your sole play of the turn. This is not as debilitating as you might think, however, since hand size varies in *GALAXY* and holding dead cards, therefore, does not sacrifice as many options as it does in *TTA*. Players draw only one card per turn rather than filling their hand. That simple change alters the dynamics of the world powers drastically. For example, the dreaded Hydra’s power, which allows play of a second card, becomes much less powerful as Earth’s power in *GALAXY*. Every time it is used, that player is playing two cards but can draw only one to replace them. Conversely, the Titan’s power is enhanced in *GALAXY*, because he increases his hand size and decreases his victim’s every time he takes an opponent’s card.

Player interaction is further enhanced in each round because the object is now more than mere survival. Not only is one world eliminated after every round, but one player with the strongest defense will receive a

bonus in the form of increased value for a base. Now the blurred alliances of hidden agendas are further obscured by the greedy maneuvering not only to avoid destruction, but to reap a bonus as well after every round.

One playtester describes *GALAXY* as *TTA* on steroids. It is an apt description. If you liked *TTA*, I suspect you'll love *GALAXY*. Despite the increased player interaction and chaotic feel, it is actually simpler in some respects and still plays in about an hour.

—Don Greenwood

ATTACK OF THE GIANT MONSTERS

F'rothomir, Lord of the Glaciers, was furious. His feet, each the size of a battleship, strode through the rubble and debris that was once Chicago. He could see a lone army chopper in the distance, hovering like a mosquito debating whether or not to bite. He didn't care. F'rothomir had swatted down dozens of those choppers, not to mention all the tanks.

When he came to the ruins of the Sears Tower, his eyes narrowed angrily. Tomanagi the Sea Monster had beaten him to Chicago and destroyed everything! Now there was no Sears Tower to climb! No suburbs to smash! F'rothomir vowed to make Tomanagi pay...with his life!

Roaring a challenge that could be heard for a thousand miles, F'rothomir began his trek to Mt. St. Helens, where he was sure Tomanagi would meet him for one final battle.

The Avalon Hill Game Company will soon unleash *ATTACK OF THE GIANT MONSTERS*. Paying homage to classic monster movies such as "King Kong" and "Godzilla," this game puts players in charge of defending—and destroying—America.

Up to four players may play, taking charge of one of the US armed services: Army, Navy, Air Force and Marines. Deploying their units across the map, the military waits for the inevitable attack of the colossal beasts, which can appear almost anywhere. The military is well-funded and can absorb heavy losses from the monsters. However, as the monsters trample military bases, the armed services' ability to defend the United States dwindles.

Backing up the military are hundreds of scientists and researchers working on ways to defeat the monsters. The services can research experimental weapons such as molecular cannons, antimatter and fusion cells (to name just a few) in an effort to protect the country. If extremely successful, a service may be able to capture a monster and ship it to Hollywood for a starring role in the next major motion picture.

The same players also each control one of six giant monsters. Each monster has unique abilities and attributes. Some monsters are powerful in only certain areas of the country. Others are berserk attackers, or can take tremendous amounts of damage. All monsters share one trait in common—they get bigger and stronger with every city they eat. Small cities like Omaha might only boost a monster's strength a little, while every giant beast craves the mother of all US cities—New York.

The monsters have a variety of competing goals and methods for increasing their strength. They are inexplicably drawn to nuclear radiation sites scattered across the country. Even the monsters are curious about what lies behind the doors of Area 51. As the game continues, monsters mutate and change. The slow, plodding mountain monster might just grow wings and terrorize the skies. Each monster also has a personal travel itinerary, such as hanging on the arms of the Statue of Liberty in New York.

As every fan of monster movies knows, there can be only one star of the show. As America crumbles under the footsteps of these creatures, the bravest monster will roar out a challenge to his foes. In an epic battle, one monster will claim victory and win the game.

Look for the *ATTACK OF THE GIANT MONSTERS* to rock the nation in early summer. It will be the biggest event since creation.

—J.C. Connors

FOR THE PEOPLE

FOR THE PEOPLE (FRP) uses the *WE THE PEOPLE (WTP)* mechanic. Broadly, the game engine is the interaction of strategy cards that enable the forces to move and other supporting game functions to evolve. In *WTP*, a strategy card allowed the player to place or remove political control (PC) markers, move forces, or bring in new forces. The PC markers represented the changing political views of the populace and the underlying guerrilla warfare that took place between Patriot and Tory forces.

FRP uses this game engine in a modified form to reflect the different character of the American Civil War. Here, the key variable is strategic will (SW). Strategic will is the ability of a side (Union or Confederate) to continue to prosecute the war. It is the comparison and changes of the two societies' strategic will that writes the history of a game. For example, historically Lincoln almost lost the 1864 presidential election to candidate McClellan (running on a democratic peace platform—a card in the game). It was the fall of Atlanta to General Sherman that turned around the election and

probably saved the Union. In the game, this translates into a rule that the Confederacy wins an automatic victory if the Union's SW is below 50 points at the conclusion of the Fall 1864 turn. In a recent playtest, the Union SW stood at 48 points with just two unplayed cards remaining in the Fall 1864 turn. With the last card, Sherman took and burned Atlanta for five SW points. The Union went on to win the campaign game. It is anecdotes like these that get me excited about one of my designs.

In comparison, the political events portrayed in *WTP* generally added and removed PC markers, whereas in *FRP* these events affect SW, such as the impact of Confederate commerce raiders. One key factor that affects SW is the control of states. Here, PC markers fulfill the same role as they did in *WTP*. PC markers denote the areas that have been militarily pacified and the lines of communication that support the invading forces. When enough areas of a State (usually Southern) have been pacified, the State becomes Union-controlled, making it easier to move (without generals) and reducing Southern SW (Confederate presence in Northern States reduces Union SW). The guerrilla war and *Go* mechanics from *WTP* are not appropriate in this conflict and were removed.

The military campaigns are reflected through the movements of strength points led by the key 50 generals (Lee, Grant, Sherman, Jackson, etc.) who held high-level independent commands during the war. Generals are rated for strategy and battle, as in *WTP*, whereby the use of a strategy card as an operations card (OC) enables the player to move a general whose rating is less than or equal to the OC value. Consequently, Lee and Grant are ones, while Butler is a three. One key addition is that each general also has a political value. A player must pay a general's political value in SW points if he wants to remove him from command of an army. Here you get to feel the anguish that Lincoln felt when he wanted to remove Banks from command (political value of ten). There are some strategy cards that portray crises or events that enable the player to replace these political generals at reduced or no SW cost (for example, the great Sioux uprising).

Battle is handled through a more traditional combat results table (no battle cards), which more accurately reflects the character of Civil War combat. The battle system is based on extensive operations research which breaks many of the inaccurate perceptions held within the hobby. Battles involve a variety of die-roll modifiers (that bring in the capability of the generals, intelligence, naval support, forts, etc.) to affect the outcome.

The last major component of the design is the interaction between the naval game, strategic will and the building of new forces. The Union has a fairly consistent reinforcement schedule, modified by various events (such as New York draft riots) and the capture of Washington. The Confederate reinforcement schedule and SW losses are tied to the naval blockade, amphibious operations (capture of key ports) and Union control of States. The level of the naval blockade and amphibious operations is worked through the play of event cards and continually challenges the Union player to trade off long-term benefits against short-term military operations.

The game has a 13-turn campaign game, plus four, yearly, three-turn scenarios (1861, 1862, 1863 and 1864). The campaign game takes approximately five hours to complete, while the yearly scenarios take about an hour to complete. One additional feature is that each scenario can be continued and then concluded at the end of any later yearly scenario. Hence, you can start the 1861 scenario, which actually takes about 30 minutes to complete, decide you want to continue playing, and play to the end of the 1863 scenario using those victory conditions. It is my hope that *FRP* both

meets the playability standards that people have enjoyed from the *WTP* system and the historical standards people have for a game with a more significant portrayal of the military conflict.

—Mark Herman

TAC OPS '98

It's almost zero hour and you have planned well. Real-time imaging satellites have glimpsed the enemy and have shown you a weakness in their right flank. Suddenly, the night sky is filled with glowing contrails from MLRS rockets winging to their targets with electronic precision. To your left, dark green Apache helicopters are swooping up a wooded river valley below enemy radar to deliver their payload of death and destruction. Before you, a battalion of Abrams Battle Tanks move off their start line at 40 mph and immediately begin to acquire and fire upon enemy targets. Behind the tanks, mobile infantry in their Bradley fighting vehicles follow to mop up the cut-off and confused enemy. Within 15 minutes, another town has been liberated. Welcome to warfare in the 21st Century—it is hell for the enemy.

The Avalon Hill Game Company's upcoming *TacOps '98* computer game is a major new version of the game that *PC*

Gamer called, "...a helluva lot of fun to play..." and about which *Strategy Plus* said, "*TacOps* is simply an outstanding piece of work; it's a polished product." The Marine Corps has even gone as far as mandating that the game can be used for training its officers in operational warfare. In addition, *TacOps* has been authorized for training by the armies of Canada and New Zealand. A game that has received this much attention must be good, but now Marine Corps Major (Ret.) I. L. Holdridge and Avalon Hill have taken the game the next step with *TacOps '98*.

TacOps '98 keeps all of the features of the original in a completely rewritten game engine which now includes a command post exercise (CPX) mode where two persons may play against each other with a third person as referee. A more realistic map offers unlimited terrain elevations. This permits real world military contour maps to be used as the background art for *TacOps '98* battle maps—in sizes up to 40 km by 40 km, a total of 1600 square kilometers.

TacOps '98 will be available for IBM and Mac CD-ROM (with Mac vs. PC capability) and will ship in the spring of 1998.

—Bill Levay



No doubt due to the WW II subject matter, volume 31, number 6 scored an overall rating of 3.8, second best for the volume. Alan Applebaum's *BREAKOUT: NORMANDY* article not only was rated as the best article, but spurred many a reader to pull out the game for play.

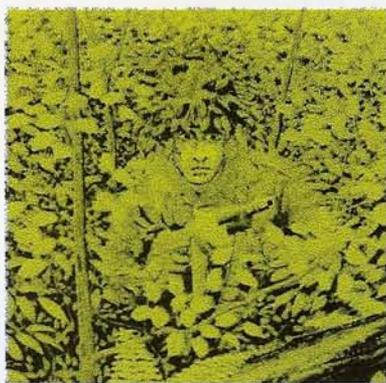
Beach by Beach	206
KGP 7 The Bridge at Cheneux	200
History of the World with Personality	127
Panzer Leader Situation 31-6	91
Adding the Operational Dimension	91
ZOC	88
The Gaming of History	85
Stuck in the Turanian Plain Again	73
Death in the Afternoon	48
ASL Scenarios	48
Exploding on the Screen	30
Whispers	18
Scoring Princess Ryan	18

The games recently played by the most respondents were *ADVANCED SQUAD LEADER*, *HISTORY OF THE WORLD*, *UP FRONT*, *AFRIKA KORPS*, *BREAKOUT: NORMANDY*, *HANNIBAL: ROME VS. CARTHAGE* and *SETTLERS OF CATAN*. Russell McKinney (Bryon, IL) is the winner of the feedback drawing and wins a one-year subscription extension.



Supplies are running low for a number of games which have been summarily dropped from our current price list. You may yet be able to get a copy directly from us, but act quickly. These are

The Infiltrator's Report



being discontinued: *CANDIDATE*, *LUFT-WAFFE*, *STOCK MARKET*, *STOCKS & BONDS*, *SUPERSTAR BASEBALL* and *THUNDER AT CASSINO*.



Contest #183 ("Hot Zone") was one of our more popular contests in recent memory (I'm glad to see its success wasn't tied to movie critic choices). Several contestants noted that indeed maximization of Arachnid point advantage is not the same as maximization of Arachnid

chances of winning (lesson: read the contest wording carefully). Some errant entries went awry by overlooking the line-of-sight rules which prevent four of the five heavy weapons from firing upon the Terran MI. If a hex is over half filled with rough terrain the entire hex is considered a LOS blockage (such as C8, but not B13). Many of you who caught this aspect made the mistake of trying to move the warrior into E8 (not allowed, as the warrior doesn't have three MPs to enter). Only two contestants ordered the 5-1 attack on the retrieval boat alone. Congratulations to Ken Whitesell (N. Linthicum, MD) and Kevin Reid (Bligh Park, New South Wales, Australia).



Contest #184 ("Sound Advice") asked contestants to identify the games associated with advice quotes from past issues of *The GENERAL*. We found this advice so exceptional, that we only tried to hoodwink you once (number seven was made up with language from *ASL* and *REPUBLIC OF ROME*). The other quotes refer to the following games:

1. History of the World (29#1, p. 24)
2. Turning Point: Stalingrad (27#1, p. 50)
3. Blackbeard (27#6, p. 17)
4. We The People (29#2, p. 7)
5. Hitler's War (26#2, p. 45)
6. Merchant of Venus (26#1, p. 45)
7. Civil War (26#6, p. 45)
8. Empire in Arms (27#2, p. 36)
9. Battle of the Bulge '91 (27#5, p. 1).

WHISPERS . . .

. . . GMT was due to release their *SPQR GUIDE* in February and expects end of winter releases for *SARATOGA*, *INVASION: SICILY* and *CAESAR IN GAUL*. The latter, by Richard Berg, will feature six battles (including one full-scale naval battle). His Alesia module design is being targeted for completion by summer 1999 . . . Columbia Games plans to publish *VICTORY* (look for a name change if GMT has beat them to this one), a block game with geomorphic maps, WW II technologies, ships and aircraft, all combined in a fictional Red versus Blue format a la *BLITZKRIEG* . . . Ray Freeman has begun playtesting on his second game, *HEARTS AND MINDS*, a low complexity game on 1965-70 Vietnam . . . Simulaciones Tacticas expects to release their third in the series of *Battles of the Peninsular War*, *VITORIA*, in 1998 . . . The release of Game Research/Design's *MARCH TO VICTORY* was pushed back to late February 1998 due to problems with the counter proofs. They expect that their *TOTAL WAR* will have the same map coverage and time frame as *FIRE IN THE EAST*. . . Clash of Arms reprinted and released in January *MISSISSIPPI FORTRESS*, about the Vicksburg campaign. They also expect to release both *LUTZEN 1813* and *LA BATAILLE DE LA MOSCOWA* in 1998 (one early and one late in the year). They have *THE COSSACKS ARE COMING* in development, aimed at mating with *HOME BEFORE THE LEAVES FALL*, both on WW I. They also expect 1998 releases for *SEA DRAGONS*, *CANVAS FALCONS*, *FEAR GOD & DREAD NAUGHT*, *INFERNAL MACHINES*, *CHARIOT LORDS* and *SUMMER STORM* in addition to titles mentioned in previous columns . . . May-

fair is working on a railroad game set in India...Moments in History shipped in January *WHITE ENSIGN/RISING SUN* and *IRON BOTTOM SOUND II*. They plan a March release for *TURNING THE TABLES* (on the Kharkov 1942 offensive). Their Kiev 1943 game will be called *TRIUMPHANT RETURN* . . . Azure Wish and Moments in History will combine talents to produce *RISORGIMENTO 1859* . . . Avalanche Press is playtesting *TIGER OF MALAYA* (uses *CANNIBAL* system) and *LAST STOP BEFORE CAIRO: 1942* (new system) . . . Reaper Miniatures will release the game, *APOCALYPSE* in May, with figures to support it . . . Holistic Design hopes to release this summer *NOBLE ARMADA*, a starship miniatures game of broadsides and boarding actions . . . Games Workshop plans a February release of *DIGGANOB*, a boxed supplement to *GORKAMORKA* . . . Last Unicorn Games signed a multi-year deal with Paramount Pictures in January (and moved to Los Angeles) to produce RPGs, accessories, miniatures and LARP books based on all of the *Star Trek* series . . . West End Games has worked a deal with MGM on a license to produce an RPG based on the *Stargate SG-1* TV series, with the primary author to be John Tynes of Pagan Publishing, and products to be released starting in September . . . FASA's third edition of *SHADOW RUN* is expected in August . . .

. . . **In computer strategy gaming news** . . . Interactive Magic expects to release two computer strategy games this spring, *SEMPER FI* and *THE GREAT BATTLES OF CAESAR*. The first places the player in the role of Marine battalion commander in 15 scenarios or three campaigns. The second continues the successful joint venture with GMT Games . . . SSI plans for a spring release of *SOLDIERS AT WAR*, a turn-based,

15-scenario game in which each soldier has action points to expend on moving and firing. Their multiplayer/campaign disk for *STEEL PANTHERS III* is expected in the summer, as are two simulators. . . Talonsoft's *Campaign* series will apply the same 19th century era gaming engine to the entire American Civil war (early 1999 release) and the Napoleonic war (third quarter 1999). They plan a strategic-level air war game on the Battle of Britain for Fall 1998 release. . . —SKT



Use only short, controlled bursts. Hit the weak spots and move out.

This column is dedicated to voicing gamer concerns about how the computer wargame genre can improve. I wish to generate short, constructive criticism from this magazine's readers intended to help advance the computer game design process. Readers, mail me your comments (better yet, email them to AHGeneral@aol.com). —SKT

My biggest problem with computer games is the limited life span. A computer game can be considered obsolete within a year, making the time used to get competent at it pretty much a waste. Compare that with a popular boardgame such as *AFRIKA KORPS*, for which I can get a PBM/PBEM match pretty much at will. Despite improvements through internet play, technology still makes computer games obsolete rather quickly.

—Forrest Speck, Baltimore, MD

A note to those subjected to fire: take solace that you hold ground worthy of a fight.

CONVENTION CALENDAR

Please submit announcements at least six months in advance of the event to ensure timely publication. Feel free to email information to ahgeneral.com

GameFest '98

May 1-3, 1998, Timonium, MD

The Games Club of Maryland will host their first annual convention, with a strong focus on Avalon Hill boardgames. Write Gamefest, 9 Augusta Wood Court, Reisterstown, MD 21136 or email gamesofmd@aol.com or visit www.rtgames.com/gamefest.

Montreal ASL Festival

May 2-3, 1998, Montreal, Quebec

Held at the Downtown Days Inn (1-800-567-0880), this con is limited to 28 players and features 4-5 rounds with choice of three scenarios/round. Point scoring like at ASL Open. Prizes to top two players. Registration is \$15. Write Michael Rodgers, 5187 Beamish, Pierrefonds, Quebec, Canada H8Z 3G4 or phone 514-620-5757 or email MichaelRodgers@compuserve.com.

East Coast Game Faire

May 8-10, 1998, East Rutherford, NJ

Held at the Sheraton Meadowlands Hotel and sponsored by Andon Unlimited, this convention offers weekend or day badges. Contact Andon at 1-800-529-3976 or andon@aol.com or visit www.andonunlimited.com.

Spring Training

May 15-16, 1998, Steubenville, OH

Held on campus at Franciscan University and sponsored by the Pier Giorgio Gaming Society, this tournament features swiss style continuous gaming of both *HANNIBAL* and *SUCCESSORS*, plus free gaming. Registration is \$20. Prizes for top three in each event. Write Michael Welker, Dept. of Business Administration, Franciscan University, Steubenville, OH 43952 or call 740-283-6496 or email mwelker@franuniv.edu.

Three Rivers Game Fest

May 22-25, 1998, Pittsburgh, PA

Held at the Green Tree Marriott Hotel and sponsored by Andon Unlimited, this convention offers weekend or day badges. Contact Andon at 1-800-529-3976 or andon@aol.com or visit www.andonunlimited.com.

Tachy9Con

June 5-7, 1998, Orlando, FL

The FUN Florida Science-Fiction Convention will be held at the Adam's Mark Hotel at Florida Mall (800-444-ADAM) features guest authors, 24-hr. programming and gaming, panels, auction, dealers, workshops, contests and more. Registration is \$20 before April 1st; \$25 afterwards. Visit <http://www.ao.net/~tachycon> or write tachycon@ao.net or P.O. Box 3382, Winter Park, FL 32790-3382 or call 407-628-1454.

Origins '98

July 2-5, 1998, Columbus, OH

Held at the Columbus Convention Center and the Hyatt and sponsored by Andon Unlimited, this national convention will offer a greatly expanded number of Avalon Hill tournaments compared to last year, all of which will be counted in the competition for the coveted Iron Man plaque. Contact Andon at 1-800-529-3976 or andon@aol.com or visit www.andonunlimited.com.

AvalonCon '98

July 29-August 2, 1998, Baltimore, MD

Sponsored by Avalon Hill and held at the Hunt Valley Marriott in the suburbs of Baltimore, this convention features the National Boardgaming Championships for Avalon Hill's games. Write Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 or call 410-254-9200 x103 or email don@avalonhill.com or visit www.avalonhill.com.

ASL Wild West Fest IV

August 21-23, 1998, Denver, CO

Held at the Holiday Inn Denver Southeast, this open-format tournament features several mini-tournaments. All skill levels are welcome. Pre-registration is \$15. Write Tim Wilson, 353 Cascade, Lander, WY 82520 or call 307-332-9266 or email twilson@wyoming.com.

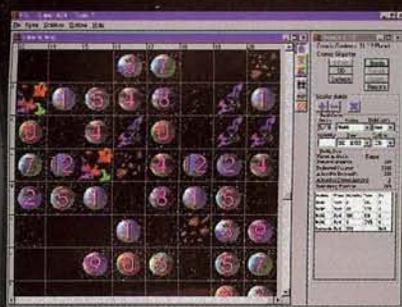
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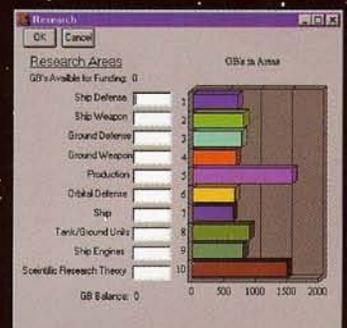
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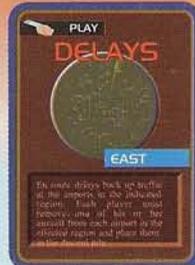
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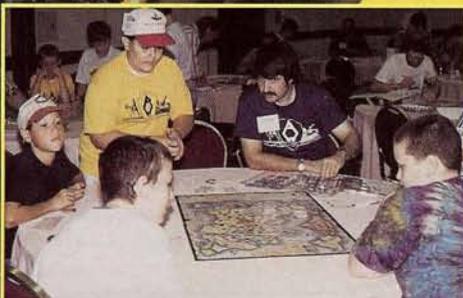


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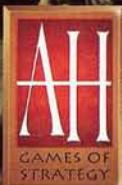
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CONTEST #185—Much Ado About '98

This being the centennial of American acquisition of an overseas empire, I've been seeing a lot of news about the sinking of the *Maine* lately. Let's test your knowledge of the centennials of '98. Each of the following facts relates to a year ending in '98. Identify the century and provide the name of an Avalon Hill game dealing with some aspect of the item. The final items require you to name an event to fit the year and the game.

	<u>Century</u>	<u>Game</u>
Timur conquers Delhi	_____	_____
Borgia, Sforza and Louis XII tussle over Milan	_____	_____
Orinoco River discovered by a European explorer	_____	_____
Marius in exile in Asia Minor after sixth consulship	_____	_____
Anti-foreign, Boxers organization formed in China	_____	_____
Magnus of Norway seizes Orkneys and Hebrides	_____	_____
Nelson victorious at Abukir Bay	_____	_____

	<u>Century</u>	<u>Game</u>
Sparta, at its peak, at peace with restored democracy in Athens	_____	_____
Ieyasu Tokugawa restores shogunate	_____	_____
Ascension of Trajan, emperor at largest extent of Rome	_____	_____
_____	3rd C., BC	SUCCESSORS
Play: _____	16th C.	SHAKESPEARE

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Send entries via email to ahgeneral@aol.com or mail to:

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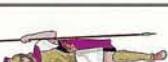
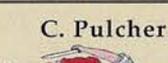
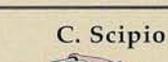
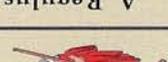
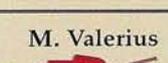
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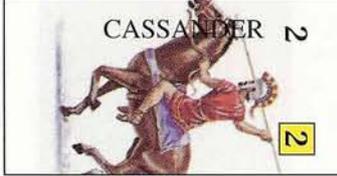
TO PLAYER WHO WAS DEALT ANTIGONUS:
Arrives in reinforcement phase during turn 3



CASSANDER

Son of Antipater

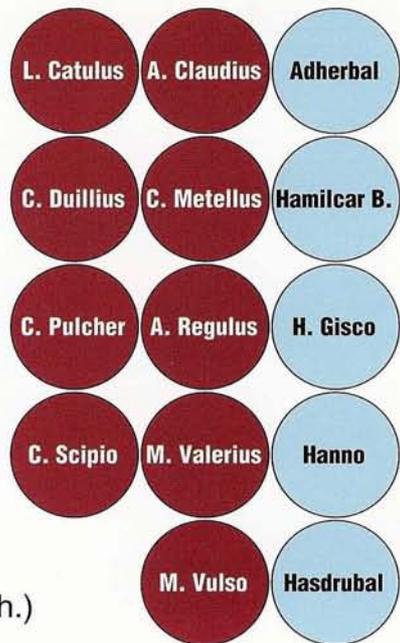
TO PLAYER WHO WAS DEALT ANTIPATER:
Replaces Antipater upon his death or during the reinforcement phase of turn 3, whichever occurs first.


 2
2

M. Vulso

M. Vulso

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Drought (and adjacent provinces)
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Political Marriage Nicea
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ABANDON SHIP!



ASL SCENARIO G44

Scenario Design: Jeff Cebula



WARDIN, BELGIUM, 19 December 1944: In an effort to determine the strength and location of the Germans before Bastogne, Company I of the 501st Parachute Infantry Regiment, commanded by Captain Claude D. Wallace, was ordered into the town of Wardin. Belgian civilians had reported the existence there of an enemy roadblock, manned by a small German force. True enough, upon reaching the village, the roadblock was found astride the Wardin-Bastogne road. A short firefight ensued, routing the outnumbered defenders. The paratroopers took possession of the dreary Belgian houses and organized a defense. Not long afterwards, the sounds of approaching tank engines grew louder and louder—signaling the arrival of the Panzer Lehr Division.

BOARD CONFIGURATION:



BALANCE:

- ☆ Replace the Pz VG in the German OB with another Pz IVJ.
- ⚡ In the Victory Conditions replace “≥ 2” with “≥ 4.”

VICTORY CONDITIONS: The Americans win at game end by amassing ≥ 2 more Victory Points than the Germans. Victory Points are awarded as follows: the U.S. receives VPs for each unit exited off the west edge (each unit is worth normal Exit VP) and 4 VPs for Control of hex J7 at game end. The German receives 3 VPs for each mobile AFV with functioning MA, and 2 VPs for each Good Order squad-equivalent, west of the line defined by hexes H0, H1, and the gully running from H2-H5-A9.

☆ AMERICAN Sets Up First [158]	⚡	1	2	⚡	3	4	5	6	7	END
⚡ GERMAN Moves First [102]										



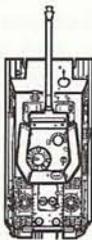
Elements of Company I, 3rd Battalion, 501st Parachute Infantry Regiment [ELR: 5] set up on/between hexrows U and Z (see SSR 2): {SAN: 4}



10	3		2		2	2	2		3	



Elements of Panzergrenadier Lehr Regiment 902 [ELR: 3] enter on Turn 1 along the east edge: {SAN: 2}



6	6					2	4			

Enter on Turn 3 along the east edge:

2				

SPECIAL RULES:

1. EC are Wet with no wind at start.
2. The roadblock must be set up in hex J7 on hexside J7-K7.
3. Boresighting is NA.
4. Building U4 is a Two-Story House (B23.22).

AFTERMATH: The 130 or so men of Company I were no match for such a force. They fought bravely—one man knelt with a bazooka in the middle of the street and knocked out the lead tank before return fire cut him down, other men with bazookas accounted for three more tanks—but there were more Panzers and too many Panzergrenadiers. Captain Wallace gave the order to “Abandon ship!” The company lost all of its officers and 45 men, most of them killed or so badly wounded that they had to be left behind. Captain Wallace died leading a small rear guard around the roadblock, keeping an escape route open for his men.

HALHA RIVER BRIDGE



ASL SCENARIO G45

Scenario Design: Rick Troha



NOMONHAN, MANCHUKUO, 8 July 1939: The summer of 1939 saw a major border clash between Russian and Japanese forces over the line between the Mongolian People's Republic (MPR)—a Soviet client state—and Manchukuo (Manchuria)—a puppet regime set up by the Japanese. Since the Japanese considered the Halha river the border, they felt a strong response was necessary when MPR and Soviet forces moved east of the river. As both sides threw more and more units into the battle, it escalated into the largest conflict between the two countries since the Russo-Japanese War. Soviet engineers had thrown a number of bridges across the Halha to better supply their forces east of the river. Second Lt. Takayama was ordered to take his infantry platoon and a platoon of engineers to destroy one of these bridges. Two tanks from the 4th Tank Regiment were also assigned to assist in this mission.

BOARD CONFIGURATION:

BALANCE:

- ★ Add a Russian MMG to the Russian OB.
- Replace the 8-1 leader with an 8-0 leader in the Russian OB.



26	St3 SD6	
27	St1 SD2	

(Only hexrows A-P are playable)

VICTORY CONDITIONS: The Japanese win immediately upon destroying the bridge; the bridge is destroyed if it is eliminated with a DC or HE attack, it collapses, or a non-wreck Blaze counter is ever placed on it.

TURN RECORD CHART

★ RUSSIAN Sets Up First	●	1	2	3	4	5	6	END
● JAPANESE Moves First								



Elements of the 149th Motorized Rifle Regiment, 36th Motorized Rifle Division [ELR: 3] set up ≤ 3 hexes from any river hex (see SSR 5): {SAN: 3}



4-4-7 6	2-2-8	8-1	7-0	MMG 2 4-10	LMG 1 2-6	INF M12 37* (4) [80]	Foxhole 5 OVR, OBA: +4 Other: +2 6	MPH/RtPh: dr = MF CC: +1/-1 4
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Elements of 1st Company, 4th Tank Regiment and the 72nd Infantry Regiment [ELR: 3] enter on Turn 1 along the east edge of board(s) 26/27: {SAN: 3}



E 4 ² -4-8 3	1 4 ¹ -4-7 3	10-2	9-1	LMG 1 2-6 3	MTR 2 50*(1-16)* 3	DC X12 30-1 3	15 37 2/-R1* 2
-------------------------------	-------------------------------	------	-----	-------------------	--------------------------	------------------------	-------------------------

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Place overlays as follows: St3 on 26C5-26D4; St1 on 27D6-27D5; SD2 on 27J5-27I5; and SD6 on 26J6-26K6. All dunes are High (F7.5). All stream hexes are treated as river hexes instead; the river is deep with a slow current flowing south. All hexes west of the river exist at Level 1.
3. A one-lane, wooden bridge (B6.) runs between 26E10 and 27C1.
4. The OB-given Japanese 4-4-8s are Assault Engineers (H1.22). They are exempt from the Set DC detonation NTC (A23.7) and may detonate a Set DC at a one hex range.

5. The Wire counters may not be set up on the bridge, nor in hexes 26F9, 26E10, 27C1, and 27B1.

AFTERMATH: Takayama's detachment attacked in an ill-considered daylight assault. Soon, both tanks had been knocked out and his infantry was pinned down, forcing Lt. Takayama to order his unit to fall back. After darkness fell, the Takayama detachment moved forward again, this time infiltrating quietly through the Soviet lines. Upon reaching the bridge, they killed the guards and proceeded to wire the bridge with explosives and to douse it with gasoline. When the fuel was lit, the bridge blew sky-high. The Japanese raiders then escaped back through the Soviets, returning successfully to their own lines.