



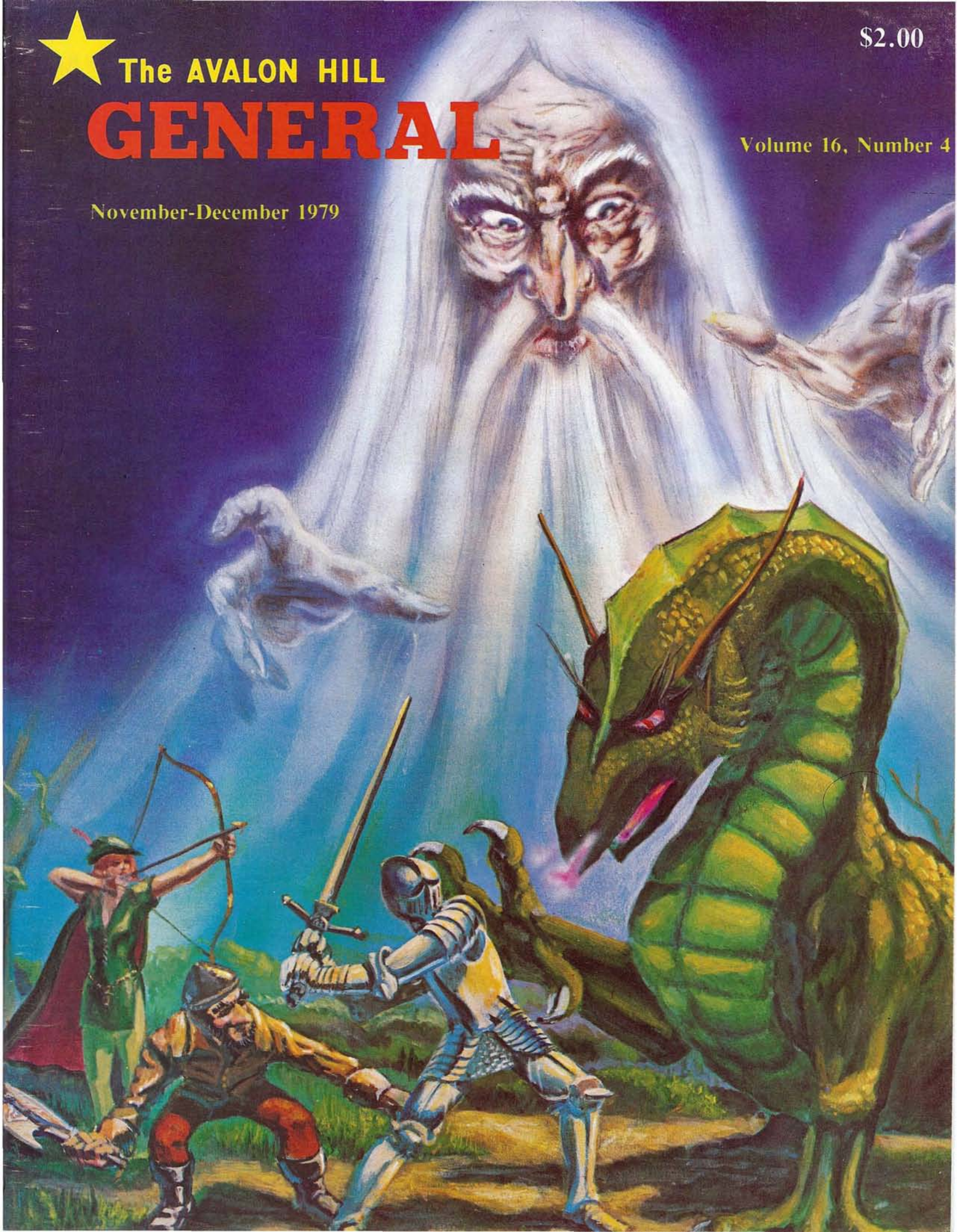
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★ The AVALON HILL
GENERAL
 The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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The
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Avalon Hill Philosophy Part 76

A great deal has transpired since you received your last GENERAL. Despite our apparent sloth, an image undoubtedly brought into sharper focus by the seemingly ever-worsening record of late delivery of the magazine, we've been busier than the proverbial one-armed paper hanger. This issue's philosophy will be restricted solely to the recent goings on.

The biggest news is the "great deal" referred to in our opening double entendre. Avalon Hill has just bought the entire Heritage Battline series of wargames lock, stock, and barrel. Heritage, which has recently reorganized under new management, decided to concentrate solely on the miniatures end of the hobby and therefore sought a buyer for their line of board-games. Avalon Hill made the best of many offers for this fine line and hopes to cooperate with Heritage in the future on joint ventures such as the promotion of a line of SQUAD LEADER miniatures. The acquisition should prove to be a great deal for both parties. Avalon Hill will get some excellent proven designs to redevelop (including the excellent AIR FORCE/DAUNTLESS series which filled a long awaited need on our shopping list for a WWII tactical air game) while Heritage will benefit from the increased cash flow from the sale itself and the ensuing royalties from our larger market. The hobby in turn will benefit from both companies getting a chance to do what they do best and the prospects of closer mutual cooperation in future projects.

At this writing, it is still too early to tell exactly which of the Battline games will make the transition to Avalon Hill packaging and which will be discontinued after the present Heritage stock is exhausted. Our long range plans are to cull the best of the Battline games for Avalon Hill redevelopment and new art treatment while allowing the lesser games to go the way of all flesh as existing inventories are exhausted. You can help us in this selection/redevelopment process by your feedback. If you have any comments or questions on any of the old Battline games, please take the time to write us about your experiences. We would like your comments on play balance, typographical errors, rules omissions, contradictions, ambiguities or overall suggestions for any of these games. All we ask is that you place all of your comments pertaining to a single game on a separate sheet of paper from any other correspondence. Be sure to include your name and address with each page or pages pertaining to a single game. If you wish to receive answers to your questions include a stamped, self addressed envelope for each game you submit questions on. Do not enclose Battline questions or comments with the same envelope/paper as other questions for Avalon Hill games or general correspondence. We will eventually answer all game questions accompanied by a self addressed stamped envelope for those games which we reprint. Those which are discontinued will, in all probability, not be answered.

We hope that many of you will find the time to take part in this program. One of the reasons many Avalon Hill games are so well thought of is our strong reliance on out-of-house playtests which tend to uncover the majority of rules problems before publication. The success of these "blind" playtests can be measured by the com-

parative rules failures of those titles rushed into print without one (witness THIRD REICH and MAGIC REALM for example.) This is a chance for those of you who were shunned in our earlier playtest group selections to prove that you shouldn't have been overlooked. Those who prove their worth as playtesters may be invited to participate in a critique of our revised editions or other playtests and earn a free copy of our revised edition in the process. Besides, where else can you get your Battline game questions answered?

In the meantime we have existing limited inventory on nine of the 16 Battline games in their Heritage format. Those wishing to acquire these Battline editions while supplies last may do so by ordering them now by mail from Avalon Hill at the following prices. You may use your GENERAL postage coupon or add 10% for postage and handling costs.

FURY IN THE WEST

(The Battle of Shiloh) \$ 10.00

ARMOR SUPREMACY

(Tank Design Card Game) \$ 7.00

TRIREME (Ancient Naval Warfare) . . \$ 14.00

SAMURAI

(Power Politics In Feudal Japan) . . \$ 13.00

ALPHA OMEGA

(SF Spaceship Battles) \$ 13.00

MACHIAVELLI

(Renaissance Power Politics) \$ 13.00

VIVA ESPANA (Spanish Civil War) . . \$ 9.00

NAVAL WAR

(Warship Battle Card Game) \$ 9.00

FLAT TOP

(Air-Sea Battles In The Solomons) . . \$ 15.00

These games are listed in descending order of our quantities available. Not all of these titles will be reissued in Avalon Hill packaging so their availability here may be your last chance to add them to your collection. More detailed advertisements for those still in stock at that time will be placed in the next issue.

The other Heritage Games which we seek feedback for are: DAUNTLESS, SHENANDOAH, AIR FORCE, OBJECTIVE ATLANTA, CIRCUS MAXIMUS, and the AIR FORCE/DAUNTLESS Expansion Kit.

The arrival of the Battline games was not the only noteworthy happening around here of late. Noted Avalon Hill designer Randall Reed resigned to take a position with the government designing conflict simulations for the Marine Corps. Reed designed RICHTHOFEN'S WAR, 1776, CHANCELLORSVILLE, and STARSHIP TROOPERS during his 7 plus years at Avalon Hill as well as developing PANZER LEADER, TOBRUK, and AIR ASSAULT ON CRETE. His latest project, Avalon Hill's first monster game, THE LONGEST DAY which has been under design for the past two years, will be finished on a free lance basis and should be available early next year.

The Avalon Hill stable of designers remains full, however, with the recent employment of noted designer Kevin Zucker; previously associated with SDC, SPI and OSG which by unofficial count gives him the undisputed record for employment by wargaming companies. His credits include: NAPOLEON'S LAST BATTLES,

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The Magical Mystery Tour

By Richard Hamblen

Here is a pretty problem to perplex a game designer: how do you capture the magic of fantasy literature in a game? Games and books can both present stories but they cannot possibly present those stories in the same way—and the thing that makes fantasy literature come alive is the way it is told (the details; the depth and the descriptions of remarkable characters striving to cope in fantastic worlds). Fantasy exists only in the telling and is built entirely of skillful storytelling tricks and tools. If games by their nature have different tricks and tools, then it is almost a contradiction in terms to do a game that captures the essence of fantasy. If you don't believe there is that much clash between games and fantasy, consider these examples.

First, variety. No matter how many times you read a book, it doesn't bother you that it turns out the same way each time (in fact, it would bother you considerably if it turned out differently each time you read it). But you expect to play a game repeatedly, and you would be utterly outraged if it automatically turned out the same way each time you played it. In a book the hero may be portrayed as making decisions but, in fact he follows only one path of adventure. He may have the choice of joining a caravan bound for danger, leading an outlaw band, or seeking some lost treasure in the wild jungles, but he does only one of these and the others are mentioned only in passing. In a game the hero may want to change his adventure from one game to another and different heroes may want to dif-

ferent adventures in the same game. So, in the game, alternate adventures have to be constructed and presented.

This is a major headache because of the second problem: detail. Fantasy adventures capture interest because they are explained in enough detail to make the experience seem real and to account for the hero's thoughts and actions. Books can do this because only one adventure is detailed and the narrative can handle that quite nicely. In a game all possible adventures have to be detailed without much narrative (after all, you want to *play* a game, not read it).

Fantasy games do have one advantage, but it just leads to the third problem: creating a fantastic world. Games can invoke a whole fantasy world in detail just by mentioning a fantasy world that has been carefully fleshed out in literature. After all, the people who buy fantasy games have almost certainly read fantasy fiction first. The catch is that the fantasy book has fleshed out the world from only one vantage point. If nobody ever goes to look on the other side of a hill, there is nothing there. In a game the world has to be filled out from all possible vantage points, so the whole world has to be built right down to the nuts and bolts. Games based on particular works of fiction have an advantage here because only the parts of the world that are interesting in the book have to be built in. A game about adventure fantasy in general, a game such as

MAGIC REALM, has to include all the aspects that are present in adventure fantasy generally or it does not invoke its world.

The headache is becoming gigantic, and there is yet a fourth problem: surprise. You get the most enjoyment out of a fantasy book the first time you read it because fantasy (like all forms of storytelling) relies heavily on surprise to entertain its readers and to create the illusion of real experiences. A game that entertains like fantasy each time it is played must therefore be able to surprise its players with unforeseen developments even after they have played it many times and have become familiar with its mechanics. (If being surprised by something that is familiar is not a contradiction in terms, I don't know what is.) In this case, a game based on the book is at a fatal disadvantage. If the game contains only the things that are in the book then it can hardly surprise you after you have read the book, and if it surprises you with things not in the book, it is hardly about the book. Fortunately, adventure fantasy generally is so full of variety that a game can be based on it and still provide surprises, but only if it can keep the players from becoming completely familiar with everything that can happen. Here the very size and complexity of a general fantasy game becomes a key advantage. All the poor game designer has to do is to build a world with all of the variety and diversity of adventure fantasy.

Ouch.

DWARF



CAPTAIN



ILLUSTRATING COMBAT:
Character vs. Character

Tactics: The Dwarf threatens to use a 'T' strength FIGHT to inflict 'Maximum' damage regardless of armor, but his slowness forces him to rely on matching the Captain's maneuver direction to get a hit. The Captain threatens to inflict Heavy damage that kills if it avoids the Dwarf's helmet, so he needs to destroy the helmet or make an undercutting attack that avoids the helmet.

The Dwarf's fast DUCK avoids being undercut and forces any attack that matches his direction to hit his helmet, but his lack of other fast MOVES makes him predictable—he must DUCK, so the Captain can ensure a hit each Round by Smashing. The first Smash will destroy the Dwarf's helmet and the second will destroy him (the Captain's attack will be resolved first each Round because his FIGHT is faster) so the Dwarf's only hope is to hit by matching directions on the first Round. He should run and the Captain should play a MOVE to stop him each Round.

First Round

Encounter step: Captain plays 'MOVE M5' to stop the Dwarf from running away.

Melee step:

| | |
|---------------------------------|------------------------------------|
| <i>Dwarf</i> | <i>Captain</i> |
| Attack: Axe, FIGHT T6* in Swing | Maneuver: Shield, MOVE M4* In Duck |
| Maneuver: DUCK T3* in Duck | Attack: Sword, FIGHT M4* in Smash |

Determining hits: The Dwarf's attack misses and is removed, the Captain's attack hits by matching directions (his *Smash* matches the Dwarf's *Duck*) and remains.

Resolving hits: The *Smash* attack hits the Dwarf's helmet and inflicts Heavy damage ('L' weapon weight plus one level for sharpness and one level for playing an overstrength FIGHT), destroying the helmet. The Dwarf wounds a 'FIGHT T5**'.

Fatigue: Each character played one MOVE asterisk and one FIGHT asterisk so each must fatigue one MOVE or FIGHT counter. The Captain chooses a 'MOVE M4*', the Dwarf chooses a 'FIGHT H5*'.

Comments: The Captain could not play his 'MOVE M5' in the melee because he had already played it in the encounter step. He needed the overstrength FIGHT to inflict the Heavy damage to destroy the helmet with one blow.

Second Round of Combat

Encounter step: The Captain plays 'MOVE M5' to stop the Dwarf from running.

Melee step:

| | |
|---------------------------------|------------------------------------|
| <i>Dwarf</i> | <i>Captain</i> |
| Attack: Axe, FIGHT T6* in Smash | Maneuver: Shield in Duck, no MOVE |
| Maneuver: DUCK T3* in Duck | Attack: Sword, FIGHT M3** in Smash |

Determining hits: The Dwarf's attack hits because the Captain played no MOVE and the Captain's attack hits by matching directions. Neither attack is removed.

Resolving hits: The Captain's attack has the lower FIGHT time so it is resolved first. It inflicts Heavy damage equal to the Dwarf's vulnerability, so the Dwarf is killed and his attack is removed before it is resolved.

Fatigue: The Captain played two FIGHT asterisks so he must fatigue a FIGHT counter, choosing 'FIGHT H5*'.

Comments: The Captain could afford to play no MOVE in the melee because he knew he had a guaranteed first kill. If the Dwarf's attack had been resolved it would have destroyed the Captain's shield (the first piece of armor it came to) and killed the Captain outright.

Note: The readying of weapons was irrelevant in this combat and was ignored to keep the discussion simple. Technically, both weapons were unready at the start of the first Round; the Dwarf's axe was readyed when it missed but the Captain's sword remained unready each time it hit. The Dwarf's axe would have become unready when it hit in the second Round.

Well, that's the theory behind *MAGIC REALM*. It is meant to be a complete fantasy world so full of variation that the players have real choices to make, so full of diversity that no matter how many times it is played it can still surprise you with its situations, and so filled with detail that the illusion of a complete world is created. All of this is derived from the annals and possibilities of adventure fantasy. You can ride with a caravan or warrior band, you can lead a campaign or build an empire, you can seek a fortune or a good fight, you can meet and deal with the nobles or dregs of humanity, you can tamper with dangerous magical forces. You can never be sure of what you will find, or what will find you.

One problem with such a diverse little world is that it is complex, so it takes some time to master tactics and techniques. In fact, parts of the game were purposefully designed to be subtle so that it takes a little thought to figure out how to use them to your best advantage. The game is full of little puzzles that need to be figured out, and each game's puzzles are different (I am not referring to the rulebook, which is an inadvertent puzzle of a different sort).

With all of these possibilities in play, I am willing to have a little mercy and show you how to use certain game mechanics; you might call it a little guided tour of the *MAGIC REALM*, with some observations about the dangers and opportunities that can befall you including some advice on how to escape the dangers and make the most of the opportunities. The individual elements will be discussed in roughly the order they are introduced in the ENCOUNTERS. So, if you're only partially through the ENCOUNTERS and come to a discussion that sounds utterly unfamiliar, it probably refers to an ENCOUNTER you haven't reached yet (at least let us hope so).

On with the guided tour.

Start where the game starts, with the players assembling the 20 hex tiles to form the *MAGIC REALM*. Strategy begins here because the placement determines how the road net fits together, where caves are, what areas will be blocked by mountains and what areas are accessible only by secret passages or hidden paths. The characters have abilities that give them advantages in different types of terrain, so a player can gain an advantage in the game by constructing the board to favor the character he hopes to play in the game. Some of the characters' advantages are obvious. The Dwarf is great in the caves and rotten outside of them, so he would like to see the CAVES tiles placed close to each other so that he spends as little time as possible when he moves outside of the caves. He would like them to be centrally located so they get in the other character's way. Characters who have an advantage in dealing with natives (such as the Captain, White Knight, Black Knight and the Wizard, because of his large number of friends) would like to see the VALLEY tiles containing the dwellings located close to each other. Characters who have advantages in certain tiles and who will work alone either because of weakness or special advantages should place their favorite tiles off out of the way, where other characters will not come in and mess things up (so the Witch and the Druid would like to see the RUINS off in a corner, and the Woods Girl feels the same way about WOODS tiles generally). The Wizard would like to see paths and passages get in the way as much as possible. Other advantages are more subtle. The Dwarf likes caves partly because he is designed to face the slow monsters there instead of the fast ones in the mountains. The Amazon's extra move phase allows her to hide and move two mountain clearings so she would like to see mountains blocking the board to hinder the

other players. Characters who can take a Spell allowing them to fly like to make normal movement as inconvenient as possible, partly by placing the WOODS tiles where they will cut off sections of the board once they are enchanted. And so on.

Once the board is complete, the Warning, Sound, Treasure Location, Lost City, and Lost Castle counters are scattered around to indicate what dwellings, monsters and treasures are in each tile, while the ghosts and four garrisoned dwellings are placed in the VALLEY tiles. The inhabitants of the other tiles remain secret, although each tile's terrain gives some idea of what lives there; small animals and nomadic tribes in the WOODS, treasures and slow, powerful monsters in the CAVES, and more treasures and smaller, faster monsters in the DEEP WOODS and MOUNTAINS.

This information is helpful when a player is planning how he will approach the game. Planning is important because each player chooses the conditions he must fulfill to win the game ahead of time, and because he has a choice of how to go about avoiding risks and gaining the power he needs to fulfill these conditions. It takes planning to deal with the dangers and opportunities in the *MAGIC REALM*.

The first considerations in a player's plans are his character's strengths and weaknesses. Each adventure he can undertake involves different tasks, dangers and rewards so a character should plan his endeavors to match his abilities. Once he has chosen his objectives, a character has the choice of going after them directly or going on minor expeditions to gain power first and then trying for victory. A character can plan a whole string of adventures leading to ultimate victory.

A player's second consideration should be for the cooperation, antagonism or indifference of the other players in the game. Characters who travel together and cooperate in combat and other activities greatly increase their ability to survive, search, trade and hire successfully. A whole group can profit from a leader's abilities and discoveries if they all FOLLOW him (so they move faster when following the Amazon, use paths and passages when following the Wizard and hide better when following the Druid or Elf), although the group should search as individuals. Unfortunately, greed and fear are powerful motives for one character to attack another so characters must be careful of the company they keep. This is a consideration that leads many characters to operate on their own. In particular, characters who are weak in combat (the Witch, Druid or Dwarf) have reason to fear a strong character (the Elf, Black Knight or Witch King). The stronger character, in turn, has reason to fear that weaker characters will combine against him. A balance of power within the group helps, but this balance can fluctuate wildly or vanish as the characters are weakened or strengthened during play. In addition, certain characters' powers are most effective when alone (the Druid's PEACE WITH NATURE) or at a particular location where others may not care to go (the Dwarf in the CAVES, the Woods Girl in the DEEP WOODS), which encourages these characters to go off alone. The net result is that the Druid, Dwarf, Elf, Witch, Woods Girl and Witch King often find themselves operating alone for one reason or another.

Operating alone is not a guarantee against being attacked, however, since a character can hunt another down during play (a strong character like the Black Knight can even make a living off of hunting down his fellow players). The system of recording moves and moving in a random order each day allows characters to track each other down once they are within a day's journey of each other, since

a pursuer can record a move to the quarry's location (and use the extra phases to search for hidden enemies, if the quarry is hidden). If the pursuer moves first and rolls successfully, the quarry is caught, and even if the attempt fails, the quarry is still within a day's journey and the tactic can be repeated until it succeeds. The Swordsman can move first perpetually to avoid being caught (or he can move first to catch up each turn when he is the pursuer), and characters with an extra MOVE phase (e.g. the Amazon or any character with horses) can outrun pursuit with a little care, but for most characters the only means of escaping pursuit is to duck into a path or passage the pursuer can't use. A character who anticipates being chased is wise to search and prepare a few escape hatches ahead of time.

Whether a character should seek or avoid combat depends on whether he can deliver the first killing blow. Each Round of combat is an exchange of blows in which each character plays a FIGHT counter and weapon to show the speed, strength and direction of his attack and a MOVE counter to show the speed and direction of his defensive maneuver. If a FIGHT's time undercuts its target's MOVE time then it hits. Otherwise it hits only if the two match directions. To see which opponent has the advantage in combat, look at the fastest FIGHT counter that each is able to play which can kill with one blow if it hits. The character whose attack would be resolved first (due to FIGHT time or weapon length) has the advantage. He can rely on playing that FIGHT counter and a slow MOVE counter because in an exchange of blows, his attack will kill first. The opponent who strikes second must play a MOVE counter that cannot be undercut and a slow FIGHT counter because if he can't avoid the undercut, he is lost). However, if this slow FIGHT counter undercuts the first player's slow MOVE counter then either player can be defeated by an undercut and the battle turns into a guessing game. If both players avoid being undercut then the battle will be decided by who matches directions first.

Striking the first blow in an exchange does not work against armor, because the target will survive to return the blow (except when the attack inflicts 'Maximum' damage). An armored character can maneuver so that any blow that matches his direction also matches the area protected by his armor, so only an undercutting attack from an unprotected area can circumvent the armor. An opponent who can make such an attack can ignore armor, but otherwise, he must first destroy the armor. If unarmored, or lightly armored, he needs to undercut to destroy the armor quickly without being undercut himself. If his armor is stronger than his enemy's, he can play fast FIGHT counters and slow MOVE counters to bring on an exchange of blows to wear down the enemy's armor. The battle is once more a guessing game in which lucky blows can change who has the armor advantage.

Wounds and fatigue become important as a character loses his counters because he loses his flexibility, his ability to avoid being undercut, and his ability to play undercutting attacks. Thus, a character with extra asterisks and counters will slowly gain the advantage in a prolonged battle.

Some characters' peculiarities affect their tactics. Those with weapons too light to kill their opponent or destroy his armor must use avoiding tactics and hope to stay alive long enough to wound him to death. Such is the case with unready bows which are unlikely to kill so their owners must rely on avoidance tactics until the bows are readied. Characters who can inflict 'Maximum' damage can ignore armor and use first-kill tactics. The Knights must husband their easily fatigued MOVE counters

ILLUSTRATING COMBAT:

Characters Against Monsters

(Using Optional Rules 2.1, 2.3 and 2.6)

Tactics: The Amazon's armor allows her to absorb more damage, so she can let the goblins attack her; the goblins must 'change tactics' before they can wound her or damage her armor, since when lighter side up they inflict only Light damage (their sharpness star does not count because of the Armor Bonus optional rule). Then the Swordsman can safely concentrate on picking them off.

Note: Neither character's weapon is ready at the start of the combat.

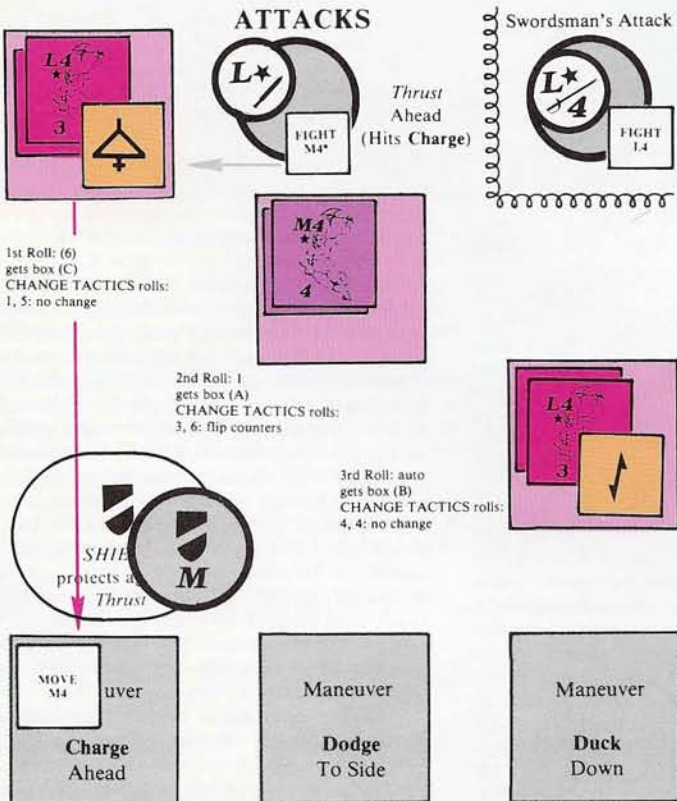
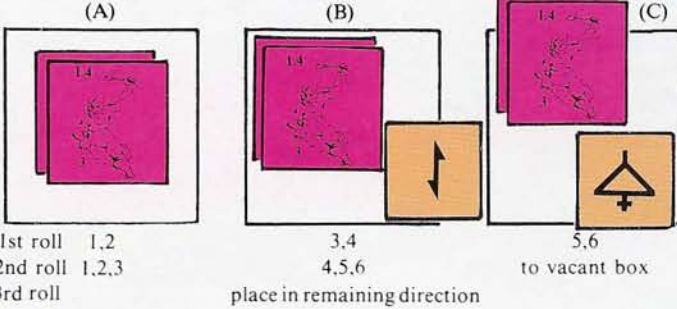
First Round of Combat

Encounter step: The Amazon lets all six goblins attack her.

Melee step:

Distribution of Attackers

ATTACKING NON-CHARACTERS



Determining hits: The two goblins in CHARGE/THRUST hit by matching; the rest miss and are moved to one side of the sheet. The Swordsman's attack misses and is removed, his weapon turned ready side up. The Amazon hits by matching.

Resolving hits: The Amazon's weapon has the greater length so her attack is resolved first (because it is the first Round—see the Weapon Length optional rule). It inflicts Heavy damage, more than enough to kill the goblin. The remaining goblin then attacks, inflicting Light damage (the sharpness star is ignored because of the Armor Bonus) which has no effect.

Fatigue: None.

Comments: Splitting the goblins into three groups limits the damage that they can inflict in the event they change tactics and turn over. The Swordsman's attack will have a time of '4'—because of his Weapon Time—regardless of the counter he plays, so he plays his slowest counter.

Second Round of Combat

Encounter step: Amazon keeps five goblins.

Melee step:

Distribution of Attackers: The Amazon places one 'L' and one 'M' goblin in the box 'A', one 'L' and one 'M' goblin in box 'B' and the remaining 'L' goblin in box 'C'.

Targets: The Amazon attacks one 'M' goblin and the Swordsman attacks the other 'M' goblin.

Plays:

The Amazon plays a 'FIGHT M3**' and sword in THRUST and a 'Move M4' in CHARGE.

The Swordsman plays a 'FIGHT L2 **' and his readied sword in Thrust.

Rolling for Monsters: The first roll is '6' so the lone goblin from box 'C' is placed in CHARGE/THRUST; his CHANGE TACTICS roll is '1, 6' so his counter is turned 'M' side up. The second roll is '2' so the goblins from box 'A' go to DODGE/SWING; their CHANGE TACTICS roll is '5, 5' so they do not turn over. The remaining goblins from box 'B' are placed in DUCK/SMASH and roll '3, 4' to CHANGE TACTICS, so they do not turn over.

Determining hits: Both the Swordsman's and the Amazon's attacks undercut their target's MOVE times, so both attacks hit. The goblin in CHARGE/THRUST hits by matching directions, while the rest miss and are moved to one side.

Resolving hits: The Swordsman's attack has the lowest time so it hits first, inflicting Medium damage that kills the goblin. Then the next fastest attack, the Amazon's, hits and kills that goblin. Both characters' weapons are turned unready side up. Finally the goblin's attack is resolved, inflicting Medium damage (the star is ignored because of the Armor Bonus) that wounds the Amazon (she loses her 'FIGHT M5') and damages her shield—the first piece of armor guarding the direction the goblin attacked.

Fatigue: Both characters played two FIGHT asterisks so each loses a FIGHT counter, the Swordsman losing 'FIGHT L3*' and the Amazon 'FIGHT M4*'.

Comments: The characters attacked the goblins that were most dangerous.

Third Round of Combat

Encounter step: The Swordsman takes one goblin, leaving the Amazon with two.

Melee step:

Swordsman's sheet

The goblin ends up in DODGE/SWING and changes tactics.

Amazon's sheet

The goblins are placed together and end up in DUCK/SMASH without changing tactics.

Determining hits: The Swordsman misses and his attack is removed, his weapon readied. The goblin on his sheet also misses and is removed. The Amazon hits by undercutting; the goblins on her sheet miss and are put aside.

Resolving hits: The Amazon kills another goblin.

Fatigue: The Amazon fatigues a 'FIGHT M3**' for playing two FIGHT asterisks, and since it has two asterisks she 'makes change' and brings her 'FIGHT M4*' back into play.

Comments: The Swordsman took one goblin to take some pressure off the Amazon; he was perfectly safe because the goblin could not hit without matching directions, which would cause an exchange of blows in which the Swordsman's attack would get the first kill because their times would be equal and his weapon is longer. The Amazon doubled up the goblins on her sheet to ensure she could not be hit without getting a hit.

Fourth Round of Combat

The characters swap goblins and kill them by undercutting. The Amazon killed four goblins, so she gets ten FAME and ten NOTORIETY—one for the first, two for the second, etc. The Swordsman gets three FAME and three NOTORIETY for his two goblins.

carefully. The Dwarf's DUCK counter is his only fast maneuver, making it easy for opponents to match his direction. Against most opponents he must just duck and hope his helmet holds out until he gets in a lucky blow.

The effects of the weapon times, armor bonus and weapon length optional rules are worth mentioning. Weapon length and weapon times change who has the first-kill advantage each Round, particularly on the first Round (when weapon length determines the order of attack) and each time weapons hit (because they become unready), so the characters should change tactics accordingly. Readied bows gain automatic first-kill status. The armor bonus makes armor harder to destroy as heavy weapons can no longer inflict 'Maximum' damage, medium weapons have trouble destroying armor, and light striking weapons cannot damage full armor at all!

A quick examination of their counters reveals the tactics that opponents should use and which of them is likely to win. An armored character has a clear advantage and a character with the first-kill advantage has a decisive advantage if he can undercut and avoid his opponent's armor. If both of the characters are armored and/or neither can undercut then the outcome will hang on lucky hits where the directions match.

A character who wants to avoid being over-matched or to avoid swapping risky blows can escape by running away. His opponent must play a MOVE counter equal to his lowest MOVE counter to stop him, but the opponent's MOVE counter asterisks count against the opponent's two-asterisk limit that Round and thus prevent him from playing his fastest counters in combat. The opponent is wiser to not stop the character if stopping him would cause the opponent to lose the battle. This is particularly true when the opponents are equal in speed and armor. If one opponent is faster he can stop the other at little cost but since he is weaker than the other he would not want to. Rather, he should use his quickness to run away.

The characters should play the game with these tactics in mind. A character should avoid enemies with superior fighting ability, and he should engage equal opponents only if the prospective gain is worth the risk. A character who can run away can afford to let himself be caught by an enemy, but a character who cannot run away must concentrate on evasive tactics and hiding to avoid combat. An important point is that a character's combat ability changes as his armor is lost, his FIGHT and MOVE counters are wounded or fatigued, and his weapon is readied. This has two effects on play. A character should avoid battles that will weaken him severely (especially battles that will cost him his irreplaceable armor) even when he will probably win, and a character should prepare for combat so his combat ability is at maximum strength when combat begins. He should rest to recover wounded and fatigued counters, and characters with bows (or any weapons when the weapon times rule is being used) should alert them for the start of battle.

The same considerations apply when dealing with monsters—fight only when the reward is worth the risk, avoid dangerous monsters you cannot run from, avoid weakening battles, and prepare when battle threatens. Monsters, however, require different tactics.

In combat, monsters, have the disadvantages of being predictable, of having to attack and maneuver in matching directions each round, and of having only 'tooth/claw' weapon length. When fighting a monster, a character can ensure victory by playing a killing FIGHT counter that strikes the first blow and either: 1) undercuts the monster's move time; or 2) matches the character's MOVE

counter direction when the MOVE counter cannot be undercut (so the monster cannot hit without running into the character's first-kill attack). If the character can neither undercut nor avoid being undercut then he must get the first-kill advantage and hope for a lucky hit by matching directions. If he cannot get the first-kill advantage his tactics depend on whether he can survive a hit. If he cannot, then he must avoid an exchange of blows by playing a MOVE counter that cannot be undercut and playing a FIGHT counter in a different direction in hopes of striking an unreturned blow. If he can survive a hit, then he can use the normal tactics of undercutting or attacking and move in the same direction while avoiding the undercut. The character should choose a play that works regardless of which side of the monster counter is face up, but if he cannot then he should choose the less risky play, always remembering that the monster will probably not turn over.

A character facing a group of monsters should group them and treat them like one monster that gets the first hit. If he cannot survive their hits, he splits his MOVE and FIGHT counters. If he can, then he uses normal tactics. Obviously, the deadliest monsters are his first targets. (Note: When the monsters must be divided into three equal groups because the DEADLY REALM rules are being used, the character should concentrate the deadly monsters in one group and hope they keep missing while he picks them off.)

Groups of characters are deadly when they coordinate their actions in combat. A character can volunteer to be attacked by a monster and play his best MOVE counter to escape while the other characters use their best FIGHT counters to attack from three directions to ensure a hit. Against multiple monsters each character can volunteer to be attacked by the monster he can best avoid and attack the monster he has the best chance of killing, with the characters protecting each other from the monsters on their sheets. However, characters can easily double-cross each other in group combat by attacking each other or just abandoning a character to his own devices after he has committed himself.

Monsters on the APPEARANCE CHART have only a one-sixth chance of being active and appearing on the board each day, and even when they do appear they will land on a character only if he is in the same clearing with the Sound or Treasure location counter or in the same tile with the Warning counter that triggered them. A character can avoid these tiles and clearings once he discovers what the counters are. Monsters that are already on a tile are more dangerous because when they are active they will automatically go to the character's clearing when he ends his turn in the tile, and even when they are inactive they block and fight characters in their clearings. This also means that when two characters end their turns in the same tile, monsters can appear in the tile when the first one moves and then go to the second character's Clearing when he moves. This allows characters to decoy monsters into each other's path, causing groups of characters to draw crowds of monsters. However, a character who is alone and who is cautious about hiding and choosing where he ends each turn is safe if he is just moving through monster territory.

It is when a character is spending a lot of time in a tile (to find, move to, locate and loot a Treasure location there) that the monsters become a major problem. Every day more monsters can appear and move into his clearing, and they will attack as soon as he fails a hide roll at the start of his turn. (The accumulation of monsters is extreme to the point of being ridiculous in the LOST CITY and LOST CASTLE where the treasures and monsters are con-

centrated.) Caution and cooperation are the tools needed to deal with this problem. A character who avoids ending his turns in the tile as much as possible (by peering into the tile from a mountain clearing in an adjacent tile to find the Treasure location counter, circling around outside the tile to move to it, and even dodging in and out of the tile while he locates and loots it) retards the accumulation of monsters there. Once monsters have appeared in the tile, he needs to hide each day, and if they are already in his clearing he needs to hide on his first phase or they will block and attack him. As the monsters gather, he can try to thin them out by fighting each group as it arrives, or he can move away and hide to draw them out of the treasure clearing and then go back when it is vacant. If a group is looting the treasure, one character can volunteer to move away, block any monsters he attracts and then run away during combat, leaving the rest of the group to loot safely and pay him a commission. Most importantly, when things start to get too hot, the character can just leave. Staying around to draw just one more treasure is the leading cause of character fatalities. Incidentally, notice that at a rate of two phases per day (one if you hide) it takes a long time to dig treasures out of a cave clearing, which gives the monsters a long time to gather.

Treasures can completely change the way a character plays the game. Each treasure confers an advantage in some aspect of the game, and if a character gets a treasure that changes one of his weaknesses into a strength, it can change the whole balance of power in the game. Treasures are only tools, however, and a character must study how a treasure's advantage interacts with his own strengths and weaknesses to determine what tactics he should use to get the best use out of the treasure, particularly when the treasure is interacting with another treasure that reinforces or cancels its advantage. Sometimes a treasure is useless to a character, either because he cannot use it or because his own strengths are superior to the strengths it confers. It may be very useful to another character though, and this provides a real motive for characters to trade with (or plunder) each other, which is another reason why groups are helpful (trading partners are always handy).

Most treasures also have fame and notoriety values that show a treasure's effect on its owner's reputation among the righteous and the lawbreakers, and show how it counts towards his victory conditions. These values are somewhat opposite, so treasures with a large value in one category often have a minus value in the other. Characters thus have the choice between holding on to (or discarding) treasures regardless of their values. Characters can also shuffle the treasures around to come to a balance of fame and notoriety that exactly fulfills their victory conditions.

Treasures can also be sold for gold, which can be used towards victory determination or can be spent to buy items or hire natives. Natives can have valuable and useful treasures for sale, as well as improved weapons, more armor, and horses to carry loads (to improve a character's movement and to protect the character in combat). Natives can also be hired to fight for a character, to defend him in combat, to help him search, and to go off in raiding groups to prey on monsters and characters while he stays safely behind. Friendly natives are a powerful asset who can turn useless treasures and gold into useful items and hired armies. So, a character is wise to operate in an area where friends are nearby, even if he has to wait at a dwelling to stop wandering friends when they appear. Hiring natives is a key to success, especially for characters who are operating alone or who have advantages in dealing

WITCH



SORCERER



PILGRIM



DRUID



ILLUSTRATING COMBAT: Magic

(Using Optional rules 2.1, 2.3, 2.6, 3.1, 6.3 and 6.4)

Situation: The following characters end the day in the same Clearing, moving in the order listed: White Knight, Woods Girl, Sorcerer, Pilgrim, Black Knight, Witch King and Druid (assume all weapons are ready side up). The Druid and Sorcerer are allied against the rest. All of the magic users have available the Spells and transformed *color* counters referred to in this account, but none of them have prepared MAGIC counters.

First Round of Combat

Encounter step: The White Knight plays MOVE H4** to stop the Sorcerer from running away and the Woods Girl plays MOVE L2** to prevent the Druid from running away. Then the remaining characters make the following plays, in the order listed:

Sorcerer: Plays MAGIC IV3* and a *PURPLE* counter (transformed IV5*) in his recorded FIERY BLAST Spell box.

Pilgrim: Plays MAGIC I4* and a *WHITE* counter (transformed MAGIC I6*) in his recorded EXORCISE Spell box.

Black Knight: Plays MOVE H6 to run away unopposed; he leaves the Clearing.

Witch King: Plays MAGIC VI2* and a *PURPLE* counter (transformed MAGIC IV4*) in his recorded TRANSFORM Spell box.

Druid: Plays MAGIC II2** and a *GREY* counter (transformed MAGIC II3*) in his recorded STONES FLY Spell box.

Melee step: The characters mix and pick their ATTENTION counters, and select their targets in the following order:

Woods Girl: Selects Sorcerer

Druid: Selects Witch King, White Knight, Woods Girl and Pilgrim. The Pilgrim's Spell is cancelled by the Druid's lower MAGIC time, but the Witch King's MAGIC counter is as fast as the Druid's, so his Spell is not stopped.

Pilgrim: His Spell broken, he chooses the Druid as the target for his Staff.

Sorcerer: Selects the Witch King, White Knight, Woods Girl and Pilgrim.

White Knight: Selects Sorcerer.

Witch King: Selects the Sorcerer, stopping his Spell.

The plays:

Druid
Attack: MAGIC II2** in Thrust
Maneuver: MOVE L4 in Duck

Woods Girl
Attack: Ready bow, FIGHT L4 in Thrust
Maneuver: MOVE L4 in Duck

Pilgrim
Attack: Staff, FIGHT M3* in Smash
Maneuver: MOVE M5 in Duck

Sorcerer
Attack: none
Maneuver: MOVE M4* in Dodge

White Knight

Attack: Ready sword, FIGHT H6 in Swing

Maneuver: MOVE H6 in Charge

Witch King

Attack: MAGIC VI2* in Thrust

Maneuver: none

Determining hits: The Druid hits all of his targets by undercutting, the Woods Girl hits by undercutting (her weapon time is '1'), the Pilgrim hits by undercutting, the White Knight hits by matching the Sorcerer's maneuver direction and the Witch King hits by undercutting. No attacks are removed.

Resolving hits:

1. The Druid's STONE FLY and the Witch King's TRANSFORM have the greatest length and tie for fastest time, so they go into effect simultaneously.

a. The Witch King rolls 1, 1 on the TRANSFORM Table and the Sorcerer turns into a Dragon.

b. The Druid rolls 3, 5 on the MISSILE Table against the Woods Girl, inflicting Negligible damage ('L' weight plus one star minus two levels for a '5' result) with no effect. He rolls 2, 3 against the Pilgrim, inflicting Medium damage that kills him. He rolls 5, 6 against the White Knight, causing no damage. He rolls 2, 4 against the Witch King, inflicting Light damage that kills him.

2. The Woods Girl rolls a 5 on the MISSILE Table against the Druid, inflicting Light damage ('L' weight plus two levels for sharpness minus two levels for the roll), killing the Druid.

3. The White Knight inflicts Heavy damage ('H' weapon weight—the sharpness does not count against an armored Dragon) which does not affect the Sorcerer/Dragon.

Fatigue: The White Knight and Woods Girl each played two MOVE asterisks, so each fatigues one MOVE counter. The MAGIC and *PURPLE* counter played by the Sorcerer also fatigues.

Comments: The Pilgrim was able to attack with his Staff because his Spell had been cancelled. The Sorcerer could have attacked if he had had a weapon; he would have had to attack the character on whom he had placed his ATTENTION counter (while ignoring the rest of his multiple targets). The way things worked out, he would have attacked as a Dragon instead of with his weapon.

Second Round of Combat

The Woods Girl and White Knight run away.

with natives. One hiring can volunteer to face attacking monsters so his owner can escape or attack safely, and a whole group can defeat any monster or group that is vulnerable to their weapons. A character who saves up the gold to hire a few groups and who chooses their opponents carefully (since natives will stand and fight to the last man even when they are doomed) has a big advantage, although hired armies usually do not come into play until late in the game when the characters have had a chance to accumulate gold.

Escorting missions to their destinations and taking treasures to the visitors who desire them are two ways characters can accumulate working capital without too much risk early in the game. Missions cost nothing except time, and once a character has a little gold he can buy items desired by the visitors and then sell them to the visitors for a fat profit, building up quite a bit of gold that he can then use to trade with or hire natives.

Campaigns offer the powerful advantage of gaining allies at the cost of some fame and notoriety and then trading with and/or hiring these allies. Characters need to undertake some small initial adventures to get the fame and notoriety with which to start a campaign, and some careful planning is required to pay the price and still fulfill one's victory conditions, but a character who executes such a plan gains a huge advantage late in the game.

Magic is so powerful that it dominates how its practitioners play the game. Spells are powerful but very narrow in application, so a character has to plan his game very carefully, predicting the dangers and opportunities he expects to meet and then taking along the Spells he expects to need. Conversely, the Spells a character can take should determine his plans. Characters without combat Spells cannot plan on being aggressive, characters without protection Spells cannot plan on operating alone, and characters without Spells that can help a group cannot count on the group's protection. These limitations encourage different characters to follow different game plans. The Sorcerer and Witch King have the Spells to be aggressive and independent. The Druid, Witch, and Elf have the Spells to operate alone and avoid trouble, and the Pilgrim has Spells that make him valuable in a group. Only the Magician and Wizard have complete flexibility in choosing how they will play the game. The main danger to a magical character comes from the danger that contingencies will arise for which he has no Spell, so every magical character needs to learn all of the additional Spells he can from artifacts, books, Treasure locations and visitors.

A magical character also has to worry about being able to cast the Spells he has. He should keep MAGIC and transformed color counters available, and he can greatly increase his power by transforming his tile (assuming it provides the proper color magic). Preparing magic is an effective way of ensuring that he will be able to cast his Spells, but it is expensive (it costs one phase to ALERT and then one rest phase to recover the MAGIC counter) and risks being blocked while the counter is fatigued, so it should be done sparingly (only when the character is in imminent danger).

This completes the S2 tour of the *MAGIC REALM*. A more detailed description of tactics and ploys would be nice but out of place in a general article about the whole game. There are too many elements that determine the best tactics in a situation and these elements vary too much from situation to situation (the elements: different mapboard, different distribution of monsters as individuals and armies, and even different treasures and spells since only twenty percent of the possible treasures and spells get into play in any game—even change

from game to game). The result is a game full of variation and surprises where the players have to figure out how to handle each situation as it arises.

The different characters use very different tactics both in combat and in the play of the game. Usually it takes several games with the same character before a player learns how to make the most of his advantages and the least of his

weaknesses, and even then unforeseen situations can catch him off guard. Hopefully this article gives you a general idea of the tactics that are available and how they can fit together in a plan that leads to victory, or at least that leads to an enjoyable journey into a realm of fantastic adventure.



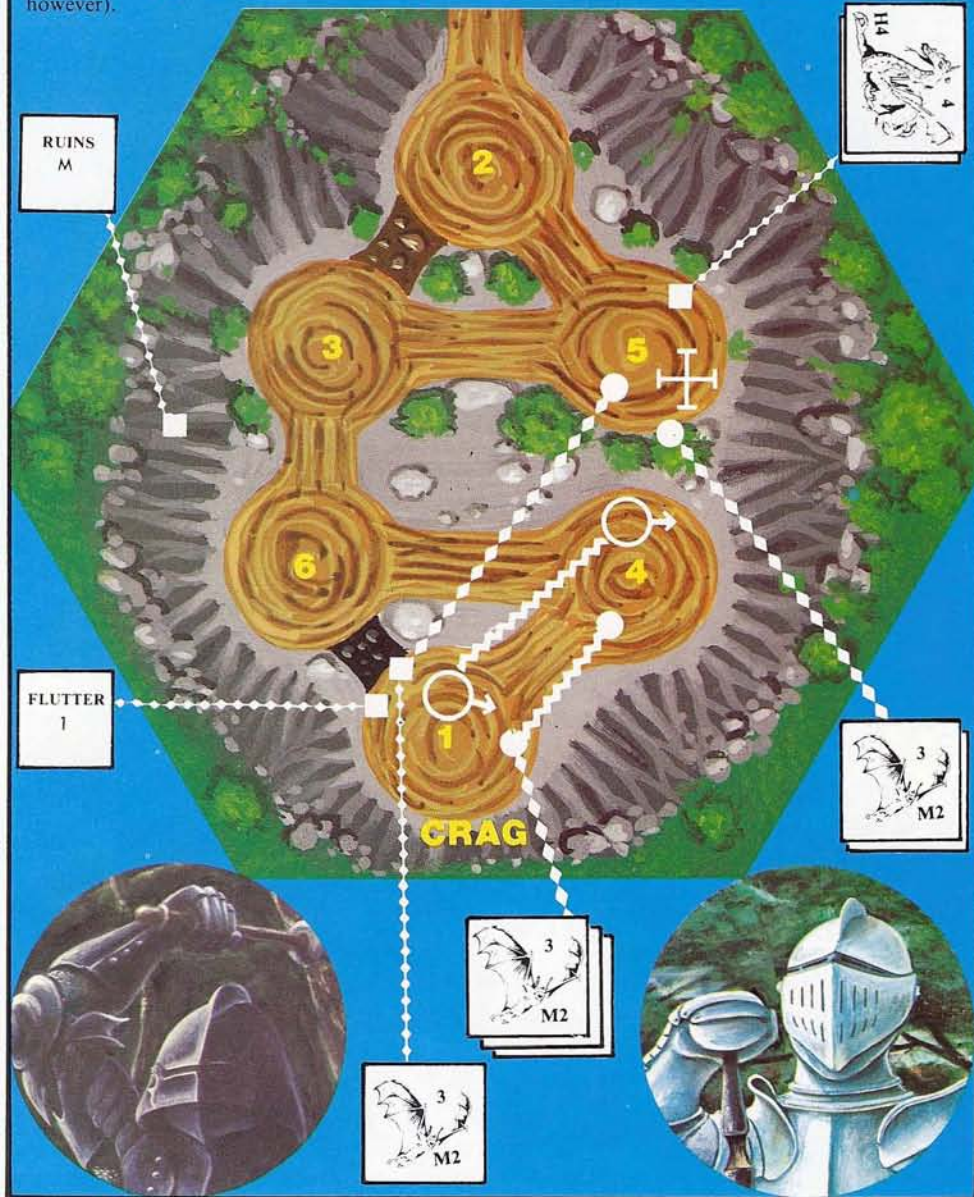
ILLUSTRATING MOVEMENT AND MONSTERS

The MONSTER ROLL is '6' and the Bats are active, and two characters are in the CRAG tile with the 'RUINS M' Warning counter, the 'FLUTTER 1' Sound counter and the monsters pictured in the illustration.

By the luck of the draw the White Knight goes first, starting his turn with a HIDE roll which fails. Unhidden at the end of the phase, he is instantly Blocked by the Flying Dragons in his Clearing. At the end of his turn the active bats move around: first the bat in Clearing 1 moves to his Clearing, then two bats appear in his Clearing from the APPEARANCE CHART due to the 'RUINS M' counter and finally three bats appear on Clearing '1' because of the 'FLUTTER 1' counter there. The Warning and Sound counter are turned over; they could not cause any more monsters to appear this day even if there were any more monsters left to appear.

When the Black Knight moves he too starts by HIDING, but he rolls successfully and is not Blocked by the bats in his Clearing. He then moves to Clearing '4', where he ends his turn; at the end of his turn the bats in Clearing '1' move to his Clearing but the monsters congregated in Clearing '5' have Blocked the White Knight and thus remain where they are.

During combat the White Knight must fight the monsters in Clearing '5', but the Black Knight does not have to fight the monsters in Clearing '4' because he is hidden (he can choose to fight them, however).



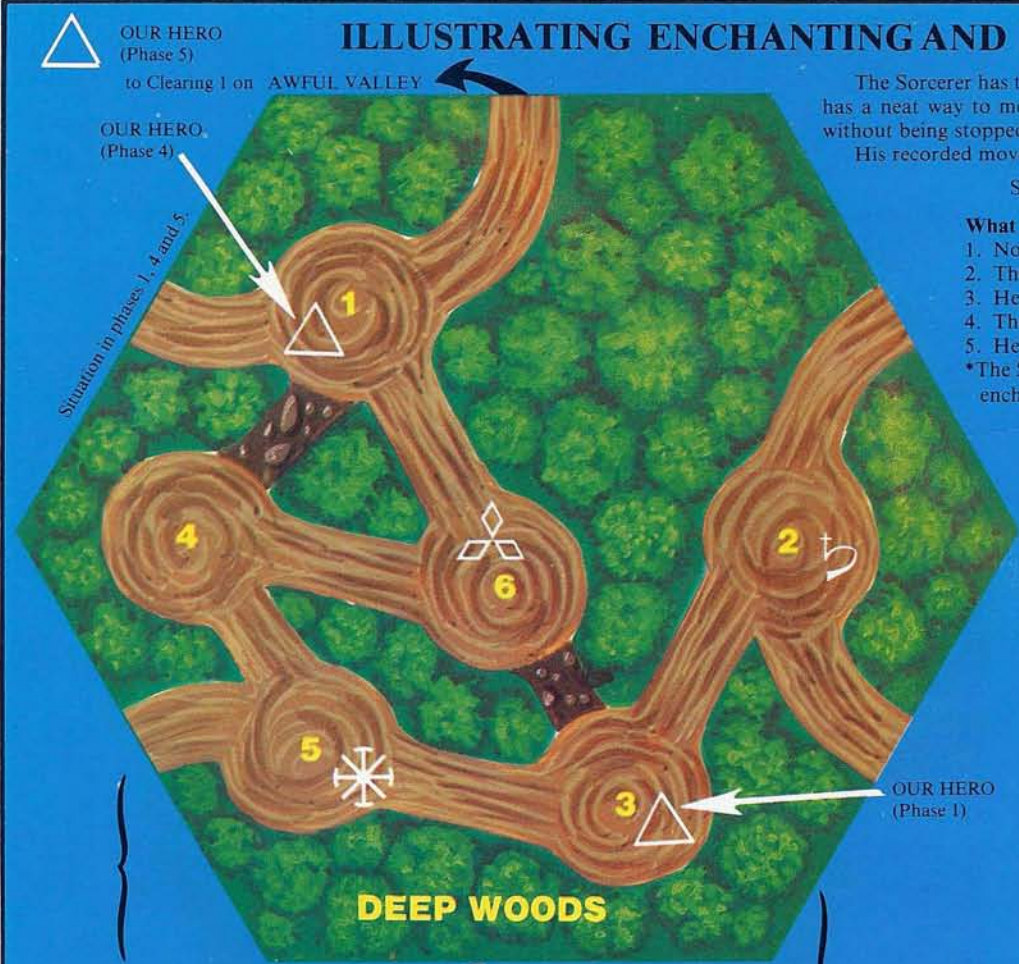
ILLUSTRATING ENCHANTING AND MOVING

The Sorcerer has two transformed **PURPLE** counters available, so he has a neat way to move to AV1 (off the tile in the indicated direction) without being stopped by the Wizard, Berserker, or Magician. His recorded move (using his bonus Spell phase):

SP SP M(DW1) SP M(AV1)

What happens each phase:

1. Nothing (see rule 48.3) -SP
 2. The tile is enchanted and turned over.* -SP
 3. He moves to Clearing 1 -M(DW1)
 4. The tile is enchanted and turned over again.* -SP
 5. He moves off to Awful Valley 1. -M(AV1)
- *The Sorcerer must fatigue one **PURPLE** counter per enchantment.



ADDITIONAL RULES SYSTEMS FOR MAGIC REALM

By Richard Hamblen

MAGIC REALM is a very flexible game that can be modified for a number of different purposes: solitaire play, combining game sets in one large game, etc. The sections below provide rules for modifying the game for these purposes. Playing aid charts for these and other rules are included in this issue's special insert.

THE DEADLY REALM

Players who have become familiar with the game mechanics will find that they can defeat or run away from nearly any monsters or natives that they meet in the game. Monsters should not be such patsies, so as soon as you start feeling nonchalant about running into enemies make the following changes in the rules:

THIRD ENCOUNTER

1. All Medium and Heavy monster counters are turned darker side up at the start of the game (and at the start of each month).

2. During combat, when a character divides the monster counters on his sheet into three groups and places them in the white ATTACKING NON-CHARACTERS boxes, the attacking counters must be divided as equally as possible between the three boxes. The character can still choose exactly which counters go in each group, but the largest group can have at most one counter more than the smallest group.

FOURTH ENCOUNTER

3. The LOST CITY and LOST CASTLE counters trigger monsters just like Sound counters, except they trigger all of the monsters pictured in their sections of the APPEARANCE CHART. After a character ends his turn and finishes placing the monsters that appear due to Sound counters in his tile, if he is in the LOST CITY's tile all LOST CITY monsters still in the MONSTER ROLL row are triggered and appear in the LOST CITY'S Clearing; if he is in the LOST CASTLE's tile the remaining active LOST CASTLE monsters are placed in the LOST CASTLE'S Clearing.

FIFTH ENCOUNTER

4. All unhired natives are turned darker side up at the start of the game and at the start of each month.

5. All attacking natives (and their horses) on a character's sheet must be divided equally among the ATTACKING NON-CHARACTERS boxes as if they were monsters. (see rule 2 above) If a native and horse and monster were all attacking, each would have to be placed in a different box.

SEASONS

The TABLE OF SEASONS lists the 13 seasons of the year in the Magic Realm. Each season lasts one lunar month and modifies the game's rules during that month.

1. *Procedure:* Before the mapboard is constructed in a game, roll two dice and total them; the game will start on day 1 of the month/season whose number on the TABLE OF SEASONS matches the number rolled, and thereafter the seasons follow in the order they are listed, one season per month.

2. *Effects:* Each season's effects are indicated on the TABLE OF SEASONS.

2.1 On the 7th day of the month the *color magic* named for the season is in effect instead of the color named on the PERSONAL HISTORY sheets.

2.2 The number of MOVE phases required to enter each Mountain Clearing changes from season to season and is listed for each season.

2.3 The manner in which campaign, mission and visitor counters are set up and used changes from season to season.

2.31 At the start of each month these counters must be set up as described for that month/season.

2.311 Counters listed under 'Dwellings' or 'Locations' must be placed at those locations on the board, and counters listed under 'Boxes' must be set up in the named boxes on the APPEARANCE CHART, in the row numbered '6'.

2.312 Counters listed under 'Continuing Campaigns' are set up at the named locations and boxes only if the game is just beginning. If the game is already in progress when the season starts, these counters remain where they are at the moment.

2.313 Counters that are not listed for a season are out of play that month.

2.32 If 'mission to . . . ' and a destination are listed for a counter, that counter can be taken to that destination for gold like a normal mission.

2.321 A counter must be delivered to the destination named for it that season; destinations named in the rules or in other seasons are ignored.

2.322 The shortest route to the destination and the payoff (2 gold per Clearing) are calculated when the counter is taken. If no route exists or the destination has not been turned up, the payoff is automatically 30 gold.

2.323 The counter is delivered and the character is paid as soon as he enters the Clearing where the destination is located. The counter remains there for the rest of the month.

2.324 Failure to deliver a counter to its destination costs 10 notoriety points.

2.33 A visitor must be in a character's Clearing for them to trade. A visitor cannot trade when he is off the board, being taken to a destination.

2.34 Campaigns do not automatically end each month. When one season ends and another begins, all campaigns listed under 'Continuing Campaigns' continue.

2.341 If a character has a campaign listed under 'Continuing Campaigns' at the start of a season, he must keep that counter and continue the campaign. He is committed to killing all of the campaign's enemies again (including any that revived at the end of the month) and must pay the campaign's cost again at the end of the month if he fails. He must pay the campaign's cost *each* month that he fails to kill its enemies.

2.342 When a character succeeds in killing the last of his campaign's enemies in a month he can discard the campaign if he wishes, placing it at the starting location listed for it that season. If he does not discard it immediately he must keep it until the end of the month and into the next month, if it continues.

2.343 A campaign automatically ends at the start of a season in which it is not listed among the 'Continuing Campaigns'.

2.4 The four weather counters have different effects in different seasons. Each season lists the effects that each weather counter has.

2.41 Weather determines how many days are in the week and how many phases are in each day.

2.411 If there are fewer than seven days in the week, the lost days are subtracted from the beginning of the week. Thus, in a week with five days the first two days will be crossed out and skipped over and play will start on the third day.

2.412 Each day has the indicated number of phases instead of the normal four phases per day for characters who stay out of caves. The limit in caves (and for the Dwarf) remains at two phases per day regardless of weather.

2.42 Weather determines where bonus phases can be recorded and executed that week. Both the number of bonus phases and the types of Clearings where they can be recorded and executed are specified; to record and execute a bonus phase a character must be in the proper type of Clearing when he records it and he must be in the proper type of Clearing (not necessarily the same Clearing, however) when he executes it.

2.43 Weather can cause characters to wound or fatigue one or more counters each day of that week. When a character starts his turn he must immediately wound/fatigue the number of counters indicated by that week's weather; if the weather inflicts the wounds/fatigue only in certain types of Clearing and he is not in such a Clearing, he does not lose the counters unless and until he enters such a Clearing.

2.44 Weather can prohibit all of the characters in the game from PEERING or HIDING for a week.

3. Explanation of the TABLE OF SEASONS: Each season's effects are listed across the season's row of the TABLE OF SEASONS.

3.1 The MONTHLY SEASONS column gives the season's name and number and describes it briefly. It also names the *color magic* on the 7th day and the number of phases required to enter a Mountain Clearing.

3.2 The CAMPAIGN COUNTERS column lists the starting locations of the campaign, mission and visitor counters that season, indicates which can be taken to destinations for gold and identifies which campaigns continue.

3.3 The WEATHER section is divided into four columns corresponding to the four weather counters. When a particular weather counter comes up at the start of a week, cross-index its column with the season's row to determine the weather effects that week.

3.31 The entry gives a one-word description of the week's weather.

3.32 The entry indicates how many days are in the week and how many phases there are each day. 'Normal' indicates a seven-day week and four phases per day.

3.33 The entry indicates (in parentheses) how many bonus phases there are each day that week and the types of Clearings where they can be recorded and executed.

3.34 The entry indicates *in italics* any special effects that week—whether HIDING or PEERING is forbidden, the number of counters that must be wounded or fatigued each day, etc.

SOLITAIRE PLAY

To play an ENCOUNTER by yourself, use the normal rules for that ENCOUNTER plus the modifications given below. Use optional rules and the special solitaire optional rules given below as you wish.

Modifications:

1. *Setting Up the Map:* Set up the BORDERLAND first and the CLIFF adjacent to it. Then shuffle the remaining tiles and stack them in random order without looking through the stack, and play each tile in turn from the top of the stack subject to the

normal rules *except* a VALLEY tile cannot be placed adjacent to a WOODS or VALLEY tile if any other legal placement is possible. If a tile cannot be played legally place it at the bottom of the stack; if unplayable tiles are left over at the end pick up the whole board and start over.

2. **Warning Counters:** Set up the Warning Counters normally but do not turn up the counters in the VALLEY tiles. These counters will be turned up and the Dwellings and ghosts will be placed in them during the play of the game, in the same way that CAMPFIREs are placed in the WOODS tiles.
3. **Starting the Game:** Pick any roadway that leads off the map and that also connects to the BORDERLAND and enter along that roadway as your first activity of the game.
4. **Winning:** You must fulfill the ENCOUNTER'S victory conditions within one month to win the game.

Optional Solitaire Rules:

Each rule indicates the earliest ENCOUNTER in which it should be used. These rules can be used together or separately.

1. **Multiple Characters (FIRST ENCOUNTER):** Choose any number of characters that you will use in the game. All of the characters enter along the same roadway, and *all* of the characters must fulfill the victory conditions within the time limit for you to win the game.

1.1 Killed characters re-enter along the same roadway the day after they are killed.

1.2 **Special:** These characters must Block each other whenever they get the chance. When one of them ends a phase of his turn in another's Clearing and either of them is unhidden or has found hidden enemies, they *must* Block each other. (Note: Characters who are FOLLOWING—see the FIFTH ENCOUNTER—cannot Block nor be Blocked.)

2. **Hiring Characters (THIRD ENCOUNTER):** The characters you are not using are in the game and you can start using them during play—for a price.

2.1 Before the game stack all of the unused characters in random order, and each time a new Dwelling is discovered roll one die to see how many characters from the top of the stack are placed at that Dwelling. After the last Dwelling has been placed put any remaining characters at the INN.

2.2 Whenever your character ends his turn at a Dwelling he can hire any or all of the characters there by subtracting 20 points from his recorded FAME for each character he hires (recording minus FAME if necessary).

2.21 A hired character remains hired until the game ends or until he is removed from play.

2.22 A hired character is instantly removed from play when he is killed or the character who hired him is killed.

2.3 You use hired characters just like normal characters, with certain exceptions.

2.31 A hired character does not have to fulfill any victory conditions for you to win the game. He can carry items and record points normally, but all of his items and points count as if they were carried/recorded by the character who hired him. These items and points are lost and disposed of normally if the character is removed from play.

2.32 Hired characters cannot Block or be Blocked by other characters, and they cannot attack nor be attacked by other characters.

2.33 Hired characters cannot hire other characters.

2.34 Hired characters have no Spells recorded at the start of the game. They must learn (by reading runes) any Spells they record and use.

THE EXPANDED REALM

Players can combine their game sets to enhance the size, ferocity and richness of the Magic Realm they are playing in. Players can also add extra components to the game to enrich it, as explained in these guidelines.

1. Combining Games—

1.1 Certain cards and counters in each game set should be marked with an identifying symbol, using a different symbol for each set.

1.11 The TREASURE SETUP CARD, the Dwellings, monsters, natives, square horse counters and campaign/mission/visitor counters should be marked.

1.12 Warning counters, Sound counters, Treasure location counters, LOST CITY and LOST CASTLE counters should be marked only on their colored sides.

1.13 All Spell cards, TREASURES WITHIN TREASURES cards, the LOST KEYS card, Spell Book cards, Artifact cards and *Potion* cards should be marked on their white sides only. Other cards need not be marked.

1.14 Other cards, counters and tiles need not be marked.

1.2 During initial setup, some cards and counters can be setup anywhere and some must be setup on their own SETUP CARDS.

1.21 All of the tiles are dealt out and the board is constructed normally. The first BORDERLAND that is dealt out is the first tile played; subsequent BORDERLANDS are played like other tiles during the construction of the map.

1.22 All of the 'V' Warning counters are mixed together and one is placed on each VALLEY tile. Similarly, all 'W' counters are mixed and placed on the WOODS tiles, etc. All of the 'V' counters are turned up and the Dwellings/ghosts placed in their tiles; each Dwelling/pair of ghosts must show the same symbol as the 'V' counter in the tile.

1.23 All of the Sound and gold Treasure location counters are mixed together face down and five are placed in each LOST CITY or LOST CASTLE section. The remaining counters and the LOST CITY and LOST CASTLE counters are mixed together face down and one is placed in each tile with six Clearings.

1.24 All type I Spells are mixed together and distributed randomly to the appropriate locations on all the SETUP CARDS. Type II cards are distributed similarly to their locations, etc.

1.25 All small treasures are mixed together and distributed randomly.

1.26 All large treasures are mixed together and are used, with the treasure counters, to fill the TREASURES WITHIN TREASURES section on each card. Then the remaining large treasures and the TREASURES WITHIN TREASURES cards are mixed together and distributed among the SETUP CARDS.

1.27 Monsters, natives and square horse counters are set-up on their own cards.

1.28 Weapon, armor and round horse counters are distributed normally.

1.29 Campaign/mission/visitor counters are distributed normally; they do not have to be placed on their own SETUP CARDS.

1.3 When a counter or card is taken from or returned to a SETUP CARD, the symbols determine which SETUP CARD it is taken from or returned to.

1.31 The symbols on Warning, Sound and Treasure location counters identify the card from which appearing monsters are taken.

1.32 The symbols on Treasure location counters and TREASURES WITHIN TREASURES cards identify the card from which looted treasures are

taken. Similarly, the symbols on Spell Books and Artifacts identify the card containing their Spells.

1.33 The symbols on Dwellings identify the card from which natives are taken when they appear at those Dwellings. Similarly, symbols on natives, Treasure location counters and TREASURES WITHIN TREASURES cards identify the card from which appearing campaign/mission/visitor counters are taken.

1.34 The symbols on monsters and natives identify the cards where they are placed when they revive. Similarly, symbols on *Potions* identify where they are placed after they are used.

1.35 The symbol on a native leader identifies the card where his group's box is located. Similarly, the symbol on a visitor counter indicates where his box is located. Items bought from or sold to a leader or visitor go to or come from his box, regardless of the symbols on the items themselves.

1.4 During play, symbols are ignored in some game functions but not in others.

1.41 A character cannot have duplicate treasure cards activated.

1.42 A character *can* record the same Spell more than once, as long as each time he records it he learns it from a different Spell card. Each character should note a symbol for each of his starting Spells. Duplicated Spells all count towards the SPELLS victory condition, as long as they can be Cast.

1.43 A mission can be delivered only to a Dwelling with a matching symbol.

1.44 If a character has a certain group for ALLIES, he has all such groups for ALLIES, etc. For example, if Lancers are FRIENDS, all Lancers are FRIENDS; if Bashkars are ENEMIES, all Bashkars are ENEMIES, etc.

1.45 Different groups of natives must be hired and traded with separately, even when they are in the same Clearing. Two groups of Lancers in the same Clearings would have to be hired in separate HIRE phases, for example.

1.46 Conditional FAME can be acquired from any group of the indicated type.

1.5 Any number of weather counters can be mixed together, but only one is picked and used each week.

1.6 Only one MONSTER ROLL is made each day; it applies to all SETUP CARDS.

1.7 Two Swordsmen trying to be CLEVER at the same time roll to see who goes first.

2. Augmenting Games—

2.1 Extra monsters, treasures, etc. can be added to a game without adding all of the other components as well. However, these components should be added in complete sets—if one monster is added then one whole set of monsters should be added, if one treasure is added then one whole set of treasures and Spell cards should be added, etc.

2.11 A set of monsters can be added to a SETUP CARD just by doubling the number of monsters placed in each box. A third set can be added, tripling the number of monsters in each box, etc. Notice that the number of ghosts placed in the DANK V tile is affected similarly—doubled, tripled, etc.

2.12 A set of natives can be added to a SETUP CARD in the same way, doubling, tripling, etc. the number of natives in each box. These natives can be treated in two different ways, as explained below.

2.121 The added natives can be treated as part of the normal group in the box, so that together they comprise one oversized group. The codes of the added group should be changed so as to not conflict with the normal group's codes; the leader of the added group is changed to the next highest number after the last regular member, and the rest of his group follows suit in order. The entire group has only one leader.

2.122 The natives can be treated as separate groups that are travelling together. The groups should be marked to distinguish them, and the added groups are given their own SETUP CARD where their boxes are located. The groups must be hired and traded with separately.

2.13 A set of treasures and Spell cards can be added, but this requires another SETUP CARD to hold the treasures and Spell cards in the TREASURES WITHIN TREASURES cards, Spell Books and Artifacts. The TREASURES WITHIN TREASURES cards, Spell Book and Artifact cards themselves should be marked to show which card holds their treasures and Spells. The number of treasures in the Treasure location piles and in the natives' and visitors' boxes are doubled, tripled, etc. but the TREASURES WITHIN TREASURES, Spell Books and Artifacts boxes are *not* increased.

2.14 A set of Sound, Treasure location and LOST CITY and LOST CASTLE counters can be added by doubling the number of such counters placed in each tile, but this requires the addition of a SETUP CARD, a set of monsters to go on it and a set of treasures and Spells for the treasure locations. The counters and cards should be marked to show their card.

2.15 Warning counters can be added, doubling the counters placed, but this also requires a SETUP CARD, a set of Dwellings and a set of monsters (and a set of natives, if you want anyone to appear at the Dwellings), all of which should be coded to the card.

2.16 Items can be added freely to natives' boxes.

2.2 Obviously you can rearrange the setup of counters and cards as you wish, shifting a few monsters or natives here and there, etc. It is particularly interesting to have only one set of visitors in the game, for example, giving them all of the treasures and Spells that would ordinarily be scattered among several sets of visitors. All of the positions would return to them.

2.21 The key point to remember when rearranging the setup is to mark the appropriate cards and counters to show which SETUP CARD they come from and return to (see section 1.1 and following for a list).

2.22 For ease of play, never use more than one MONSTER ROLL per day and one weather counter per week. You're on your own regarding play balance when you start fiddling with the setup.

DEVELOPING CHARACTERS

The players may wish to keep their characters from game to game and have them gain in strength depending on their success. These rules allow a player to keep a character from game to game and develop his strength.

1. The Development section on the back of each character card is used. The first time a character is used he starts at his first stage of development, with the appropriate combat counters, Spells and equipment.

2. During each game, each character must record and acquire a number of victory points equal to the next stage in his development. Thus, if a character was at his first stage of development he must record and acquire two victory points; a fourth-stage character would have to acquire five victory points. (Players who prefer longer games can agree to double or triple these numbers if they wish.)

3. When a character fulfills his victory conditions, he wins and the game is over.

3.1 Each character who has survived without being killed gains one combat counter. He gains one of



MAGIC REALM ERRATA & ADDITIONS

by Richard Hamblen

Once upon a time there was a game that tried to eat its designer . . .

From the start, MAGIC REALM was meant to recreate a small but complete fantasy world with enough breadth and depth to allow adventuring. This admirable ambition led into strange byways filled with hoary design problems like 'limited knowledge' and 'simultaneous movement', and infested with game systems that had never been seen before. Using novel game systems to slay (wound?) the classic design problems was heady stuff, but the very novelty of the game systems created a new problem.

The new and terrible problem was: how much explanation is required for game systems that no one has ever seen before? At the same time, how much explanation could be done without having the game—and its players—choke on the verbiage? And how many rules could be presented without making the game incomprehensible and unplayable? The answers to these questions had to be balanced against each other in the writing of the rulebook, lengthening explanations to explain new game systems, paring away verbiage to keep the rules from getting lost and cutting out rules sections or whole rules to simplify the overall result. Expostulation, brevity and completeness had to be balanced against each other, and the result was a rulebook that was a compromise.

With the benefit of hindsight and the popular response to the game, it is now clear that some of our worries were groundless and that some of our compromises were wrong. The new game systems did not have to be treated so gingerly and explained in such detail (and so clumsily); they could have been made shorter and more comprehensible, particularly with the aid of some charts. The space gained could have been used to present the rules sections that had been dropped, and to organize the rules so that they could be referred to more easily during play.

With this information in hand we're planning to revise the rulebook in a second edition (*don't order this until we announce it is ready*—we don't know when it will be done and we've hopefully learned our lesson about making predictions). The game system is unchanged except for a few second thoughts about particular details, but the rulebook will be simplified and reorganized, and a lot of additional material that was originally cut out (solitaire rules, combining games, extending play from game to game, etc.) will be put back in.

This article contains most of the new material along with some of the charts that present the rules more simply.

SECOND THOUGHTS AND ERRATA

These changes in the rules either rectify typos, clarify ambiguities, reinsert rules that were deleted when the rules were simplified or correct contradictions and flaws that can arise in certain circumstances.

SECOND ENCOUNTER

17.452 and MISSILE TABLE: The damage inflicted by a missile weapon decreases by *three* levels when a '6' result is rolled on the MISSILE TABLE.

17.464 'Light' damage that is inflicted directly on a character without striking armor automatically inflicts a wound.

Optional Rule 2.2: A dagger has 'negligible' weight, one sharpness star, 'tooth/claw' weapon length and no weapon time, whether it is readied or not.

THIRD ENCOUNTER

Optional Rule 3.1 All Trolls and Vipers are armored and get the armor bonus.

FIFTH ENCOUNTER

41.5233, 43.333 and MEETING TABLE: Change the explanation of the 'GIFT' result to read: 'GIFT: If you are TRADING, the item is free and costs no gold. If you are HIRING you pay no gold to hire the native(s), but if you do hire them you must subtract their value from your recorded NOTORIETY.'

Horse counter: The slow horse with no strength letter on its non-asterisk side should have 'T' strength on that side.

SIXTH ENCOUNTER

49.31 Different characters can record the same Spell, but each character can record a Spell no more than once—he cannot duplicate it.

49.32 When a character selects his Spells he can secretly transform any of his MAGIC counters into *color magic* so he has *color magic* available at the start of the game. He must reveal these counters when play begins.

53.331 A character can record a Spell only if he has a MAGIC counter of the proper type to Cast that Spell; he cannot record a Spell he cannot Cast using his own counters. He *can* record a Spell if he has a MAGIC counter whose type has been altered (by WITCH'S BREW, etc.) into the type needed to Cast that Spell; the counter must be altered at the moment he records the Spell.

53.332 A character cannot record a Spell that he has already recorded; he cannot record the same Spell twice.

53.4 A character can count a recorded Spell towards fulfilling his USABLE SPELLS victory conditions only if at the moment he claims victory he has in play a MAGIC counter of the proper type to Cast that Spell. He can use MAGIC counters whose type has been altered (by WITCH'S BREW, etc.) to fulfill this requirement.

FAERIE LIGHTS changes type III counters into type II and type VII counters into type VI as listed on its card, instead of the changes listed in the rulebook.

DISSOLVE SPELL (VI PURPLE) Spell, *Instant* causes the target Spell to be broken. It cannot be used against curses.

Optional Rule 6.3 STONES FLY must also be aimed.

SEVENTH ENCOUNTER

57.734 The WARLOCK pays bonus prices for the SCROLL OF ALCHEMY, not the SCROLL OF NATURE.

59.1 There are four weather counters, not six.

CHARACTER CARDS

Swordsman: The Swordsman's BARTER ability is to roll one die instead of two when trading, as is stated on his card. The statement in the LIST OF CHARACTERS is wrong.

Magician: At each stage of Development the Magician gets the MAGIC counters indicated by that stage's Spells—at stage two he gets a type II counter instead of a type VIII, and at stage three he has types II and III instead of V and VI.

OPTIONAL RULES

The rules listed as optional in the rulebook are optional to different degrees. Some are parts of the game system that are 'optional' solely because of the complexities they introduce; these rules should really be considered 'advanced' rules that are left out only when the players are learning the game or when they wish to play the simplest version of the game. Some of the rules refine the game system at the cost of additional complexity; these rules are suggested for those players who are willing to put up with the complexity to improve the game. Finally, some of the rules are truly optional and should be used only when they suit the players' tastes.

Each optional rule's status is given below—either 'Advanced', 'Suggested Addition' or 'Optional'. Some new rules are also presented, with their statuses.

FIRST ENCOUNTER

Optional: 1.1, 1.2

SECOND ENCOUNTER

Advanced: 2.1, 2.2, 2.3, 2.6

Suggested Additions: 2.7, 2.8 (new), 2.9 (new)

2.8 Severe Wounds: When a character is struck by damage exactly equal to his vulnerability, he is *severely wounded* instead of being killed outright. He rolls two dice and wounds a number of counters equal to double the number rolled on the higher die (the lower die is ignored). This die roll is affected by Spells and treasures that affect die rolls generally (e.g., LUCKY CHARM).

2.9 Alerting During Combat: A character can play a FIGHT counter during the encounter step at exactly the same time and under the same restrictions that he could play a MOVE counter to run away. If he plays the FIGHT counter he cannot do any other actions that encounter step. If he plays the FIGHT counter then his weapon is instantly turned ready side up, and is ready for that Round's melee step. (*Special:* The Berserker can play his BERSERK counter similarly during an encounter step to go Berserk.)

Optional: 2.4, 2.5

THIRD ENCOUNTER

Advanced: 3.1, 3.2

FOURTH ENCOUNTER

Advanced: 4.3

Suggested Additions: 4.1

Optional: 4.2, 4.4 (new)

4.4 Exchanging Characters (use this rule in place of 2.4 Reviving): When a player's character is killed the player can choose a new character and start the game over again at the start of the next day (or

week). He can choose the character who was just killed or any other character that is not being used. He must take his starting weapon and armor from the destroyed armor counters, native groups' boxes and/or abandoned piles on the board (in that order, if he has a choice); he cannot take them from other characters, and if he cannot get an item he must do without it (no substitutions are allowed). *Important:* The player must record new victory conditions for his new character, and each time his character is killed he must record an extra victory point (so he would record two extra points if he were killed twice).

FIFTH ENCOUNTER

Advanced: 5.1, 5.4, 5.5, 5.6, 5.7, 5.8

Suggested Additions: 5.9 (new)

5.9 Credit: When a character is rolling on the ALLY column of the MEETING TABLE to hire or trade with a native group, he can announce that he is trying to buy on credit. He must announce this before he rolls, and if he rolls a PRICE result and chooses to take the item he can pay the indicated price in gold any time within the next fourteen days (counting the day of the transaction as the first day); however, he must immediately subtract the indicated price from his FAME, and he does not get these FAME points back until he pays back the gold—and if he fails to pay by the end of the 14th day he loses these FAME points permanently. He can pay back the gold any time he is in the same Clearing with the leader with whom he had the transaction even if the leader is under hire to someone else. If the leader is killed he can still be paid when he revives at the end of the month, as long as he is repaid within the original fourteen days.

Optional: 5.2, 5.3

SIXTH ENCOUNTER

Advanced: 6.3, 6.4, 6.5

Optional: 6.1, 6.2

SEVENTH ENCOUNTER

Advanced: Glory

And a Final Word: Playing to four victory points makes for a fast game, but it is usually more satisfying to add a point or two and play to five or six victory points. This is particularly true when there are a lot of players, since the game tends to go faster when there are more players; a game with a lot of players can actually end too quickly when they are playing to only four points. You can set the victory points to any level you wish, but suggested levels are:

| Number of players: | Short Game: | Moderate Game: | Long Game: |
|--------------------|-------------|----------------|------------|
| 1-4 | — | 4 | 5 |
| 5-8 | 4 | 5 | 6 |
| 9+ | 5 | 6 | 7 |

CHARTS

A number of charts which summarize information already in the game are included on the insert in this issue as a helpful playing aid. Players will also find a helpful compendium of frequently asked questions and answers on play of the game in the same insert.



AREA TOP 50

| Rank | Names | Times on List | Rating | Previous Rank |
|------|--------------------|---------------|---------|---------------|
| 1. | W. Dobson | 14 | 2511RJP | 1 |
| 2. | K. Combs | 12 | 2496SJQ | 2 |
| 3. | R. Chiang | 20 | 2178GHN | 4 |
| 4. | D. Cornell | 14 | 2175OHK | 3 |
| 5. | D. Burdick | 12 | 2083EDJ | 8 |
| 6. | F. Freeman | 5 | 2065DEE | 7 |
| 7. | T. Oleson | 21 | 2060RRZ | 6 |
| 8. | D. Garbutt | 10 | 2060DFJ | 5 |
| 9. | P. Kemp | 5 | 2029DDH | 9 |
| 10. | P. Siragusa | 5 | 2012CEF | 10 |
| 11. | J. Kreuz | 8 | 1987FFJ | 13 |
| 12. | P. Huffman | 15 | 1978EEG | 11 |
| 13. | L. Newbury | 14 | 1944EGK | 12 |
| 14. | F. Preissle | 9 | 1938IKS | 20 |
| 15. | M. Sincavage | 1 | 1935CCE | — |
| 16. | J. Zajicek | 15 | 1930GJP | 14 |
| 17. | S. Packwood | 19 | 1928HHL | 16 |
| 18. | J. Sunde | 13 | 1927HIO | 17 |
| 19. | J. Angiolillo, Jr. | 14 | 1906DGI | 18 |
| 20. | D. Barker | 19 | 1905FGL | 15 |
| 21. | J. Beard | 2 | 1905CEG | 19 |
| 22. | L. Kelly | 5 | 1887TUZ | 24 |
| 23. | R. Leach, Jr. | 14 | 1881FIN | 21 |
| 24. | R. Wood | 18 | 1838IJS | 22 |
| 25. | N. Markevich | 4 | 1825CDE | 23 |
| 26. | W. Knapp | 6 | 1795JLR | 34 |
| 27. | C. Olson | 1 | 1771CHE | — |
| 28. | D. Greenwood | 13 | 1770EEG | 25 |
| 29. | K. Blanch | 14 | 1760FGJ | 26 |
| 30. | J. Gardner | 2 | 1734CFI | 27 |
| 31. | B. Downing | 1 | 1722CDF | — |
| 32. | P. Dobson | 10 | 1718DEF | 28 |
| 33. | W. Letzin | 8 | 1713CDG | 30 |
| 34. | T. Slafka | 7 | 1706FFK | 32 |
| 35. | D. Munsell | 7 | 1698FDH | 33 |
| 36. | C. Combs | 2 | 1693LEC | 35 |
| 37. | T. Baruth | 8 | 1693CDF | 36 |
| 38. | N. Cromartie | 8 | 1683FFL | 31 |
| 39. | R. Zajac | 1 | 1675CDD | — |
| 40. | S. Martin | 5 | 1673CFG | 38 |
| 41. | J. Uram | 4 | 1669FGI | 41 |
| 42. | E. Miller | 7 | 1666EHL | 39 |
| 43. | D. Wilcox | 1 | 1659HJQ | — |
| 44. | F. Small | 12 | 1650FFJ | 29 |
| 45. | P. Carson | 5 | 1650ECE | 40 |
| 46. | F. Sebastian | 7 | 1649EHL | 37 |
| 47. | W. Scott, Jr. | 8 | 1627FFL | 44 |
| 48. | B. Hayden | 5 | 1624HIN | 42 |
| 49. | J. Rarick | 2 | 1617CFI | 43 |
| 50. | K. MacDonald | 13 | 1612EEK | 45 |

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EAST FRONT ASIDES

by Jon Mishcon

Jon Mishcon, besides being one of our most valuable playtest sources for *CROSS OF IRON*, was the primary playtest group head for the additional *CROSS OF IRON* scenarios alluded to below. He, and his cronies Joe Suchar and John Kenower, played all of these scenarios extensively before they were unveiled to the public last April, and as such is probably the preeminent authority on the subject at hand. Scenarios A through D were a special insert in Vol. 15, No. 6 of the *GENERAL* which is still available as a back issue for \$2.00. Scenarios 101-110 make up the *SERIES 100* scenario pad and is available from the parts dept. for \$4.00 plus 40¢ postage and handling.

The goal of this article is to give players an insight into *CROSS OF IRON* playtesting and a handle on possible approaches to the individual additional scenarios.

We (I note the inherent contradiction of a solo playtester—and hereby give full credit to my co-testers, Joe Suchar, Mike Suchar and John Kenower) see two aspects to playtesting. First is rule busting—we all try hard to abuse the rules to win (If the rules don't specifically limit you then you are free to do whatever). Our biggest problem here is that we are all enthusiasts who know the game so well we've developed pre-conceived notions. To help clear the vision we occasionally just completely reread the rules.

Once the idiocy rules are eliminated, then we work on play balance. Our contention is that a game is very well balanced when excellent play on both sides yields no wider split than 60/40. Herein lies the most delicate task of game development and it falls entirely to Don Greenwood to evaluate our and others' results and mesh them into one final product. The lion's share of credit (and/or blame) must rest squarely in his hands. Which leads me to tactics.

First, I might suggest that no one tactic in a well-balanced *SL/COI* game should work every time. In each chain there should be an ill-forged link and every thrust should be subject to parry. If it takes players months to discover—fine. (It took more than 6 months for us to discover the defense that made Scenario 7 pro-American). Therefore each scenario will only be reviewed in light of possibilities for attack and defense.



Scenario A—Burzevo

Winter 1941 finds the pressure on the Russian. The keynote to this scenario is survival as the German. This perhaps may best be accomplished by limiting the Russian advantages (i.e., firepower & mobility) and maximizing the German advantages; defenders get first crack.

A German leader on the second floor of N2 with squad and MMG (and possibly a DC for dropping) should discourage Russian tank leaders from long exposure and yield excellent illumination. Consider placing the 3 Stugs in V8, U9, and U10 or Q3, R2 and Q2 (ready to edge into P0, R0 and Q1) supporting the 88 in either V9 or O1 or R1 and being supported by infantry with the ATR and at least one demo charge, either around the T9 woods or building S3. Bore sight all guns in real close and watch the Russian response.

For the Russians, the only fatal approach is to try to simultaneously kill both squads and the major weapons. You must find the German weak point and use your L guns and superior armor to pierce that one point. Try to "roll up" the defense from a hole. I personally believe it's worth three AFVs to try to overrun the 88, but rather than use even one for that, look for a sneaky FT shot. Do not hesitate to try and set woods afire if spreading fire will rout the rabbits from their warren. If you waste one turn in this little gem of a game I hear it is a long walk to Vladivostok.

I rate this game as 55/45 pro German.



Scenario B—Hill 253.5

This vignette of Kursk is a lovely demonstration of the power of *SL/COI* to highlight larger battles.

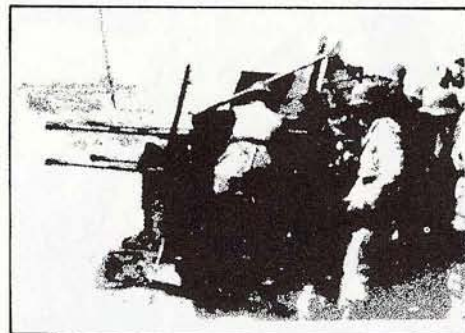
The Russians should be aware that the Germans have only 3 avenues of approach: R7-S8, R4-S4 and R1-S2. Since the Russians lack anti-tank mines, your only real chance to immobilize or destroy a German AFV is to lump mines in one hex. Consider placing 36 mines in perhaps R7 and 4 mines in S8 and cover the R8 woods with leader directed MG fire. Use your infantry in entrenchments as much as possible in the woods of M7 and M4 and consider how well shielded J5 is for a last turn advance (say from J6 to J5 on turn 7 and from there to either J4 or K5 on turn 8). If you have artillery or an ATG on M4 you are a long shot gambler; this hex covers a lot of terrain but it is too vulnerable. Wire in S3, R3, S5, S6, T5, and perhaps O4 covered by entrenched squads in Q4 (no leaders here), N3, M3, L2 and N6 will substantially slow the German rush. An ATG in J4 has a very interesting arc of fire—the German may initially ignore it only to find it covers critical hexes. Play for time and don't hesitate to transfer reserves to the more threatened side.

The poor Germans are stuck with AFVs that are very powerful versus AFVs and incredibly weak in mobility and anti-infantry power. The German is compelled by this lack of mobility to pick one—repeat 'ONE'—avenue. First, leave the Elephant somewhere close to Z4 as a fire base, then throw a brave recon squad (read suicide) down your chosen avenue. Now if it breaks in a lousy 4 mine hex you gotta decide to send another the same way or down a different lane (as a very tricky Russian won't hesitate to occasionally put 4 mines without

the 36 mine hex behind it). If all goes well you'll thrust down, say R1, then up onto the second level. Try bringing in an offboard smoke shell concentration supplemented by Engineer smoke—then charge your best troops (a 10-2, 9-1, 8-3-8 and 8-3-8 stack is super for do-or-die jobs) with close armor support right into the damn N3 woods. You could do far worse than to set the woods afire.

If you penetrate this first morass, you can then push your armor deep. Bring the Elephant in on the road and smoke the hilltop and charge again over the crest. If the Sturmoviks and the Russian FT don't get you, you've won a real victory.

Rate 65/35 pro Russian, but a lovely historical situation. Players might wish to delay the Russian reinforcements one turn to help play balance.



Scenario C—Bukrin Bridgehead

Just for fun, glance at Scenario 107 before you play this. Pressure again on the Russians.

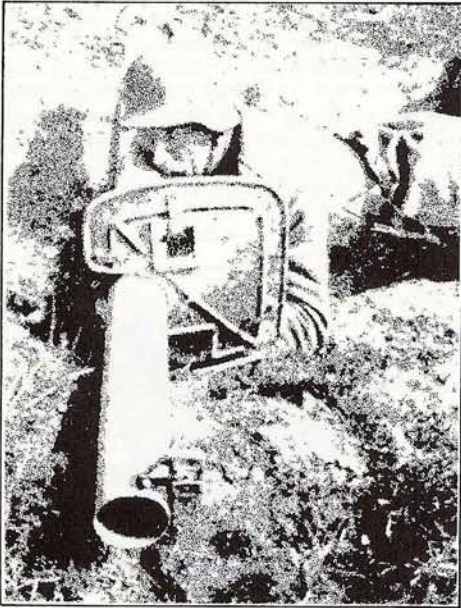
German player should plan to win this one with his reinforcements. If the Russian armor is committed prematurely, the German can essentially throw away his light armor to immobilize the T34 and destroy the T70 from in close. The German might put his 10-3 and two 8-3-8's in 5C8 and a 9-2 with two 8-3-8's in 5F8 with a mix of Panzerschreck, DC, and LMGs. Backed up by 251/10 in 5C10, 5F9 and 5G10 they both block armor motion and are a very potent counterattack force. Place all your armor behind woods all on one side (suggest south side Board 4) and all flak, mortars and MGs beyond a 20 hex radius of 2R2. If the Russian insufficiently defends his northern flank, don't hesitate to mount up two 8-3-8s and a leader in halftracks and counterattack Hill 621. The threat alone may unhinge the Russian offense. Remember an armor leader with a 20L gun gets 2 shots for immobilization.

The Russian must consider trying to sweep Board 4 from either North to South or vice versa. A strong German force blocking the northern end of Board 5 is best contained by four or so squads with a couple ATRs. Use 6-2-8s along the hilltop of 621 to man your weapons as the German will be able to duel with you. Putting the 9-2 with the 50 cal. MG and three squads in 2R2 has a lovely field of fire and a good chance to dig in on the first turn, but indirect fire weapons in the 2S3 woods are very vulnerable to German mounted counterattack. The 621 hilltop is safer but much more limited.

Sneaky Russians might want to set up the ATG and perhaps the artillery on 5FF0 and push them into 5GG1 on Turn 1. If all the German armor is in the south of Board 4 and all those HTs and ACs start to scoot around, you can frequently see them through wheatfields and they can't see you. Look for the German to try and draw your 50 cal. fire to allow his suddenly converging infantry and light armor around your T34. Although the T34 and T70 must

advance beyond safe areas, I'd work hard to cover them with infantry fire. If your T34 is immobilized, the German reinforcements will be almost impossible for your remaining forces to handle. It goes without saying that the judicious sacrifice of a few squads to desperately clear away Germans from 4I2 may clear 4B5 even better.

Rate as 55/45 pro German.



Scenario D—Delaying Action

Very historical, i.e., very tough on the Germans.

As the Germans you cannot hide away in nifty corners. You must try to kill two AFVs somewhere at the cost of only one leader or squad. Isolated squads in, say R5, die too easily but if you try to interlock fire, perhaps around K9, I6, I5, H2 and K2, the Russians will pound you with those 122s at 5 hex range. Obviously go for the T34s and don't waste a precious AT shot at a JS.

Russians will find this is more a naval exercise than armor action. Set tanks in line ahead like old ships-of-the-line. Whenever possible end a move with 1/3 guns right, 1/3 guns left and 1/3 forward. Don't hesitate to pound a woods hex ahead that you will pass adjacent to. Don't forget a wily German can start in B7 and advance hidden into A7. Take your time—you've got scads.

Rate as 70/30 pro Russian and recommend players try it with five T34/85s and two JSI, with 100L guns.

SERIES 100

Scenario 101-110

Scenarios 101-110 are, in fact, a form of time lapse photograph of the East Front. If you look carefully at the breadth of these games you'll note the tactical changes engendered by changing weapons and growing losses for both sides. In scenarios dealing with the early 40s, the Russian player may best accomplish goals by concentrating overwhelming power at one point while the Germans use superior leadership to orchestrate small mobile teams into a multi-purpose threat. As the campaign ages, the German leadership edge dwindles and the advantage of flexibility shifts toward the Russian. By considering each scenario in this light, players may gain insight into play and see how well the play mimics history.

Scenario 101—Blocking Action At Lipki

This peek at Barbarossa is not a slashing armored advance. Rather, we glimpse the sudden recognition shock of German armored mechanical inferiority and how difficult it is for the Russians to coordinate their forces.

The Russian player will in essence dictate the flow of the game. He may decide to opt for either a pure northern or pure southern flanking move. Any attempt to split the Russian forces should lead to their easy defeat. I tend to favor the northern move.

Using your BT7s, move quickly towards 2F8 with the trucks next in line followed by the T24 and KV. If you hold back your attack till the KV can be brought to bear you will be facing an entrenched opponent who threatens to zip into your rear. Rather, I suggest going in with the BTs and T34 supported by on-foot infantry advancing behind the 4AA9-4FF6 hedgerow. Try to loop around the stone wall at 4Z1 and constantly threaten to exit. However your true aim should be to try and kill 10 German squads. As the German moves AFVs to prevent your exit, concentrate on his armed HTs and Mark IIIs. As the final coup, don't hesitate to use the fat KV to overrun a woods or building position. Balancing the threat of exit with the actual killing of Germans should lead to victory—but don't be surprised if you are left with token strength at game's end.

The German player must be energetic. If the Russian splits his force, don't hesitate to throw all your mounted forces against his weaker flank. I like an 8-1 with a squad and two LMGs in the 251/1. Leave the 251/1 and the 251/10 back to give support fire as your Mk IIIs move into the 7-14 hex range behind the Russian AFV. If the Russians rotate to face you, the 251/10 goes for side/rear kill (or the tracks). The KV is particularly susceptible to circling attacks.

Assuming that the Russian is unified, let him come to you, but the wheatfields, walls and hedges made a final exit stand chance. You'll quickly see that attempts to get hull down in 4Y1 are negated by the Russian holding 4Z8. If you put the 28LL anywhere other than 4X1 you must support it with interlocking AT fires (or else your only gun will quickly develop tread-mark overlays). I do like the 28LL in 4X1 with infantry dug in at 4Z0. Everyone else stays flexible and as far forward as possible. The Russian will come in; take your defensive shot then fall back and make him come again. I know it's painful to give up PREP fire, but your best differential is always in defensive fire advancing fire. When Russian superior firepower starts to chew you up and time is running out, it's perfectly acceptable to pull back and drive the Mark IVs into the woods at perhaps 4W1 and 4Z0 or rear hexes like 4R0 and 4P0, and wait for the Russians final commitment.

Rate this as 55/45 pro Russian.

Scenario 102—Slamming Of The Door

Deeper into Russia and the German is badly strung out. German players should carefully read the victory conditions—then read them again. The Russian player must cross open ground to get to you so you're almost sure to eliminate two for one. However, if you gather together into any kind of strong defensive groups the T26s will roll on top of you, force you out, and then his infantry will cut you up. Concentrations of leaders and squads will draw tanks like flies. How then to cope?

VICTORY CONDITIONS

To win, the German player must eliminate twice as many Russian squads and/or crews as he loses himself and avoid the Russian victory conditions. If the Russian player eliminates 8 German squads and/or crews, regardless of his own losses, he wins. An eliminated AFV and crew counts as 2 squads eliminated. An eliminated AFV whose crew survives counts as 1 squad. Any other result is a draw.

Start way back and spread way out. This will demand the Russian advance as far as possible. Try to have an alternate cover hex to move to when the T26s stop in your hex. Allowing for 1st turn movement hexes B7, J8, N8, R7, T8 and X8 are all possible. Use the SP guns to support your unattacked flank. Play for time and always shoot at leaders. A crummy shot at a Russian leader may make the Russian more cautious than a fair shot at several squads. Don't waste your infantry defensive fire on detracking T26s. Save your shots for infantry.

The Russian's temporary blessing of unopposed armor must be pushed to its fullest. Speed T26s down the road to 4G4 and 4I3. If the German bunches up, drive a T26 atop him and in all adjacent cover hexes. Use your tracking infantry to bust the displaced defenders. If at all possible, save a T26 or two to load up squads (with molotov cocktails) for panzerblitz assaults. The Stugs are particularly vulnerable to combined infantry-tank assaults. Your T26s will have no trouble with the Stugs if they come to you but even at 5 to 3 odds will have real trouble attacking them without aid from infantry.

As to Russian infantry placement, I like putting the 8-1, three 4-4-7s and a MMG in 5W1 while holding five squads back for flanking and tank usage somewhere in your backfield. Move part of your forces through the 4H1 woods, leap into the 4I5 woods, then link arms (shouting URR-URRA) and cross the open ground. You must move fast because once the Stugs arrive, if the German isn't already on the ropes, they will take up mutually supporting positions with the remaining German infantry and the combination is very tough to break. Don't forget one prisoner is worth two kills.

I rate this scenario 50/50 with much depending on the turn of entry of the Stugs.



Scenario 103—Bald Hill

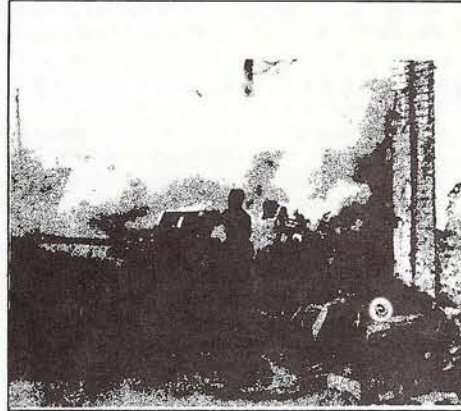
This scenario shows the essence of mobility versus stolid firepower. The Russian player quickly sees there are only 7 approaches to Bald Hill. The significant hexes are 2F8, 2K9, 2L7, 2O7, 2R6, 2R4 and 2R1. Your 122Ls are *not* sufficient defense against a frontal assault but if the German tries to outflank the guns you won't have the mobility to reform your lines. I try to use my AA guns to limit early German mobility and pull it off the heights once the German can bring any gun to bear on it. Suggested hexes for the AA include 2F7, 2S7 or 2Q6. I keep my ATG on the heights till it's shot off, looking for long range fire versus open top halftracks with leaders. Block two avenues (R1/S2 and R4/S4 are good) with roadblocks and put wire in the approach woods around the roadblocks. This complex must be covered by infantry (perhaps in the R3 woods. Don't put any weapons with a 360° arc of fire in the bunkers (Note that a German tank in 2V8 can knock out the super bunkered gun at 2N5 without any possibility of return fire). Once you've set your defense, be ultra cautious about shifting. The German will almost always have a shot at moving troops.

German players should get a lot of mileage out of holding your three trucks with matching squads and the 8-1 leader off board 4 as a threat. Even if they never move, this "fleet in being" cannot be ignored. Moving the heavy and medium MG with one squad and the 9-1 leader to hill 522 will essentially paralyze Russian movement on the southern 2nd level of hill 621. Consider moving the Mark II with the 8-1 armor leader to either Hill 522 or 547 to force the 37AA off the crest. If the Russian has depended entirely upon his 122Ls to guard his front take your lumps (and the guns) by direct assault. You'll find the Russian has great difficulty counterattacking uphill.

More likely the Russian will have enough infantry and support up front so you'll be forced to loop your halftracks through 5U4 and your tanks through 5GG1. Lead with your tanks to knock out the ATG. After the ATG is gone, take your entire mounted force and fight *mounted* up one avenue. There is nothing wrong with ignoring defending stacks if you can get up the rear slope of Hill 621. You should find your bunker assault from the rear fairly easy while tanks and long range MG hold down counterattacks.

The 8-0 leader and radio is tempting to move into 3N2 but the Russian quickly learns to indirect bore sight that hex. As a second choice, Hill 522 is excellent. Don't forget off-board smoke potential.

I rate this tense game as 50/50 but suggest that players allow bunkered guns to be given 0 level armor to prevent the 20mm popgun from knocking out naval gun turrets.



Scenario 104—Penetration Of Rostov

The Russian temptation is to set up loads of dummy positions interspaced with cute "traps" of NKVDers. Forget it! The German firepower will gobble up the penny pockets 'en passant' and throw you out of Rostov fast. Your best bet is to pick a section of town, defend it with 90% of your forces, then use 10% to slow the German down and make him look. A strong case may be made for defending along Q3, Q4, N4, N5, P7 and P8 with a MMG position on S1 (check LOS from S1. The only northern covered hexes which may fire on it are T4, T2, U2 and BB2) with perhaps a sniper at W1 but I prefer the upfront defense.

Our maximum upfront defense is snipers in FF6 and FF3, MMG at Y3 bored onto FF3, MMG at AA7 bored onto FF6, infantry positions in Y5, BB4 and mines in CC7, DD7, DD3 and CC3. The final squad might go to D4 or K7 for a turn 7 advance. (Once the German knows the sniper trick, he'll always lead with recon squads.) Plan to defend one town section 60% of the time and the other 40%. Leave dummies in the old positions to confound the attacker.

The German should plan to doubletime recon squads through the woods if it looks as if the Russian is strong up front. If the woods are clear, prolong the guns into the GG4 and GG7 woods, along with the HMG and be prepared for a slow firefight. By working slowly on one building, you can clear one flank and push troops deep while enveloping other strong points. Let your guns and tank shoot it out with the Russian infantry. Withholding infantry and leaders (see German setup instructions) permits rapid truck movement in if you get faked out. I like truck mounted infantry anyway, as it forces the Russian to commit fire early. Don't be afraid of snipers, as long as you don't lead with your 9-2 leader. The likelihood is that a sniper will only get one shot in this thick terrain.

Play balance rated as 50/50 with again much dependent on the turn of entry of the tank.



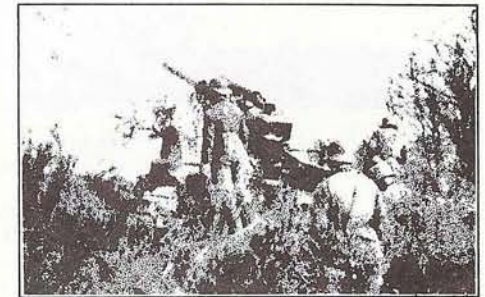
Scenario 105—Night Battle At Noromaryevka

A German player should find almost no reason not to put two functioning AFVs on 3K7 and 3J7. Putting leaders on 3K7 and Hill 522 will allow early

flare placement and they're easily pulled back. The decoys may be of some small assistance if you concentrate all four remaining AFVs around 304 and don't take a defensive shot. I like to screen the town with perhaps a squad in 3Q7 and 3S1 while dropping everything else around the 3N1 building. Given a couple of PFs in 3S1 and the inability of Russian infantry to undertake a wide flanking move, you'll probably end up facing a frontal assault across open terrain.

Russians must pick their initial axis of attack trying to think three moves ahead. Your infantry can't keep up with a wide sweeping move to the west and a straight down assault from the north will leave you as flare lit targets for hull down German gunners. A reasonable compromise is moving along the west of Board 4 then through the 4L10 woods while your tanks go over and around Hill 522. If possible hold at least one mounted 6-2-8 back for a dash-in assault. While concentrating on the two story building, don't lose the game to the lousy screening squads. How best to approach the 3N2 building will solely depend on German troop disposition but don't ignore Board 5.

Play Balance rated as 55/45 pro German.



Scenario 106—Beachhead At Ozereyka Bay

A truly powerful attacker versus a truly weak defender but like the ancient Spartans, the defenders have terrain and time strongly in their favor.

For the Germans there is little choice, in general terms, for their defense. Everything must support, as much as possible, everything else. The 8-0 leader with radio is best placed on Hill 522. Hide a concealed squad somewhere in town, perhaps in 3O5 or 3S1 with all the rest of your concealed counters in town. Place both artillery pieces along the 2P3-2R2 ridge while splitting your remaining German squads between 2H3 and 2J4 so that when (not if) they break they have easy woods access. I tend to prefer both remaining German leaders up front exposing perhaps the 9-1 at 2H3 and holding the 8-1 in the 2L3 woods. Leave your Rumanians to fend entirely for themselves. My suggestion would be to leave your west flank covered by the guns and "concentrate" your dispersed Rumanians along Board 5.

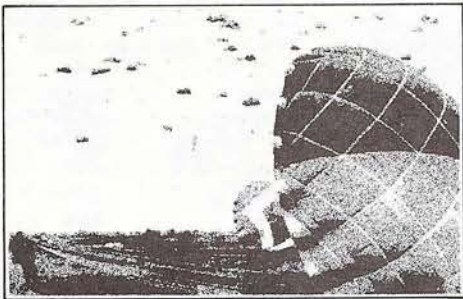
The Rumanian might profitably post entrenchments in 5EE1, 5FF3 and 5FF4, while starting in 5FF1, *outside* the entrenchments in 5FF3 and 5FF4, and lastly 5FF7. Obviously MGs belong on the flanks while you advance phase up one squad at a time from the gully. The entrenchment position is interesting. By moving into the woods at 5GG4 you'll be beyond Russian MMG range and moving into the entrenchment makes you tough to hit with the pesky 50mms. With reasonable luck, your line will last into turn 4.

For the Russian I must advise you break several cardinal rules to have a shot at winning this game. But we're at the '43 turning point, aren't we?

First divide your forces! Unless you're inordinately lucky, you will not have time to both crush the guns and exit 5 squads. I tend to put seven regular squads and one leader in 4O6, 4N8 and

4M10. I like the 50mm mortars so I put both in 5V5 with the 82mm mortar in 5T4 but obviously any combination that puts maximum firepower up front is valuable. I recommend *at the very least* three full turns of softening up the defenders before you even start to move. When you do move try to put a smoke round atop the most threatening German position. I rush the west flank in waves of four units spread out while filtering down the weakest edge of Board 5 with my other units. If you wait till the defense is completely bust you simply run out of time. If you simply rush on turn 4 with a significant fraction of the defenders unaffected you'll probably be cut to ribbons. The balance point shifts every game and is tough to define.

Rate 65/35 pro German. Consider giving the Russian another 82mm mortar and crew which should make it 55/45 pro German.



Scenario 107—Disaster On The Dnieper Loop

Who's on first? Russians see SNAFU raised to high art.

Russians might want to consider influencing the 3I5-3F6 road from 5K1 but the German is so mobile it's almost of no value. I've given up carefully plotting drop hexes; crazy arrival times and places are the rule rather than the exception. Plan to gather what you may from the scatterings into platoon groups even if it takes time. Spread your partisans out to allow rapid cross woods movement and better cover. Play this not to kill anyone but simply to be there in as many places as possible at the end of turn 8.

German, stay mobile, *do* split your forces and aggressively pursue isolated Russians. I like one leader and two squads in the 3N2 building but I've a weakness for heights. Don't ever think of fronts. Do think of merry blazes crackling through the wheatfield at 3S4 and of lovely spreading fire rolls every advancing fire phase.

Play balance? I think it's more fun for the German but tough victory conditions.



Scenario 108—Block Busting In Bokruisk

Germans are back to interlocking defense. An upfront defense won't work in the face of excellent Russian fire support. Consider putting the 50mm ATG in either 1J2 or 1J5. I like the 75mm ATG in either 1H3 or 1H5 and try to retreat it across the street into the 1J4 building. The HMG all by itself in the 1L7 building severely impedes an east flank move

by the Russian. I tend to clump my wire in 1B3, 1C3 and 1C2 but putting one in 1B6 has real potential. You can't cover the East flank well so my temptation is to set a couple of squads up front with a couple of decoy positions to delay a Russian rush while the majority of my A group sets up in row G and pulls back to row J. You must not move your AFVs out from behind the shadow of second story buildings until the Russians abandon Hill 498. Try to put the armored car before the Stug so that if the AC is busted the Stug is hull down (additional +1 armor). Remember that crews can very effectively wield ATMs.

For the Russian it should be fairly straightforward. Use Hill 498 for your JSU. Pick either the 1F5 or 1F3 building and advance through the woods towards it after wire has been swept up by assault guns. A little pounding of selected hexes by the 152 and 76mm guns and you're in the city. Hold back your full offensive till the tanks arrive. Leave one squad mounted per truck to draw fire and get behind the Germans. Whenever possible, shoot first at ATGs. You have tons of time so don't get overeager. The advance must be infantry's pace. Note that 1C4 is fairly well protected from second story fire. Push that infantry gun forward so that you'll have four smoke laying tubes for the final assault.

Rate as 51/49 pro Russian with the game often turning on a couple of die rolls in the final assault.



Scenario 109—Counterattack On The Vistula

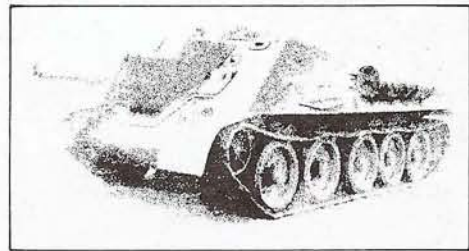
This scenario should be popular if only because of the presence of King Tigers.

The Russian must play for time as you are almost impotent without tank support. A small blocking force of two squads around the 5P5 woods should adequately delay any northern diversion. Obviously, you'll need to screen across board 4. The question is where. I tend not to hold up front as those Tigers are so potent. Two squads are posted in building 4P6. Then I screen across 4U1 woods, 4U3 woods and 4W6 wheatfields down to 4U8 woods. Your major problem will be the placement of the ATG. Building 4X1 and 4P6 are the only overrun-proof spots and are probably favored but do note that 4CC6 cannot be reached till turn 3 and will be able to shoot freely through the wheatfield at any impudent halftrack without being seen. You will end up fighting for the bridges so try to save some infantry to block the 5W9 woods/gully hex.

As the German I wouldn't even bother with the northern woods road unless it's very weak. You must lead with your Tigers aggressively. Unfortunately, the number of effective anti-halftrack weapons is so great and the penalty for losing a loaded 251/1 so high you'll have to abandon the halftracks early and slog in on foot. By tending to stay down to one edge of Board 4 and firing your Tigers on the move, you should be able to put fire on the bridge crossings by turn 4. Your final goal

should be to use superior gunnery and armor to out-duel the JSs while your infantry approach the bridges through the gully.

Play Balance 55/45 pro Russian as the German losses often cancel a terrain victory.



Scenario 110—The Agony Of Doom

Finally we see the tide at full ebb. The German leadership edge is almost gone and their troop quality has also faded. Now the German must depend on mass while the Russian may probe.

The German major fear should not be a quick Russian strike into town. Rather, the German should try to slow the Russian drive for dominating positions and shield one flank. The northern flank is rather easily defended by the Tiger around 3Q2 and infantry in buildings about 3R2 and 3T1. These dispositions are definitely long view arrangements to protect 3N2. For those into immediate gratification, it is easier to shield the east.

Try infantry with LMGs and PFs in 3W4 aided by the Tiger in 3W6 and the ATG in 3W5 pointing east. Infantry beneath the tank will help guard against close assault. Use the rest of your infantry around 3P7 and buildings 3T4 and 3S3. Any infantry stuck up in 3N2 will be bracketed by Russian 122 fire till gone so forget second story positions. On turn 2 you dig in at 3T7, retreat the ATG to 3V5, retreat the Tiger to 3S7 and await developments. If at all possible, try to cover your JgPzs with at least three infantry units, perhaps around 3N5.

For the Russian your thrust can be broad enough to threaten everywhere as long as you plan to regroup for the dagger-like thrust by turn 3. Early truck moves of infantry to the 3X8 and 5M2 woods will probably be ignored as the German holds his fire for bigger fish. How to leapfrog your armor in behind the 3DD8 woods or Hill 498 or along the northern woods road will depend on the German setup and facing. I like the JSU152 atop Hill 498 and try to use my SU122 for overruns. These are really all details to your prime job of pressuring the German to spread those crummy squads and leaders as much as possible. Once spread, you hammer at his weakest point, forcing him to choose between defending his JgPzs with infantry or his final building. Do not become overawed by the JgPz VI or overwhelmed by the desire to destroy it. In general, the German is so dazzled by +5 armor and a 128L gun that he'll overprotect it from infantry assault which may allow you to grab the final building.

Play Balance is rated as 55/45 pro German.

We enjoyed playing these and hope they've added to your pleasure. If we as playtesters and Don as developer do our respective jobs well you will be left with a multi-level entity that can be anything from a beer and pretzel game to intense simulation of the feel of WWII combat. It is an organism in evolution. Wait till you see *CRESCENDO OF DOOM*.

THIRD REICH WITH FINESSE

DIPLOMACY IN MULTI-PLAYER THIRD REICH by Otto Schmidt II

—Although I've never met Otto Schmidt I get the impression that he is a veteran in long standing of the DIPLOMACY ranks. His analysis of THIRD REICH which follows deals entirely with the diplomatic aspects of the Alliance Game—bringing out into the open all of the seedier tricks that version can entail. Unlike the Coalition Game in which two players control their destinies exclusively as Allied and Axis contingents, in the Alliance Game up to six players each control a major power, and although they are prohibited from attacking their historical partners, they don't have to help them either as everyone fends for themselves. Yet, to my way of thinking, THIRD REICH is too detailed a game demanding too large a commitment in playing time to reduce it to a conflict of personalities. A non-cooperating ally who refuses to become involved in "the war" may share a win in the game, but would surely never play another THIRD REICH game with me. In my opinion, deals of this sort belong on the DIPLOMACY board—not in THIRD REICH. Be that as it may, there are those for whom this type of play is accepted practice, and Mr. Schmidt's analysis offers an excellent insight into the dastardly realm of diplomatic THIRD REICH.

The problem with wargames is wargamers. All too often they act as players rather than as participants. By a participant, I mean a surrogate for the real life counterpart, or what the gamer himself would have liked his real life counterpart to be. By a player, I mean simply a person who is playing this GAME rather than using the game as a vehicle to explore the possibilities and options of the real historical (or not so historical) situation. I suppose that implicit in any game is the prime directive of WIN!!!! Winning in wargames unfortunately in many cases ends up simply as knowing the last little wrinkle of a rule or "dirty trick." In short, pedantry and minutia rather than sound principles and rational play tend to pay off. How many times have I heard: "Ahh, no. You cannot move your Guards Mechanized Division, for see back here on this rail line . . ." and the opponent gleefully points to the little black unit and announces triumphantly, "Your supply line is blocked by my 443rd SS Volksturmgenadier Mess Kit Repair Battalion Band and Laundry Unit" (all twenty-one Rheumy old men and barely toilet-trained Hitler Youth.) But I cavil. While this is lamentable (both the pedantry and my cavilling), it is obvious that in most straightforward, one side against the other games, there is no other way. This is simply the byproduct of the system; a byproduct that is both good and bad and not without its historical precedents.

But the tragedy lies in it being used to the exclusion of other methods in games where such options are open. Such a game is THIRD REICH. Unlike most "one on one-ers," THIRD REICH offers group (not necessarily team) play. It offers interaction among a group of players. In short, it allows diplomacy. Especially fascinating is that it allows players to work out the effects of diplomacy on the operational and strategic level.

Of course, implicit in diplomacy is the stab in the back, or the "cut." Unlike other games where diplomacy is a factor, in THIRD REICH there are limits to who and how deep you can cut any ally or member of the "same side," but you CAN cut him nevertheless, and in more ways than one. Central to all this is the reason for the cut. Obviously, unless you're a homicidal maniac you only cut an ally when

you have something to gain. Cutting for the glee of it does not pay. You should cut only when it will help you directly to WIN. Because of the peculiar victory conditions of THIRD REICH, you can cut your ally's throat and still win big, even while fighting the same enemy. Confused?? Don't be. I'll explain. In the Alliance game, you will notice that to achieve their levels of victory, the states must gain or retain a certain number of objective cities. Now there are 42 such objective hexes on the map. When fighting the campaign game, you will notice that for everyone to get a decisive victory is impossible (a total of 56 centers, or 14 more than there are on the board.) However, it is definitely NOT impossible for two or more players to have a decisive victory and still not occupy all the centers on the board. This happens quite often, i.e., Britain/U.S. with 21 and Soviet Union with 18; the usual or historical result. When you start playing with the numbers, a curious range of winners comes out. There is room at the top for ANY FOUR PLAYERS provided that Britain/US or the Soviet Union is not one of the four.

None of this is in violation of the rules. The victory conditions simply refer to actual possession of the center at the end of the game. Thus, it is entirely conceivable for Germany to approach Britain, say, "Look, I'll make you a deal: you agree to roll over on France, and let me take it easy, and in return I promise NO invasion, no London Blitz, no U-boats. You leave me alone and I'll leave you alone. In that time, I'll go east, cut the heart out of the Russians, and dance the same minuet for you in France, Italy, the Balkans, and wherever else is needed to give you 21 victory centers, and I keep whatever is left." Britain then agrees, and it goes according to plan. He plays with his fleets and American divisions while the Krauts are rampaging through Russians. 1944 comes along and the Allies say "Oh Adolf . . ." and the Germans dutifully evacuate (to a man) France, Italy, the Balkans, etc. The British move in and they let the clock run out on the game and win. Both sides have a tasty meal of Bear and Borscht. Or conversely, the Russians propose the same deal to the Germans. "Look Comrade, you take Poland, and turn west. Let me have the Balkans, Turkey, Mosul, Sweden, Norway and Greece, and I'll stand pat while you take England, and the West, then we'll let the clock run out on the Capitalist swine." Or, I'll give you an example of a game that really happened.

I once was in a THIRD REICH game that took place at one of the Origins conventions. It was not in one of the tournaments, but had been engendered "spontaneously" in the Rathskeller at Johns Hopkins. (A lot of other things were done spontaneously in the Rathskeller that night, but I will allow the police blotter to remain the sole record of them.) Two friends and I had attracted two others to play an alliance game version of the campaign game. Very early in the game (1940), the person playing the Germans turned to me (Italians), who had not yet declared war, and demanded, "Declare war and give me your air forces." Horrors!! In my mind flashed visions of those wonderful Reggians, Cants, Savoia Marchettis, Macchi 200's et al sent to die the death of a dog at the hands of Hurricanes, Spitfires, and (shudder) worst of all, Dewoitine D 500's. Not to mention the 30 BRP's from next year's paycheck from Mussolini to replace them. Of course, I told the little fascist to bug off. He retorted in his best Hitlerian falsetto, "Then you're throwing the game—I can't take France in 1940 now, and

we'll lose the war." I replied in perhaps my best stage Italian, "No, no. 'Scuse Tedeschi (kraut). You may lose the war, but I won't lose the war." I had not yet declared war on Britain or France, so I huddled with the Allied players and worked out a compromise that if they would not contest my attempts to take over Yugoslavia and Greece (whom I was fighting), I would not declare against them ever. The propositions further embraced that I would not make any further hostile moves in the Mediterranean, and would not give the Germans any BRP's. Once signed, the Allies evacuated the Mediterranean (not a limey to be seen), and concentrated everything in the Atlantic. France never fell, and by the time the Russians could get in the Allies were in Berlin. The war ended with Germany totally defeated, Russia not even able to get a stalemate, Britain with a tactical and France and Italy with decisive victories!

Does this shock you? Does the prospect of four players getting together and agreeing to carve up a fifth shake your faith in the rules or the system? It shouldn't. It's all historical. Bear in mind that the first example (dinner with Russian dressing) is exactly what Hitler proposed to England, and what England rejected. Bear in mind that the Second example is exactly what did happen with the signing of the Nazi-Soviet pact—more or less—and it was only altered by Hitler's attack on Russia (though it is probably true the Russians did not intend to live up to it either). Bear in mind that the third example, from my game, is exactly what the British would have liked to see happen given the reality of war, and in fact is probably what they were willing to give to see Italian neutrality.

The Second World War was fought for two reasons and to decide two things. One was whether the provisions of the treaty of Versailles were to be discarded and irretrievably cancelled. This was decided overwhelmingly in the affirmative. By the end of the war German resurgence had been a fact, French continental supremacy, English maritime supremacy, curtailment of the spread of Bolshevism, and the independence of Poland, Czechoslovakia, Hungary, Rumania, Albania and all the self-determinist principles of the treaty had been swept away. The hold of the great powers on their empires was broken and would not last long. The League of Nations had died long before the war. The second question was whether fascism or communism would provide the alternative and adversary to the free societies of the west. The war did NOT decide which system would eventually dominate the world, THAT question is yet to be decided. It will come in round three of this great ongoing ordeal that started in World War I. The decision as to whether man is to be ruled by democracy or totalitarianism must wait for World War III.

In a very true manner, the diplomatic arrangements you make face up to and answer these alternatives. This is what I meant way back at the start of the article about participating rather than playing. The players just sit down, set up the units and play the game. The participants sit down, set up the counters, and address themselves to the questions above. They determine the course they want to take and then play the game. The participants choose what type of world they want and in effect what the "world order" will be—"Old World," "New Order," or "Communist man." These are the essential alternatives. In fine, a player asks

himself, Will I throw in with the west? Do I trust Herr Hitler? Will I be safe with the Soviets in the Balkans? Will the Allies renege when I'm up to my ears in Moujiks? Perhaps the answer to these questions, and in fact what questions must be answered, is again intimately bound up with what a country must do to win.

This will bring us down to the nuts and bolts of capabilities and possibilities.

To reprise then, players in *THIRD REICH* who take the game at the obvious, frequently set inordinate and usually unattainable obstacles in front of themselves. If we assume that the diplomatic arrangements made and arrived at during the war are inevitable then of course there is nothing else to be said.

But our game presupposes that as Hitler you might NOT be a madman, or as Stalin not a vicious paranoid, or as Churchill only desirous of keeping Britain named *Great Britain*, or as Roosevelt you won't die untimely. One of the most attractive parts of the game is not the ten variants, but the ability of players to rewrite history through alternate arrangements and policy.

The examples of the time prove many of these points. Spain was a fascist power, but it did NOT join the struggle against the west. Italy, up to Munich, was more sympathetic to the West than Germany. There is nothing to have prevented Italy from NOT going to war. Had she done so she might have survived the war intact, and followed the course of Spain. Italy, though a major Mediterranean power, was out of her league when she dealt with Hitler. Of course, whatever arrangements are made, they can be reneged upon. The trick is to make the deal so attractive it cannot be reneged upon. Now to the details.

GERMANY—To attain a decisive victory, Germany requires eight Victory centers. She begins the game with five: Berlin, Leipzig, Breslau, Essen, Aachen. This means that she must acquire and retain until the end of the game at least three more. "Mirabra Visu"—they can be found in Poland (and you thought Hitler was mad. He just read the rules!); Warsaw, Krakow and Lvov. But even better, in 1941, two more fall into their hands—Budapest and Ploesti (all this and troops too). In short, Germany does not have to go far afield to get their win—but, of course, she MUST hold it. Keep your eye on the bottom line! What makes victory is not your panzers slashing Russia, Luftwaffe pounding London, or the Kriegsmarine sinking ships. It is if you maintain those eight victory centers. Lose sight of that and you will doom yourself to the pursuit of ephemeral glory. Ah, but therein lies the rub. Germany can only afford to take their eight and sit if they make arrangements with the other powers. Any arrangement with another power MUST provide that that other power at the end of the game is on top with you. If you don't offer partnership in decisive victory, you won't have a deal. Accommodation with the Britain/US will almost definitely mean going one of two ways. The first and easiest will be to get the west to agree to roll over on France and give it up almost dishonestly easy (like a free trip to Paris clear of even zones of control). Only by taking France can you allow the British to get around not being able to take an allied center. In fact, the Germans must take them, and then the British must retake them later. In effect, this sort of arrangement agrees to cut up Russia—it has been determined that Russia will be the man left out. Britain will usually insist on your rolling over on Italy in return. The final tally will then look something like this. Britain holds France, Spain, England, all of Africa, Italy, Scandinavia, Yugoslavia, Greece, and possibly Turkey or Persia for its 21, Germany holding the rest. It is the easiest to arrange because it is between

only two of the players, the two player allies to be axed are powerless to react against it (more so if there is no French or Italian player), and the Russian, deprived of lend lease and aid from the west (an obvious prerequisite) must fall to the German pounding. Should France be a player, and in on the deal, it becomes more difficult as replacement for the three French centers must be found for the Allies elsewhere. Budapest or Ploesti, and both Istanbul and Mosul, will compensate, but this is touchier as they involve removal of German minor allies from the map along with their troops, something the Germans, having given up so much already, should be very wary of. Should the Italians also be in on the deal with the French, that is almost impossible for their demands will remove six centers (their requirements of a decisive victory) from the Allied total. The only place to find these is South Russia, Stalingrad, Astrakan, Grozny, Maikop, Dnepetrovsk and Karkov. (Shades of Deniken and the Whites). As to the feasibility in real life, the first is definitely so. Germany was quite prepared to sell its ally down the river. After all, to Adolf, allies were only javelin catchers, and he could have, after defeating France, set Vichy up and then retreated to Germany, having been content with the destruction of the last vestige of the "Diktat" of Versailles. Not likely considering his personality, but a possibility.

Remember too the anti-communist bias in the west (read about the sentiment prior to the attack on Russia, and especially that after the signing of the Nazi-Soviet Pact and the truncation of Poland.) Remember that one of the reasons for the Allied attack on Norway was an attempt to bring aid to the Finns in their winter war struggle AGAINST the Soviets. Landings at Petsamo and active operations against the Russians were contemplated. "Volunteer" units and monetary aid were sent by way of Sweden.

On the other side of the coin, there is the possibility of German rapprochement with Russia. This is less attractive in the long run, but quite so in the short run. (The short run if you intend to renege on the agreement and attack the Russians later). In the short term it allows you to concentrate all your efforts on destroying or neutralizing England, and when she is taken begin a punitive and spoiling attack on Russia. In the long term, keeping the deal will mean a number of problems. Since Russia is prevented from attacking Britain/US or France, its eight centers must be gained from neutrals. The neutrals in that area are both poor in centers and tend to be German minor allies. Norway and Sweden are allowable, Istanbul or Mosul (if the Allies have not already taken them, and since Mosul is a plum ripe to fall, depend only on Istanbul), Budapest, Belgrade, Ploesti are the ones. But they involve certain unpleasant sacrifices. These are the encirclement of Germany-Poland by the red menace, loss of ALL minor Allies, their BRP's, and units, attainment of a base BRP level of 245 for the Soviets, and if your Italian ally is a real player, the forfeiture of the areas of prime interest to HIM to the Russians. If he is a non-player this is not a difficulty. Finally, the German must realize that even given Russian docility England is much harder to take than Russia.

Generally, then, most German diplomatic arrangements will tend to involve the destruction and/or partition of the Soviet Union. But the Germans must also look for possibilities in making a deal with France alone. A quiet and tractable France secures Germany from direct invasion far more than a ton of units will do. Obviously the British/US cannot invade France, so any action MUST BE against Germany directly by the beaches east of Bremen. Not an optimum site for Overlord. This is a

valuable tactic, and in fact is one of the only ones the French can use to counter a suspected sellout by the British but more of this later.

But even more important than this is the German precautions to prevent an arrangement made dealing them out! This will come primarily in two variations. A direct straightforward Britain/US and Russian arrangement (France will be conquered and the game will be fought with historical parameters). Second is an Italian sellout in return for Mediterranean concessions from the Allies. Loss of the threat to the Mediterranean will mean that the British can concentrate all their power in England making Sea Lion impossible and the threat of Overlord viable almost immediately upon the agreement. To counter either of these is difficult. The British/US-Soviet is definitely a winning combination (it did, after all, win). In most cases, though Germany is defeated, the Soviets gain their victory while the US/Britain does not (in real life they got 19 to the Soviet 19, a marginal versus a decisive). The German must play on this fear in the Allies to his advantage. That is just about all he had; that and threatening to purposely concentrate much more against him than the Russians. The Russians cannot really be bullied in this, as they know they have the upper hand, and unless the Germans are prepared to throw the game deliberately to the British/US, will probably win no matter what the Germans do. As to the Italians, it is even more difficult. Frankly, by aligning with the Germans (unless they are part of an agreement worked out with Britain/US or the Russians) all they really do is ensure that they will be attacked and probably conquered. The Germans (as in real life) have nothing to really offer them. On the other hand, alignment with Britain/US will gain (as in one of the examples) more than enough victory points and BRP's to satisfy its requirements. Promises of BRP aid are nice but ephemeral. The Italians know that when the Germans get into trouble in Russia or wherever else they decide to get into trouble, they'll waltz on the deal and keep them. Then there's the air force . . . and the navy. They lose 'em, you rebuild 'em. In short, any competent Italian player will know all you will really do is take. Therefore, you must work on inculcating in him a fear that someone will take more. High on the list are the Russians.

BRITAIN/US—Foremost in the British/US player's mind should be the fact that he has to achieve the most victory centers to win. Any player who loses sight of that fact is both bound to lose and wasting his time playing. The British/US can really go only one of two ways—either rapprochement with Germany or arrangement with Russia. Both involve great difficulties. Arrangement with Russia means a long, hard slugging match that might end in defeat, and almost certainly will mean less than decisive victory. Arrangement with Germany will mean on the one hand the abandonment of Allies (France and Italy), or on the other hand, harvesting your victory centers in Southern Russia "taken back" by gratis from the Germans. (He puts a 1-3 on them and you take it with armour and air force.) Remember that you begin the game with seven centers, and to win must get 14 more. Agreement with Germany means finding them in France, Italy and the neutrals; or else, if these powers are in on the deal, occupying ALL OF RUSSIA AND POLAND or its equivalent. Not an easy task. (Re-establish the Tzar?) To balance this difficulty the British/US are provided with by far the most attractive items to offer to either of the totalitarian powers. To the Germans they can offer an absolutely free hand in Russia, and NO BRP AID! To the Russians they can offer the second front which is really all that is going to save them from the Germans. (Not

necessarily the invasion, but the drain on front line troops caused by the need to garrison the beaches and capitals.)

Then Britain will have people coming to them rather than the other way around. As to a Russian-German pact, these things really suit the contracting parties poorly and are not likely to last. If, however, Britain expects it will hold then the only thing for it is to try to unite France and Italy. This is done by guaranteeing Italy's neutrality by concessions in the Balkans and all out support of France.

The most fruitful ground for negotiations and arrangement though is Italy.

The gift of a benevolent Italy is the gift of the game. Consider. With Italy neutral (or friendly) all forces from the Mediterranean can be stripped for home defense and Europe. It means that the British and the French can, between them, maintain six air flotillas, the equal of the Germans! This alone will almost ensure that France will never fall. Without decisive air superiority the Germans must bludgeon, not blitz. Any gains made can be retaken in no cost attrition options. It means with the excess units that there can be NO Sea Lion, and almost unlimited SR to the continent, with the French fleet doing half of it and the remainder of the British ready to intercept the Germans. In short, without Mediterranean considerations to worry about the best the Germans can hope for is to get to the outskirts of Paris by the time the Americans (or the Russians) come in.

This will have further repercussions. In a very great sense the stance Italy takes will affect Russia. Russia might be prepared to sell you out to the Germans under normal circumstances, but he will be most unwilling to do so if he knows the Germans will not have Italy as their ally and are so much the weaker.

Thus, in effect, lining Italy on your side will almost certainly bring in Russia. If he does not, then he must declare against Italy and by default, Germany.

As I have said before, you have the most to offer Italy. Conversely, having Italy on your side will make Germany more willing to "go east, young man, go east." After all, no Africa Corps . . . no Italian air force . . . no fleets, etc.

RUSSIA—As the Russian player, you must never let one thing out of your mind. That is that both sides, Britain/US and France, and the Germans/Italians (or whatever combination) have much more to gain from seeing you skinned alive than not. You must be very wary for both camps will want to deal you down the river.

Face it, Ivan, you're NOT part of the Allies. The British/US would be more than happy to see the Germans carve you up instead of them, and the Germans would like that just fine. The other side of the coin is not so nice. You could offer the Germans freedom of action to turn against the west, but there are two serious flaws to that. The first being that the west is much harder to defeat than you. The second is that you will require your victory centers from the most inconvenient places (German minor allies and the Balkans). The most opportune deal for you is part of the aforementioned Italian sell out.

This will work because you provide a drag on German forces during the years they are fighting alone against France, and as such the Allies would very much like to have you. Secondly, it is rather easy to take the cities in Poland and possibly a few in Germany to get your victory. On the other hand, if the Germans make the deal with the British, you are not an odds on favorite to survive. Generally then, in most arrangements, the savior of Holy Mother Russia will be the Red Army. Skillful handling of your troops is the only thing that will save you in the face of an arrangement unfriendly to you. Not that you stand a chance of winning alone, but you might

induce the Allies to renege on their agreement with the Germans and attack anyway. Generally though the outlook in the diplomatic field for you is pretty bleak.

I would like to take a moment here to digress. Many players may consider this situation entirely unrealistic and biased. That it may be biased is true, that it is unrealistic is certainly false. As I have said before, there was great anti-communist sentiment rampant in Europe prior to WWII. ESPECIALLY IN FRANCE AND ENGLAND. In France the rather strong showing of the communists in the elections of the '30's scared the rightists out of their wits. The revolving door quality of French governments of that time was due not only to ineptitude and scandal but also to the absolute refusal of many rightist and centralist parties to have anything to do with the communists, and further their refusal to have anything to do with any party that would have something to do with the communists. The "Front Populaire" which gave France its only government of any length in the '30's was constantly plagued with dissensions between Fascist, Monarchist, Bonapartist, Centerists, Liberals, Socialists and Communist parties. The government it provided could thus be nothing but barely effective and not in any sense adequate. (There were at last count something more than 390 separate parties in France, which I believe is more than the number of species of cockroach). In England, although the party system was not as bad, the fear of communism to the much more numerous and wealthy upper middle (and for that matter lower) classes accounted for the resentment. Remember revolution appeals only to people who have nothing to lose. To a great extent the French communists came from just this group. The English, even the lower classes, on the other hand had a very great deal to lose. Then too there was the British Foreign Service which must be considered truly elephantine in its memory of the withdrawal of Russia from World War I. The British knew they almost lost the war in 1918 because of that, and their experiences with the White armies and the Bolsheviks left them with a bad taste in their mouths. Further, for most of the inter-war years the great fear was not of German expansion but of Russian. German rearmament and Hitlerian bellicosity came only in the last five years before the war, and the truly rabid stage but a mere two or three. German demands in territory and national sovereignty were, when viewed from the principles of self-determination as expounded in the 14 points, entirely legitimate, nay, even in view of much of the Versailles provisions not explicitly aimed at Germany they were legitimate. The rearmament of Germany was both excused and welcomed in the west as a counter to the threat of Soviet Communism! (Though it must be admitted this attitude prevailed more in England than in France). Prior to Hitler the big bogeyman of Europe was the Russians. And it must be added in all fairness that the Russians did not help improve the picture. It was their age of unfeigned attempts at world revolution. All nations were crippled by strikes and civil labor disputes which while in some cases were not directly sparked by the communists, they nevertheless tended to move into the forefront after they got started and constitute the most violent, vocal and visible elements. The Russian government itself openly and publicly proclaimed its intention to "strike, disrupt and delay" all workings of the capitalist state. Top this off with the vivisection of Poland, devouring of the Baltic states, and the Winter War and you begin to wonder why Churchill ever turned Hitler's deal down!

In short, the game represents exactly the difficulty the Russians would have in selling any sort of rapprochement with the west (provided Hitler

wanted to deal). Churchill said that to defeat Hitler he would ally with the devil if need be, well he did. In the game there is little to gain from a Russian alliance unless the Germans will not deal. The course of history after the war has proven that there was little to gain from an alliance with the Russians *then*.

ITALY—I suppose I have always had a soft spot in my heart for Italy, both historically and in the game. Those beautiful off-white ships of the Navy, those wonderful wonderfuls in the Reigna Aeronautica, the laughable tanks . . . Ahh, all this and cavalry too! But in the game, Italy has to win on more than sentimentality. With a requirement of six victory centers, Italy does not have to gain many, two in fact. She already possesses four—Genoa, Milan, Rome and Tripoli. Luckily Yugoslavia and Greece fit the bill nicely. They are also small, relatively poor and highly inaccessible countries vis a vis the Allies. On the other hand, that wonderful prohibition against the Germans from attacking them seals off the only viable assault route on these neutral centers. Italy itself is not easy to assault amphibiously. There are two choices for Italy. She can declare war or not declare war. Not declaring war will be profitable only if an agreement is reached with the Allies that will allow Italy freedom to take her centers at her leisure and then stand pat. It is perhaps the trump card of the Italians, and in fact is one of the most powerful deals in the game. Certainly it can be the most far-reaching of any of them. Any other accommodation with the Allies should be avoided. Such other arrangements will without fail involve declaring war on the Allies. The Allies might offer Malta or the centers of South France, but I think this is a bad bet. Peace, like virginity, once broken can never be mended. The Italian paucity of BRP's at least early in the game, works to her advantage because to declare war consumes so much of them. Hence they act as a guarantee to Italy's friendly compliance rather than a spur to attack the Allies. The second alternative is to attack. I consider this by far the lesser of the two because: 1. The BRP cost. 2. The difficulty of attaining any neutral centers (the Krauts hog it all for themselves). Denied the easy kills, all that is left is the rocky road to Suez. 3. The difficulty of getting and retaining any centers taken from the Allies (taking them usually means bringing the Germans along and you know how the neighborhood goes down when they move in.) 4. You get your fun early in the war, but you are very soon called upon to send 10 factors (usually your air) to do Hitler's bidding (some crummy interception or soakoff), usually in Russia where you have ABSOLUTELY NOTHING TO GAIN! 5. Being the weak member of the alliance, when the British/US make their return you are going to be the first to die. There are however very good reasons for throwing in with the Germans. Perhaps the best is the historical one. (Mussolini believed the Allies were turkeys and couldn't figure out the rules, and Hitler could.) If you have a strong sense that this may be true in the game you are playing then by all means throw in with the Germans.

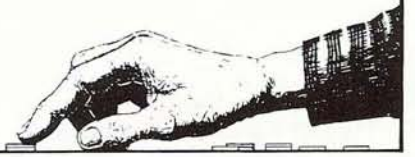
On the other hand the Allies may not deal. In this case you should still make a pretense of dealing with the Allies (the German will never really know) and extract a full pound of flesh from the Germans for any aid you give them. By this I mean the following. 1. Make SURE you get the Greek and Yugoslav centers and BRP's. 2. Make sure the Germans give you some BRP's besides. 3. Stipulate quite clearly to the Germans that no troops to Russia, in fact no Italians outside of the Mediter-

RUSSIAN CAMPAIGN

GERMAN: J. R. Jarvinen

RUSSIAN: Robert Beyma

COMMENTARY: Richard Hamblen



If nothing else, Richard Jarvinen deserves credit for being the first to have the gumption to stick his neck out and tackle publicly the thankless task of an initial Russian defense against the German's unstoppable first turn blitzkrieg in THE RUSSIAN CAMPAIGN. His treatise on the subject which appeared in Vol. 13, No. 6 has been roundly criticized by just about everybody ever since. To his credit, however, no one came forward with a viable substitute. Apparently, it is easier to point out flaws in another's hypothesis than formulate one yourself. In any case we asked him if he'd like to put his defense to the test in the form of a series replay and thus this match was born nearly two years ago. After a short life in the postal wars and a longer hibernation in our files while awaiting neutral commentary, the game now finally gets its day in print. While the result was lop-sided, to say the least, it is important to point out that Mr. Beyma was prepared for what he met when he crossed the Soviet borders and had the advantage of a great deal of advance planning before unleashing his initial attacks against a well scouted defense.

Robert Beyma needs no introduction to long time GENERAL readers. He has been a contributing editor of note for many years and is a regular top flight competitor in the national ORIGINS tournament scene. He more than

qualifies as a competent opponent. His comments were written after 1st impulse movement but before combat resolution.

Richard Hamblen is, of course, a noted member of our design staff and was instrumental in clearing up existing ambiguities in the first edition rules. His popular "What If" variant now adorns the 3rd edition rules. In addition, he ranks as the house authority on the game, handling all nutmail questions pertaining to it, and regularly hosting our national RUSSIAN CAMPAIGN championship tournament at ORIGINS. Few can comment on the game with as much authority. His comments are presented in italics.

Russian Setup:

Well, this will be the first operational test of the Viipuri (see GENERAL, Vol. 13, No. 6 for specific details of this defense). Basically, the problem is to prevent any massive German breakthrough while at the same time to leave escape routes for the front line units after the initial German assault. No easy task, considering Rob is a very aggressive and competent player. I'm sure I'll have my hands full for the first few turns.

I should add that although we are playing using the 2nd edition rules, we are not using any of the optional rules available.

Opening German Commentary:

I am a relative newcomer to RUSSIAN CAMPAIGN. The reader should bear this limited experience in mind when reviewing my play and commentary.

It appears to me that the Germans should either win or draw the Campaign game. I plan to attack vigorously in 1941 and 1942. If I can capture Moscow I will try to corner the Stalin unit in order to win. If it becomes evident that I cannot win I plan to go over to the defensive and assure a draw.

I believe that the Germans would have to be fortunate to capture Leningrad or Moscow in 1941 against a competent Russian player. If the weather holds in the Fall and the situation presents itself I will try for either Leningrad or Moscow. Otherwise, I will concentrate on killing Russian units and making territorial advances in the south. I expect to make winter quarters in Smolensk and Vitebsk. In the south I plan to take Kiev and hopefully either Kharkov or Stalino.

I hope to fight the decisive battle in 1942. The Russian army can really be bled in 1942 with 3 or 4 turns of clear weather. I hope to kill enough worker units and advance far enough to cripple the Russians by winter. If that is the case I will be able to mop up in 1943.



GERMAN MAY/JUNE 1st IMPULSE: The Finnish front is static, wasting what will probably be the Finn's only 2-1 attack on any Russian unit. In the Baltic Military District the Soviet's 1st and 7th ARM are attacked at 5-1 with a D1 result. The 1st ARM is eliminated and the 7th retreats to H18. In the Western Military District the Soviet 10th in Kaunas is attacked at 4-1 with an exchange eliminating the German 5th INF. The Soviet 4th Army is eliminated at 5-1. Further

south the Soviet 3rd INF in the forest at L23 is eliminated at 5-1 with the Axis losing the Italian 3rd Corp in exchange. At Brest-Litovsk the Germans force a surrender of the Soviet 3rd CAV at 7-1. In the Kiev Military District Army Group South starts things off with a 7-1 DE vs. the Soviet 11th ARM. To the south-west a 5-1 (with the aid of a stuka unit) on the Soviet 5th INF forces a retreat to S27. The 4th CAV in the Odessa Military District was AV'd during the movement

phase, which allowed two armored and a grenadier unit to advance on both the Soviet 5th CAV and 12th INF. With the aid of the third stuka a 4-1 is obtained on both units which promptly surrender. Further south, the Rumanian CAV is eliminated in a 1-3 soakoff vs 9th INF.

OPENING COMMENTS: The Russian army and territory are mutually dependent; the army rapidly melts away without the replacements supplied by the territory's worker units, and the territory is easily overrun without the army's protection. This mutual dependency means that the Russian player must protect both of them; if he can keep them strong enough to protect each other (sacrificing excess strength in one to reinforce the other when threatened), their mutual support will ensure they constantly reinforce each other leading to Russian dominance in the game.

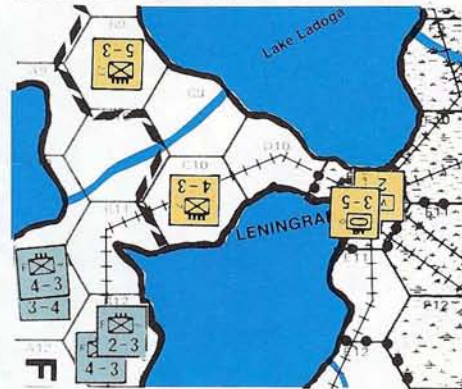
The Axis player starts the game with enormous attacking superiority that rapidly melts away with each Axis casualty, each additional Russian unit reinforcement on the board, and each Stuka that flies out of the game. As a result the Axis player needs to limit his own losses while inflicting enough to keep the Russians weak—in order to keep his own attacking superiority for as long as possible—and he needs to make the best use out of his attacking power while he has it, getting the maximum advance (to conquer territory) and the maximum attacking power (to conquer the Russian army) out of every Axis unit every turn. If he can do this he will have extra turns of attacking power with which to win the game; if he fails his attacking power will wither away too fast until the Russians gain the superiority and eventually win the game.

The key elements are the armies. A strong Russian army protects the territory and diminishes the Axis attacking power faster than usual; a weak army loses its territory and gives the Axis a gift of attacking time. A strong Axis army has extra time in which to win the game, a weak one loses time. This means that both sides need to play a delicate balancing game of inflicting enemy casualties while limiting their own losses; the player who can gain an advantage in this balance will automatically gain time and territory, leading to even more of an advantage until the game is won.

RUSSIAN SET UP: The Russian player starts the game at a great strength disadvantage that cannot be repaired until the bulk of the Russian army appears as reinforcements on the third and fourth turns. As a result the Axis is automatically slated to gain time and territory for three turns; the question is how much the Russian can limit these gains by delaying the Axis advance, inflicting Axis casualties and saving his own units. He can delay the advance on the first turn simply by preventing penetrations, but the problem is that he then faces two more turns in which he must continue to delay with an inadequate army. He must keep enough units alive each turn to serve as a defense on the next turn(s), while he is preventing the penetrations. Attacking to inflict extra Axis casualties will pay dividends when the Russian reinforcements arrive and the game stabilizes (it may also weaken the Axis and slow down their advance in the critical early turns), but the Russian must make his defenses and attacks with the knowledge that in the early turns his losses affect the ratio of strength much more than the Axis losses—it is his own losses that should be uppermost in his mind.

There are three good ways the Russians can limit the Axis advance: prevent automatic victory penetrations, force the Axis player to tie up units in attacks to the rear of his advance, and force the Axis player to chance low odds attacks that have a chance of a 'CONTACT' result that can freeze a significant number of Axis units for an impulse. There are also three ways the Russians can limit the casualties he takes: set up in strong positions that force the Axis player to settle for low odds attacks that lessen the chances of Russian losses, increase the chances of Axis losses and can have a 'C' result that wastes an impulse's worth of attacking

capability; set up in blocking positions that force the Axis player to make automatic victories just to get to Russian units on first impulse—automatic victory odds are poor for attrition and also prevent the AVing units from attacking on the next impulse, further weakening the attacking strength; and, if things get desperate, just move out of attacking range and sacrifice territory to save units and force the Axis to waste an impulse or turn of attacking opportunities. With these thoughts in mind, we will look at the Russian setup one district at a time.



FINLAND: The Russian setup is not quite as strong as it should be; the Axis can attack the 5 at 1-1 and the 4 at 2-1 if he wishes, without fear of the second impulse. Also, the Russians may want to move a unit out to help on the main front; since the doubled 4 is just as good as the doubled 5 in holding off the Finns, it should be the 4 that stays and the 5 that goes—so the 5 should be on the rail line. The 4 and 5 should switch positions.

BALTIC: The setup prevents penetration, but it allows the Axis to attack two units at 5-1 on the first impulse (no chance of a contact) with 10 points—a 7 and a 3—left over for deployment elsewhere; even worse, the rest of the units will then be wide open for a second impulse attack. Switching the 5 with the two armor units would risk only one unit instead of two, while switching the 6 instead would force the Axis to use a Stuka or gamble on a 4-1 (at best) with its possible 'C' result. This set up is too vulnerable to casualties; the Baltic is a relatively strong area and at least one unit should have a chance of surviving.

WESTERN: The setup prevents penetration (more or less—a fair penetration over the 3rd cavalry, 5th armor and 8th armor, and possibly the 6th cavalry as well, is possible but not particularly desirable), but it is too vulnerable to casualties. Too many units are where they can be attacked easily and with great efficiency, without risk. For example, 16 points and a Stuka attacking from I21 gets a safe 5-1 against two units; the 3rd infantry in the woods is dangerous (Only an AV is safe from a retreat result that becomes a devastating 'C' result because of the woods), but can be 'smothered' by an attack against 8th armor from M22 on the second impulse while soaking off against the 3rd—the 3rd would then self destruct before the next Axis turn. The setup has too much strength up front and allows the Axis to attack with too much efficiency, which either frees too many Stukas and units free to be deployed elsewhere or (if the Axis wishes) results in too many riskless Russian losses.

KIEV: Here the Russian forces are strong north of the mountains, forcing the Axis to commit units and Stukas or forcing them to settle for risky low odds attacks. South of the mountains the setup also forces the commitment of units or Stukas—but it does not stop the penetration. Twelve points and a Stuka at W25 gets a 4-1, with two chances in six of a breakthrough into the rear of the Russian position, one chance of a 'C' result (an Axis setback), and

three chances of a neutral result. Two to one odds of blowing the Russian position apart are not bad odds, particularly against a strong player.

In the Kiev district the Russians have the tasks of blocking the T24 mountains and the T26 pass, keeping the Axis from deploying in strength in front of Kiev and salvaging enough units so that they can be strong enough locally to confront and delay the Axis forces in the area for a turn or more. This set up threatens to let the Axis pocket the whole group from the south, losing the mountains, the pass, and the units and allowing the Axis into the plain before Kiev. The Russians should have more strength and/or better positioning in the south at the expense of the forces in the north, with better positioning in the north to make up for the loss of strength (notice that in the north sixteen points and a Stuka in Q25 gets a safe 5-1 against two units—again).

ODESSA: Here the setup prevents a deep penetration, but the weakness at Y25 is what allows the potentially disastrous attack in the Kiev district. The Russian knows that the Axis can AV exactly one three point unit (using a Stuka, and with a soak-off unit left over), so he must be very careful where he places his three point units or the Axis will blow a hole and pour reinforcements from every front through it. There are many deployments that prevent this, however, and that do not open the south flank of the Kiev district, do not allow the attack and retreat forward ploy from hex BB25 and do not allow the double attack with a Stuka against two units (from Z26).

Overall, the Russian defense prevents deep penetration but leaves its units open to heavy casualties; this ignores the potential disaster at hex W25, which is simply a flaw. The Axis should inflict heavy losses with little risk and low casualties, gaining time critically early in the game.

May/June 1941 German Commentary:

The Russian defense seems to be a very strong, well conceived one. The defense of the Baltic is particularly effective. However, there are a few weaknesses which I hope to exploit.

The key attack is the 4-1 using a STUKA versus 12 INF and 5 CAV. This attack is made possible by an automatic victory versus 4 CAV. Any result other than a CONTACT will insure surrounding all forces of the Kiev Military District. If 12 INF survives the attack (DI, EX, DR) it can be retreated to Y24 where it and 12 ARM can be attacked at 2-1 SURROUNDED in the 2nd impulse. R CAV soaks off against 9 INF at 1-4 but with a retreat route to BB24 in case of an AR. 20 INF and 38 INF are in position to provide a necessary 2nd impulse soakoff and protect Bucharest.

The attacks on the rest of the front are designed to kill as many Russian units as possible. Note that in the Western District 3 INF, 4 INF, and 10 INF may be retreated to K22 where they can be isolated by 2nd impulse attacks on 6 CAV and 8 ARM.

AXIS TURN ONE:

First Impulse: The Axis make maximum attrition attacks and hit the hole at W25, threatening to pocket the Kiev group; strategically this is exactly right, threatening to wipe out the entire front line strength of the Russian army. If this succeeds the Russians will be critically short of units with which to slow the Axis advance the next two turns.

RUMANIA AND SOUTH: The big gamble is taken at W25. The execution is flawless; notice that large forces must still be committed north of the mountains in the Kiev district to defeat the forces there and close the pocket from the north. However, whether the W25 attack works or not, the Axis will need large reinforcements south of the



GERMAN MAY/JUNE 2nd IMPULSE: In the Baltic Military District the Russian 11th Army is eliminated at 4-1. Further south the German loses the 42nd INF in an exchange at 4-1 on the Russian 8th Army. In the Western Military District the Soviet 6th CAV is eliminated in a 3-1. Farther south the Russian 8th Army surrenders to

a 5-1. The nearby 5th Army has better luck and retreats into the woods at M20 following its 5-1 defense. In the Kiev Military District the Soviet 26th INF is eliminated at 4-1 surrounded as is the 6th INF which would have escaped had it not been surrounded. In the Odessa Military District the 12th ARM is eliminated in a 4-1. Farther south

the German 38th INF continues the necessary soakoff vs the Soviet 6th INF which made the previous AV possible. The German survives the 1-4 and retreats his unit forward to BB24.

mountains for use on the second impulse; if the attack works they could exploit the victory and if it doesn't they will be needed to recover the situation. The Axis brings in only 17 points from other groups, however, which means that he will be weak both on this turn's second impulse and on the first impulse of next turn—the units north of the mountains will be nearly out of range even if the attack works and the pass is cleared. By failing to rearrange his Kiev attack or his reinforcements to place more units in the south, he is risking disaster if his attack loses and lessening his gains if it wins.

CENTRE: When the Axis player is seeking to maximize attrition 5-1 attacks are his best friend, particularly when he is attacking two or more defenders in the same attack; apart from the best casualty yield, it avoids the wasteful 'C' result. His worst enemies are penetration attacks—which have a far worse attrition yield, lose the units' attacking capabilities on the second impulse—and the 'C' results (or interlocking ZOC) that can freeze units and prevent them from moving on the second impulse.

The Axis Centre group is making its best attrition attacks, avoiding automatic victories and relying on the 5-1 and 7-1 (which have the extra advantage of minimizing Axis losses) attacks. He is taking some unnecessary chances concerning 'C' results, however—the 5-1 against the 3rd in the woods and the 4-1 against the 10th infantry risk tying up 45 points from advancing on the second impulse. 16 points and a Stuka in the north, an AV (20 points) against the 3rd cavalry and a first-impulse attack on the 5th armor followed by a second-impulse AV on the 8th, smothering the 3rd infantry and undoubling the 6th cavalry, would take about 70 points, freeing 11 to help in Kiev; and it would be perfectly safe. On the other hand, if the Axis player is lucky he will do far better with the attack as it stands. He'd better be lucky.

NORTH: What else?

FINLAND: With the Axis attacking to maximize attrition across the board, he really should attack in Finland, even if only a 2-1 against the 4-3. The extra unit that can be sent from Finland will help to repair the damage he is doing with the rest of his attacks.

Second Impulse: The Axis was very lucky in the critical die rolls that could have tied up units or stopped his penetration. The attrition rate is also running higher than average, which helps him. He is, after all, pursuing an attrition strategy—even though his losses are twice the average that could be expected.

The Axis continues the attrition policy in fine style, with high odds attacks across the board. The Russian army is definitely going to be weaker than normal, but an interesting aspect is starting to show itself; since attrition attacks do not gain much ground, the Axis player is not gaining much territory. His units in the Western Military District and in the Northern part of Kiev are going to finish the turn in positions that are not really very advanced, even if they succeed in wiping out the Russians entirely. The Russian weakness will pay off in Axis advances during the next two turns, but the second of those turns is an imponderable because weather can stop the Axis short without any Russian units at all. With the Russian army decimated and the Axis penetration limited, weather's impact on movement is going to be very important.

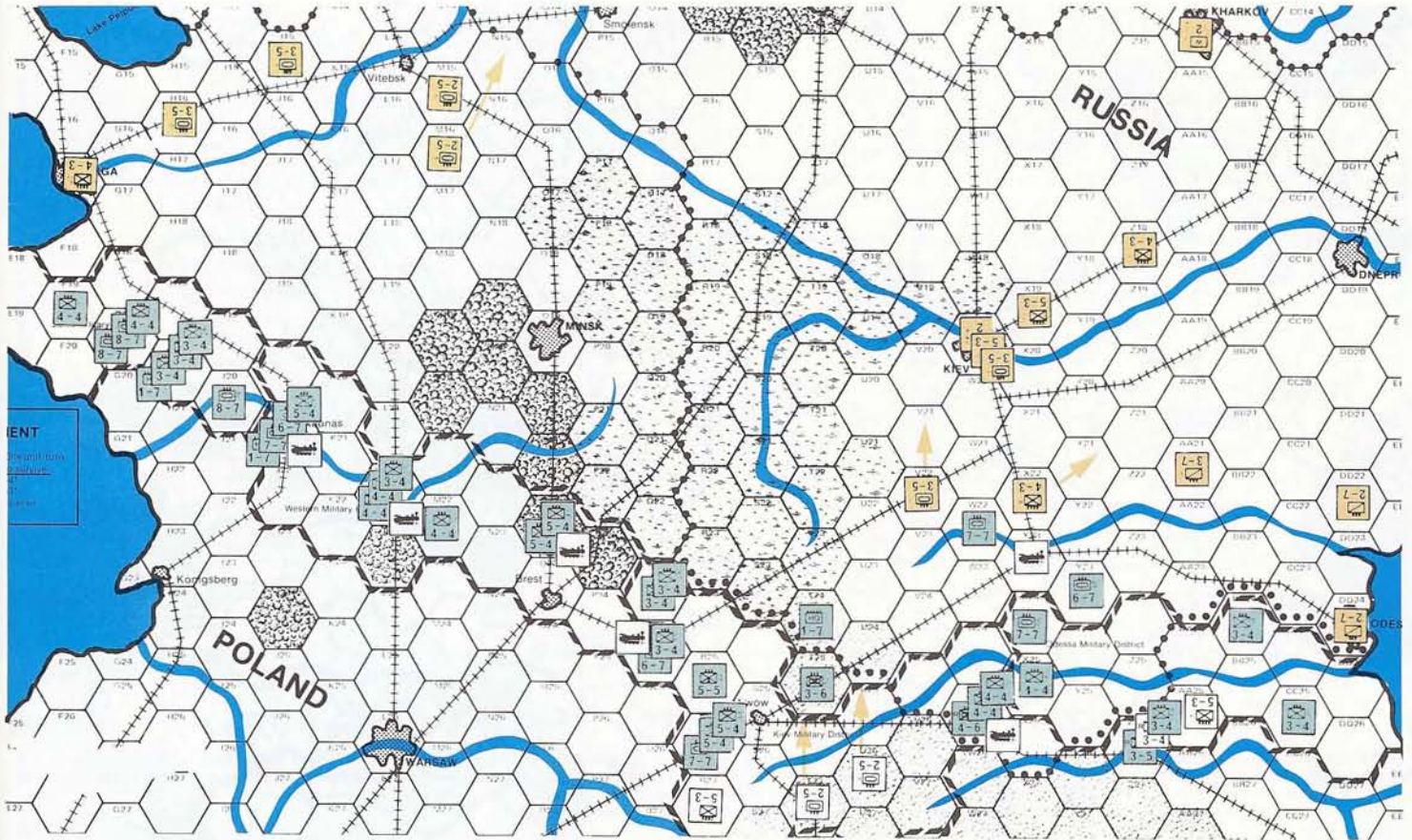
There are a few flaws in the Axis positioning. Most importantly, there is only one HQ in the south and it is vulnerable to a counterattack; combined with the Axis weakness in units in the area, this could allow the Russian to repair his position in front of Kiev despite the Axis triumph at W25. One HQ should have gotten to O22, where it could help against the south, against the Dvina river line or against the upper Dnepr river line as needed. As it stands, with the Axis positions not very far advanced, the Russian player can force the Axis to waste most of his attacking potential next turn

simply by staying out of range in the north and reinforcing in strength in the south. There are some placement flaws: the 38th infantry should retreat to BB23, clearing the rail line; the 3rd panzer should advance to V22; it would still compromise the river (although not quite as well), but it would free the rail line and it would protect South HQ from a two-impulse offensive out of Kiev. Most importantly, however, the Axis fails to take Odessa. The Axis really needs to take Odessa while their attacking forces are advancing in the area; they are going to have to take it eventually, and units that are sent back after it later have to be removed from the main front for a couple of turns. Besides, it is never weaker than at the start; it can be continually reinforced by sea, and eventually the Russians can place a worker there and start to place replacements, turning it into a major incursion in the Axis rear!

Once more, the casualties inflicted run higher than the expected results for both players, and once again this favors the Axis attrition policy.

Russian May-June '41:

Ouch! Obviously there was a slight crack in my Kiev-Odessa setup, and Rob really took advantage of it. Small consolation that he admitted that my article gave him his idea for the big breakthrough. In retrospect, it appears that the 12th Armored should be repositioned to X24 or X25, while the Kiev group should be pulled back in order to show a smaller front and prevent the easy isolation of the units in the mountains. The Baltic and Western groups did their job but paid a terrible price. Anyway, it will be a long while before his infantry ever sees the spires of the Kremlin. I can't understand why he didn't take the 2-1 against the 7th Infantry on C10. The worst that can happen to the Finns is an A1, which can hardly hurt, whereas if he wins the attack, I would have to either fight them to regain the river line or retreat, which would eventually allow him to close off Leningrad from the North.



SOVIET MAY/JUNE '41 TURN: The Russians pull back in the north while attacking in the south. Both units in Kiev move to attack the German 3rd ARM at 1-1 but are repulsed; the 12th ARM retreating to V21 and the 18th INF to Y21. The Soviet's 5th INF is

eliminated in a 1-4 vs the German 14th ARM and 17th and 44th INF at 1-4. The bypassed 9th INF also attacks at 1-2 eliminating the Rumanian 4th INF in an exchange. On the whole the Soviet positions remain relatively unchanged during their 2nd impulse. On the Fin-

nish front the 7th & 23rd INF still occupy B10. In the Kiev Military District the 3rd and 4th ARM attack the German 52nd PG at 1-2 but are repulsed and eliminated due to isolation. Other second impulse moves are shown with arrows.

For the first time in my *RUSSIAN CAMPAIGN* career I don't have enough units to fulfill all of my objectives for the first turn. I can't even garrison both Odessa and Sevastopol, which I normally consider mandatory. However, Odessa seems to be the logical choice, as a garrison there will slow down his troops and Sevastopol can only be taken by an invasion, which I doubt that he'll risk. I'm mildly surprised that he would stick his 7th Armored out where I can get a shot at it. Obviously, he wants to break the Bug, but perhaps I can make him pay with a small counterattack.

Unfortunately my 1-1 fizzled. I could have brought up another armored unit in order to attempt a second 1-1 in the second impulse, but I am so desperately short of units that I just couldn't afford this indulgence.

As he has diverted 16 factors from AGC and AGN to AGS, it appears as if he is going after the southern production centers in a big way; thus I have responded in kind by shifting most of my forces to the south to meet this threat. Luckily he has only one HQ in the south. Otherwise he could take Kiev in July after overrunning the 12th Armored. But now if he overruns either the 12th or the 18th, he won't have enough factors left for a decent shot at Kiev.

RUSSIAN TURN ONE: *With the Axis pursuing a (successful) attrition policy, the Russian is rich in territory but weak in units. The obvious policy is to use the territory to take the pressure off the army, to give ground and get out of range, or put simply, to run like a bat out of hell. Alternatively, the Russians can try to sacrifice their army entirely to really clog up the Axis advance, massing units right in front of the Axis armies; the blocking units will be*

eliminated, but the Axis will not advance much and the game will come down to the question of whether the weather will stop the Axis advance on the third turn; nothing else will be able to, since the Russian army will be gone). The one thing the Russians should not do is give the Axis a good advance and a good attack—but this is exactly what they do. This is the turn where the Russians give away the game.

The Axis has a lot of strength in bad positions in the north, and it is very tempting to just get out of range. Unfortunately, the Russians choose to defend the Dvina, the upper Dnepr and the region in between, just within Axis striking range on the first impulse. Creating a solid Russian defense requires forming a solid front line of units backed by interlocking ZOC, so that to penetrate the Axis must mass AVs just to get to the second line on the first impulse, tying up large amounts of strength. Open lines (alternating units and ZOC) can be wiped out or penetrated, regardless of their strength. Here, the severe Russian losses leave them with too few units to form solid lines in the north and the south, so they set up open lines in both places, inviting destruction. They would do better to abandon the north and mass solid lines in the south, where the Axis weakness offers the Russians the chance for a successful confrontation.

There are some technical flaws as well. The placement of the 3rd panzer offers the chance for a two-impulse attack aimed at HQ south which would really screw up the Axis if it worked, but the Russian attempt in this direction is simply too weak. Odessa should be reinforced with a large replacement. Too much Russian strength is tied up in the rear; the 4 at Rostov could be replaced by a

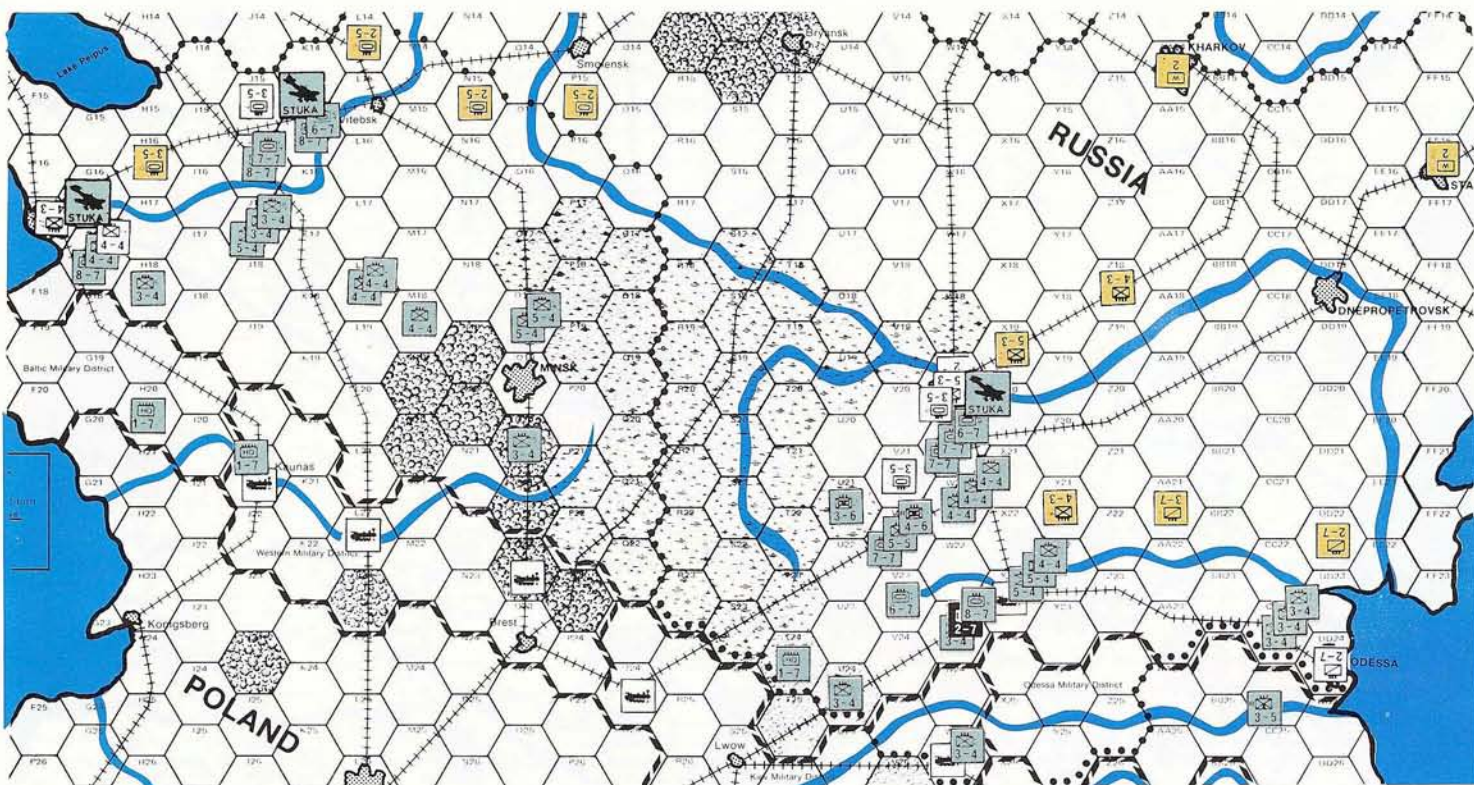
weaker unit, and using two units to hold off the Finns is simply ridiculous in light of the Russian manpower shortage.

There's a bizarre note to this game that's worth mentioning as a warning to those who write strategy articles and then get involved in a series replay. I don't want to deter anyone from either activity, but when you commit yourself to a strategy in print you have a natural desire to vindicate that strategy in the replay—even when your opponent is going to extreme lengths to make that strategy inapplicable in the game being played; you have a tendency to stick with the strategy to prove its worth even when the game's events make a change in strategy more desirable. Now, the Viipuri defense is based on forward defense in strength and Mr. Jarvinen is still trying to implement that defense even though the Axis player has craftily destroyed the strength that is necessary to make it work. He is sacrificing the game to try and salvage the strategy. It just goes to show you should always be flexible in choosing and changing your strategy—and that show biz has its dangers even in gaming.

Jul/Aug 1941 German Commentary:

The big attack this turn is a 4-1 vs Kiev. This is made possible by the Automatic Victory versus 12 ARM, giving me a slightly better than 90% chance to take Kiev this turn.

On the rest of the front I am trying to kill as many units as possible. My forces in the north and center will be in position to threaten a drive on Leningrad or Moscow next turn.



GERMAN JULY/AUGUST 1st IMPULSE: The Finnish front remains quiet. Along the Baltic the Germans reach Riga, and attack it at 5-1 (with air support) taking the city at the cost of the 2nd INF which is lost in exchange. Northeast of Vitebsk German armor and

air throw a bridgehead across the river and eliminate the Soviet 7th ARM in the process with a 7-1. In the south the Germans AV the Soviet 12th ARM thanks to the unexpected arrival of a Mountain unit which allows them to reach Kiev with three armor units. Air sup-

port makes possible a 4-1 which results in the surrender of the city garrison. Odessa falls to a 3-1 surrounded which eliminates the Soviet 2nd CAV for failure to retreat.

AXIS TURN TWO: *The Axis continue to maximize attrition at the expense of penetration. This will lead to a strong unit strength position even after the Russian reinforcements pour onto the board, but once more by limiting his advance the Axis player is gambling on having good gambling weather in the fall. If he can get to things he'll be able to attack them, but will he get there?*

First Impulse: *The Axis player is not even taking all of the penetration he can get while attacking to maximum effect. A 6, two 4s and a Stuka against Riga and two 8s and a Stuka against the 6th armor*

on L14 would break the Dvina from both ends, leaving the rest of the forces to mop up and an 8 and a 7 to attack the 5th armor on N15 on first impulse. This would allow the units to advance farther, and the 2nd armor could be attacked second impulse; all of these attacks would be safe from contact results and armor casualties. The move as actually played breaks the Dvina all right, it just lets the 2nd escape and gets less penetration than it could.

In the south the Axis just barely gets away with his sins. Odessa, unreinforced, falls to a 3-1 in an attack that could have been unpleasant but once again

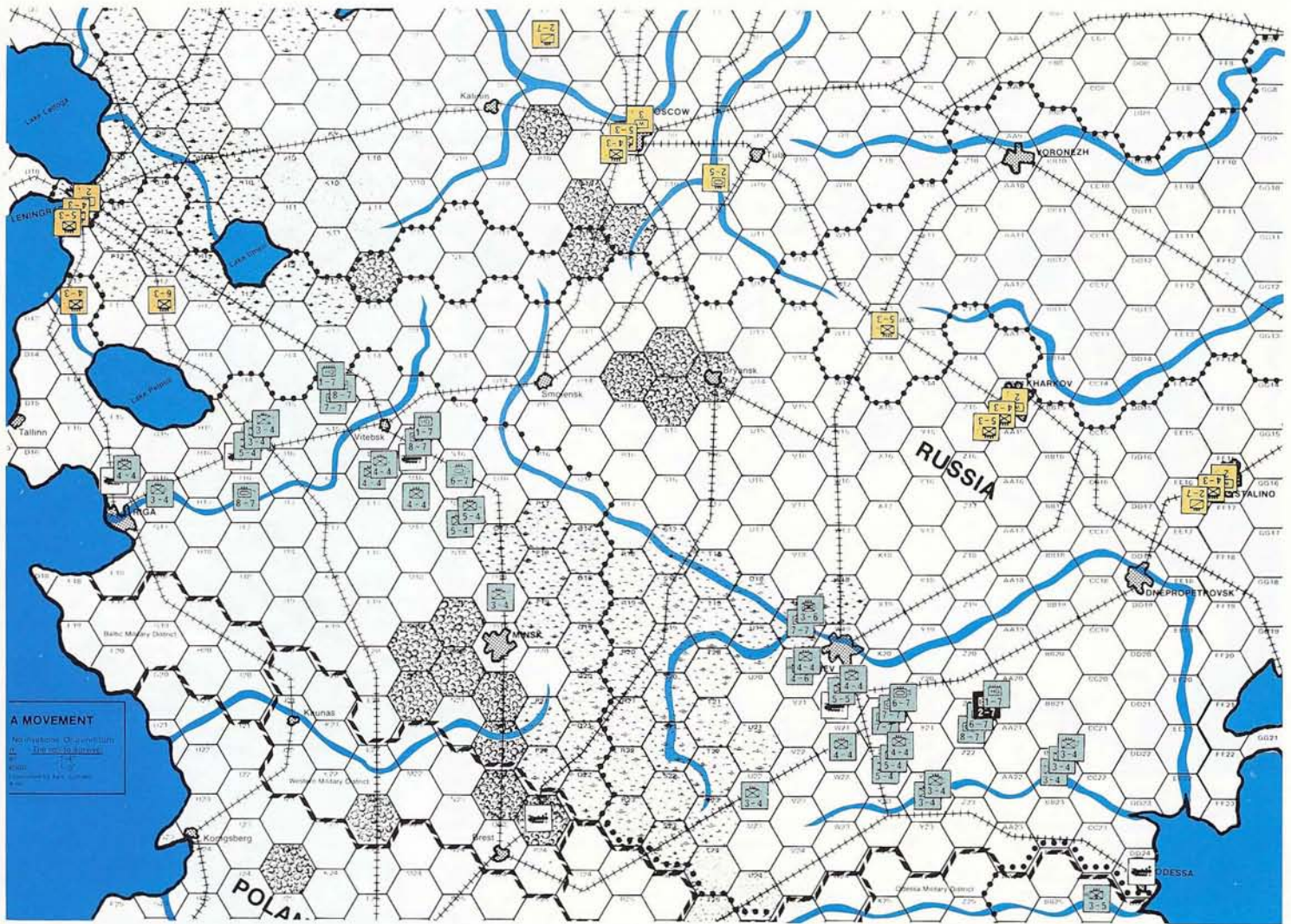
the Axis player survives a risk unscathed. He takes another risk against Kiev and comes up lucky again. By winning his risky attacks the Axis player again makes complaints sound a little querulous, but in fact he would have done better to simply use his southern Stuka to ensure Odessa's fall while massing units before Kiev and wiping out the 12th ARM and 18th INF on the first impulse and 'smothering' Kiev by attacking the 22nd on second impulse; this would inflict some extra casualties, make more of an advance towards Dnepropetrovsk and, by making the soakoff against Kiev a 1-1 from V19 or V20,



GERMAN JULY/AUGUST 2nd IMPULSE: Army Groups North and Center continue to advance, crossing rivers and destroying Soviet units with impunity. South of Riga the Soviet 10th ARM is

eliminated in a 7-1 surrounded. Southeast of Vitebsk the Soviet 6th and 5th ARM are lost in separate 7-1s. Southwest of Kiev the Soviet 18th INF is AV'd allowing the Germans to concentrate against the

Russian 6th CAV for a 7-1 surrounded.



SOVIET JULY/AUGUST '41 TURN: Stalin flees to Archangel. Replacements bring back the 27th INF, 10th ARM, and the 2nd

CAV. In his second phase, the Soviet moves STAVKA to U3. Reinforcements appear in Moscow and Kursk. The illustration shows the

game positions at the end of the second impulse.

allow the Axis to retreat forward and break the swamp line with major forces.

But why cavil? Technically the Axis play is flawed, but strategically it is going very well. The units on V19 are important, Russian casualties are heavy and the Axis is one good turn away from inflicting real damage.

Second Impulse: The Axis attacks envelop the positions that were compromised during the first impulse. The overwhelming nature of these attacks is a tip-off that they are using more strength than is really necessary; with a little better play that extra strength could have gained some additional ground.

One thing that is worth mentioning about the Axis' overwhelming attacks is that they minimize losses, and the Axis is in very good shape regarding casualties. Actual losses are still running ahead of expected losses for both sides, but the Axis army still has conserved its strength remarkably well.

Russian July-August '41:

Err . . . ahh . . . what was that I said about Kiev? Actually the theory was correct but my application was ridiculous. Which means I completely overlooked the 49th Mountain Corp, which was the key to the whole attack. Which also means I have just handed him the bulk of my troops. My only

possible move this turn was to withdraw, holding some strong points, and pray for mud. Note that with heavy MUD, AGS won't have anybody to attack during the first impulse. (It's nice to be able to find a bright spot in almost anything.) Delay units would be nice (like in Dnepropetvsk, for example), but can anybody tell me where they're coming from? With clear weather it would be possible for him to get a 1-1 against Moscow, so it seemed appropriate for Stalin and Stavka to take a small leave of absence. The 2nd Cavalry and 2nd Armored are to prevent such a 1-1 attack from surrounding my glorious capital. I have counted very carefully and the 18th Infantry on E12 cannot be overrun (he says . . .). I released one of my units from the Finnish front as I doubt Rob would take a 1-1 attack against the 7th on B10 when, after all, he refused the original 2-1.

On the dark side, I can honestly say I have never lost so many units in two turns before. It appears disastrous, but hope springs eternal . . .

My basic strategy now, which is considerably different from that with which I started the game, is to abandon the south except for strong points in my production cities. I anticipate my winter line to stretch from Leningrad (which is why I am so determined to hold it) through Kalinin and Moscow to Gorki. Undoubtedly he will penetrate the mountains around K10, but I hope to regain this area with a small winter offensive. If the weather remains clear though, I may as well pack it up.

RUSSIAN TURN TWO: Now the Russian has nothing left with which to defend except weather and space. He abandons the front and prays for mud, any kind of mud; he is giving up his last reserves of space to save what's left of his army. The space will be enough if the weather is bad, but clear weather will allow the Axis to regain lost ground and finish off the Russian position. Technical note: as a hedge against light mud, the Russian player should really leave a blocking unit in front of Kharkov, as he has at Leningrad.

Sept/Oct 1941 German Commentary:

The weather roll has, temporarily at least, saved the Russians. As in most Eastern Front games, one weather roll is worth quite a few normal attack rolls.

This turn I will clean up the Russian forces in front of Leningrad. I will be able to assault the city at 4-1 next turn if I get CLEAR or MUD weather. The 1-1 with the Finns is an attempt to put more pressure on Leningrad. One Finnish unit can always be replaced next spring.

In the south I have to settle for a 50-50 chance of taking Kharkov during the 2nd impulse. I will need CLEAR or LIGHT MUD to advance any further next turn. In the center I am preparing to go on the defensive for the winter.

I feel that I will be in excellent position if I can take Leningrad and Kharkov before winter. If not it will be a hard fight in 1942.



GERMAN SEPT/OCT 1st IMPULSE: Due to his shortened movement capacity in the LIGHT MUD and the large scale withdrawal of Soviet units the previous turn, the German appears to be merely extending his rail and supply lines. Although the Finns finally attempt a

1-1 north of Leningrad it is repulsed with the loss of the Finnish 7th INF. In the South the Germans spread out from Kiev along the rail lines, moving towards Dnepropetrovsk and Kharkov. In the center Vitebsk is consolidated, as is Smolensk. To the north, the approach

to Leningrad is cleared by a 7-1 which forces the surrender of the 16th INF.

AXIS TURN THREE: Light mud, and now the Axis pays the price for not advancing to the utmost last turn—he cannot quite get to things so his attacking potential is wasted. About all he can do is get into position for the next turn and pray for good weather.

The Axis closes in on Moscow and Leningrad, clearing the approaches, but again there are

technical flaws: moving within three hexes of Moscow just gives the Russian a chance to counterattack with bad weather impending, in hopes of inflicting some casualties to make up for his own weakness; and sending the panzers against Leningrad is a mistake (although a popular one), since their mobility is far more important out in the Bryansk plain. On the other hand, the Axis makes

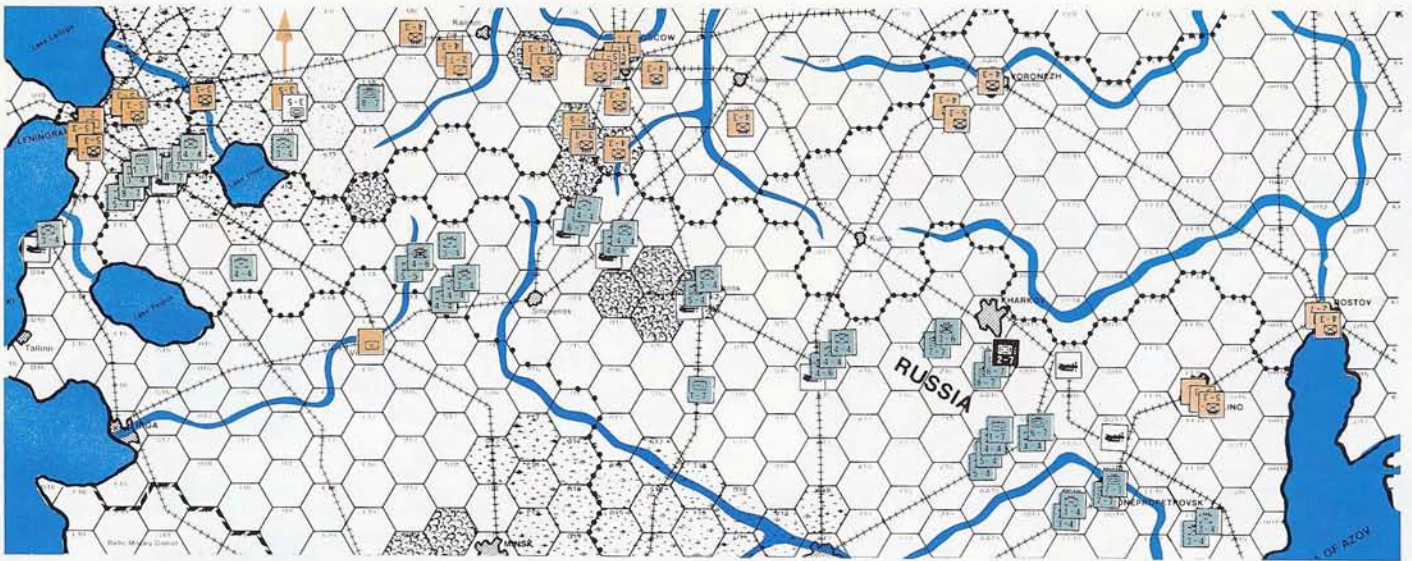
some very nice plays as well—moving the forces and HQ out into the Bryansk area is important strategically, widening the front against Moscow and the southern cities at the same time, and moving the infantry unit to J10 does the same trick north of Moscow—there is a nice point to this move, since it forces the Russians to detach units to deal with the threat at a time when he is still weak



GERMAN SEPT/OCT 2nd IMPULSE: The German effort to clear the approaches to Leningrad continues with a 5-1 surrounded attack on the Soviet 27th INF which eliminates the German 10th INF in an exchange. There is no combat in the center but the Germans do oc-

cupy Bryansk, a vital link in the rail net as well as a supply source come winter. In the south, the Germans begin a move to capture an unguarded Sevastopol as well as occupying an abandoned Dnepropetrovsk. At Kharkov, a risky 1-1 attack forces the Russians

out of the city, eliminating the workers and retreating both Soviet units to Z13.



SOVIET SEPT/OCT '41 TURN: Five reinforcement INF armies appear in Moscow and seven more roll in from the East. Replacements in the form of a 4-3 INF and 3-5 ARM also appear in an attempt to

secure Leningrad, and Moscow. Two armor units go over to the attack in the mountains south of Leningrad, striking the German 26th INF at 1-1 but the 9th ARM is eliminated while the 10th retreats to J8.

In the south, the Soviet player again withdraws and concentrates on defending Voronezh, Rostov, and Stalino. Sea movement in the Black Sea is successful and the Soviet 49th INF occupies Sevastopol.

and thus is superior to moving to L11, where the detachment would serve double duty, also serving as part of the normal defensive line north of the city.

Oh, yes, and the Axis takes a cheap shot at Kharkov—which works. Apart from ensuring the fall of the city regardless of the weather next turn, this removes one task from the Axis agenda and allows them to concentrate on other things next turn.

Russian September-October '41:

Now the Finns take the 1-1. Why now? Anyway, he lost that attack (serves him right for waiting so long). But the successful 1-1 against Kharkov really hurt.

Sevastopol is easily garrisoned with sea movement. A 4-3 infantry makes it 2-1 proof unless he is willing to use a Stuka. Holding the river line from Rostov through Kursk to Tula appears hopeless. I'll just try to extricate my units. He did a nice job of penetrating the mountains. A 1-1 against the 26th is worth the risk to drive them out. Note that since the attack is in the second impulse, a Contact result works in my favor.

He'll need a little luck to take Leningrad, and Moscow should last the winter. Stalino will probably fall if it doesn't snow. But at this point, something has to go right for me.

Well, my 1-1 was another failure. Oh, well . . .

RUSSIAN TURN THREE: At last, units—and bad weather in the offing (he hopes). At this point the Russian player should take stock of his game, and what he finds is not good. Even with his reinforcements he is at a strength disadvantage thanks to his own losses and the low casualties the Axis have suffered, and his losses in territory have been bad—and may get worse, with a turn of uncertain weather upcoming. Actually, the Russians need to counterattack in strength to inflict some casualties, particularly around Moscow; he cannot generate new Russians, but he can remove Axis units, and each Axis unit is twice as deadly on the attack as on the defense—they get to attack twice per turn, after all. The risk is not all that great anyway, since a few extra casualties will not kill the Russians as long as the weather is bad—and if the weather is good, nothing will save them.

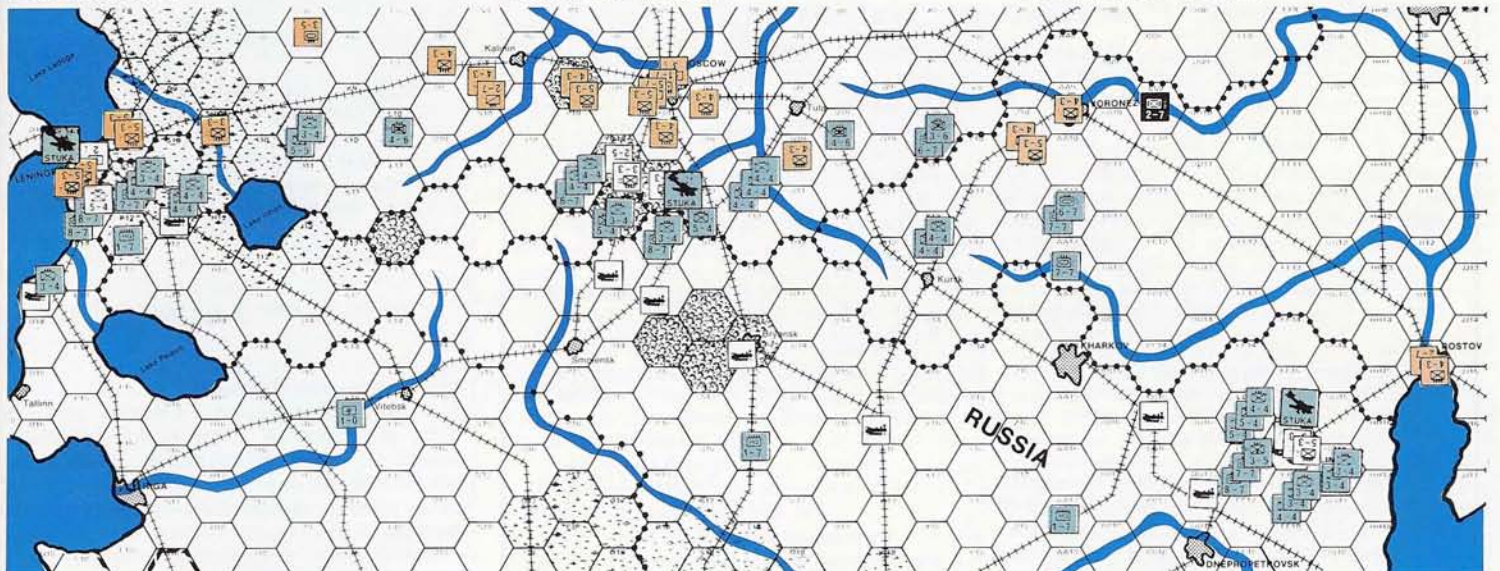
In the event, however, the Russians do not attack. They are clearly praying for snow; even mud or light mud will cause them to lose something. Technically they should not leave anything next to Leningrad (the old smother attack ploy without a direct assault) and they could defend a little better around Moscow and Rostov, but if snow falls all will be forgiven.

Nov/Dec 1941 German Commentary:

The weather gods must really like me. The CLEAR weather gives me the opportunity to deliver a knockout blow to the Russians before winter.

The main attack is the 4-1 versus Leningrad. If I win this attack I will be able to get a 4-1 vs F10 in the 2nd impulse (unless I lose units in both the 4-1 and the 1-1).

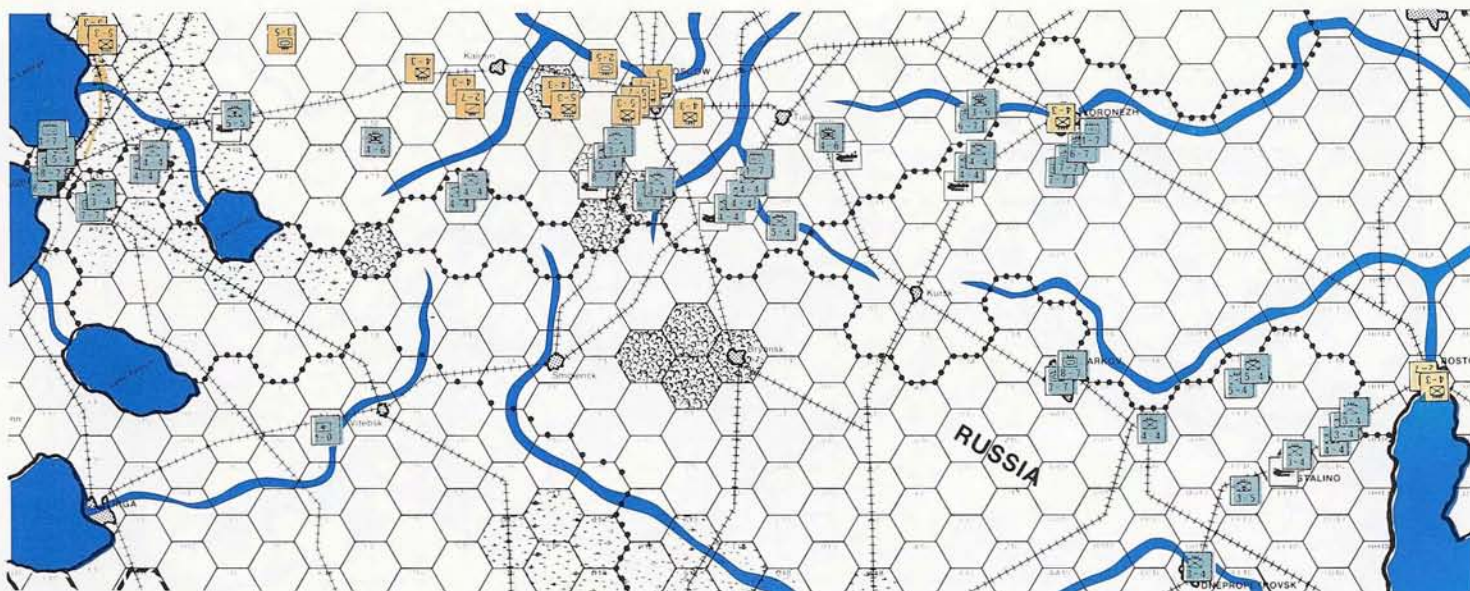
In the south I want to guarantee Stalino at 5-1 surrounded. The drive to the Don is also important as it will kill two more Russian units and force the Russians out of Voronezh.



GERMAN NOV/DEC 1st IMPULSE: Taking advantage of the clear weather, German Army Groups move to attack the defenses of Moscow, Stalino and Leningrad simultaneously. At Leningrad a stuka and massed armor gains a 4-1 vs the city. The resulting ex-

change costs the Soviets their worker unit, the 23rd and 54th Soviet INF withdrawing to C10 as the German loses his 7th INF. Outside the city the 1-1 vs the Soviet 20th and 40th INF results in a CONTACT. In the forests before Moscow, the 55th and 33rd INF are eliminated

by 7-1s. The 32nd INF temporarily survives a 4-1 surrounded due to a CONTACT. To the south, Stalino falls to a 5-1 as the Germans enjoy their last three Stuka turn.



GERMAN NOV/DEC 2nd IMPULSE: Leningrad is occupied, and a 4-1 is massed vs the two Soviet INF armies to the SE of the city with the Russians retreating to F8. Just east of Lake Ilmen the 49th & 26th

INF attack the Soviet 52nd INF at 2-1 surrounded, the 26th is lost in the resulting exchange. West of Moscow the Soviet 31st surrenders to a 6-1 and the 32nd is polished off in a 5-1 surrounded. The Soviet 19th

& 22nd INF are eliminated in a 4-1 outside Voronezh. Only the SS unit is lost in a soakoff from AA8 at odds of 1-4. The illustration shows the final positions at the time of the Russian surrender.

THE LUCK FACTOR

Luck played an important part in this game, as might be expected when one player is blown away in four turns. Real attrition exceeded expected attrition for both players continuously throughout the game, which played right into the Axis player's hands even though the extra attrition he suffered exceeded the extra attrition inflicted on the Russians. He was basing his game plan on attrition, after all, so the extra losses hurt the Russians far more.

More important, however, was the Axis player's luck in the critical die rolls that came up whenever he took a chance. On the first turn he took one critical chance—the breakthrough at W25—and two minor gambles that could have tied up significant forces with contact results. On the second turn he took one critical chance—the attack on Kiev at

4-1—and one lesser gamble against Odessa. The odds favored each one of these gambles individually, but the Axis player was taking unnecessary chances—and all of them came through for him. On the third turn he was unlucky enough to get light mud, but his long shot attack against Kharkov succeeded. And on the fourth turn, he hit the jackpot with clear weather and took four lesser gambles—the attack against Leningrad, the 7-1s against the 55th and 33rd in the woods and the 4-1 against the 32nd—and only one of them turned sour on him. The Axis player took chances time and again and got away with it, and that was all he needed to turn a superior position into complete triumph.

This chart gives a summary of the luck element in the game:

| TURN | AXIS LOSSES | | RUSSIAN LOSSES | | CRITICAL ROLLS | | | |
|-------------------|-------------|------|----------------|------|--------------------|-------------------|--------------------|-------------------|
| | Expected | Real | Expected | Real | Major ¹ | Odds ² | Minor ¹ | Odds ² |
| 1 | 13 | 14 | 67.7 | 73 | 1(1) | 33% | 2(2) | 69% |
| 2 | 2.2 | 4 | 27.8 | 36 | 1(1) | 83% | 1(1) | 67% |
| cum. ³ | 15.2 | 18 | 95.5 | 109 | 2(2) | 28% | 3(3) | 44% |
| 3 | 4.5 | 5 | 12.5 | 15 | 1(0) | 100% | 1(1) | 33% |
| cum. ³ | 19.7 | 23 | 108.7 | 124 | 3(2) | 58% | 4(4) | 15% |
| 4 | 6.3 | 9 | 48 | 41 | 1(1) | 17% | 4(3) | 87% |
| total | 26 | 32 | 156.7 | 165 | 4(3) | 23% | 8(7) | 35% |

Notes:

¹The number in parentheses indicates the number of critical rolls that were won by the Axis. It is worth noting that when the Axis won they won big; the W25 would have been a victory with a DE result and he rolled a DS, for example. The Kiev attack would have been a success even if the defenders only retreated but in fact they were eliminated and the light mud roll is treated as a loss even though the Axis could have rolled MUD.

²The number indicates the probability that the Axis player would roll as well as he did or better. For example, if he won three out of three the number indicates the probability of winning all three gambles; if he won two out of three the number indicates the probability of winning two out of three or better.

³Cumulative totals through this turn.

Final Note: Notice how low the Axis expected losses are and how large the Russian expected losses are. This reflects the nature of the attacks the Axis player was making—a clear indication of how carefully he was pursuing his strategy of getting favorable attrition.

AXIS TURN FOUR: Clear weather, and now it is just a question of what the Axis player allows to live. Even Moscow can be threatened. A short tour of the carnage:

The Axis player really should take Leningrad by a smother play instead of a 4-1, but the 4-1 loses the opportunity only if the 1-1 against the 20th and 40th Infantry drives them away. In other words, the Axis is taking the chance that 1) the Leningrad attack will fail and 2) the 1-1 will succeed, which then leaves them with a 1-1 to take the city. All to no point (it's not a very big chance anyway)—the city falls.

The Axis have the choice of a drive on Moscow or a drive against Voronezh, and he tries to do a little of both. This means that he has to chance some 4-1s again, and this time the Moscow one fails on first impulse, stalling the drive (the other one works on second impulse). The Axis should really have concentrated in a Moscow drive through Tula—it would spread his effort less and inflict more casualties in a central area.

In the far south the Axis player could have arranged things to take Rostov or at least drive the Russians out; not holding the river line can be a serious flaw if the Russians go over to the counterattack. But everything else is going well, so why worry?

The Russian surrenders. There is not a lot of play left in his position—only the Moscow worker and the Moscow units are left—but if he has any chance at all it is to gamble on inflicting Axis losses in the upcoming winter. The Russians should attack in strength, gambling on some good luck; however, if the Russian player does not—and it is easy to see why the Russian player would be discouraged enough to not think much about counteroffensives—he has no hope at all and he should just resign.

Russian November-December '41:

I find myself somewhat at a loss for words. In fact, only one word comes readily to mind—devastated! There really was no point in playing on. The Russians can survive even if they've lost lots of troops as long as their production capacity is intact. But heavy losses coupled with a non-existent production program spells certain doom. It's just a matter of time. Therefore I have surrendered and tendered Rob my congratulations. He deserved this fine win.

The Russian failure in this game stems from the three following points: 1) the flaw in the original setup; 2) the overlooking of the 49th Mountain in the first game turn which allowed the AV leading to the early fall of Kiev and 3) the clear weather in November. Each mistake by itself would not be disastrous, but to have more than one or two against a player of Rob's caliber is deadly. He cashed in on every one, kept me unbalanced on every turn, and when the opportunity presented itself, he delivered the coup de grace in fine style. *Sic semper tyrannus.*

Concluding German Commentary:

The decisive battle was the automatic victory and 4-1 in the south on the first turn of the game. I don't believe that the Russians ever recovered from this. The automatic victory and the 4-1 against Kiev on the second turn was also a telling blow. The early capture of Kiev freed German forces to drive on Kharkov and Stalino on turn 3. I was fortunate with some of the die rolls but the big break was the weather roll on turn 4. This was the last straw for the Russians and enabled the Germans to end the campaign in 1941.

Summary: *The Viipuri setup is prone to heavy attrition, but the Viipuri defense is based on forming a strong defense. This is a definite clash in policy that a clever Axis player can exploit as this one did. The problem with an attrition policy is the lack of penetration, but in the end the good weather at the end gave the Axis an extra turn to make up this deficiency, which was all it took.*

The other decisive factor in the game was the Russian player's lack of flexibility on the first turn. There is no way of telling what the penetration and attrition situation will be at the moment when the Russian player starts his first turn; the Axis player just has too much leeway in selecting his attacks. As a result the Russian must keep an open mind about what he will do, defending territory if he has the units or abandoning it to save his units if he is weak. Territory and strength must be used to protect each other, which means the threatened one should be protected at the cost of the other.

The Axis player was a little remiss about advancing particularly on the second turn, and his plays were repeatedly flawed technically, but his luck held and most importantly his strategic approach was extremely sound. By minimizing his own losses and keeping the Russians weak he maintained his attack superiority throughout the year and in fact would be in good shape at the start of the next year even if he had eliminated no workers at all. With both the workers and the Russian army gone, and his own attacking power intact, the Axis player's victory was about as complete as can be achieved against a competent opponent.



FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the *GENERAL* are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are not subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your *GENERAL* subscription through him which in most cases will result in considerable savings for you.



MORATORIUM

By Alan R. Moon

"I'm a gamer." The voice is very soft. "I've been a gamer for", hesitating, "for, about twenty-three years." "About three years ago", the control slipping now, "my wife left me." "My kids don't respect me anymore, my eldest boy won't even talk to me, even the dog growls at me. My wife married this other guy, an insurance salesman just like me who golfs on weekends. He's home by noon. He's never even heard of wargaming. Thinks *THIRD REICH* is a book by some guy named Shirley." The tears come.

Audience members cry along, emotion unrestrained.

Someone breaks into a chorus of "We shall Overcome". Others join in. Tears subside in song. "I'm sorry."

"That's okay brother, take your time."

He wipes his face with a monogrammed handkerchief (AM). Blows his nose. Snuffs out the last snuffle.

"It all began in December '65. We were shopping for a Christmas present for my boy. He was two then. We were in some toy store. She, my wife, went to look at dolls and stuff for my brother's kids. I headed for the trains, just to look. As I was walking down the game aisle, I saw this game called *AFRIKA KORPS*. My father had been at Tobruk. Said he saw Rommel. I picked up the game and opened it.

I never got to the trains. A half hour or so later, my wife found me in that same aisle setting up the pieces on the map, on one of the aisle shelves. Needless to say, I bought the game.

It wasn't easy to find opponents for wargames in those days, so at first, I just played solitaire. I spent a lot of nights in my basement trying to find the perfect German strategy. And after I had it, I went on to other games. But I was getting restless. I wanted an opponent. My three-year old was candy.

I advertised for opponents. After several weeks, a guy called me. He lived about two hundred miles away, but I had to go. I beat him.

We started to get together regularly. I'd visit and stay overnight and get into work the next day after noon. Tell my boss I'd been away on business. Once a week, then twice a week. I told my wife they were regular business trips.

Meanwhile, I kept advertising. At last, it paid off. A guy in the next town called me. And he had a friend who gamed too. Suddenly, other opponents surfaced. I began to write to people in other states and play by mail. It was then that I began to lose my head. Playing three, four nights a week, business trips every weekend.

My wife found out. She was hysterical. I told her it was only social gaming. She begged me to get some help, to see someone. I told her everything was under control, I could handle it. She told me I was sick. I had a disease. I laughed. I told her I just needed one more game.

She was right, of course, I was hooked. I kept worrying where my next game would come from. I started staying home during the day to plan strategy for an upcoming game. I only felt calm when I was gaming.

I bought every game out. Magazines. Books. Blank counters. War souvenirs. T-shirts. I was spending all my time gaming. My thirst was unending.

Not surprisingly, I was fired. Actually, I had been fired several weeks before I found out. I walked into the office one day to get a book I'd left there, and my boss told me I was fired. I didn't care. I thanked him.

I collected unemployment and stayed home. My wife got a job. I began to steal the household money, what little there was. My kids hid their piggy-banks. I couldn't stop myself. The unemployment ran out, but I stayed home.

How my wife suffered through those years. Why she stayed with me I'll never know. Finally, she left. It was that, or die. I had stopped caring about how I looked, what I ate, sex, everything except games. I didn't even play against anyone anymore. I stayed home and worked on the ultimate wargame. It was going to be a map of the world, made up of dozens of regular-sized maps and hundred of thousands of counters. And I was already planning its extension—the whole universe. I don't even remember her leaving.

I was living in the basement now. No contact with the outside world. One day, a man came down the stairs and just stared at me. Then he went back up. The next day, they came for me. A whole bunch

of people. Cops. Health Inspector. Doctor. Attendants. Collectors.

On the way out to the van, I noticed there was no furniture in the house, most of windows were broken, there were no cars in the driveway, and the grass hadn't been cut. I would have to tell the wife about that, I thought to myself.

I went cold turkey. The shakes, convulsions, the whole bit. It worked for a while. About two months. Then I got a job as a short-order cook. I spent my first paycheck on games.

The second time was worse than the first. The third worse still. After that, the times became lost in horror. I knew I was dying, but I couldn't save myself.

Then I met Bill. He'd been a gamer too. He told me about GA and the buddy system. Said he'd be my buddy. I said I'd try it. And I did. One day though, I cheated—bought a game. Just one. Bill found it under the bed during his daily inspection. He beat me senseless.

I lay on my bed for days, near death. Bill wouldn't take me to the doctor. Said it was better I die.

One morning, a bluebird landed on the windowsill. I watched it and it seemed not to notice me. It was so happy. Suddenly, I knew the truth. I remembered the man I'd been years before. I cried and the tears washed my face. My soul was cleansed. I broke the habit."

Applause. Cheers.

Filing out, the members pass under a doorway with the sign:

GAMERS ANONYMOUS
Serving the Afflicted since 1972



★★★★★

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

BLOODY RIDGE, NAPOLEON AT BAY, NAPOLEON AT LEIPZIG, and numerous development credits.

Closer to home, this issue contains the long awaited *MAGIC REALM* feature. Universally praised for its innovations and cursed for its rules, *MAGIC REALM* owners should spend some time with this issue. If nothing else, the question and answer insert should help you comprehend the rules more easily. We'll eventually have a revised rulebook available for the game but for the time being this issue should be a big help.

We may not have the necessary color separations available to advertise them in this issue but both *CRESCENDO OF DOOM* and *WAR AND PEACE* are now available for mail order purchase. Each game sells for \$15.00. Playtest reports for both games have been very favorable.

Lastly, the new year will bring with it a slight increase in our payment rates for articles printed in *THE GENERAL*. Starting with the January, 1980 issue we will be paying \$6.00 or \$9.00 worth of Avalon Hill merchandise per 10 inch column of edited text. We are in *great* need of quality material for the magazine and actively solicit articles from the readership. If you enjoy the *GENERAL*'s emphasis on true game analysis rather than the more commonplace history or review approach of many other magazines, give some thought to lending your expertise to the readership in the form of an article. If just one reader per thousand would favor us once a year with an in depth analysis of his favorite game, *THE GENERAL* could be greatly improved. Who knows—we might even get one done on time.



ADDITIONAL RULES . . . Continued from Page 13

the counters listed in the next stage after his current stage, and can use it in the next game.

3.11 A character who is at first stage and who has two extra counters is still at first stage.

3.12 When a character gets all three of the counters of a stage, the next game he starts at that new stage with the appropriate Spells and equipment.

3.2 The character who won the game jumps a full stage in the next game. If he were first stage with one extra counter, the next game he would be second stage with one extra counter.

3.3 A character who is killed drops a full stage for the next game.

3.31 If the revival rule is being used and a character is killed, he loses the stage before he is revived—and if he is killed again he loses another stage.

3.32 A character can never be lower than first stage.

4. When a character reaches fourth stage he should continue to keep track of the stages and counters he has earned even though he cannot get additional counters.

4.1 Instead of extra counters, a character gains certain advantages for each full stage he has earned above the fourth (he gains nothing for counters that do not complete a stage). He takes these items when he places his first hex tile.

4.11 Fifth stage and above: 15 extra GOLD.

4.12 Sixth stage and above: Take one random treasure card from any native group.

4.13 Seventh stage and above: 10 NOTORIETY and 5 FAME.

4.14 Eighth Stage and above: Take one horse from any native group.

4.15 Ninth stage and above: Gets bonus phase every day.

4.16 Tenth stage: Take one weapon or armor counter from any native group; or record one extra Spell of any type.

4.17 Eleventh stage: The character should be declared an 'immortal' and retired, and his owner should start over with a new (and preferably different) character. Over the *really* long haul the players can compete to see who can reach 'immortal' status with the most characters.

4.2 A character must record and acquire extra victory points for his excess stages of development, so a seventh-stage character needs eight points to win.

5. The players will find that games can end quickly when some of the players are at low stages; when a game ends too quickly the characters can leave the board setup, move to the start of the next lunar month and start the next game from there.



THIRD REICH . . . Continued from Page 21

reanean, and Malta **MUST** be reduced and the Germans **MUST** do it all. (Get them to use their air force to counterair) and **YOU** take possession of it. These are the very concessions the Italians wanted from the Germans, but backed down on. I consider it imperative to ask for them. Not to the letter, of course, the Germans will always welch on some of them but having so many you cushion yourself and will wind up with just the number you can hold and really need. Also the two variants numbers 4 and 9 increase immensely the Italian bargaining position with either side.

The watchword for the Italians is "To the British, treat 'em nice; to the Germans, make 'em pay."

FRANCE—Of all the powers, France has to do the least to win, all she had to do is survive. The three she starts with are all she needs to win. But to survive is a neat trick. The difficulties are many. Weak army, weak air force, weak position, weak BRP's. Further, you have an Ally (Britain/US) who stands to gain a lot by casting you to the wolves. No BEF in 1940 is like a day without sunshine. Ah, but two can play that game. Selling the British out to the Germans is a good trick, and really devastating. The Germans can then turn against Russia and the neutrals and win, and the British will be out in the cold to even get a stalemate. Remember, French friendship will guard the beaches of Normandy better than a thousand Atlantic Walls. The French should be pushing the British to seek an Eastern solution to Hitler's egomania, after all, better the borscht eaters than them. Both variant 1 and 2 help the French attain these goals in making them a more viable partner in a war.

The key to France in the game is to make any deal that will allow you to survive! If you do that, you've made it to the top. (See, the Maginot line was useful after all.)

Central to all these arrangements is a timetable of turnover. What that is is a general agreement as to when in time the centers to be turned over are done so. If the centers do not confer any specific benefit or BRP's this is not of major importance. However, when they do, fairly restrictive guidelines should be set. Remember that the clock is always running, and as the game wends on, your time for reprisal against an ally who cheats on his agreement is fast slipping away. Remember that when you deal for Budapest and Ploesti which involve BRP's and German minor Allies. He may well want them at the end of the game just at the point when you want your centers! This is an added factor to consider when dealing for these areas of the countryside. You can allow your partner in the arrangement a turn or two of grace, but you can't take "next turn" for an answer forever.

Good luck and don't take Russia!



MAGNETIC GAMES

Now you can convert your favorite game for vertical display or secure in-play storage with magnetic tape, unmounted boards and just an hour of your time. All you'll need is a metal surface and an unmounted gameboard. We supply the magnetic strips with self sticking adhesive already applied. You just cut the 1/2" x 1' strips into half inch squares and apply them to the unit counters which came with your game. The result is a 1/4" thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that pbm move being jostled again between turns.

Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but

that still leaves them with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip.

Magnetic strips are available from Avalon Hill for 90¢ a foot or \$7.50 for ten feet. Unmounted mapboards are available upon request for \$6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.

Vol. 16, No. 2 slipped a bit in the ratings in comparison to the previous two issues which had done very well. The *BISMARCK* issue managed a 3.28 overall rating led by, as one might expect, the lead articles on the *BISMARCK* game. Alan Moon's "BISMARCK—A Child of the 60's Grows Up" led the voting followed closely by designer/developer Mick Uhl's variant "Search For the Graf Spee". As usual, each first place vote was worth three points, 2nd place two points, and 3rd place one point in our random sample of 200 ballots.

| | |
|---------------------------------|-----|
| BISMARCK | 306 |
| Search For the Graf Spee | 283 |
| Fire As Your Guns Bear | 183 |
| Prelude to Conflict | 117 |
| The Incoming Tide | 86 |
| K. O. In Round 5 | 83 |
| The Asylum, No. 4 | 52 |
| PANZERBLITZ Series Replay | 45 |
| BISMARCK Design Analysis | 31 |
| A.H. Philosophy | 14 |

Early indications are that ORIGINS '80 has had to switch its site and date. The much anticipated July weekend at the University of Delaware is apparently out due to the University's inability to guarantee access to all the necessary facilities. The new plans are to again hold the convention at Widener College in Widener, PA during the June 27-29 weekend. We'll keep you posted as more details become available.

Among the wargame tournaments being held at WARCON '80 this February 8, 9, 10 are competitions in *DIPLOMACY*, *KINGMAKER*, *WS&IM*, *SQUAD LEADER*, *CROSS OF IRON*, *PANZER LEADER*, and *VITP*. Registration is \$4.00 before January 15 and \$5.00 at the door. See the Convention Calendar for details.

The EmpiriCon II/Conspiracy is a combined science fiction and gaming convention to be held July 4, 5, 6 at the Prince George Hotel, 14 E 28th St., NY, NY. As one might expect the convention will be heavily oriented towards fantasy and science fiction games although a *DIPLOMACY* tournament will be featured. Registration fees are set at \$6 until February 1, \$7.50 until June 21st, and \$9 thereafter.

GLASCON V (Greater Los Angeles Simulation Convention) will be held July 11, 12, 13 at the Airport Marina Hotel in Los Angeles, CA. Events are planned for *MIDWAY*, *1776*, *TOBRUK*, *DIPLOMACY*, *KINGMAKER*, *GETTYSBURG*, *SQUAD LEADER/COI*, *WS&IM*, *BISMARCK*, *PANZERBLITZ*, *PANZER LEADER* and more. Pre-registration is set at \$6 with tickets at the door going for \$8.

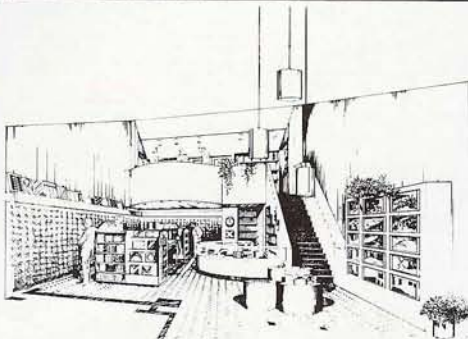
Tom Oleson informs us that the *ANZIO* addendum dated November 1977, is now available. It is eight pages long, nearly all variant rules, many of them new. It has already been mailed to those who paid for the 1977 addendum, but did not receive it, because it was no longer available. Anyone else wanting the addendum should order it from Tom Oleson, Piso 9-1, Orense 32, Madrid 20, Spain, on the following basis:

1. To a European address, send an unstamped, self-addressed envelope containing one U.S. dollar (check, money order, or stamps).

2. To anywhere else, the same, but \$2.

Whatever you send be sure to wrap it in opaque paper so it won't show through the envelope. At the present time, it costs Tom \$1.85 to copy and airmail the addendum to the U.S., exclusive of paper costs.

Infiltrator's Report



"Wargaming Moves Uptown" might well be the headline of an article about the recent opening of "SWORD OF THE PHOENIX"—probably the most expensive hobby shop of its kind in a city the size of Atlanta. Located in luxurious Park Place Shopping Center and stocked with "the widest selection of board games and military miniatures in the Southeast", this store represents a real "class" wargaming image to all passersby as you can see from the above illustration. When in Atlanta be sure to drop into the mall at 4505 Ashford Dunwoody Road to check out how the other half lives.

Taking a page from several other *GENERAL* subscribers who have produced their own pbm sheets for their favorite games, Chester Hendrix has filled the void for *STARSHIP TROOPERS* by printing *TERRAN* and *ARACHNID* PBM sheets. Each sheet is good for three turns and includes all variant counters (except recruits) published in Vol. 13, No. 6 of the *GENERAL* plus some additional units he plans to introduce in a second edition variant to appear in the *GENERAL*. Those interested in acquiring the sheets, or playtesting his postal system and/or new scenarios, or who would be willing to share with him any ideas for rules clarifications or questions & answers should contact him at his 760 Sycamore Ave., Marysville, CA 95901 address. Chester will send you sample sheets for two 15¢ stamps and a SASE, or 50 sheets for \$4.00.

Those wanting the complete set could send an additional \$2.00 and get 25 Humanoid sheets as well.

Nobody submitted the solution for Contest 90 exactly as explained in the previous issue. Murry Burns of Tusculumbia, Ala., came the closest with a very strong starting position. Three other contestants who had better than average setups and who were awarded prizes were: Louis Desy, Jr., Worcester, Ma.; G.F. Lientz, Charlottesville, Va. and Jerry Hall, Wichita, Ks.

The keys to solving Contest No. 91 are: eliminating the German units in Bryansk first so the units in hex U14 are not combat supplied, knowing Finnish units (like the one in hex S13) are always in supply, dropping a paratrooper to cut off the retreat route of the units in U14, and remembering that units in woods hexes do not retreat (including Bryansk which is a woods hex as well as a city).

The exact sequence is as follows: Drop a paratrooper in hex T16 (within the eight hex range of the Stavka unit in Tula). Move the 10-7

and 8-6 armor units to hex U13, and the two 7-4 infantry units to T13, all four to attack Bryansk at 4-1 odds, a die roll of 5 eliminating both German units. The two 5-3 infantry units at T12 move to S12 and the one 5-3 infantry unit at S11 moves to R13, all three attacking the 3-4 Finn infantry at 5-1 odds, a die roll of 1 eliminating the unit in an exchange. Finally, the 5-7 cavalry unit moves to V14 attacking the two units in U14, now not combat supplied (both units worth one factor each), at 2-1 odds, rolling an exchange with a 4, eliminating one unit while the other is eliminated because it has no retreat route.

CONVENTION CALENDAR

The following list of gaming conventions is made strictly on the basis of the presentation of a date to us by the convention publicity chairman. Avalon Hill does not necessarily attend or endorse the gatherings listed below, nor do we mean to suggest that events using Avalon Hill games will be held there, although it is likely that at least casual, open gaming with AH games will be present. Readers are urged to contact the sources listed for further information before making plans to attend.

JANUARY 18-19-20

WINTERWAR VII, Champaign, ILL
 Contact: Alan B. Conrad, 2215 S. First #103, Champaign, IL 61820

FEBRUARY 1-2-3

WARCON '80, Texas
 Contact: WarCon '80, Box 5718, College Station, TX 77844

MARCH 14-15-16

UPPER SOUTHCLAVE
 Contact: Red Carpet Inn, P.O. Box 8423, Louisville, KY 40802

MARCH 22-23

SIMCON II, Rochester, NY
 Contact: SimCon II, Box 5142, River Station, Rochester, NY 14627

MAY 16-17-18-19

CAN GAMES '80, Ottawa, ON
 Contact: Can Games '80, 201-360 Dundas St., Vanier, Ontario K1L 7W7

MAY 23-24-25

GENGHIS CON II, Denver, CO
 Contact: Denver Gamers Association, 2527 Gaylord St., Denver, CO 80205

JUNE 6-7-8

MICHICON IX GAMEFEST, Detroit, MI
 Contact: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099

JUNE 30/JULY 1

NAN CON II, Houston, TX
 Contact: Nan's Toys and Games, 1385 Gallena Mall, Houston, TX 77056

JULY 4-5-6

EMPIRICON II/ConSpiracy, New York, NY
 Contact: POB 682, Church Street Station, New York, NY 10008

JULY 11-12-13

GLASC V, Los Angeles, CA
 Contact: L. Daniel, 7048 Keokuk Ave., Canoga Park, CA 91306

AUGUST 1-2-3

CWA CON '80,
 Contact: Tony Adams, 3605 Bobolink, Rolling Meadows, IL 60008

THE GENERAL

same curse was inflicted twice, are both removed by one REMEDY?

A: No and yes. Each time REMEDY is Cast it removes any one curse (e.g., ASHES or DISGUST, but not both) no matter how many times the curse was inflicted.

Q: When rolling WISHES, can I accumulate 'I wish for strength' results so that my attack will inflict damage for several attacks in a row?

A: No. It is always the very next attack that is affected.

Q: Where does a garrison native go when I apply 'I wish you were elsewhere' results to him when he is already at his starting dwelling?

A: He stays where he is.

Q: What are the differences between hiring a monster and controlling a monster?

A: Hired monsters are treated like hired non-leaders—they cannot move, search or Block independently and they cannot carry items. Controlled monsters are treated like hired leaders and can move, etc. independently and they can be ridden if they fly. Hired monsters remain loyal until their term of hire expires regardless of the expiration of the Spells that hired them, while controlled monsters stop being controlled when the Spell expires.

FLYING

Q: How do I use a treasure or Spell that allows me to fly?

A: Use it as if it were a MOVE counter: during an encounter step you can play it to run away or stop someone else from running away, during meleé you can play it to do a maneuver and during movement you can use it to define your carrying capacity when you move, except you fly when you move.

Q: What are the values shown on the treasure or Spell?

A: The letter is the strength letter, showing the weight you can be carrying when you use the treasure or Spell. The number is the time number, which is used like a MOVE counter's time number if the Spell of treasure is used in a meleé or encounter step. The 'FLY' indicates that if you use the treasure or Spell to leave the Clearing, either moving or running away, you fly from tile to tile instead of moving along the roadways.

Q: How do I use a Spell or treasure to fly away during combat?

A: Play it at the same time and under the same circumstances that you would play a MOVE counter to run away. If it's a treasure, play the card itself; if it's a Spell play the MAGIC counter you used to Cast the Spell. Assuming its time number is low enough to escape, instead of running halfway to the next Clearing you fly halfway to the next tile—you choose any adjacent tile, place your character counter half on that tile and you must start your next turn with a FLY phase either into that tile or back into the tile you are flying out of. Upon executing that FLY phase you must land before continuing your turn.

Q: How do I use it to maneuver or to stop someone else from running away?

A: You play the treasure card or MAGIC counter exactly as if it were a MOVE counter. You do not fly out of the Clearing.

Q: How do I use the treasure or Spell to fly from tile to tile during movement?

A: Record FLY phases and when you execute them display the card or MAGIC counter that allows you to fly. As long as you continue executing FLY phases you do not land; you must land as soon as you execute a non-FLY phase or end your turn.

Q: Where do I land in the tile?

A: Roll a die and land in the Clearing that matches the roll. If no Clearing matches the roll, roll again.

Q: Can I Block or be Blocked while flying?

A: Not until you land.

Q: What are the differences between the different ways of flying?

A: HURRICANE WINDS can be used only to fly out of a Clearing, and it must be used on the Round after it goes into effect. BROOMSTICK can be used to fly in any of the ways described above and it can be used any time after the Spell is Cast and goes into effect, but it can be used only once before it expires (if you are flying from tile to tile it expires as soon as you land; otherwise it expires at the end of the encounter or meleé step in which it is used). The FLYING CARPET can be used repeatedly any number of times, flying and landing, as long as it has been activated that day. Characters who are riding flying monsters can fly repeatedly as they move, but they cannot fly during combat; characters who have been turned into flying monsters can fly repeatedly during movement and combat.

TRANSFORMATIONS AND ENCHANTMENTS

Q: Can characters who have been transformed into birds, squirrels or frogs Block? Can they stop other characters from running away in combat?

A: Yes, yes.

Q: Can frogs, lions and squirrels move from one tile to another?

A: Yes, but they must use the roadways if they move from tile to tile.

Q: If a frog (or squirrel or lion) moves into a Clearing without using a roadway, where does he go if he runs away during combat that day?

A: If he is still a frog (or etc.) he goes into the woods in the tile. If he has changed back into a character he cannot run away that day.

Q: If a character moves into a Clearing on a roadway that vanishes (because the tile is enchanted later that day), where does he go if he runs away that day?

A: He cannot run away if the roadway has vanished or has been changed into a secret passage or hidden path that he cannot use.

Q: Where does a character go if he runs onto a roadway and the roadway vanishes (because the tile is enchanted) before he takes his next turn?

A: If the roadway vanishes or turns into a hidden path or secret passage that the character cannot use, he goes on the woods in that tile.

Q: What happens when a character (not a frog, etc.) is not on a roadway or Clearing at the start of his turn—where can he go if he starts his turn out in the woods?

A: He must start his turn by moving back to the Clearing that he ran out of the previous day—i.e., the last Clearing that he was in.

Q: When a character has been turned into a monster (by TRANSFORM or ABSORB ESSENCE), does he move from Clearing to Clearing automatically like a monster or does he record moves like a character? Similarly, when a monster is transformed into a different monster is it treated like what it really is or like what it has been changed into? For example, when a wolf is changed into a dragon, is it active when the wolves are or when the dragons are?

A: A transformed character still moves like a character (except that he must FLY if he has been transformed into a flying monster). A transformed monster (or native) acts like what it really is—the transformed wolf is active when the wolves are, not when the dragons are.

Q: Can a character who has been turned into a monster or animal (by TRANSFORM or ABSORB ESSENCE) still use his weapons, Spells and combat counters?

A: No, he can carry items (subject to the monster/animal's carrying capacity) but they must be inactivated, and he must use the monster/animal's combat values.

CAMPAIGN COUNTERS

Q: There are only six campaign/mission/visitor counters to place in the seven boxes on the APPEARANCE CHART. Which box is left empty?

A: That varies from game to game, depending on where the players place the counters. The player who places a counter can place it in any empty box; the box that is left when all six counters have been placed remains empty for that game.

Q: What is the reward for successfully completing a campaign?

A: There is no reward (except for not having to pay the campaign cost again). The only benefit you get for taking a campaign counter is the power you get by having all those allies.

Q: Can a character have one of his hired leaders deliver a mission counter?

A: Not unless optional rule 5.5 is being used, because without that rule the leader cannot record the gold he would be paid for the delivery.

Q: Where does a mission or campaign counter go when the month ends or the character carrying it is killed?

A: The counter is placed in the Clearing where the character is located (and the counter is turned over if it is the end of the month). Characters can pick up such counters when they are mission or campaign side up; if a character picks up a mission he determines where he is going and calculates his reward all over again, starting from the Clearing where he picks up his counter.

Q: Can a hired leader pick up a campaign or mission counter for his owner?

A: Yes. It travels with the leader, who can give it to his owner when they are in the same Clearing, but it counts as belonging to the owner—so the leader could not take a campaign if his owner (or any of the owner's other hired leaders) already had a campaign that month.

CONTEST NO. 92

It is the Combat Portion of the day in a game of *MAGIC REALM* and four characters—the White Knight, Black Knight, Berserker and Swordsman—are battling a Tremendous Troll, a Tremendous Dragon, one goblin with a spear, one goblin with a sword, one Rogue with a bow and the 'B5' Bashkar without a horse (assume the Rogues are battling all of the characters). The question is: how can the characters coordinate their plays to kill all of the monsters and Rogues without having any of the characters killed in the process?

THE SITUATION: The characters have all of their listed fourth-stage equipment and counters (no Spells) and nothing else. It is the start of the first Round of Combat and all of their weapons are unready. The Berserker is not Berserk.

OPTIONAL RULES: Optional rules 2.1 Weapon Times, 2.3 Armor bonus, 2.6 Weapon Length, 3.1 Armored Monsters and 3.2 Heads and Clubs are all in effect.

THE PROBLEM: Specify each character's play for the first Round on the chart below, and we will assume you know the continuation that will eventually kill all of the monsters. You must specify the attackers each character takes onto his sheet, the target he attacks (whether on his own sheet or another's), the FIGHT counter he plays and the direction he plays it in and the MOVE counter he plays and the direction he plays it in; you must also specify where the Black Knight plays his shield.

LUCK: Always assume the worst possible die rolls when assigning attacking non-characters to their directions, when rolling for changing tactics and when rolling for the archer's MISSILE attack. **Exception:** You may assume that sometime during the first five Rounds of Combat the Troll will roll CHARGE/THRUST, but you do not know exactly when (hint: this is so you can eventually match directions with him).

THE MONSTERS:

| THE CHART: | White Knight | Berserker | Swordsman | Black Knight |
|------------------------------------|--------------|-----------|-----------|----------------------|
| Attackers: | | | | |
| Target: | | | | |
| Attack: FIGHT and direction | | | | |
| Maneuver: MOVE and direction | | | | |
| | | | | Shield direction: |

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next *GENERAL* and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

Issue as a Whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 = terrible)

Best 3 Articles
 1 _____ NAME _____
 2 _____ ADDRESS _____
 3 _____ CITY _____ STATE _____ ZIP _____

HITS AND MISSES

To see whether an attack hits, compare the weapon and FIGHT counter played by the attacker¹ to the MOVE counter (or horse) played by his target.² Cross-index the column naming the FIGHT's direction with the row that names the MOVE's direction and that describes how their times compare to see if the attack hits or misses.

| Which counter has the lowest time number? ³ | Direction of FIGHT | | | |
|--|--------------------|--------|-------|-------|
| | Direction of MOVE | Thrust | Swing | Smash |
| Fight/weapon ³ | any | HIT | HIT | HIT |
| Move/horse or the times tie no MOVE/horse is played | CHARGE | HIT | MISS | MISS |
| | DODGE | MISS | HIT | MISS |
| | DUCK | MISS | MISS | HIT |

Each attack that is a MISS is removed and its weapon is turned ready side up. Each attack that is a HIT is left to be resolved later; its weapon will be turned unready side up at the end of the Round.

1. If the attacker is a monster or native his attack time and red box determine the time and direction of his attack.
2. If the target is a monster or native his move time and red box determine the time and direction of his maneuver. If a target native plays a horse the horse's time and red box are used instead of the native's.
3. If the attacking weapon shows a time number use the weapon's time number instead of the FIGHT counter's number. (Use only if Weapon Times rule is being used.)

TRANSFORMATIONS

This chart indicates what colors of magic are created when MAGIC counters are transformed

| MAGIC type: | When Transformed it becomes: | MAGIC/color needed to enchant any tile: |
|-------------|------------------------------|---|
| I | WHITE | I and WHITE |
| II | GREY | II and GREY |
| III | GOLD | III and GOLD |
| IV | PURPLE | IV and PURPLE |
| V | BLACK | V and BLACK |
| VI | (not allowed) | (not allowed) |
| VII | (not allowed) | (not allowed) |
| VIII | (not allowed) | (not allowed) |

DWELLINGS AND GHOSTS

| Warning Counter | Dwelling Ghosts | Garrison |
|----------------------|-----------------|----------|
| STINK V ¹ | INN | Rogues |
| SMOKE V ¹ | HOUSE | Soldiers |
| DANK V ¹ | CHAPEL | Order |
| RUINS V ¹ | GUARD POST | Guard |
| BONES V ¹ | two ghosts | |
| STINK W ² | L CAMPFIRE | |
| SMOKE W ² | S CAMPFIRE | |

Dwellings and ghosts are always placed in the highest numbered Clearing that connects back to the BORDERLAND.

- Notes:
1. These counters are turned up at the start of the game.
 2. These counters are left down until they are turned up during play.

VISITORS

This chart indicates the items for which the visitors will pay extra gold.

| Visitor counter: | Pays 20 gold for: | Pays 50 gold for: |
|------------------|-------------------|---------------------------------|
| Scholar | All artifacts | All Spell Books |
| Shaman | Glimmering Ring | Scroll of Nature |
| Crone | Beast Pipes | Black Book |
| Warlock | Enchanter's Skull | Book of Lore, Scroll of Alchemy |

| MISSIONS | Mission counter: | Clearing where picked up: | Destinations: |
|----------|------------------|---------------------------|------------------------|
| | Escort Party | At Chapel | Anywhere except Chapel |
| Food/Ale | At Inn | Anywhere except Inn | House Inn |

LIST OF MONSTERS

This list summarizes the values and attributes of each monster.

| Monster: | Value: | Vulnerability: | Special: |
|----------------------------|--------|---|--|
| T. Flying Dragon (Head of) | 15 | Tremendous (armored) (cannot be attacked) | has 'head' counter attacks separately ¹ |
| T. Dragon (Head of) | 12 | Tremendous (armored) (cannot be attacked) | has 'head' counter attacks separately ¹ |
| Giant (Club of) | 10 | Tremendous (cannot be attacked) | has 'club' counter attacks separately ¹ |
| Octopus | 10 | Tremendous | — |
| T. Spider | 8 | Tremendous | — |
| T. Troll | 10 | Tremendous (armored) | — |
| T. Serpent | 10 | Tremendous (armored) | — |
| Demon | 10 | Tremendous | POWER OF PIT attack ² |
| Winged Demon | 10 | Tremendous | POWER OF PIT attack ² |
| Dragon | 6 | Heavy (armored) | — |
| Flying Dragon | 6 | Heavy (armored) | — |
| Spider | 4 | Heavy | — |
| Troll | 6 | Heavy (armored) | — |
| Serpent | 6 | Heavy (armored) | — |
| Giant Bat | 4 | Heavy | — |
| Ghost | 1 | Medium | stays in same Clearing |
| Imp | 2 | Medium | CURSE attack ² |
| Goblin | 1 | Medium | blank spearcarriers don't attack ³ |
| Wolf | 1 | Medium | — |
| Viper | 2 | Medium (armored) | — |
| Ogre | 1 | Medium | — |

- Notes:
1. The head or club must attack the same target that the body attacks, but it must attack from a different direction.
 2. When the monster's attack hits while the monster counter's red side is down, the attack is resolved by rolling on the indicated Spell Table.
 3. Goblins carrying spears do not attack when they are pink side up.

LIST OF NATIVES

This list summarizes the natives and indicates the composition of each native group.

| Native: | Value: | Vulnerability: | Weapon: | Natives Per Group: | | | | | | | | | |
|-------------------------|--------|-----------------|----------|--------------------|----|----|----|----|----|----|----|----|---|
| | | | | R: | S: | O: | G: | C: | W: | P: | L: | B: | |
| Knight | 8 | Tremend (armor) | B. sword | — | — | 4 | — | — | — | — | — | — | — |
| Great | 4 | Heavy (armor) | G. sword | — | 1 | — | 3 | 1 | — | — | — | — | — |
| Swordsman | | | | | | | | | | | | | |
| Pikeman | 2 | Medium (armor) | Spear | — | 2 | — | — | 3 | — | — | — | — | — |
| Short | 2 | Medium (armor) | S. sword | 1 | — | — | — | 2 | — | 3 | — | — | — |
| Swordsman | | | | | | | | | | | | | |
| Crossbowman | 2 | Medium (armor) | Crossbow | — | 1 | — | — | 1 | — | — | — | — | — |
| Archer | 2 | Medium | M. bow | 1 | — | — | — | — | 3 | — | — | — | — |
| Lancer | 2 | Light | Spear | — | — | — | — | — | — | — | 4 | — | — |
| Raider | 2 | Light | S. sword | — | — | — | — | — | — | — | — | 6 | — |
| Swordsman | 1 | Medium | T. sword | 2 | — | — | — | — | — | — | — | — | — |
| G. Axeman | 4 | Heavy | G. Axe | 2 | — | — | — | — | — | — | — | — | — |
| Assassin | 1 | Medium | S. sword | 2 | — | — | — | — | — | — | — | — | — |
| Total Natives in Group: | | | | 8 | 4 | 4 | 3 | 7 | 3 | 3 | 4 | 6 | |
| Total Value of Group: | | | | 16 | 10 | 32 | 12 | 16 | 6 | 6 | 8 | 12 | |

CAMPAIGNS

This chart lists the cost, allies and enemies for each campaign counter.

| Campaign Counter: | QUEST | PILLAGE | RAID | WAR | REVOLT | CONQUEST |
|-------------------|---------|--------------------|---------------------|-------------------------------|---|--|
| COSTS: | 20 Not. | 5 FAME | 10 FAME | 10 FAME 10 Not. | 40 Not. | 40 Not. |
| ALLIES: | ORDER | BASHKARS | LANCERS WOODFOLK | SOLDIERS GUARD PATROL | LANCERS WOODFOLK BASHKARS ROGUES | SOLDIERS GUARD PATROL COMPANY |
| ENEMIES: | Dragons | PATROL SOLDIERS | BASHKARS ROGUES | COMPANY BASHKARS ROGUES | SOLDIERS GUARD PATROL ROGUES | LANCERS WOODFOLK BASHKARS COMPANY |

TABLES OF SEASONS

| MONTHLY SEASONS | CAMPAIGN COUNTERS | WEATHER | | | |
|--|---|---|---|---|--|
| | | CLEAR | SHOWERS | STORM | SPECIAL |
| 1. CHRISTMAS: <i>Light snow swirls across the frozen earth</i> 7th Day: <i>WHITE</i> Magic Mountains: 3 phases to enter | <i>DWELLINGS:</i> FOOD/ALE at INN (mission to CHAPEL) <i>BOXES:</i> QUEST on 'SHRINE' SHAMAN on 'ALTAR' SCHOLAR on 'PATROL' CRONE on 'BASHKARS' | 'Cold' normal | 'Flurries' 5 days 4 phases/day (1 bonus phase in caves, Dwellings) | 'Snowstorm' 4 days 3 phases/day (2 bonus phases in caves, Dwellings) | 'Icy Winds' normal <i>fatigue 1* / day</i> |
| 2. ICE: <i>Ice-custed snow underfoot and still, frigid air</i> 7th Day: <i>Black</i> Magic Mountains: 4 phases to enter | <i>DWELLINGS:</i> FOOD/ALE at INN (mission to GUARDHOUSE) ESCORT PARTY at CHAPEL (mission to INN) <i>BOXES:</i> SCHOLAR on 'PATROL' CRONE on 'BASHLARS' <i>CONTINUING CAMPAIGNS:</i> QUEST on 'SHRINE' box | 'Cold' normal | 'Ice Storm' 4 days 4 phases/day (2 bonus phases in caves, Dwellings) | 'Snowstorm' 4 days 3 phases/day (2 bonus phases in caves, Dwellings) | 'Frigid Air' normal <i>fatigue 4* / day</i> |
| 3. SNOW: <i>Deep drifting snow blankets the world</i> 7th Day: <i>PURPLE</i> Magic Mountains: 4 phases to enter | <i>DWELLINGS:</i> FOOD/ALE at INN (mission to HOUSE) <i>BOXES:</i> ESCORT PARTY on 'COMPANY' (mission to CHAPEL) SCHOLAR on 'PATROL' (mission to L. CAMPFIRE) CRONE on 'BASHKARS' <i>CONTINUING CAMPAIGNS:</i> QUEST on 'SHRINE' box | 'Snowdrifts' 3 days 4 phases/day (1 bonus phase in caves, Dwellings) | 'Sleet' 5 days 3 phases/day 1 bonus phase in caves, Dwellings) | 'Snowstorm' 4 days 3 phases/day (2 bonus phases in caves, Dwellings) | 'Blizzard' 2 days 2 phases/day (4 bonus phases in caves, Dwellings) |
| 4. EASTER: <i>Melting snows and late blizzards</i> 7th Day: <i>WHITE</i> Magic Mountains: 3 phases to enter | <i>DWELLINGS:</i> FOOD/ALE at INN (mission to CHAPEL) <i>BOXES:</i> WAR on 'PATROL' SHAMAN on 'ALTAR' SCHOLAR on 'LANCERS' CRONE on 'BASHKARS' <i>CONTINUING CAMPAIGNS:</i> QUEST on 'SHRINE' box | 'Cool' normal | 'Showers' 5 days 4 phases/day (1 bonus phase in caves, Dwellings) | 'Snowstorm' 4 days 3 phases/day (2 bonus phases in caves, Dwellings) | 'Soft Ground' normal <i>cannot HIDE</i> |
| 5. FRESHET: <i>Flooding and mud as snows melt and cold rains run off</i> 7th Day: <i>GREY</i> Magic Mountains: 2 phases to enter | <i>DWELLINGS:</i> ESCORT PARTY at CHAPEL (mission to GUARDHOUSE) <i>BOXES:</i> ENCHANTER on 'COMPANY' (mission to CRAG-1) SCHOLAR on 'LANCERS' (mission to INN) REVOLT on 'WOODFOLK' CRONE on 'BASHKARS' <i>CONTINUING CAMPAIGNS:</i> WAR at GUARDHOUSE | 'Cool' normal | 'Showers' 5 days 5 phases/day | 'Rain' 4 days 6 phases/day | 'Flooding' 3 days 6 phases/day |
| 6. SPRING: <i>Sprouts and blossoms bloom in milder weather</i> 7th Day: <i>GOLD</i> Magic Mountains: 2 phases to enter | <i>LOCATIONS:</i> ENCHANTER at CRAG-1 <i>BOXES:</i> ESCORT PARTY on 'LANCERS' (mission to GUARDHOUSE) SCHOLAR on 'PATROL' (mission to GUARDHOUSE) CRONE on 'BASHKARS' (mission to SHRINE) <i>CONTINUING CAMPAIGNS:</i> WAR at GUARDHOUSE REVOLT on 'WOODFOLK' box | 'Warm' normal | 'Showers' 6 days 5 phases/day | 'Rain' 6 days 4 phases/day | 'Beautiful' 7 days 5 phases/day |
| 7. MIDSUMMER: <i>Full, green trees in long, sunny days</i> 7th Day: All colors except <i>WHITE</i> Mountains: 2 phases to enter | <i>LOCATIONS:</i> ENCHANTER on CRAG-1 <i>BOXES:</i> PILLAGE on 'BASHKARS' CONQUEST on 'PATROL' SHAMAN on 'ALTAR' CRONE on 'SHRINE' <i>CONTINUING CAMPAIGNS:</i> REVOLT on 'WOODFOLK' box | 'Warm' 7 days 5 phases/day | 'Showers' normal | 'Soft Rain' normal | 'Nuts and Berries' 7 days 5 phases/day |
| 8. HIGH SUMMER: <i>Hot, clear days</i> 7th Day: <i>GOLD</i> Magic Mountains: 2 phases to enter | <i>LOCATIONS:</i> ENCHANTER on CRAG-1 <i>BOXES:</i> RAID on 'LANCERS' SHAMAN on 'ALTAR' <i>CONTINUING CAMPAIGNS:</i> CONQUEST at GUARDHOUSE PILLAGE on 'BASHKARS' box REVOLT on 'WOODFOLK' box | 'Warm' normal | 'Showers' normal | 'Rain' 5 days 5 phases/day | 'Heat Wave' normal <i>fatigue 1* / day</i> (Woods Clearings only) |
| 9. SWELTER: <i>Very hot, humid and still air</i> 7th Day: <i>PURPLE</i> Magic Mountains: 2 phases to enter | <i>LOCATIONS:</i> ENCHANTER at CRAG-1 <i>BOXES:</i> SHAMAN on 'ALTAR' SCHOLAR on 'PATROL' <i>CONTINUING CAMPAIGNS:</i> CONQUEST at GUARDHOUSE REVOLT on 'WOODFOLK' box RAID on 'LANCERS' box | 'Hot' 5 days 4 phases/day (1 bonus phase in caves, mountains) | 'Showers' normal | 'Thunderstorm' 7 days 3 phases/day | 'Lightning Storm' normal <i>wound 4 counters / day</i> (Mountain Clearings only) |
| 10. HARVEST: <i>Golden fields of ripening crops</i> 7th Day: <i>GREY</i> Magic Mountains: 2 phases to enter | <i>LOCATIONS:</i> ENCHANTER on CRAG-1 (mission to INN) <i>BOXES:</i> ESCORT PARTY on 'PATROL' (mission to GUARDHOUSE) <i>CONTINUING CAMPAIGNS:</i> CONQUEST at GUARDHOUSE REVOLT on 'WOODFOLK' box RAID on 'LANCERS' box PILLAGE on 'BASHKARS' box | 'Warm' 7 days 5 phases/day | 'Showers' normal | 'Rain' 7 days 3 phases/day | 'Ripening' 7 days 5 phases/day |
| 11. AUTUMN: <i>Brightly colored leaves on frosty mornings</i> 7th Day: <i>PURPLE</i> Magic Mountains: 2 phases to enter | <i>DWELLINGS:</i> ESCORT PARTY at GUARDHOUSE (mission to S. CAMPFIELD) FOOD/ALE at HOUSE (mission to INN) <i>BOXES:</i> CRONE on 'COMPANY' (mission to SHRINE) <i>CONTINUING CAMPAIGNS:</i> REVOLT on 'WOODFOLK' box PILLAGE on 'BASHKARS' box | 'Cool' normal | 'Showers' normal | 'Cold Rain' 7 days 3 phases/day | 'Autumn Summer' 7 days 5 phases/day |
| 12. HALLOWEEN: <i>Dead leaves blowing in long, cold nights</i> 7th Day: <i>All colors</i> Mountains: 2 phases to enter | <i>LOCATIONS:</i> ENCHANTER at CRAG-1 <i>BOXES:</i> SHAMAN on 'ALTAR' CRONE on 'SHRINE' QUEST on 'PATROL' <i>CONTINUING CAMPAIGNS:</i> PILLAGE on 'BASHKARS' box | 'Cold' normal | 'Cold Showers' 7 days 3 phases/day | 'Cold Rain' 7 days 3 phases/day | 'Blowing Leaves' normal <i>cannot PEER</i> |
| 13. DESOLATE: <i>Cold rains on barren trees and ground</i> 7th Day: <i>GREY</i> Magic Mountains: 2 phases to enter | <i>BOXES:</i> SHAMAN on 'ALTAR' CRONE on 'SHRINE' <i>CONTINUING CAMPAIGNS:</i> QUEST on 'PATROL' box | 'Cold' normal | 'Flurries' 5 days 4 phases/day (1 bonus phase in caves, Dwellings) | 'Freezing Rain' 7 days 3 phases/day | 'Early Snow' normal <i>cannot HIDE</i> |