$1.50

Avalon Hill Philosophy Part 56

ORIGINS II has come and gone but not without firmly establishing the concept of a widely accepted national convention for the simulation game industry. Never before have so many hobby "names" congregated in one place for the promotion of the hobby, nor have so many of the faithful flocked to one site to see and talk to the manufacturers of the industry. An estimated 2500 gaming enthusiasts from 44 states and four different countries passed through the halls of Johns Hopkins University which hosted a wide variety of exhibits, demonstrations, seminars, and tournaments. Dealers reported sales double and triple that of ORIGINS I which itself exceeded $25,000. Attending shows such as this are expensive propositions and it is going to take that kind of massed buying power in the future to attract all the manufacturers of our growing hobby.

ORIGINS now leaves Baltimore to tour the nation at a number of host cities in future years. SPI will be the very capable sponsor of ORIGINS III and will host it at Wagner College on Staten Island in New York. Avalon Hill will remain, together with SPI, on the Steering Committee for future ORIGINS conventions. As the theory now stands Avalon Hill and SPI will jointly decide on a sponsor for ORIGINS IV from volunteer companies among the rest of the industry. That sponsor would then, assuming they did a competent job, be admitted to the Steering Committee to help choose a site for ORIGINS V and so on.

As for ORIGINS II . . . they say a picture is worth a thousand words so follow along if you will as we compress 41,000 words into two pages by applying the captions below to the numbered photos found in the center spread.

1. Three deep was usually an apt description for the scene around the Avalon Hill booth which once again led the trade show in sales thanks to three new releases hot off the presses. The ink was still wet as we carried the first boxes through the door only to discover our first bit of errata — the primary and secondary ranges for the

Archer/Slinger Table in *CAESAR* were reversed. Aargh!

2. It was Maryland vs. Minnesota as Don Greenwood (left) and Paul O'Neil of the Baltimore Avalon Hill Football Strategy League . . .

3. met Pat McNevin (left) and John Strand of the Mound, MN league in the *FOOTBALL STRATEGY* finals. Greenwood won with a 10-6 win over Strand and 13-10 overtime decision against McNevin. Strand topped O'Neil 17-3 in the consolation game to take third.

4. Avalon Hill V.P. Thomas Shaw in the midst of his auction routine before a packed house. Most valuable collector's item this year — a mint copy of Roger Cormier's *TRAFALGAR* which went for $90.

5. Gary Gygax, creator of *DUNGEONS & DRAGONS* led a group of novice adventurers through his demonstration game on Friday evening before a standing room only crowd.

6. Duke Siefried (center) led the Custom Cast contingent which won show honors for best booth and most helpful exhibitor. It is hoped more miniatures companies will follow the lead of GHQ and Custom Cast and exhibit in future ORIGINS.

7. Randall Reed presided over the Presentation of Awards and is seen here warming up the audience before presenting the *PANZERFAUST* awards to Avalon Hill for best game of 1975 *(THIRD REICH)* and GDW for best game of all time *(DRANG NACH OSTEN)*.

8. Virginia Lingle of Harrisburg became the first woman to win an ORIGINS tournament when she took top honors in the *NUCLEAR WAR* event. Stephanie Greenwood placed third in the same event. All of which says a lot for keeping women out of the White House.

9. Robert Mandell of New York proved to be the most adept at slaying monsters in the *DUNGEONS & DRAGONS* competition.

Continued on Page 32, Column 1

ORIGINS II CHAMPIONS

EVENT	PARTICIPANTS	CHAMPION	ORIGIN	2nd Place
Avalon Hill Classic 500	128	Paul Bakulski	Hartford, CT	D. Bakulski
AH 500 Ghost Tournament	21	Don Burdick	Durham, NC	P. Kemp
DUNGEONS & DRAGONS	240	Robert Mandell	New York, NY	H. Miller
AIR FORCE	24	Gary Brennan	Fairfield, CT	S. Carroll
FOOTBALL STRATEGY	64	Donald Greenwood	Baltimore, MD	P. McNevin
ORIGINS OF WWII	60	Grady Hendrix	San Antonio, TX	J. Hendry
ALIEN SPACE	49	Bill Stiener	Unknown	M. Cambell
THIRD REICH	150	Dennis Dengel	Alexandria, LA	R. More
DIPLOMACY	182	Tom Reape	State College, PA	B. Stone
SPEED CIRCUIT	36	Ken Vane	Baltimore, MD	J. Burdetta
WOODEN SHIPS & IRON MEN	128	Bill Wales	Unknown	J. Kendwer
TOBRUK	64	Joseph Kurtz	Cleveland, OH	G. Larson
PANZER LEADER	120	Bud DeAngelis	N. Brunswick, NJ	T. Wise
KINGMAKER	150	Peter Sleight	Herndon, VA	T. Filmore
RICHTHOFEN's WAR	150	Anton Weber	Montclair, NJ	G. Larson
SPI Tactical Shootout	64	Anton Haug	Columbia, MD	R. Phillips
MANASSAS	10	Brian Andreassen	Garland, TX	J. Graham
Gladiatorial Combats	32	Thomas Filmore	Silver Spring, MD	D. Summers
BATTLE STATIONS Naval Miniatures	20	Murray Summers	Secane, PA	S. Greene
CONQUEST	8	Richard Moore	Boston, MA	B. Adams
SPI 19th Century Battle Games	64	Jerry Tempalski	Detroit, MI	P. Mirk
FIGHT IN THE SKIES	15	Keith Wixson	Mt. Clair, NJ	D. Kaufman
NUCLEAR WAR	38	Virginia Lingle	Harrisburg, PA	T. Wise
BACKGAMMON	16	Don Heeney	Unknown	P. Wood
Armor Miniatures	48	Charles Cottle	E. Haven, CT	L. Haine

OLIFF 7-76
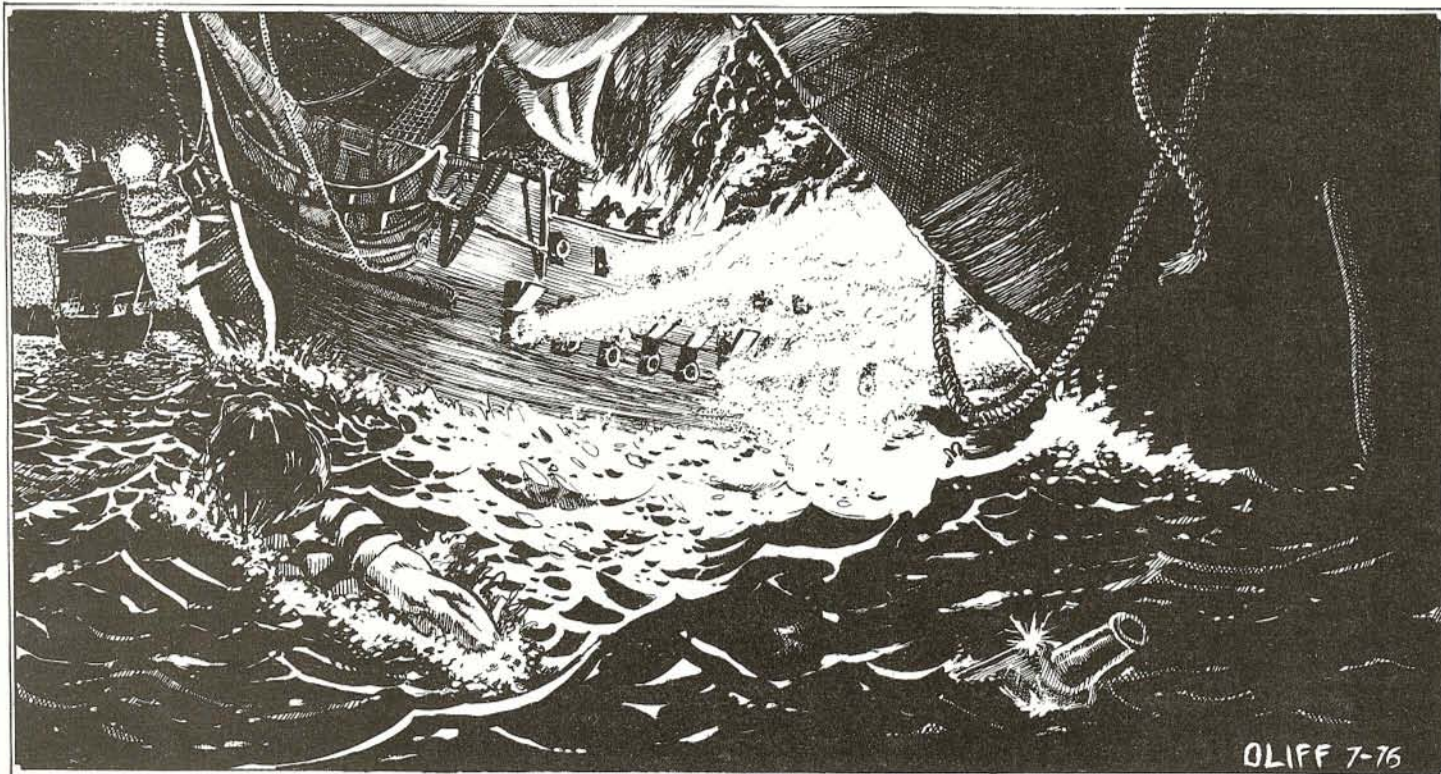
FIGHTING SAILS
By S. Craig Taylor, Jr.

TACTICS OF THE AGE OF SAIL AS APPLIED TO WOODEN SHIPS & IRON MEN

The transition from the more "traditional" strategic and operational level land boardgames to a tactical level naval game such as WS&IM leaves some wargamers "all at sea" regarding the tactics and strategy to apply in such an alien environment. There are many principals which can be used equally successfully both ashore and afloat, but these similarities are often overlooked as players tend to concentrate their attentions on the differences. It is the purpose of this article to draw attention to these similarities and, at the same time, to also consider the differences by covering some of the tactical fine points of the game for the benefit of those still trying to gain their "sea legs."

The first point is that, at sea as on land, there is absolutely no foolproof formula for victory. Bad luck, adverse conditions, or unforeseen circumstances can ruin the most brilliant maneuvers and tactical combinations. There are, however, factors to be kept in mind that, when given proper consideration, will yield a victory more often than not.

To mass superior forces at the enemy's weak point is as important in a naval action as in a land campaign. For the *WS&IM* game this is best explained by the statement, "When superior to the enemy get as close as possible; when inferior stay as far away from the enemy as possible." Basically, the closer an inferior force is engaged, the more hits will be inflicted in a given time, the faster it will be defeated, the less time the superior forces will be tied up, and the less time the opposition will have to maneuver in attempts to overcome this inferiority. The reverse, when inferior in force, is also true. At longer ranges the number of hits per turn is smaller,

superior forces count for less, and an inferior force can hold on for much longer. This is easy to see, and to understand, in theory. What is difficult to decide, considering the conflicting factors of comparative numbers of ships, crew quality, and position is how to determine the superiority or inferiority of a force in any particular situation. A large number of factors must be evaluated in making this critical decision.

The most obvious single factor is the comparative numbers of ships on both sides. This is complicated by the often great differences in the strengths of the various ships, so that just counting the number of hulls available may not be an accurate indicator of comparative strengths. A comparison of the point values of the ships available is usually a more accurate reflection of the power of two opposing forces. A numerical superiority is useful as this permits enemy forces to be overlapped, doubled, or raked, but is not always a decisive advantage. Superiority in crew quality and/or the power of individual ships can often more than compensate for inferiority in numbers.

The relative maneuverability and mobility of the ships is another important consideration. A force of well-handled two-deckers should be able to handily outmaneuver a squadron of three-deckers. A squadron with intact sails should be able to outmaneuver a squadron that has considerable rigging damage. Superior mobility should enable a force to fight on at least equal terms with a force that is more powerful, but less maneuverable.

Superiority in tactics must be taken into account. An honest evaluation of one's own tactical skill, as compared to the tactical skill of the opposition is the key to evaluating this factor. What

margin of material superiority do you need to win? Are you so tactically superior to your opponents that you can win even when inferior in the factors discussed earlier? Or, are you so inferior in tactics to the enemy that you will require a greater than normal superiority in every respect before you wish to close to decisive ranges? As in any boardgame, good, sound tactics can be learned by experience, by the application of common sense, and by learning from your own and other's mistakes. Some of the more important tactical practices, or "tricks of the game," as many wargamers prefer to call them, are covered below.

1) When vastly superior to a portion of the opponent's force, do not hesitate, but rush upon him before he has a chance to realize his danger, and make an escape. If, in rushing boldly forward, a few ships lose some rigging, the enemy is too weak to capture them, and repairs can be made later. Enemy ships that fail to escape are out of the game for good.

2) Generally speaking, it is a waste of time to completely dismast a ship. Once one rigging section has been destroyed, the ship loses full sails capabilities, and its battle sail speed is reduced. Thus crippled, the ship is not much harder to catch or to run from than if it were totally dismasted. If it is desired to hinder the ship's movement, therefore, just take down one rigging section, then switch to firing at the hull. If possible, it is usually a good idea to destroy a rigging section on a ship in the center of an enemy line, as this will greatly embarrass the maneuvering of the entire line.

3) Ships with high quality crews can cause damage at ranges where a lower quality enemy cannot reply. This ability to hit an enemy when he cannot hit back is very useful in "softening-up" an enemy, or in carrying out a delaying action against an otherwise

superior foe. However, such firing will produce a relatively low number of hits per turn, as it is necessarily from a fairly long range. This advantage should not blind one to the even greater advantages of moving in to closer, more decisive ranges if a real superiority to the enemy does exist.

4) Keep the enemy guessing as to your intended maneuvers. An opponent can often be fooled by ships switching to full sails, then making a move that could have been done under battle sails, etc.

5) In squadron or fleet actions, keep line formation as long as possible, as breaking it leads to exposure to defeat in detail. Do not, however, keep the line formation when the situation (and a real superiority at some point) calls for wading in after having gained all advantages possible from the line.

6) If the crew quality of the ships varies, lead the line with one of the lower quality ships. That way, if any ship gets raked and dismasted, it will be this weaker one, thus giving the more valuable higher quality ships a better chance of reaching decisive ranges in good condition.

7) Ships should be used in the roles for which they are best equipped. Ships of the line should be used against enemy liners. Frigates and small vessels should be used against vessels of their own rates, and for the attack and defense of merchant convoys.

These points will now be covered in more depth in a discussion of the operations of the various classes of ships as they relate to one another. Much of the discussion assumes that both frigates and ships of the line, plus possibly some merchantmen, are present in the same battle. This can vary, as for instance in a game where only frigates were involved; the factors applying to ships of the line would then apply to frigates, as they are the most powerful units present.

IN HARM'S WAY—THE HANDLING OF FRIGATES

A ship of the line was built to carry as many, and as heavy, guns as possible, and to engage anything afloat. It was expected to be able to stand in a line of battle and trade blows with anything that might pull alongside. Being relatively slow and unmaneuverable, battleships operated in squadrons to support and cover one another. A frigate was not expected to fight anything that came its way, only ships of its own class or lighter; indeed, taking on a ship of the line with a frigate is usually poor tactical usage for the frigate.

There are a number of good reasons why frigates should not be placed in a line of battle with the ships of the line. First, a frigate keeping station in a battleline cannot make full use of its superior speed and maneuverability without disrupting the line. Second, the space a frigate occupies in the line could be taken by a larger ship capable of dishing out more punishment. Third, a frigate represents a weak link in the unbreakable chain of the line. Its vulnerability will invite a concentration of enemy fire that will swiftly destroy it. A stricken ship in the midst of the battleline causes great problems in reforming the line, and in sailing around the obstacle.

A better case can be made for the use of frigates on the fringes of the main battle. Frigates can be useful for moving on the ends of a line for raking broadsides to aid the liners, or for keeping enemy frigates from doing the same. However, extreme care must be exercised anytime frigates are moving within gun range of the battleships, as a miscalculation can be fatal!

What then, is the optimum use of frigates? The answer is to engage other frigates, lighter vessels, and transports/merchantmen. Frigates are most usefully employed singly, or in small flexible groups. Full use of a frigate's mobility also entails remaining under full sails as much as possible. Do not drop to battle sails and close for a gunnery duel unless the odds are highly favorable. If the odds appear to be even, or unfavorable, continue at full sails, maneuver to avoid combat, and wait for a favorable opportunity to pounce.

Frigate-to-frigate engagements fall roughly into two categories. In the first, a decisive action is not sought. The wish is to quickly cripple an enemy frigate to prevent interference with more important tasks. In this case, chainshot is employed from close range (preferably in a rake) to destroy a rigging section. Then full sails are used to avoid the cripple, leaving the foe far behind. In the second category, the actual defeat of the enemy frigate is the objective. This type of action should be avoided without a large superiority in size, grade, and/or numbers. A smaller superiority makes a victory possible, but leaves a crippled victor as effectively out of the game as its prize. This type of action should also be avoided in the close proximity of enemy ships of the line; victory is futile if an enemy ragwagon can easily move up to recover the prize, and (to add injury to insult) capture the crippled victor.

By far the most interesting scenarios involving frigates revolve around the protection and/or attack of merchantmen. The escorting frigates have several advantages in games of this type. For one, they know exactly where the merchantmen will be at the end of the turn; therefore, they know where the vulnerable spots will be, and can maneuver to cover these gaps. Second, the escorting frigates need only to cripple an opponent, not necessarily to defeat it—a frigate missing a rigging section is slower than a merchantman. Defense of a slow-moving convoy requires or.ly the occasional use of full sails, so that the escorts are ordinarily less vulnerable to being crippled than the attackers.

The attacker, of course, has the initiative, and is not restricted to any particular pattern of sailing. Maximum use should be made of feints, that is, moving into a threatening attack position to force the commitment of the defenders, then veering off abruptly at a new angle for a more promising attack with the defenders out of position. Pincer attacks, presenting many possible avenues of attack, are very difficult to defend against, so split the attackers to threaten the convoy from as many directions as possible.

Smaller ships, although no match for a full size frigate, can be useful for defending merchantmen; if nothing else, they can get in the way, delay until larger ships arrive, etc. When attacking, these ships should definitely keep their distance until a clear opening appears. They can be very useful in pincers maneuvers, especially those with fore and aft rigging as they can maneuver to leeward of the convoy, and catch merchantmen while beating upwind.

HANDLING OF SHIPS OF THE LINE

As important as the smaller ships were in the great age of sail, if the situation called for any serious fighting, the ships of the line were sent for. The dashing, racy frigates may have been the "glamour" ships of the period, but, in most cases, their commanders were the most junior officers. There came a time in the careers of most competent captains when their skill and seniority placed them on the quarterdeck of a line of battle ship. The fate of nations and empires often rested with these ships, and no government could afford to trust them to any but the best available officers.

The tactics of frigates are largely the tactics of opportunity; maneuvering to cause or to take advantage of any mistakes by the foe. The tactics of handling a line of battleships are far more precise.

Ships of the line maneuvered in tight, well-ordered line formations. The advantage of this formation is that it is very difficult to approach without taking at least as much damage as is caused. The line formation develops the maximum possible firepower as all ships have clear lines of fire, and are mutually supporting. To maintain this line formation through periods of complicated maneuvering calls for a bit of planning ahead, and an overall plan of action. The decision to break up a line is often the critical decision that determines victory or defeat in actions between contending battle fleets. Novice players often try opportunity maneuvers such as detaching a ship to obtain a rake on an enemy ship. This maneuver usually results in the detached ship being left far behind, and out of the action, or in its being overwhelmed by a much larger force of enemy ships. Single ship detachments should normally not be made in a fleet or squadron size action; if the reasons for making a detachment are important enough, several ships should be sent, forming their own line of battle and acting for mutual support. If the reason for the detachment is not important enough to warrant sending several ships, the detachment should not be made.

The essence of fighting a battle with ships of the line is the establishment of a superiority over some portion of the enemy's line. There are two main methods of doing this:

1) *DOUBLE THE ENEMY LINE:* In this maneuver, a portion of the line engages a portion of the enemy's line, while another portion of the line passes into the rear of the engaged section of the enemy's line. This can be a difficult maneuver to make, but when done the results are devastating (as at the Battle of the Nile). This can be accomplished if the enemy is at anchor, if a portion of the enemy line is too slow to avoid the maneuver (as with uncoppered ships of the American Revolution, or ships slowed by some well-placed rigging hits), or by moving through a gap in the enemy line, then doubling back. A section of a line that is too closely engaged to risk the use of full sails can be doubled by some undamaged ships under full sail.

2) *MASS AGAINST ONE SECTION OF THE ENEMY LINE:* This can be done if your ships are sailing at closer intervals than the ships they are opposed to, or by taking advantage of a superiority in ship size and/or crew quality in ship-to-ship duels. It can also be accomplished by advancing obliquely on the enemy line so that all ships deliver their fire into the same part of the enemy line as they pass, while another section of the enemy line can make only long-range shots at best. An example of how this can be done is illustrated below:
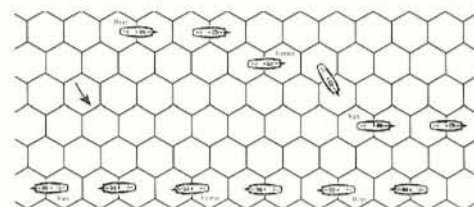
PHASE ONE: The green Van engages the red Rear squadron.
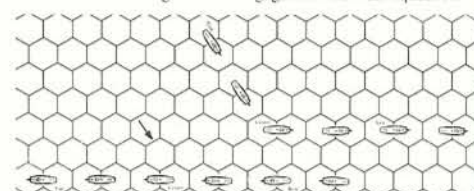
PHASE TWO: The green Center and a portion of the Van engage the red Rear squadron.
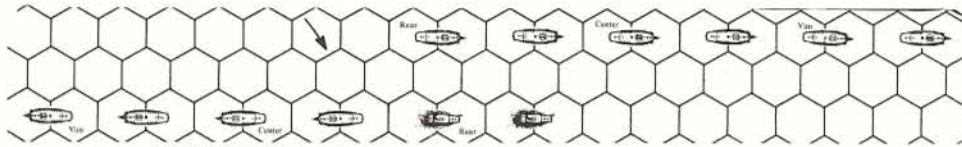
PHASE THREE: The green Rear and a portion of the Center engage the red Rear squadron.

THE RED REAR SQUADRON HAS NOW BEEN ENGAGED BY THREE FRESH GREEN SQUADRONS, AND IS BADLY DAMAGED. THE GREEN SHIPS ARE MUCH LESS SERIOUSLY DAMAGED.

Of course, combinations of the two methods could be used together. For instance, if the enemy Rear were initially massed against, it could then be doubled by the Van squadron (the enemy Rear now being too slowed by damage to escape). This is illustrated below:
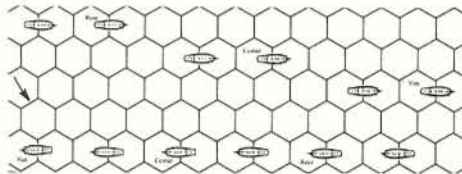
PHASE ONE: The red Van engages the green Rear squadron.
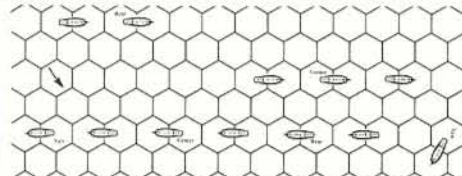
PHASE TWO: The red Center engages the green Rear squadron while the Van doubles it. The red Rear squadron hangs back to rake any ships of the green Center and Van that may try to turn back to aid their Rear squadron.

THIS MANEUVER WOULD ALSO WORK IF BOTH FLEETS WERE MOVING IN THE SAME DIRECTION. THE VAN WOULD ENGAGE THE ENEMY REAR, THEN MOVE INTO POSITION TO RAKE ANY SHIPS ATTEMPTING TO TURN BACK. THE CENTER WOULD THEN ENGAGE THE ENEMY REAR, WHILE THE REAR WOULD DOUBLE IT.

If possible, get and keep the wind gauge. This gives the initiative, and the ability to engage when and where the situation is deemed to be favorable. The wind gauge is the single most important tactical factor to consider when trying to determine or create a superiority to the opposition. The wind gauge, if properly used, can compensate for many other factors of inferiority.

A fleet that cannot get the wind gauge is by definition on the defensive. The best way to fight a defensive battle is by maintaining a respectable distance between the fleets. Maintain freedom of maneuver by not allowing the attackers to close. Keep firing roundshot at the rigging, especially whenever a raking shot presents itself. Any attacking ship that loses a rigging section will fall far behind. When enough of the attackers are thus disabled, they may be permitted to close with the now greatly superior defenders. Not all attackers are crazy enough to fall into this trap, and that explains why the often elaborate maneuvers of two fleets of ships of the line sometimes lasted for days.

There are a few tactical "tricks" that can prove very useful in otherwise equal battles. In a broadside to broadside battle, assuming equal numbers of ships, concentrate maximum firepower on the weakest ship in the enemy line. When it has been disposed of, two ships will be available to engage the next adjoining enemy ship, etc. When parallel to an enemy line, move the line no further than it can move without causing a collision should an enemy ship turn and ram—this can lead to an entire line of ships all hopelessly fouled together. When boarding, try to support the action with the raking fire of grape from supporting ships. This will help reduce the ship-crippling losses that can occur in a melee. Also, try not to have too many ships tied up in boarding actions at any one time; this destroys their mobility, and all ability to react to enemy maneuvers.

Psychological factors seem to play a larger part in simultaneous move games than in sequential move games, probably because there is more uncertainty. Study your opponents. What are their weak points and their strong points? What types of maneuvers do they like to use? What are their favorite tactics? Judging from their maneuvers, what are they trying to accomplish? What do they expect to do? What do you think they expect you to do? What can you do to mess up their minds?

To summarize: When superior, get in close and exploit that superiority to the fullest. When inferior, keep 'em guessing, and keep your distance. Be like the judo expert who uses his opponent's strength against him by concentrating on his opponent's weaknesses. Evaluate carefully how you are superior, and how you are inferior. Then plan the battle to maximize the effects of your superiorities, and to minimize your inferiorities. Hopefully, this article will be helpful in finding ways to accomplish this, and will also prove helpful in determining what the "other guy" is trying to do.

A BAND OF BROTHERS?
MULTI-PLAYER GAMES

What many people fail to realize about this game is that it is possible to play it a thousand times, and still fail to really have played THE GAME. THE GAME, of course, being the multi-player version with timed moves and the multi-player communication rule. An experienced player can take a squadron of ships, and swiftly form more intricate formations than a band at a half-time show. This is a much simpler task than getting three players to all sail in a straight line at the same time. No "idiocy" rule ever devised can match the effects of a group of wargamers just doing what comes naturally.

I consider six (three on each side) people to be the ideal size group for a multi-player game of *WS&IM*. With a larger group there is a problem in seating everyone close enough to the mapboard to see it, and with a smaller group there is not enough interplay between the various personalities present to be really interesting. Besides, any group of six wargamers is bound to include at least two genuine yo-yo's (one for each side), and these are the people who will really make the game interesting.

An evening spent playing a multi-player game of *WS&IM* can be an enlightening experience, and can enable you to learn more about the other players on your side than you ever cared to know. If you hold the chief command, among other things you will learn that:

1) Your subordinates cannot read your handwriting.
2) Your subordinates cannot tell left from right.
3) Your subordinates cannot grasp the simplest concepts of maneuver.
4) Threats of physical violence are often necessary to secure compliance with your orders.

If you hold a subordinate command, you will learn that:

1) You cannot read the commander's handwriting.
2) The commander keeps issuing orders to turn left when the situation obviously calls for turning to the right.
3) The commander must think you can read his mind to even attempt such complex maneuvers.
4) The commander has a nasty temper.

All this and more has happened during multi-player games that I have participated in. I have had three Elite 74's lined up to fire into a single enemy ship, only to have their shots blocked by the interposition of one of our resident yo-yo's Green ships (which was dismasted in the exchange, so that it could not even be moved out of the way on the following turn). I have seen large squadrons never get into action because they were hopelessly entangled and fouled with another friendly squadron. I have seen a player get so disgusted with the lack of support he received from another player that he disengaged his squadron, and sailed off of the mapboard and out of the game, leaving the rest of the fleet to its fate. These things can and will occur during a "pick-up" multi-player game. They can be avoided to some extent if some time for planning is available, and if the individual players are willing to modify their individual habits somewhat to conform to the realities of participating in a multi-player game.

Successfully playing a one-on-one game of *WS&IM* calls for an understanding of the various rules of combat and their impact on various aspects of the game, combined with skill in maneuvering a ship or ships. The successful play of a multi-player game calls for an equal grasp of the effects of the multi-player rules on various aspects of the game. The multi-player rules are deceptively simple—the Movement Notation Phase is timed, and all communications must be *written* during this timed period. The effects of these rules on the play of the game can be startling.

During this timed period all messages must be written, and all ship's movements (usually determined by these messages) must be noted. This does not allow time for lengthy discussions about the current situation, or for the outlining of erratic and complex maneuvers. Messages must be short, complete, and precise. The maneuvers covered must be simple with a capital "S." *You* may be able to sail a squadron through a "figure 8" with the greatest of ease, but that is a far cry from attempting to do so in a tight formation with two other people. A little extra time spent to ensure that your messages are clearly written and easily readable is usually time well spent. All of this will handicap your movements somewhat, but the other side is equally embarrassed, a point that should be kept in mind. Simple plans that would be easily countered in a two-player game will often succeed beautifully in these encounters.

Appoint a commander-in-chief before the game begins. This person should be regarded as a true commander, not merely the "first among equals." A committee system of command will not work with these rules. The commander should usually be the best, most experienced player available, as he is the most likely to be respected and have his orders followed. Sometimes a less skillful player makes an equally good commander if he has tact and is a good organizer (an Eisenhower type). The other players should make up their minds to be good, loyal subordinates, even if they disagree with the manner in which the battle is being conducted. Intelligent initiative is fine, but it is foolhardy to follow a plan of battle independent of the rest of the fleet.
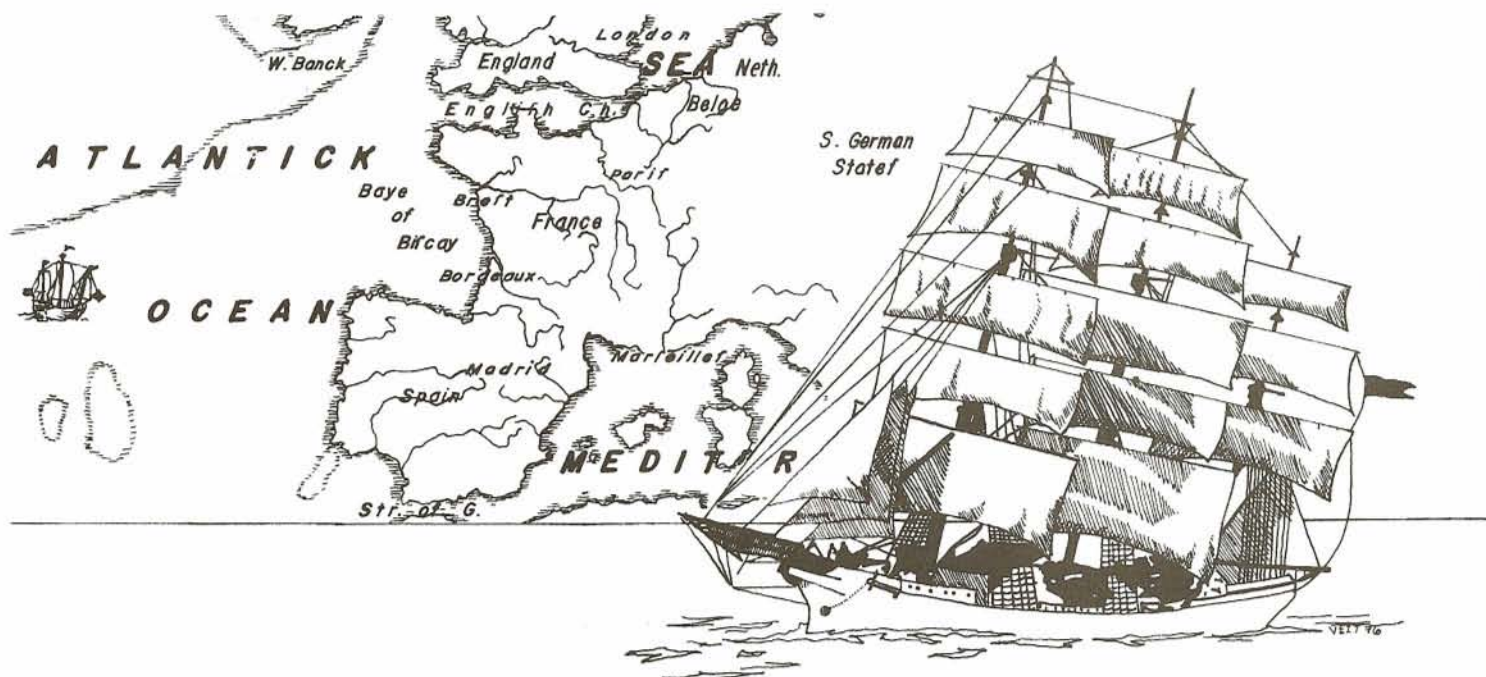
WOODEN SHIPS VS. EUROPE

by Robert D. Harmon

Additional Scenarios for
WOODEN SHIPS & IRON MEN

Prior to its development by Avalon Hill, the game *WOODEN SHIPS & IRON MEN* was devoted primarily to the naval engagements of the Napoleonic Wars (Scenarios 8-23 are from the original game). AH added several scenarios from the Wars of the American Revolution, to round out "the great age of sail," 1776-1814.

However, the period of the Wars of the French Revolution—the 1790's—has inexplicably been omitted, except for some single-ship actions. It was during this period that Revolutionary France dominated its seafaring neighbors—and England, its fleet shaken by mutiny, found itself facing the combined navies of Europe.

There followed the most fateful and dramatic battles fought under sail—of which Trafalgar and the Nile were but the last.

The scenarios below cover this crucial period—and some other notable omissions.

SCENARIO 24
The GLORIOUS FIRST OF JUNE
June 1794
I. INTRODUCTION

The first great foray of the French fleet, Vice-Adm. Villaret-Joyeuse put out from Brest to raid British convoys. Adm. Lord Howe (of American Revolution fame) caught up with him on 17 May and sought to force a decision. On 1 June, 200 miles from Brest in the open ocean, he did so.

Howe sought to strike the French all along their line, his ships abreast. The British approached in some disorder; the French, their officers having just been purged by the Convention, were unable to take advantage. In the resulting melee seven French ships of the line were sunk or taken, and the French fleet was broken, not to offer open battle again for many years.

II. PREVAILING WEATHER CONDITIONS
Wind direction: 2
Wind Velocity: 3 - Normal breeze
Wind Change: 6

III. SPECIAL RULES
A. No land hexes—no anchoring.

IV. SPECIAL VICTORY CONDITIONS
None

V. ORDER OF BATTLE: See Scenario 24 chart. Optional Deployment rules of the Rules of Engagement (see below) highly recommended, as both fleets on line as historically occurred won't fit on a single board.

SCENARIO 25
PELLEW VS. DROITS DE L'HOMME
16 January 1797
I. INTRODUCTION

Due to the laxity of the Channel Squadron, a French force was able to slip out of Brest, carrying 20,000 troops and the Irish rebel leader, Wolfe Tone. Seeking to land and turn discontent into revolution, the French stood off Bantry Bay in Ireland for several days. The landing prevented by bad weather, the fleet returned to Brest, scattered by storms. One ship of the line had the misfortune to face Capt. Sir Edward Pellew (see Scenario 9) after losing its fore and main topmasts. The Frenchman was heavily damaged by the action. After an all-night chase, all three ships wound up caught in Audierne Bay; *Droits de l'Homme* and *Amazon* were wrecked, with Pellew's ship the sole survivor.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 4   Wind Change: 5
Wind Velocity: 5 - gale.

III. SPECIAL RULES
A. No land hexes—no anchoring.
B. French gun factors (not carronades) HALVED at wind velocities of 5+. (Lower gun deck was awash in the heavy seas.)

C. The French player must designate on his logsheet which gun squares constitute the half of his original total that are unusable due to bad weather. These may be used to absorb Gun hits, regardless of weather conditions.

SCENARIO 26
CAPE ST. VINCENT
14 February 1797
I. INTRODUCTION

In early 1797, Spain signed an alliance with the French. Although its crews were of poor quality, its ships weren't—and the French were quite willing to man them. Planning another attempt on Ireland, the French ordered the Spanish fleet and its own Mediterranean fleet to concentrate at Brest. The French ships made it; the Spanish, blown off course west of Portugal, proceeded separately and found Adm. Jervis and the British Mediterranean squadron waiting. In the action that followed, Commodore Nelson's HMS *Captain* boarded and captured *San Nicolas* and *San Josef* in 15 minutes.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 3
Wind Velocity: 3 - normal breeze.
Wind Change: 6

III. SPECIAL RULES
A. No land hexes—no anchoring.
B. Morale on all Spanish ships is to increase by one level if any British ship is forced to strike (morale may not exceed AV). Spanish point-values computed at original value always.

IV. SPECIAL VICTORY CONDITIONS
None

V. SETUP
Fill out Spanish lineup with French counters, once no more Spanish counters are available.

SCENARIO 24.

THE GLORIOUS FIRST OF JUNE

Name	Guns	Class	Nr.	Bow Hex*	Dir Nr.*	Hull	Qual	Crw Sct 1	2	3	Guns Crrnde L	R	L	R	Rigging x¾	Point Value
FRENCH																
Trajan	74	SOL	2	YY8	2	14	AV	5	5	4	10	10	1	1	7x3	24
Eole	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
America	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Temeraire	74	SOL	2	**	2	16	AV	5	5	4	10	10	1	1	7x3	25
Terrible	110	SOL	1	**	2	18	CR	7	7	7	13	13	1	1	9x3	36
Impeteux	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Mucius	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Tourville	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Gasparin	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Convention	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Trente-Un Mai	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Tyrannicide	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Juste	80	SOL	2	**	2	16	AV	6	6	5	11	11	1	1	7x3	27
Montagne	120	SOL	1	**	2	18	CR	8	7	7	14	14	1	1	9x3	40
Jacobin	80	SOL	2	**	2	16	AV	6	6	5	11	11	1	1	7x3	27
Achille	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Vengeur	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Patriote	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Northumberland	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Entreprenant	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Jemappes	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Neptune	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Pelletier	74	SOL	2	**	2	14	AV	5	5	4	10	10	1	1	7x3	24
Republican	110	SOL	1	***	2	18	CR	7	7	7	13	13	1	1	9x3	36
Sans Pareil	80	SOL	2	***	2	16	AV	6	6	5	11	11	1	1	7x3	27
Scipion	80	SOL	2	***	2	16	AV	6	6	5	11	11	1	1	7x3	27
BRITISH																
Caesar	80	SOL	2	WW3	3	16	CR	5	5	4	10	10	1	1	8x3	31
Bellerophon	74	SOL	2	UU4	3	14	CR	4	4	4	9	9	2	2	7x3	29
Leviathan	74	SOL	2	SS5	3	14	CR	4	4	4	8	8	2	2	7x3	27
Russell	74	SOL	2	QQ6	3	14	CR	4	4	4	8	8	2	2	7x3	27
Royal Sovereign	100	SOL	1	OO7	3	17	EL	6	6	5	11	11	1	1	8x3	35
Marlborough	74	SOL	2	MM8	3	14	CR	4	4	4	8	8	2	2	7x3	27
Defence	74	SOL	2	KK9	3	14	CR	4	4	4	8	8	2	2	7x3	27
Impregnable	98	SOL	1	II10	3	16	CR	5	5	5	10	10	1	1	8x3	30
Tremendous	74	SOL	2	GG11	3	14	CR	4	4	4	8	8	2	2	7x3	27
Barfleur	98	SOL	1	EE12	3	16	CR	5	5	5	10	10	1	1	8x3	30
Invincible	74	SOL	2	CC13	3	14	CR	4	4	4	8	8	2	2	7x3	27
Culloden	74	SOL	2	AA14	3	14	CR	4	4	4	8	8	2	2	7x3	27
Gibraltar	80	SOL	2	Y15	3	16	CR	5	5	4	10	10	1	1	8x3	31
Q. Charlotte	100	SOL	1	W16	3	17	EL	6	6	5	11	11	1	1	8x3	35
Brunswick	74	SOL	2	U17	3	14	CR	4	4	4	8	8	2	2	7x3	27
Valiant	74	SOL	2	S18	3	14	CR	4	4	4	8	8	2	2	7x3	27
Orion	74	SOL	2	Q19	3	14	CR	4	4	4	8	8	2	2	7x3	27
Queen	98	SOL	1	O20	3	16	CR	5	5	5	10	10	1	1	8x3	30
Ramillies	74	SOL	2	M21	3	14	CR	4	4	4	8	8	2	2	7x3	27
Alfred	74	SOL	2	K22	3	14	CR	4	4	4	8	8	2	2	7x3	27
Montague	74	SOL	2	I23	3	14	CR	4	4	4	8	8	2	2	7x3	27
Royal George	100	SOL	1	G24	3	17	CR	6	6	5	11	11	1	1	8x3	32
Majestic	74	SOL	2	E25	3	14	CR	4	4	4	8	8	2	2	7x3	27
Glory	98	SOL	1	C26	3	16	CR	5	5	5	10	10	1	1	8x3	30
Thunderer	74	SOL	2	A27	3	14	CR	4	4	4	8	8	2	2	7x3	27

* historical setup   ** in straight line-ahead (stern-to-bow) behind lead ship   *** off-board, in line-ahead behind *Pelletier*

SCENARIO 27

CAMPERDOWN
7 October 1797
I. INTRODUCTION

The defeat of the Spanish at Cape St. Vincent spelled the end of only one French threat to England. Another, more deadly menace awaited the British in the form of the Batavian Republic (Holland), which had a sizable fleet with good crews. A combined Dutch-French invasion of England itself was planned, with the Dutch playing a key role. In early October, Adm. de Wynter's fleet put out from the Texel with orders to seek out Adm. Duncan's North Sea squadron, just returned from participating in the fleet mutiny at the Nore. After failing to find him, de Wynter returned to the Dutch coast—where Duncan found him. The Dutch found Duncan's crews eager to prove their loyalty again—and they in turn were to learn that Dutch crews were a match for them. The Dutch were defeated, and never again posed a threat to England—but the British suffered over 1,000 dead in the three-hour fight.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 5
Wind Velocity: 3 - normal breeze
Wind Change: 6

III. SPECIAL RULES
A. The land mass running from A4 to S35 is considered solid land and may not be entered, as

printed. The darker shoals running along it are to be ignored; however, British ships may not be moved within 8 hexes of any land. (Dutch ships had shallower draft.) Dutch may not be moved within 2 hexes of any land.

B. No Anchoring allowed.

IV. SPECIAL VICTORY CONDITIONS
None

V. DEPLOYMENT
A. Deploy Dutch as shown on Scenario 27 chart.

B. Deploy *Venerable* and *Monarch* as shown on chart. Deploy 8 ships in a straight line—no gaps in between—behind *Monarch;* deploy the remainder behind *Venerable* in the same manner.

SCENARIO 26.

CAPE ST. VINCENT

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns Crrnade L	R	L	R	Rigging	Point Value
BRITISH																
Culloden	74	SOL	2	Y4	4	14	CR	4	4	3	8	8	2	2	7x3	27
Blenheim	90	SOL	2	Y2	4	14	CR	5	5	4	8	8	1	1	8x3	28
Prince George	98	SOL	1	*		16	CR	5	5	4	10	10	1	1	8x3	30
Orion	74	SOL	2	*		14	CR	4	4	3	8	8	2	2	7x3	27
Irresistable	74	SOL	2	*		14	CR	4	4	3	8	8	2	2	7x3	27
Colossus	74	SOL	2	*		14	CR	4	4	3	8	8	2	2	7x3	27
Victory	100	SOL	1	*		17	EL	6	5	5	11	11	1	1	8x3	35
Barfleur	98	SOL	1	*		16	CR	5	5	4	10	10	1	1	8x3	30
Goliath	74	SOL	2	*		14	CR	4	4	3	8	8	2	2	7x3	27
Egmont	74	SOL	2	*		14	CR	4	4	3	8	8	2	2	7x3	27
Britannia	100	SOL	1	*		17	CR	6	5	5	11	11	1	1	8x3	32
Namur	90	SOL	2	*		14	CR	5	5	4	8	8	1	1	8x3	28
Captain	74	SOL	2	*		14	EL	4	4	3	8	8	2	2	7x3	29
Diadem	64	SOL	2	*		11	CR	4	3	3	6	6	1	1	7x3	20
Excellent	74	SOL	2	*		14	EL	4	4	3	8	8	2	2	7x3	29
SPANISH (use French counters to supplement Spanish counters)																
Atlante	74	SOL	2	MM17	2	14	GR	5	4	4	8	8	2	2	7x3	20
Bahama	74	SOL	2	KK19	2	14	GR	5	4	4	8	8	2	2	7x3	20
Pelayo	74	SOL	2	MM20	2	13	GR	4	4	4	8	8	–	–	7x3	18
San Pablo	74	SOL	2	MM22	2	13	GR	4	4	4	8	8	–	–	7x3	18
Neptuno	84	SOL	2	OO21	2	15	GR	5	5	5	10	10	1	1	7x3	24
Concepcion	112	SOL	1	OO19	2	18	GR	6	6	6	12	12	–	–	9x3	27
San Domingo	74	SOL	2	N12	2	14	GR	5	4	4	8	8	2	2	7x3	20
Conquistadore	74	SOL	2	J14	2	13	GR	4	4	4	8	8	–	–	7x3	18
San Juan Nepucamento	74	SOL	2	H15	2	14	GR	5	4	4	8	8	2	2	7x3	20
San Genaro	74	SOL	2	F16	2	13	GR	4	4	4	8	8	–	–	7x3	18
Mexicano	112	SOL	1	M15	2	18	GR	6	6	6	12	12	–	–	9x3	27
Terrible	74	SOL	2	K16	2	13	GR	4	4	4	8	8	–	–	7x3	18
Oriente	74	SOL	2	I25	2	14	GR	5	4	4	8	8	2	2	7x3	20
Santissima Trinidad	136	SOL	1	J19	2	20	GR	8	7	7	14	14	–	–	10x3	31
San Nicolas	84	SOL	2	K23	2	15	GR	5	5	5	10	10	1	1	7x3	24
San Ysidro	74	SOL	2	N23	2	14	GR	5	4	4	8	8	2	2	7x3	20
Salvador del Mundo	112	SOL	1	I22	2	18	GR	6	6	6	12	12	–	–	9x3	27
San Josef	112	SOL	1	M22	2	18	GR	6	6	6	12	12	–	–	9x3	27
San Ildefonso	74	SOL	2	G19	2	13	GR	4	4	4	8	8	–	–	7x3	18
Conte de Regla	112	SOL	1	K21	2	18	GR	6	6	6	12	12	–	–	9x3	27
San Firmin	74	SOL	2	E20	2	13	GR	4	4	4	8	8	–	–	7x3	18
Principe de Asturias	112	SOL	1	L18	2	18	GR	6	6	6	12	12	–	–	9x3	27
San Antonio	74	SOL	2	G20	2	14	GR	5	4	4	8	8	2	2	7x3	20
San Francisco de Poulo	74	SOL	2	G22	2	13	GR	4	4	4	8	8	–	–	7x3	18
Firme	74	SOL	2	J26	2	13	GR	4	4	4	8	8	–	–	7x3	18
Glorioso	74	SOL	2	L24	2	14	GR	5	4	4	8	8	2	2	7x3	20

*off-board: enter on Y1 in line behind *Blenheim*.

SCENARIO 28

COPENHAGEN

2 April 1801

I. INTRODUCTION

Britain, as usual in its many conflicts with enemies on the Continent, had imposed a blockade upon France. British interference with neutral trade, also as usual, was met with resentment. In 1800, General Bonaparte succeeded in persuading Prussia, Sweden, Russia, and Denmark to revive the League of Armed Neutrality of American revolutionary days, when those nations had pledged resistance to British control of trade on the high seas. Faced with a direct challenge to their naval strategy, the Admiralty decided to discourage the League by an attack on its nearest member—Denmark, which had a large but partially-equipped fleet.

The Copenhagen operation was a combined effort, with the bomb-vessels and frigates under Captain Riou engaging the Trekroner battery; Rear-Adm. Nelson leading the main squadron, and the rest of the fleet, with Adm. Sir Hyde Parker in overall command, in support. It was Parker, unable to see Nelson's situation clearly, who ordered the action broken off at its climax; Nelson put his telescope to his blind eye, said that he saw no such

signal, and finished the battle. The Danish fleet was eliminated, and the Swedes, the Prussians, and the Czar of Russia no longer contested British seapower.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: I
Wind Velocity: 3 - Normal breeze.
Wind Change: 6

III. SPECIAL RULES

A. A number of Danish ships have no masts. These may not move or raise anchor voluntarily.

B. The entire on-board Danish fleet is considered anchored at start. Ships that can move may do so after the third turn. Ships off-board may enter on or after turn 6, on hexes A1, A2, and A1 thru K1.

C. Anchored, *mastless* Danish ships suffer no crew losses whatsoever, as volunteers were continually rowing out to carry on. However, mark off crew boxes as normal; for each section marked off, reduce morale factor by one FOR GUNNERY PURPOSES ONLY. Crew losses do not count against gunnery (-1 etc.). Crew losses ARE computed if anchor cables are cut—the British may board such vessels ONLY THEN. This rule does not apply to any vessels that have moved—voluntarily or not—since start of game.

D. Floating batteries (FB) have four anchor cables, all of which must be cut by gunfire before

they drift.

E. The land area consists of the light-blue area containing the game-title and wind-gauge. All light-green hexes bordering the land are considered shoals. Neither fleet may enter the land hexes.

A channel through the shoal area consists of a single row of hexes running from Y30-Y26, from Y26-M20, and from M20-M18. The British may move freely through shoal areas as long as they stay in this channel. Whenever British ships deviate from that channel (except by the stern during turning at Y26 and M20) into a shoal hex—or enter any shoal hexes at all (non-channel)—the British player must roll a die for EACH ship in shoals (and out of channel)—EACH turn that ships are in shoals. A roll of 6 means that the ship is grounded (see p. 12 of the rulebook).

F. The Land hexes in this game are the entire mass containing the game title and wind-gauge. Danish ships may anchor in shoal and channel hexes, and in any hex within three of land; Danish ships are not subject to rule E above.

IV. SPECIAL VICTORY CONDITIONS

A. Award points for striking/capture as before, except that the Danes get DOUBLE points for each British ship struck, and an automatic win if any is captured.

SCENARIO 27.

CAMPERDOWN

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns L	R	Crrnde L	R	Rigging	Point Value
BRITISH																
Venerable	74	SOL	2	KK16	5	14	EL	4	4	4	8	8	2	2	7x3	29
Monarch	74	SOL	2	AA8	5	14	EL	4	4	4	8	8	2	2	7x3	29
Russell	74	SOL	2	*	5	14	CR	4	4	4	8	8	2	2	7x3	27
Montagu	74	SOL	2	*	5	14	CR	4	4	4	8	8	2	2	7x3	27
Bedford	74	SOL	2	*	5	14	CR	4	4	4	8	8	2	2	7x3	27
Powerful	74	SOL	2	*	5	14	CR	4	4	4	8	8	2	2	7x3	27
Triumph	74	SOL	2	*	5	14	CR	4	4	4	8	8	2	2	7x3	27
Agincourt	64	SOL	2	*	5	11	CR	4	3	3	6	6	1	1	7x3	20
Lancaster	64	SOL	2	*	5	11	CR	4	3	3	6	6	1	1	7x3	20
Ardent	64	SOL	2	*	5	11	CR	4	3	3	6	6	1	1	7x3	20
Veteran	64	SOL	2	*	5	11	CR	4	3	3	6	6	1	1	7x3	20
Director	64	SOL	2	*	5	11	CR	4	3	3	6	6	1	1	7x3	20
Monmouth	64	SOL	2	*	5	11	CR	4	3	3	6	6	1	1	7x3	20
Adamant	64	SOL	2	*	5	11	EL	4	3	3	6	6	1	1	7x3	22
Belliquex	63	SOL	2	*	5	11	CR	4	3	3	6	6	—	—	7x3	19
Isis	50	SOL	2	*	5	8	CR	3	2	2	4	4	1	1	6x3	17
DUTCH (use French counters)																
Gelykeid	64	SOL	2	LL24	3	11	CR	4	4	3	6	6	—	—	7x3	19
Beschermer	50	SOL	2	JJ23	3	8	CR	3	3	3	4	4	—	—	6x3	16
Hercules	64	SOL	2	HH22	3	11	EL	4	4	3	6	6	—	—	7x3	21
Adm. de Vries	64	SOL	2	FF21	3	11	CR	4	4	3	6	6	—	—	7x3	19
Vryheid	94	SOL	1	DD18	3	15	EL	5	5	5	10	10	—	—	8x3	32
Staten-Generaal	74	SOL	2	BB17	3	14	CR	4	4	4	9	9	—	—	7x3	27
Wassenaer	64	SOL	2	Z16	3	11	CR	4	4	3	6	6	—	—	7x3	19
Batavier	50	SOL	2	X15	3	8	CR	3	3	3	4	4	—	—	6x3	16
Brutus	74	SOL	2	V12	3	14	AV	4	4	4	9	9	—	—	7x3	23
Leyden	64	SOL	2	T11	3	11	CR	4	4	3	6	6	—	—	7x3	19
Mars	64	SOL	2	R10	3	11	CR	4	4	3	6	6	—	—	7x3	19
Cerberus	64	SOL	2	P9	3	11	CR	4	4	3	6	6	—	—	7x3	19
Jupiter	94	SOL	1	N6	3	15	CR	5	5	5	10	10	—	—	8x3	29
Haarlem	64	SOL	2	L5	3	11	CR	4	4	3	6	6	—	—	7x3	19
Alkmaar	56	SOL	2	J4	3	10	EL	3	3	3	5	5	—	—	7x3	21
Delft	50	SOL	2	H3	3	8	CR	3	3	3	4	4	—	—	6x3	16
Monnikendam	44	F	3	L8	3	7	EL	3	3	2	3	3	—	—	5x4	14

*see scenario deployment rules.

SCENARIO 29A

ALGECIRAS

6 July 1801

I. INTRODUCTION:

In an attempt to revive the army he had left in Egypt, Bonaparte sent Rear-Adm. Linois to join the Spanish squadron at Cadiz and attempt to resupply the troops in Egypt. Learning of a large British force in the area, Linois—just inside the straits of Gibraltar—put into Algeciras, on the African coast. Adm. James Saumarez and his squadron were not far behind. Fickle winds and treacherous shoals proved to be the undoing of the British, driven off in the only fleet action lost by the British during the wars against Napoleon. Left behind was the grounded HMS *Hannibal*, the only ship-of-the-line lost by Britain to an enemy during this period.

Saumarez was to have his vengeance—while his battered fleet was repairing at Gibraltar, the Spanish squadron arrived in Algeciras and started to escort Linois back to Cadiz a fortnight after the battle. Saumarez caught them in a night action, catching them in some disorder. In the ensuing confusion, the *Real-Carlos*, hit by British ships, started firing wildly in all directions, hitting the *Hermenegildo*, which returned fire. The two Spanish 112-gun ships became locked in a mistaken duel that resulted in both ships burning and finally exploding, with great loss of life. The action was proclaimed a victory by the English and Saumarez was subsequently knighted.

This scenario covers the initial action.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 2 - moderate breeze.
Wind Change: 3

III. SPECIAL RULES

A. The land-mass containing the game title and wind-gauge is considered land; the adjoining green hexes, shallow water (ships may anchor therein).

B. The French player may secretly mark the identification code of 4 different, non-adjacent hexes as shoals. Said hexes must be in the shallow-water hexes noted above. *Any* ship entering shoal hexes (even by drifting) is grounded. Optional Rules XI and XII are in force, with casting the lead indicating whether or not shoals are present (don't bother with depth in feet).

C. The French player has 3 shore batteries: the Torre del Almirante (F6), the Batteria de San-Iago (F14), and Torre de la Viega (H23). Each is considered to have AV crews firing 10 factors (20 in the Advanced Game). Each battery may fire ballshot (reloadable each turn) or heated shot (HB), which takes *two* turns to load and results in doubled hull hits and, if a Critical Hit is rolled, an automatic result of 14 on the Critical Hit Table. Heated shot may only be used after turn 20.

Shore batteries may fire at any target as long as friendly ships are not directly in the line of fire (use a straightedge, running from the center of the battery hex to the center of either of the two hexes the enemy ship is on). Shore batteries may fire at ship-hulls (or sails) out to their maximum range of 13 (consider range on HDT as 7-10); consider batteries anchored for HDT determination at all ranges. Shore batteries may never suffer damage of any sort.

D. Optional Rake Determination Rule must be used.

IV. SPECIAL VICTORY CONDITIONS.

A. The French win if the British fail to capture or destroy the entire French fleet or if their point total exceeds that of the British.

B. The British win if they capture or sink the entire enemy fleet *and* if their point-total exceeds that of the French.

C. The French may leave the board. However, if the British promptly remove two ships for each French ship going off, the French ship is considered eliminated and the British get its singled point value (x1 only). All ships leaving the board may not return.

D. If the French capture any British ships, they may destroy them to avoid their recapture. They may do this in one of two ways:

1. Scuttle: Consider ship sunk, and follow rule C. of Sink and Explode rules, p. 10 of rulebook. French BP's and any British OBP's from other ships may be withdrawn if their respective friendly ships are still grappled; crew-sections still on board are automatically lost when ship finally goes down. Adjacent ships are automatically un-grappled and un-fouled when ship sinks.

2. Fire: May not be done if British OBP's are boarding or on board. French may remove all BP's (except one crew box, which is crossed off log sheet)

SCENARIO 28. COPENHAGEN

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns L	R	Crrnde L	R	Rigging	Point Value
DANISH																
Provesteen	56	SOL	2	V32	4	15	AV	6	5	5	5	5	1	1	0	15
Valkyrien	48	SOL	2	V30	4	9	AV	3	3	2	4	4	1	1	0	13
Rendsborg	20	M*	—	V28	4	3	AV	2	—	—	1	1	—	—	2x3	4
Nyborg	20	M	—	U27	3	3	AV	2	—	—	1	1	—	—	2x3	4
Jylland	48	SOL	2	S26	3	9	AV	3	3	2	4	4	1	1	0	13
Suordfisken	20	FB**	7	Q25	3	7	AV	1	1	1	1	1	—	—	0	2
Kronborg	22	B	5	P25	3	3	AV	1	1	1	1	1	—	—	0	3
Hayen	20	FB	7	N23	3	7	AV	1	1	1	1	1	—	—	0	2
Elven	6	B	5	M25	3	3	AV	1	1	1	—	—	1	1	3x4	4
Dannebrog	60	SOL	2	J19	1	11	AV	4	4	3	6	6	—	—	0	14
Aggershuus	20	M	—	J18	4	3	AV	2	—	—	1	1	—	—	0	1
Gerner	20	FB	7	J16	1	7	CR	1	1	1	1	1	—	—	0	3
Sjelland	7	B	5	J14	1	3	AV	1	1	1	—	—	1	1	0	1
Charlotte Amalie	26	EI	6	J12	1	6	AV	4	4	2	3	3	—	—	0	4
Sohesten	20	B	5	J11	4	5	AV	1	1	1	1	1	—	—	3x4	6
Holsteen	60	SOL	2	J8	1	11	AV	4	4	3	6	6	—	—	7x3	16
Infodstretten	64	SOL	2	J7	4	11	AV	4	4	3	6	6	1	1	7x3	17
Hjeelperen	6	F	3	I6	3	8	AV	3	3	2	—	—	1	1	5x4	9
Elephantin	70	SOL	2	G5	3	14	AV	4	4	4	9	9	—	—	0	18
Mars	74	SOL	2	E4	3	14	AV	4	4	4	9	9	1	1	0	20
Sarpen	18	B	5	***		5	AV	1	1	1	1	1	—	—	3x4	6
Nidelven	18	B	5	***		5	AV	1	1	1	1	1	—	—	3x4	6
Danmark	74	SOL	2	***		14	AV	4	4	4	9	9	1	1	7x3	22
Trekroner	74	SOL	2	***		14	AV	4	4	4	9	9	1	1	7x3	22
Iris	40	F	3	***		10	AV	3	3	2	4	4	1	1	5x4	15
BRITISH																
Edgar	74	SOL	2	Y35	1	14	CR	4	4	3	8	8	2	2	7x3	27
Ardent	64	SOL	2	****		11	CR	4	3	3	6	6	1	1	7x3	20
Glatton	54	SOL	2			9	CR	3	2	2	4	4	2	2	6x3	18
Isis	50	SOL	2			8	CR	3	2	2	4	4	1	1	6x3	17
Agamemnon	64	SOL	2			11	CR	4	3	3	6	6	1	1	7x3	20
Bellona	64	SOL	2			11	CR	4	3	3	6	6	1	1	7x3	20
Elephant	74	SOL	2			14	EL	4	4	3	8	8	2	2	7x3	29
Ganges	74	SOL	2			14	CR	4	4	3	8	8	2	2	7x3	27
Monarch	74	SOL	2			14	CR	4	4	3	8	8	2	2	7x3	27
Defiance	74	SOL	2			14	CR	4	4	3	8	8	2	2	7x3	27
Russell	74	SOL	2			14	CR	4	4	3	8	8	2	2	7x3	27
Polyphemus	64	SOL	2			11	CR	4	3	3	6	6	1	1	7x3	20

  * *Rendsborg, Nyborg* have FS speed of 5, turning ability of 1.
  ** all FB (floating battery) units fire 60° to each side, like regular vessels; full factors may fire within that arc. Use Gunboat counters for FBs.
  *** off-board; see scenario rules.
  **** off-board; enter in line — in order — behind *Edgar*.

NOTES: Danish: use French counters; also American and Spanish counters for Nr. 4-7 ships and merchantmen. "EI" ship is an East Indiaman.
British: *Russell* and *Bellona* ran aground short of the Danish fleet; never saw action. Players may optionally delete both ships from OB to reflect this and/or to foster play-balance.

prior to firing. French may set ship on fire during Melee phase of any turn British OBP's are not present on fired ship. Replace fired ship with fireship counter, and eliminate any crew sections still aboard. Roll die on each subsequent unfouling phase until a '6' is rolled; ship then explodes. Ship drifts each turn until it explodes, unless grounded. Fireship rules (5c) and (5d) on p. 28, and Optional Rule X are in force.

E. Captured ships destroyed under rule D above, or otherwise destroyed, no longer give the capturing player their doubled point value; the capturing player only gets the basic point-value for their striking. No player may destroy his own ships; however, the French may fire on their own ships once captured by the enemy—the British may *not*, but may, of course, attempt recapture by boarding, and may use grapeshot when so doing.

F. Game ends when all French ships have been captured or sunk/exploded, or when British leave the board.

SCENARIO 29B
ALGECIRAS OPTIONAL SCENARIO

I. INTRODUCTION

This scenario portrays the situation had Saumarez attacked when the Spanish were at Algeciras.

II PREVAILING WEATHER CONDITIONS AND SPECIAL RULES

Same as Scenario 29A.

III. SPECIAL VICTORY CONDITIONS

None. Only British may leave board, never to return. Scenario 29A victory conditions are not to be used in any way.

IV. ORDER OF BATTLE

Add the Spanish ships to the French lineup, as listed.

SCENARIO 29C
ALGECIRAS AFTERMATH

I. INTRODUCTION

This portrays the night action following the sortie of the Franco-Spanish fleet back to Cadiz.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 6
Wind Velocity: 4 - heavy breeze
Wind Change: 5

III. SPECIAL RULES

A. No land - no anchoring.

B. Night rules: Ships may not voluntarily fire on one another at 5 hexes' distance or greater. At 4-6 hexes ships may fire on rigging only; at 3 or less hexes ships may fire at hull or rigging.

C. Spanish ships may reload both broadsides each turn.

D. Each time hull hits are inflicted on Spanish ships the following happens:

a. Both broadsides fire immediately that turn, hitting the nearest vessel, friendly or enemy, in

SCENARIOS 29A, 29B, 29C, 29D. | ALGECIRAS

| Name | Guns | Class | Nr. | Initial Position | Hull | Qual | Crw Sct | | | Guns | | Crrnde | | Rigging | Point Value |
							1	2	3	L	R	L	R		
BRITISH															
Caesar	80	SOL	2	*	16	CR	5	4	4	10	10	1	1	8x3	31
Pompee	74	SOL	2	*	14	CR	4	4	3	8	8	2	2	7x3	27
Spencer	74	SOL	2	*	14	CR	4	4	3	8	8	2	2	7x3	27
Hannibal	74	SOL	2	*	14	CR	4	4	3	8	8	2	2	7x3	27
Audacious	74	SOL	2	*	14	CR	4	4	3	8	8	2	2	7x3	27
Venerable	74	SOL	2	*	14	CR	4	4	3	8	8	2	2	7x3	27
Superb	74	SOL	2	*	14	CR	4	4	3	8	8	2	2	7x3	27
FRENCH															
Indomptable	80	SOL	2	*	16	AV	6	6	5	11	11	1	1	7x3	27
Formidable	80	SOL	2	*	16	AV	6	6	5	11	11	1	1	7x3	27
Desaix	74	SOL	2	*	14	AV	5	5	4	10	10	1	1	7x3	24
SPANISH (not in 29A)															
Real-Carlos	112	SOL	1	*	18	GR	6	6	6	12	12	—	—	9x3	27
Hermenegildo	112	SOL	1	*	18	GR	6	6	6	12	12	—	—	9x3	27
San Fernando	96	SOL	1	*	16	GR	6	6	5	10	10	—	—	8x3	24
Argonauta	80	SOL	2	*	15	GR	5	5	4	10	10	—	—	7x3	23
San Augustine	74	SOL	2	*	14	GR	5	4	4	8	8	2	2	7x3	20

* Initial Positions:
   29A, B – British: enter on edge 2-3.
       French/Spanish: place on any shallow-water hexes.

   29C – British: enter on edge hexes YY1-15, in line-ahead or line abreast, dir. 5.
       Franco-Spanish: enter on edge hexes CC35-YY35, any formation, dir. 6.

that field of fire. The Spanish ship firing will automatically aim at the hull at ranges of 3 or less; at ranges of 4-10 hexes the rigging tables are rolled.

   b. If another Spanish ship takes hull hits as a result, it will immediately execute rule a. above. Additional Spanish ships so hit will do likewise, ad nauseum.

   c. All ships involved will reload and fire both broadsides again the *following* turn, starting the whole cycle over again if and when hits are inflicted. Remember that each ship fires once per turn. Spanish ships are to fire *last* in each combat phase, and fire involuntarily if hit that turn. Spanish ships still able to fire voluntarily in a given turn fire only after all *involuntary* firing is completed for the turn.

   E. French or Spanish ships may leave board on edges 5-6 and 1, and are not returned to play.

IV. SPECIAL VICTORY CONDITIONS
   The French player receives an additional 3 points for each ship he can get off board edges 5-6 or 1.

SCENARIO 29D
ALGECIRAS CAMPAIGN GAME

SPECIAL RULES
   A. This scenario is played in this order: Scenarios 29A, 29B, 29C. Scenario 29A *or* 29B may be skipped at the British player's option.
   B. The orders of battle are continued through each scenario. French or Spanish ships captured or struck in the port of Algeciras are permanently removed from play, prior to the next scenario. Captured British ships are retained in the French fleet.
   C. Repairs and replacements: (between scenarios)
      a. The British may replace crew-squares at the rate of 50% of the loss of the previous scenario. They may repair gun, rigging, and hull damage at the same rate, *or* at the rate of 100% if one scenario is skipped (on each ship surviving).
      b. The French and Spanish can replace crew losses between each scenario, at the rate of 25% of the total losses (cumulative). Each ship may repair its cumulative gun, hull, and rigging hits at the rate of 25%, or 50% if a scenario is skipped. Captured ships may be repaired likewise.
      c. Each fleet may distribute crew-sections as desired between scenarios. If Spanish crews are placed on French vessels, morale on that ship goes to GR. French crews may go on Spanish ships but morale is unchanged. Morale on captured ships is AV only if the crews are solely French.
   D. The side that has destroyed or captured the greatest number of ships throughout the campaign is the victor.
   E. Shoals marked by the French player in Scenario 29A remain unchanged in 29B.

SCENARIO 30
LAKE CHAMPLAIN
11 September 1814
I. INTRODUCTION
   With the war in Europe ended, Britain was able to go on the offensive in North America. Reinforcements poured into Canada, and in August 1814 the Governor of Canada crossed the U.S. border with 11,000 men. American naval control of Lake Erie and Lake Ontario meant that the Hudson River valley was the only route open, and any force headed south had to maintain a supply route past Lake Champlain, where another American naval squadron waited. A British force was built, and the commander chose to attack while the Americans, under Capt. Thomas MacDonough, were anchored next to the American army at Plattsburg, N.Y. In the subsequent action the British were defeated with the loss of the *Confiance*, and the British army had to withdraw—probably the most decisive American naval victory of the war.

II. PREVAILING WIND CONDITIONS
   Wind Direction: 5
   Wind Velocity: 3 - Normal breeze
   Wind Change: 6

III. SPECIAL RULES
   A. Land consists of the area containing the game's name and wind-guage; the adjoining green area is shallow water, and ships may anchor anywhere therein. No ships may enter the land hexes, of course.

IV. SPECIAL VICTORY CONDITIONS
   A. British lose automatically if:
      1. The *Confiance* strikes.
      2. The British fail to strike, capture, or sink the entire American fleet.
   B. Victory points do not apply in this scenario.
   C. The British win if they eliminate the entire American fleet; the Americans win if they fail, as above. The game ends when the *Confiance* or the last American ship strikes.

SCENARIO 32 — NAVARINO

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns L	R	Crrnde L	R	Rigging	Point Value
ALLIES (use French counters)																
BRITISH:																
Asia	84	SOL	2	*	5-6	16	EL	5	5	5	10	10	2	2	8x3	32
Genoa	74	SOL	2	*	*	14	EL	5	4	4	9	9	2	2	7x3	30
Albion	74	SOL	2	*	*	14	EL	5	4	4	9	9	2	2	7x3	30
FRENCH:																
Sirene	60	SOL	2	*	*	12	CR	4	3	3	6	6	1	1	7x3	19
Scipion	74	SOL	2	*	*	14	CR	5	5	4	10	10	1	1	7x3	29
Trident	74	SOL	2	*	*	14	CR	5	5	4	10	10	1	1	7x3	29
Breslau	74	SOL	2	*	*	14	CR	5	5	4	10	10	1	1	7x3	29
RUSSIANS:																
Azov	74	SOL	2	*	*	14	AV	5	4	4	8	8	2	2	7x3	22
Gargoute	74	SOL	2	*	*	14	AV	5	4	4	8	8	2	2	7x3	22
Ezekiel	74	SOL	2	*	*	14	AV	5	4	4	8	8	2	2	7x3	22
Alexander Nevsky	74	SOL	2	*	*	14	AV	5	4	4	8	8	2	2	7x3	22
OTTOMANS (use British counters)																
Ihsania	64	SOL	2	GG8	5	10	AV	4	4	3	6	6	1	1	7x3	16
Souria	56	SOL	2	EE9	5	9	AV	3	3	3	5	5	1	1	6x3	14
No. 1	44	F	2	CC10	5	7	AV	3	2	2	4	4	1	1	5x4	10
No. 2	44	F	2	AA11	5	7	AV	3	2	2	4	4	1	1	5x4	10
No. 3	60	SOL	2	Y12	5	10	AV	4	3	3	6	6	–	1	7x3	15
No. 4	74	SOL	2	W13	5	14	AV	5	5	4	8	8	2	2	7x3	22
No. 5	74	SOL	2	U14	5	14	AV	5	5	4	8	8	2	2	7x3	22
Lion	60	SOL	2	T16	4	10	AV	4	3	3	6	6	–	–	7x3	15
No. 6	50	SOL	2	T18	4	8	AV	3	3	3	5	5	–	–	6x3	12
No. 7	74	SOL	2	T20	4	14	AV	5	5	4	8	8	2	2	7x3	22
No. 8	50	SOL	2	T22	4	8	AV	3	3	3	5	5	–	–	6x3	12
No. 9	56	SOL	2	T24	1	9	AV	3	3	3	5	5	1	1	6x3	14
Beautiful Sultana	56	SOL	2	T26	1	9	AV	3	3	3	5	5	1	1	6x3	14
Tunisian No. 1	40?	F	3	T28	6	8	AV	3	3	2	3	3	1	1	5x4	10
Tunisian No. 2	40?	F	3	Y29	6	8	AV	3	3	2	3	3	1	1	5x4	10
Tunisian No. 3	40?	F	3	Y33	6	8	AV	3	3	2	3	3	1	1	5x4	10
No. 10	56	SOL	2	X30	6	9	AV	3	3	3	5	5	1	1	6x3	14
No. 11	56	SOL	2	Z31	6	9	AV	3	3	3	5	5	1	1	6x3	14
No. 12	60	SOL	2	BB32	6	10	AV	4	3	3	6	6	–	–	7x3	15
No. 13	54	SOL	2	DD33	6	9	AV	3	3	3	5	5	–	–	6x3	13
No. 14	54	SOL	2	FF34	6	9	AV	3	3	3	5	5	–	–	6x3	13

* Enter in line-ahead on board-edge 5-6 in order shown, beginning with HMS Asia.

SCENARIO 31

LAST VOYAGE OF THE PRESIDENT

15 January 1815
I. INTRODUCTION

After the early successes of American frigates, the British devoted most of 1814 to locating the small U.S. fleet and blockading it in its ports. This was not entirely successful: *Constitution* left Boston in December and slipped past a ship-of-the-line and several frigates during a snowstorm, going on to defeat *Cyane* and *Levant* two months later.

USS *President*, the fastest of America's three 44s, attempted the same under Stephen Decatur. With the British squadron blown off station in a snowstorm, the *President* put out from New York on 14 January 1815, only to run aground in heavy weather. The British squadron returned the following morning; the damaged *President* evaded them for most of the day—and pounded *Endymion into a hulk—before being overwhelmed by two other frigates.*

President was taken into British service; its damage from the grounding and battle proved irreparable and it was broken up in 1817. But, the British had been so impressed by its design that a copy was built. *HMS President* went on to turn in a long career with the Royal Navy, and was one of the few Napoleonic-era warships able to keep up with later generations of warships built in the 1830's and 1840's.

II. PREVAILING WIND CONDITIONS
Wind Direction: 4
Wind Velocity: 3 - Normal breeze.
Wind Change: 6

III. SPECIAL RULES
A. No land - no anchoring.

IV. SPECIAL VICTORY CONDITIONS

The first player to inflict a strike or capture on the enemy is the victor (the game ends at that point). Victory points are not awarded in this scenario; no additional credit is given for capture as opposed to strike (but ships may still be boarded).

SCENARIO 32

THE BATTLE OF NAVARINO

20 Oct. 1827
I. INTRODUCTION

In 1821, Greece began an uprising against its Ottoman Turkish rulers that eventually gained widespread sympathy in Europe; Lord Byron was one of many volunteers who fought (and died) there. Eventually, a combined Allied fleet appeared and, after inconclusive negotiations, struck at the combined Turkish-Egyptian fleet at Navarino. In the resulting slaughter the Ottoman fleet, which included 40 transports and 50+ light warships, lost over ¼ of its ships sunk or scuttled, with thousands of dead. Navarino, the last great battle fought under sail—and the biggest naval engagement fought between Trafalgar and Tsushima—yanked the rug out from the Ottoman Empire's armies just as they were on the verge of victory; Greek independence quickly followed.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 5
Wind Velocity: 3 - Normal breeze.
Wind Change: 6

III. SPECIAL RULES

MASTER SCENARIO CHART

SCENARIO 25. — PELLEW V. DROITS DE L'HOMME

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns L	R	Crrnde L	R	Rigging	Point Value
BRITISH:																
Indefatigable	44	F	3	KK17	5	7	EL	2	2	2	2	2	1	1	5x4	14
Amazon	36	F	3	NN15	5	8	CR	2	2	2	3	3	1	1	5x4	14
FRENCH:																
Droits de l'Homme	74	SOL	2	T8	4	14	AV	5	4	4	10	10*	1	1	4-4-7	24

* see special rules for this scenario.

SCENARIO 30. — LAKE CHAMPLAIN

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns L	R	Crrnde L	R	Rigging	Point Value
BRITISH:																
Confiance	37	F	3	*		8	CR	2	2	1	3	3	2	2	5x4	
Linnet	16	B	5	*		3	CR	1	1	1	—	—	2	2	4x4	
Chubb	11	B	5			2	CR	1	1	1	—	—	1	1	2x4	
AMERICAN:																
Saratoga	26	C	4	**		4	CR	2	1	1	1	1	3	3	4x4	
Eagle	20	B	5	**		4	CR	2	1	1	—	—	3	3	4x4	
Ticonderoga	17	SC	5	**		3	CR	1	1	1	—	—	2	2	3x4	
Preble	7	S	5	**		2	CR	1	1	1	—	—	1	1	2x4	

* enter British on any board-edge
** begin game anchored in shallow-water hexes, no closer than 6 hexes from board-edges 1 or 4.

SCENARIO 31. — USS PRESIDENT

Name	Guns	Class	Nr.	Bow Hex	Dir Nr.	Hull	Qual	Crw Sct 1	2	3	Guns L	R	Crrnde L	R	Rigging	Point Value
BRITISH:																
Endymion	40	F	3	AA23	4	10	CR	2	2	2	4	4	3	3	5x4	17
Pomone	44	F	3	*	4	10	CR	4	4	3	5	5	1	1	6x4	20
Tenedos	38	F	3	*	4	9	CR	2	2	2	3	3	3	3	5x4	15
AMERICAN:																
President	44	F	4301	AA30	4	12	EL	4	3	3	4	4	4	4	6x4	24

* enter on board-edge 1, on the third turn after initial hits are inflicted on *Endymion*.

shoals. Anchoring permitted inside bay from KK row inward (toward Turkish side)).

B. Ottoman crews are counted as CR for boarding purposes only, AV in all other respects. (Including gunnery, even if simultaneous with boarding).

IV. VICTORY CONDITIONS

A. Besides standard point-values, the Allies get ¼ the point-value of each of their own ships they can get off board-edge 5-6 (directly opposite the bay entrance).

THE RULES OF ENGAGEMENT

To simplify (and make more realistic) the course of play in fleet actions here and in the standard scenarios, the following is offered as optional rules, to be used with scenarios with more than 6 ships to a side:

1. Movement is written only for a designated flagship, which is:

   a) the leading ship (#1 in line) in any historical setup, e.g., *Alfred* in Scenario 6. Includes segments such as found in Camperdown scenario (2 ships leading).

   b) any ship of 94 guns or better.

2. Flagships lead other ships in line (bow-to-stern-of-next-ship). Gaps of no more than 2 hexes of open water may appear, but trailing ships must always move with flagship, as noted in rule #3 below.

3. Movement for flagship is written in Move section of log, as normal. Movement for following ships is written in flagship's comments section. Two maneuvers are permitted:

   a) Line Ahead (written LAH): Ships in line follow flagship exactly, turning on the hex where flagship turns. Flagship moves normally, may slow down or limit turns to accommodate slower or bigger vessels.

   b) Line Abreast (written LAB): Ships turn *in unison* with flagship; flagship may turn no more than 60° (turning 1 hex) that turn. Flagship may turn again back onto original course that turn (the only second turn permitted on one turn under LAB). Ships remain on LAB, moving in unison with flagship until group turns onto original course behind flagship.

   c) NOTE: LAB may be done with crooked line, but once LAH is resumed no LAB is permitted until straight LAH is resumed, *with no gaps*.

4. Fleet breakdown is as follows:

   a) British (1781 and before): The entire fleet must maneuver as one unit, behind a single flagship.

   b) British (after 1781): May maneuver behind any designated flagship, as noted in rule #1 above.

   c) French, Spanish, Dutch: May maneuver behind any designated flagship, as noted above, in groups of no less than 7 ships (incl. flagship).

   d) Danish, U.S.: exempt from Rules of Engagement.

   e) When using more than one group in an engagement, note in each ship's log its respective flagship (e.g. *Victory* for any ships following it).

5. Ships may break formation and move independently only if:

   a) they are frigates or smaller (trailing ships in line must close up).

   b) line is penetrated by enemy, or any ship in line is grappled.

   c) flagship strikes.

6. OPTIONAL DEPLOYMENT. In any scenario involving 11 or more ships—and no fixed terrain—players may implement this rule, as follows:

   a) Wind direction is always 1; Wind Speed 3; Wind Change 6.

   b) Opposing fleets enter in LAH formation according to Rules of Engagement, in no more than 2 initial columns. One fleet enters between A20 and A35; the other, between YY20 and YY35.

   c) Ships not able to appear on board initially are to be given a number indicating their position in line (e.g. *Temeraire*, #7 behind the flagship, is behind the last ship on board; write #7 in move section). This procedure is to be followed if Rule XII (see rules, p. 7) puts part of a fleet off-board in later play.

DESIGNER'S NOTES:

The actions depicted here fill in the major or notable battles of the period covered in the game. Navarino was included because it was the last battle fought under sail. The Rules of Engagement are provided mainly to simplify the clerical end of fleet actions in the game; they do not hew exactly to the historical Rules of Engagement, in which the British sought to engage enemy groups from windward all along their line. Beginning with the Saintes in '82, the British sought to penetrate an enemy line with two or more groups, with notable success. Although that is unmentioned in the Rules provided here, any attempts to penetrate an enemy line in one big Line-Ahead would be asking for trouble, as it would endanger the leading ships and certainly create a big mess, putting the control of the game beyond that of either player and in the realm of common luck. Two or more groups penetrating have a good chance of defeating in detail.

By rights, the Dutch, French, and Spanish formations should have gaps between each ship of at least one hex, owing to their poor seamanship and/or commanders. Doing so on one board would be ludicrous, especially when you examine Glorious First of June. If you can join two game-boards, such a rule may be worth considering, as it will make Continental navies' battle lines very porous. As it is, British morale factors will still carry the day once the leading ships board.

A note on balance: some tampering with the historical setting has been made, to try and balance things. Certainly many scenarios in the game are imbalanced, owing to the uniformly bad morale of the French and the crushing advantage in gunnery that it gives the British. After 1789 this is realistic. Before that, it is a moot point as to whether the royalist French navy was *that* inferior.

Some comments on each scenario:

24—Glorious First of June: a grotesque number of ships are involved; the set-up is provided for historical purposes only. Players are discouraged from using it. Owing to the purges, French morale was bad; I have given the 3-deckers higher morale on the theory that a flag vessel might have a better crew. The main reason is to give the French an even chance. Even so, despite their edge in gunnery factors, the French will have a sticky time of it. They have one or two vessels more than the British and these might well be used to turn the British line. Frigates have been omitted, of course(!).

25—I have tampered with morale here. This should be an interesting duel between frigates and an honest-to-God ship of the line.

26—St. Vincent: Spanish morale should really be PR, not GR. Even so, the Spanish have their work cut out for them, despite their 2-1 edge in numbers. British should have an edge in boarding—correctly reflected by morale rules. Despite their lesser numbers in each ship, the British had discipline and the Royal Marines—the Spanish had mal-de-mer. Players may downgrade Spanish morale down to PR for boarding, or altogether, but that wouldn't be too fair to the Spanish player, albeit historically accurate. Stick to the rules. (NOTE: Spanish setup is an approximation.)

27—Camperdown: The one time the British faced a real opponent, other than the US Navy. British historians claim the tars were eager to prove themselves after the mutiny. This is debatable. Duncan kept two of his ships loyal that summer by sheer force of personality, but all the rest sailed away to the Nore. I have kept the British morale high so they stand a good chance—that and their position should balance things. Other than *Monnekendam*, frigates played no role in the action and have been omitted.

28—Copenhagen: Balance?? I wonder. I recommend this only as a solitaire game, which is what it is

intended for. Danish movable ships should be moved in the most effective manner possible (the player is on the British side, but no cheating, now). The interesting quirks of this battle—and its importance—is the only reason it has been retained. The Danish gunboats, the Trekroner battery, and the British frigates that engaged it have been omitted—God knows the situation is unwieldy enough as is. Danish positions have been adjusted to fit the board but are fairly faithful to history.

29—Algeciras—Enemy morale stinks but the British still have a nasty job, what with the plunging fire from the shore batteries. A neat tactical problem. Again, frigates played minor roles and have been eliminated.

30—*President*—Victory conditions have been fitted to the situation. Running away won't win the game for the US unless they inflict a strike on someone; they have no reason to board so that rule has been dropped (British don't get the benefit of it either, but that's for balance). USS President's normal speed was 7 or 8, incidentally.

31—L. Champlain: a few 1- and 2-gun boats have been eliminated for simplicity. The official Lake Erie scenario seems to have been similarly edited.

32—Navarino: Western sources (only ones available) are skimpy. The lack of mention of ship-names or specific casualties indicate that the Europeans regarded the opposing fleet as a seagoing anthill, which it wasn't. The mopping-up of the transports was accompanied by incredible casualties. The Ottomans, for their part, seem to have been caught unprepared. Hardly a glorious victory for the Allies.

Ottoman frigates have been included, as they had only 3 ships of the line to the Allies' 10. Their only chance of victory is to change history somewhat and actually take or strike an Allied ship.

These battles were the greatest ever fought under sail, along with the ones already depicted in *WOODEN SHIPS*. They were also the last. Steam propulsion resulted in paddle- and screw-driven ships, followed by armor plate, monitors, and dreadnoughts—all in the scant hundred years after Trafalgar.

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FIGHTING SALES . . . . Continued from Page 5

If time is available, a meeting should be held prior to the date on which the battle is to be fought by the players on a given side. Admirals of this period always tried to meet with their subordinates on the eve of a battle to discuss plans, iron out any misunderstandings, and cover any special signals that might be in use. Lord Nelson, the most successful commander of the sailing era, was especially noted for these pre-battle briefings. Several important items should be on the agenda of any such meeting:

1) The commander-in-chief should be chosen, if this has not already been decided.

2) The order of sailing should be decided. Who will command the various squadrons, Van, Center, and Rear? The positioning of the commander can be very important. With the Van squadron, the commander is in a position to lead the battle, thus providing an example of what is expected for the subordinates. With the Center, he is in a position to support either end of the battleline, as circumstances dictate. In the Rear squadron, the commander is in an excellent position to use his ships as a reserve where needed. This decision is complicated by the realization that if the line makes a 180° turn, the relative positions of the Rear and Van squadrons change. Yet another option is to divide all the line of battle ships between the subordinates, and place the commander in a fast frigate behind the line. This would give the commander more time to study the situation, plan the movements of the fleet, and enable him to move to take personal command where most needed.

3) Discuss various plans, possible maneuvers, what should be done in various circumstances, etc. Resolve the various players conceptions as to how the battle will be fought *before* the game starts. This way the actual game can be spent fighting with the opposition instead of with each other.

4) Work out some sort of "shorthand" system for sending messages. For instance, it could be established that if a message were sent that contained only a move notation (i.e. "1R2L"), it would be expected that *all* ships would make that maneuver. This is a worthwhile effort to cover all the more common types of messages.

5) Actually lay out the mapboard, position the ships of the various squadrons on it, and actually practice maneuvering together as a group. This drill will reveal any possible problems, and permit their correction before it is too late. One final point on playing multi-player games—try (though it is ever so hard) to control your temper. You will no sooner finish cursing out the player behind you for fouling the rear ship of your squadron, then your lead ship will foul a ship in the squadron ahead of you. It happens to everybody. So be kind to your partner, even if he is a yo-yo.

If this article contains any hints that improve your play of *WOODEN SHIPS & IRON MEN*—terrific—but I like to win too, so please don't use them against me! It is very embarrassing to lose at your own game, especially when some of your own favorite tricks are turned against you.

★★★★★

AREA TOP TEN

Rank	Name	Times on List	Rating	Previous Rank
1.	R. Chiang	1	DGK2091	—
2.	T. Oleson	2	EFJ1965	1
3.	J. LeJeune	1	CBB1510	—
4.	B. Lawrence	2	DB-1480	4
5.	J. Halko	2	EA-1455	3
6.	M. O'Donnell	2	CA-1410	5
7.	S. Napolitano	1	CB-1387	—
8.	J. Garrett	2	DFJ1363	2
9.	R. Vollbehr	2	CA-1255	7
10.	G. Dayton	2	FDA1238	6

The above players represent the ten highest, provisional (11+ rated games) rated members of the 2,000+ member player pool. Future listings will give priority to individuals with a large rating base. An individual who plays only one or two opponents will eventually be dropped from the listing as will those who do not remain relatively active once on the list.
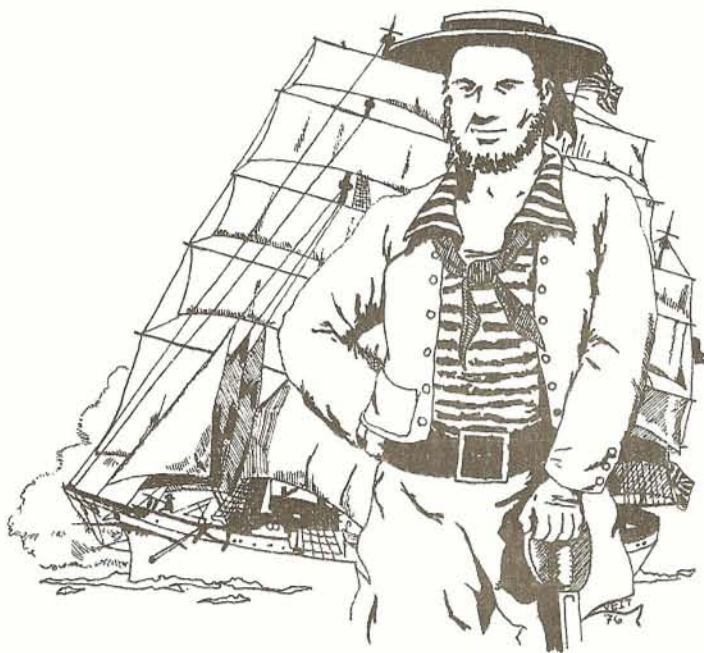
THE CARE AND FEEDING OF A SQUARE-RIGGER

by S. Craig Taylor, Jr.

With Development Notes by Mick Uhl

Some games almost seem to design themselves, progressing from the original conception to the finished product in short order, calling for only a little playtesting to smooth over the rough edges. Other games require more effort, the design evolving gradually to meet current needs and new demands. *WOODEN SHIPS & IRON MEN* is a game of the second type, having a design that developed gradually over an eight year period during which it underwent numerous transformations. To understand a game design of this type, it is necessary to understand something of its history, and how it evolved. *WS&IM* had rather simple beginnings, and developed gradually in a natural manner as more research material was accumulated, and continued play led to more streamlining of the rules and game tables. This was a leisurely process, as until about two years ago there were no plans to sell the design to any publisher; it was just something to fiddle with in my spare time. During this period the rules evolved through fourteen different versions, and were played by several hundred different people all over the country (I was constantly on the move during those years—Mississippi, Nebraska, New Jersey, Georgia—and sought out the local wargamers wherever I went).

The first version of *WS&IM* was drawn up in 1966. It was more of a statistical analysis than a game. The components effects of various size cannon balls hitting wood at various velocities, probability tables on the chances of hits and where they could be expected, the probable effects of such hits, combined with a rudimentary movement system made up the game. The game was inaccurate in many respects, overly detailed in others, and required too much paperwork to be much fun to play. Continued research and playing of the game over the next two years resulted in what I considered to be the first really playable version of the game.

This first definitive version, which I tentatively titled "Boarders & Broadsides" was a complex, though still playable, game suited for single ship duels. This game featured one minute Turns, gun sections that were loaded and fired individually (and took time to load, depending on the number of crewmen doing the loading), the trimming of individual sails by crewmen who scurried up and down the ratlines, a movement system that considered gradual acceleration and deceleration, and lots of other goodies. Firing called for the use of five different dice, each ship's Hit Record covered an entire sheet of graph paper, and the number of items kept up with on the Log Sheet were phenomenal. It was all a player could do to keep up with his one ship command, and single ship duels lasted for four to five hours. By 1970, this game had evolved and been simplified to the point where game time was down to about two hours, and even less naval oriented players could pick up the game rather rapidly.

By 1970, I was becoming intrigued with the idea of setting up some large fleet actions. These had been tried in the past, but the necessity of having one player per ship had limited the size battles possible. The game would obviously have to be considerably simplified to make this possible. At the same time, I wished to sacrifice as little of the game's realism as possible. This was accomplished by changing the scale of the game from the one minute turn to the present three minute turn; this change in scale allowed the conception of having such aspects of the rules as loading and small details of ship handling occur automatically. This scale change also lowered the range of the guns, permitting more ships to be packed into the same amount of playing space. The several gunnery tables were all mathematically "rolled into one" in a format similar to the present HDT. This allowed the greater amount of firing to

be handled in a much shorter time than was formerly possible. At this time the decision was also made to allow each ship to occupy two grid sections instead of one, this system seeming to provide a much better simulation of the clumsiness of these old ships than in earlier versions of the game. The final result, which I considered to be the second definitive version of the game, was the direct ancestor of the present Avalon Hill version, although it was designed as, and has always been played as, a naval miniatures game. This game, further refined through several more versions, was eventually somewhat simplified, adapted to hexes, and converted to a boardgame format on the insistence of J. Stephen Peek of Battleline Publications. Six months later we were approached by Avalon Hill on the possibilities of our selling the game to them. From then on there was a continuous stream of correspondence between myself and Avalon Hill. Several questions as to the basic concepts of the game, reasoning behind various rules, etc. were raised in these letters, that I feel are worth explaining in the balance of this article. These points were somewhat less than self-explanatory to AH, and, no doubt, are equally puzzling to those now playing the game.

One of the first questions raised concerned the reasoning behind having rigging hits count double if the ship is under full sails. The rigging squares represent not only sails, but also the maze of ropes, masts, and spars that provided the ship's motive power. Full sails increase the hazards of fires, and the strain on masts and spars that might be hit in action. A solid hit on that increased amount of canvas stands a good chance of breaking the associated rigging, masts, and spars which are under great tension. Also, a hit on a sail that is not fully tensed will probably put a small hole in the sail. A hit on a tensed sail stands a good chance of ripping it in half.

Bow and stern chaser guns are not included in the rules because they were of such insignificant power. A gun square in the game represents roughly 100 pounds of metal. So few ships mounted a chaser battery that even came close to this figure that it was not deemed worth-while to include in the rules. The chances of scoring a damaging hit with only one or two smooth-bore guns are far too small to consider in the scale of these rules. Proper chase tactics of the period called for yawing the ship from side to side, thus losing distance, but firing whole broadsides for a greater chance of scoring a significant hit.

The game scale is roughly three minutes per turn, with each hex approximately one hundred yards. The two hex space a ship occupies is, of course, much more space than the ship actually needs (the largest ships of the period only being about eighty yards along, including the bowsprit), but allows for proper intervals between the ships. A ship could maneuver somewhat within this space to prevent an enemy ship from moving through it, as in attempts to break a line.

The game scale is considered to be quite flexible in some cases. Since grappling attempts can be made from adjacent hexes, ships in adjacent hexes could be assumed to be "rubbing hulls", or a considerable distance apart. Part of the die probabilities for grappling have to do with determining if the ships are actually close enough together to attempt to grapple. This also applies to collisions and fouling. Ships which "collide" in game terms do not necessarily have to actually bump into each other (although if they foul, this is what has happened), but they do have to end their movement to avoid such an actual collision.

There seem to be a bewildering number of different ways in which a ship can be knocked out of the battle, the distinctions between these being meaningless to those not familiar with the period. These differences can be rather easily explained. A "struck" ship represents one whose accumulated damage has reached the point where it can no longer defend itself, either due to total crew demoralization and shock, or to total concern with survival (i.e., keeping the ship afloat). A "struck" ship would present the appearance of a total wreck to anyone observing it, and conventions of humanity and of the sea of the period would preclude firing on a helpless hulk. A "surrendered" ship simulates one that is still seaworthy and could still put up some resistance, if supported. However, if unsupported, and threatened, such a ship would "surrender" to avoid any further needless killing. There were numerous instances during this era of ships "surrendering", then raising their flag again and sailing off when the immediate danger had passed (the *Flore* did this at Lissa). A "captured" ship is simply any enemy ship with a prize crew on board.

The design theory that went into the firing of the guns is rather complex, and, in some cases, somewhat abstract. The game's HDT is a somewhat simplified and mathematically combined representation of what was covered by the use of several tables in earlier versions of the game. Differentiations built into the HDT include the weight of broadsides, the random spread of shot due to the windage of smoothbore guns fired from a rolling, moving platform, perspective due to the apparent smaller size of a target at a distance, and the loss of velocity, and, hence, penetration due to range.

Remembering that *WS&IM* was developed from earlier versions of the game where the individual guns were actually loaded and fired separately, and took different times to load, it is necessary to understand what is being simulated when the die is rolled for each ship to fire. In the time span of one turn, the gun crews could be firing "at will", that is, loading and running out the guns as quickly as each individual crew could do so. They

could be firing "by sections" (a gun section normally consisted of six guns, three on each side of the ship, each section under the command of an officer), a somewhat slower method, but with a more concentrated impact and effect. They could be loading all the guns, then, when all were ready, firing the entire broadside at once. There could be casualties, breaking up the organization of the gun crews, and hurting their efficiency. The guns could be loaded, then have to wait for a break in the smoke before firing. The effects of all this over a three minute period would be about equal on each ship, but exactly when the guns would be fired, and how many would be fired at any one time is problematical.

There are two ways to look at firing in a si-move game. The first is the theory that all units fire at exactly the same moment, that moment coming at the end of the movement. The second, the theory used in *WS&IM*, postulates that during the time span covered by each turn, each gun can be fired a number of times (2-6, depending on the size gun, and the training of the crews), and in a number of ways. The scale of the game is such that exactly what the gun crews are doing is out of the player's command realm, but the fact remains that, although firing is conducted simultaneously after all movement is complete, this is not necessarily what is being simulated. If the first method was operable in the game, the target of each ships fire would have to be written down before firing could begin. Allowing players to fire their ships in any desired order, as is permitted in the game, not only reduces paperwork, but is a more accurate simulation of the events. The real realism problem of si-move games is not the order of firing, but the fact that the counters may, during the course of their movement, assume widely different attitudes and ranges to one another from what may be the case when all movement is complete. The only compensation to all these factors that could be made (compatible with playability) is the effect of the die roll on a ship's firepower. Thus, the die roll determines not only what is hit (a factor of probability), but also how many hits are caused (an abstraction of the factors discussed above).

A number of questions were also raised as to how a ship could change its speed so rapidly, going from full speed one turn to "0" on the next, etc. This ability is a function of the scale used for the game. As mentioned earlier in this article, a limited ability to accelerate and slow down was a feature in earlier versions of the game where the scale called for one minute turns. The need for these rules disappeared when the scale changed to three minute turns, as the required speed changes are completely plausible within this time span. One of the major features that led to the use of square-rigged ships in the first place was their ability to change their speed fairly rapidly. Had it not been for this factor (and the fact that a square-rigger could carry somewhat more sail), the fore-and-aft rigged ship would have been the dominant type due to its ability to sail closer to the wind. The physics of a square-rigger are much more than just inertia of rest, and inertia of motion. A sailing ship overcomes inertia of rest and moves forward due to the force of the wind blowing on the sails at an angle, this wind force being translated into a vector force towards the bow that makes the ship go forward. Sailing ships are rather efficient instruments for this, and their speed can exceed the wind velocity. Since the spars could be pivoted on the masts, it was a relatively easy matter to "back" the sails into the wind, reverse the vector force towards the stern, overcome the inertia of motion forward, and check the ship's movement. A square-rigger was much more flexible than a modern sailboat. Speed could be checked, or the ship rapidly

brought to a standstill by backing the fore topsail, then the ship could pull ahead again by swinging the fore yards to permit all sails to pull again. With a little trimming, a square-rigger could even sail sideways or backwards ("boxhauling"), although this would not be done in combat.

With a scale of 100 yards per hex, a ship at a speed of seven is covering 700 yards per three minute turn, an actual speed of seven knots. Since ships given a speed of seven maximum in the game were actually capable of a maximum speed in the neighborhood of thirteen to fourteen knots with *all* canvas on, and under ideal conditions, this speed does not really approach their theoretical optimum. Similarly, ships under what is termed in the game as "battle sails" are making only three to four knots. Compared to modern naval battles, sailing actions were rather leisurely affairs.

Under battle sails, a ship would reduce her canvas to what was known as her "fighting sails"— usually, to just the topsails and jib. Under these sails a ship was easily managed, and required a minimum crew to maneuver her. However, the ship's other major sails (mainsail, foresail, and the topgallants) were not secured to the yards (furled), but merely loosely tied to the yards (clewed up). In game terms, this makes it very easy to go from battle sails to full sails, or back again. Ships carried a large number of additional sails that were *never* used in action as they required too large a crew and too much time to employ. These sails, which might be termed "cruising sails", would enable a ship to reach its optimum speeds, but, as they would play no part in an actual engagement, no rules covering them are included or needed in the game. Thus, the maximum speed variation in a three minute period is seven knots, and the sail handling this entails is fairly simple. Actually, a ship under full sails could actually manage a better turn of speed than that given for short spurts (clewed up). In game terms, more than a short period of time (mainly because the guns could not be worked properly with the roll and/or heel induced by such speeds), but the average is what is considered in the game.

To summarize: A ship that moves seven hexes during a turn is not necessarily moving at a constant velocity of seven; it could be going faster at some point during the turn, and slower towards the end of the turn, permitting the ship to come to a halt at some time during the following turn, if this is desired. Also, a ship set in two hundred yards of ocean, and occupying only about a third of that space, is theoretically not necessarily sitting absolutely still, even if it is at a speed of zero in game terms. This all perhaps sounds a bit abstract, but it is the reason that the player can infinitely vary the speeds of his ships from turn to turn.

Hopefully, this article will clear up many of the questions players may have had concerning the game, and increase their appreciation of what is actually being simulated as they play it.

Speaking of Development

When *WOODEN SHIPS AND IRON MEN* was originally released by Battleline Publications in the Summer of 1974, it immediately met with critical acclaim from gaming magazines and garnered top ratings from their surveys. Perhaps even more outstanding was the fact that it was being played with regularity by many local gamers. In a hobby which has been satiated by a multitude of games of every imaginable style and period, to see a game being played more than a few times is a rare occurrence. All of which illustrates the value of hard work in the production of a successful game. Craig Taylor spent eight years on this labor of love which developed from a very technical and accurate miniatures version highly rated in its own right.

Once again it is time to consult you—our audience—as to what you would like to see in the year ahead from Avalon Hill in the way of game designs. Last year's survey played an important role in the design course we are presently pursuing. Those which rated well last year have either been published or are currently in various stages of development. We are already committed to several of the titles listed below but your acceptance or rejection thereof may affect their eventual publication date. Regardless of the titles chosen you can rest assured that, just like the movies, today's games are better than ever.

The following list, presented in no particular order, contains some pretty far out titles but we have some folks who are far from devoid of imagination. Cast your vote by filling in the numbers of the titles you would definitely buy and let the chips fall where they may.

1. *BULL RUN*—A competition-oriented game, simple but subtle and designed to be played to a conclusion in a reasonable time. This game has an unusual history—it is actually a "lost classic" designed back in 1962, when such competition classics as *STALINGRAD* and *WATERLOO* were the standard fare. The game was put on the shelf for financial reasons and never revived . . . until . . . We're thinking of cleaning up the OB, and putting it through the playtest grind. Any votes for a new "old" classic?

2. *PLASTICVILLE*—War, peace and scavenging in a futuristic city that abides, with its robotic servants, through time and disaster. Politics, lasers and hide and seek with robots along the skyways and subterranean warrens of the future.

3. *CHINA INCIDENT*—The land war in Asia, 1931-45. Designed as both a two-player and multi-player game, the game would recreate the accomplishments and eventual doom of the Japanese land forces up through WWII.

4. *JIHAD!*—Once the Arabs were the light of civilization and the military power of the world. This game traces their rise from the ashes of Persia to the breaking of their power by the military might of the Ottomans.

5. *BYZANTIUM*—A game about the waning of the Byzantine Empire and the rise of the Ottomans over a thousand year period. From the brilliant General Belisarius through the strange wars of the Crusades and the Turkish threat in the Balkans, you can replay the military history of the Eastern Roman Empire.

6. *CLOAK & DAGGER*—The city is alive with intrigue—who can you trust with your military secrets? Who can you trust in your embassy? What are the other players' objectives? Even your own counters might belong to the enemy! A game of treason, spying and assassination, set in the European capitals of intrigue.

7. *MOUNT EVEREST*—Solitaire or in combination with other climbing parties, can you meet the challenge and scale Everest? Say, what's that big, fuzzy, white counter that keeps leaving footprints?

8. *BISMARCK*—The classic hunt for the Bismarck returns to print in a more sophisticated Basic Game version which remains as easy to play as the '61 original. An intermediate game adds a number of advanced options and scenarios while the Advanced Game lays the ultimate in surface combat realism on you. Additional French, German, and American ships provide a number of interesting what-if scenarios.

9. *U-BOAT*—Actually a misnomer. This game would cover all aspects of WWII submarine warfare in scenario format representing German, British, American and Japanese submarine and ASW warfare efforts. A much more sophisticated game system than it's predecessor of the sixties, scenarios would range from attacks on convoys, to single ship duels, to massive campaign games taking weeks to play.

10. *PRIME TIME*—A game which places you in the seat of the network programming executives. The all important buck determines whether you'll put ALL IN THE FAMILY up against MONDAY NIGHT FOOTBALL or SANFORD AND SON. A three player game obviously . . .

11. *MESSERSCHMIDT*—Plane to plane combat in WWII utilizing a simultaneous movement system for fighter duels, attacks on massed bomber formations, and attacks on ground targets. Individual plane specifications for 30 different types of aircraft.

12. *TERMINATION*—A very simple Science Fiction game for 2-4 players. Each player attempts to knock out his opponents bases while defending his own. Orbital weapon systems and the rotation of the Earth introduce a novel twist to normal game mechanics.

13. *SPEED CIRCUIT*—A 100% skill car racing game for 2-6 players. Players actually construct their cars to the specifications they desire for the track being utilized. Game comes complete with six metal cars and 3 famous tracks.

14. *HUN!*—A touch of *KINGMAKER* surfaces in this game of political intrigue and military strategy over the ages. The game is set in a mythological continent that curiously resembles Europe; the players are budding empire-builders who try to take over the world by organizing their political parties, military coups, land and sea invasions, and espionage activities to sweep from country to country. A combination military, political and economic game, with touches of Holy Wars, trade routes, political followings, espionage and piracy.

15. *THE RISING SUN*—Grand Strategic scale game of the war in the Pacific from 1941-45. Game will utilize monthly turns and include every capital ship utilized in the war. The Japanese player must meet minimum victory conditions every quarter for the game to continue.

16. *SQUAD LEADER*—Man to man in the streets of Stalingrad and the fields of France during WWII. Individual leaders play a crucial role in directing fire and rallying broken squads. AFV's, off-board artillery, AT guns, etc. appear in advanced scenarios. Game will include 12 interlocking scenarios and a Campaign game.

17. *'NAM*—Operational game of the war in Vietnam broken into many scenarios which are capable of being joined to form one giant Campaign Game.

18. *BOXCARS*—A multi-player game for 2-6 players in which players haul freight across the United States in order to earn enough money to buy the lines themselves. Once owned, the lines are the source of additional revenue from other player's whose trains must utilize them to get to their destination cities. Game resembles a sophisticated *MONOPOLY*.

19. *WHODUNIT?*—A multi-player detective game in which players attempt to discover a code solution by a process of elimination and deductive reasoning.

20. *CHICKAMAUGA*—An operational level game with moderate complexity featuring semi-hidden movement and variable Orders of Battle.

21. *LOST GOLD*—A multi-player game in which players compete to find gold and market their discoveries. Claims can be jumped, prospectors bushwacked, and characters eliminated by hostile Indians, etc. The player gaining control of the entire field by processing his own mines and absorption of the remainder would be the winner.

22. *FRENCH & INDIAN WARS*—A strategic level campaign for the control of North America between the British and French. Indians and colonies can be induced to join in the fray depending on the tactical situation.

23. *KNIGHTS OF THE ROUNDTABLE*—Man to man combat in the age of King Arthur. Game would include jousting tournaments between famous knights and small level skirmishes between archers and swordsmen of the period.

24. *THE GREAT WAR*—Operational level game of World War I Western Front combat.

25. *HOCKEY STRATEGY*—A hockey game using the popular matrix concept utilized in the present Avalon Hill sports series.

26. *GLADIATOR*—Man to man combat in the arenas of ancient Rome with scenarios depicting individual combat with the classic weapons of the period—sword and shield vs. net and trident. Team competitions, chariot races, battles vs. animals, and skirmishes with Roman legionaries would also be included.

27. *DESCENT ON CRETE*—A Battalion-Company level game of the German invasion of Crete. Game would also include an extension for the planned invasion of Malta.

28. *ARNHEM*—*TOBRUK* recreated, this time with terrain and the participants so vividly brought to life by *A BRIDGE TOO FAR*.

TITLE SURVEY: Place an X over the number of each title you would definitely buy.

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

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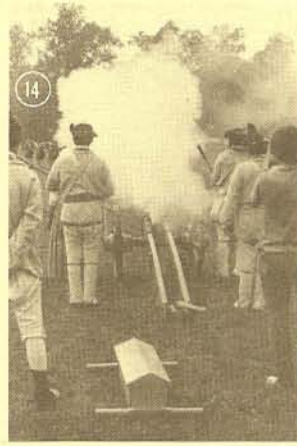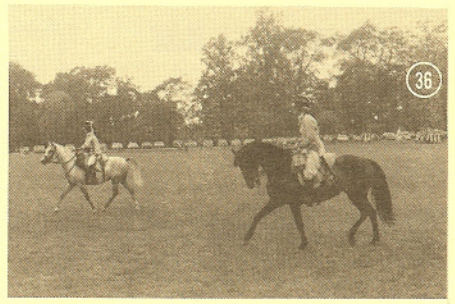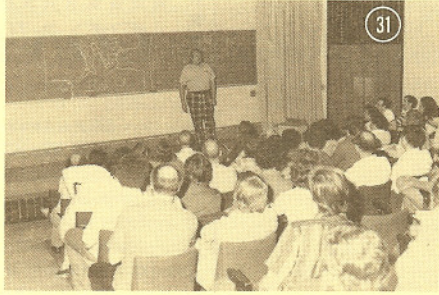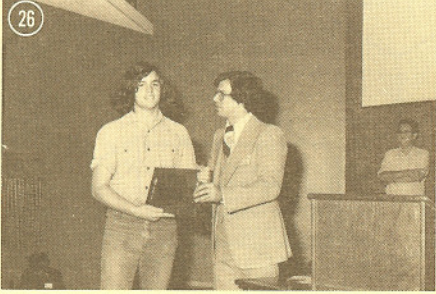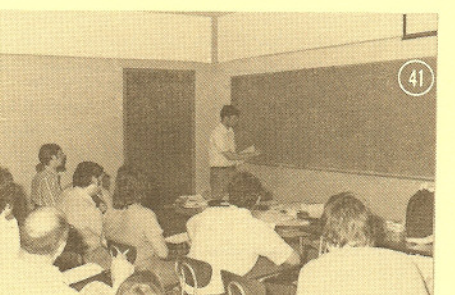
READER BUYER'S GUIDE

TITLE: KINGMAKER

A multi-player quasi-diplomacy game of the War of the Roses

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality _____
2. Mapboard _____
3. Components _____
4. Ease of Understanding _____
5. Completeness of Rules _____
6. Play Balance _____
7. Realism _____
8. Excitement Level _____
9. Overall Value _____
10. Game Length _____

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: _____
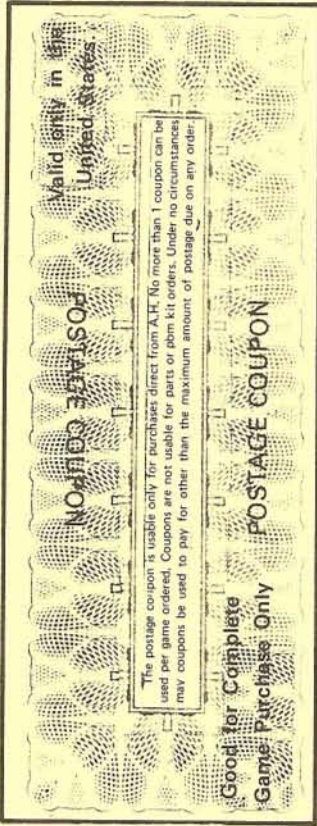
HOW TO COMPUTE SHIPPING

a) If you live in USA, and line (A) is:

Up to $1.00, add	.25
from $1.01 to $3.00, add	.50
from $3.01 to $5.00, add	.75
from $5.01 to $7.00, add	.90
from $7.01 to $10.00, add	1.00
from $10.01 to $15.00, add	1.25
$15.01 and up, add	1.40

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

CONTEST NO. 72

CONTEST NUMBER 72 (INSTANT REPLAY)

Okay, team, we'll try it again. We left something critical out of Contest No. 72; as it stands, there just isn't any solution. So we'll give you a chance to solve it the way it was supposed to be printed the first time. Sending in an incorrect answer last issue will not disqualify you from sending in another answer now that you know what the puzzle really is; last issue's answers and this issue's answers will all be consulted to determine a winner.

NOTICE that the British "Razee" is under full sails AND that both ships are manned by elite crews.
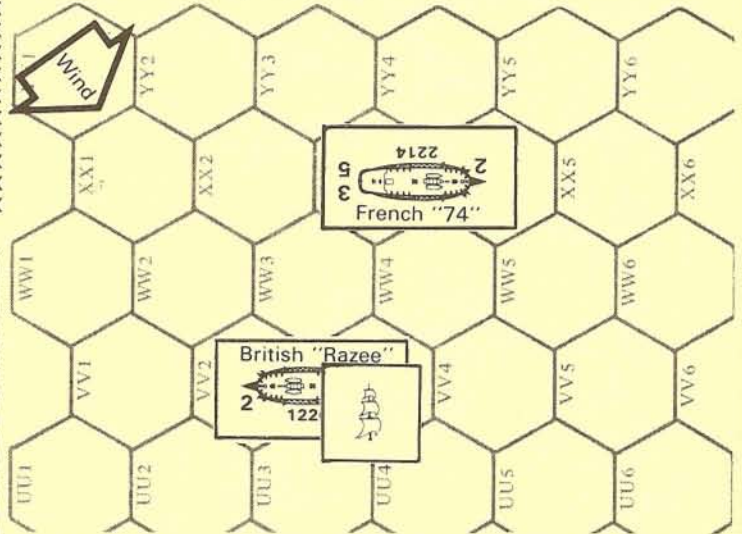
Things are not always as they seem. The ships are about equal, the position is symmetrical—but the French have a won game! It could take as long as eight turns to reduce the British to helplessness, but the next two turns are the critical ones—write down the proper loading, firing, and movement for the next two turns and we will assume you've figured out the rest.

The British ship is a 50-gun RAZEE, the French a 74-gun ship of the line—both are in perfect shape as described on the "Napoleonic Period Specification Chart". Both ships still have their initial broadsides.

The ships have not yet fired in the position given above. Give us the French player's loading and target for this turn, and the French loading, movement and fire for the next two turns. At that point it should be mathematically certain that the British are doomed—even assuming the best British play and the worst possible French die rolls!

The French ship may be assumed to be loaded with whatever you want at the beginning.

Use all the advanced game rules except critical hits.

	Loaded	Target (Hull or Rigging)	Movement (Including full sails)
First Fire			
First Move			
Second Move			

Opponent Wanted

1. Want-ads will be accepted only when printed on this form.
2. For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AH) and are accompanied by a token 25¢ fee.
3. Insert copy where required on lines provided and print name, address, and phone number where provided.
4. Neatness counts; if illegible your ad will not be accepted.
5. Ads will be accepted only on forms from the preceding issue except in those cases where no Opponents-Wanted form appeared in the preceding issue.
6. So that as many ads can be printed as possible within our limited space, we request you use the following abbreviations in wording your ad. Likewise with State abbreviations.

Afrika Korps = AK; Alexander the Great = Alex; Anzio; Baseball Strategy = BB St; Battle of the Bulge = BB; Basketball Strategy = BK St; Blitz; D-Day = DD; Football Strategy = FT St; France, 1940 = FR'40; Face-to-Face = FTF; Gettysburg = Gett; Guadalcanal = Guad; Jutland = JUT; Kriegspiel = Krieg; Luftwaffe = Luft; Midway = Mid; 1914; Origins of WWII = ORIG; Outdoor Survival = Out; Panzerblitz = PAN; Panzer Leader = Pan Ld; Play-by-Mail = PBM; Play-by-Phone = PBP; Richthofen's War = RW; 1776; Stalingrad = 'Grad; Tactics II = TAC; Third Reich = 3R; Waterloo = Wat.

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Name _____

Address _____ City _____

State _____ Zip _____ Phone _____

ISSUE AS A WHOLE: _____ (Rate from 1 to 10; with 1 equating excellent, 10= terrible)

Best 3 Articles:

1 _____

2 _____

3 _____

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

THE GENERAL

During the past spring and summer, Avalon Hill made several major changes in its design and development program for 1975. This was necessitated primarily by the decision to place *TOBRUK* as the top-priority project for the Fall and secondarily by the large commitment of man-hours to ORIGINS I. As a result, *W.S. & I.M.* was temporarily placed aside till more time was available for its development. As this point I entered as a developer to work on the game. As the development progressed more time was needed than anticipated for its release and I took over full responsibility for the design. A lot had to be done to prepare the package for Fall release and the later sections of the rules have suffered a bit from the resultant time squeeze. It was expected that certain ambiguities would pop up as it was impossible with all the additional information and scenarios being included in the game to find all the problems. Yet, it was also felt that delay was the worse of the two problems and that the basic framework of the game had successfully withstood the rigors of a full year's test by the gaming public without any adverse effects.

As those who have had a chance to compare both versions of the game realize, the Avalon Hill version is more than just a re-write of the rules. A large amount of new information has been included encompassing more scenarios, new types of ships, more detailed vessel performance, a critical hit table, etc. Many of these additions seem to have no place in the game framework, an impediment which has kept many frustrated gamers wondering where in the world does the bomb-ketch belong or why do we need to know whether a ship is copper-bottomed? Don't be dismayed, there's a method to the madness. Unlike other board games, *WOODEN SHIPS AND IRON MEN* is a member of the new cadre of games which have been appearing in the past few years that have combined the board games components to a miniatures-based set of rules. The marriage has produced a total package which allows gamers to play the highly accurate tactical battles of a miniatures campaign without having to spend exorbitant amounts of money for the equipment. Unfortunately, board gamers who have had years of experience playing the more abstract games of the past, must reorient themselves to a new experience, when approaching a new style of game. This article is a combination of miniature board gaming orientation and a behind the scenes look at a few of the development decisions which may seem unintelligible from where you sit.

For those unfamiliar with miniatures gaming, it is a very popular hobby which parallels board gaming in many respects but without the physical accouterments of a board and cardboard counters. Rather, miniaturized replicas of actual soldiers, tanks, ships, etc., accurate in detail to the period being represented, are the playing pieces and are maneuvered on any surface large enough to cover the battle area needed. The rules for miniatures need not be specific as in board games but may fit a general framework within which players may design a scenario limited only by the amount of equipment he can afford. This is an essential aspect of miniatures as there is no standardized set of components to accompany the instructions.

When one attempts to combine a miniatures game with the components of a board game several compromises must be made on both sides. The size of the miniatures styled battle is necessarily limited to the confines of a game board and miniature figures must be converted to cardboard squares. The level of play must also be reduced to a tactical level with elimination of the abstract aspects of a higher operational and/or strategic approach popular in most board games. The board becomes less cluttered with detail and more representative of the open nature of the polymorphic terrains of miniatures. The counters have a minimal amount of information and tend to be a graphical representation of the miniature's counterpart. Most importantly the rules shed the appearance of a lightly knit, all-loopholes-covered style essential in recreating specific battles and assume a new appearance as a system of rules which detail movement and combat but which need not cover rules considered essential in recreating a particular battle or war.

This emphasis on design-your-own which is the basis for miniatures is, thus, unavoidably transferred to the miniatures based board game and in turn allows players to develop new scenarios and variants as a natural consequence of it. Miniature based games such as *PANZERBLITZ, PANZER LEADER*, and now, *TOBRUK* all have had many new scenarios and variants invented; a very popular outgrowth of the games, if one judges by the number of articles and journals devoted to it.

WOODEN SHIPS AND IRON MEN was designed and developed with just this emphasis in mind. Play is most enjoyable when the scenarios are invented by the gamers themselves and glancing through the rules manual, one sees a wealth of material from which these inventers may draw.

For those of you still trying to figure out where such-and-such a rule belongs, here is your answer.

BEHIND THE SCENES

To those readers who may wonder why so many obvious blunders, (obvious to them, that is), seem to remain in a game when only a little work would have eliminated them we present a behind the scenes look at some of the more controversial decisions made during the development of *WOODEN SHIPS AND IRON MEN* in a question and answer format.

Why are the counters identified by numbers rather than by name as in the Battleline game? Certainly the appeal of the game would have been better served by naming the ships rather than by numbering them if it weren't for two major drawbacks. One, with the additional eleven scenarios, there was not enough room to fit all the new ships on the counter sheet. If we had gone to two counter sheets, the first problem would have been solved but the other would still remain, i.e., how to identify different ships with the same name. This problem is a result of adding an extra twenty years to the historical period covered in the game. Some ships were christened with the name of a ship lost or captured in the previous war. Other ships were refitted with more guns in the period between the American Revolution and the Napoleonic Wars. All in all it was decided that ship identification was better served by number than by name.

Why are the order of battles of the ships in the 1776-1784 scenarios no different than the "average" ships O.B.'s of the period? All of the new scenarios (Revolutionary) were done during the late development phase and as those who have tried to research individual ship characteristics at the time of battle have discovered, there is a sparsity of information especially for the French and Spanish ships. Rather than spend, literally, months collating the data for an accurate-to-the-last-gun O.B., it was decided that interests would be best served all around by basing all O.B's upon the general "rate specifications." The difference is minimal, anyway, but for those who desire realism to the ultimate degree and have the perserverence to research the actual O.B's may their patience be rewarded.

One other problem that developed in the preparation of O.B.'s was the identification of a ship's country of origin. Those ships definitely known as being captured are given the correct characteristics. Those ships whose origins were uncertain, got the capturing country's "average

ship" treatment. Again, a little independent research can resolve the problem.

What in the world possessed you to design such a garish mapboard? One of the most tedious phases of preparation in the original Battleline version was determining the land hexes for the "Nile" scenario. Each land hex was listed by its identification number in the scenario, which took time to locate on the board. Three more scenarios were planned which involved land, of which two were included in the manual. (The other is at the end of this article).

All of which prompted us to design a game board more functional than the original. It was hoped that by using three shades of blue that the land hexes could be easily identified without losing the overall effect of sea . . . that the different shades would be construed as different depths of the sea floor.

Why did you reduce the color identification code of the different nationalities on the counters? This was my own personal decision deriving from the fact that I like components that most closely resemble the units and topography they are to represent. The idea that a ship is surrounded by a red sea just for the sake of identification would be a final alternative on my own list of priorities. Whether there is enough color for easy identification is yet to be seen.

Why must the ship's log be adjusted in the advanced game? This is just part of a connected series of changes between the basic and advanced games. The basic game is totally the invention of Craig Taylor with just one or two very minor changes. The advanced game, specifically the adjustments to a ship's complements and the changes in the tables, are my changes made during the development. If one analyzes the historical accuracy of the play of the basic game, it is quickly discovered that the damage incurred by ships is much heavier and received at a much greater rate than actually occurred in history. This was done with maximum effort toward playability. If considering turns equivalent to three minutes duration, an average battle during this period would last from between a half-hour for single ships to several days for large fleets, or from 10 to 480 turns. It could not be accurately represented within the limits of the game, therefore, a compromise was reached to increase the damage while maintaining the relative deficiencies between the ships. The feel of play would still remain tactical, the balance would not be altered, but the scenarios could be played in a more acceptable period of time.

During the development program at Avalon Hill, it was realized that certain adaptations would have to be made to this system to adjust for the campaign scenarios. In the Suffren and Hughes campaign, five battles were fought with the same fleets. If we had stuck with the original combat as it was then defined, it would have directed the tempo of the fighting to an all out conclusion in the very first battle. This, combined with the fact that a more accurate simulation of damages would also result, prompted us to design a new system of tables and adjustments to the ship's ratings. Both combat systems may be used interchangeably, keeping in mind the advantages and disadvantages of each.

Why does the crew quality rating affect combat as it does? Crew rating is the combination of three factors: better morale, better aiming, and better loading procedures, all of which are a result of extensive training. When an additional bonus of two on the Hit Table is made for an elite crew, it is not just because the crew has a lot of confidence. Within the duration of the turn they are getting off more well-aimed shots than an average crew.

What is the logic behind allowing such a high bonus for raking? This is perhaps the most controversial decision made during the development. Many of the playtesters and local advisors felt that it was much over-rated in its effect. Early in the program, I felt the same, especially when I had one ship with full sails accidently move into the ten hex range of two opposing ships and was raked so badly that the ship's battle speed was reduced to one. In the Advanced Game some reduction in effect of the rake was made, while the Basic Game remained the same. The decision to maintain the strength of the rake was made primarily to force ships away from full sail status during the battle. Historically, ships always reduced sail as they entered battle for fear of damage to the rigging. They also luffed into the wind or approached at an angle as they advanced upon an opposing line.

Experiments in the reduction of rake bonus strongly indicated the loss of its effectiveness in prohibiting full sails in battle. Intelligent handling of one's ships or fleets should minimize this damage. The name of the game is to recreate the same situation presented to the historical commanders and it is unjust for a simulation to offer advantages that were not actually in the battle.

To date there have been very few questions sent to us that deal with the rules of play. Most have concerned themselves with the omissions and errors in the charts and tables. Considering the amount of time spent on the rules of play, the lack of this kind of feedback seems to indicate that it was time well spent.

CORRECTIONS

Basic Game Hit Tables:
1. Result 4 of Table 0, hull, should read C rather than M.
2. Result 1 of Table 8, hull, should read 4H-2G-C rather than 4C-2G-C.

Master Scenario Chart, Scenario 2
3. The starting position for the *Ranger* is S1, dir. 3. The starting position for the *Drake* is CC1, dir. 4.
4. For all scenarios, if there is a conflict between the wind velocity number and the wind velocity name, the name is always correct.
5. *Order of Battle for Trafalgar*
   Principe de Asturias is a SOL 1 and not a SOL 2.
6. In the Campaign Game, scenarios 7C and 7D, the *Sultan* is listed twice. Substitute the *Monarca* whose specifications are shown in 7A for one of the two Sultans.

QUESTIONS

Q. In the Campaign game where does a ship captured in a previous scenario start in a subsequent scenario?
A. A captured ship may be placed anywhere with the capturing fleet not more than 2 hexes aside or behind an uncaptured ship (not in front).

Q. From which crew section of 2 or more OBPs whose strength has been combined for melee does the controlling player extract losses?
A. The controlling player may extract losses from any section or sections he chooses.

Q. What happens to a ship which is fouled or grappled to a ship that sinks?
A. Nothing. Assume that the ship was able to break free with minimal damage.

Q. May you discharge your guns to reload with a different type of ammunition without firing at a target?
A. Yes.

DESIGN ANALYSIS

PzKw VIa

ABS 3.2″
ABF 4.0″ **12**

GPres 14

15 A **12**

GUN 88mm/L56   Eff Rng 3000m
AMMO 92   PEN 4.9″   2 MG 34

8   Wt 60.5t   HPWt 11.6

THE SECOND TIME AROUND
by Donald Greenwood

No game in recent years has been as controversial as *THIRD REICH*. Bestowed with prestigious awards on one hand and widely criticized on the other, it, perhaps more than any other game, holds the elusive answer to the oft asked question of what makes a popular game. Few people question the degree of innovation or possibilities for varied strategies which abound in *THIRD REICH*. However, no one will defend it as the panacea of rules presentation.

THIRD REICH, for all its honors, is not indicative of Avalon Hill rule development. In 1974, the game was under the pressure of a publication deadline which would enable it to be released to the retail trade in time for Christmas sales. I, as the game's developer, met that deadline—much to my later regret. In essence, the rules never went through the rewrite development stage. I was too busy playtesting and redesigning the original prototype to do more than basic cosmetic surgery on the Prados rules. For all its innovations and varied strategies, the original *THIRD REICH* prototypes simply did not work. In retrospect, we spent too many of our game design BRPs in making it work and not enough on rules development.

The *THIRD REICH* rules are, to be frank, repetitive and ambiguous. They were not intended as a definitive set of all encompassing rules, but as an outline of situations which could occur. To include specific cases for each unique situation that could occur would have necessitated a booklet comparable to the Bronx phone directory. The player must use the outline provided as a guide and let logic pursue its course. Rules lawyers and novices will have a hard time with *THIRD REICH*.

Be that as it may, a second edition of the *THIRD REICH* rules has been long called for and is now available. Devotees of the game who have been awaiting this event as if it were the second coming and the answer to all their questions should hold their hosannas. Rewriting a rulebook the size of this one is impossible for a multitude of reasons, all of which look suspiciously like the common denominator; money and the lack thereof. The rules therefore remain in the same outline style punctuated by 35 red dots which draw attention to changes of varying degrees of importance in the original text. The two column format has been expanded to three columns per page resulting in a shrinking of the manual to 32 pp. More historical notes and a five page appendix of questions & answers have been added at the expense of omitting the section on strategy of play for the various powers.

All this may be worth $2.00 plus postage to many of you, but for those who would otherwise feel ripped off we list the major changes below.

2.4 "Stockholm & the hex west of it", "Genoa & Spezia" have been added to the list of hexside combinations which do not allow physical contact.
2.7 "Defensive benefits are not cumulative; i.e., a mountain behind a river is still only tripled on defense."
3.313 Declarations of War have been added to the total BRP expenditure of a nation during any turn which may never exceed half its Year/Start BRP level.
3.314 "Units can be SR'ed through Gibraltar even though enemy units may be adjacent, as long as friendly forces control Gibraltar."
3.51 "Colonies or conquered territories of a fallen power (other than France) become the property of the first player to occupy them. SR to such areas is not allowed until first occupied by friendly forces."
3.52 "If Paris is taken by Axis troops, French attacks during the upcoming turn must be supplied from England through a French port. These assaults are limited to direct assaults on the capital and those enemy units barring direct access to Paris. If it is impossible for Paris to be retaken that turn by French units, then no further French attacks may be made. French units outside of France when it falls must move to the nearest French colony or France itself (whichever is closer) where they'll undergo the usual Vichy/Free French determination procedure. British units in Vichy French colonies must leave or declare war in their turn."
3.53 The loss of Moscow and Leningrad not only costs the Russian player BRPs but is now "added to the German's (BRP base) every year until the cities are retaken. The Soviets must also now be reduced *below* Axis strength in Russia *as well as* being under 75 factors to be forced to surrender.
3.6 The restriction against *naval* units of opposing major powers intervening against initial invasion attack of minor neutrals has been lifted.

Another important change is that "Italian fleets cannot convey German units across the Mediterranean and German units may not cross Italy until the alliance is activated. The alliance is activated by a Declaration of War against any major power also at war with Germany."

4.3 Important changes have been made in the supply rules. "In order for a nation to be used as a source for supply it must have military units represented in the game. Portugal, for example, could not be used as a base for supply. Any Libyan port can be used as an Axis base of supply in Africa as can any Egyptian port for the Allies."
"Russian units may trace supply to any Russian hex on the eastern edge of the board. Allied units may not trace supply from Russian sources."
4.6 "There is one exception to the stacking rules; the British player may stack 3 units in London."
4.7 "Airborne units which are eliminated after staging an air assault are permanently removed from the force pool if unable to trace a line of supply at the time of their elimination. Once this occurs they may never be rebuilt. NOTE: for purposes of this permanent elimination rule only: an airborne unit is considered in supply if it is adjacent to a friendly non-airborne unit at the time of its elimination."
4.9172 "The transport mission must be the first "attack" executed during the turn; i.e., a transport mission cannot be made to a port occupied by the enemy at the beginning of a turn."

DIPLOMACY

Austria: Hal Naus   Italy: Doug Beyerlein
England: John McCallum   Russia: Brenton Ver Ploeg
France: Edi Birsan   Turkey: Len Lakofka
Germany: Eugene Prosnitz

Commentary: Walter Buchanan and Doug Beyerlein

Postal Diplomacy is a hobby in and of itself complete with its own cast of characters and superstars. PBM Diplomacy is carried on in any of dozens of mimeographed or dittoed fan 'zines – few of which have circulations over 100 enthusiasts. The publisher acts as the GM (game-master) and acts as the receiving point for moves and press releases. A Dippy zine may carry as few as one or as many as 10 or 12 separate games – all of which are given a postal number and recorded for posterity by a hobby generated system called the Boardman numbers. The Boardman number of the AVERAGE ACES game which we are about to review was 1972CR.

As can be seen, a win in postal Diplomacy circles (roughly 500 hard core enthusiasts) means a good deal more than the average pbm game of say . . . WATERLOO. A player who has accumulated 10 postal wins is widely revered and due to a number of rating systems virtually everyone knows who the best players are. This article originally contained extensive background data on the players which we've omitted due to the lack of meaning this would hold for most GENERAL readers. Suffice it to say that the field is well known in postal Diplomacy circles for their accomplishments in that area.

Those interested in becoming part of the postal Diplomacy scene should write Walter Buchanan whose DIPLOMACY WORLD is advertized elsewhere in this issue. In the commentary which follows blocked moves are indicated by italics. Fleets are shown on the game charts by circles; armies by squares.

AVERAGE ACES GAME (1972CR)

It is a pleasure to write the introduction for this analysis of what I consider the most brilliant win in postal Diplomacy history. Brenton Ver Ploeg won in only 7 game years against probably the strongest field ever assembled.

The key to this game was indeed diplomacy. As GM I was privileged to get some insight into the inner workings of the game, and Brenton's communications to the other players both by use of the phone and by letter were brilliant.

At the beginning of the game the majority of the players were against Brenton (maybe due to his prior outstanding record) and in fact as Russia in 1901 he gained only one supply center, Austria and Turkey both being against him.

Diplomacy began to tell, however, Brenton first got Austria to ally with him against Turkey and then immediately stabbed him with the result that Naus was pretty well done in by the end of 1902. Next, Brenton, with the help of Beyerlein's Italy, turned on Lakofka's Turkey and Len was out of the running in 1904. Doug, incidentally, was Brenton's game-long ally. At least until the end of the game!

The next step on Brenton's strategy was a brilliant one. In 1905 he let Doug grow to near parity, thus assuring his game-long trust. A 17-17 draw had been agreed to. 1906 saw Brenton

stabbing both Birsan's France and Prosnitz's Germany in the north to establish hegemony in that area. Brenton set this up by abetting both Edi's and Gene's pre-game animosity so that they were at each other's throats for the entire game.

The last step was the stab on Doug in 1907. Brenton had engineered Doug into leaving his borders unguarded, thus making the victory easy.

It might be inferred from the record of this game that Brenton traded in his 4 year history as a trustworthy player to win this big one easily by a series of stabs. I do not believe this to be the case, however. Brenton's use of diplomacy in getting the other players to do what he wanted them to do was truly staggering. In addition to running a phone bill up to between $200 and $300 and many long letters, Brenton put the better part of his waking hours during a 6 month period into this game. That is how to win a postal Diplomacy game.

What follows is Doug Beyerlein's in-depth analysis of the game itself.

DIPLOMACY PRIOR TO SPRING 1901:

When the start of a new game is first announced the seven players pull all stops to arrange alliances in their favor, tie up their neighbors in unproductive attacks, and in general try to get an idea of what to expect will happen on the board. This was certainly true of 1972CR. From the start the action was fast and fierce.

Edi Birsan (France), winner of the previous HA game, was strong on committing his neighbors to certain attacks without immediately involving France. He wanted to peacefully gain Spain, Portugal, and Belgium while England and Germany clashed and Italy went after Turkey. In this respect Edi saw the game possibly concluding with England and France opposing a Russian-Turkish alliance. In any case, his old nemesis, Eugene Prosnitz playing Germany, would have to be dealt with – hopefully with aid from England and Russia. However, even Italian or Austrian aid for the French capture of Munich would do for a start.

Eugene Prosnitz (Germany) was all for taking on and eliminating France as quickly as possible. As such, he wanted Birsan to attack England in 1901 (something which Edi refused to do) and for Italy to go west and not east. Scandinavia was not of prime interest and Gene was willing to have Russia take Sweden to keep peace on that sector of the board.

It is difficult to know what John McCallum (England) was planning because little of his correspondence has been collected for this analysis. Letters to France and Italy indicated that he was headed east after Germany or Russia. However, he definitely had his choice in going with either a French or German alliance, and he seemed to prefer the German alliance with his Spring 1901 orders.

Brenton Ver Ploeg (Russia) had both a northern and southern front to worry about. The

northern front was a secondary one as he was only concerned with taking Sweden in Fall 1901. With both England and Germany more involved with France than with Scandinavia this was not difficult. The south was more involved. An early alliance with Italy gave Brenton some insurance against Turkey and Austria getting together. Personality conflicts made an alliance with Lakofka's Turkey near impossible and Naus' Austria was somewhat of an unknown factor. Yet Russia aimed for Austria to accept the move of A Warsaw to Galicia.

Len Lakofka (Turkey) had a corner position – which was both good and bad. If he could make some initial gains he was pretty much guaranteed success later in the game. But he would be in a bad way if Italy were to open with the Lepanto attack on Turkey. Thus Len aimed his diplomacy at getting Italy to go west after Birsan's France. That would stop the Lepanto. And to grow, his best chance was the alliance with Austria against Russia.

Hal Naus (Austria) corresponded very little with his neighbors. He agreed to a non-aggression pact with Italy and at least initially was agreeable to helping Russia against Turkey.

Doug Beyerlein (Italy) had accepted the Russian alliance offer and was content to stay out of western affairs while concentrating on the east. To remove the possibility of a Russian-Turkish alliance he told Turkey that Italy would go west if Turkey would attack Russia. At the same time he planned to open with the standard Lepanto – as nearly everyone suspected.

SPRING 1901:

AUSTRIA (Naus): F Tri-Alb, A Bud-Ser, A Vie-Bud

ENGLAND (McCallum): F Edi-Nth, A Liv-Wal, F Lon-Eng

FRANCE (Birsan): F Bre-Mid, A Par-Bur, A Mar S A Par-Bur

GERMANY (Prosnitz): F Kie-Den, A Ber-Kie, A Mun-Ruh

ITALY (Beyerlein): F Nap-Ion, A Rom-Apu, A Ven H

RUSSIA (Ver Ploeg): F St P(sc)-Bot, A War-Gal, A Mos-Ukr, *F Sev-Bla*

TURKEY (Lakofka): A Con-Bul, *F Ank-Bla*, A Smy-Arm

THE SPRING 1901 ORDERS:

AUSTRIA: Standard opening to take Serbia and Greece by the fall. The move to Budapest (allowing Russia to take Galicia) was a little unusual as now both Vienna and Budapest were open to possible Russian assault in the fall. However, Russian passage through Galicia had been allowed so that Russia could take Rumania with support in the fall.

ENGLAND: The moves to the English Channel and Wales signaled an attack on France. This was apparently a result of Germany's diplomacy.

FRANCE: Standard opening for the gain of

Portugal and Spain in the fall. The support of the move into Burgundy guaranteed that German resistance would be useless and Belgium would be within reach for the fall season.

GERMANY: Standard opening allowing for numerous alternatives in the fall. A possible gain of three (Denmark, Holland, and Belgium) could be made in the fall.

ITALY: The move of A Rom to Apulia meant that Italy would open with the Lepanto and convoy the army to Tunis in the fall. Ordering A Venice to hold showed that there was not a strong Austro-Italian alliance.

RUSSIA: A fairly standard opening in moving three units south. F Sevastopol to the Black Sea guaranteed neutralization of that important sea province. And, as mentioned earlier, Austria had agreed to let Russia move through Galicia to take Rumania.

TURKEY: A Russian attack was in full swing. If the Black Sea could have been taken (through diplomacy) the attack would have been guaranteed a success. However, now it was to be a long, hard fight.

DIPLOMACY PRIOR TO FALL 1901:

The diplomacy prior to Fall 1901 slacked off considerably in comparison to the amount conducted before the spring. This was somewhat to be expected as alliances on the board were beginning to make themselves known. However, also during this period the 1972 Summer Olympics were on prime time evening television and kept at least one diplomat away from the typewriter.

Len Lakofka (Turkey) was the most active player prior to the fall deadline. The spring results showed both Austria and Italy moving in his direction while he was in the midst of a war with Russia. Len continued to work on getting Italy to attack France. And he offered Austria

the prize of taking Rumania with Turkish support. In addition, he contacted Russia about an end to their war and what conditions Ver Ploeg would want for letting Turkey survive.

Edi Birsan (France) also appeared to be in trouble. The English fleet in the Channel was a bad omen. To minimize the fleet's possibilities Edi told England that the French fleet would definitely cover Brest. However, help into Belgium could be arranged if England would definitely cover Brest. However, help into Belgium could be arranged if England wanted to convoy the army there. All during this time Edi was eyeing taking Munich and again inquired about Italian support in doing so.

Brenton Ver Ploeg (Russia) rejected Turkey's plea for peace unless Lakofka was willing to puppet to Russia's demands. Brenton felt that the Austrian alliance would hold and Rumania would be taken as planned. Little or no diplomacy was conducted by the other players during this season.

FALL 1901:

AUSTRIA (Naus): A Bud-Rum, F Alb-Gre, A Ser S F Alb-Gre. Owns: Bud, Tri, Vie, *Rum, Ser, Gre* (6). Build 3.

ENGLAND (McCallum): A Wal-Bel, F Eng C A Wal-Bel, F Nth-Nwy. Owns: Edi, Liv, Lon, *Bel, Nwy* (5). Build 2.

FRANCE (Birsan): F Mid-Por, A Mar-Spa, *A Bur-Mun.* Owns: Bre, Mar, Par, *Por, Spa* (5). Build 2.

GERMANY (Prosnitz): F Den H, A Kie-Hol, *A Ruh-Mun.* Owns: Ber, Kie, Mun, *Den, Hol* (5). Build 2.

ITALY (Beyerlein): A Ven H, A Apu-Tun, F Ion C A Apu-Tun. Owns: Nap, Rom, Ven, *Tun* (4). Build 1.

RUSSIA (Ver Ploeg): F Bot-Swe, *A Gal-Rum, A Ukr-Sev, F Sev-Bla.* Owns: Mos, St P, Sev, War, *Swe* (5). Build 1.

TURKEY (Lakofka): A Bul S Austrian A Bud-Rum, *F Ank-Bla, A Arm-Sev.* Owns: Ank, Con, Smy, *Bul* (4). Build 1.

FALL 1901 ORDERS:

AUSTRIA: The move and support into Greece were standard. However, the order of A Budapest to Rumania (supported by Turkish A Bulgaria) was a major surprise apparently concocted by Turkey.

ENGLAND: The convoy into Belgium was a safe move relative to chancing an attack on Brest. The gain of Norway was assured.

FRANCE: Birsan won the gamble to leave Brest open and take Portugal with his fleet. The move of A Burgundy to Munich was less successful, but with the gain of both Portugal and Spain, France would not be hurting in 1902.

ITALY: The continuation of the convoy to Tunis was completed. A Venice would hold until it could profitably intervene in a neighboring conflict.

RUSSIA: Fall was nearly a disaster with the Austrian stab over Rumania. The only gain to be made was the taking of Sweden.

TURKEY: Lakofka had made the best of a bad situation by talking Austria into attacking and taking Rumania with Turkish support. This was a major victory in a series of stand-offs.

DIPLOMACY PRIOR TO WINTER 1901:

This diplomacy period was very short (one week) and actually was more concerned with the Spring 1902 orders than the Winter 1901 builds.

Brenton Ver Ploeg (Russia) discussed with Italy the changes to be made in possibly fighting both Austria and Turkey. However, the goal was still to separate Lakofka and Naus and handle each individually: i.e., divide and conquer.

Edi Birsan (France) was pushing England to make builds favorable to France. Such builds would be A London and F Edinburgh. At the same time Edi was talking Germany into building a fleet to be used against England.

Eugene Prosnitz (Germany) was still trying to convince Italy to attack France.

Len Lakofka (Turkey) now inquired if Italy might want to change apparent course (Lepanto into Turkey) and hit Austria from the rear.

WINTER 19

AUSTRIA (Naus): Builds A Bud, A Tri, A Vie.
ENGLAND (McCallum): Builds A Liv, F Lon.
FRANCE (Birsan): Builds F Bre, A Par.
GERMANY (Prosnitz): Builds A Mun, F Kie.
ITALY (Beyerlein): Builds F Nap.
RUSSIA (Ver Ploeg): Builds A St P.
TURKEY (Lakofka): Builds F Con.

THE WINTER 1901 BUILDS:

AUSTRIA: The building of three armies indicated that Naus was now in pursuit of a strong land policy vis a vis Russia and Turkey.

ENGLAND: The building of A Liverpool and F London showed that there might be an Anglo-French alliance in the future.

FRANCE: The fleet in Brest was needed to balance the English fleet in the Channel. The army in Paris would be helpful against either Germany or England.

GERMANY: F Kiel was a concession to possibly gain the French alliance against England — as apparently the English move to Belgium was not welcomed by Germany.

ITALY: F Naples was standard for further development of the Lepanto into Turkish waters.

RUSSIA: This build of A St. Petersburg was unexpected. One would have thought that Russia was in enough problems in the south without devoting its one build to the north.

Diplomacy.
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1901F
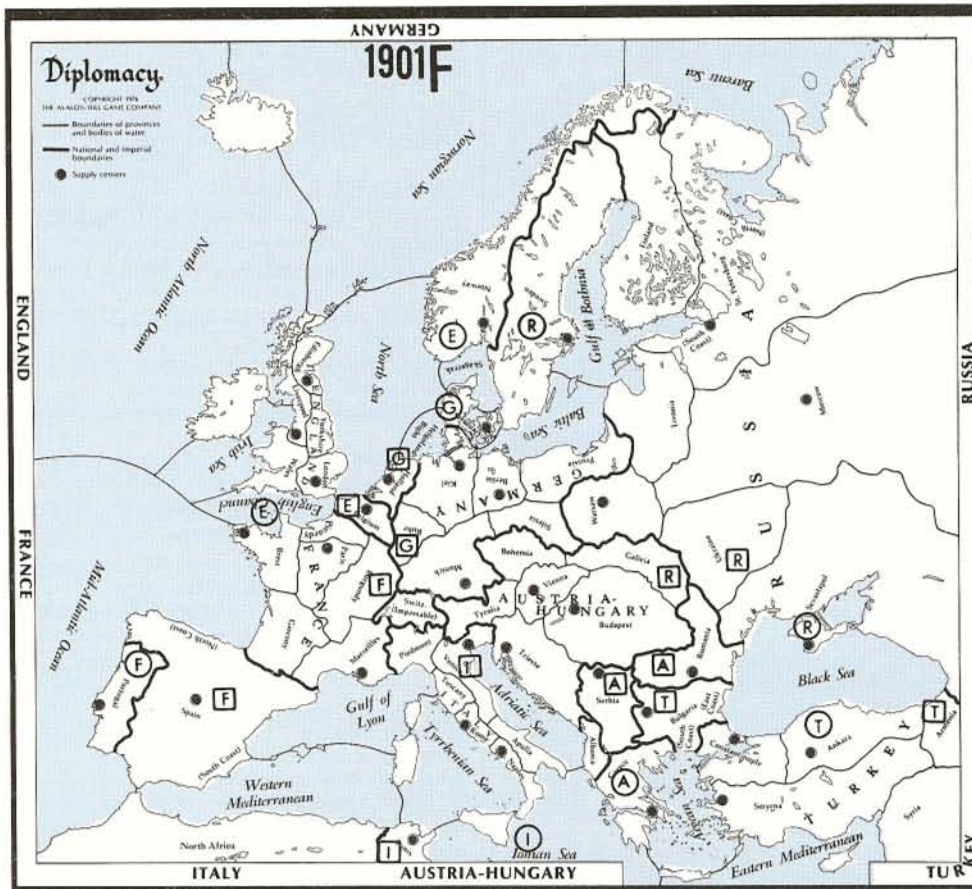
TURKEY: The addition of F Constantinople would make possible the gain of the Black Sea plus cover Smyrna, Bulgaria, and the Aegean Sea. However, the Italians now had an easy shot at the Eastern Mediterranean.

DIPLOMACY PRIOR TO SPRING 1902:

Brenton Ver Ploeg (Russia) was heavy with the diplomacy in an attempt to regain the Austrian alliance in the south. He worked on Germany and Italy to talk Austria back into an alliance with Russia. At the same time he wooed Naus into giving up Rumania to Russia for the gain of Bulgaria. And Brenton even had Lakofka on the line just in case. In the north he was working with Germany for the gain of Norway after an initial stand-off over the Skagerrak (to keep out the English) in the spring.

Eugene Prosnitz (Germany) was falling more into line with the Russian alliance as he saw England and France allying. And he was still pushing Italy to attack France.

Len Lakofka (Turkey) was no longer quite sure what to do with the Austrian monster he had now created. He was still exploring negotiations with Russia, but only on a most elementary level. Better chances lay with getting Italy to put pressure on Austria from behind.

John McCallum (England) was now firmly allied with France and committed himself tactically to battle against Germany and Russia.

Doug Beyerlein (Italy) was riding with the Russian alliance. A strong Austria was a clear menace and it was definitely necessary to split the Austro-Turkish alliance. Apparent commitment to a western attack by Italy would hopefully give Austria the security he would need to hit Turkey. Thus that was the diplomacy used.

SPRING 1902:

AUSTRIA (Naus): A Vie-Tyr, A Tri S A Vie-Tyr, A Rum-Bul, A Ser S A Rum-Bul, F Gre S A Rum-Bul, A Bud S Russian A Gal-Rum

ENGLAND (McCallum): A Liv-Edi, F Eng-Nth, F Lon S F Eng-Nth, *F Nwy S F Eng-Nth*, A Bel S *French A Bur-Ruh*

FRANCE (Birsan): *A Bur-Ruh/r/* (Gas, Pic, d), *A Par-Bur*, F Bre-Eng, F Spa-Mar, F Por-Mid

GERMANY (Prosnitz): F Den-Ska, F Kie-Hol, *A Hol-Bel*, A Mun-Bur, A Ruh S A Mun-Bur

ITALY (Beyerlein): A Ven H, A Tun-Apu, F Ion C A Tun-Apu, F Nap-Tyr

RUSSIA (Ver Ploeg): F Swe-Ska, *A St P-Nwy*, A Gal-Rum, A Ukr S A Gal-Rum, *F Sev-Bla*

TURKEY (Lakofka): F Ank-Bla, F Con S F Ank-Bla, *A Bul S Austrian A Rum/a/*, *A Arm-Sev*

SPRING 1902 ORDERS:

AUSTRIA: The attack on Bulgaria came through to the good fortune of Russia — and the bad of Turkey. The move to Tyrolia was quite unexpected and meant possible trouble for either Italy or Germany.

ENGLAND: The support of the French attack on Ruhr definitely sided England with France as did the move from the English Channel to the North Sea.

FRANCE: The attack on Ruhr went poorly as instead Burgundy was lost. However, the rest of the French units continued the deployment and the set back was only minor.

GERMANY: The German attack was beginning to move into full swing. Burgundy was taken from France. Two fleets now bordered the North Sea and Russian cooperation was evident in Scandinavia.

RUSSIA: The diplomacy had paid off. Austria did as told and A Galicia finally got to Rumania. The Turkish advance would go no further. In the

north the positions were now such that Russia could take Norway without trouble and German cooperation would keep England from protesting too strongly.

TURKEY: The Black Sea was now gained and Italy had abandoned the Lepanto — yet with the Austrian attack and capture of Bulgaria things looked bleak.

DIPLOMACY PRIOR TO FALL 1902:

This season almost everyone was in agreement: get Austria. With the Spring '02 Austrian moves to Tyrolia and Bulgaria Hal Naus was without a single ally in the east.

Len Lakofka (Turkey) saw that with the simultaneous Austrian stabs of Turkey, Italy and Germany (A Tyr-Mun possible in F '02) and the past Austrian stab of Russia that Turkey was no longer the diplomatically odd man out. Pursuing that line of attack he worked on both Russia and Italy to combine with Turkey for a three-way attack on Austria. In addition, Len tried to sound out Ver Ploeg on the game-long Russo-Turkish alliance proposal again.

Doug Beyerlein (Italy) was upset over the Austrian move to Tyrolia. He contacted both Turkey and Russia regarding tactics to be used against Austria in Fall 1902. To sound out Austria's intentions for the fall now that Venice could not be captured Doug called Naus to learn of Austria's plans. Hal spoke of an attack on Turkey and of his plans to order A Tyrolia to Bohemia and F Greece to the Aegean Sea. With this knowledge (assuming it was true) it was then possible for Beyerlein to coordinate the Russian-Turkish-Italian tactics for the fall season. A comparison of plans (one for the attack in Fall 1902, the other for the attack to begin in Spring 1903) was studied and the decision made to attack Austria in Fall 1902 agreed upon by Ver Ploeg, Lakofka, and Beyerlein.

Brenton Ver Ploeg (Russia) was watching two fronts develop for Russia. In the south Brenton hoped to maintain the Austrian alliance until Spring 1903 when he would be able to slip an army into Galicia. However, Italian and Turkish tactics versus Austria required Russian participation in the fall. In the north things were beginning to move as Norway would be taken in the fall. Diplomatically Brenton was pushing the line to France that only a French-German-Russian attack on England and then a French-Russian split of Germany would help either France or Russia in the long run.

Eugene Prosnitz (Germany) was worried about the Austrian spring move to Tyrolia with Munich open. Thus he pushed strongly for the Russian-Italian-Turkish attack on Austria. In the north his cooperation with Russia would give Ver Ploeg Norway. And it was at this time that Gene made his statement to Ver Ploeg that he was in favor of a game-long alliance and would even accept a second place finish. This statement was to later greatly influence events in the game.

Edi Birsan (France) was trying to get back on the diplomatic offensive. A letter went out to England, Italy, and Turkey outlining what was needed to be done to counter the Russian-German-Austrian combination. Playing the other side he also wrote Austria in regards to attacking Munich in exchange for French aid versus Italy. And in a rather long letter (seven pages) wrote to Russia on the philosophy of how they (France and Russia) should handle the west. The letter also gave insight into past English-French-German relations.

Hal Naus (Austria) was briefly communicative as he wrote Italy explaining his move to Tyrolia and Austria's fall plans against Turkey.

FALL 1902:

AUSTRIA (Naus): A Tyr-Boh, A Tri H, A Bud H, *A Ser S A Bul*, *A Bul S Russian A Rum/d/*, F Gre-Aeg. Owns: Bud, Tri, Vie, Ser, (4). Remove 1.

ENGLAND (McCallum): A Bel-Bur, *A Edi-Hol*, F Nth C A Edi-Hol, F Lon S F Nth, *F Nwy S F Nth/r/* (Bar, Nwg, Ska, d). Owns: Edi, Liv, Lon, (3). Remove 2.

FRANCE (Birsan): A Pic-Bel, F Eng S A Pic-Bel, A Par & A Mar S English A Bel-Bur, F Mid-Gas. Owns: Bre, Mar, Par, Por, Spa, *Bel* (6). Build 1.

GERMANY (Prosnitz): F Den-Nth, A Hol H, F Hel S A Hol, *A Ruh-Mun, A Bur-Mun/r/* (Pic, d), Owns: Ber, Kie, Mun, Den, Hol (5). Constant.

ITALY (Beyerlein): A Ven-Tyr, A Apu-Ven, F Ion-Gre, F Tyr-Ion. Owns: Nap, Rom, Ven, Tun, past *Gre* (5). Build 1.

RUSSIA (Ver Ploeg): A St P-Nwy, F Swe S A St P-Nwy, A Ukr-Gal, *A Rum-Ser*, F Sev-Rum. Owns: Mos, St P, Sev, War, Swe, *Nwy, Rum* (7). Build 2.

TURKEY (Lakofka): A Arm-Bul, F Bla C A Arm-Bul, F Con S A Arm-Bul. Owns: Ank, Con, Smy, Bul (4). Build 1.

FALL 1902 ORDERS:

AUSTRIA: For once Naus played it straight, didn't double-cross anyone, and instead got hit by all three of his neighbors. His moves from Greece and Tyrolia opened the door for the Italian attack.

ENGLAND: The attacks on Burgundy and Holland were apparently designed to counter a full German attack on Belgium — no matter what the combination of attacking and supporting units. However, in doing so England gave Belgium to France and of course lost Norway to Russia.

FRANCE: Very safe defensive orders and yet Germany was thrown out of Burgundy and France gained Belgium for a build.

GERMANY: The self-stand off to cover Munich may have been necessary by Prosnitz's way of thinking, but it destroyed whatever momentum Germany had just when Russia was starting to move out on England.

ITALY: The move to Tyrolia could have been very risky, as Venice could have been lost to an Austrian attack. But with the capture of Greece also successful Italy was now in an excellent position to further expand in the east.

RUSSIA: The attacks on Serbia and Galicia signaled the end of Austria. In the north Norway was now Russian. And with the gain of Rumania (in the spring) and Norway, Russia was now the strongest country on the board.

TURKEY: The convoy to Bulgaria from Armenia showed that the Turkish-Russian war was now over with as far as Lakofka was concerned.

DIPLOMACY PRIOR TO WINTER 1902:

Once again with the winter season only lasting one week only a small amount of diplomacy was conducted during this period.

The most active diplomat was Len Lakofka (Turkey). Back to trying to get a solid alliance he was telling both Russia and Italy what wonders could be accomplished with a Turkish alliance.

Brenton Ver Ploeg (Russia) wrote Naus explaining the Russian attack on Austria was because of pressure from Italy & Turkey. Doug Beyerlein (Italy) told Naus that the attack was all Lakofka's ideas. However, Hal Naus (Austria) would believe none of it when he wrote a press release stating that he would throw all of his units at Russia.

Just prior to the winter season Edi Birsan's father died. (Interestingly, another death of one of the players' parents would occur two months later.) This tragedy undoubtedly affected Birsan's diplomacy for a couple of seasons.

WINTER 1902:
AUSTRIA (Naus): Removes F Aeg.
ENGLAND (McCallum): (Summer '02: F Nwy R Nwg) Removes A Edi, F Lon.
FRANCE (Birsan): Builds A Bre.
GERMANY (Prosnitz): A Bur refuses to retreat/d/. Builds A Kie.
ITALY (Beyerlein): Builds A Nap.
RUSSIA (Ver Ploeg): Builds F St P(nc), A War.
TURKEY (Lakofka): Builds A Ank.

WINTER 1902 BUILDS AND REMOVALS:
AUSTRIA: Removing the fleet was the only sensible removal for Austria.
ENGLAND: The removal of A Edinburgh was expected, but not of F London. It would have been much better to remove A Burgundy and keep F London.
FRANCE: The build of A Brest was a safe one. The new army could either be used against Germany or convoyed into England for a well-timed stab.
GERMANY: The build of an army in Kiel was difficult to understand, except for the fact that it could support A Ruhr to Munich in Spring 1903 and the support could not be cut.
ITALY: A Naples was designated for the Balkans via a convoy into Albania. This would allow for development of a third Italian army on the Austrian front.
RUSSIA: F St. Petersburg (north coast) was headed for England. A Warsaw could be useful against the Austrians and Turks.
TURKEY: The new army in Ankara would be needed for the Balkans if Turkey wanted some security for Bulgaria and future gains.

DIPLOMACY PRIOR TO SPRING 1903:
Alliance shifting, marked by periods of great diplomatic activity, was beginning to diminish as alliances stabilized and attacks were pursued. However, there were still a number of stabs in the works.

With the English removal of F London, Edi Birsan (France) was now faced with the golden opportunity for an attack on England. On this matter he again sounded out Russia as to attack possibilities and joint operations against both England and Germany. Plus Edi was still playing with the idea of getting someone – anyone – to attack Munich.

Russia was finally starting to prosper from all of the diplomacy Brenton Ver Ploeg had conducted. The Austrian attack was now a clean up campaign as long as both Turkey and Italy behaved. And just to make sure they did, Brenton kept open alliances with both Lakofka and Beyerlein. No reason to leave anything to chance. The northern attack was going just as well. Ver Ploeg told Birsan that the Russian Spring 1903 orders in the north (F Swe-Ska, A Nwy-Fin, St P(nc)-Nwy – all suggested by Prosnitz) were a sign of Russia's willingness to attack both England and Germany.

Len Lakofka (Turkey) refused to give up and continued to plug away at getting a real alliance with either Russia or Italy.

Doug Beyerlein (Italy) worked out with Ver Ploeg the set of orders needed for Russia, Turkey, and Italy to eliminate Austria in 1903. These tactics were quickly agreed upon by Russia and Turkey.

Gene Prosnitz (Germany) was still pressing Italy to attack France. The other two players were rather quiet this season.

SPRING 1903:
AUSTRIA (Naus): A Boh-Gal, A Bud S A Boh-Gal, *A Tri-Vie, A Ser S Turkish A Bul-Rum/d/*
ENGLAND (McCallum): F Nwg S F Nth, F Nth H, *A Bur-Ruh/r/ (Gas, d)*
FRANCE (Birsan): *A Bel S English A Bur-Ruh,* F Eng S A Bel, A Bre-Pic, A Par-Bur, A Mar S A Par-Bur, F Gas-Mid
GERMANY (Prosnitz): *F Den-Nth,* F Hel S F Den-Nth, *A Hol-Bel, A Ruh-Bel,* A Kie-Mun
ITALY (Beyerlein): A Tyr S Russian A Gal-Vie, *A Ven-Tri,* A Nap-Alb, F Ion C A Nap-Alb, F Gre S A Nap-Alb
RUSSIA (Ver Ploeg): F St P(nc)-Nwy, A Nwy-Fin, F Swe-Ska, A Gal-Vie, *A War-Gal,* A Rum S Turkish A Bul-Ser, F Sev S A Rum
TURKEY (Lakofka): A Bul-Ser, A Ank-Bul, F Bla C A Ank-Bul, F Con-Aeg

SPRING 1903 ORDERS:
AUSTRIA: Naus did as he said and devoted his whole defense to stopping the Russian attack. However, by publicly saying so before the season he allowed his enemies to take advantage of this knowledge.
ENGLAND: The support of F North Sea and attack on Ruhr were very weak orders. It was at this time in the autumn of 1972 that McCallum was losing interest in the game – and it was beginning to show on the board.
FRANCE: It was quite definite that Birsan was waiting for the fall to make his march on London.
GERMANY: Prosnitz was attempting to get back on the offensive, but the German position made it near impossible to do so quickly.

ITALY: The development of the attack on Austria was right on schedule.
RUSSIA: With Italian cooperation Vienna was captured and there was an excellent chance to take Budapest in the fall. The realignment of units in the north went smoothly and without interference.
TURKEY: The gain of Serbia and the move into the Aegean Sea was going to save Turkey from an early elimination.

DIPLOMACY PRIOR TO FALL 1903:
This season the three major diplomats – Lakofka, Birsan, and Ver Ploeg – were all writing each other on the strategic need to kill Italy next. Both Lakofka and Birsan saw the quick gain of Italian centers (through a three-way attack) as possible cures to their countries' ailments. However, one of the three, Ver Ploeg, actually had his eye fixed on other gains and in fairly quick succession he planned to deal with Turkey and then France.

The set-up of Turkey primarily involved getting Lakofka to attack Greece with the support of A Bulgaria. Ver Ploeg sent Beyerlein a fake letter (of which a copy went to Lakofka) saying how it would be best to advance the fleets against Turkey and use A Albania in the attack on Trieste. Thus Greece would not be supported and Turkey could take it. However, as Ver Ploeg and Beyerlein set up the plan there was little difficulty in ordering the correct counterattack so that Greece would not be lost and in addition the Aegean Sea would be gained. Also, by ordering A Rumania to Budapest and F Sevastopol to Rumania, Sevastopol would then be open for a build. Perhaps a fleet?

Outside of the Balkans, Birsan was about to do England in. Edi also wanted help against Germany and was trying to push either Italy or Russia into aiding in an attack.
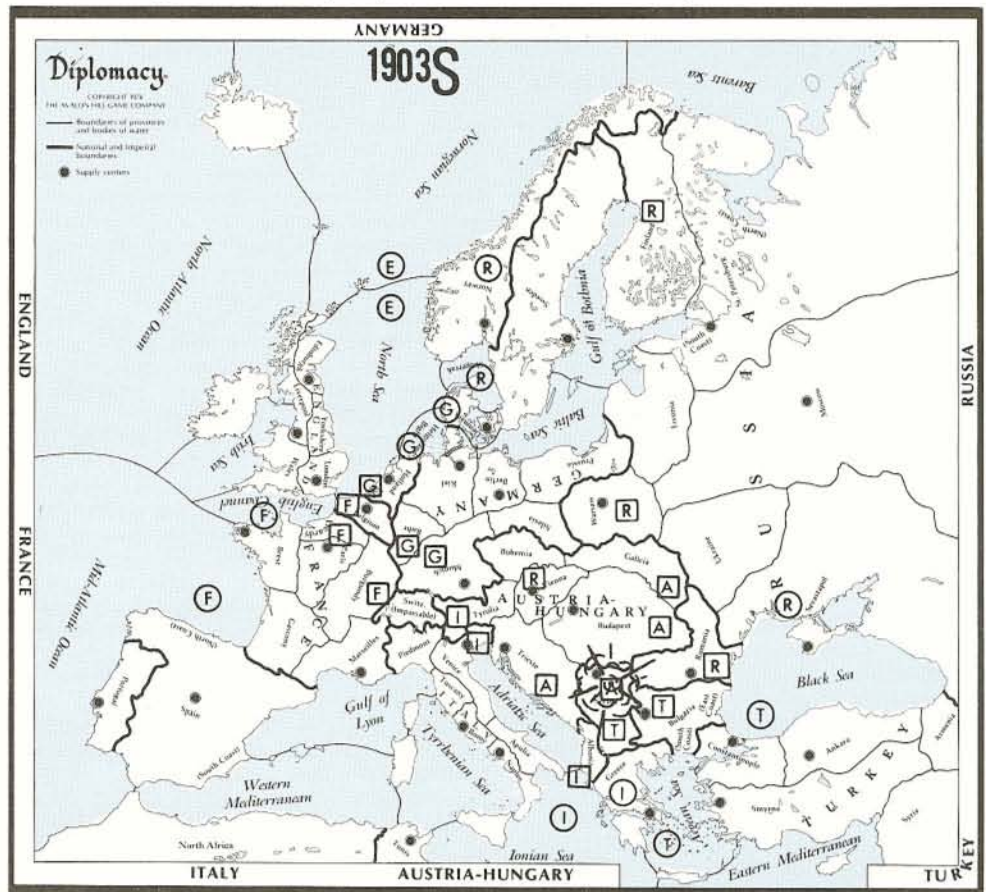
FALL 1903:

AUSTRIA (Naus): A Tri H/d/, A Bud H/d/, A Gal H. Owns: (0). Out.

ENGLAND (McCallum): (Su03: A Bur/d/). F Nwg S F Nth, F Nth S F Nwg/r/ (Edi, Yor, d). Owns: Edi, Liv, (2). Constant.

FRANCE (Birsan): F Mid-NAt, A Bel-Lon, F Eng C A Bel-Lon, A Bur-Bel, A Pic S A Bur-Bel, *A Mar-Bur*. Owns: Bre, Mar, Par, Por, Spa, Bel, *Lon* (7). Build 1.

GERMANY (Prosnitz): F Hel-Nth, F Den S F Hel-Nth, *A Hol-Bel*, *A Ruh-Bel*, *A Mun-Bur*. Owns: Ber, Kie, Mun, Den, Hol (5). Constant.

ITALY (Beyerlein): A Tyr-Tri, A Ven S A Tyr-Tri, A Alb S F Gre, F Ion-Aeg, F Gre S F Ion-Aeg. Owns: Nap, Rom, Ven, Tun, Gre, *Tri* (6). Build 1.

RUSSIA (Ver Ploeg): *F Nwy-Nwg*, F Ska-Nwy, F Fin S F Ska-Nwy, *A War-Gal*, A Rum-Bud, A Vie S A Rum-Bud, F Sev-Rum. Owns: Mos, St P, Sev, War, Swe, Nwy, Rum, *Bud, Vie*, (9). Build 2.

TURKEY (Lakofka): A Ser S Russian A Rum-Bud, F Bla S Russian F Sev-Rum, *F Aeg-Gre/r/* (Con, Smy, Eas), A Bul S F Aeg-Gre. Owns: Ank, Con, Smy, Bul, *Ser* (5). Build 1.

FALL 1903 ORDERS:

AUSTRIA: Naus knew that he was dead and therefore didn't bother to put up a fight. Thus all three armies held.

ENGLAND: Blind trust and a lack of interest did the English in as the French stab took London and Germany finally gained the North Sea.

FRANCE: Edi was finally on the move again with the moves into London and the North Atlantic Ocean. However, he was racing some very tough opposition and it was a gamble for all or nothing.

GERMANY: Finally a real gain was made and the North Sea taken. The land attack against France was still disorganized however.

ITALY: The attack on Austria was now completed and the Turkish battle just beginning. The set-up and gain of the Aegean Sea would certainly help.

RUSSIA: Right on schedule as Vienna and Budapest were gained this year. Excellent attack possibilities versus Turkey and England now existed.

TURKEY: Though with the gain of Serbia and thus a build, Turkey was caught in a wedge of Italian and Russian units. Would Len be able to talk his way out of this one?

DIPLOMACY PRIOR TO WINTER 1903:

This winter season nothing much happened on the diplomatic front. Lakofka was worried over not gaining Greece and losing the Aegean Sea in the fall. He suspected that Ver Ploeg tipped off Beyerlein on the Turkish orders for the fall. However, he was still pushing for a Turkish-Russian alliance with Brenton. The key to that alliance forming or not, so thought Lakofka, was tied to his demand that Russia not build in Sevastopol. As a standard threat, he told Ver Ploeg that Turkey would let Italy take all of the Turkish centers in the aftermath of a Russian stab. To cover all eventualities, Lakofka also wrote Beyerlein with a warning of the consequences of Italy building a fleet in Naples.

Edi Birsan, in a letter to Walt Buchanan, saw the end game as a battle for victory between Russia and France. Italy and Germany would be minor powers trapped between the two giants in their struggle — or so Edi thought.

WINTER 1903:

ENGLAND (McCallum): F Nth refuses to re-treat/d/. Builds A Liv.

FRANCE (Birsan): Builds F Bre.

GERMANY (Prosnitz): Constant.

ITALY (Beyerlein): Builds F Nap.

RUSSIA (Ver Ploeg): Builds F St P(nc), A Mos.

TURKEY (Lakofka): F Aeg R Eas. Builds F Smy.

WINTER 1903 BUILDS AND REMOVALS:

AUSTRIA: The last army, in Galicia, was removed. Austria was dead.

ENGLAND: With the refusal to retreat A Burgundy during the spring retreat season and another refusal during the fall, England was able to build an army in Liverpool. This might temporarily slow down the French attack, but really it was just too little, too late.

FRANCE: A third fleet was built (again in Brest). As the combined strength of the German and Russian fleets in the northern waters would soon reach five, it was of utmost importance that France had a minimum of three.

GERMANY: Constant — which is bad if everyone else is building.

ITALY: The new fleet in Naples meant that there was to be no peace in the southeast. As long as France and Russia stayed at least neutral there would be no real difficulty in defeating Turkey.

RUSSIA: Another fleet for the north and apparent appeasement of Turkey by building in Moscow and not Sevastopol. This tactic would allow Turkey to believe that he would have enough security to bring all of the Turkish units into the battle against Italy. Then Russia could easily slip into the Turkish centers without a fight — if all went well.

TURKEY: The retreat to the Eastern Med and the build of F Smyrna would provide a fair defense, but all that would help Turkey now would be a shift in alliances.

DIPLOMACY PRIOR TO SPRING 1904:

With the beginning of the holiday season (Thanksgiving) and college finals the diplomacy prior to spring was sparse.

Len Lakofka thought that he finally had the Russian alliance — a long sought after dream. He advised Ver Ploeg on tactics versus Italy and warned Beyerlein that any further attacks on Turkey would mean war. It was to be war, but hardly to his liking.

Brenton Ver Ploeg was busy setting up stabs. Through some tactical blundering during the past game year (i.e., putting his fleets in Norway and the Skagerrak instead of Norway and the Barents Sea) he needed French support from North Atlantic to take the Norwegian Sea in the spring. So, in exchange for the French support, he told Birsan that Russia would be attacking Germany this year. The lies to Lakofka were for greater gain. For Lakofka to cover the Italian sea attack Len would have to send F Black Sea to Constantinople. That would leave the Black Sea open for Russian F Rumania to wander in if so desired. Combine that move with Russian armies to Rumania and Sevastopol and an Italian attack on Serbia and Turkey's days were definitely numbered.

Doug Beyerlein, in addition to pushing the attack on Turkey, had now decided it was time to get France. Rumor had it that Birsan would soon be moving a fleet and an army towards Italy. Whether or not this was true, it was vital to Beyerlein's expansion plans that the French-Italian war take place on French, not Italian soil. The moves to the Tyrrhenian Sea and Piedmont would insure this. The Russian-Italian master plan called for the board to be equally divided:

17-17. This would require Italy to gain Serbia, Bulgaria, and Smyrna in the east and Iberia, France, the Low Countries, and Munich in the west. With such a large task ahead, the attack on France could wait no longer.

SPRING 1904:

ENGLAND: *A Liv-Edi, F Nwg-Edi/r/* (Bar, Cly, d)

FRANCE: F NAt S Russian F Nwy-Nwg, A Lon-Yor, *F Eng-Nth, A Bel-Bur*, A Pic S A Bel-Bur, F Bre-Mid, A Mar-Gas

GERMANY: F Den-Hel, *A Hol-Bel, F Nth S A Hol-Bel, A Mun-Bur*, A Ruh S A Mun-Bur

ITALY: A Ven-Pie, F Nap-Tyr, A Tri-Ser, A Alb S A Tri-Ser, *F Aeg-Bul(sc)* (R Ion by orders), *F Gre S F Aeg-Bul(sc)*

RUSSIA: F Nwy-Nwg, F Ska S German F Nth, A Fin-Swe, F St P(nc)-Nwy, A Mos-Sev, A War-Gal, F Rum-Bla, A Bud-Rum, A Vie-Bud

TURKEY: F Bla-Con, F Smy-Aeg, F Eas S F Smy-Aeg, *A Ser-Gre/d/, A Bul S A Ser-Gre*

SPRING 1904 ORDERS:

ENGLAND: The self-off over Edinburgh was probably as good as anything England could do.

ENGLAND: A strange set of orders, but with a purpose. The moves to Gascony and the Mid-Atlantic Ocean were all part of a convoy (FA Gas-Bel) and support into Belgium in the fall if the Germans were to capture it in the spring. Some excellent guessing by Edi over Belgium and Burgundy managed to hold them both. However, France did make a mistake in supporting the Russians into the Norweigan Sea as Ver Ploeg had no intention of attacking Germany — yet.

GERMANY: Poor tactical moves including F Denmark to the Helgoland Bight. Gene was known to be a tactical expert, but he sure outfoxed himself that time.

ITALY: Everything went as expected — including the loss of the Aegean Sea. It was only a matter of time before the death of Turkey.

RUSSIA: The suckering of France had worked in the north with the gain of the Norwegian Sea. And the southern attack went like clockwork. The Black Sea was taken without a battle and Turkey caught in a corner with all of the Turkish units facing Italy.

TURKEY: Despite all of the diplomatic effort, the Russian stab meant the end of Turkey. There would be no hope.

DIPLOMACY PRIOR TO FALL 1904:

Brenton Ver Ploeg really turned on the diplomacy this season by writing nine letters and making numerous phone calls to the other players in the game. He told McCallum to retreat English F Norwegian Sea to Clyde and then have it support A Liverpool against the French attack. He told Edi that Russian F Norwegian Sea would cut the English support of Liverpool — but was actually lying. Brenton also told Birsan that Russia would attack Germany and take Denmark this fall: another lie. Following Prosnitz's suggestion, a Russian fleet would be taking the North Sea so that German F North would have the option to retreat to an open French or English supply center. Gene wanted Russian F Skagerrak to make the move, but Brenton talked him into sending in F Norway instead so that A Sweden could move to Norway and then be convoyed into Clyde.

Russia's southern front was going just as nicely as the north. Even with the rejection of Lakofka's offer to puppet to Russia in return for survival there would be no real problems with making additional gains against Turkey. In any

case, Brenton was really rolling towards victory.

Edi Birsan was still pushing hard for Russia to attack Germany. But now he also had to handle the Italian threat in the south. That was about the last thing he needed.

Gene Prosnitz had worked out how he could use the forced retreat to advance into a supply center. A supported Russian attack on the German fleet in the North Sea would dislodge the fleet, forcing it to retreat. And with a choice of retreats hopefully either London or Edinburgh would be open. Considering how long Germany had been without a gain of a center the tactic was well worth the potential problem of having the Russians in the North Sea.

Len Lakofka, as previously mentioned, was still trying hard. He offered Ver Ploeg complete use of the Turkish forces in exchange for survival. Yet he was doomed to elimination because Russia had no need for him against Italy. When the time came there would be sufficient Russian units to do the job.

Doug Beyerlein only carried on a minimum of diplomacy as his mother died during this season. He gave Prosnitz credit for suggesting the move against France in response to Birsan's query. Actually that was only a convenient excuse as the attack had been long planned.

FALL 1904:

ENGLAND (McCallum): (Su '04: F Nwg R Cly). F Cly-Edi, *A Liv S F Cly-Edi/r/* (Cly, Wal, d). Owns: Edi, (1). Remove 1.

FRANCE (Birsan): F NAt-Liv, A Yor S F NAt-Liv, F Eng S A Bel, A Pic S A Bel, *A Bel S German A Mun-Ruh* (nso), A Gas-Mar, *F Mid-Wes.* Owns: Bre, Mar, Par, Spa, Por, Bel, *Liv* (7). Constant.

GERMANY (Prosnitz): F Hel-Den, *F Nth-Eng* (R Lon by orders), *A Ruh-Bel,* A Hol S A Ruh-Bel,

A Mun-Bur. Owns: Ber, Kie, Mun, Den, Hol, *Lon* (6). Build 1.

ITALY (Beyerlein): *F Tyr-Wes,* A Pie H, A Ser S Russian A Rum-Bul, A Alb S A Ser, *F Gre-Aeg, F Ion-Aeg.* Owns: Nap, Rom, Ven, Tun, Gre, Tri, *Ser* (7). Build 1.

RUSSIA (Ver Ploeg): F Nwg-NAt, F Nwy-Nth, F Ska S F Nwg-Nth, A Swe-Nwy, A Sev-Arm, F Bla-Ank, A Rum-Bul, A Gal-Rum, A Bud S A Gal-Rum. Owns: Mos, St P, Sev, War, Swe, Nwy, Rum, Bud, Vie, *Bul, Ank* (11). Build 2.

TURKEY (Lakofka): A Bul-Smy, F Aeg C A Bul-Smy, F Eas S F Aeg, *F Con S Russian A Sev-Bul* (nso). Owns: Con, Smy, (2). Remove 2.

FALL 1904 ORDERS:

ENGLAND: McCallum did not order the support of Liverpool and lost it despite Ver Ploeg's information. Apparently the postal service was the culprit.

FRANCE: Edi was trying hard and managed to stay even, but against the combined attack of Germany, Russia, and Italy he had little hope.

GERMANY: After too many seasons of stagnation Germany was finally moving again. Burgundy was gained. The forced retreat tactic picked up London. And Germany would have a build.

ITALY: Nothing was gained in the fall, but a build was due by taking Serbia in the spring. That would place added pressure on France in 1905.

RUSSIA: Nothing could go wrong. Ankara and Bulgaria were taken. The North Sea was now Russian. Even the move into the North Atlantic Ocean succeeded.

TURKEY: Down to two centers. Hope may spring eternal — but not supply centers.

DIPLOMACY PRIOR TO WINTER 1904:

Winter 1904 was very quiet as it occurred between Christmas and New Year's Day. Brenton

Ver Ploeg was the only one to write. He tried to explain to Birsan the stab of France in such a manner to remove the emotional sting. This is a rather standard tactic, though greatly refined by Ver Ploeg, employed by the stabber when there is a chance that the victim may be needed later in the game or may be met again on another field of battle. Every little bit helps.

WINTER 1904:

ENGLAND (McCallum): (Au '04: A Liv R Wal) Removes F Edi.

FRANCE (Birsan): Constant.

GERMANY (Prosnitz): Builds A Mun.

ITALY (Beyerlein): Builds F Nap.

RUSSIA (Ver Ploeg): Builds F St P(nc), A Mos.

TURKEY (Lakofka): Removes F Con, A Smy.

WINTER 1904 ADJUSTMENTS:

ENGLAND: No real idea why he retreated to Wales and then removed F Edinburgh.

FRANCE: Constant — but not for long.

GERMANY: The addition of A Munich would help in the attack on France. However, it might even be more valuable in the defense of the homeland.

ITALY: The new fleet would help in the attack on France.

RUSSIA: The building of F St. Petersburg (north coast) and A Moscow was not hostile to either of Russia's allies: Germany and Italy. However, one wonders just what was planned for the new units.

TURKEY: The removals of F Constantinople and A Smyrna was Turkey's way of pleading for survival against Italy.

DIPLOMACY PRIOR TO SPRING 1905:

For one reason or another the diplomatic front stayed fairly quiet. Edi Birsan was trying to convince Beyerlein that Italy's only success lay with helping France against Germany and Russia. Beyerlein in return told Edi that he would not attack the Western Med nor support the Germans into Marseilles. In addition, Doug told of the Russian attacks on the Mid-Atlantic and the English Channel in the hope that Edi would stop the northern attack and concentrate less on the south.

Lakofka in a parting letter told Ver Ploeg that Russia could decide the fate of the remaining two Turkish centers. And if Turkey was allowed to live it would do whatever Russia commanded.

In comments to Walt Buchanan, Brenton Ver Ploeg decided to stay with the Italian alliance until he was assured that a stab would produce a win. If only Beyerlein knew!

SPRING 1905:

ENGLAND (McCallum): A Wal-Liv

FRANCE (Birsan): *F Liv-Wal, A Yor-Lon,* A Bel-Gas, F Eng and F Mid C A Bel-Gas, *A Pic-Par, A Mar-Bur*

GERMANY (Prosnitz): F Den-Nth, F Lon S Russian F Nth-Eng, A Hol-Bel, A Ruh S A Hol-Bel, *A Bur-Par, A Mun-Bur*

ITALY (Beyerlein): *A Pie-Mar,* F Tyr-Lyo, F Nap-Tyr, A Ser-Bul, A Alb-Ser, *F Gre-Aeg,* F Ion S F Gre-Aeg

RUSSIA (Ver Ploeg): *F NAt-Mid, F Nth-Eng,* F St P(nc)-Bar, A Nwy-Fin, F Ska-Nwy, A Mos H, A Bud H, A Rum S Italian A Ser-Bul, A Bul-Con, F Ank S A Bul-Con, A Arm H

TURKEY (Lakofka): *F Aeg S F Eas,* F Eas S F Aeg

SPRING 1905 ORDERS:

FRANCE: With knowledge of what Germany and Russia would probably try, Edi made some
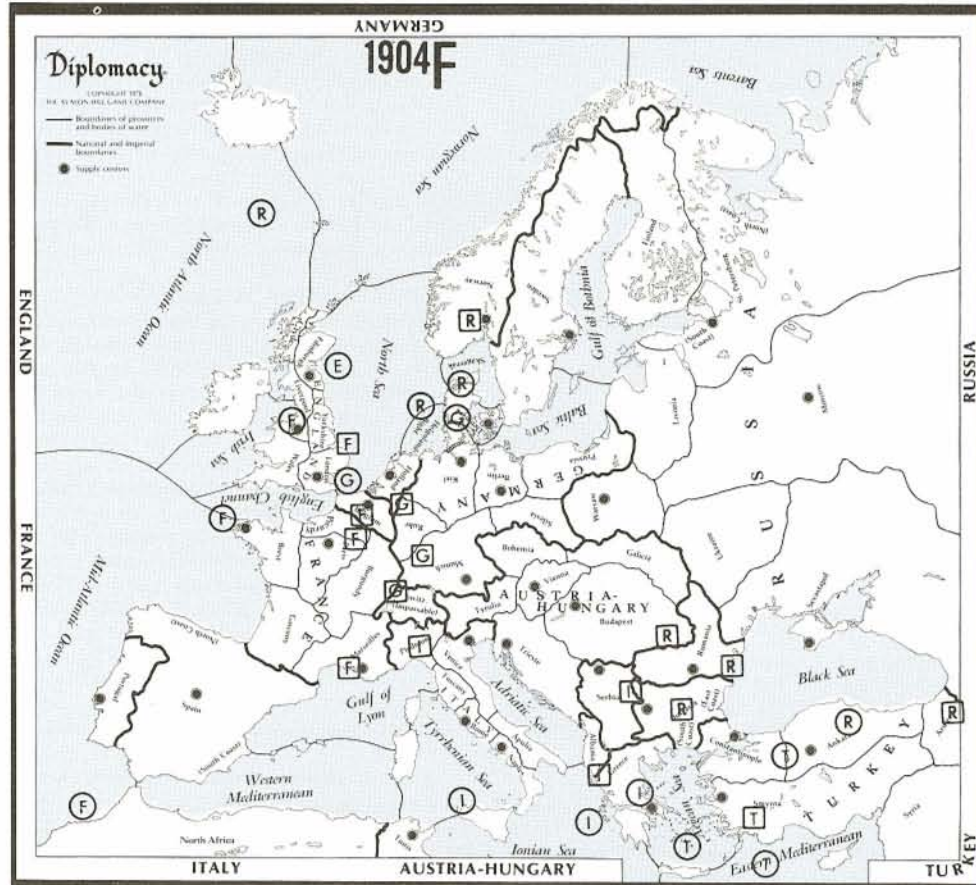
excellent moves. The convoy to Gascony from Belgium strengthened the center of the French line. It also added support against the Italian assault.

GERMANY: Belgium was gained, but that was the only advance.

ITALY: Bulgaria was gained in the east with Russian help and cooperation. With a fleet in the Gulf of Lyon now, Marseilles could be hit with a supported attack.

RUSSIA: No advancement of the front in the north was made. Just the opposite was true in Turkey where it all could be gained — but it would be shared.

TURKEY: By blocking the sea approach to Turkey, Lakofka hoped that Russia would either take it all (and teach Beyerlein a lesson) or let Turkey live.

DIPLOMACY PRIOR TO FALL 1905:

The amount of diplomacy was rapidly decreasing as the game headed towards conclusion. Edi was giving it another try (good diplomats never give up) with letters to Ver Ploeg and Beyerlein. He needed either for Brenton to attack Germany or Doug to march eastward and leave France alone. Beyerlein informed Ver Ploeg of the needed tactics to divide and conquer Turkey this season plus mentioning the need to strike down Germany in 1906. And to Edi, Doug wrote saying that he did not plan to let Ver Ploeg win, but the destruction of France was required.

FALL 1905:

ENGLAND (McCallum): A Wal-Liv. Owns: Edi (1) Constant.
FRANCE (Birsan): F Liv-Wal, F Eng-Lon, A Yor S F Eng-Lon, F Mid-NAt, A Pic-Par, A Gas-Bur, A Mar-Spa. Owns: Bre, Par, Por, Spa, Liv, (5). Removes 2.
ITALY (Beyerlein): A Pie-Mar, F Lyo S A Pie-Mar, F Tyr-Wes, A Bul-Con, A Ser-Bul, F Gre-Aeg, F Ion-Eas. Owns: Nap, Rom, Ven, Tun, Tri, Ser, Gre, Bul, Con, Mar (10). Builds 3.
RUSSIA (Ver Ploeg): F NAt S English A Wal-Liv, F Nth S German F Lon, F Nwy-Nwg, F Bar H, A Mos H, A Bud H, A Rum S Italian A Ser-Bul, F Ank S Italian A Bul-Con, A Con-Smy, A Arm S A Con-Smy. Owns: Mos, St P, Sev, War, Swe, Nwy, Vie, Bud, Rum, Ank, Smy (11). Constant.
TURKEY (Lakofka): F Aeg-Smy, F Eas S F Aeg-Smy. Owns: (0). Out.

FALL 1905 ORDERS:

FRANCE: The tactics were all there but not the odds. Marseilles and Belgium were lost. Just to stay constant was now impossible.

GERMANY: The attack on Gascony was to assure that the Italians could take Marseilles. The rest of the German land attack (or lack of it) showed Prosnitz to be very cautious even in the face of a dying France.

ITALY: This was Italy's best year with the gain of three centers. The Turkish attack was now finished and the first gains were made in France.

RUSSIA: Growth limitations had caught up with Russia this year. Advances and gains were made against Turkey, but these were offset by giving Bulgaria to Italy as per agreement. No gains, other than moving into the Norwegian Sea, were made in the north. It was almost as if Russia was pausing for a moment's rest before making that last dash to victory.

TURKEY: Lakofka's last tactical trick was foiled by the Italians attacking both Turkish fleets so that neither could give support to the other to stand-off the Russian move to Smyrna.

WINTER 1905:

ENGLAND (McCallum): Constant.
FRANCE (Birsan): Removes F Liv, F Eng.
GERMANY (Prosnitz): Builds A Kie.
ITALY (Beyerlein): Builds F Nap, A Rom, A Ven.
RUSSIA (Ver Ploeg): Constant.

WINTER 1905 ADJUSTMENTS:

These winter orders were taken with the Fall 1905 orders and thus there was no diplomacy period.

FRANCE: The removal of the two northern fleets showed that Birsan was preparing for the defense of his homeland. That was now his main concern.

GERMANY: A Kiel, like A Munich built last year, would most likely never get into the French conflict, but it could be useful in the defense of the homeland and Denmark.

ITALY: The three Italian builds gave Beyerlein a number of alternatives on how he wished to employ them. Such a decision could affect the outcome of the game.

RUSSIA: Constant — but then Russia was hardly hurting for units.

DIPLOMACY PRIOR TO SPRING 1906:

The set-up of Germany was in progress. In the fall the Russian stab of Germany would finally come — although too late to give France any relief. Tactical considerations between Ver Ploeg and Beyerlein now dealt with this set-up and stab. The Russian units in the Balkans would now slide westward along the Russian-Italian common boundary. The Russian northern units would get into position along with A Moscow to Warsaw.

Beyerlein would move the new armies forward into Trieste and Venice. A Marseilles would support German A Burgundy to Gascony to help

break up the French line. Spain would then be easier to capture in the fall. And when the time came to drive into northern France, German-French divisiveness would doom any common defense. The Italian tactics in the coastal waters off of Turkey would be more than slightly confusing in the spring. F Greece would take the Aegean Sea. F Eastern Mediterranean would attack Smyrna with support from A Constantinople. The only problem was that there was no F Eastern Med — the fleet was in the Ionian Sea. This fake attack would accomplish two things: 1) to Germany it would appear that Russia and Italy were fighting and therefore Germany should also strike against Russia, and 2) with fleets in the Aegean, Ionian, Tyrrhenian (F Nap-Tyr), and Western Mediterranean, A Constantinople could be convoyed to Spain in the fall.

SPRING 1906:

ENGLAND (McCallum): A Wal-Liv
FRANCE (Birsan): A Yor-Lon, F Mid-Eng, A Gas-Bur, A Par S A Gas-Bur, A Spa-Mar
GERMANY (Prosnitz): F Den-Nth, F Lon S Russian F Nth-Eng, A Bel-Pic, A Kie H, A Bur-Gas, A Ruh-Bur, A Mun S A Ruh-Bur
ITALY (Beyerlein): A Mar S German A Bur-Gas, F Lyo-Spa(sc), F Wes-Mid, A Ven-Tri, A Rom-Ven, F Nap-Tyr, F Eas-Smy (nsu) (F Ion /h/), A Con S F Eas-Smy, A Bul-Ser, F Gre-Aeg
RUSSIA (Ver Ploeg): F NAt-Liv, F Nth-Eng, A Nwy-Cly, F Nwg C A Nwy-Cly, F Bar-Nwy, A Mos-War, A Bud-Vie, A Rum-Bud, A Smy-Con, F Ank H, A Arm-Sev

SPRING 1906 ORDERS:

FRANCE: Excellent tactics again. One almost wonders if somebody was telling Edi what the other players would be doing.

Diplomacy 1905F
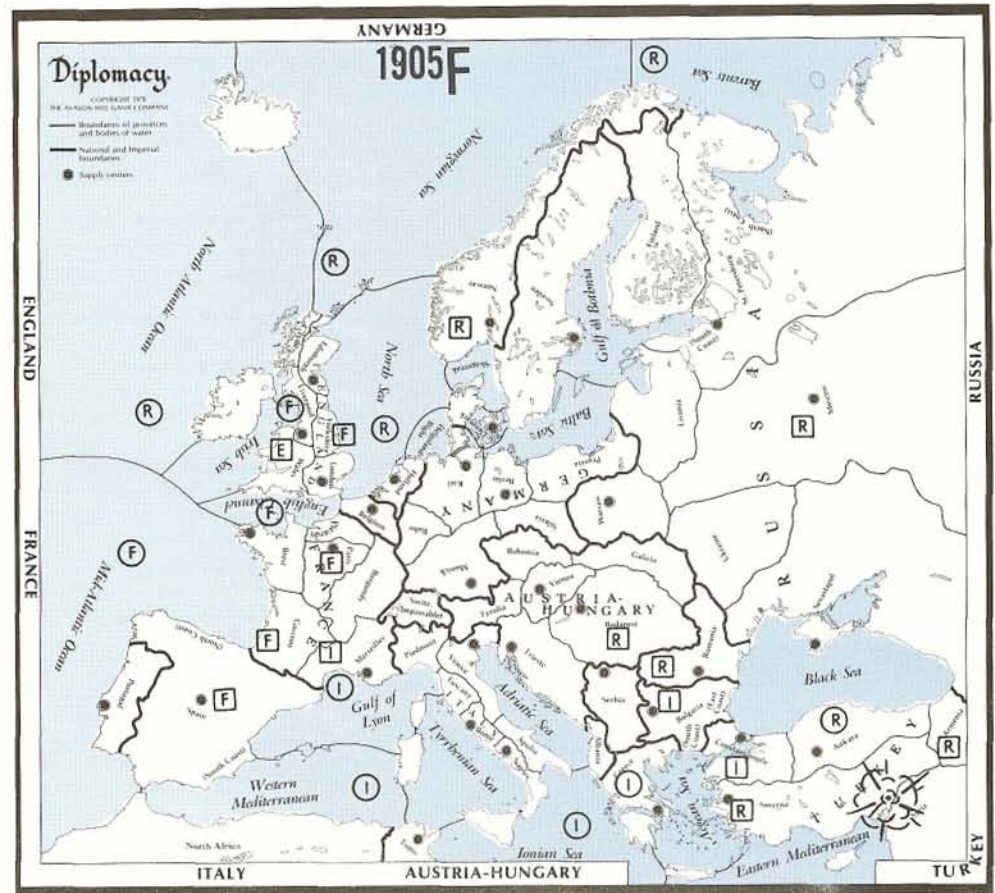
GERMANY: Picardy was gained, but nothing else. If nothing else this German attack shows the difficulties in trying to push an attack through the narrow, two province German-French border. Without plentiful aid from the flanks it is almost always doomed to failure.

ITALY: The eastern tactics went as planned. The west did not fare as well.

RUSSIA: Liverpool nor the English Channel were gained, however, the convoy to Clyde and the general shifting of units into new holding patterns against Germany went smoothly.

DIPLOMACY PRIOR TO FALL 1906:

Everything was set to go against Germany. Birsan had agreed to vacate Spain and support Russian F North Sea to London. In exchange Beyerlein promised not to attack Gascony. With French A Gascony supporting A Paris, the German attack would fail. Beyerlein's convoy would be ready to go – although it later turned out to be one of the worst moves Italy could have made. Ver Ploeg was definitely ready for the fall. He would gain the most from this stab – as he had from all previous ones and would from the last stab of the game.

FALL 1906:

ENGLAND (McCallum): A Wal-Liv. Owns: (0). Out.

FRANCE (Birsan): A Yor S Russian F Nth-Lon, A Spa-Bre, F Mid C A Spa-Bre, *A Par S A Spa-Bre*, A Gas S A Par. Owns: Bre, Par, Por, (3). Removes 2.

GERMANY (Prosnitz): F Den-Nth, A Kie-Hol, *A Bur-Par*, A Pic S A Bur-Par, *A Ruh-Bur*, A Mun S A Ruh-Bur, *F Lyo-Yor* (R Eng). Owns: Ber, Kie, Mun, Den, Hol, Bel, (6). Removes 1.

ITALY (Beryelein): A Con-Spa, F Aeg C A Con-Spa, F Ion C A Con-Spa, F Tyr C A Con-Spa, F Wes C A Con-Spa, A Mar S A Con-Spa, F Lyo S A Con-Spa, A Ven-Pie, A Tri-Tyr, A Ser-Tri. Owns: Nap, Rom, Ven, Tun, Tri, Ser, Gre, Bul, Con, Mar, *Spa*. (11). Builds 1.

RUSSIA (Ver Ploeg): A Cly-Liv, F Nat S A Cly-Liv, F Nwg-Edi, F Nth-Lon, F Nwy-Swe, A War-Pru, A Vie-Boh, A Bud H, A Sev-Ukr, F Ank-Bla, A Smy-Ank. Owns: Mos, St P, Sev, War, Swe, Nwy, Vie, Bud, Rum, Ank, Smy, *Edi, Liv, Lon* (14). Builds 3.

FALL 1906 ORDERS:

FRANCE: Again excellent tactics, although this time it was very easy to understand why.

GERMANY: Caught completely unaware by the stab, Germany was now in a very poor position to resist further attacks.

ITALY: On the surface there was nothing wrong with the Italian orders. But, as events would later show, Italy moved from an excellent defensive position vis a vis Russia to a fatally poor one.

RUSSIA: Poetry in motion as Russia swept in to pick up all three of the English centers (gaining one each from England, France, and Germany). The moves in the east were all designed with an obvious (with 20-20 hindsight) purpose in mind.

WINTER 1906:

FRANCE (Birsan): Removes A Yor, A Gas.
GERMANY (Prosnitz): Removes F Eng.
ITALY (Beyerlein): Builds A Ven.
RUSSIA (Ver Ploeg): Builds F St P(sc), A War, A Mos.

WINTER 1906 ADJUSTMENTS:

Once again winter was combined with the fall deadline.

FRANCE: The removal made of the two armies needed for France's defense against Germany signalled a fight to the finish against Birsan's eastern neighbor.

GERMANY: With the removal of the retreating fleet, Germany was prepared to stop the Russian and Italian attacks. But it would not matter.

ITALY: Another army for either west or east.

RUSSIA: The Russian giant had more units than he needed. However, a few extra wouldn't hurt.

DIPLOMACY PRIOR TO SPRING 1907:

In many ways the fate of the game hinged on this season. Ver Ploeg had now literally stabbed everyone on the board except Beyerlein. If Beyerlein decided to attack the Russian bear in the spring it would be a long, hard, and nasty fight before anyone won this game.

Ver Ploeg was out in force explaining his stabs to Prosnitz and Birsan (remember Russia took French-owned Liverpool in the fall) and hoping for forgiveness. To Beyerlein he was sensitive in not provoking an Italian attack. Russia would be supporting Italian A Tyrolia to Munich in the spring to help Italy grow.

Prosnitz had finally come alive diplomatically. He asked Ver Ploeg to halt the attack on Germany so that he could first eliminate France before losing to Russia. Gene wrote Beyerlein with an excellent plan for Italy to stab Russia this season. Movement to Serbia, Trieste, Vienna, Tyrolia, Smyrna, and Greece would take Vienna, Budapest, and Smyrna by the fall. Italy would gain and Russia lose.

Beyerlein, down with a cold, wasn't much in the mood for diplomacy, but looked over Prosnitz's plan. It would most likely catch Ver Ploeg off guard and succeed. However, as stated in a letter to Walt Buchanan, Doug had four reasons for not attacking Ver Ploeg.

They were:

"1. Brenton and I have been allied from the beginning and have eliminated Austria and Turkey. With the destruction of Turkey, Russia had more than an excellent chance to stab me and did not. I feel that I owe him that much in return.

"2. I think that the accomplishment of the two-way draw will show that a good player does not always have to stab to get ahead. Also I have used and shown in numerous cases that the diplomacy a player employs is much stronger than the units on the board.

"3. Even if I did attack Ver Ploeg, I might find Prosnitz changing sides and allying with Russia against me.

"4. In the course of the game Ver Ploeg has become more than just another good player but a very good friend and as his involvement with the game of Diplomacy is becoming less and less I do not wish to cheat him out of the two-way victory that he deserves."

SPRING 1907:

FRANCE (Birsan): A Bre S A Par, A Par S A Bre, *F Mid-Gas*
GERMANY (Prosnitz): F Nth-Eng, A Hol-Kie, *A Mun-Ber/a/*, *A Bur-Gas*, A Ruh-Bur, A Pic S A Ruh-Bur
ITALY (Beyerlein): *A Spa-Gas*, A Mar-Bur, A Pie-Mar, A Tyr-Mun, A Ven-Tyr, *F Lyo-Spa(sc)*, *F Wes-Mid*, F Tyr-Wes, F Ion-Tun, F Aeg-Gre
RUSSIA (Ver Ploeg): F NAt-Nwg, F Edi-Nth, F Lon S F Edi-Nth, A Liv-Yor, F Swe-Den, F St P(sc)-Bot, A Mos-St P, *A Pru-Ber*, A War-Sil, A Boh S Italian A Tyr-Mun, A Ukr-Gal, A Bud H, A Ank-Sev, F Bla C A Ank-Sev

SPRING 1907 ORDERS:

FRANCE: Edi continued to hold out against some pretty rough attacks. However, it was quite possible that Ver Ploeg was informing him of the Italian orders.

GERMANY: Some attempt was made to stop the Russians, but the move of German F North Sea to the English Channel showed that Prosnitz was still obsessed with killing France.

ITALY: Except for the badly made attack in France, the Italians did about as planned.

RUSSIA: Everything was ready for the fall.

DIPLOMACY PRIOR TO FALL 1907:

This was it: the end. From numerous letters I (if you will allow me to slip back into the first person) received from Prosnitz and Birsan, I was beginning to feel the probability of a Russian stab increasing. I had trusted Ver Ploeg — but realistically one can never trust an ally when such a tempting victory is so close. Blind, as all too trusting victims are, I could not see the obvious. Now it was too late to rectify my error — or was it? The evening prior to the Fall 1907 deadline I studied the situation. Then, as I wrote to Walt Buchanan, before learning of the stab:

"I decided that if I thought that Gene and I could stop Russia I would change sides and attack Ver Ploeg this season. I figured that Fall '07 will decide the outcome of this game. If Brenton does as I asked then the draw is probably guaranteed. However, if he attacked me this turn and if Germany and I were prepared for the attack then what would the final ending be? This would govern whether or not I would try for the stab or meekly continue to play along in hope of the tie. Well, I ran the whole mess forward and backward at least twice and came up with the following conclusion. If Russia were to attack Italy and Germany this turn and those two countries were prepared for that attack, Russia would not win in 1907. However, we could not stop him from winning in 1908. This is basically because of the strength of the Russians in the north and the open availability of Italian supply centers in the Balkans that cannot be protected. Therefore, nothing Prosnitz and I would do could stop Ver Ploeg from the win if he wants it. And of course that is the key to this whole

game. If I wanted to stab Russia I would have had to do it during Fall 1906 or Spring 1907 and even then it would have been a very close battle.

"Therefore now all I have to go on is the trust of the Russian bear. The choice is his."

FALL 1907:

FRANCE (Birsan): F Mid-Bre, A Bre-Pic, A Par S A Bre-Pic/a/. Owns: Bre, Por (2). Constant.

GERMANY (Prosnitz): F Eng-Bre, A Pic-Par, A Bur S A Pic-Par, A Kie-Mun, A Ruh S A Kie-Mun. Owns: Mun, Den, Hol, Bel, Par (5). Removes 1.

ITALY (Beyerlein): A Spa-Gas, A Mar S A Spa-Gas, F Lyo-Spa(sc), F Wes-Mid, F Tyr-Wes, F Tun-NAf, F Gre H, A Mun-Kie/r/ (Sil, d), A Tyr-Mun, A Pie-Tyr, A Tri-Vie. Owns: Nap, Rom, Ven, Tun, Mar, Spa, Tri, Gre, Bul, (9). Removes 2.

RUSSIA (Ver Ploeg): F Nwg-NAt, F Den-Kie, F Nth-Hel, F Lon-Nth, A Yor-Lon, A St P-Nwy, F Bot-Bal, A Sil-Ber, A Pru S A Sil-Ber, A Boh-Vie, A Bud-Ser, A Gal-Bud, A Sev-Con, F Bla C A Sev-Con. Owns: Mos, St P, Sev, War, Edi, Swe, Nwy, Liv, Lon, Vie, Bud, Rum, Ank, Smy, Ber, Kie, Con, Ser (18). Builds 4 and WINS!

★★★★★

29. *THE IRREPRESSIBLE CONFLICT*—A mammoth treatment of the American Civil War utilizing 8 normal sized boards which can be broken down into five lesser games or combined into one massive macro-game. Game will be division and brigade level and encompass the political, economic, and transportation factors which determined the course of the war. This game would sell for $50 with mounted map-boards.

30. *GUNFIGHTER*—An individual role-playing game of life and adventure in an old west cowtown. Gunfights, brawls, and robberies come to life in this game of the old west.

31. *COMANCHE*—Another role-playing game from the old west featuring the glamorous deeds and tragic adventures of the Indian tribes doomed to annihilation by the western advance of civilization.

32. *OLDE EARTHE*—A game of wizardry and monsters which allows you to replay the adventures of your favorite sword and sorcery books. Play runs the gamut from ordinary swordsmen to magic users, monsters, and hidden passages.

33. *TRIREME—WOODEN SHIPS & IRON MEN* when civilization was young and Empires rode on the fate of vast floating shipboard melees.

The Mediterranean is the battlefield and the opponents are many: Persian vs. Greek, Spartan vs. Athenian, Rome vs. Carthage in a struggle for victory at sea.

34. *FOUR ROADS TO MOSCOW*—A divisional level game utilizing one mapboard for four different games—each an invasion of Russia. Games in the set include the Mongol invasion, Charles the XII, Napoleon, and Hitler's Operation Barbarossa. Turns equal 10 days with a game consisting of from 12 to 37 turns. Game system is similar to the "classic" tradition of a *WATERLOO* or *STALINGRAD*.

35. *FOUR ROADS TO MOSCOW*—Same game described above but designed using the latest simulation techniques and totally divorcing the simple, yet unrealistic, classic game concept.

36. *ARAB-ISRAELI WARS*—The third member of the *PANZERBLITZ* game system family. Scenarios will trace the development of weapons systems in the Mideast with emphasis on modern air support of ground forces.

37. *WEED*—An individual role-playing game dealing with the problems of scoring some Acapulco Gold. Play deals with the problems and hassles at the City distribution level, e.g. law enforcement, rip-offs, and swindles.

38. *SMUGGLER*—A game on the same subject as WEED but dealing more with International Borders and various illegal substances such as Gold, Drugs, and the White Slave Trade. The French Connection comes alive as you cross the border safely or face arrest and deportation. Either solitaire or several players playing against the board.

39. *DESTROYER CAPTAIN*—Destroyer/small Cruiser level ship-to-ship combat game based on many of the small actions of World War I and II. Most scenarios would have 4-5 ships on either side.

40. *REVOLUTION!*—An operational/strategic game dealing with the attempt at Revolution and maintaining in power (if successful) the new Junta against possible counter-revolutionists and/or outside intervention.

41. *EXODUS*—An operational game dealing with aspects of the War for Independence fought by Israel in 1948. Would cover the Jewish fight for survival against internal Mufti attacks and intervening Arab Nations.

42. *BREAKTHROUGH:* A brother game to Battle of the Bulge — regiment and Brigade level — only this time it's an American breakout, at Avaranches and St. Lo! The stakes: the Allies penned up in the Normandy beachhead — or the Germans surrounded in the Falaise Pocket!

43. *KEEP THE PEACE:* The time is July, 1914; the Great Powers of Europe are gathered on the brink of the greatest war man has ever known. This is a card game wherein the players attempt to keep the peace while gaining their diplomatic objectives. There are notes and threats and warnings; can YOU keep your alliance together as the going gets rough? Or will you swindle your way into a war — which is what actually happened. Random cards introduce complications and limit the options open to the diplomats. Can you keep the lights from going out all over Europe?

1829—The birth and growth of railroads. Up to 9 players buy stock to control railroad companies and turn them into dividend-paying concerns. Rail networks laid out on the board develop into more advanced lines and cities as railroads become more advanced.

A. H. Philosophy . . . *Continued from Page 2*

10. Dale Wetzelberger, president of IGB is about to present the Unsung Hero Award to Craig Ransom for having donated the most volunteer hours to the convention. Craig deserves most of the praise for the smooth flow of pre-registration.

11. Murray Summers of Secane, PA won the *BATTLE STATIONS* plaque in the naval miniatures competition which had to be called due to time limits.

12. Thomas Filmore of Silver Spring, MD emerged triumphant in the Gladiatorial Combats.

13. The attendees of DIP CON IX were much in evidence as shown by the t-shirt of this particular enthusiast, who happens to be admiring the new enlarged AH mapboard version. The Diplomacy tournament was the largest ever held with 25 boards in use simultaneously.

14. The artillery of the First Virginia Regiment proved not enough to stop Frazier's Highlanders and the 64th Afoot Regiment of British regulars in the first of two skirmishes on the college green.

15. *SPEED CIRCUIT*, a discontinued 3M game, proved to be a popular tournament event and is destined to be repackaged and reissued as an Avalon Hill game this fall.

16. Anton Weber of Montclair, NJ proved to be the best of 150 pilots who participated in the RICHTHOFEN'S WAR DEMO DERBY. Anton, like most of the other finalists, gained ace status on the way to his win.

17. Joseph Kurtz of Cleveland, OH seems pleased to accept the *TOBRUK* plaque from game developer Randall Reed. Kurtz needed a "snake eyes" roll on the last turn of the final round to pull out his victory.

18. Bud DeAngelis of North Brunswick, NJ proved the best of 120 participants in the *PANZER LEADER* tournament.

19. Thomas Shaw accepts the Charles Roberts Best Game of the Year Award for Philmar's *KINGMAKER* from John Mansfield of SIGNAL fame.

20. The ladies were much in evidence at ORIGINS II and were far from pushovers as Mary Kawuhlia demonstrated to John Cochran with a 24-13 pasting. It took Tom Shaw himself to end the lady's participation with a 26-7 victory.

21. Armor Miniatures utilizing GHQ armor was once again one of the glamour events of the convention as IGB stalwarts Jim Rumpf and Bill Alpert outdid themselves with 4 new scenarios ranging from the final street fight shown here to the amphibious invasion scenario of the opening round.

22. Peter Sleight of Herndon, VA earned his *KINGMAKER* plaque with three consecutive wins as the finals stretched into the wee hours of the morning.

23. The young ladies who manned our registration desk kept things running smooth as silk as by-mail pre-registration completely reversed last year's trouble spot.

24. Anton Haug of Columbia, MD proved the best in 6 rounds of single elimination combat in the SPI TACTICAL SHOOTOUT.

25. Charles Cottle of East Haven, CT gained a bit of notoriety by being the only repeat winner at ORIGINS II duplicating his 1975 victory in the Armor Miniatures competition.

26. Bill Stiener accepts his plaque for besting others in the *ALIEN SPACE* competition.

27. Bill Wales had to be victorious through 7 rounds of competition in *WOODEN SHIPS & IRON MEN* to win out over a field of 128.

28. James F. Dunnigan was certainly one of the highlights of the convention. The popular designer is shown here accepting the Charles Roberts Awards for Best Professional Magazine *(S&T)* and Hall of Fame (for his own individual achievements).

29. Dave Bakulski (right) is shown besting Robert Beyma who finished fourth in the AH Classic 500. After this semi-final round game Dave proceeded to lose to his brother Paul in the most prestigeous event of ORIGINS.

30. *THIRD REICH* games were spread all over campus for the 150 player tournament sponsored and run by ATTACK WARGAMING ASSOCIATION. Local IGB members Karl Fickenscher (2nd from right) and Chris Chyba (extreme left) are identifiable in this particular game.

31. Leave it to the *DIPLOMACY* enthusiasts of Dip Con IX to stab us in the back and sneak into an auditorium reserved for University use. The Diplomacy seminar seemed to go well without interruption in any case.

32. Duke Siefried presiding over the Custom Cast Civil War Miniatures demonstration. This was just one of four events staged by Custom Cast which earned them the Exhibitor Service Award.

33. Dr. Clifford Sayre, better known for his efforts in connection with the Charles Roberts Awards, is shown here hosting a naval warfare miniatures demonstration put on by Potomac Wargamers.

34. Next to *DIPLOMACY*, *KINGMAKER* was one of the most numerous tournament games with a field of 150, including this board which apparently hosted a later day Margaret of Anjou.

35. Paul Bakulski (right) is shown in his semi-final match in the AH Classic 500. His opponent, Phil Evans, went on to reap 3rd place honors.

126 games were played in the competition' (there were two forfeits in the second round). *AFRIKA KORPS* was the most popular game; of the 45 games played, the Germans won 23 (interestingly, the British did better in the later rounds). There were 36 games of *STALINGRAD* played, 19 won by the Germans and 17 by the Russians. The latest versions of each game's rules were used. Surprisingly, the French won 20 of the 30 *WATERLOO* games played. This is contrary to our own feeling about the game's balance; we can only assume that it is harder to play the defense under the time pressure of a tournament. *BATTLE OF THE BULGE* was played 12 times with the Germans winning 11 times. *ALEXANDER* was played twice, the Persians and the Greeks winning once. The Allies won the only game of *D-DAY* played.

Surprisingly, although Afrika Korps was the most popular game, only one game of it was played during the last 3 rounds, largely because the semi-finalists were versatile players who defeated the *AFRIKA KORPS* specialists and who could agree on other games to play. Between them the finalists won 13 games of *STALINGRAD,* 3 games of *AFRIKA KORPS*, 5 games of *BULGE* and 3 games of *WATERLOO*.

36. & 37. The cavalry must have helped when the First Virginia Regiment and The Maryland Company of Wayne's Light Infantry took the offensive and won the second skirmish of the day — reversing their earlier setback.

38. Just part of the 128 later day John Paul Jones' who competed in *W.S. & I.M.* — a game which is sure to be repeated as a tournament event in later ORIGINS conventions.

39. The Design Panel Seminar in progress. Shown here from left to right: Lou Zocchi, Al Nofi, Steven Cole, Richard Berg, Frank Chadwick, Richard Banner, and John Prados.

40. What would the AH Classic 500 be without judges? Our own Doug Burke (left) and Richard Hamblen were part of the cafeteria scenery for three days and nights.

41. Sunday's Naval Warfare Seminar was a small but enthusiastic success with a number of noted speakers on hand.

As ORIGINS leaves Baltimore we feel assured that its reputation has been established as a great attraction and that it will draw even larger crowds with better organization and attractions in the future. Success tends to build upon success and we expect ORIGINS will snowball into productions equal to the great Sci-fi cons drawing 10,000+. The successful participation in this year's con by Custom Cast, GHQ, etc. bodes well for the participation of all miniatures companies in future ORIGINS conventions — thus drawing the various elements of the hobby closer together for the common good.

Avalon Hill will support future ORIGINS conventions with publicity and attendance. Interest Group Baltimore, for its part, is already looking forward to chartering a bus to New York to compete in next year's championships as well as sponsor more of the events which made ORIGINS I and II so successful. It looks like a great ORIGINS III already!

★★★★★

THIRD REICH . . . . *Continued from Page 22*

4.9173 "Unlike Transport, units utilizing Amphibious Assault must start their turn in a port hex."

4.9253 This is the biggest and most important change in the second edition rules and is brought about as a "cure" for the Axis trick of massing all airpower on the French coast and forcing an airborne conquest of Britain. This rule does not exclude the possibility of such a conquest but, in conjunction with the increased British stacking in London, makes it difficult to achieve against a good British defense.

"Total air strength involved in any Ground Support Mission may not exceed three times the number of attacking ground factors.

5.7 "Partisans do not require supplies."

6.3 "French naval units may base only in French territory. French fleets forced out of France may base in French colonies but must return to Vichy, France when it is established. If necessary, French fleets may pass Gibraltar before or after the fall of France in order to reach a Vichy port."

6.4 "On the first winter turn of any Axis invasion all non-Finnish Axis forces located east of the original Soviet border are not doubled on defense and may not use an Offensive Option."

9.0 "Commencing with the 1944 Year/Start Sequence, two U-boats are lost for each ASW factor in the Strategic Warfare box."

9.4 "If supply can be traced overland via Turkey the limitation on German movement is dropped."

9.8 Axis Minor Variations 3 and 5 have been interchanged. Iraq is treated as a German Minor Ally in Variation I and Axis Variation 10 may not be played before 1943.

That sums up the changes in the second edition of the *THIRD REICH* rules. There are other lesser alterations but the major points have been explained above. Those who play a lot of *THIRD REICH* should probably still invest in the new rules—if only for the appendix of questions and answers arranged numerically by subject paragraphs.

Gentlemen:

We all know that *1776*, in the Advanced and Campaign versions, is difficult to play solitaire because of the Tactical Results Matrix. Granted, the Nov–Dec 1975 issue of the *GENERAL* contained a suggestion (in the Design Analysis) by Leonard H. Kanterman for replacing the Matrix with Leader units. However, Mr. Kanterman made no Leader unit suggestions for the Campaign version. The following system (of my own) may be used in either the scenarios or the CSG. It also retains use of the "Withdrawal" tactic in some cases where appropriate.

1) In each combat situation where the Tactical cards are used, determine first, for each side, whether the "withdrawal" would be a likely call for that side. Roll one die for each side if the "withdrawal" is likely for it and if a 4, 5, or 6 is rolled then that side is assumed to have played the card "Withdraw".

2) If both sides played the "Withdraw" card, cross-index on the Matrix.

3) If only one side played the "Withdraw" card, roll one die to determine its success. If a 1, 2, or 3, the other side was waiting for it and called "Frontal Assault". Cross-index accordingly. If any other result is rolled on the die, the withdrawal is a success. Roll one die on the following chart for the other side's card.

Die Roll	Resulting Tactical Card
1	Recon In Force
2	Enfilade Left
3	Enfilade Right
4	Refuse The Left
5	Refuse The Right
6	Stand And Defend

4) If neither side played the "Withdrawal" card, roll one die for each side on the following die-roll modification chart and cross-index. The attacker's numbers run across the top and the defender's run down the left side.

	1	2	3	4	5	6
1	0	+1	+1	+2	+2	+3
2	-1	0	0	+1	+1	+2
3	-1	0	0	+1	+1	+2
4	-2	-1	-1	0	0	+1
5	-2	-1	-1	0	0	+1
6	-3	-2	-2	-1	-1	0

The chance of rolling each modification on my chart is exactly the same as it would be in Mr. Kanterman's method, assuming a "B" and a "C" leader on each side.

The "Inverted And Decoy Counters" Optional Rule can be brought into solitaire play without too much trouble. I suggest that whenever inverted counters are in play and there are alternative moves, use a die roll to determine which is to be carried out. This applies to both sides even if only one has inverted-counter potential.

Although I will admit that *1776* is far better with a live opponent than solitaire, there are times when opponents are nowhere to be seen. Also, strange as it may sound, there are people (such as myself) who prefer solitaire play to live play. After all, the solitaire player can experiment with new styles of play all he wants without being embarrassed if they fail!

Bill Hecker
Leominster, Mass.

★★★★★

Dear Sirs:

I would like to make some suggestions in regards to revision of the OOB for Panzerleader Situation #3: Gold Beach.

a) Include more mines in the German OOB. In the period from November 1943 thru June 1944 Army Group B laid 6 million mines. Divided into approximately 1,500 miles of coastline in its sector this averages 4,000 mines per mile. Assigning an arbitrary value of 1,000 mines per counter (a fair guess) this yields 4 counters per mile or approximately 12 counters for the three miles of coast in Situation #3.

b) Include more blocks. Maps and photos of the invasion show extensive anti-tank ditches running nearly the entire length of the beaches. The number of blocks should be increased to 12 to represent these.

c) Include fighter-bombers in the Allied OOB. The air plan for the invasion planned a sustained density of ten squadrons over the beaches. This averages to two per beach area. This should provide some justification for their inclusion in the OOB. Possibly these should be

restricted to use during the first turn as part of the bombardment phase. One flight of 5 rocket armed Typhoons should be included.

d) Double the NASP values. Each major battery in the invasion area was assigned to one of seven battleships and 22 heavy cruisers. Assuming these carried 8-in. guns @ nine per ship, this yields 36 8-in. guns bombarding the four forts in the situation. The unit function table shows a battery of six 8-in. guns yielding 80 attack strength points. This equals 480 NASP for the 36 guns on turn 1. (Note: since these are quartered in direct fire attacks due to TET and WEC considerations, and since they cannot fire indirectly on turn 1 due to the absence of a spotting unit this should not imbalance the game.)

e) Include more Sherman Flail and Churchill Flame tanks. These vehicles represented the spearhead of the invasion and the primary means of breaching the Atlantic Wall. Although I have no concrete statistics on their actual number it would be safe to assume there were at least 40 of these vehicles (a number equal to the DD tanks landed on Sword beach) which would yield 10 platoons, five Sherman Flail and five Churchill Flame in addition to a total of ten DD Shermans. Perhaps you might print the extra counters needed in the General pp. 17-20.

f) Include a special rule to allow the Valentine Bridgelayer to bridge block counters. Since there were increased to represent anti-tank ditches the Bridgelayer should be allowed to bridge these. In one turn the Bridgelayer may move directly onto a block counter (without having to stop in front of the block during a bridging operation only) and on the next it leaves the block hex constructing the bridge just as it would over a stream. Perhaps an extra Valentine Bridgelayer should be included as these were important vehicles.

I find *PANZERLEADER* a vast improvement over *PANZERBLITZ* and to be an interesting historical simulation. I think the changes I have suggested in Situation #3 would make it both more interesting and historically accurate without totally destroying play-balance. I feel with the changes the game is balanced slightly in favor of the Allies where as previously the Germans were highly favored.

Randy Bostwick
Pleasant Ridge, MI

★★★★★

Dear Sir:

I have been involved with Avalon Hill games since 1959 when I purchased *TACTICS II*. Although I have maintained contacts with other game companies through the years, the Avalon Hill game is still numero uno. I have just finished salivating over my new copy of *KINGMAKER*. While not strictly a wargame in the traditional mold it is perhaps your second best effort to date (best is *THIRD REICH*). The graphics are the best you've ever done, and best of all my wife became (at last!!) intrigued as to exactly what I was doing. The great thing about *KINGMAKER* is that since everyone stays in the game until the last head is sliced off, there are repeated chances in the same game to wreak vengeance on people who "done you wrong". In *ORIGINS* or *DIPLOMACY* vengeance usually must wait until the next game.

The *GENERAL* is the best gaming magazine to which I subscribe. I feel it is a virtue that you cover only Avalon Hill games. Your coverage is in depth, and generally to the point. Your Series Replay section has me whipping my games out every two months for a long session of in-depth study. While some players criticize the play (easy to do with unlimited time to study moves) most probably could not do as well as some of the efforts presented.

As an aside, I feel the best way to play your games is with a chess clock. This serves two purposes: (1)—It prevents those ever so slow (boring) players from taking 1½ hours to find and explore every possible opening move in *KRIEGSPIEL* and (2)—It presents time pressure that I feel was borne by the real commanders. Mistakes will be made under time pressure, (sometimes horrendous ones), but these "mistakes" and omitted actions are more realistic than any "command control" rules. Try it! You'll see!

The only regret I have is that you have foregone using counter separators in your games. I feel that this is a real necessity especially for games that are complex such as *THIRD REICH* or *1776*. Personally, I would be willing to pay a buck or so extra for the convenience. If separators are too expensive to put in all games perhaps they could be sold as an option.

David Pryor
San Pablo, California

We agree that a chess clock is a good investment for any serious game player. Many people become so engrossed with making a "perfect" move that they are completely unaware of the amount of time they take to execute each move and are surprised and annoyed when their opponents make reference to their slowness. This annoying habit is unfair to their more promptly moving opponents and can tend to make an otherwise enjoyable pastime a tedious affair. Those who relish to hash over each move for the "perfect" solution should limit their game playing to play-by-mail matches unless they are playing one of their ilk. We totally agree that the skill factor is more pronounced when the player makes his moves under time pressure and a chess clock is the only way to convince a doubting Thomas that he is actually taking more time during a move than his opponent.

Your gripe regarding counter separators in Avalon Hill games has been answered in this very issue. By selling these handy items by mail we are able to satisfy both those customers who are willing to pay a little more for convenience and those for whom any price rise at all is objectionable. We believe that this solution gives us, as well as the game player, the best of both worlds.

★★★★★

Editor:

I feel compelled to reply to the unjust criticism of my letter by Mr. Antczak in Vol. 12, No. 3. Obviously, Mr. Antczak missed a rather key point of the attack. The attack is one big 1-2 (20-40) against Brest-Litovsk from AA-14. You have a 20% chance of a D-Back 2 and a 20% chance of an exchange that kills both 7-10-4's. This gives you a 40% chance of getting the 7-10-4's out of the way and thus breaking the vital Nemunas River next turn.

As Mr. Antczak correctly notes, breaking the attacks up only results in lowering your chances. Note that it is impossible to get two separate 1-2's at this defense from AA-14 alone. Thus you would have to use either Z-15 or BB-14 which would involve soaking off to at least 3 doubled units.

If the risk is to be taken, I feel that one big 1-2 is the way to go. Breaking up the attack only serves to dissipate your chance of success and risk. In this instance breaking up the attack would require additional soakoffs. Also, the Russians would be able to effectively counterattack units remaining on Z-15 or BB-14 if you won only one of the attacks. The one big 1-2 offers you 4 chances of success (pbm CRT) with only 3 chances of loss. Not a bad gamble considering what's at stake.

Robert Beyma
Hampton, VA

★★★★★

Dear Sirs:

We are 2 historians, 25 years of age, who particularly study the Presidency and Presidential elections.

Being long time friends, we try to get together and play your company's game, *MR. PRESIDENT* at least once a week. It is not exaggeration to say that we have played a thousand games of it and enjoy it.

Even though your game is a very good one, we do however have one suggestion for improvement. It concerns the incumbent edge in Vermont and the District of Columbia. During a Republican incumbency there is an edge of 30,000 in D.C. and during a Democrat incumbency there is a 10,000 edge in Vermont.

We feel that this is unrealistic and should be as follows: During a Republican incumbency, the President should have a 101,000 *Republican* edge in Vermont, while D.C., even under a Republican should have a 50,000 *Democrat* edge. When a Democrat seeks re-election, Vermont should have

a 50,000 *Republican* edge, while D.C. should have a 101,000 *Democrat* edge.

We realize that argument could be made that such figures are too large for such small areas, but on closer examination, the validity of our suggestion shows merit. In 1972, more than 101,000 people voted in each area and our point is to make the game more realistic by making such die-hard areas hard to win. Since the lowest vote in the game is 1, a candidate could still carry D.C. and Vermont from an incumbent by campaigning twice.

Our suggestion is based on the following facts concerning Vermont and D.C.: Since the Republican and Democrat parties existed in a national election (1856 was the first time) Vermont has always voted Republican except once (1964). In fact, in the Democrat landslides of 1912 and 1936, Vermont was 1 of 2 States in each of those years which voted Republican. D.C., since it began voting in 1964, has *never* voted for the Republicans, and indeed in 1972, D.C. voted against a Republican President by 78%-22%, and was one of 2 areas to vote Democrat. A political pundit, predicting the outcome of the election, even before voting had begun, suggested the following headline—"McGovern sweeps D.C.—Nixon carries Nation".

When, in our playing, an incumbent Democrat carries Vermont or a Republican incumbent carries D.C. with no campaigning in either area, we feel it's the one unrealistic feature in an otherwise thoroughly enjoyable game.

Gregory Davis,
Mel Panizza
Stockton, Calif.

★★★★★

AREA is the greatest thing to come to wargaming (single) since the *GENERAL*. Keep up the good work.

However, I would like to suggest that provisional ratings for AREA players ratings be printed with a four game PBM minimum instead of the 10 game. It takes a long while to amass 10 games, rated with AREA opponents, for those of us who do not have ftf within either our area or time possibilities. We certainly don't want any of the new members becoming discouraged because it takes them too long to get into print. It will also do a lot for AREA as others see their friends and opponents and associates via mail on the list.

Even the United States Chess Federation with thousands of members prints a provisional rating based on as few as four games. Players who do not continue to play are not reprinted after one year's absence from rated play.

Michael D. Thornton
Muscle Shoals, Alabama

★★★★★

Dear Sir:

Our experience at playing *THIRD REICH* with four players has also led us to devise our own division of the powers to each player. We play the Axis as per AH recommendations; i.e., one player for each of Germany and Italy. As for the Allies, we divide the workload so that one player handles both England and America, the other Russia and France. This keeps both Allied players active in the game during all stages. In addition, there is the added realism of English and French units controlled by different players. Contrary to the recommendations in the rulebook, I feel that *THIRD REICH* is best played with four players, and in this fashion all players consistently take an active part in the game.

Robert Correll
Toronto, Ontario

★★★★★

Dear Sir:

Mr. Keith Tuggle of the 3M Company suggested that I write to you regarding your newly acquired game of TWIXT.

I have been playing the game for over 3 years now. I have played Mr. Tuggle of the 3M by mail and I have just completed a successful three game series with the inventor of the game, Mr. Alexander Randolph of Venice, Italy.

I am currently seeking further competition, and would like to know if your Company may be willing to play a series of games by mail.

Thank you for your cooperation.

Patrick Donahue
117 N. Happy Hollow Blvd.
Omaha, Nebraska 68132

READER BUYER'S GUIDE

TITLE: CAESAR'S LEGIONS

SUBJECT: Roman Legions vs. Germanic Tribes on the Rhine frontier

CAESAR'S LEGIONS was the 26th game to undergo analysis in the RBG and fared well with a 2.64 cumulative rating good enough for 8th place on the current list. *CAESAR'S LEGIONS* is primarily what we call a special interest game. It appeals mostly to fanciers of the ancient period and lacks broad sales appeal which is why we've restricted it to the mail order only line. Otherwise, its appeal lies chiefly in the popular matrix CRT à la *1776* and the hidden movement options of the Teutoburger Wald scenario.

The game proved very consistent; rating in the top third in five categories. The best performance came in Completeness of Rules which ranked 3rd best overall. The game has already gone into its second edition and the almost non-existent questions submitted on the game have caused only slight cosmetic changes to the 2nd Edition rules.

The game's worst rating came in play balance where it ranked only 19th. This is a disappointment in that much time was spent on the playtesting of this game for solely play balance purposes. There seem to be two explanations for this: 1) people are concentrating too much on the introductory scenarios which are, admittedly, Roman walks; and 2) as is too often prevalent these days gamers just don't play a game enough to discover the nuances of play which can turn the tide in favor of a side first thought to be at a disadvantage. For example, our playtesters consistently thought that the Romans didn't have a chance in the Idistaviso scenario. We agreed at first and increased the time limit but then discovered new strategies that usually resulted in a Roman win and went back to the original 15 turn game limit. Play balance, in our opinion, is better than the rating indicates when experienced players are involved.

Excitement Level can vary depending on the scenario being played. The introductory situations are too lop-sided to be exciting but the multiple combat system and ambushes of the Teutoburger Wald scenario can keep even the most stoic player on the edge of his seat.

1.	Physical Quality	2.32
2.	Mapboard	2.36
3.	Components	2.31
4.	Ease of Understanding	2.14
5.	Completeness of Rules	2.23
6.	Play Balance	3.73
7.	Realism	3.05
8.	Excitement Level	2.86
9.	Overall Value	2.73
10.	Game Length	2 hr, 15 min.

THE QUESTION BOX

RUSSIAN CAMPAIGN:

Most of the questions pertaining to this game have evolved around attempting to graft another game's characteristics onto this game system. For example, do rivers and lakes freeze and become clear terrain in the winter (*STALINGRAD*); do Stukas undouble river defense positions against ground attacks (*BLITZKRIEG*); may the Germans start in Hungary (*STALINGRAD*) etc. If you accept the rules for what they do say, there is really only one problem with the *RUSSIAN CAMPAIGN* rules. The inevitable typo is found in 10.6 which should refer to the Baltic—not the Black Sea.

Design-wise there will always be those who find fault as in the case of the individual who chided us for giving SS units supposedly superhuman strength by bringing them back as replacements each year. Had he stopped to think it over, our critic might have realized that the rule gives credence to the fact that SS units were always first in line for refitting and replacement rather than recognizing any uncanny ability to return from the dead. Be that as it may, response to *RUSSIAN CAMPAIGN* has been overwhelmingly enthusiastic and the following questions and answers are provided in hopes of presenting an air tight set of rules for the rules lawyers among you who delight in nit picking.

Q. May a Stuka tracing its range from AGN attack units in a Military District other than the Baltic on the first turn?
A. Yes. See 15.6 Stukas only have to trace their range from a HQ unit. Airpower is not an intrinsic part of any Military District. It can be freely lent to other areas in range.

Q. May the Germans use sea movement on the first impulse of the first turn?
A. No—even though sea movement is possible without a port, no Axis units exist off the board (to use the off-board Axis ports) at that point of the game.

Q. May the Russian player replace one Guards Armoured unit and one Guards Infantry unit during the same turn?
A. Yes but he could not replace a Guards Armoured unit and an Armoured unit during the same turn.

Q. Are defensive benefits cumulative; i.e., are cities behind a river tripled?
A. No

Q. Are paratroopers dropped prior to combat?
A. Yes

Q. Does an unsuccessful invasion count towards the two invasion limit?
A. Yes

Q. May a Rumanian (or other nationality) Panzer Grenadier unit be substituted for a German one when taking replacements?
A. No

Q. Can you use two Stuka counters in the same attack?
A. No

Q. What happens if a Stuka takes part in an attack against defenders on more than one hex?
A. The entire attack is still improved by three odds.

Q. Is normal movement (including retreat/advance) allowed across the rail bridge which connects GG19 with HH21?
A. No—see the last sentence of 9.5.

Q. May units retreat/advance across the Straits of Kerch? May supply be traced across Straits?
A. Yes, Yes

Q. Do HQ units move similiar to infantry in respect to having to stop on mountain and woods hexes?
A. Yes

Q. Suppose that a Russian unit is advancing along a rail line previously controlled by the Germans. At the start of the Russian turn the rail marker is at K17. The Russian begins in J16 and advances to L19. Does the rail counter move to L21 at the end of the German player's next turn provided the Russian unit is still there?
A. No. It moves to L19 at the end of the *Russian* turn provided L19 is out of German ZOC. German units could then use rail movement up to L21; Russian units up to L19.

Q. Must units which took place in an automatic victory attack and remain adjacent to enemy units surrender if other friendly units do not manage at least a soak-off attack vs. the adjacent units?
A. Yes—the whole purpose of 16.3 is to deny Automatic Victory capability in congested areas against a stacked defense.

Q. Exactly where can Axis forces set up at the beginning of the game?
A. The Rumanian (R) force must start in Rumania, the Finns in Finland, and all other forces anywhere in Rumania, Poland or Hungary.

Q. What constitutes an advance along a railroad, for the purposes of advancing railheads?
A. 9.7 "the rail hex of greatest advance out of enemy ZOC at the end of every second impulse." German units need not traverse the entire rail line. Labor and rear area units not represented by counters in the game are assumed to be clearing the tracks behind the German advance. For example, the Brest-Bryansk rail line could be cleared as soon as the German enters Bryansk providing there are no intervening Russian ZOC even if German units have not moved through the Pripyat Marshes.

Q. Does the Luftwaffe unit have its own replacement allowance?
A. No. It may be taken in lieu of a 3-4 infantry unit however. It also has second impulse movement allowance equal to German infantry for those of you who doubted. The German cavalry unit can be taken as a replacement only in place of a panzer grenadier unit.

Q. If the German is entitled to two or more panzer replacements but has lost none may he take a 3-4 infantry for each panzer corps he is entitled to instead?
A. Yes

Q. Must each Axis unit attack as indicated on the first turn of the game, or may some units hang back and not attack until the second impulse wherever they can reach?
A. The latter. The only restriction is that units which do attack on the first impulse of the game must attack in the specified Military Districts.

Q. Are half hexes playable?
A. Yes and initial placement of reinforcements/replacements on these hexes is free.

Q. Can you willingly hold back reinforcements/replacements after the turn they should enter?
A. No

Q. Are partisan counters placed before or after combat resolution in the Russian second impulse?
A. After

Q. Suppose an unsupplied 3-4 is on a mountain hex. What does it defend with?
A. 4. The rules state that the unit is halved—fractions rounded up—thus a "2" doubled by the mountain =4.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

		Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1.	W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
2.	ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
3.	PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
4.	RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
5.	1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
6.	3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
7.	PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
8.	CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
9.	CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
10.	FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
11.	JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
12.	LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
13.	MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.35	15.7
14.	AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
15.	ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
16.	ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.13	3.40	9.6
17.	BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
18.	TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
19.	WATERLOO	3.18	3.29	3.27	3.27	2.56	3.11	3.27	4.32	3.21	3.01	16.2
20.	BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
21.	D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
22.	STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.20	20.0
23.	TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
24.	1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
25.	GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
26.	KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

John Collins reports that the Central Virginia Wargamers Club got their start last May when a feature article in the Richmond Times Dispatch attracted many new people to their Wednesday night meetings at the local YMCA. The article, in turn, attracted a local tv station which did a short film feature on the group. The Richmond based club now has over 50 members and has been responsible for introducing wargames to four stores in the Richmond area. The group is currently planning to sponsor an event at ORIGINS III. Interested parties can contact the club at 6 East Main St., Richmond, VA 23219.

Don Greenwood won the 2nd Annual Avalon Hill *BASKETBALL STRATEGY* League with a 94-81 triumph over the Phoenix Suns of John Armstrong who is most remembered for having won the *FOOTBALL STRATEGY* tournament at ORIGINS I. Greenwood's N.Y. Knicks finished second in the regular season to the Buffalo Braves of Dennis Yost but won play-off matches in the third and deciding game to end the season with a 13-6 mark. Greenwood won $50 for his league championship season which starts every year with a player draft.

James Venn, owner of the "Articles of War" store in Buffalo, recently donated some $800 worth of games to WHED Ch 7 in Buffalo. Every year the station holds an auction to raise funds for charity and the simulation games are reported to have started some active bidding, especially for *TOBRUK* and the AH sports games. James also successfully auctioned off one hour courses for non-wargamers who wished private lessons in simulation games.

Those who missed ORIGINS II can still make MICHIGAN SIMCON I which is scheduled for September 24-26 at the University of Michigan League Main Ballroom. A weekend admission charge of $3.00 buys access to the usual assortment of wargame tournaments, miniatures, auction, etc. Inquiries should be made to John C. Finley, 807 W. Madison #3, Ann Arbor, MI 48103.

William McCullam of Fairmount Rd., Newbury, OH 44065 announces the publication of his fanzine *JAMAIS-JAMAIS PAYS* for the play of postal *KINGMAKER* & *DIPLOMACY*. Movement will be simultaneous with three week deadlines for moves. The game fee shall be $3.00. A copy of William's rules for postal *KINGMAKER* and a subscription to the magazine for the life of the entered game come with the $3.00 game fee.

Vol. 13, No. 1 proved to be another ratings flop, garnering a 3.58 overall. Apparently our readership is becoming more accustomed to increased quality and is going to be harder to please in the future. The sub-3 rating which we always strive for has now eluded us for three straight issues. Individually, the articles stacked up as follows in our 1200 point maximum scoring system:

Calibrated LUFTWAFFE	.384
Series Replay PANZER LEADER	.251
KINGMAKER Analyzed	.135
Avalon Hill Philosophy	.108
Winning with the Underdog	.94
Adding the Luftwaffe	.93
Occupation as The Key to Victory	.90
Design Analysis	.34
Second Thoughts	.11

Infiltrator's Report

We note here with great sorrow the passing of Rear Admiral C. Wade McClusky who died three weeks before the ORIGINS II convention at which he was scheduled to appear as Guest of Honor. McClusky had been a very active member of the Avalon Hill Technical Advisory Staff since 1964 when he collaborated with AH in the design, authentication, and production of the popular *MIDWAY* game. All scholarly accounts of the battle credit McClusky as the hero of the American forces that day. Burial was at the U.S. Naval Academy in Annapolis with full military honors.

Due to our parts department moving into new facilities, the public will no longer be able to purchase gaming supplies in person. New games will continue to be sold at the regular Harford Road address and a limited number of half-price games will remain available at the old 1501 Guilford Ave. address while the supply lasts. All parts orders must be placed by mail.

Early reports from the 4th Annual Flying Buffalo Wargame Convention in Pheonix list it as a great success with over 50 enthusiasts in attendance. Congratualtions go to Charles Shannon and Dave Eagle who won the Avalon Hill & *KINGMAKER* tournaments respectively.

THIRD REICH RULES

The Second Edition of the Third Reich rules is now available for $2.00 plus 50¢ postage. These rules have not been rewritten. They are still in the original lengthy and somewhat ambiguous style. Those expecting a crystal clear revision will be disappointed, and should not order the revision.

What the second edition *does* have is a 5 page Appendix of Questions & Answers on play—many of which have appeared in the *GENERAL* previously. Marked in the margins of the rules themselves are 35 changes to the actual copy. All of the important changes have been published in the Design Analysis column of Vol. 13, No. 2 of the *GENERAL* so that previous owners need not purchase a new set unnecessarily.

Club Ithaca has struck the first blow in the 1976 Team Championship Tournament sponsored by Nicky Palmer of Denmark. Bryan Mundell won for Ithaca as the Allies in *ANZIO* over Alan Carlson of the YOGWC. This is just the first of many matches to be decided however and reports should be forthcoming regularly for the balance of the year.
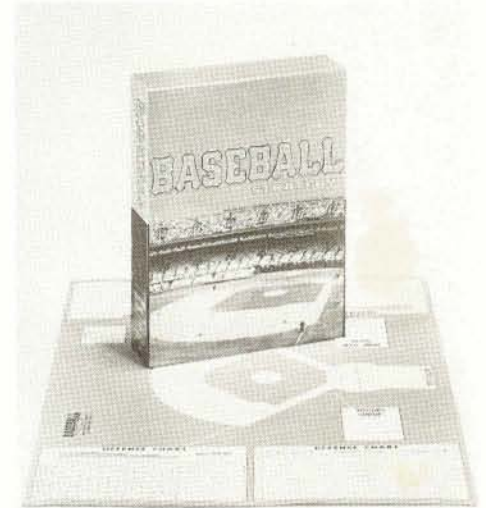
4th EDITION BASEBALL STRATEGY NOW AVAILABLE

BASEBALL STRATEGY, originally published in 1960, is now available in it's 4th edition. The game had been restructured and repackaged in 1974 to accomodate the bookcase format. Over 500 playtest games later, the Avalon Hill Baseball Strategy league discovered apparent flaws in the remake. The game developed into a scoreless pitching duel between ace pitchers and expert defenses with super defensive plays being the rule rather than the exception.

The new version puts more offense into the game and allows for intentional walks, stretching base hits, and increasing the negative effects on tiring or ineffective pitchers.

Owners of the previous bookcase edition need not purchase an entire new game to update their set. A new playing board will do the trick, although a purist should also get the slightly amended rules to complete the update. Although the basic matrix system of the game remains largely untouched, a variable die roll has been introduced after the matrix phase to add further variety to the range of results for each interaction of the offense and defense. Owners of the 3rd edition should be sure to update their present sets.

BASEBALL STRATEGY Game	$10.00
Board	$ 3.00
Rules/Manual Set	$ 1.75
plus the usual shipping charges	

Interest Group San Francisco under the direction of Michael Peterson meets bi-monthly at the "Gardens" Recreation Hall, 1919 Alameda de las Pulgas, in San Mateo, CA. Among their plans for the coming year are a Bay Area tournament based on the PWA-AH 500 structure of Origins I. Mike can be reached at 415-574-5998.

OPPONENTS WANTED

PBM DD only, expert opponents only, you pick the side, any optional rules, and then lose. Al Martin, 1305 E. Rubio St., Altadena, CA 91001, (213) 794-6838.

Solitary playing AREA player wants to PBM, FTF AREA players. Most experienced Fr'40, AK, Grad, PAN, 1914, Orig, Jut, Guad, Mid. Will play others. David Bolander, 1507 Fir Ave., Atwater, CA 95301, 358-0666.

Expert PAN player (rated 2000+ EGK) seeks PBM AREA opponents 1750+. Send rating and scenario preference. Nonprovisional rated players receive priority. Robert Chiang, 844 Spruce St., Berkeley, CA. 94707, 524-5709.

Good PanLd player seeks worthy opponent. Will play anytime. I have a set and transportation. Charles Rosenthal, 2954 Benvenue, Berkeley, CA 94705, 848-5495.

Ftf experienced wargamer for college student in San Diego area. Any organized clubs in same area? Jim Wirt, 569 McIntosh St., Apt. 7, Chula Vista, CA 92010, 427-1284.

900 rated pbm needs opponents but no higher than 1050 AREA rated. I have Pan and PanLd. Also pbm Pan kit. William Foster, 5010 Libbit Ave., Encino, CA 91436, (213) 784-4978.

Seeking AREA rated PBM opponent for Blitz. Will split cost of kit. Also seeking adult ftf for any AH strategy game. Ed Meisse, 1035 A E. 4th St., Long Beach, CA 90802.

Los Ang. gamers assoc. is forming. Games will be played ftf in Bev. Hills or UCLA. David Lewis, 6519½ Orange St., Los Angeles, CA 90048.

1400 AREA wants PBM opponents for PanLd, Pan, BB, Luft. Also ftf Jut, WS&IM, Blitz, Tobruk. Any clubs in North Valley area? David Mele, 1302 Blue St., Marysville, CA 95901, 742-0883.

Does anyone want to be plastered by mail? (pbm). Have 1776, RW, WS&IM, Mid, Alex, King Maker. Will also ftf. Call! I will travel in the San Fernando Valley. Mike Shields, 12117 Addison St., N.H., CA. 91607, 769-2127.

SAGA. Any gamer in the San Fernando Valley and adjacent areas is invited. Our club is eager for new members. Please contact: Jim Blancher, 19536 Stonehaha, Northridge, CA 91326, (213) 363-6222.

Adult gamer inviting others to participate in weekly ftf meetings. Most all games played in all skill levels. If you are interested please call. Steve Spoulos, 107 Esplanade #77, Pacifica, CA 94044, 359-6988.

My brother and I want to pbm Orig. Jim-Don Mitchell, 2611 Turnstone Dr., Pleasanton, CA 94566, 846-8815.

Ftf or pbm players wtd. Blitz, Krieg, Pan. Have AREA rating. David A. Harmon, 25258 E. 17th St., San Bernardino, CA 92404, (714) 885-7182. Pbm Blitz, Gett, RW, 1776, 'Grad, TAC, 3R and the Russian Campaign. Looking for a fun game. Play anybody. All replies answered! Michael Kero, 371 N. 39th St., San Bernardino, CA 92404, 882-6084.

SNOWBALLING! That's what the San Jose Wargamers is doing. New members are welcome. Call. David Yomtov, 3291 Desertwood Ln., San Jose, CA 95132, 262-4960.

Looking for opponents? There's a club in the San Luis-Obispo area. Call Al Williams, 1551 Oceanaire Dr., San Luis, Obispo, CA 93401, 544-4037. OOPS. S. Cal. ftf gaming. Write now for 1977 schedule of tournies (send SASE please). Tournies include football, b-ball leagues, Grand Prix, Kingmaker, Orig, Strategy Olympics. Jim Reilly, 2609 W. Laverne, Santa Ana, CA 92704, (714) 556-7119.

Looking for above average gamer or someone not afraid of losing for play of most wargames. Earl J. Ryan, 4517 W. Oakfield, Santa Ana, CA 92703, 531-5584.

American Wargaming Association! National Hobby Club offers monthly newsletter (send 13c postage for sample), conventions, local and regional affiliates, discounts, elections. Membership $5 per year. George Phillies, 910 Tenth St., Apt. B, Santa Monica, CA 90403.

Ftf opponent wanted for BK St. League, also ftf 3R and others. Call after 6. David Bottger, 7375 E. Quincy Ave., Apt. 208, Denver, CO 80237, 773-2613.

Fair AREA gamer wants ftf most AH games or club in Denver Metro area. Jim Drawford, 5677 W. Chestnut Ave., Littleton, CO 80123, (303) 474-5745.

Adult desires mature ftf play for all AH games. Also interested in forming adult game parties for Diplomacy and Kingmaker. Already have some good people. Dr. Douglas W. Knight, 2110 North Dr., Pueblo, CO 81008, 545-9311.

Want competition for play of Jut, 3R, 1776, PanLd, Anzio, Blitz, new rules. Am 15. Play pbm, php, ftf. Will split cost of kits. Lou Reilly, 46 Spring Hill Ave., Norwalk, CT 06850, (203) 847-0221.

Adult AREA 1200 wants ftf Blitz, DD, Grad, TAC, Kingmaker, etc. Also pbm BB, Grad. Donald R. Wilcox, 15 Forestwood Dr., Waterbury, CT 06708, 754-4027.

Average player needs pbm or ftf opponents in Blitz, Anzio, PanLd. 18 years old. Richard Page NW. Wash, DC 20009, 232-8995.

Do you enjoy being in a minority? If so then join our just forming 1914 Fan Club. Pbm and we'll also try to circulate old xeroxed Gen. articles on this underrated game. Paul Hannah, St. Andrew's School, Middletown, DE 19709.

My Jasta II willing to engage you on "The 1st and 2nd Arras Campaign". RW pbm, Macro, PanLd. AREA rated adult player. D. S. Demory, P.O. Box 2272, Pompano Beach, FL 33061.

Ftf HC, DD, BB, AK, Anzio, Fr'40, Luft, Jut. Many more. Like to start club in Rome area. Francis Jerome Miles, 11 West Butler St., Rome, GA 30161, 235-1973.

Pbm players for 'Grad, BB. Have no kit for Pan but will photocopy Pan kit. Average player. Barnes Woodhall, 240 Tollwood Terrace, Roswell, GA 30076, 793-5603.

Want some serious competition? AREA rated reliable avg. adult player seeks reliable rated pbm opponents in 1776. Also Luft. Have no kits—will buy half of yours. Ftf 1776, Luft, WS&IM. All letters answered. Jeff Young, 1020 Green St., #612, Honolulu, HI 96822, 536-9936.

Pbm DD,Pan. Am a fairly average player. Ftf Jut, Anzio. Any clubs in area, if not like to form one. Interested in Naval Miniatures. Mike Glim, 2242 W. 122nd St., Blue Island, IL 60406, 385-3084. Luft, Pan, PanLd. Tony Krylka, 14876 Cross Lane, Spring Lake, MI 49456, (616) 846-3446.

Ftf, pbm Blitz. Am a beginning player and looking for an opponent of beginning or intermediate experience. Also willing to learn to play Fr'40. Rick Zilka, 8400 Oakland Ave., Bloomington, MN 55420, 888-3284.

Ftf Anzio, Blitz (new rules) Pan, 'Grad, Krieg, Tob, or WS&IM. Never but willing to try Anzio or Pan. Any clubs in Town? Bruce Piotrowski, 809 11th Ave., SE. Rochester, MN 55901, (507) 288-1257.

Wanted: any ftf or pbm opponents for 1776, 3R, AK. Any clubs in southern suberbs? Steve Lebens, 340 West 5th Ave., Shakopee, MN 35379, 445-3905.

Wanted, adult player for ftf in Jackson area. Will play most any AH game. Special interest in Orig, Wat, BB, 3R and 1776. George McFarland, 4740 Shadow Wood Dr. Jackson, MS 39211, 982-5061. AREA 900 wants pbm Pan or ftf Fr'40, 3R, AK. Willing to learn new games. Jimmie L. Galbreath, Jr. P.O. Box 1087, Ms. State, MS 39762, 325-4139.

We invite you to enter our Diplomacy PBM Tournament. $2 entry fee, prizes (AH games and money). Depend on number of entrants. For details write: Bob Myers, 2308 Cloverdale, Missoula, MT 59801, 549-3606.

AREA 1500-1600. Desires ftf almost all AH, plus others. Mature opponents only. Will travel 150 miles radius. Joe Carberry, 1909 S. 27th, Lincoln, NB 68502, 432-6866.

S.O.S.! Omaha, Co. Bluffs area opponents wanted. Will php, pbm. Have Jut, Pan, Luft, Fr'40, 3R. Need pbm kits. Will buy RW. Age 13. Avg. player. Monty Spencer, 2740 Dow St., Omaha, NB 68123, 292-2306.

Pbm Dip, and Origs. in 'zine Ruritania. Dip 25c /turn. Orig $2.60 per game. 1½ years experience. Send stamp for sample and details. Tony Watson, 201 Minnesota, Las Vegas, NV 89107.

New AREA 1200 player. Want local ftf opponents, but will pbm. Own most AH games, all new ones. Any U.N.H. area students get in touch! Floyd E. Paxton, 9 Woodman Rd. #306, Durham, NH 03824, (603) 868-5881.

Seeking adult ftf opponents in S.E. NH area. Good in all 40 games in my collection. John Czeciuk, 93 North St., Manchester, NH 03104, 668-1472.

14 year old with 3 years experience wants ftf in 3R, PanLd, Pan and others. Anyone in Clifton area? Kevin Haines, 162 East 11th St., Clifton, NJ 07011, 478-6114.

Openings in PBM Disp, Orig, multi-player Blitz and WS&IM. Send for free sample of my monthly zine. Also run Nuclear Destruction. Dennis Agosta, 9 Finlay Pl., Newark, NJ 07106, (201) 374-4327.

17 yr. old desperate for ftf opponents. Will travel. All letters answered. Anyone in Rock. area? Have 'Grad, Bulge, Blitz, 1776, 3R, PanLd. A John Kloepping, 114 Valley View Dr., Rockaway, NJ 07866, 627-4364.

14 yr. old needs ftf opponents for Blitz, Pan, RW, 'Grad, BB, DD. Any local clubs? All letters answered promptly. Alan Wexelblat, 53 Partridge La., Tinton Falls, NJ 07724, 842-4078.

HANAU! Frankfurt area ftf opponents wanted. Will travel on short notice to Gelnhausen, Aschaffenburg, Wiesbaden. Call Hanau mil. (309)-8337 weekends. 1LT Ian L. Straus, 1st Bn. 32nd FA, A.P.O. NY 09165, Phone 7712.

1200 player seeks pbm Bulge. I'm Ger. have perfect plan. Will buy back Generals. Prfaust and Wargamers Digest. John M. D'Addario, 35 Greenbush St., Cortland, NY 13045, (607) 753-0614.

Wanted ftf players in North Country area. Am good b.s. player. Can travel little and rarely. Will play most games as any side. Danny Mendel. Wadhams Rd., Elizabethtown, NY 12932, 873-2169.

Ftf Fr'40, Anzio, 'Grad, possibly others. AREA 1200, but will also play non-AREA. Prefer Germans, but will take Allies. John Bray, 14 Brian Lane, E. Npt., NY 11721, (516) 266-2671.

Ftf players wanted for Gett, Out, Krieg, Luft, 3R, Anzio. Also know (but don't own) 1776, DD, PanLd. Always willing to learn other AH games. Victor Beach, 2763 W. River Pkwy., Grand Is., NY 14072, 773-4960.

Ftf only. Would also like to join club. Can play Alex, Fr'40, Krieg, Luft, Mid, Out, Pan, RW, 3R. Will learn some others. Call (516) 433-8719. Nick Galante, 14 Chatham Ct., Hicksville, NY 11801, 433-8719.

Wanted: experienced pbm, 'Grad opponent. I consider myself an above average player. New to pbm but have kit. You pick side. Darryl Schlottmann, 32 Short Hills Dr., Hilton, NY 14468, 392-4232.

Ftf Anzio, Blitz, Fr'40, Guad, Luft, Mid, Pan, 1776, Wat. AREA rated in Poughkeepsie, NY region. James W. McAden, RD #5, Carpenter Rd., Hegewell Jct., NY 12533, (914) 297-3727.

Pbm BB, Alex, Pblitz, W-loo, ftf 3R. Average player, will not quit. Don Voyer, 7539 Cascade Ave., Louville, NY 13367, (215) 376-7110.

Will kill anyone ftf pbm DD, Blitz, Pan. Have own kits, is there anyone in the United Kingdom to ftf/pbm? Am AREA rated. Will ftf Alex, Anzio, DD, Pan, PanLd, 3R, C'ville, Luft, Krieg. All UK ftf come meet your match. Robert C. Williams, P.O. Box 326, APO 09150, NY.

Wanted: players for Dungeons and Dragons. Also ftf most AH wargames. Craig Treblocock, 7050 PanLd, 'Grad, 3R. Willing to learn pbm. Looking to join club. Richard E. Schnur, 49411 An Lac East, Mt. Clemens, MI 48043, (313) 949-3963.

Blitz, Grad, all ftf. After summer NY address used. Steven Ravitch, 60 Knolls Crescent, Riverdale, NY 10463, (212) 549-6360, (201) 229-6158.

Ftf only. Am desperate for live action. Anyone or club in Western Suffolk County, Tom Spirito, 54

South Ave., Smithtown, NY 11787, (516) 724-1088.

Pbm in 3R, also DD, Gett, 1914, Pan. David K. Basta, 209 Driscoll Ave., Syr., NY 13204.

Wanted: Westchester Cty. area ftf game club and/or players to play AH games, esp. WS&IM, PanLd, and Dip. Norman Weinstock, 2 Old Mamaroneck Rd., White Plains, NY 10605, (914) 428-5690.

Ftf or pbm, 'Grad, BB, Pan, PanLd, and Tob. AREA rated 900. Will play any side. Am 13 yrs. old. All letters answered. Walter Green, Tide Court RR #2, Wading River, NY 11792, (516) 929-6949.

AREA 600 player seeks opponents of around same. No pbm kit but will split cost TAC, Blitz, Krieg. Bernard Wolf, Jon of the Spirit, Yulean, NY 12792, (914) 557-8145.

Pbm or ftf needed for 3R, Pan, 1776, Luft, BB, WS&IM, Anzio, Rus. Camp. Am James T. Ormond, PSC Box 3492, Seymour Johnson AFB, NC 27531.

Pbm or ftf any AH game. My system. Prefer RW, AK, BB, Pan. Average player. Are there any players in Cincy area? Mark Menter, 1418 Tonopah Dr., Cincinnati, OH 45230, 474-1272. Mature 27 yr. old desires ftf opponent Cinci, OH area in Blitz, Luft, Tac, and WS&IM. Am AREA rated novice. Pbm anywhere with Blitz and Luft. I will finish all pbm. Paul J. Blevins, 1663 Gibey Ave., Cinti, OH 45205, (513) 244-6184.

Wanted pbm or ftf oppn. for AK, 3R, DD, BB, PanLd, Pan, 1776, Wat, Fr'40, Gett, 'Grad, Alex, Mid, RW. Come on gamers I'm in AREA. Fred Buchholz, 4877 Hartley Dr., Lyndhurst, OH 44124, (216) 381-9198.

Any gamers in hiding in Marietta area? Will ftf anything. Have WS&IM, Tobruk, RW, Orig. Am AREA member. Wallace Davis, 7 Bridge St., Morrisville, VT 05661, 888-4369.

Any Oxford or M.U. gamers? Have 40+ games, no opponents. Will try any game. AREA 900. George Soika, 3770 Kehr Rd., Oxford, OH 45056, 523-4233.

Want ftf pbm for Blitz, 3R, Alex, WS&IM, 3R, 1914. AREA 1200 prefer rated games. All letters answered. Doug Fuller, Box 39, Westfield Cntr., OH 44251, (216) 887-5055.

Attention KINGMAKERS! Seeking adults for ftf play in Northwest Oklahoma City. If interested contact: E. L. Raffety, c/o 5859 N.W. 39th, Oklahoma City, OK 73122, 789-0243.

Where are you people hiding in Pauls Valley? Imaginative ftf player (AREA 900) awaits competition. Jr. High-High School. Brent A. Capps, 113 Rennie Rd., Pauls Valley, OK 73075, 238-3898. Ftf wanted for Fr'40, Krieg, Mid, Orig, 'Grad, 3R, Wat. Will learn others. I'm a good player. Geoffrey Fowler, 3212 Fox Run Rd., Allison Pk., PA 15101, 487-3304.

Novice player desires ftf opponents for 1776. Give me some combat time and I'll be tough. Please write for game. Any clubs around? Jim Tarsi, 2046 Kennerer St., Bethlehem, PA 18017, 867-1982. Am 14, want novice to average pbm opponents for Blitz, Grad, Wat, C'ville, AK, DD, PanLd. 3 friends and myself want info. on nearby clubs. Stephen Graham, 192 E. Rambler Dr., Holland, PA 18966, 357-2146.

Help, am alone in Lancaster have 12 AH games need ftf. Am willing to join club. I'm tired of playing Solitaire. Mike Bomberger, 619 College Ave., Lancaster, PA 17603, 392-7551. Want oppont. in 1776, Fr'40, Diplom, 3R, pbm. Raymon I. Hall, Ill, Box 105, Millerton, PA 16936, (717) 537-2516.

Frankfurt area ftf opponents wanted. Will travel on short notice for AH games. Ftf only. Chris Forejt, P.D 4, Box 319, Mt. Pleasant, PA 15666, 423-4471.

Openings multi-player 3R, Diplo, Origins, RW, WS&IM, etc. Enter FREE—send 13.00 sub, pick game. Also-AREA 1776; Kingmaker, multi-player!! Peter Dale Apt. 809, 3577 Derry Rd. E., Mississauga, Prov. Ontario, L4T1B3, (416) 678-1098.

17 yr. old seeking pbm and ftf oppns. in Pan, Anzio, Blitz, Fr'40, aver. to good player. Todd Graybiel, 164 Riddell St., Woodstock, Ontario, Can, N4S6M8, (519) 537-3218.

Want pbm PanLd, Wat, Mid, ftf RW, Alex, BB, AK and more. AREA member about 1100. No club around Montreal or Quebec City. Yves Lagimoniere, 1060 Effingham, Laval, Quebec, H7W4C2, 681-8508.

Will play pbm AK, Wat, 'Grad, Pan. Mailing difficulties. Please ask about circumstances before commiting. AREA 900. Will buy Generals Vol. 11, Nos. 3, 4. John Snider, Box 331, Dawson, Yukon, Can, Y0B1G0, (403) 993-5381.

International Diplomacy and Wargame Club welcomes new members to join current 500! Specialties hidden Pan. Free unit choice PanLd. Deposit system fights the dropout plague. Nicholas Palmer, Lehwaldsvej 3/8/G, DK-2800 Lynshby, Denmark.

TO BUY

For Sale: 1914. Very good cond. $18.00 ppd. Louis Z. Courtney, RR4, Box 4, I-71, Juneau, Alaska 99803.

Sale: fair 1914 and good Guad. 1914 goes for $12 and Guad for $17. You pay postage. Send SSAE. Greenbrier, TN 37073.

Mature ftf opponents for BB, PanLd, Pan, PanLd, RW, 3R, Wat, WS&IM, Tobruk and others. Jeffrey Bishop, 1414 B Brackenridge Apts., Austin, TX 78703, (475-8161).

Opponent wanted in S.E. NH area. Will ftf any of them. AREA rated. Will ftf Alex, Anzio, DD, Pan, PanLd, 3R, C'ville, Luft, Krieg, All UK

Hoffman, 4408 Aha Mesa, Ft. Worth, TX 76133, (817) 292-6918.

AREA 1500+ pbm Fr'40. TX weekends. Golden Triangle area only. Any clubs around? Mike Capo, 3207 Ave. B, Nederland, TX 77627, 722-7286.

AREA (approx. 1300) pbm Bulge! AK, Guad, C'ville, 1776. Ftf anything anytime. Robert W. Donaldson, 2828 Rio Grande #12, San Angelo, TX 76901, (915) 949-0695.

Club members wanted for newly formed club. William Tsun, 225 Altamira Ave., Cedar, UT 84720, 586-9346.

AREA 900 will pbm 1914, Anzio, 'Grad, ftf those or 3R, Tob or your AK. All letters answered. Louis John, 2805 S. 300 E., St. George, UT 84770. Mature experienced opponents wanted for P-blitz. Prefer to play the newer scenarios. All games played to conclusion. Dave Jeffery, #304 9196 Barrick, Fairfax, VA 22030.

13 year old wishes pbm or ftf opponent in many games. Steve Ryan, 9021 Ashmeade Dr., Fairfax, VA 22030, 978-2711.

Ftf adult opponents in the Tidewater area of Virginia. Pbm AREA rated players. Anzio, Blitz, DD, Fr'40, AJ Siddall, 1920 Seward Dr., Hampton, VA 23663, 851-0613.

Wanted gamers in Wash., D.C. and North Va. area to form a game club to meet on weekends. Call or write please. David Carey, 5422 Donnelly Ct., Springfield, VA 22151, 978-9032.

Average, but rusty wargamer of college age seeks ftf opponents for 3R, Mid, Pan, 'Grad. I also seek persons interested in designing amateur Pacific wargames. Richard F. Gonzalez, 5436 Shadowwood Dr., Va. Beach, VA 23455, 464-5885. Desperate! 16 yr. old needs ftf competition in Lynnhaven Borough vicinity. AREA 1155. Have Mid, RW, Orig, BB, WS&IM, Blitz, Cham. 74. Paul Owen, 1721 Ashley Dr., Va. Beach, VA 23454, 481-0332.

Pbm opponent wanted for DD, Fr'40, BB, PanLd, Blitz and 3R. Will play ftf with all above plus Mid. Am AREA member. Jeff Myers, 717 8th St., Marietta, OH 45750, 373-3011.

AREA rating of "B." Desire ftf opponents in all AH games. Age 27. Bill Lindow, Rt. 1, Box 56A, Silversale, WA 98383, (206) 692-8372.

Opponents wanted for pbm (without kit) Pan, PanLd, Fr'40, Tobruk, ftf 3R, AK, Gett, Luft, Orig, RW, 1776, 'Grad, TAC, Blitz, Mid, KM, James Stripes, 623 W. Euclid, Spokane, WA 99205, (509) 327-6715.

Have car will travel Olympia to Everett, Bremerton to Renton area. Play most any AH games. Any side any rules ftf only! Frank Fisher, 9117 Highland Ave., SW, Tacoma, WA 98498, 584-5338.

Wanted ftf players in Tacoma, McChord AFB, Ft. Lewis, Oly, or Lacey. Am 21 and average player. Any opponents or clubs in area? AREA 1200. Daniel Jongeling, 15119 Union Ave., SW, Tacoma, WA 98498, 582-7549.

Am inexperienced in Anzio, AK, Rus. Camp. I'll pbm to gain experience. Know rules well, looking for other inexperienced opponents AREA if desired. Approx 1125 BCD. Steve Buckely, 311 South Park Dr., Eapato, WA 98951, (509) 877-7363.

Tired of humiliating your kid brother everytime? YUM (interest Group Milwaukee) can help YOU!!! If you live near Milwaukee and want a REAL challenge, contact: Roger Bober, 3616 South 54th St., Milwaukee, WI 53220, 541-1728. We invite you to join our Bulge and 'Grad Tournaments. Many started already. Send SASE for info. Expect 2-5 week wait. Everyone welcome! AREA Tournaments! Steve Schindlein, 8706 W. Courtland Ave., Milwaukee, WI 53225.

Reliable gamer looking for pbm AK matches. Write for new system, optional rules. AREA 1500, will answer all letters. Christian Sorensen, 1673 Pearson Ave., Prince George, B.C, Canada V2L4K7, (604) 564-7145.

NEW 'Zine!!! Openings multi-player 3R, Diplo, Origins, RW, WS&IM, etc. Enter FREE—send 13.00 sub, pick game.

Ftf in immediate area. Pan, PanLd, Blitz. Also just obtained WS&IM, Caesar's, Tobruk, and Russ. Camps. For Sale: 1914, excellent condition. Best offer $20 or more. You pay postage. Jeff Wohl, 95 Lone Town Rd., Redding, CT 06896, (203) 938-3172.

For Sale: 1914 mint cond., unpunched counters. I pay postage. All letters answered. $15.00. N. R. Pilarczyk, 4542 W. 87th St., Chgo., IL 60652, (312) 767-8593.

For Sale: 'Guad in good cond. $15 ppd. Any gamers in S.W. Iowa? Let's get together. Michael Roberts, Box 21, Blockton, IA 50836, (515) 788-3235.

Sale or trade: good chan'61, mint 1914, fair Civil War. Selling old Generals, write for list. I want to buy Bismarck. Generals Vol. 10, No. 4, 10, 6. All letters answered. Mitch Bailes, 10300 Westlake Dr., #304, Bethesda, MD 20034, 469-9690.

Sale: many classic games, U-Boat, Bismarck, orig. C'ville, Hex Gett, 1914, Management and more. Send SASE for full details. Reasonable prices. Dale B. Garbutt, 36 Pine Park, Cockeysville, MD 21030, 667-9633.

Want out of print games and pbm opponent for Hex Gett. Also need Air Empire, pbm AK and Bulge as allies. Ftf Bismarck. Sean Donohoe, 9109 Contee Rd., #201, Laurel, MD 20811, 776-3640.

For Sale: 1914, good condition and parts for 69' Anzio. Jeff Seiker, 12609 Orchard Brook Ter., Potomac, MD 20854, 340-9662.

For Sale: mint 1914, excess unpunched, store condition, to first bid over $20. Bill Stahovec, 907 Robin Rd., Silver Spring, MD 20901, 593-0841. For Sale: Bismarck, U-boat fair cond. Highest bid $15.00 and over, each. Also ftf for most AH games. Will copy your pbm kit. Thomas Snyder, 9567 Arnold, Redford, MI 48239, 937-8567.

For Sale: 1914, U-Boat, Bismarck $13.00. All orders COD. Kenneth Fredrick, 2900 Kenzie Ter., F.D., St. Anthony, MN 55418, 788-1434.

Guad for sale $16. Very good cond. Goes to first person. All letters answered. I pay postage! David Barber 640 2nd St., Gulfport, MS 39501, (601) 863-7924.

Looking for a chr. For Sale: Guad, $10, excellent cond. Wally Beckman, 5752 Bluff Rd., St. Louis, MO 63129, 846-2709.

WWI surplus sale: good cond. 1914, highest bid over $20. I will pay postage. Michael Machell, 201 E. Davenhaver St., E. Syr. NY 13057, 656-8089. Am selling Generals .75/ea. (#9, 1,3, #8, 5,6) Stuart Schoenberger, NY, Rgrs. 240 Stephen St., N. Bellmore, NY 11710, (516) CA 1-3976.

Have car will travel. Anzio once. Nothing missing. Must sell. Best offer. A trade is possible. David A. Davidson, 13 Spanogle Ave., Lewistown, PA 17044.

For Sale: Guad. in good cond. No pieces missing. Will take highest bid. No lower than $14. I pay postage. Alex Powell, 229 Elm St., Slippery Rock, PA 16057, 794-8808.

For Sale: two 1914's new and unused. $15 each. I pay postage. All letters answered. Peter Smith, 3260 Palm Blvd., Isle of Palms, SC 29451, (803) 886-6587.

For Sale: to highest bidder: Civil War and Nieuches, Terry Thomas, 900 Elm #206, Graham, TX 76046, (817) 549-0074.

For trade: 1914 good cond. will trade for most AH games or old Generals Vol. 9 #5,6, Vol. 10, #2,3,4,5,6, Vol. 11, #2,3,4. Shane Sulser, 710 S. 1250 W. 440, Vernal, UT 84078, 789-6108.

Wanted: copy of rules and extra counters for Parker Bros. 1863. Local Gamers invited to join 3 man group for weekly ftf of most wargames. Joel W. Ramsey, 2101 Baker Trace, Dothan, AL 36301, 792-0505.

Need victims for Mid, Luft, Bulge. Play either side. Want to learn new games and also trade or buy Bism. and U-Boat. Ftf only. Tim Sinnigen, 359 S. Wheeler, Orange, CA (714) 633-9047 Zip-92669.

Wanted: Vol. 10, No. 5 of The General. Will pay good price. No xerox please. Michael D. Madden, 644 Briar Rd., Wauconda, IL 60084, (312) 526-7090.

Wanted Vol. 11, No. 3 & 4 of The General. Will pay reasonable price for good cond. Any clubs around here? Gamers? Gary J. Engelman, Rt. 2, Box 2715, Grayling, MI 49738, (517) 348-5608. Will pay cash for General Vol. 11, No. 4 in good condition. Also will buy same for xerox copy if in readable condition. Jerry R. Callahan, 11764 Hartman Ave., Omaha, NB, 68164, 493-4322. Railfan wargamer will buy or trade for fair-excellent C&O/B&O. The "Scourge of the Northeast" needs victims for ftf 3R. Bill Bishop, Jr., 1772 Western Ave., Albany, NY 12203 (518) 456-2117.

Wanted: your 1914. Jeffrey Gaffney, 264 Park Street, Fulton, NY 13069, (315) 592-9762. Wanted: Rules for the game of Mem. I'll gladly pay copying costs and postage. Also wanted, the old MB game of Summit. George Petty, 152 Keyel Dr., Rochester, NY 14626, (716) 586-8120. Wanted: mint-exc. cond. Anzio '69, Guad, Bmarck, DD'61, Tacll, '61, UB'58, Nieuchess, or Generals: Vols. 1-1,2,3,4,6; 2-1,5,6; 3-1; 4-4,5; 6-5,6; 8-4,6; 9-1,3. Jim Roebuck, 2135 Broadwater Ave., Billings, MT 59102, (406) 656-5261. Wanted: Generals, 1914 and more, both in and out of print. Send condition and price. Scott Savory, 732 N. King St., Xenia, OH 45385, (513) 372-1286.

Want ftf opponent for most AH games. Want to buy good copies of Guad, U-boat, Bismarck and Generals. Wayne Browning, 1235 S. Indianapolis, Tulsa, OK 74112, (918) 939-5746.

Wanted Generals Vol. 9, No. 4, Vol. 10, No. 3 (xerox o.k. as long as complete). Ftf 3R, Mid, Jut, PanLd, Tom Hopson, 103 Moody Lane, Imperial, PA 15126, 899-3198.

Wanted: Gen. Vol. 10, No. 1 to Gen. Vol. 11, No. 4. Especially want Gen. Vol. 11, No. 4. Xerox okay but prefer orig. Also want Bismarck and U-boat good cond. Gordon Ashacker, 4716 6th St., S.W., Calgary, Alberta, T2S-2N1, 243-5148.