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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. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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Avalon Hill Philosophy Part 93

Over the past few months, this editor has given some extensive consideration to the previously mentioned problems with the READERS BUYER'S GUIDE (RBG). Spurred by several missives from readers in response to Mr. Beard's letter (Vol. 19, No. 1), I'd like to appraise you of some of my conclusions. Hopefully, this self-evaluation will lead to a better RBG, one more representative of the true values—the strong points *and* the weaknesses—of our titles.

Even as a casual reader of The GENERAL, I had noted the often gross inconsistencies that occur in the RBG. Consider that *MAGIC REALM* and *DUNE* have better "Realism" ratings than *WATERLOO*, *WAR AT SEA* and *STALINGRAD*. Is *PANZERBLITZ* actually more complicated than *SQUAD LEADER*? Is the blank *AIR FORCE* map any worse than the blank boards of *TOBRUK* or *GLADIATOR*? Are the components and mapboards for *RUSSIAN CAMPAIGN* actually better than those of *FORTRESS*

EUROPA? Is *ORIGINS OF WORLD WAR II* really a better game than *GETTYSBURG '77*?

Perhaps the clearest indication that the RBG survey may not show a game's actual acceptance is the oft-remarked difference between ratings on the RBG and those of the "So That's What You've Been Playing" chart. Several examples spring to the eye: *MIDWAY*, a mediocre 35th on the RBG, is the thirteenth most played game according to this issue's reader survey! *WAR AT SEA*, *GUNS OF AUGUST*, *VICTORY IN THE PACIFIC* and *AFRIKA KORPS* are still other examples of games, despite being lowly rated, which are consistently being played. Meanwhile, where are *CIRCUS MAXIMUS*, *ANZIO* and *BISMARCK*? These are three of the top ten games produced by Avalon Hill according to the RBG, yet they are nowhere to be seen among the top twenty played games. This is not to say that

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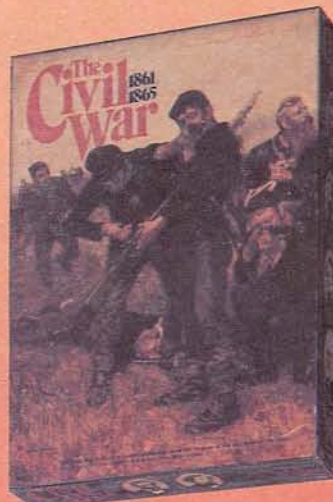
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COMING SOON TO A STORE NEAR YOU!



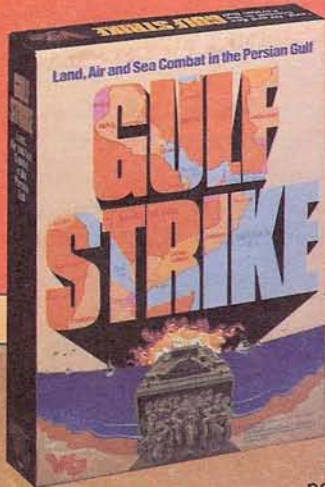
An exciting operational level simulation of Operation Market-Garden, **Hell's Highway** allows players to re-enact scenarios or the entire campaign in elegant detail. Embodying a game system that emphasizes playability, **Hell's Highway** features over 250 German, British, American, and Polish combat units among its 520 playing pieces, two full-color mapsheets replete with detailed terrain and game displays, rules booklet, and two player aid cards.



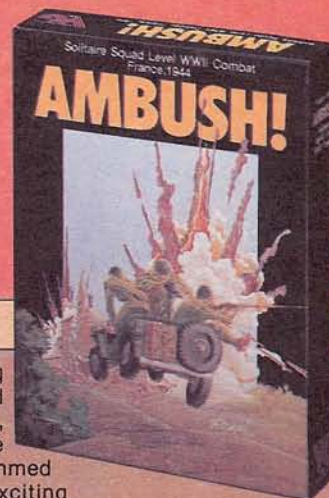
The Civil War provides a matchless panorama of the war between the states, stretching from the east coast to New Mexico. A game that stresses leadership and command strategy, **The Civil War** includes virtually every major commander of the war, rating him for initiative and combat capabilities. These leaders maneuver 520 playing pieces across two full-color mapsheets. Also includes Federal and Confederate navies, Indians, and Texas Rangers in a simulation *tour de force*.



Gulf Strike is intense. Maneuvering on both strategic and operational levels, players must make best use of the uncommonly fluid Game-Turn to optimize their own air, land, and sea assets in the bitter struggle for control of the Persian Gulf area. Soviet, US, Iranian, Iraqi, and many other units, depicted in detail among the more than 1000 playing pieces, surge across three mapsheets in this dramatic, multi-scenario encounter.



Solitaire! **Ambush** brings new meaning to the word, as the player commands his squad of GI's through the WWII French countryside, daring the hidden enemy to do his worst. A unique system of paper slide and cartridges gives this programmed paragraph game a virtually limitless number of exciting scenarios. Includes some 400 counters, 2-3 maps, slide and cartridges, rules and paragraph booklets, and play-aid screen.



The Enchanted Islands, shimmering jewels in a peaceful sea of tranquil azure, were home to the Elves from the dawn of time. For untold ages the Elves reveled in the bounty of their mother Earth, and their world was brightened by idyllic songs of beauty, peace and love.

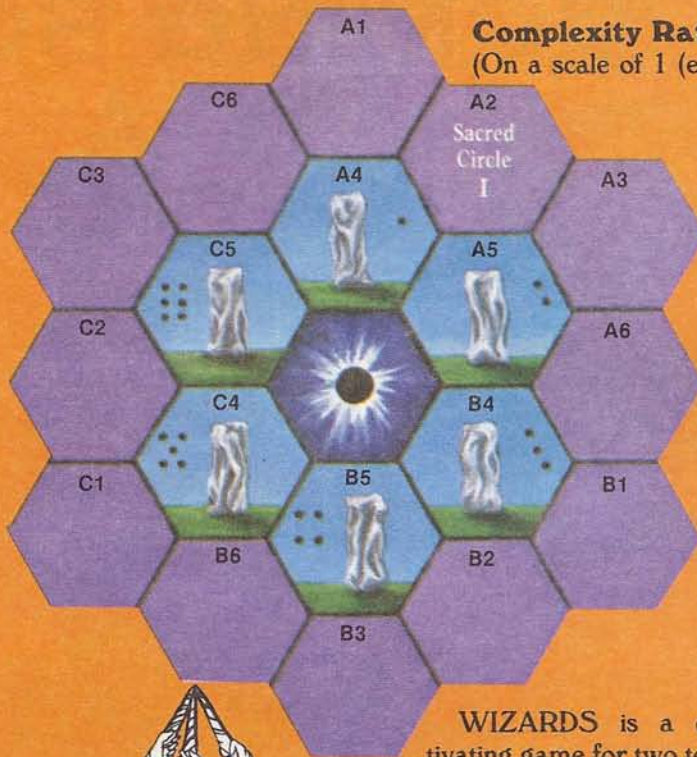
Eventually Man entered the islands, and was made welcome. But man was deaf to the peace and harmony of Elven ways, and nurtured a viper in his breast that was new to the islands . . . the potential for Evil.

With little delay, the taint of evil, working through Man, clouded the brilliance of the land. To counter the evil taint, the Good Spirit sent his immortal High Wizards to lead Man to the good path and nurture him in its bounty.

But the Evil One, not to be denied his prize, sent his own emissaries—the Dragons! They spoke to Man with the tongue of deception, luring him into deeds of stealth for selfish ends alone, and thus led him to the evil path. For decades, nay centuries, this contest has continued. Many and terrible have been the defeats suffered by Evil . . . still Evil is. The greatest of the Sorcerers have been freed from the evil path . . . still Evil is. Evil has reeled before Ruktal's unleashing of the powers of the Mystical Realms, and trembles at the thought of the still unused Sacred Gems . . . still Evil is.

Now an age or more after Ruktal's great expulsion of Evil, Man lives in a subdued state, forgetful of the days of magic, in the belief that the islands are rid of Evil's pestulant presence.

They are wrong.



Complexity Rating: 6
(On a scale of 1 (easy) to 10 (hard))



WIZARDS is a challenging, captivating game for two to six players, who strive against Evil by relearning the rites of the Magical Orders, performing good deeds and thwarting the forces of Evil at every turn, if they can.

The deserved winner of this subtle race against time will be the player who, in the face of Evil's terrible might, raises himself to the ultimate level in his Order and then succeeds in presenting the Druid High Priest Ruktal with the Gems necessary to perpetually banish Evil.

WIZARDS is available now for \$20.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas orders). Maryland residents please add 5% state sales tax.

Wizards





LET'S GET CIVILIZED

An Overview of CIVILIZATION

By Stephen W. Hall

Simulation games put players into all kinds of roles: military leaders from platoon to army level, political leaders, managers of national or commercial economies, Indian chiefs, guerrilla captains, even dynastic houses spanning centuries. Now along comes a transplanted British game, offered in an American edition, which puts players in the role of an entire race of people spanning not just centuries, but millenia. Players who enjoy identifying with their role in a game will have their imagination sorely stretched to picture themselves as the soul of a people, the invisible enlightened hand which guides a race through the triumphs and calamities of cultural evolution to "Civilization".

CIVILIZATION takes place in what the game box tells us is the "Heroic Age", from the dawn of history (circa 8000 BC) up to the Late Iron Age (circa 250 BC). Why stop there? Aside from the fact that the game as designed takes up to ten hours to complete, the systems in the game work well in depicting relatively disorganized racial groupings but do not lend themselves to the establishment and maintenance of far-flung empires such as the Romans were to forge in the period which followed the final era of the game.

The campaign game is meant to be played by six or seven players, although there are special rules for accommodating fewer players. Two scenarios are included which are intended to be learning exercises in the game's mechanics. It hardly needs to be mentioned that it is a game of strategy, given the scale; but *CIVILIZATION* is remarkable in its ability to include military, political, economic and diplomatic activity in a format which is easy to comprehend. For a game of such scope, the rules are pleasantly short and concise. The game can be compared favorably to *DIPLOMACY*, another multi-player game in which the level of abstraction does not detract from the strategic opportunities or from the appreciation players gain for the subtleties of play.

CIVILIZATION, at the same time, manages to avoid the twin flaws of a contrived mechanism for conflict and a sure-fire strategy for winning which can lead to a dull, mechanistic game. The procedure for resolving conflict is elegantly simple and reasonable. Since different players have differing requirements for victory, there is no perfect plan for success. *CIVILIZATION* also includes a random element simulating natural and political calamities that is missing from *DIPLOMACY*. In other ways, notably in avoiding dice altogether and in interweaving off-board activities with on-board movement and development, these two popular games share many strongpoints of design.



The Components of CIVILIZATION

The physical components of *CIVILIZATION* start with a map of the area surrounding the Mediterranean. The map is divided into areas, inland and coastal and a small number of open sea areas. The land areas each contain a number from "1" to "5" indicating the maximum number of population counters which the area can support, based on the agricultural potential of that area. The area boundaries also regulate the movement of the population counters, since each counter can move overland only to an adjacent area. The counters included in the game come in three varieties: each player gets up to 55 population tokens (which double as taxation tokens), four ship tokens and nine city tokens.

The progress of players toward their goal of the most civilized race is charted on the *Archeological Succession Table* (AST). This table is divided into nine tracks for the nine peoples represented—those of African, Italian, Illyrian, Thracian, Cretan, Asian, Assyrian, Babylonian and Egyptian blood.

Much of the genius of *CIVILIZATION*'s design is apparent in the AST. The tracks are divided into five distinct epochs. Entry into the successive epochs is based on varying achievements, but movement along the tracks is a steady one step per game turn until the next epoch is encountered, at which point progress is arrested only if the player has not yet satisfied the requirements to break into the new age. The entry point for the various epochs differ from culture to culture, providing a built-in balancing to the natural advantages and disadvantages the players encounter due to the nature of the original placement.

The major game components come in the form of two types of cards. The first represent the commodities which formed the basis for trade in the ancient world. There are eleven different kinds of trade goods, ranging from *Hides* and *Ochre*, through *Grain* and *Salt* to the luxuries of *Bronze*, *Gems* and *Gold*. Similar in size and appearance to the Trade cards are the Calamities. There are eight of these in all, scattered among the Trade card deck, and they have a major role in the course of the game. More on these later.

The other type of card, and the one with the most direct bearing upon ultimate victory, is the Civilization card. These represent the trappings of an advancing race. The cards are color-coded into four classes: *Crafts*, which include talents like Clothmaking, Pottery and Metalworking; *Sciences* such as Astronomy and Medicine; Music and Drama and other *Arts*; and the *Civics* which embrace the practices of Law, Philosophy and Democracy. Several cards represent multi-talent skills (such as Engineering, which is both a *Craft* and a *Science*, or Literacy, which spans the *Arts* and the *Civics*). The Civilization cards serve a double function by also conferring special capabilities on the players who possess them, as well as providing the means to advance from epoch to epoch on the AST.



The Play of CIVILIZATION

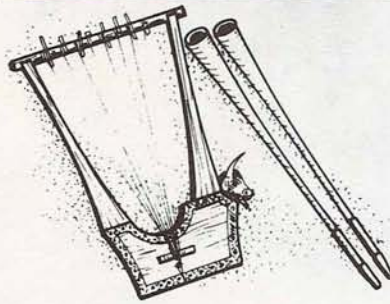
The game is played in rounds which are divided into thirteen phases. Not all phases are applied during the course of each round, particularly in the early turns. A description of play could follow the sequence of play, but a much more useful description begins with the goals of the game and proceeds backward to determine the means for accomplishing the ultimate, and the necessary intermediary, goals.

Victory in *CIVILIZATION* requires arrival at the end of the player's specific track on the AST. Since the various steps along the way to the end of the track set differing requirements for progression, the actions of a player are geared toward satisfying those conditions as they arise—or hindering the others from satisfying theirs. Most of these conditions are measured in terms of the Civilization cards that a player has garnered. Each card has a value printed on it which is an indication both of its purchase price and its value in totaling up the assets of a given culture.

Entry into the first epoch is free. The second requires the establishment of at least two cities on the mapboard. The third epoch demands that a player hold Civilization cards from at least three of the four classes described above. (This obviously places a premium on those cards which span two classes, since such may be counted twice towards this requirement.) The fourth epoch requires the player to hold seven Civilization cards, regardless of the classes or the total assets. This suggests to novices that players should buy lower cost cards to more rapidly build up their collection. Unfortunately, to enter the fifth epoch, one needs a specified total value in Civilization cards held, so here high value cards are prized. This is even more true in that there is a limit in the number of each type of Civilization card which may be in play and a limit to the number of cards any one player may hold (eleven). Moreover, once acquired, Civilization cards cannot be traded or surrendered. The temptingly cheap *Mysticism* card which doubles as a *Science* and an *Art* can come back to haunt the player who is trying to reach a total asset of 1300 or 1400 with just eleven cards. Victorious strategy demands careful planning to avoid being caught short at the end. The eleven most valuable cards add up to a 1460 total. Although a player can augment his final asset count with Trade cards and the holdings of his treasury, retention of these items is also limited; hence, there is a compelling need for care in the selection of Civilization card acquisitions. Many's the time that a player, who has otherwise conducted a brilliant strategy and holds a vast onboard empire, finds that he cannot possibly win due to poor purchases of Civilization cards in the early part of the game.

How does one acquire these Civilization cards? Quite simply, one must purchase them, using abstract and arbitrary "funds". There are three sources for these which can be applied individually, or in concert, to acquire the Civilization cards a player needs. The first is inherent in the cards themselves. Each card (except the three high value *Civics* cards) confer a bonus value toward "purchasing" other cards of the same class. Thus, if one holds *Coinage*, a *Science* card, one can deduct up to twenty from the "price" of another *Science* card, such as *Medicine*. The second source of value is taxation. Cities are the sole source of taxation; each turn, a player's cities on the board may contribute an amount that can be used (or saved) toward the purchase of any Civilization card. Obviously, a premium is placed on holding as many cities as possible. This is ever more evident once one realizes

MUSIC



Counts 30 towards
PHILOSOPHY

5

60

METALWORKING



Gives an advantage
in battle

10

80

MEDICINE



Reduces the effects of
EPIDEMIC

140

20

that these selfsame cities determine the amount of Trade cards one has to deal with and that these Trade cards are the most significant source of funds for acquiring Civilization cards.

Players initially obtain Trade cards based on the number of cities they have on the mapboard. There are nine piles of Trade cards placed to the side of the AST. Players may draw one card from each pile, commencing with the lowest, up to the number of cities they possess. The value of these commodities range from "1", for *Hides* and *Ochre*, to "9" for *Gold*. A player with five cities would thus pick up five commodities amounting, individually, to "15". This does not sound like much and, indeed, is not going to allow one to purchase the Civilization cards needed. But the real value of the commodities lies in the accumulation of like Trade cards. The value of several cards of the *same* type is determined by squaring the number of cards held and multiplying this result by the face value of the card. Thus, four cards of value "4" are not worth a mere 16; they equal instead a mighty 64. Collect all nine *Salt* cards (face value of "3") and one has a total value of 243 to purchase one or more Civilization cards with.

So how does one collect sets when all the players are drawing cards from the same piles? Trade! [What else would Trade cards be for?] In simulation terms, the cards represent excess production that the culture is willing to barter away in hopes of obtaining those goods it treasures more highly. Each round of play includes a Trading Phase during which players offer sets of three or more cards in exchange for other sets. There are some opportunities for skulduggery in the trading, as players are only required to tell the truth about a portion of the set they are offering (namely the number of cards, the total value of the set, and the identity of one card). It doesn't pay to be too nasty in the trading, however, because no one can afford to lose the ability to trade for more valuable sets, and reasonable honesty is necessary to continue to attract trading partners.

Usually a time limit must be set on the Trading Phase, five minutes generally sufficing. Immediately after trading halts, players take turns purchasing Civilization cards using their Trade cards, treasury and bonuses. If both taxes and Trade cards are obtained on the basis of cities, it follows that constructing and maintaining cities is one of the primary tasks for the would-be civilizer. Which brings us to the point of consideration of the play on the mapboard.

At this point in the discussion, we can profitably return to the very dawning of the game, for it is from this first turn that the cultures expand to the stage of constructing cities. Each player begins the game with a single population unit (one counter) on the board. Starting locations for the different cultures are appropriate areas bordering the edges of the map, except for Crete which starts the game on one of the two regions of that isle. Each round, players are allowed to expand their population by adding one counter to each area containing one counter or two to each area containing two or more. Once counters are on the mapboard, they may be moved to an adjacent land area in a simulation of migration. Thus, cultures expand outward from their point of origin and begin to define a region of dominance. A well-managed culture will thus double in population each turn. Players must take care, however, not to exceed the population limit of an area. Excess population in an area is simply eliminated.

Before this process of starvation takes its toll, players are given the opportunity to gather population together to found cities. Dotted across the map are natural city sites, represented by a small square in the area. By bringing together six population counters in such a region, the player can convert those units into one city counter. Areas which lack natural sites can still hold a city, but the cost is

higher; twelve counters are required to found a city in the wilderness. Cities do produce taxes and trading commodities, but no population growth. Thus, a new city established means foregoing the six new units of population growth in succeeding turns that would otherwise result. Cities must also be supported by an agricultural hinterland. For each city on the board, the player must have two population units occupying some other area, tilling the fields. Areas with cities cannot support additional population, although the city itself is unaffected by the maximum population limit. If, however, the player cannot maintain the necessary agricultural support for all his cities, the unsupported cities (chosen by him) must be reduced. In effect, the population scatters and the excess starve, down to the level of the area holding the doomed city.

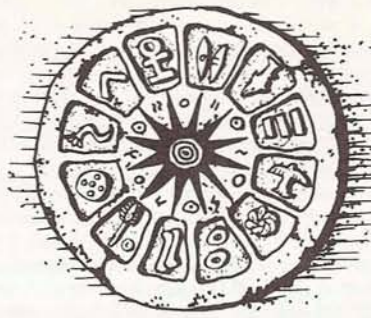
Given that the cities survive these requirements, they then generate the Trade cards, which in turn lead to the Civilization cards and all the rich diversity that these cards provide. Two other features remain to be described in this survey of play: conflict between the players' forces on the mapboard and calamities, which cut across all cultures in an impartial wave of devastation.

A game of this scale and diversity needs a simple, effective mechanism for resolving conflict between players. *CIVILIZATION* has a rare jewel of a system. During the movement phase, each player in turn, commencing with the one with the largest population, can move his units from area to adjacent area. Players can purchase ships which can carry up to five population counters across the seas or along the coasts. At the end of the Movement Phase, each area containing units of more than one player is examined to see if the sum of all units therein exceeds the maximum level the area can support. When this is so, players must remove units, one at a time, starting with the player having the fewest units there. If players have equal numbers of units, they remove units simultaneously. When the number of units remaining equals the support level of the region, conflict ends. Units of different players can co-exist in any area so long as the support level is not exceeded. If a player is forced to remove his last piece, his opponent need not sacrifice any further units and conflict ends. Conflict is thus a simple matter of attrition.

Cities can be attacked in a similar fashion, but the aggressor must bring in at least seven units to be able to force a conflict. The city is then replaced by six population counters, and the usual attrition is resolved. The Conflict Phase takes place between the Movement and the City Building phases; thus, a player who was planning to construct a city that turn may discover that conflict has left him with insufficient population. In that case, the excess population, if any, is lost (adding insult to injury).


Conflict plays a significant but not determining part in play, partly because it is an expensive proposition for both attacker and defender, and partly because another feature of *CIVILIZATION* promises a more effective and assured form of destruction. The whims of the Gods blow the best laid plans awry. Calamities arrive in the form of Trade cards. Each pile of commodities, except the lowest valued, contains one Calamity card. The eight varieties of disaster are divided into two types. The first four—*Earthquake, Famine, Civil War* and *Flood*—are on cards with red backs. The recipient, and everyone else, knows exactly who is the unlucky people fortune has turned against. These calamities can be truly devastating. For example, the player drawing the *Famine* card must lose nine units himself, and can direct other players to lose a total of twenty more units. (For this purpose, cities are equal to five units.) Floods similarly wipe out up to 27 units in flood plains. If losses in population leave too few units to support a player's cities, the excess must be immediately reduced.

MYSTICISM



5
30
20


ENGINEERING



**Strengthens city defenses
and reduces the effects
of FLOOD**

10
140
20

PHILOSOPHY



**Reduces the effects of
ICONOCLASM & HERESY
and modifies
CIVIL WAR**

240
○

The other type of calamity is more insidious. These cards look just like regular Trade cards. Players who draw them do not suffer the consequences of them; rather, they may be traded away with the commodities during the course of the Trading Phase. These calamities—*Epidemic, Civil Disorder, Iconoclasm & Heresy* and *Piracy*—are the true horrors of *CIVILIZATION*. Epidemics can cause the loss of as many as 41 units of population among the players. And the culture who passed the plague is immune to its effects! The other three of this deadly quartet specify the loss of cities rather than unit counters. Recipients of these cards may not trade them further; they are stuck with consequences of their dealings. As slight consolation, any one player cannot be the victim of more than two calamities in any one turn. Yet even with this, the price of offending one's neighbors is high.



The Strategy of *CIVILIZATION*

When a large group of people gather to play a game like *DIPLOMACY* or *KINGMAKER*, there can be a tendency to treat the experience as more of a social event than a competitive contest. This depends on the nature of the group and the attitude of the players of course, but in such groups winning is by implicit consent often subordinated to maintaining a cooperative approach which aims to provide mutual enjoyment for everyone. Unfortunately, with the aforementioned games, this takes the edge from the pleasure of the ruthless competition these games are based upon. In contrast, *CIVILIZATION* lends itself well to such social play. The first few playings will find everyone feeling their way forward along the AST, reluctant to rock the boat by launching a military campaign and taking inordinate care not to deeply offend any other player either through deceitful trading or by meting out severe calamities to the players in the weakest positions. The players are in competition as much with the system as with each other.

Games played in this manner can indeed be truly enjoyable; but the winner of the game generally will be the culture with the greatest natural advantages. The strongest position on the board initially must be that of Egypt. Played with reasonable care, the Egyptian player can progress comfortably and steadily along the AST with no fear that any other player can outdistance him. The only culture that can even maintain this pace is Babylon. The strength of these two cultures derives from the distance between them and their neighbors. The other cultures must contend for city sites and arable land, while Egypt and Babylon have both in abundance. Careful selection of Civilization cards to ward off the more hazardous calamities will reduce the possibility that atrocious luck in the draw of Trading cards will not retard progress to any greater degree than the other players are experiencing.

If your group consists of wargamers rather than social gamers, the strategic options of *CIVILIZATION* can produce a hard-fought, close game with the winner not determined until the last round of play. As an obvious difference in attitude, a single example. In a social game, it is unlikely that any player will be completely wiped from the board. A more cutthroat group will pounce on a weakened player and send his culture into oblivion by a combination of conflict and calamity.

However, the player of a lost civilization is never entirely eliminated from the game. The *Civil War* card, which results in the fracturing of a player's forces, specifies that any player currently without units on the mapboard shall have the right to take control of the rebel units. Such a player may be far behind in progressing on the AST, but like the Italian player in *DIPLOMACY*, he can play a

deciding role in the course of the game. It may not be immediately evident in a game with so many facets, but many of the skills necessary to good *DIPLOMACY* play are also required of a competent *CIVILIZATION* player.

When playing with wargamers (as I suspect most of the readers to be), the cultures blessed with natural advantages should be threatened first. While Egypt and Babylon have little to fear from agreeable neighbors, their "Achilles' heel" is the need to construct cities very early in the game to maintain progress on the AST. Any losses whatsoever that these cultures suffer from conflict or calamity early in the game will mean they will be unable to fulfill the conditions for entry into the second epoch. Thus it can pay richly for Africa and Assyria or Asia to worry these two powers in the early game to hold back their progress.

As in *DIPLOMACY*, it is best to have only one enemy on the board at any one time. One should take care to be on relatively good terms with everyone else before embarking on a serious path of conquest. Since the tools of battle are also the tools of progress, even a seriously pressed campaign must not be allowed to retard a reasonable pace of urban development or normal commerce. In attacking, remember that cities can be attacked indirectly by reducing the outlying population to a level insufficient to support the appetites of the city-dwellers. Sometimes a successful campaign can be launched on the heels of a calamity passed on the previous turn. Even the residual effects of natural disasters can be used to commence an attack, particularly if one's culture holds the assets necessary to minimize the damage to your own people.

One of the most difficult tasks in *CIVILIZATION* is managing the fine balance between tax revenues and population. In a six player game, each player starts with but 55 population tokens. As cities are built, these begin to contribute taxes to the player's treasury. Tax revenues are denominated on the obverse of the population counters. If a player starts a round with insufficient counters to represent the taxes levied (Taxation being the first phase in each turn), his cities will revolt. The end result is that those cities which cannot pay taxes become the property of another player. It is a foolish way to lose cities.

Managing resources becomes a particularly bothersome problem when a culture builds up to eight or nine cities. It takes a hinterland of eighteen units to support nine cities, plus another eighteen tokens to pay the taxes each turn. This leaves a slack of only 11 to 19 tokens to cover the carryover treasury funds, extra population to absorb calamities and engage in conflicts, and sufficient stock to assure population growth. Novice players tend to build cities at every reasonable opportunity without fully comprehending the strain this pace of urbanization can put on scarce population/taxation resources.

One way to maintain a large stock of counters is to spend the treasury funds at every opportunity. Buy ships, even if there is no need. Buy *Gold* if eighteen taxation counters are available. (*Gold* is the only commodity that can be bought in this manner.) Finally, arrange your Civilization card purchases to use up as much treasury as possible. This is not always convenient, as one is not allowed to spend treasury tokens unnecessarily.

The other, better manner to manage your stock and treasury is to acquire the Coinage card. This card may be the single most useful card in the Civilization deck (followed closely by Agriculture). The Coinage card allows a player the choice to tax his cities at a rate of "1", "2" or "3" tokens per city rather than the mandatory two. A player with a consistently large stock of counters is always in a strong position in this game.

Another strong Civilization card is that representing Astronomy. Most cultures will find themselves established on a seacoast eventually. Astronomy allows passage of open sea areas. (Without it, ship movement is restricted to the coastal areas.) This card results in a much greater range of movement as the open sea areas each border on a great many coastal areas. For example, an Egyptian fleet with Astronomy can be on the Dalmatian coast in one move. If you have expansionist plans in mind and find yourself with strong coastal holdings on the Mediterranean, consider acquiring an Astronomy card.

Considering that *Famine* is a calamity that occurs with disturbing frequency, it can be useful to hold Pottery. With *Grain* cards from the Trade deck, it reduces the losses incurred. Players who hold Pottery are loath to trade *Grain*, or even spend it. This, of course, also makes these cards extremely valuable to those players; remember this when trading. All the hoarding of *Grain* makes the stack of cards that can be drawn from chronically small, and the incidence of *Civil War* is coincidentally increased. Players may wish to add a spare deck of *Grain* cards or require that a *Grain* card used to offset *Famine* be surrendered to offset the effect this can have on play.

In general, one should pick the Civilization card acquisitions carefully to match the needs of the particular culture being played. Egypt can certainly profit from Engineering, for instance, because of its protection from floods—a chronic threat for the Nile basin dwellers. Beware of too many low value cards, unless your Late Iron Age requirements are low—a luxury which only Africa and Crete share.

There is little one can give in the way of guidance for behavior during the Trading Phase, other than to borrow again from good technique in *DIPLOMACY*. Be honest *nearly* all the time. Success at trading demands cooperation among the players. Listen carefully to what other players are offering. Don't consistently favor a few trading partners over the rest. Insist on fair bargains; do not be talked into trades that obviously benefit the other trading partner. All this means that one must try to keep track of what commodities other players are building up. Ideally, one wants to obtain large sets while keeping other players from doing so. In practice, this cannot be done consistently, for a commanding lead in Civilization cards will soon become apparent and lead to being ostracized from the trading community. Strive to out-trade the main rivals, but try to be just a "face in the crowd".

Be aware of the relative position in the Trade Card Acquisition Phase. Cards are distributed starting with the players holding the fewest cities. Ties

are broken based on the order found on the AST. If one is playing Babylon or Egypt, at the bottom of the AST, there is cold comfort in the knowledge of having nine cities, since by the time they can pick Trade cards there may well be no *Salt*, *Grain* or *Cloth* left. A wise player wants to position himself to get at least six or seven cards each turn; this may sometimes mean that city building is restrained even when the culture could comfortably expand.

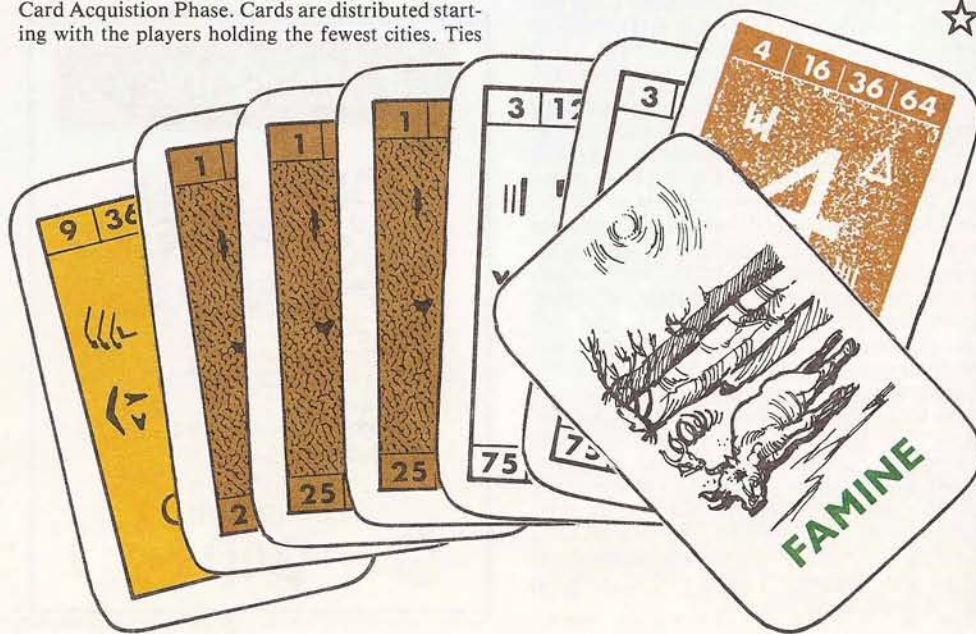
Location of cities can make a difference also. Don't build cities in particularly exposed positions where enemy forces can mass against them. In locales where there is a limited ability to hold population, put cities in regions that can hold only one unit. Don't waste fertile land by placing a city in an area that can hold three or four population counters. It may even be worthwhile to bring in the twelve counters together that are required to build a city in the wilderness. Africa, especially, can find this approach useful. In a six player game, there are plenty of city sites to satisfy everyone. The seven player game and short games for five players (when a section of the mapboard is not in play) put a strain on the available sites, making building cities in the wilds an attractive option.

There is no perfect strategy for *CIVILIZATION*. The scope of the game, and the careful interlocking of sophisticated systems, puts a premium on a number of diverse skills. Few players, or peoples, have all these skills in abundance. Unlike the Gods of Olympus, human frailty often dictates the affairs of these cardboard cultures. But, this very diversity leads to a variety of playing styles and makes for a rich and continuously intriguing contest.



A Summation of CIVILIZATION

Perhaps it is too soon to predict "classic" status for *CIVILIZATION*; but if ever a game had all the necessary ingredients to become an enduring favorite among multi-player game aficionados, this is it. The game mechanics do not adapt well to postal play, so it may not attract the following enjoyed by other games. But there is enough subtlety in the play and enough challenge in combining the skills of diplomacy, military strategy and trading savvy that *CIVILIZATION* could spawn whole books devoted to the play of the different cultures and the strategies for optimizing progress. It takes no Mysticism card to predict that this is one multi-player game you will continue to hear about.



EXPANDING TRADE

By Mick Uhl

On this page, the reader will find illustrations of new Trade cards. These cards are added to the current deck provided in *CIVILIZATION* in the numbers indicated below each type. These are shuffled into the appropriate Trade card stack. Note that an additional *Iron* and *Ochre* have been added to the existing number to create an expanded value for a complete set of these. The rest represent other valuable commodities of the time.

Most of these commodities should be familiar to the players; three may be unknown to contemporary readers, so a brief description of these follows. *Oil*—This is not the modern usage of the term, which popularly refers to petroleum. Oil in *CIVILIZATION* is most commonly olive oil, but may represent any kind of oil extracted from plants. *Resin*—These were different types of tree saps used for a wide variety of purposes—incense, perfume, salves, etc. They were very valuable and much sought after. The Frankincense and Myrrh of the three wise men were resins. *Dye*—Any type of cloth dye was much in demand. The most popular and valuable came from the rare indigo plant and from a breed of Mediterranean shellfish.

The addition of these cards changes the game in three fundamental ways. First, because of the increased number of Trade cards, calamities will occur with lesser frequency. Secondly, the increased number of cards will mean that empty stacks will occur far less often; players with a large number of cities will not be inadvertently penalized by the exhaustion of lower value stacks as the other players draw first. Third, it will be more difficult to build up sets of the same card type. This rule has been designed to work with *Variable Trade Hand* and its corollary, *Trade Loss*.

VARIABLE TRADE HAND

The maximum number of Trade cards a player may hold is based upon the number of cities he has in play. Thus, each player may retain up to nine Trade/Calamity cards in his hand for the next round. A player with only four cities in play can hold a maximum of four cards; a player with nine may hold nine cards—a definite advantage in trading.

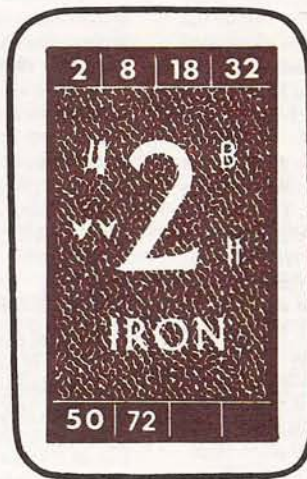
COROLLARY: TRADE LOSS

The number of cities a player has, of course, fluctuates during the game. Normally, the loss of a city does not affect a player's trade hand. Not so now. If, as the result of calamities, revolts, combat, or reductions, a player has fewer cities than he has cards in his hand, he must *immediately* return enough cards (of his choice) to return his hand to equality. However, a player is never forced to reduce his trade hand under three cards even if he has fewer than three cities in play.

If the loss of a city because of conflict forces a player to lose a trade card, it is *not* returned to the Trade stacks. Instead, the victor randomly chooses one Trade card from the player's hand. If his hand isn't at the maximum level allowed, he may keep this card outright. If his hand is at the limit, he must choose any one card in his hand (augmented by the card he just took from his opponent) and return it to the Trade stacks.



X8



X6



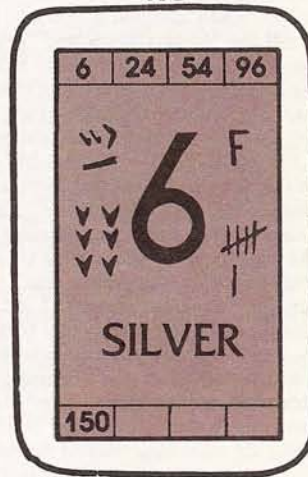
X8



X7



X6



X5



X4



X3



X2

DESIGN ANALYSIS



THE FRINGES OF CIVILIZATION

By Mick Uhl

It certainly appears that the "Back to Basics" movement has arrived to stay. After a ten year trend of "bigger is better", the classic style of game prevalent in the fifties and sixties is returning to the adult gaming field. I, for one, am not displeased with this turn of events. Those big monster games are impressive to look at and beautiful to own, but just the thought of getting one started—much less playing it to conclusion—gives me chills. My friends and I much prefer to sit down to a few good games of *ACQUIRE* than spend the afternoon admiring the latest in wargaming sophistication. That's why I am so pleased that *CIVILIZATION* is receiving such good reviews in the hobby press. It uses a well-conceived, straightforward game system unhindered by loads of detail to make some very elegant statements about mankind's journey from Stone Age to Iron Age. It can run long, but it is fun to play; and in the end, isn't that what's important?

I don't intend this preface to be a self-serving testimonial for *CIVILIZATION*. I like the game and believe it deserves the best presentation possible. Yet I also recognize certain disquieting aspects which I think can be improved. *CIVILIZATION* suffers from a common multiplayer game flaw I like to call the "Hearts Syndrome" (players of *Hearts* should recognize this ploy right away)—as soon as one player looks like he is about to win, all the other players coordinate their efforts and drive him back into the common pack. What makes it so noticeable in *CIVILIZATION* is the inability of the leader to defend himself against this collective activity. The consequences are two-fold—a sudden lag in the tempo of play and great increases of frustration. The need for a variant of some kind to address this problem becomes apparent. Such was the motivation for this brief column. I did not stop here though. I still have a few other ideas that I want to try out. Be warned; none of these changes have had extensive testing so don't consider this an official addendum to the game. That's not to say that sometime in the future some or all of these rules might not make their way to official status.

Try out whichever of these new rules appeal to you. You might have to handmake some new components, but that shouldn't be too tough for people as inventive as wargamers. If we get strong, supportive feedback on these proposals, consideration will be given to printing an expansion kit. If you like the changes or have any ideas of your own, please write.

DRAMA & POETRY MODIFICATION

Change the *DRAMA AND POETRY* Civilization card to provide a special credit of "20" towards *LITERACY* and "20" towards *DEMOCRACY*.

(The original British version of this game only provided a special credit of "20" towards *LITERACY*. There was no credit whatsoever given towards *DEMOCRACY*.)

CIVIL WAR NOMINEE

The recipient of the *Civil War* calamity no longer selects the nominee. Instead, the nominee *must* be the player with the most tokens in stock. If there is a tie, the recipient of the calamity may then choose the nominee from among those tied.

(I hesitate to make any change to the game system as it is. I reluctantly alter this part of the *Civil War* procedure only to eliminate a ploy the consequences of which are so devastating that it is totally unfair. Experience has taught players that they can turn their civil war into a powerful offensive tool. Simply stated, a player who gets the *Civil War* picks as his nominee another player who currently has a small stock. In replacing the tokens of the dissident faction, the nominee finds he must use up his stock. Next turn, the boom falls. He has no tokens to pay taxes and every city he has in play is lost to revolt. This small rule change prevents this from occurring.)

CITY/RURAL CO-HABITATION

Tokens may permanently occupy the same area as a city. In effect, the city does not count toward the population limit of any area. For example, an area with, say, a population limit of five and with a city can support up to five tokens of any nationality just as if there were no city there at all.

The status of the tokens inhabiting the same area as the city now becomes a factor. A token of the city's nationality may be designated a defender of the city by stacking it with the city during the Movement Phase. These tokens do not count against population level and must be removed from the board in the Remove Surplus Population Phase. Tokens not designated as city defenders (this must include all foreign tokens) are kept in the area away from the city. They cannot participate in the defense of a city but can be used to support the city (see 14.0).

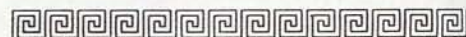
When using this rule, an invader often has a choice of attacking a city and its defenders (if any) or tokens in the area. Who he attacks first is his choice. The conflict must continue, though, until the population limit is no longer exceeded.

(I could not find any historic reasons for a city preventing the occupation of the surrounding countryside by the rural populations.)

1. Delete "NOTE" following 6.3.3. It describes a situation that cannot possibly occur.
2. A player must complete his gold purchase before he may look at his trade cards.
3. When using the *Pottery* card to reduce famine loss, a player must reveal the grain trade cards he intends to apply.
4. *Law* must be acquired *before* (not with) *Democracy* and *Philosophy*.
5. A player cannot surrender trade cards if it would reduce his hand *below* six cards.
6. Players cannot examine the trade card stacks.
7. There is some confusion concerning the formation of the two factions in a *Civil War*. Hopefully, this will clarify the problem. The first faction is chosen by the player who received the *Civil War* and his nominee. The player first turns over exactly 15 unit points worth. His nominee then turns over exactly 20 unit points worth. These upside down units form the first faction. Whatever units of the nation remains face-up form the second faction. The player then proceeds as described in the rules.

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AH Philosophy . . . Cont'd from Page 2

these—and others—are not good games. I've enjoyed many hours spent playing all three, but these titles seem to appeal to a fairly narrow audience.

It was questions such as these that brought me to doubt the validity and utility of the RBG as a guide for this readership. The problem is complex, but not insoluble. In essence, there are a number of interlocking faults to be addressed which, with but small modifications to the system and a reader-generated reevaluation of the data base, will lead to a more representative and realistic survey of our game line.

First, while the current categories of the RBG contain relevant and interesting information, the method of evaluation is vague in many instances, insignificant in others. This often leads to discrepancies even in related categories (for example: "Physical Quality", "Mapboard", "Components") or confusion in imprecisely defined categories (say, "Game Length" or "Realism"). Thus a critical consideration of the categories themselves was deemed necessary.

I have always found curious the use of an unweighted "Cumulative" value to rate the games on the list when available was the respondents' own carefully considered "Overall Value" rating. What better to rank the games for consideration by potential buyers? A game with the best of components can still be a terrible beast to play; should the fine rating for "Components" determine to any extent the placing on our chart? I (while I may be in the minority as usual) think not. Henceforth, the respondents' **Overall Value** result will determine the order in which the games are listed. This would bring an immediate reshuffling of titles (one I think more representative of our readers' collective taste); considering this issue's list in this light would result in the top ten games on the RBG being: *COD*, *SL*, *COI*, *PB* (!), *TRC* and *FE* and *CAE* in a tie, *WS&IM*, *FT*, and finally tied for the tenth spot, *AZ* and *3R*.

The original system (which premiered in Vol. 9, No. 3) never defined the categories satisfactorily. What is the qualitative difference between "Components" and "Physical Quality"; what exactly is the "Ease of Understanding" rating meant to reflect? If a clear and concise review for the potential buyer is to be the final goal of this exercise, some changes are demanded.

Thus, "Physical Quality" and "Mapboard" and "Components" are consolidated into one category: **Components**. While I doubt that many rush out to purchase any game because its "Components" rating is 1.00, or refuse to buy a game with a poor "Components" rating, it is an aspect of purchaser preference that both the producer and the buyer

must be aware of. However, the developers and artists of Avalon Hill, who expend a great deal of toil and worry on these, are intensely interested in the purchasers' response to the individual physical components. Thus, during the initial rating of a new release (as well as those to be rerated in this issue), the readers will be asked to rate the *Mapboard*, *Counters* and *Players' Aids*. Note that these, other than in the commentary in the appropriate issue on the specific game reviewed, will not be reflected on the continuing RBG.

"Ease of Understanding" is completely subjective; a game which to me is simple may be the most complex undertaking imaginable for my daughter. This category is replaced by AH's **Complexity Rating** as determined by the designers and developers—the experts—intimately involved with the game. Again though, the players' own evaluation of this intangible would be of immeasurable worth to those of us who must make such a determination. Therefore, as with the "Components" rating, I am going to ask the readers for their judgement on the *Complexity* of a title. As with the above, it will be reported but once, and not reflected in the actual ongoing chart. I expect the relationship between the AH evaluation of this aspect and the reader evaluation of the same to provide some fascinating insights for those of us on this Olympian "Hill".

A case can be made for eliminating the category "Completeness of Rules" from our survey—the argument being that, through the offices of The *GENERAL*, errata corrects such after publication. But, with the view that this is to be a *Buyer's Guide*, the shortcomings (if any) of the included rules should be indicated. Where better than here—**Completeness of Rules** remains a category in our updated RBG.

Likewise, the ratings for *Excitement Level* and *Play Balance* represent important feedback from the purchasers. Yet, efficiency would be better served by a single category. The readers will be asked to rate these as before and the results will be recorded in the boxed RBG commentary on a specific new title. But a third category, **Playability**, will be the only reflection retained on the continual update of the RBG. In essence, this category serves to indicate the respondents' evaluation of how well the title serves as a "game". As subjective as this must be, this rating will serve as a guide to those entering the hobby or considering the purchase of a game outside their normal field of interest.

"Realism" poses a problem of definition. So many of the games were never intended as "simulations" that the ratings for this category can be ludicrous at times. *NAPOLEON* is a fine game, but a less-than-perfect reflection of the battle. When considering the science fiction or fantasy titles, the "Realism" rating is devoid of all meaning. Even among those games that profess to be "historical simulations", what is being simulated—the events, the decisions, the "feel"? Rather than ignore all this, a simple redefining is adequate. The new category, **Authenticity**, will represent the readers' judgement of how well a game captures the flavor and mood of the subject of the game. In essence, this is the readers' judgement on how well the title serves as a "simulation", a counterpart to the rating for **Playability**. *DUNE* may recreate the Herbert novel superbly; this would be reflected by a rating of 1.00. Conversely, *AFRIKA KORPS* may be totally adrift in simulating the decisions and problems of the desert war—a rating of 9.00. Without a doubt, this must by nature be the most subjective of all the categories. However, it should serve well as a general guide to what can be expected in terms of "realism" for the specific title.

Finally, "Game Length" exemplifies the problems of the current RBG. What are the criteria by which "Game Length" is determined? What does it mean for a scenario-oriented game? Does one in-

clude advanced and/or optional rules? The inability to insure conformity among the respondents' answers is daunting. Therefore, there now will be two categories—Basic/Shortest Scenario and Advanced/Longest Scenario. These should be self-explanatory. With *WAR & PEACE* as an example, the shortest scenario with only the basic rules would be evaluated for the first, and the Grand Campaign Game with all optional rules for the latter. Obviously, the readers must make a judgement on which *specific* version of a game is the quickest or most time-consuming to play, but the final tally should eliminate the slight variations that will occur among these. In this manner, the prospective player has a fair conception of the time-span range he will face when he commences play.

Another difficulty, more troublesome to remedy than the defining of the categories, is reviewer bias. Obviously, gamers will buy that product which appeals to their particular interest; adherents of the Napoleonic period would generally comprise the majority of the respondents to a survey of a game on Waterloo. This is unavoidable. The bias, though, is reflected in the actual sample size itself, and can strongly skew the ratings for a specific game. Statistically, the larger the sample size, the more accurately the mean results will reflect the character of the game. An increasingly dwindling sample size (i.e.: number of responses for a review) of loyal followers of the *SQUAD LEADER* gamettes, for example, place these games consistently in higher positions than non-gamette oriented publications. Conversely, a small sample representative of a few dissatisfied players can negatively reflect the ratings of a game—*MAGIC REALM* is indicative of this.

While there is no method to obtain an unbiased sample, and systems to dilute this effect are complex and questionable, the prospective buyer would be aided if he knew the number of respondents which brought about the ratings for a specific title. Large numbers will tend to nullify the effects of bias as well as indicate the popularity of a title. To make the RBG a more effective comparative tool, a category new to the system is introduced—**Sample Base**. Elementary, it is but a listing of the number of respondents from which the other ratings were obtained. However, there is a minimum point below which I would question that any worth appends to the publication of our results. Having tossed about various views about what would constitute a valid sample base, I have decided that, unless a minimum of fifty respond to the survey of a game, the results will be reported in the RBG commentary but will *not* appear on the continuing chart. At a future time, after more purchases of the title have been made by our readership, we will try again to obtain a valid response.

This, of course, leads to the problem of relative comparisons. The fact that each survey has different respondents is one aspect, but when coupled with the fact that games have been surveyed at different stages in the evolution of the gaming hobby poses numerous discrepancies. How can one hope to compare the "Ease of Understanding" or "Mapboard" ratings of, say, *SQUAD LEADER* to those of *STALINGRAD*? Systems which were innovative in 1965 may be antiquated or worse in 1982. Based on the information contained in the current RBG, a gamer new to the hobby can never hope to adequately compare games published a decade apart unless he has them physically present. (In which case, what role does the RBG serve?) Both *PANZERBLITZ* and *G.I.: ANVIL OF VICTORY* were advanced games on the date of their release, but to put *PB* and *GI* in the same class today would seem farcical—yet this occurs in the RBG. To help alleviate this problem, the RBG will list the **Year of Publication**. At least the reader can then make his decision to purchase on the basis of a game's chronological placement within the evolving "state-of-the-art".

And of course, the games are not rated at the same time under the same "state-of-the-art" expectations by the readers. Times change, and a more sophisticated audience results; this is especially true of our readership, as evidenced by their subscription to this periodical. Present customers will expect more from a game than their counterparts of the '70s did. These greater expectations are evidenced by lower RBG ratings (witness the ratings for *THIRD REICH* in Vol. 18, No. 5 and in Vol. 12, No. 1). This is not to say that the new games are not superior to the old games, nor that the readers are more critical. Rather, it reflects the fact that many of us have grown with the hobby and are much more knowledgeable than once we were. Too, it may require years to comprehend the subtleties of a game completely and acknowledge that it is truly a "classic". Quite the reverse is also true: a game that appears impressive after only a few playings may lose its glitter upon continued analysis. Little can be done to delay the rating of new games. But a periodic re-survey of the list is warranted, I believe. Thus, I hope to institute a regular revision (rerating) of our titles every five years.

Finally, a RBG-related problem for the editors of this magazine has been brewing on the sidelines for some time. Once obsolete titles are removed, what next is to be dropped to allow our self-imposed (for space reasons) limit of fifty titles to be maintained? If current titles—science-fiction, fantasy, adventure, least-popular or whatever "negative" criteria is applied—are to be removed, will not new readers and new gamers be missing information of interest to them? While such a loss may be cheered by some "purists", it seems ridiculous to remove a current title that even one reader may wish to enjoy. Games such as *DUNE*, *SOURCE OF THE NILE* and *CIVILIZATION* have their own intrinsic value, and I would be appalled should such be forced from the list for mere layout reasons. After some thought, I've decided that two lists are in order: one a *WARGAME* list and one an *ADVENTURE GAME* list. Each game will be assigned, based upon subject matter, to one or the other and the relevant current list will be published (i.e.: whichever list the game being considered in the issue relates to will be the list published at that time).

So, there you have it. The new system, contained in two distinct lists, will have ten categories to provide as much concentrated information for the potential buyer as possible given the limitations of any such survey:

Overall Value (reader rated)
Components (reader rated)
Complexity (developer rated)
Completeness of Rules (reader rated)
Playability (reader rated)
Authenticity (reader rated)
Game Length (reader rated)
 Basic/Shortest Scenario
 Advanced/Longest Scenario
Year of Publication (copyright date)
Sample Base (number of readers responding)

In addition, at the time of rating these, the readers will be asked to include their judgement of *Mapboard*, *Counters*, *Players' Aids*, *Complexity*, *Excitement Level*, and *Play Balance*. These will be printed but once, in the RBG commentary devoted to the specific title, and will be available to those who wish to further investigate a potential purchase or how other players perceive their favorite.

In the insert of this issue is the form to begin generation of the *WARGAME* RBG. I urge every reader familiar with a game to respond. And, needless-to-say, your comments on our project to improve the RBG and the information it can provide are welcomed. Feel free to write in the margins.



CIRCUS MAXIMUS II

Second Edition Changes

By Donald Greenwood

The following are the changes which appear in the upcoming second edition rules. These are presented here to provide current players with the opportunity to immediately implement them—both those that are merely cosmetic and those which are quite important. Note that changes are indicated by italics. For readers who desire to order the latest edition, copies are available for \$3.00 plus normal shipping and handling costs from Avalon Hill.

6.521 Voluntary straining is prohibited if the chariot has no endurance remaining, *or the CDM is negative (see Jostle, 7.33), or if the driver will attempt to cut a horse free (9.53).*

6.7 SIDESLIP—Sideslip moves are allowed only if called for by one of the combat table results or if all other means of movement are blocked, *or if the driver can demonstrate that by not making a sideslip move at that point that he would be forced to enter a blocked position (not a potentially blocked position) later during that same turn.*

7.22 If the chariot changes to a new corner lane on the inside, with a lower safe maximum speed, a new, updated chariot flip check with an increased number of strain/flip points is *instantly made*, even if one has already been made that movement phase. However, if the chariot changes lanes to the outside, to a lane with a higher safe maximum speed, no new check is required because of it during that movement phase even if the chariot is still exceeding the safe maximum speed in its new lane.

8.41 The chariot may not use straining for the rest of the race. It must *take all corner squares* at the safe maximum speed for its lane, or automatically flip. *However, team speed reductions (8.43-.44) are calculated first prior to determining if the chariot may be exceeding the safe corner speed.*

8.43 The chariot's current maximum team speed is reduced by one at the start of every *subsequent* game turn for the rest of the race. Thus, if a chariot used its last endurance factor during turn 15, on turn 18 its maximum team speed would be reduced by three plus any injuries the horses may have sustained up to that point. This reduction of team maximum speed is not treated as a horse injury.

9.22 Example The attacker (red) is not directly beside the black chariot and therefore cannot attack. However, if black were the attacker, he could attack red's car or driver. *Furthermore, if black's horses were in square A [where his car is positioned in the illustration], red could still not attack because he is behind black's horses and not beside black's car—red's car space not overlapping with black due to the parallel corner space.*

9.311 Depending on the lane change (to inside or to outside), one or two movement factors are used. These are subtracted from the team speed available (but not necessarily its written move) for the evading chariot's next movement phase.

9.41 *An attack against the horse team is resolved by comparing the attacker's die roll and his CDM total to the die roll and CDM total of the defender. If the defender's total is equal to or greater than the attacker's total, the defender loses one endurance factor and gains (at his option) one MF during his coming movement phase. However, if the attacker's total is greater than the defender's total, the defender loses endurance factors equal to the difference between the two totals and must gain the same number of MFs during his next movement phase.*

9.43 M = Movement Loss. The defender immediately rolls a die, and reduces his team maximum speed (not necessarily his written turn speed) by that amount for his next movement phase.

9.52 When all damage boxes for a horse are checked off, the horse falls to the track. The chariot cannot move again until the horse is cut free. Even mandatory movement effects (as a result of combat) are ignored although any endurance or injury penalties that would normally apply from such an attack are still applied as applicable, except that the team cannot be attacked from the side where the horse has fallen until the dead horse is cut free. The chariot has no movement factors and thus cannot attack, brake or evade on the turn it attempts to cut its horses free (even after a successful attempt). A chariot which attempts an attack on such a target is still subject to any and all negative results which accrue. The CDM of any chariot which must attempt to cut a horse loose before it can move again is always 0 (unless already negative) for purposes of resolving attacks. *When a horse is killed, the team loses a fourth of its remaining endurance factors (fractions rounded down). If the team loses a second horse, it loses a third of its remaining endurance factors; and if it loses a third horse, it loses half of its remaining endurance factors.*

9.53 A horse can be cut free at the start of the chariot's movement phase by rolling one die for each remaining horse, subtracting the driver's CDM from the total, and subtracting the remainder from that turn's written turn speed. The chariot may then use any remaining movement factors to move during the same movement phase. If the result is a negative number, the attempt to cut the horse free failed and must be attempted again in the following turn. Only one "cut free" dice roll is allowed per player turn. *The driver may not voluntarily strain his horses while cutting a horse free.*

9.61 If just a chariot's team is forced into another car, it receives a ram attack as if the opposing car attacked the team. Use the procedure in 9.5 to resolve injury to the horse team. This includes adding three to the dice roll if the opposing chariot has scythe blades, or subtracting three if the opposing chariot is light. *If the attack is from a chariot directly ahead of the team (6.74), the owner of the team may select which horses suffer any injury.*

12.4 If the chariot wreck lands on another chariot, the falling wreck causes an immediate ram attack on the chariot team or car, as appropriate. The falling wreckage has no driver, and therefore no driver's modifier is applied. The chariot being hit by the falling wreckage may attempt to brake or evade normally (if possible) to avoid the ram attack. *If the wreck remains in the same square with a chariot, that chariot at the start of its move must chance the Running Over Wrecks Chart unless it is attacked prior to that and successfully brakes or evades off the wreck.*

14.2 A chariot may run over a wreck by choice or due to lack of any other recourse. The chariot is moved over the wreck square at the normal movement cost, but should (does not have to) deduct endurance factors equal to the roll of one die. When it clears the wreckage and appears in the square beyond, roll three dice, deduct the CDM from the total, and consult the Running Over Wrecks Chart. *If a chariot is unable to clear a wreck during its move (i.e.: it does not have enough MFs to move beyond the wreck), it flips.*

15.23 The team cannot make any attacks (*Exception: 16.5*) or be braked.

15.25 A runaway team may be attacked, but since no car and driver exist, only the team can be attacked, by lash or ram as the attacker desires. The team could evade automatically. *If a horse is killed, the team must remain in that square where it is treated as a wreck henceforth except that any check to run over the "wreck" must add 3 to the die roll (14.2). Any horse injuries are applied to both the jumping team and the "wreck" team.*

16.2 The dragged driver can attempt to cut himself free at the conclusion of the movement phase in which his chariot is flipped *before rolling for injuries sustained in that turn.* He rolls two dice, subtracts his driver modifier, and if the total is less than or equal to his current number of unchecked driver hit boxes, he is free. Even if freed, however, the driver is dragged a number of squares equal to the adjusted freeing dice roll (up to, but not greater than the distance actually moved by the team from the point of the flip).

16.5 A dragged driver can be subjected to ram attacks by the team portion of an attacking chariot by placing the attacking team on the same square as the dragged driver. The dragged driver cannot brake or evade—he must accept the attack. The dragged driver automatically counts as having a driver's modifier of 0. An attacker cannot suffer "wheel damage" during a ram attack vs a dragged driver. Any "wheel damage" suffered by the dragged driver is instead converted to *double the number of injury points.* This is the only type of attack which can be made on a dragged driver, and is the only time a team can make a ram attack of any kind. There is no modification to the dice roll for heavy or light cars as it is the team which attacks, even though the attack is resolved on the Wheel Damage Effect Chart with the amount of wheel damage specified being turned into an equivalent number of body hits.

16.6 *If a runaway team carries a dragged driver over a wreck, the driver is automatically killed.*

16.7 *When a driver is dragged from his car by a critical hit, his dragged driver counter is placed on the car counter. The team continues as a runaway team except that it has to check for chariot flip when exceeding a safe corner lane speed. The dragged driver is still subject to ram attack by an opposing team (16.5) except that the team attacks from a square directly behind the empty chariot, instead of from the dragged driver's square.*

17.2 An individual driver on the track can move one square for each two remaining unmarked driver hit boxes (fractions rounded up) per turn. *The driver may not move diagonally, although he may move in any direction.*

17.4 An individual driver on the track can be run down by any chariot during normal chariot movement. If a chariot hits a driver, the chariot loses MFs equal to the roll of one die when the team enters his square. This loss applies only for that turn, and represents speed loss caused by hitting the driver. Should this speed loss result in the chariot being unable to reach the driver's square, it is deducted from the next turn's *maximum* speed instead. The driver on foot is instantly killed and removed from play.



AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	29	2598YOT	1
2.	B. Dobson	4	2392RJQ	2
3.	B. Sinigaglio	14	2135GHI	3
4.	D. Burdick	28	2134GFM	4
5.	D. Garbutt	27	2126FHM	5
6.	P. Siragusa	23	2091DFH	15
7.	F. Preissle	26	2027KMW	7
8.	J. Kreuz	23	2016FGK	8
9.	T. Oleson	38	2009WXZ	6
10.	J. Zajicek	32	2004HJQ	9
11.	M. Sincavage	18	1991DEI	10
12.	P. Ford	9	1984FCL	11
13.	B. Remsburg	12	1951FHN	12
14.	J. Beard	18	1940GHN	13
15.	F. Freeman	3	1924EEF	14
16.	L. Kelly	22	1896VWZ	17
17.	W. Scott	25	1894IHS	16
18.	J. Anderson	5	1876DDE	21
19.	R. Leach	31	1874HLR	19
20.	D. Munsell	24	1860GFJ	20
21.	P. Flory	5	1858CEH	22
22.	R. Phelps	10	1858GHN	27
23.	J. Sunde	4	1858JKR	18
24.	S. Martin	22	1853GIL	31
25.	R. Beyma	4	1836CDE	28
26.	F. Reese	9	1834GDF	23
27.	C. Wannall	5	1834GKO	24
28.	N. Cromartie	14	1823GGN	33
29.	P. Landry	3	1823GHL	29
30.	H. Newby	1	1808GEC	—
31.	B. Schoose	9	1802FHK	30
32.	E. Miller	15	1801GJP	34
33.	R. Hoffman	15	1798EGL	32
34.	J. Baker	1	1789CDH	—
35.	J. Wirt	2	1788CEE	35
36.	F. Ornstein	12	1784FGL	36
37.	G. Charbonneau	3	1780DFI	16
38.	D. Greenwood	29	1779FFJ	37
39.	C. Olson	12	1778DEJ	39
40.	R. Jones	5	1775GIM	41
41.	B. Armstrong	1	1761EFK	—
42.	F. Sebastian	24	1758FHN	40
43.	G. Smith	3	1749DEJ	49
44.	B. Downing	18	1749FHK	44
45.	R. Rowley	11	1747FHM	38
46.	B. Salvatore	6	1747FIM	42
47.	D. Kopp	1	1739EHK	—
48.	L. Carpenter	1	1737CEE	—
49.	I. LeBouef	17	1730JKT	25
50.	J. Hunter	4	1721DFH	45

MEET THE 50 . . .

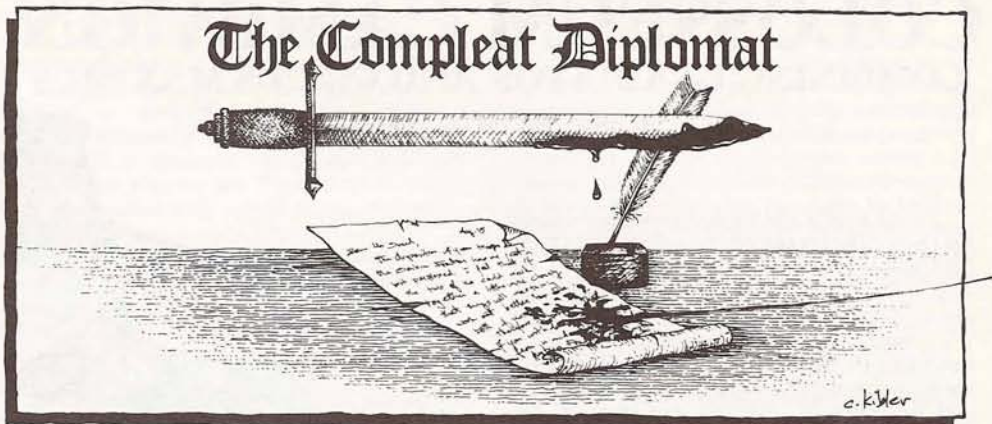
Mr. William B. Scott, is 35 married, father of two and owner/director of a private nursery school/day care center in Lovington, Virginia.

Favorite Game: ANZIO, AK, VITP
 AREA Rated Games: AK, STAL, WAT, TRC, BB, DD
 AREA W-L Record: 35-19-1 % Time PBM: 95%
 Gaming Time/Week: 11 hrs. Play Preference: None
 Hobbies: Ballet Dancing, Semi-Pro Boxing, Prevaricating
 Pet Peeve: Poorly written and/or organized rules; people who don't play wargames for FUN!

Mr. Scott elucidates the traits he desires in a PBM opponent and makes a strong case for the PBM "honor system".

"I joined AREA because I felt it contributed to the goal of increasing the pool of *reliable* PBM gamers . . . The traits I look for in a PBM opponent are: friendly manners, regular response, either some knowledge of the game we play or a very good ability to learn, and finally, the willingness to use the honor system (roll your own dice) in PBM. I feel that having to use the stock market or an AHKS random number is too time-consuming for many simple games and interferes with the friendly spirit I like to PBM with. All my PBM games have used the honor system and I have had no problems with it."

The Compleat Diplomat



NEGOTIATIONS: PLAN THOSE PLOTS

By Rod Walker

I suppose that there are those who are just natural-born Metternichs. They should be consigned to a lifetime of playing "Fish". For the rest of us, plotting is an art which must be learned and perfected through trial and error. Numerous knives are soon blunted this way. Successful plotting requires a good deal of advance planning. It is important for somebody to bring a *DIPLOMACY* set for instance. But the most important planning you will face will be on the plots themselves.

The moment you have drawn a country in a friendly game of *DIPLOMACY*, you should have specific schemes ready to propose and work on. It should not be the same scheme every time you draw a given country, since you'll be predictable that way. But you should have a specific and detailed plan of operations in your mind the moment you start negotiating. There are two advantages to this: credibility and effective use of time.

Credibility is important. People have to believe you are sincere and that you will make a good ally. Otherwise, they have no real reason not to make alliances against you and to attack you.

Many players tend to adopt a rather passive attitude toward negotiations, especially in 1901. They may deal in generalized expressions of friendship ("I think we can work together, so let's see how it goes this year and talk more in 1902, OK?"). Or they may try to go as far as a non-aggression pact ("I won't move to the Channel if you won't"). They might even devise a limited tactical plan (" . . . and then I'll support you into Rumania in the Fall"). And there are proposals for generalized long-term alliances ("let's have a game-long two-way pact"). Any one of these approaches might work to make friends and even do well in a game, but they are essentially shallow and unconvincing. They would be hard-pressed to succeed in the face of superior competition.

Consider that you have taken the role of England. France has just suggested that you both stay out of the Channel and then think about jointly attacking Germany in 1902. Germany now approaches you and proposes an alliance. He suggests you, as England, try for Norway and Belgium (with his support from Holland) in 1901. He outlines a joint campaign against France and/or Russia in 1902. He proposes that he concentrate on land forces and on Central Europe, while you concentrate on naval forces and carve your empire from Scandinavia, Iberia, Italy. He has plans for bringing Turkey and Austria in against Russia, Italy against France. He has ideas for diplomatic approaches to the other Powers, to encourage them to move in certain ways during 1901 which will be

beneficial to your attack. He will build two units, he plans, in 1901 for Denmark and Holland: two armies. He suggests two fleets for your build.

Which of these proposals would you consider the more attractive? Which player sounds like the better ally? Most readers would probably prefer the more precise, careful German player to the vague French player, who simply does not seem as "with it". A detailed plan is simply more credible than an amorphous one, and it will almost always sell—even if a total fabrication.

The other advantage to planning is effective use of time. Except for the half-hour before the first move, negotiating periods are only fifteen minutes in length. If two allies plan ahead, they can be extremely effective. During Spring negotiations, they should also discuss what orders they will probably make in the Fall. During Fall negotiations, they need to decide what builds and/or disbandments they plan to make, retreats for units likely to be dislodged, and so on . . . the things for which they cannot normally negotiate. A carefully laid overall plan will make these season-by-season negotiations quicker and easier.

In *DIPLOMACY*, there is no substitute for planning. Getting the right location and supplies will make the overall game more pleasant for everyone. Getting your thoughts together right away, and getting a detailed understanding with your neighbors, will make the path to victory that much smoother and more certain. You'll be surprised how much more of a convincing negotiator you become when you have specific proposals to present (and alternatives in mind if your first suggestions don't meet with the instant acceptance which they obviously deserve).

And of course, you should be prepared for reverses and ill fortune. No player is successful all the time. But careful planning will make your success more likely and your reverses easier to take (since you will have contingency plans ready). And your knife may never grow dull or miss the mark again.

Rod Walker is the editor of *DIPLOMACY WORLD* and author of Avalon Hill's *THE GAMER'S GUIDE TO DIPLOMACY*. *DIPLOMACY WORLD* is a quarterly publication featuring articles on the game, hobby news, ratings, a demonstration game and numerous other tidbits. It has been the central *DIPLOMACY* hobby publication since its founding in 1974. Subscriptions are \$6.00 per year; a sample issue, \$2.00. Order by contacting Mr. Walker, 1273 Crest Drive, Encinitas, CA 92024.



COLOSSEUM CAMPAIGN

COMBINING GLADIATOR AND CIRCUS MAXIMUS

By Alan Gopin and Bill Neumann

Two of Avalon Hill's most exciting new releases have been *CIRCUS MAXIMUS* and *GLADIATOR*. Both games deal with the furious action in the Roman Colosseum, and both games feature campaign formats. Developed by the Holmdel Wargamers Club, this article presents a system for combining the two games into a grand campaign. Each player represents a wealthy Roman patrician, with his stable of gladiators and chariots. The object is simple: to have the most money at the end of the campaign. For aficionados of the questionable glories of ancient Roman society, this is the ultimate expression.

1. INTRODUCTION

In the vast Colosseum—greater than Yankee Stadium—the death struggles of the gladiators, the speed and skill of the charioteers, whetted the people's appetite for thrills and vicarious excitement. The Empire was dying, and the Roman Games were the emotional outlet for the discontented mob. And, for the great families of the fabulous city, the games were their stepping stone to ever greater wealth and even to political power. But it was a dangerous game, the pursuit of the laurel, for more than one great name in Roman history squandered its resources and was left destitute. This is the role you will take—that of a great and powerful family in ancient Rome, controlling the destiny of your gladiators and teams with a grip unknown then, striving to become the wealthiest in the richest city in the known world.

2. PREPARATION FOR PLAY

Each player will start the campaign with four gladiators, three chariots, and 10000 sesterces. The gladiators should be rolled up using the standard *GLADIATOR* procedure. Each player will start with a light, a medium, a heavy and a retarius. The chariots, drivers and teams should be created using the standard *CIRCUS MAXIMUS* rules. Each player must devise some convenient method of bookkeeping for his funds.

3. SEQUENCE OF PLAY

A campaign turn will consist of one or more gladiator combats, followed by one or more chariot races, and be concluded by an administrative phase. The sequence of play in a campaign turn is as follows:

3.1 EMPEROR'S INVITATIONAL COMBAT PHASE

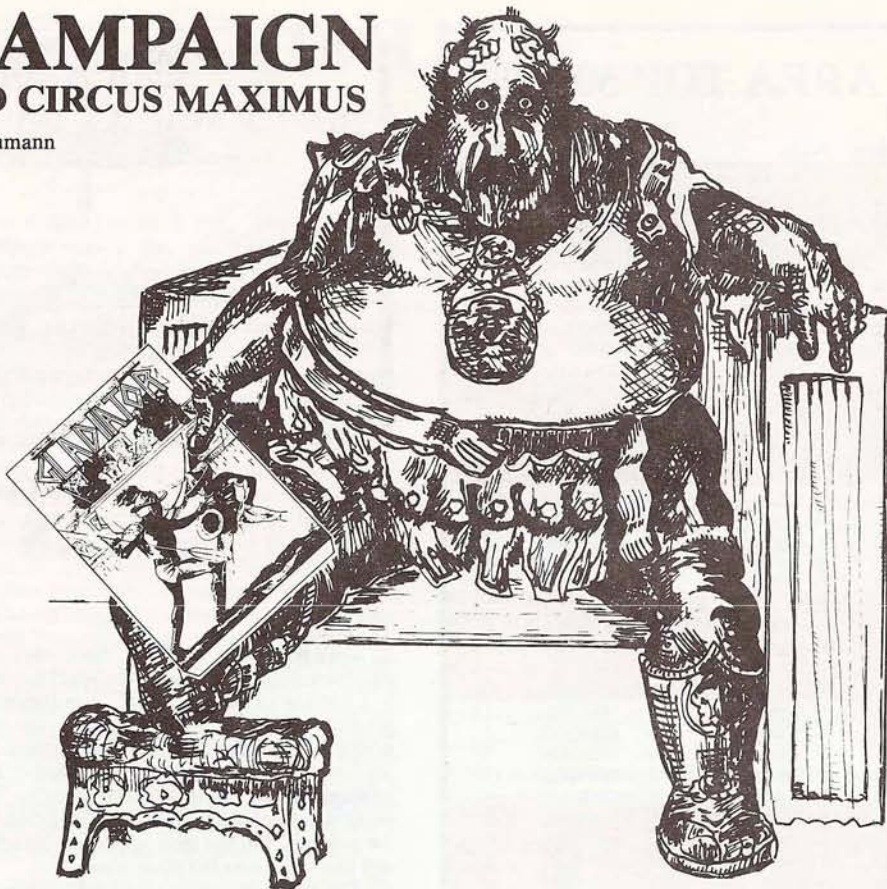
Each player selects gladiators to compete in a *GLADIATOR* free-for-all; surviving gladiators split the prize money supplied by the Emperor of Rome.

3.2 DUELS PHASE

Individual players may challenge other players to gladiatorial duels. Each player may challenge once and be challenged once. (Several combats may occur simultaneously during this phase, if desired, to speed play.)

3.3 EMPEROR'S INVITATIONAL CHARIOT RACE PHASE

A single game of *CIRCUS MAXIMUS* is played to which all players may commit chariots. The Emperor awards prize money to the finishers.



3.4 MATCH RACE PHASE

Players may challenge each other to chariot match races. Each player may challenge once and be challenged once. (Several races may occur simultaneously to speed play.)

3.5 ADMINISTRATIVE PHASE

This phase is composed of a number of segments, during which various bookkeeping and administrative functions are performed:

3.51 Recovery Segment: All injured horses and drivers regain one wound point, and all gladiators are healed. Roll for possible loss of gladiator attributes now. Note that recovery does *not* take place between combats or races during the campaign turn. A player who suffers wounds in either Emperor's Invitational may not recover them before entering a duel or a match race. However, damaged or lost weapons and shields may be replaced before a duel and wheels and whips may be replaced before a match race.

3.52 Experience Segment: Experience points may be spent now to increase abilities. Again, note that experience points may not be spent after the Emperor's Invitationals.

3.53 Maintenance Segment: For each gladiator that did not participate in the Emperor's Invitational or a duel during the current campaign turn, the owning player must pay 1000s for maintenance. For each chariot team that did not participate in the Emperor's Invitational or a match race during the current campaign turn, the owning player must pay 2000s for maintenance. The maintenance costs of all teams and gladiators who are providing entertainment for the masses are assumed to have been paid by the Emperor.

3.54 Gladiator Auction Segment: Honest Abdul's Gladiator Market opens its doors and holds an auction to allow the players to purchase new gladiators.

3.55 Chariot Purchase Segment: Players may purchase chariots, horses and drivers in this segment. The rules of *CIRCUS MAXIMUS* are used for this purpose.

4. EMPEROR'S INVITATIONAL COMBAT

The first gladiatorial contest is the Emperor's Invitational. This match is a free-for-all in which each player may participate. The players decide by mutual agreement (majority vote) the maximum size of each team sent to the arena. Once the size of the teams has been decided, each player commits the chosen members of his team to the board one at a time, starting with the player with the most sesterces and continuing in descending order, until all gladiators desired are committed. Once the teams are committed to the arena, combat proceeds for a specified time. (In our experience, two hours works well. Use an alarm clock as a timer; when the alarm goes off, any combat in progress is completed and the contest ends with the conclusion of the current turn.)

The Emperor puts up prize money of 1000 sesterces per gladiator for this contest; the survivors among the gladiators split the pot evenly. If no one is killed within the time limit, *no* prize money is paid. (After all, the crowd came to see blood.) Any gladiator that does not make an attack within the time limit will be executed upon completion of the Invitational. Cowardice is not tolerated in the arena. His 1000s are forfeited. Any gladiator that takes more than two minutes to plot a move will incur the wrath of the bored crowd; such a gladiator will suffer a one column shift to the left on the missus table for each offense, should he ever require its use.

Players may make any side bets they wish during this contest. It is not mandatory to accept a bet during the Emperor's Invitational, and there is no penalty for declining one.

5. DUELS

After the Emperor's Invitational, any player may challenge another to a duel. The order of precedence for challenging is decided by the wealth of each player at the end of the Emperor's Invitational. The right to challenge starts with the player with the *least* amount and goes in order of ascending wealth. Changes in financial status resulting from duels do not affect the order of challenge. Each player may participate in as many as two duels: one as the challenger and one as the challenged. Note that a player that issues a challenge is considered to have engaged in a duel, but a player who declines to accept a direct challenge is not.

The challenged player decides the size of the team (maximum of three men) he wishes to commit. The players then commit their chosen gladiators to the arena—alternating placement, with the player who issued the challenge placing one of his first until all are ready for combat.

The player making the challenge must also offer a bet of at least 100 sesterces. *GLADIATOR* rules (22.5) are in effect concerning the size of bets and the offering of odds. A player that declines a direct challenge automatically forfeits 100s, but none of his gladiators need engage in combat.

Duels are totally optional among the players. If no one makes a challenge, there need be no duels fought. But, once the challenges have been made in the specified order and accepted or refused, no further challenges may be made.

6. EMPEROR'S INVITATIONAL CHARIOT RACE

Any player who wishes may participate in the Emperor's Invitational Chariot Race. Each player, commencing with the wealthiest at this point and continuing in descending order, declares whether he will enter the race. The number of players entering the race will determine the maximum number of chariots in the race. (See the *Emperor's Invitational Chariot Race Commitment Chart*.) A player need not race all the chariots allowed him by this, but must race at least one chariot if he has agreed to participate. Once the number of chariots allowed per player are known, each player secretly and simultaneously commits chariots to the race. Starting positions are drawn by lot and the race is run. Each chariot that finishes is paid according to the *Emperor's Invitational Chariot Race Payoff Chart*.

The players are free to make any side bets that they wish. There is no penalty for refusing a side bet in this race. Note however, that only living drivers that finish the race in the control of their chariot are eligible to collect any winnings or bets.

EMPEROR'S INVITATIONAL CHARIOT RACE COMMITMENT CHART

Players	Chariots Allowed Per Player
3 or less	Three
4 or 5	Two
6 or more	One

EMPEROR'S INVITATIONAL CHARIOT RACE PAYOFF CHART

Position	Payoff
First	4500s
Second	3600s
Third	3000s
Fourth	2700s
Fifth	2400s
Sixth	2100s
Seventh	1800s
Eighth	1500s
Ninth	1000s

7. MATCH RACES

Any player may challenge any other player to a match race. In a match race, the two players will compete head-to-head, with each player fielding between one and three chariots. Challenge order

and selection of participants is done in a manner similar to that described for a gladiatorial duel. The wealth of the players after the Emperor's Invitational Chariot Race is used to determine the order of challenges. Betting rules for match races are identical as those for duels. Note that the *GLADIATOR* betting system, not that of *CIRCUS MAXIMUS*, is employed. The player whose team wins the race wins the bet. Experience in a match race is computed with respect to the opponent's chariots only.

Each player may engage in two match races—one as challenger and one as the challenged. As with duels, match races are held at the whim of the players.

8. GLADIATOR AUCTIONS

Before the campaign game begins, roll up the physical characteristics of ten gladiators, using either the standard rules or the variant rules proposed by Bob Medrow (Vol. 18, No. 4). These will be the stable held by Honest Abdul. When there is to be an auction, the gladiators are auctioned off in the exact order that they were rolled up. For each gladiator, as he comes to the block, roll one die and multiply the result by 100s to determine the minimum bid. Legal bids proceed from here, in minimum increments of 50s. The bidding always starts with the player with the fewest gladiators (highest die roll breaking ties) and moves to the left. Once all other players have passed, a gladiator has been bought. If no one bids, the gladiator is returned to Abdul's stable for the next auction. When a gladiator is bought, the price is simply deducted from the purchasing player's total. Once bought, the new owner assigns his gladiator a type and rolls for his armor. After *all* such gladiators have been purchased, ten new gladiators are rolled up for Honest Abdul.

Any player may bid on any gladiator. There is no limit to the number of gladiators a player may own.

9. RULES CLARIFICATIONS AND ADDITIONS

All advanced game rules of both games are to be used. Should a conflict between the game rules and these campaign rules arise, these rules take precedence.

9.1 CHAMPIONS

Note that to become the Emperor's champion, a gladiator must survive and be victorious in ten combats. If a gladiator is granted missus, that contest is not counted toward the total of ten. The Emperor's champion is granted his freedom (he is removed from the game) and his owner is compensated with 10000s. The accoutrements of the gladiator are not retained by the owner, nor can they be transferred to another gladiator.

A driver who wins ten races is likewise granted his freedom. His owner is compensated with 10000s also, yet may retain the chariot and team for future races.

9.2 TRANSACTIONS

The players may make any deals among themselves that they can agree upon. This includes the selling and trading of gladiators, drivers and teams. Players may make loans to each other at mutually agreed interest and repayment terms. Any player who defaults on a loan payment is eliminated from play and his funds are turned over to the Emperor, his gladiators and chariot teams turned over to his debtor. Players may even make gifts to each other, so long as such are made publicly. All transactions must be concluded during the Administrative Phase.

9.3 EXPERIENCE POINTS

The unlimited use of experience points is recommended. Although this sometimes creates "supermen" (adding a cinematic flavor to the

games), there are ways to eliminate even the most Herculean opponent. The best way *not* to attempt this is during a duel or a match race. Chances are that you will lose your man without inconveniencing "Herc" in the slightest; and the owner of this paragon will surely not accept or issue any challenge if his champion has been battered in the Emperor's Invitational. A much more effective method is to establish, with the contributions from one or more players who have lost good men under his blade or wheels, a bounty or price on his head—paid to the player who finally eliminates him. This makes him the prime target of all in the arena during the Emperor's Invitational. For the less adventuresome, there is the option of buying him (for example: an offer of 10000s, a +2 driver and a retarius might tempt the owner), or even merely buying his freedom. A mutually agreeable deal with his owner may see him change owners or be set free (removed from play entirely); owners of such a "Herc" may see a better profit in this than in the paltry 10000s they will receive from the Emperor if their best becomes the Emperor's Champion.

9.4 ELIMINATION OF PLAYERS

A player who cannot make a required payment is eliminated from the campaign and his entire stable of chariots and gladiators forfeit to the state (unless he owes another player money, in which case the other player may accept any of the gladiators or chariot teams as partial repayment first). Required payments are maintenance fees, bet payoffs and loan repayments. Note that a player does not have to have the sum to make a bet, but must, if he loses, have the money to pay off.

10. ENDING THE CAMPAIGN

The campaign ends under any of the following conditions:

1. A player has a minimum of 100000 sesterces in cash.
2. Regardless of funds, enough players are eliminated to leave only two active.
3. By majority vote of all active players at any point.

Regardless of the manner in which the campaign ends, the winner is the player with the most funds. Gladiators and their equipment, chariot teams and their equipment, are not considered funds.

11. PLAYERS' NOTES

It is very easy to run yourself into bankruptcy in this campaign if not careful. The following tips may help you to avoid this unpleasantness.

A glance at the horse purchase charts from *CIRCUS MAXIMUS* will reveal that good horses are damn expensive. Finishing a race is a lot more important than winning one. If you finish at all, unless you've lost a horse in the process, you will probably make money. If you don't finish, you will have to replace a car at the very least, and you won't collect a single sesterce—an expensive proposition. When in doubt, keep a low profile while on the track and bet on the other guy.

Depending on the auctions, of course, gladiators are usually a lot more expendable than chariot teams. If you are going to take risks, do it in the arena. The ways of making money here are endless. Use poor gladiators as sword fodder to drive up the pot in the Emperor's Invitational. Learn to use your gladiators as a team, whether in the Invitational or in a duel. Place numerous side bets, whether you are in the fray or not. Build a stable of good gladiators, use them effectively, and victory can be had in a short time.

Continued on Page 38, Column 3

OH-WAH-REE

Avalon Hill's Version of the Oldest of Mankind's Games

By Rex A. Martin

Mankala'h in Egypt; *Pallanguli* in India; *Kalah* in Syria; *Wari* in equatorial Africa—the "mancala" game, a elegant pit-and-pebble game of strategy, played around the world and as ancient as Man's history. *OH-WAH-REE* is Avalon Hill's version of this most classic of all games and has long enjoyed a popularity among gaming purists. This seems an opportune time to set forth some of the basics of strategy.

The mancala may well be the world's oldest extant game. Since it can be played using shells or pebbles and a few hollows scooped in the ground, its components can be fashioned by anyone. Formal mancala variations were being played at least as early as 1400 BC in ancient Egypt—boards have been discovered carved in the base of columns of the Amon Temple ruins at Karnak. These have been found too in the floors of temples at Luxor and Kurna—even on rocky ledges along the ancient trade routes of the Middle East. In Ernakulam, a board of white metal, silver-embellished, was uncovered by archeologists. And boards laboriously carved from a single piece of Osese wood have been used for centuries in Ghana.

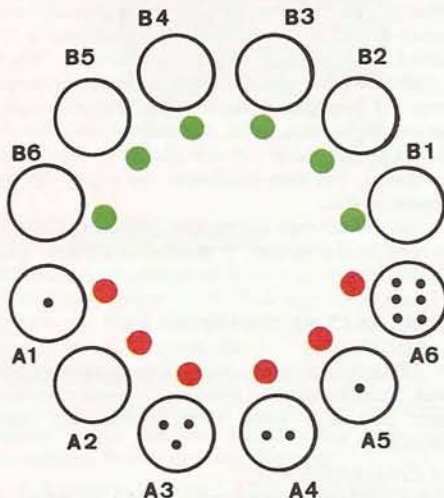
In India, maharajahs played with gemstones in place of the common pebbles their subjects used. In Egypt, the game was often played in taverns and inns, and the loser paid the check. Forms of the game were played by African chieftains; the stakes were female slaves. And in the West Indies (where the African slaves brought their version of the game, called *Awari*, with them), the game was played in houses of mourning to amuse the spirit whose body awaited burial. In modern teashops and coffee shops around the world today, it is played with coins instead of pebbles. Consider this an invitation to play the game your ancestors passed their time, centuries ago, with.

Although played by primitive peoples, it is a wholly mathematical game and its more complex versions have been ranked with Chess and Go as an intellectual challenge. Like all classic games, *OH-WAH-REE* is both simple in its play and incredibly complex in its strategy. In the space available herein, no more than a few basic points can be explored. And, like Chess and Go, only months of play will lead the reader to further refinement.

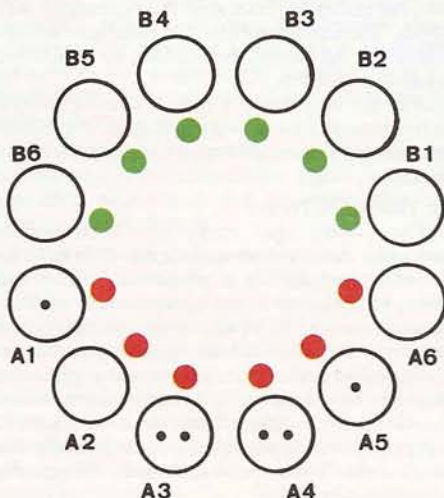
Play of the MANCALA

OH-WAH-REE, as are all mancala games, is a game for two players. The objective is simple: each player tries to capture as many pebbles as possible. Pebbles are placed in twelve pits which are in a circle, each player having six consecutive pits as his "territory". An equal number of pebbles are placed in each pit—usually four to commence the play—contributed equally by the two players. Players take turns in rotation. A player makes his play by simply scooping all the pebbles out of one of his pits and sowing these, one to a pit, in the following consecutive pits. Should more than eleven pebbles be in the pit he selects, the initial pit is skipped when the sowing returns around the circle. A player captures

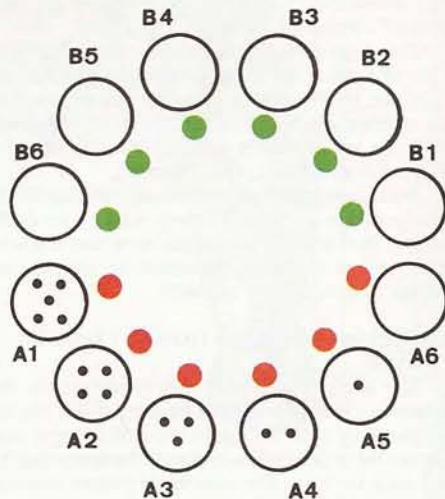
pebbles when a turn ends in an opponent's pit making its contents two or three pebbles. These pebbles are all captured, as well as any pebbles in preceding pits in unbroken sequence which also contain two or three pebbles. This backward chain stops when a preceding pit does not contain two or three pebbles or if the pit is in his own territory. A player having pebbles in his pits must play; further, when an opponent's pits are empty a player must, if possible, feed pebbles into them so that play will continue. The game ends when one player cannot play because his pits are empty at the beginning of his turn; any pebbles remaining in a player's pits upon that event are considered captured by him. Thus:



If the position is such, and it was Red's turn to play, he would be obliged to empty pit A6. No other play would feed pebbles into his opponent's side of the board.



However, should the position be thus, Red could not play into his opponent's pits and therefore the game would be finished, and all pebbles in play would belong to Red.



The extreme example of this occurs with this position (rarely attained, often aspired to); the game is over and all 15 pebbles belong to Red.

Sounds simple so far.

There are numerous variations, as numerous as the peoples that play the mancala. Variations for *Coastal*, *Dog-Gone*, *Oriental*, *Pendulum* and *Arabian* mancala games are included in the rules for AH's *OH-WAH-REE*. After 3500 years of play, there are many more. Any good survey of world games will introduce the reader to further variations. However, the strategy explored in this article concentrates only on the "basic" version described above.

Strategy of the MANCALA

As in any classic strategy game, the good player must be able to project the results that will flow from any play he may make. Much of the strategy lies in remembering the previous play and in projecting the opponent's developing play. Victory demands that one keep count of the pebbles and pit configuration (i.e.: the number of pebbles in each pit in relation to the other pits) in the past, present and projected future. This holds true both to defend uncaptured pebbles in one's own pits and to capture pebbles in the opponent's pits. There are a number of obvious points to keep in mind.

The mark of an expert player is his ability to play defensively. Any player can capture at least some pebbles from his opponent. Even a novice will play with some flair for the offensive. However, on the defense rests victory. The ability to see a developing threat, one that will culminate in several turns, is the ability of a Master. A few principles, elementary once thought about, serve well:

A threat occurs to a pit containing one or two pebbles when any enemy pit contains a number of

pebbles equal to the number of pits intervening between them.

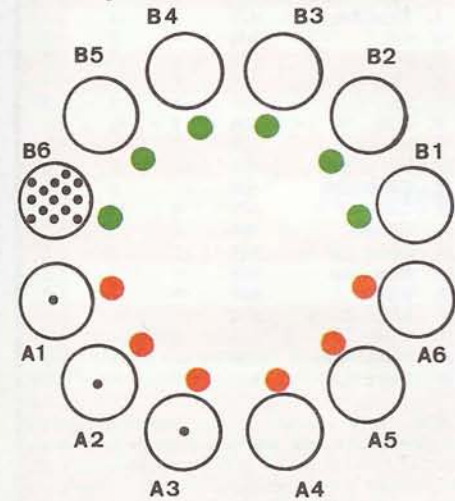
If a single pebble is threatened, it may be defended by:

- a) moving it to the next pit; or
- b) adding a pebble to the threatening pit so that the opponent's sowing will overshoot the single pebble; or
- c) leave the threatened pebble undefended and prepare an immediate reprisal which equals or exceeds the loss to be suffered.

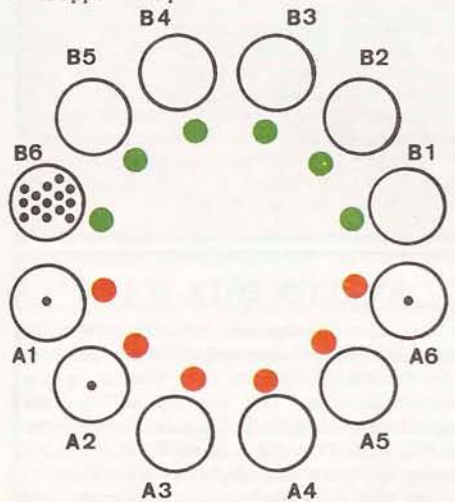
Two pebbles in a pit may be defended in the same manner, or—more simply—add one pebble to the pit so that it is not vulnerable to having three pebbles after the opponent's play.

Offensive strategy is, as pointed out, quite simple, once some thought is applied by any eclectic gamesman. Two tenets are to be kept in mind:

A pit loaded with more than eleven pebbles may threaten even an empty pit, or one containing a single pebble. An empty pit is difficult to defend. Only by overloading the threatening pit or preparing a reprisal can one deter such a move. A single pebble threatened by such may be defended by increasing it to two—which means four pebbles would result from the opponent's sowing play. If the single pebble is moved on, an empty pit is left which would entail the loss of at least two when the 11+ pebbles are sowed. As can be seen, large numbers of pebbles can be a massive offensive threat, and are difficult to defend against. To illustrate:

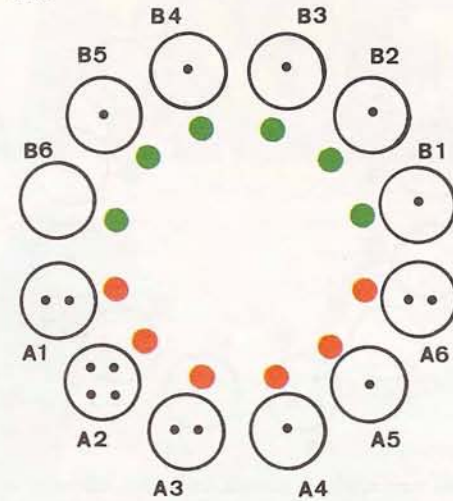


It is Red's turn to play. His only move to save immediate loss is to lift the pebble in A2, making two in pit A3 which is then safe from the threat of the 14 in his opponent's pit.

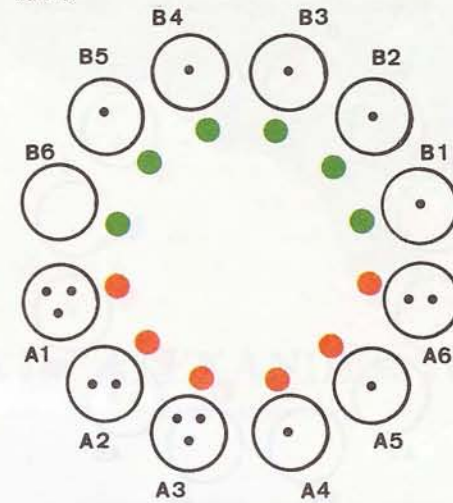


If the position were such, loss is inevitable, but if Red played from pit A1, only two pebbles would be

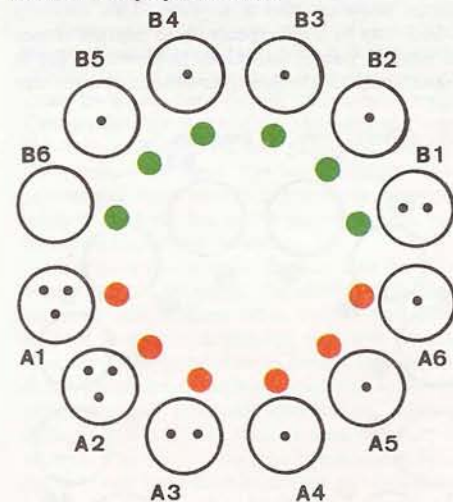
lost—while if he played from A2 or A6, eight would fall.



The position after Green's move in the first alternative.

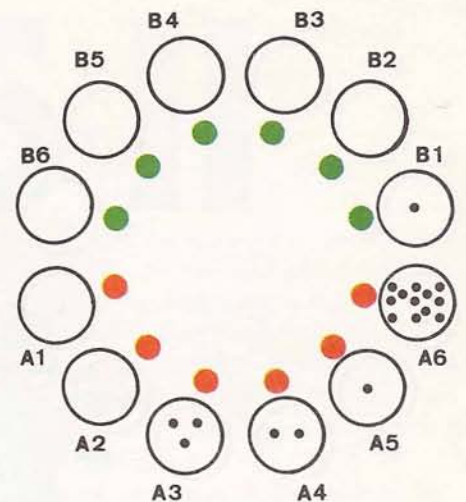


The position after Green's move in the second alternative if Red played from A2

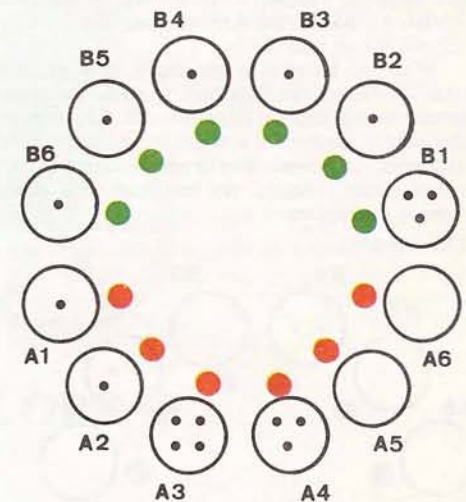


—or from A6.

In the same vein, a heavily loaded pit may have a devastating effect on an opposing row of nearly empty pits, and this effect (and the threat of it) may often be increased by delaying its use for a few turns. A "ripple effect" can be the result, allowing one to end the game in a few turns while capturing the remaining pebbles in play.



With Red to play, if he played A6 at once the position would be

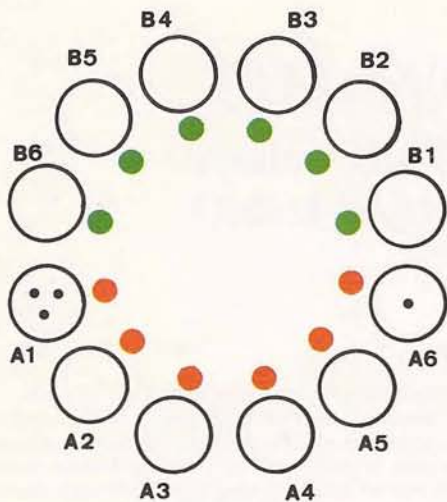


and he would capture the three pebbles in B1. But if he played A5, the following sequence—B1/A4/B2/A5/B3/A3/B4/A5/B5/A4/B6/A6—would result and he would then gain ten pebbles at the last move. If Green had had two or three pebbles in his pits, he might have maneuvered so that the pit threatened by Red always contained two pebbles, or at least that two occurred close behind the threatened pit and thus prevented a wholesale sweep by Red from pit A6.

A player's position is strongest when his pits are bearing on (i.e.: his play of pebbles could reach) several different enemy pits which are vulnerable to capture. Conversely, it is usually a weakness to have several pits all bearing on one opposing vulnerable pit.

Endgame of the MANCALA

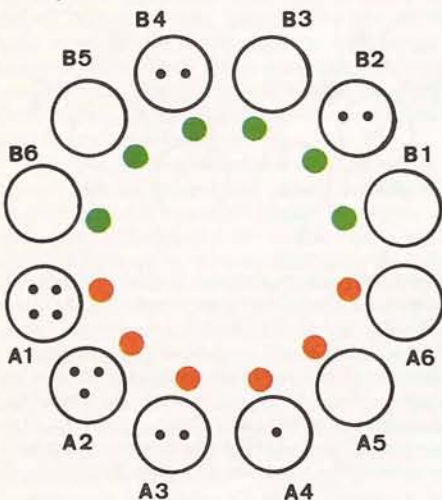
In the final turns, as the number of pebbles in play diminishes, each player tries to retain as many in his own pits and as few in his opponent's as possible. By keeping the pebbles spread in many pits instead of a few, and by playing from lightly loaded pits in preference to the heavier, a player can slow the progress of pebbles on his side of the board. He can manage to make the outflow smaller than the inflow. Thus: lifting one pebble from a pit advances one unit; lifting two advances three units; lifting three advances six units; lifting four advances ten. A modified mathematical progression results. The effects of "slow-motion" play can be seen in the following:



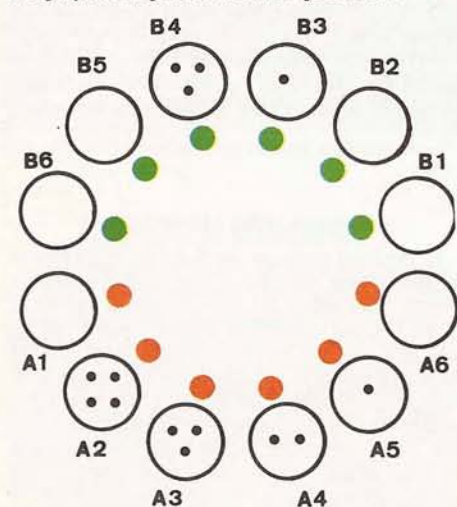
If it is Red's turn, he can win all four pebbles and end the game. The play is A6/B1/A1/B2/A4/B3/A3/B4/A2/B5/A3/B6. Any other sequence by Red will *not* win all four pieces.

When the board is nearly empty, strategy dictates a different configuration to strive for than heretofore. A thoughtful player will find that a diminishing sequence of pebbles, in consecutive pits with empty pits ahead, may be advanced unaltered. Indeed, with thought, this can lead to a final strategy for capture.

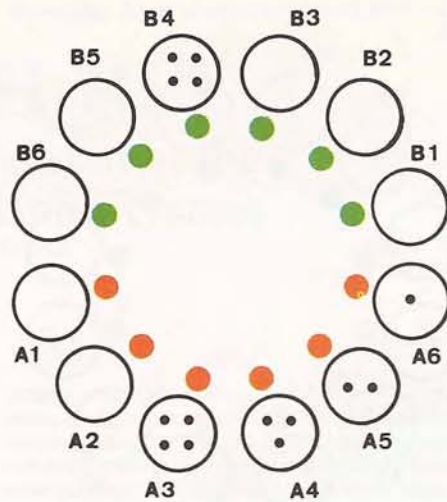
Thus, Red has



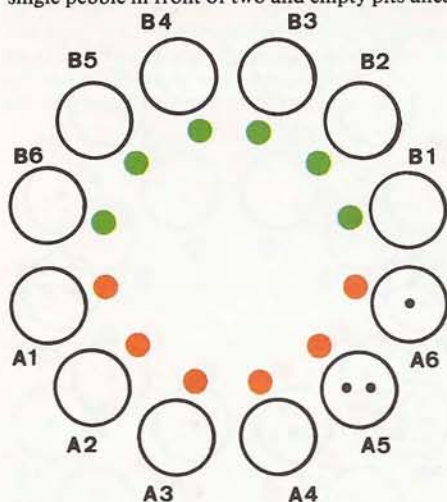
and plays from pit A1. The new position is



If his opponent leaves this unaltered, on the next move Red may play from A2 and the position is

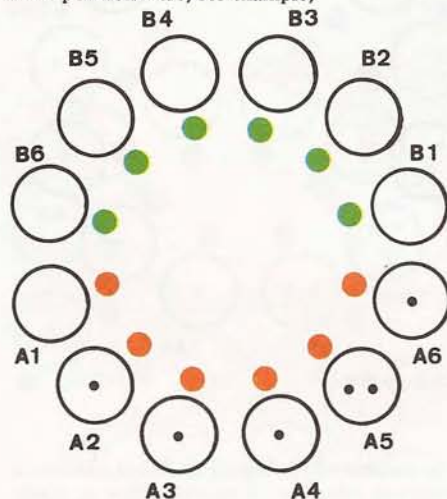


This may continue around the corner, allowing a threat to develop. An important application of this principle occurs when a player has two pits with a single pebble in front of two and empty pits ahead.



On playing from A5, he has two pebbles in A6 and one in B1. Green cannot play from B1 if B2 is empty without allowing Red a capture. This one-two method may be used repeatedly to capture stones that must be passed (especially to continue play in the endgame). Of the three passed here, two are captured.

If the position were, for example,



with Red to play, he may win five of the six pebbles by forcing the play A5/B1/A6/B1/A4/B2/A3/B3/A2/B4/A3/B5/A4/B6/A5/B1/A6. The two pebbles remaining in A2 and B1 would circle perpetually and are, therefore, shared by the players.

Match Play for the MANCALA

Once one has mastered the play, *OH-WAH-REE* need not end with one game. Match play for the forty-eight pebbles (or dimes or diamonds, if the players prefer) continues until one player holds all forty-eight.

At the end of a game, players count their pebbles, the one with the most being the winner. The winner now fills the pits on his side of the board and then begins to fill those of his opponent—placing four pebbles in each such pit. At this point, each pit filled with four pebbles—or a pit with one or more of the winner's pebbles—becomes an extension of his side of the board for the next game. Use the marbles to indicate this. His opponent now, obviously, fills in the remaining pits—a reduced territory with reduced opportunities for capturing. Play continues in this fashion until one player has no pebbles left. In actuality, when a player has only two or three pits left, he usually concedes the match—and all pebbles—to his opponent. ★

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 93

Total Responses: 412

Rank	Title	Pub	Last Time	On List	Freq. Ratio
1.	Bulge '81	AH	8	6	4.8
2.	Squad Leader	AH	1	11	4.8
3.	Third Reich	AH	2	11	3.3
4.	G.I.	AH	—	1	3.2
5.	D&D	TSR	7	11	2.8
6.	TRC	AH	6	11	2.6
7.	FE	AH	—	1	2.3
8.	COI	AH	3	11	2.2
9.	Flat Top	AH	10	11	2.2
10.	Panzer Leader	AH	16	6	1.8
11.	Civilization	AH	—	1	1.3
12.	COD	AH	4	11	1.3
13.	Midway	AH	12	5	1.3
14.	Panzerblitz	AH	15	2	1.3
15.	Submarine	AH	—	1	1.3
16.	WSIM	AH	19	11	1.2
17.	Afrika Korps	AH	14	11	1.0
18.	VITP	AH	9	11	1.0
19.	War & Peace	AH	11	11	1.0
20.	War at Sea	AH	13	11	1.0

Our regular survey of our readership's recent favorites brought some unexpected results our way this time. *G.I.: ANVIL OF VICTORY* makes its first, but certainly not last, appearance on our chart with a respectable share of the listings. This surge of play of the long-awaited gamette may well explain the drop in the ratings of its sister titles, *COI* and *COD*. Meanwhile, the heretofore demonstrated interest in the latest incarnation of *BULGE* was obviously bolstered by our issue devoted to that game, bringing it to the top of the list to share billing with the perennial *SQUAD LEADER*. *SUBMARINE*, like its namesake, continues to appear and disappear from among the top twenty; *FORTRESS EUROPA* also returns to the fold. And, as usual, the featured game of this issue—*CIVILIZATION*—moves into the ranks of the elite. Surprisingly, the strong showing of *STORM OVER ARNHEM* vanished and the game drops from our listing. Accompanying it were *GUNS OF AUGUST*, *GUNSLINGER*, and *KINGMAKER*.

AVALON HILL HATS

Yes, now you too can proclaim your game company loyalties to one and all from underneath your Avalon Hill baseball cap. These navy blue beauties come in "One size fits all" and are guaranteed to clash with *SQUAD LEADER* and *PANZERBLITZ* t-shirts. Send \$7.00 plus 10% postage (20% for Canadians, 30% overseas) to Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 5% state sales tax.

RAMSES II

The horse pulled the chariot by means of a wide beast strap and a wooden collar put on his shoulders and tied to the yoke which in turn was attached to the chariot pole. The circle of yoke and beast strap was snugly fitted to the animal's shoulders, while a loosely fitted girth strap was often represented as being somewhat narrower than the beast strap and as hanging below the animal's ribs. The pull was through the collar and beast strap, but the chariot tipped backwards with the pole flying upwards. This strap was projected over the horses' ribs and projected the chariot forward.

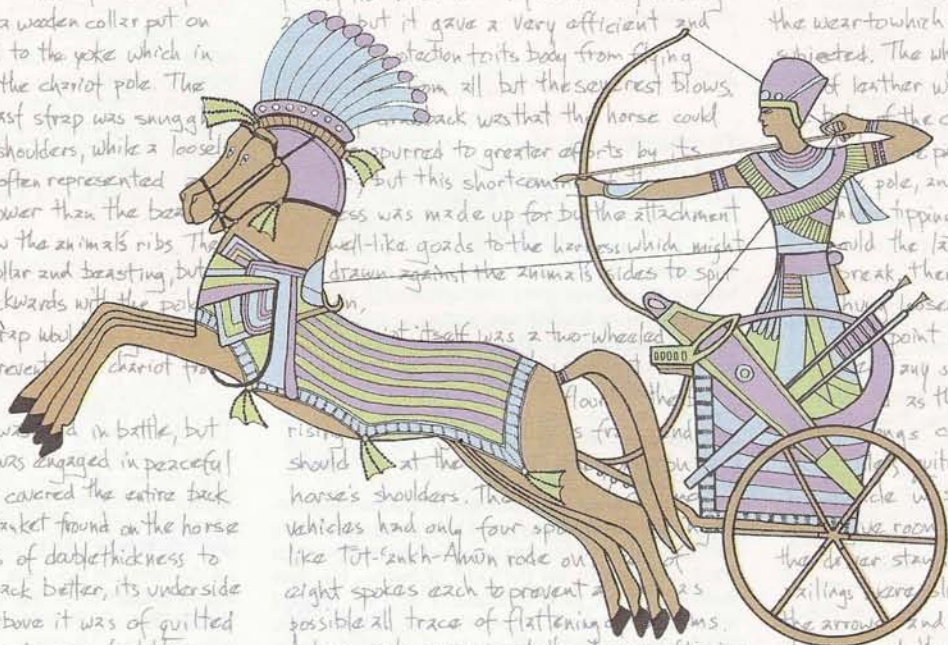
Whenever the chariot was used in battle, but practically never if it was engaged in peaceful tasks, a heavy blanket covered the entire back of the animal. The blanket found on the horse buried at Sen-Mut was of double thickness to protect the animal's back better, its underside being of linen, and above it was of quilted leather. Such a covering was doubtless

pretty hot when worn by an actively moving animal, but it gave a very efficient and effective protection to its body from flying arrows. From all but the severest blows, the horse's back was that the horse could be spurred to greater efforts by its harness. This shortcoming was made up for by the attachment of well-like goads to the harness which might be drawn against the animal's sides to spur it on.

It itself was a two-wheeled vehicle, and should be at the horse's shoulders. The vehicles had only four spokes like Tot-sukh-Amin rode on, eight spokes each to prevent a possible all trace of flattening of the wheels. A long axle minimized the danger of tipping

and leather tires on the wheels took much of the wear to which bare wood would have been subjected. The wheels were held in place by a band of leather which passed through the axles. The carriage was all in front of the passengers' weight on the pole, and so to reduce the danger of tipping backwards.

Could the lashing of the front of the break, there was an extra leather strap which ran loosely from the top of the dash to point a little way along the pole to prevent any such accident. Springs were used as the floor was made of interlocking pieces covered over with leather and white springy itself. The body of the vehicle was about a meter wide, which was large enough for the warrior and the driver standing side by side. From the axles were hanging the quivers for the bow, the arrows, and the jewels of the warrior who manned the vehicle.



A Variant for ALEXANDER THE GREAT

By Arnold Blumberg

The earliest campaign of which posterity has a fairly detailed and reliable record happens also to be among the most interesting in history. I am referring to the campaign of Ramses II, Pharaoh of Egypt, and his attempt to seize Syria from the Hittites, culminating in the Battle of Kadesh.



The Campaign

In the year 1289 B.C., Ramses II brought war against the Hittites in Syria. The Hittites were a migrant Indo-European race who had risen to become a viable nation—called *Hatti* in their own tongue—around 1900 B.C. in Anatolia with their capital sited at Hattusas. They dominated Asia Minor and, over the next few centuries, gradually extended their influence into Mesopotamia, often raiding as far east as Babylon and as far south as Kadesh. At the conclusion of one such raid into his lands, Ramses determined to end the threat which perpetually hung over his northern territory. He cleared the area as far north as the site of the modern city of Beirut of outland stragglers. At, or near, here he formed a base for the operations he had planned for the following year and returned with the bulk of his army to Egypt.

In the following spring, Pharaoh took the field at the end of April and, marching through Palestine, reached his base on the coast three weeks later. Here he paused to organize and refit his forces. Meanwhile, the Hittite tribes had grouped themselves around Hamah, with an advanced base at Aleppo, nearly a hundred miles to the north. The

two armies which were soon to meet had not had but minor brushes the previous year and both commanders were eager to take the offensive.

Ramses' halt at his base was brief; he continued his march at the rapid rate which had characterized the first part of his operation. Crossing a mountain chain by a pass near Beirut, he reached the River Orontes. He then moved down the valley and reached the town of Kamu. He had penetrated the Hittite lands only thirty days after leaving Egypt—a total of over 400 miles with an average rate of march of thirteen miles per day over some of the most barren terrain in the known world.

Every sign pointed to the fact that the Hittites were still far to the north. The walled city of Kadesh was now only fifteen miles distant and Ramses decided to make this his next objective. Marching next day through the town of Ribleh, he reached the broad flat plains of the lower Orontes. At this juncture, Pharaoh received information from two Bedouin spies that the Hittites were no closer than Aleppo. The spies showed the Egyptians a ford over the river north of Ribleh which would allow them an easier march route along the far bank. Thinking the Hittites far away, the Egyptian army took the ford and became dispersed as each element of the army crossed the ford and commenced to march northward.

Unknown to Ramses, the Hittite army was not at Aleppo, but rather was in position just to the east of Kadesh, with a force detached to hold the town itself. The Bedouins Pharaoh had trusted had come from the enemy camp to mislead his commanders—and had done a good job of it. The Hittites, under the direct command of their king Muwatallis, plan-

ned to induce the Egyptians to march along the left bank of the Orontes. When they arrived opposite Kadesh, which was situated on a hill and almost entirely surrounded by a loop of the river, the Hittite army would be concealed from view by the hills and town. The enemy would by this time be well dispersed and disorganized owing to the narrow defiles and the forest of Baui a few miles to the north. As soon as the Egyptian advanced elements came opposite Kadesh, a strong force of Hittite chariots would cross the river south of the town, cut the enemy column, roll up the head of it, and then engage the tail as it debouched piecemeal from the forest.

Meanwhile, after watering, feeding and crossing the ford above Ribleh, Ramses' army continued on to Kadesh with Pharaoh himself in the lead. One element of the army became badly dispersed in crossing the ford; consequently the head of that column halted on the far side of the river to allow the remainder to close up. By this means a gap of some two miles was created between the halves of the Egyptian army. Passing through the forest of Baui, about three miles farther on, the rear columns again lost distance. Ramses, however, did not allow his force to pause but continued to press north in order to reach the area of Kadesh, which he had been informed offered excellent camping grounds. Therefore, the lead division, *Amon*, under Ramses, reached the fields of Kadesh in midafternoon, after having marched fifteen miles in but a short day. Once there, the weary soldiers made camp, still unaware of the close presence of the hidden Hittite army.



The Opposing Armies

Before turning to the Battle of Kadesh itself, it would be of interest to examine the opposing armies. Prior to the time of Ramses, the Kingdom had had a standing army—of sorts. It began with an elite force that served as the palace guard and then was given the task of garrisoning the key cities of the kingdom. This was around 2200 B.C.; from that small beginning the armed forces grew around the core of the Palace Guard to a force composed of native levies. By 2000 B.C., this force had been transformed into an army with a high proportion of mercenaries, mostly Nubians, whose loyalty was not strong. Indeed, these mercenaries were a factor in bringing on the civil wars which ended the Old Kingdom (about 2181 B.C.) and brought about the military reforms of the Middle Kingdom (2134 B.C.—1786 B.C.). These reforms led to the employment of fewer outlanders and more native Egyptians to ensure loyalty.

By the time of the Battle of Kadesh, during the New Kingdom (1570 B.C.—1075 B.C.), the Egyptian army was organized into units of approximately 1000 men each. When on a war footing, five such units were formed into a division; five such divisions would be established. At Kadesh, Ramses commanded four of these divisions. Each division was named for a god: *Re* (the Sun), *Amon* (the god of Thebes), *Ptah* (the god of Memphis) and *Sutekh* (the god of Lower Egypt). The infantry fought in a phalanx formation, while the chariots fought in groups of fifty to a hundred each. The Egyptians used cavalry primarily for communications on the battle field. In addition, they developed a crude supply system to support the army in the field; however, the bulk of the provisions were still supplied by scouring the countryside over which the army marched.

Of vital importance to the Egyptian war effort was its chariot arm. This force would at times comprise almost half of the campaigning army, as it did at Kadesh. The chariots were drawn by two-horse teams, with a third hitched as an outrigger or used as a reserve. This extra horse and the length of their axles gave the Egyptians greater stability in turning and greater speed than their opponents. Further, the Egyptians employed their chariots differently than the other peoples of the Near East; while the Egyptian crews too carried javelins, they abandoned the spear and adopted the bow as the primary chariot weapon. As a result, the Egyptian chariot force was superior in firepower to any of its counterparts of the time. The normal complement on an Egyptian chariot included a driver, warrior and shield bearer.

Of weapons to be found in the Egyptian forces of this period, the most commonly used by the infantry were the axe, the sword, the spear and the double convex bow. Unfortunately, by and large, the hand weapons they fought with were crafted of bronze and were no match for the iron weapons that were being used in the area.

The Hittite army at this time was a trained organization, rather than an ad hoc force raised for a limited campaign. However, even this army was not a standing force. It was raised and trained in the spring and returned home in the fall. Each tribe supplied a complement. But the Hittites did have a small regular elite force in the form of the Palace Guard.

The Hittites used iron weapons which were superior in every way to those of their Egyptian adversaries. They also used the chariot as their primary attack weapon and crewed them with three men—a driver and two warriors. The warriors carried long spears as their main weapon. As a result, they were vastly inferior in fire power to the Egyptians, but superior in a melee.

The favorite battlefield tactic of the Hittites was the surprise attack with their chariots delivering the main blow. They used chariots for shock, trying to scatter the enemy with their successive charges. If this failed, they would try to circle their enemy and, by so doing, unnerve them to such a degree that they lost their formation and routed away. In contrast to the chariots, the infantry, although well-armed with short swords and broad axes, was decidedly a subordinate arm and rarely used in the critical moments of the battle.



The Battle of Kadesh

As noted above, Ramses with the division *Amon* was making camp west of Kadesh while the rest of the Egyptian forces were strung out for a distance of eight miles south of that city. The Hittite army, well-concentrated, was poised to strike. King Muwatallis ordered some 2500 chariots to cross the ford just below Kadesh and strike the unprotected flank of the invaders. These troops, of the division *Re*, were taken completely by surprise. The leading Hittite chariots charging down upon them cut the division in two near its center; the following chariots proceeded to fan out to roll up the two flanks. Word of this disaster was sent to Ramses.

Upon hearing of the plight of the division *Re*, Pharaoh instructed his Grand Vizier (whose name is lost to history) to hasten the arrival of the divisions *Ptah* and *Sutekh* on the field of battle. He then ordered *Amon* to counterattack and he himself would lead the attack despite the pleas of his priests. Before the order could be carried out, fugitives from the division *Re* swarmed into camp and swept most of *Amon's* troops out to the north. The Hittites roared in in hot pursuit. Surrounded and having few men at his side, Ramses cut his way out of the confusion and rejoined the bulk of the division *Amon* where the Vizier had rallied it to the north.

The fall of the camp proved a lucky stroke for the Egyptians; instead of following up their advantage by pursuing the broken enemy, the Hittites stopped to plunder the royal camp and thus gave Ramses a chance to redeem his fortunes. Rallying the remnants of *Re* and *Amon*, Ramses initiated three hours of charge and countercharge against the enemy. In the course of the melee, Muwatallis sent another 1000 chariots across to support his hard pressed troops, but did not himself nor his infantry cross.

During this time, the Vizier had travelled around the western fringe of the raging battle and gathered up the Beirut garrison (hastening to join the main force) and the division *Ptah*. He then led them into an attack upon the enemy from two directions, the garrison troops hitting the Hittites from the west and *Ptah* attacking from the south. The division of *Sutekh* was too far south to effectively intervene.

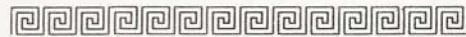
Tired and still contesting fiercely with the forces under Ramses command in the north, the Hittite chariotry could not resist the onslaught of the fresh Egyptian forces that had been thrown into the struggle by the Vizier. They held briefly looking for support from their infantry; but upon realizing that this was not forthcoming, the Hittite chariot force routed toward the ford over which they had crossed the river. Then, as in all ancient battles when one side broke in panic and flight, butchery became the standard. The Hittites were cut down by the scores until none remained alive on the west bank of the river.



Conclusion

Although Ramses had won a great victory, it was far from a decisive one. The Hittite infantry was still intact, and the exhausted condition of the Egyptians prevented them from pursuing the enemy across the river. Also, losses among the divisions had been very heavy; so heavy, in fact, that instead of attempting to storm Kadesh in the days that followed, he patched up a hasty truce with Muwatallis and marched his army back to Egypt.

So ended Egypt's last successful offensive campaign in the era of the Pharaohs—if one can call a pyrrhic victory a success. Its immediate result was to confirm in Ramses' own mind that he was a military genius, which is questionable in light of the fact that his army was surprised and nearly wiped out. In the long run, the Battle of Kadesh restored the balance of power in Syria and halted the further spread of the Hittite empire.



RAMSES II—THE VARIANT

Ramses II is a variant based on Avalon Hill's tactical battle game *ALEXANDER THE GREAT*. The mapboard, with a few modifications, and the game system are used in the variant. The vast majority of the rules for *ALEXANDER THE GREAT* are employed; those modified or not utilized are noted below. New game counters, which represent the Hittite and Egyptian forces, are provided on the insert of this issue. With these—mapboard, rules, counters—at hand, one can recreate the bloody Battle of Kadesh, fought over 3200 years ago.

The Mapboard

Camps:

1. The camp at M6 is now the north edge of the playing area.
2. The camp at M6 represents the town of Kadesh.
3. The camp at U24 represents the town of Riblah.
4. Treat the camp at C33 as a clear terrain hex.

River and Fords:

1. The river hexes (found on the insert of this issue) are to be placed such that the hex coordinates correspond to those of the mapboard. Thus, for example, the first river hex on the north edge should overlay hex K7. *PLAS-TIC* is recommended as a non-permanent adhesive which is inexpensive and easily obtained.
2. The river hexes placed as per above represent the River Orontes beside which the battle took place. All units that enter such hexes must end their turn on that hex but may proceed normally on their next turn. If a unit travels from one river hex to another river or ford hex, it must likewise end its movement upon entering the river/ford hex. Only one unit may occupy a river hex. Units that attack enemy units from a river hex have their attack factors halved (rounded up). Likewise, units that are attacked while they are in a river hex have their defense factors halved (rounded down). No unit in a river hex may fire missile weapons; defense against missile fire is also halved for any unit defending while in a river hex. Units that are forced to retreat or rout on or through a river hex are eliminated instead.
3. Units that attack from or that are attacked when in a hex containing a ford marker are treated as if in a river hex (see above). As in a river hex, only one unit may ever occupy the hex containing the ford at any given time. A unit entering a ford need not end its movement in the ford hex, but may treat the ford as clear terrain for movement purposes (*exception*: units forced to rout or retreat on or through a ford hex are eliminated).

Woods:

1. The woods hexes (likewise found on the insert of this issue) representing the Baui near the battlefield are placed on hexes L19, L20, M19, O18, O19, P18, P19, Q18, R18 and S17. No units may ever enter any hex containing a woods marker; if a unit is forced to do so as a result of combat (rout or retreat), the unit is eliminated.

Towns:

1. Units that are defending in towns (at M6 and U24) are tripled in defense factors. Units that attack out of a city hex receive no modifier to their attack strength for being in a city hex.

2. As is the case of Baggage Camps in *ALEXANDER THE GREAT*, there is no charge bonus (i.e.: doubling of attack factors) against towns.

The Rules**Rule Deletions:**

All rules of play utilized for *ALEXANDER THE GREAT* are used for this variant *except* the following:

1. There is no five point morale drop assessed against the side that abandons completely the "center plain" of the playing area; nor does the other side receive a five point bonus in morale. (Basic Game)

2. Cavalry may not move one extra hex when charging; neither may they double their attack factor when charging under the Charge Bonus Rule. (Basic game)

3. Retrograde Movement (*exception*: archers, not chariot units, may use Skirmisher Retrograde Movement). (Advanced Game) All units of both armies designated *PAL GD* may perform normal retrograde movement.

4. Sidestep Movement. (Advanced Game)

5. Cavalry Maneuver. (Advanced Game)

6. Persian or Macedonian Play-Balance. (Advanced Game)

7. Phalanx Immunity. (Advanced Game)

8. Combined Arms Attacks. (Advanced Game)

Rule Modifications:

The following are a few modifications to the rules of *ALEXANDER THE GREAT* necessitated by the play of *Ramses II* to reflect the less developed state of tactical warfare in that period:

1. Chariot units are to be treated as horse archer units for the purposes of the Horse Archer Rule found in the Advanced Game section of the rules. In other words, when reading this rule, substitute "chariot" for "horse archer".

2. In the Morale section of the Basic Game rules, the notations concerning morale gain or loss for the capture/loss of baggage camps or transport units are altered. Substitute "Kadesh" and "Ribleh" for "Baggage Camp" where morale gains or losses are referred to.

3. Under the Basic game rules, chariots are not considered missile type units for the purposes of Cavalry and Chariot rules. In the *Ramses* variant, chariots are considered missile units for the purposes of these rules. Attacks on chariot units by enemy chariot and cavalry units *frontally* are resolved with only half (rounded up) of the attack factors. Further, the defensive factors of standing chariot units which are attacked by missile units are halved for the purpose of that attack (round up).

4. Chariot units are considered missile type units in the variant for the purposes of missile fire (as described under Missile Units in Basic Game rules in *ALEXANDER THE GREAT*).

5. Chariot units are considered missile type units in the variant for the purposes of combat resolution (as described under Battle Resolution in all rules).

6. All units in *Ramses II* are either Class B or Class C units; there are no Class A units in this variant.

New Rules:

1. All chariot units in *Ramses* have a missile firing capacity. The missile fire power for the Egyptian chariots is their printed frontal combat factor and that of the Hittite chariots is 2.

2. Chariots fire missiles according to the same rules and same range as set down for missile units in the Basic Game rules of *ALEXANDER THE GREAT*. (Exception: Hittite missile range is only one hex—i.e.: any adjacent hex.)

3. When a chariot unit loses a step due to combat and is flipped over to the reduced strength side, the unit's missile fire strength is likewise reduced. When an Egyptian chariot loses a step, the new missile fire factor is reduced to its new printed frontal strength; when a Hittite chariot suffers such, to 1.

Initial Placement**Egyptian Initial Placement:**

1. On hexes R4, Q4, P5 or P4 facing any direction—Ramses, Vizier, all infantry units of the division *Amon*

2. On hex R4, Q4 or P5 facing any direction—Palace Guard

3. On hexes O5 and P5 facing any direction—all chariot units of the division *Amon*

4. On hexes N10, N11, N12 and N13, facing north—all units of the division *Re*

5. On hex N21, facing any direction—the two Garrison units

6. On hex N22, facing any direction—the Syrian Allies

7. On hexes U21, U22, U23 and T21, facing any direction—all units of the division *Ptah*

8. On hex Q21, facing any direction—one cavalry unit

9. On hex O6, facing any direction—one cavalry unit

10. On hexes T25, U23, U24 and V24, facing any direction—all units of the division *Sutakh* (**SPECIAL RULE:** these units must roll in order to be placed on these hexes and, thus, enter the game. On the first turn, a single die result of "1" allows the units to enter; on the second turn, a result of "1-3"; on the third, a result of "1-4". The units enter automatically through the designated hexes on the fourth game turn. All entry die rolls are made by the Egyptian player at the beginning of his player turn and the reinforcements may move normally if they enter play.)

Hittite Initial Placement:

1. On hexes I11, I12, I13, J11, J12, J13 and J14, facing any direction—any ten chariot units

2. On hex M6, facing any direction—no more than two infantry type units (*exception*: no unit designated Palace Guard may be so placed)

3. On hexes B12, C12, D11, E10, E11 and F10, facing any direction—King Muwatallis, all units designated as Palace Guard and all remaining infantry units

4. On hex J8, facing any direction—one cavalry unit

5. On hex G12, facing any direction—one cavalry unit

THE HITTITE PLAYER ALWAYS MOVES HIS UNITS AND CONDUCTS COMBAT FIRST DURING EACH GAME TURN.

Victory Conditions**Egyptian Victory Conditions:**

The Egyptian player wins if either of the following occurs:

1. King Muwatallis is eliminated and the town of Kadesh is captured and held; or

2. The Hittite morale is reduced to "0".

Hittite Victory Conditions:

The Hittite player wins if either of the following occurs:

1. Ramses is eliminated; or

2. The Egyptian morale is reduced to "0".

In case the game ends with neither player having achieved its Victory Conditions, then the game is awarded to the side with the highest morale—winning a partial victory (as was the historical case for the Egyptians). If both sides have equal morale at the conclusion of play, the game is a draw. ★

CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

JANUARY 22-23

WINTER CAMPAIGN II, Minneapolis, Minnesota

Contact: Winter Campaign, P.O. Box 14630, University Station, Minneapolis, MN 55414.

FEBRUARY 13

ST. VALENTINE'S DAY MASSACRE, San Diego, California

Contact: Chip Hanika, The Institute for Diplomatic Studies, P.O. Box 8416, San Diego, CA 92102. (714) 238-0893.

NOTE: Devoted to *DIPLOMACY* competition.

FEBRUARY 26-27

GAME FAIRE, Spokane, Washington

Contact: Shannon Ahern, West 621 Mallon, Spokane, WA 99201. (509) 325-3358.

NOTE: Numerous tournaments as well as competition in miniatures craftsmanship.

MARCH 4-5-6

CRUSADER CON II, Denver, Colorado

Contact: MSC Gamers' Club, Box 39, 1006 11th Street, Denver, CO 80204.

NOTE: Numerous tournaments including those in *SL*, *WAS*, *RB*, *DIP* and *TRD*.

MARCH 5-6

CENTCON I, New Britain, Connecticut

Contact: Ron Vincent, Treasurer CentCon I, 471 Commonwealth Avenue, New Britain, CT 06053.

NOTE: Tournaments for *SQUAD LEADER* and *KINGMAKER* among others.

MARCH 5-6

WEST POINT CON V, West Point, New York

Contact: West Point Wargamers' Committee, P.O. Box 3247, West Point, NY 10997.

APRIL 29-30, MAY 1

NIAGARA GAMEFEST & COMPUTER SHOW, St. Catharines, Ontario

Contact: Doug Mann, Niagara Gamers Association, 223 St. Paul Street, St. Catharines, Ontario, CANADA L2R 6V9. (416) 682-1438.

JULY 14-15-16-17

ORIGINS '83, Detroit, Michigan

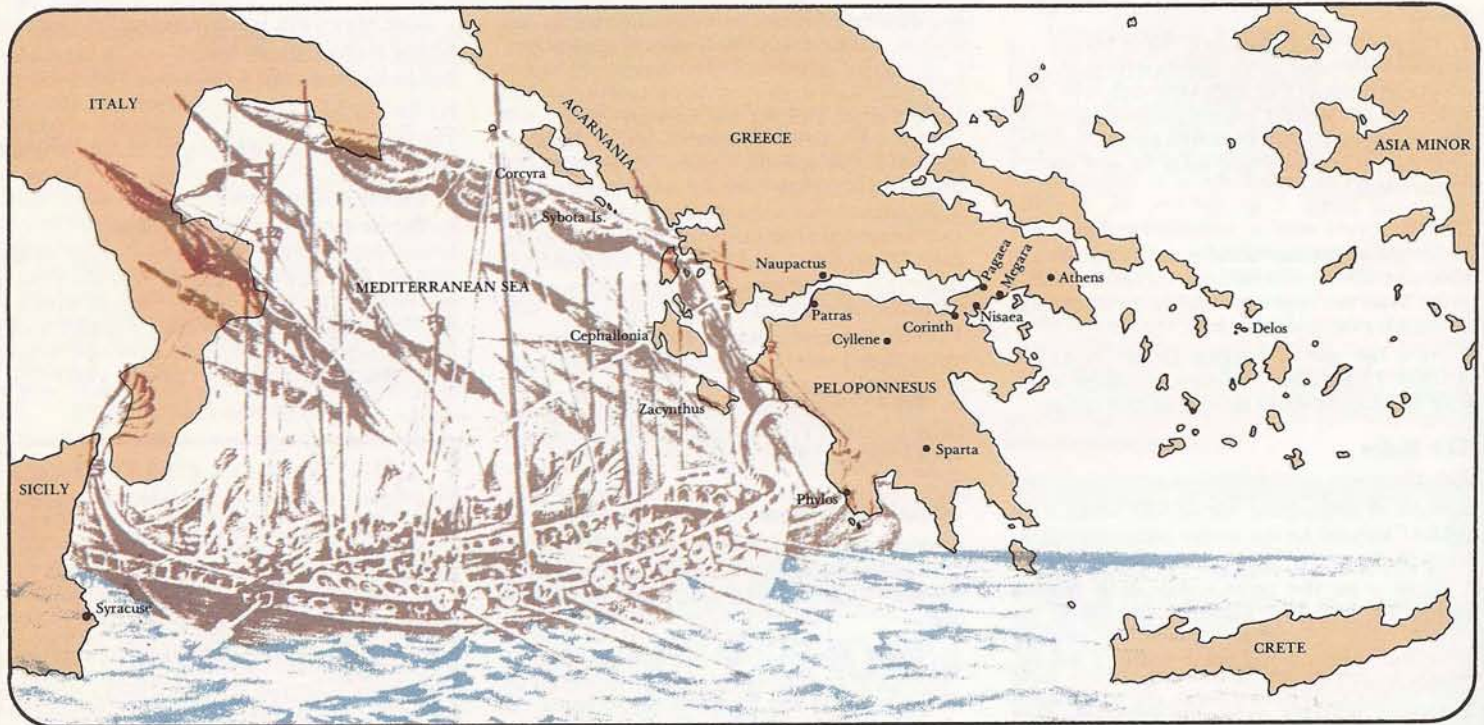
Contact: Metro Detroit Gamers, O83 Info, P.O. Box 787, Troy, MI 48099.

JULY 29-30-31

PEERICON III, San Diego, California

Contact: Larry Peery, The Institute for Diplomatic Studies, P.O. Box 8416, San Diego, CA 92102. (714) 238-0893.

NOTE: An exclusively *DIPLOMACY* event.



THE FIRST PHASE OF THE PELOPONNESIAN WAR

Additional Scenarios for TRIREME

By Rex A. Martin

The Peloponnesian War, like the Persian War a half-century before, turned on sea power. Unlike the earlier war, however, the struggle between the Delian League and the Peloponnesian League was waged not for territorial expansion, but rather for commercial control of the extended lines of Athenian trade and the profits that went with such a monopoly of trade.

From the dawn of history, Greece had been an agricultural civilization, economically self-contained. In the 8th Century BC, the region began to be overpopulated and, so Plato claims, therefore the city-states planted colonies on the shores of Asia Minor, Sicily and even Italy to avoid revolution and war. The colonists did not seek to settle the interior, but maintained themselves as seaport centers of trade to draw the products of the region and distribute them to the "civilized" Mediterranean world. The commercial relations with their colonies (often independent city-states) enabled the still growing population of the homelands to support themselves increasingly by manufacturing items which were exported to pay for the imports of grain and raw materials. Even the non-maritime states shared in the general prosperity.

Athens took no part in the early colonization; but early in the 6th Century BC, the legal reforms of Solon induced her to turn strongly to commerce as the basis of national prosperity and power. Athens became wealthy, giving over her meager lands to growing agricultural luxuries and buying her grain abroad. By the time of the Persian War in 480 BC, Athens had the greatest navy in Greece to protect her commercial interests, which lay chiefly eastward. Corinth, Athens' principal commercial rival and the leading commercial state in the Peloponnese, had connections with the Greek colonies to the west.

After the victory of Mycale and the seizure of Sestos, the allied Greek fleet pursued its advantage and conquered the regions of both Cyprus and Byzantium. Possession of the latter assured Greek control of the rich wheat trade of the Euxine, the first step in the formation of the Delian League. The Delian League (so called for its treasury on the tiny island of Delos) initially was comprised only of the members of the original anti-Persian alliance. Soon, Sparta, militaristic and self-sufficient, with little commerce and little inclination to strive for it, withdrew. Like Sparta, Corinth too withdrew, taking her allies with her and her thriving western trade routes. Thereafter, as possessor of the greatest navy, Athens was the natural leader of the Delian League.

Until the formation of the League, Athens and Corinth, while trading rivals, had maintained cordial relations. Now, an intense rivalry was to grow between the powers, sparked by the Megaran dispute.

In 459 BC, the city of Megara on the Isthmus of Corinth had a dispute over trading rights to the west with Corinth and applied to Athens for support. The latter promptly seized Megara and its two seaports, Pagae and Nisaea on opposite sides of the isthmus. Athenian engineers built walls from Megara to Nisaea; manning these were an Athenian garrison. Thus Athens now had a port on both sides of the isthmus; a short portage enabled her shipping to avoid the long passage of west-bound merchants around the mainland, putting her commerce in equal competition with that of Corinth. Thus began the active distrust which led to immediate war between Corinth and Athens.

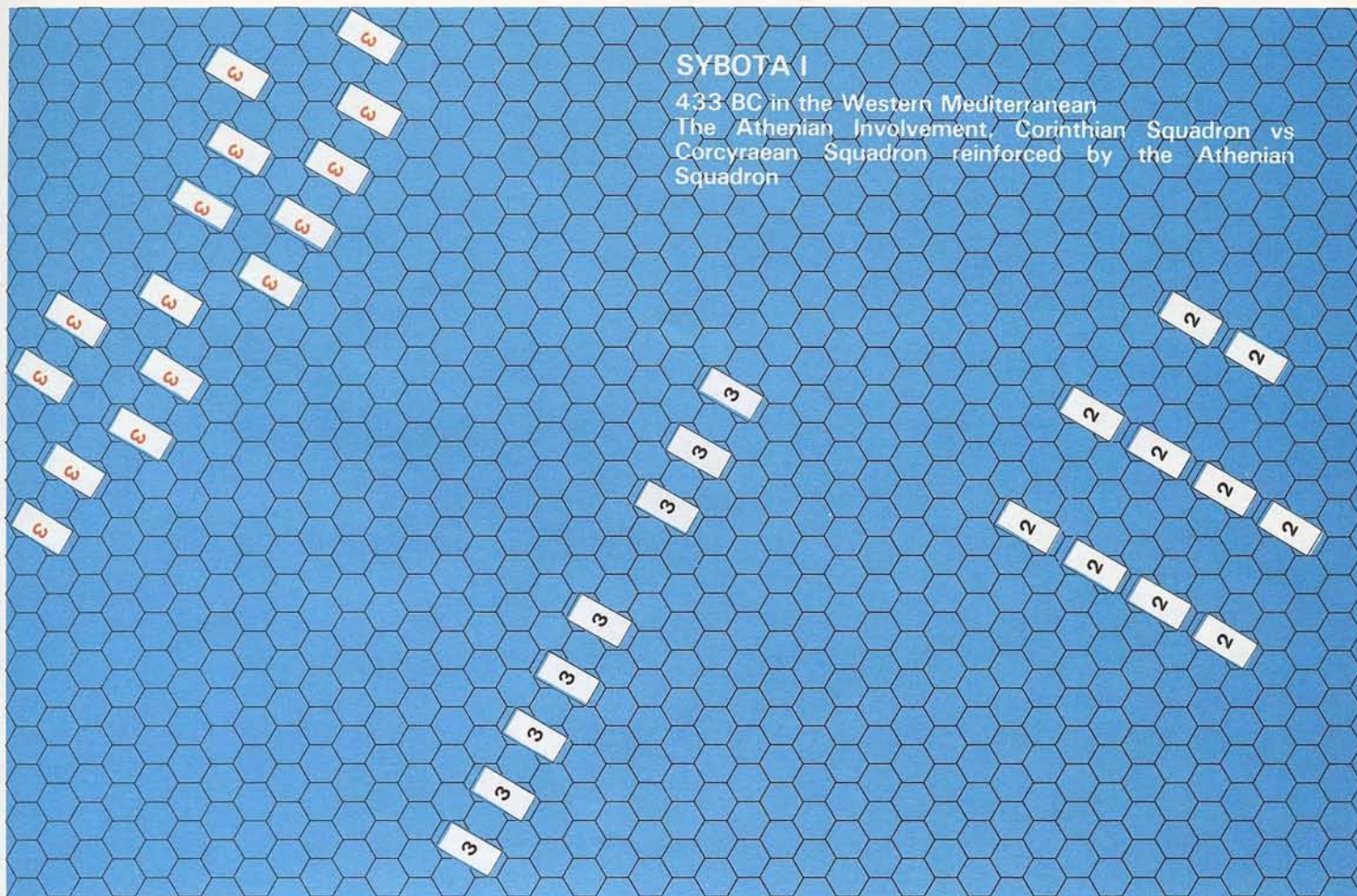
Little is known of the Corinthian-Athenian conflict of 459. At first, Athens seemingly had a strong grip on the western trade routes, maintain-

ing fleets at Megaris, Naupactus, Zacynthus and Cephallonia—dominating the Gulf of Corinth. But the war was costly for both. In 453 BC, the war died away and was followed by a truce, followed in turn by a definite treaty of peace signed to last thirty years. Athens lost most of her gains.

After the war, Athens found it necessary even in peace to maintain a large fleet distributed at various bases to protect its wide-flung interests. The Athenian fleet, supported by tribute from the members of the Delian League, was too often used to enforce the loyalty of the minor members of the League. Meanwhile, Corinth formed its own League, drawing members from the city-states of the Peloponnese. And a vast fleet was built by the Peloponnesian League to protect its shipping from depredations of the pirates and members of the opposing League.

The thirty years' peace, declared in 446 BC, lasted until 432 before it was shattered. The Peloponnesian War which then began was fired by arrogance on the part of the Athenians and jealousy on the part of the Corinthians, the immediate spark being an active dispute between Corcyra (now Corfu) and Corinth. Although Corcyra had been a Corinthian colony, since its successful revolt it had become the most important port on the great Greek trade route to Italy. And its bad feelings toward Corinth were vocal and continuous. Corinth found reason to quarrel with Corcyra in 436, and the next year dispatched a fleet and army to reconquer the city. The expedition was defeated, but with heavy losses. Corinth immediately began to prepare another fleet.

Continued on Page 38, Column 2



In 433, the expected Corinthian expedition sailed, Corinth committing 90 ships and her allies contributing some 60 more. Learning of the enemy's approach, the Corcyraeans manned 110 ships and set out with the ten Athenians to take up positions near the Sybota islands on the mainland side of the channel abreast of the southern point of Corcyra. On a morning in late September, the fleets sighted each other and both formed lines of battle. The Corinthians put their allies on the right of their line, near the shore, and themselves occupied the left. The Corcyraeans formed into three squadrons, placing the Athenians on their right on their uncovered seaward flank where the light craft had room to exercise their superior maneuverability. The Athenian squadron, under orders from the politicians at home to avoid precipitating a war, were unwilling to engage the Corinthians and hung back.

The Corinthians and Corcyraeans closed. There was no breaking through either line; the battle was fought on the decks. On the shoreward flank, the Corcyraeans overcame the Corinthian allies, pursuing them to Chimerium, where they put ashore to loot the Corinthian camp. But on the outer edge of the confused melee, the Corcyraeans were hard-pressed. Seeing them being beaten, the Athenian captains sailed into the fray and engaged the Corinthians to cover the rout of their erstwhile allies. Being outnumbered, the Athenians withdrew, utilizing their superior speed and expertise. The Corinthians now proceeded to kill the swimmers surviving from the floating wrecks, and in their haste inadvertently included some from their own defeated right wing.

The next day some twenty Athenian vessels were spotted to the rear of the Corinthian fleet. In spite of their own success the day before, the Corinthians feared these reinforcements. After a parley, it was agreed that the Corinthians would return to their home port. The Athenians, who had not wanted war, were well and truly now embroiled.

Victory Conditions

Athenian/Corcyraean player(s) scores two points for each enemy ship sunk, captured or turned into a floating wreck; six points are scored for being the sole occupant of the playing area at the conclusion of play.

Corinthian player scores two points for each Corcyraean ship sunk, captured or turned into a floating wreck; one point for each Athenian ship in such straits. He receives ten points for being the sole occupant of the playing area at the conclusion of play.

SYBOTA I

433 BC in the Western Mediterranean
The Athenian Involvement, Corinthian Squadron vs
Corcyraean Squadron reinforced by the Athenian Squadron

Special Rules

1) Athenian ships may not engage any Corinthian ship unless and until a minimum of *two* ships (25%) of the Corcyraean squadron have been lost (sunk, captured or turned into floating wrecks) or an Athenian ship has been attacked in any manner by the Corinthians.

2) Exit from the southern edge of the playing area is prohibited; ships or wrecks forced off the southern edge are considered lost with *no* points awarded. However, one point is deducted from the owning player's total points for each such ship he has lost.

3) Should three players be involved in the scenario, the Athenian player and the Corcyraean player may not coordinate their moves or attacks, nor may they transfer marines from ships of one to the other. In all other respects, they are considered friendly to each other.

FLEET GAME SCENARIO

All squadrons set up as shown (Corinthian ships are in red).

Athenian squadron has expert crews; Corcyraean squadron has green crews.

Corinthian squadron has average crews.

Corinthian ships move first, Corcyraeans second, Athenians third.

Wind is from the southwest.

SHIP GAME SCENARIO

Athenian Squadron

10 Biremes, expert crews, each with two points light marines

Corcyraean Squadron

8 Triremes, green crews, each with two points heavy marines

Corinthian Squadron

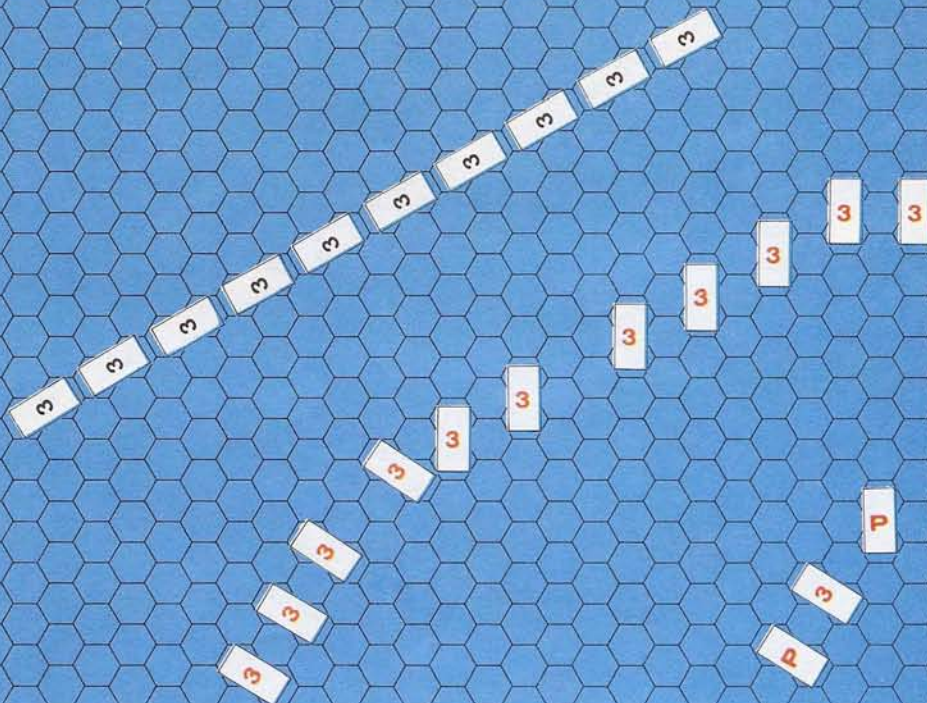
15 Triremes, average crews, each with two points heavy marines

Optional Rules

Floating Wrecks, Oar Rakes and Drift are required. If other options are used, wind is light airs from the southwest, sea state is swells, ocean current is running with the wind.

PATRAS

429 BC in the Western Mediterranean
The Northwest Arc, Machaon's Corinthian Squadron vs
Phormio's Athenian Squadron



The course of the naval war was dominated by the campaigns to control the lands along the northern shore of the Gulf of Corinth. The Athenian base at Naupactus with its squadrons was a constant threat to Corinthian trade out of the gulf, while the Peloponnesians strove to hold Acarnania to isolate Naupactus and sever the trade to Megara and thence overland to Athens. In 430, Athens sent a squadron of twenty ships under Phormio, its leading admiral, to lie at Naupactus and operate against the Corinthians. Meanwhile, a Corinthian fleet and Spartan army were moving on Cephallenia. But it was only after a disastrous Spartan defeat, due to Cnemus' premature invasion, that the Corinthian fleet of 47 triremes appeared.

As the Corinthian expedition moved westward along the south coast of the gulf, Phormio was made aware of its approach and moved abreast of it to the north. He hoped to attack when it was in open water. As the Corinthians attempted to cross to the northern shore to support the Spartan abreast of Patras, Phormio turned against them with his twenty ships. It was early morning; the usual easterly breeze had not risen and the sea was calm. The Corinthians, knowing they could not match the skills of the Athenians, put themselves in a circle facing outward ready to ram, with their small craft and five triremes in the center as a reserve.

Seeing the enemy immobile, Phormio drew near in column and began to circle the enemy formation at a leisurely pace. He feigned attack several times, waiting for the morning breeze to spring up and throw the Corinthians against each other in the rising sea. Too, he realized that the Corinthian ships, being immobile, would be slow to get in motion, thus giving him ample time to respond should they attack.

When the wind did freshen, Phormio swung his ships into line and charged the disordered enemy. All the Athenians found targets, quickly sinking one of the flagships. The Corinthians stood little chance. The Athenians took some dozen ships in a matter of minutes, whereupon the Corinthians disengaged and fled to safe ports. Phormio dedicated a ship to Poseidon and made ready to return to Naupactus in triumph. He was unaware that this battle would mark the high-water mark of superior mobility in naval tactics by Athenian admirals.

Victory Conditions

Athenian player scores two points for each Corinthian *trireme* sunk, captured or turned into a floating wreck.

Corinthian player scores three points for each Athenian ship sunk, captured or turned into a floating wreck.

Special Rules

1) Due to their immobile state at the beginning of play, the movement points expended by Corinthian ships may never exceed the number of the current game turn.

2) The scenario immediately ends upon the complete destruction of all Corinthian triremes or six triremes (60%) of the Athenian fleet.

FLEET GAME SCENARIO

Both squadrons are set up as shown (Corinthian ships are in red).

Athenian squadron has expert crews.

Corinthian squadron has average crews.

Athenian ships move first, Corinthian second.

Wind is from the northeast.

SHIP GAME SCENARIO

Athenian Squadron

10 triremes, expert crews, each with two points of heavy marines

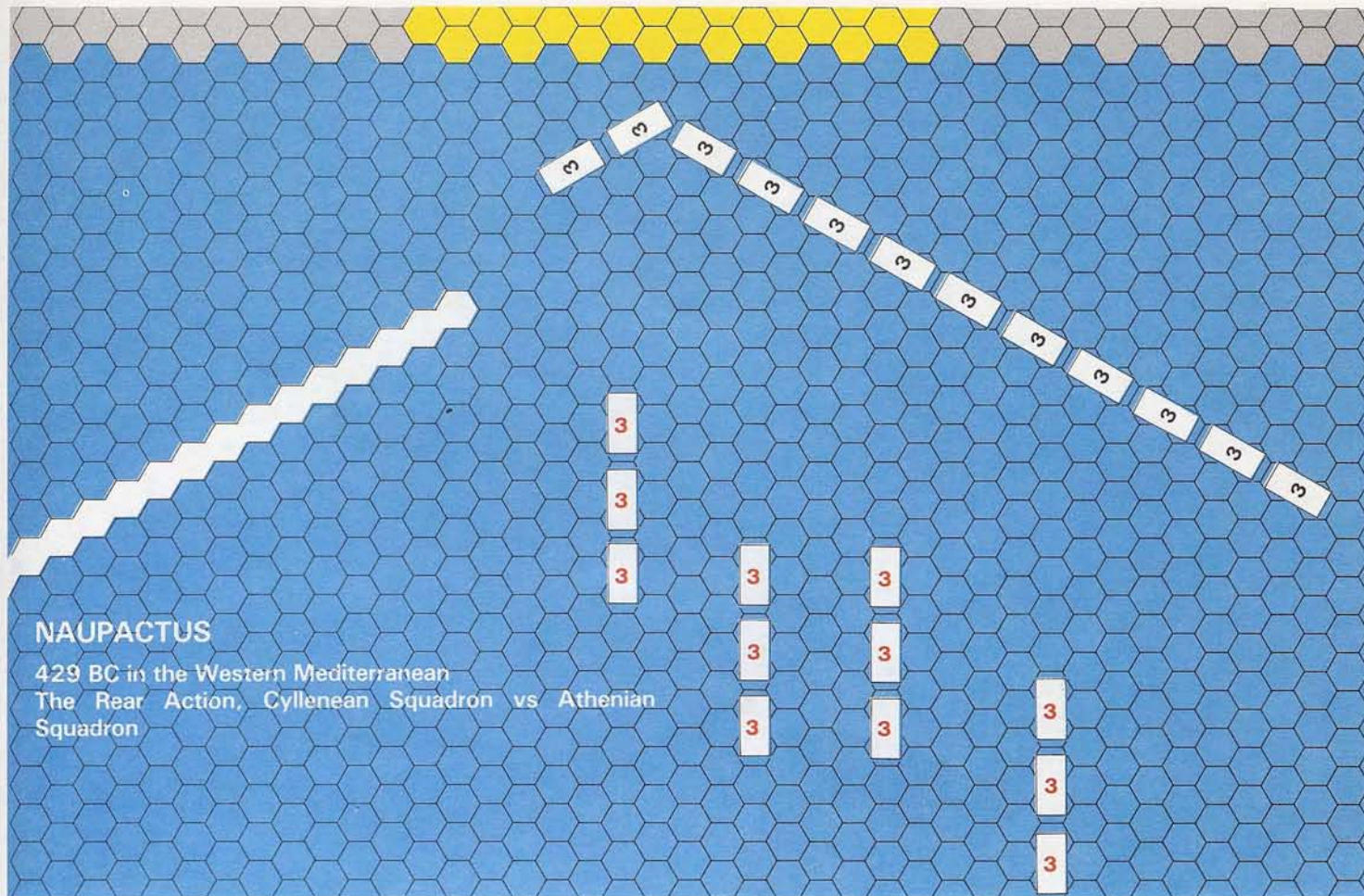
Corinthian Squadron

12 triremes, average crews, each with two points of heavy marines

2 pentakonters, average crews, each with one point of missile marines

Optional Rules

Floating Wrecks, Oar Rakes and Drift required. If other options used, wind is breeze from the northeast, sea state is swells, ocean current is running with the wind.



NAUPACTUS

429 BC in the Western Mediterranean
The Rear Action, Cyllenean Squadron vs Athenian Squadron

After the action near Patras, Phormio sent to Athens a request for more ships, expecting a severe reaction by the Peloponnesians. The ships were sent, but with orders to undertake a secondary action on their route. While these reinforcements were ravaging Crete, the Cylleneans mobilized their fleet and started north with 77 ships. Phormio left Naupactus with the twenty ships that had fought at Patras to close the narrows through which they must pass. For a week, the two fleets faced each other. Phormio wanted to draw the enemy outside the narrows where his captains had plenty of sea room. The Cylleneans wished a battle inside the narrows, where the shores were not far distant and their advantage in numbers would be telling. And the Peloponnesians feared undue delay, whereas it pleased the Athenians, since both were aware of the approach of the Athenian reinforcements.

As time passed and the Athenians showed no urge to enter the narrows, the Cyllenean admiral decided to threaten Naupactus to oblige Phormio to give battle before he was reinforced. A squadron was dispatched toward the port while the rest of the fleet moved to interpose themselves between the enemy and Naupactus. As they had hoped, Phormio embarked his crews in the greatest haste and hurried toward his threatened base.

When the Cylleneans saw the Athenian squadron within the gulf, coasting near the shore, their ships turned simultaneously and charged in four lines. Owing to a misjudgement of the Athenian speed and distance, eleven passed the Cyllenean flank and proceeded eastward. But nine were forced to run ashore, where some were seized and those of the crews who had not fled were killed. Several were saved by local troops, loyal to Athens, who rushed into the shallow water in their armor and fought the enemy troops who were trying to capture them.

As for the escaped ships, these continued to Naupactus, where the enemy fled at first sighting. The Peloponnesians, fearful of being caught by the overdue Athenian reinforcements, withdrew to their base at Cyllene.

Victory Conditions

Cyllenean player scores two points for each Athenian ship sunk, captured (including those captured after beaching) or turned into a floating wreck.

Athenian player scores one point for each Athenian ship exited off the western or southern edges of the playing area; and scores one point for each Cyllenean ship sunk, captured or turned into a floating wreck.

Special Rules

- 1) A reef exists as shown and all relevant rules for such are in force.
- 2) Athenian ships which beach are open to capture. The Cyllenean player may opt to attempt to capture these at any point in play by moving a trireme within two hexes of the beached ship, deducting one point of marines from that ship (who leap overboard into the shallows to attack), and rolling a single die: a 4-6 results in the capture of the beached ship; a 1-3 in the loss of the marines. Upon successive turns, successive attempts to capture may be made, each requiring the expenditure of one point of marines. Even if successful, the ship may not be relaunched nor the marines recovered; both ship and marines are removed from play.

FLEET GAME SCENARIO

Both squadrons are set up as shown (Cyllenean ships are in red).
Athenian squadron has expert crews.
Cyllenean squadron has average crews.
Cyllenean ships move first, Athenian second.
Wind is from the southeast.

SHIP GAME SCENARIO

Athenian Squadron

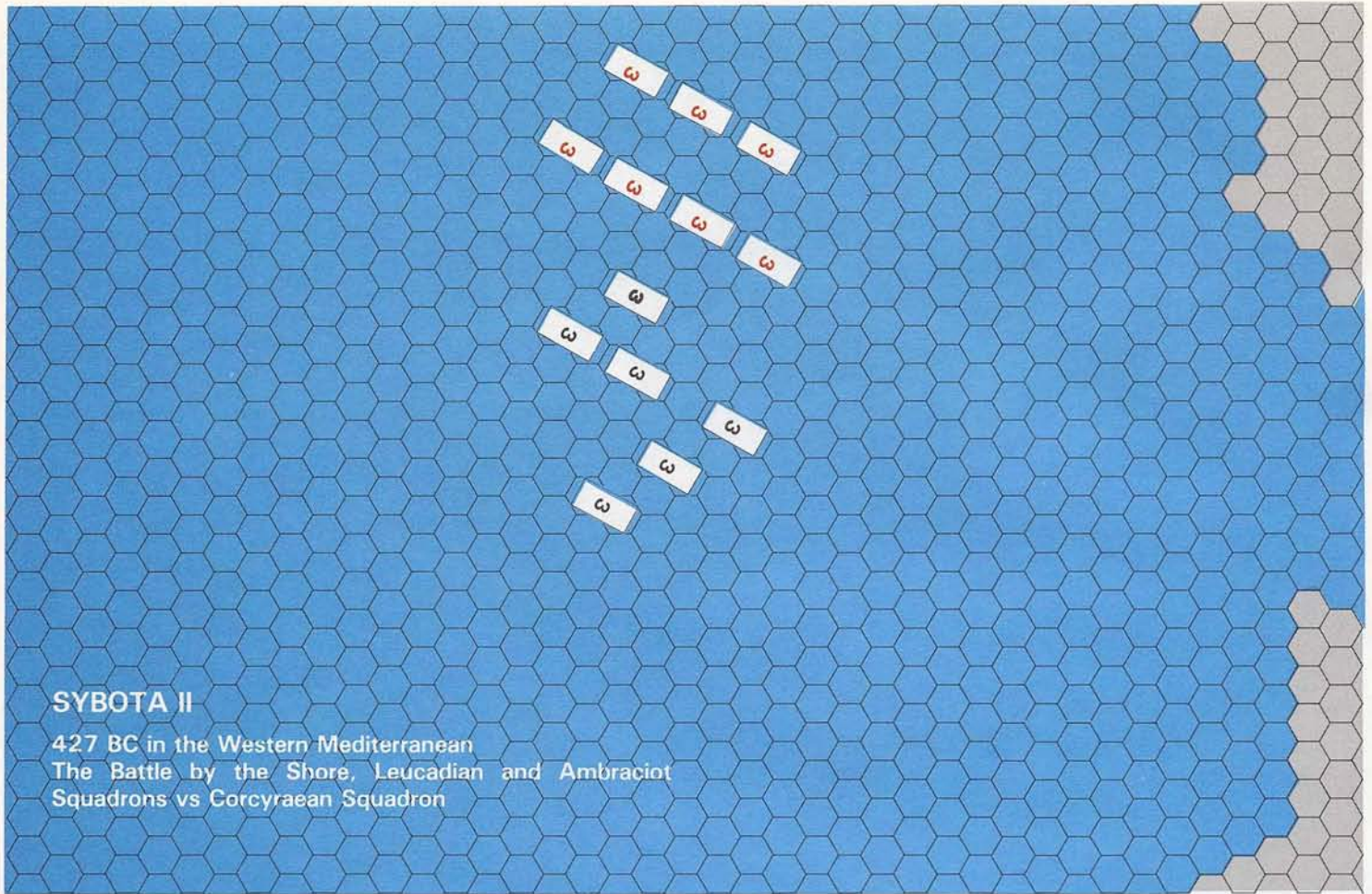
12 Triremes, expert crews, each with one point heavy marines and one point missile marines

Cyllenean Squadron

12 Triremes, average crews, each with three points of heavy marines

Optional Rules

Floating Wrecks, Oar Rakes, Drift and Ships On Shore required. If other options used, wind is light airs from the southeast, sea state is swells, ocean current is running with the wind. There is a tidal current flooding toward the north.



SYBOTA II

427 BC in the Western Mediterranean
The Battle by the Shore, Leucadian and Ambraciot
Squadrons vs Corcyraean Squadron

After two years of in which the prosecution of the war was limited to siegework, the Peloponnesians resolved that it was time to attack Corcyra, where a party was anxious to revolt and sever their ties with Athens. At Cyllene were thirteen ships of the Leucadians and Ambraciots. The Athenian squadron at Naupactus had been reduced to twelve ships at this point, and the time seemed fortuitous. Civil war broke out in Corcyra, and the Athenians proceeded there to restore order. Meanwhile a Peloponnesian fleet gathered at Cyllene, numbering some 53 ships. It sailed for Corcyra even as the revolt was put down.

After a quick passage, it drew up near Sybota opposite the harbor of Corcyra. At dawn, the Corcyraeans in great confusion manned 60 ships and went out in succession to drive them away, despite the warnings of the Athenian admiral who urged that he first meet the enemy while the Corcyraeans organized themselves for battle. The Peloponnesians dispatched but twenty ships to meet the Corcyraeans, while 33 faced the Athenians who issued from the southern entrance to the port. The Corcyraeans were easily met and defeated in detail by the ships of the Ambraciots and Leucadians. But the Athenians, by their greater skill and speed avoided the enemy center and sank a trireme on the flank of the foe they faced.

With this the Peloponnesians abandoned maneuver and once again formed a defensive circle—a favorite tactic. Again the Athenians began to circle, looking for the right moment to shatter the ring. But the Ambraciots and Leucadians, seeing the course of the battle, left off their massacre of the Corcyraeans and rowed to the attack. Seeing this, the Athenians backed slowly astern into shallow waters, giving the Corcyraean survivors time to return to the shelter of their city. They themselves then fled for Naupactus. The victors did not pursue nor attack the city, being content to retire to Sybota with thirteen prizes. The next day the approach of an Athenian fleet of 60 was signalled to the Peloponnesian admirals and they turned for Cyllene.

Victory Conditions

Leucadian/Ambraciot player(s) scores one point for each Corcyraean ship sunk, captured or turned into a floating wreck. To relieve the predicament to the Corinthian wing, the ships must hurry to the south; for each Leucadian/Ambraciot ship exited off the southern edge, *between game turn 15 and game turn twenty inclusive*, score two points.

Corcyraean player scores three points for each enemy ship sunk, captured or turned into a floating wreck.

Special Rules

1) Corcyraean ships must enter piecemeal to represent the initial confusion. On the first turn of the game, and every odd-numbered turn until all ships have been on board, three Corcyraean triremes may enter play. However, the Corcyraean player may opt to delay entry of any or all such ships until a declared later game turn. Delayed ships *must* then enter play on the game turn previously declared by the Corcyraean player.

2) Should three players be involved in the scenario, the Leucadian player and the Ambraciot player may not coordinate their moves or attacks, nor may they transfer marines from ships of the one to the other. In all other respects, they are considered friendly to each other.

3) Leucadian and Ambraciot exit is prohibited to the east; allied ships which are forced off the eastern edge are considered captured by the Corcyraean player.

FLEET GAME SCENARIO

All squadrons set up as shown (Leucadian ships are in red).

Corcyraean squadron has green crews.

Leucadian squadron has average crews; Ambraciot squadron has average crews.

Corcyraean ships move first, Ambraciot second, Leucadian third.

Wind is from the northwest.

SHIP GAME SCENARIO

Corcyraean Squadron

18 Triremes, green crews, each with three points heavy marines

Ambraciot Squadron

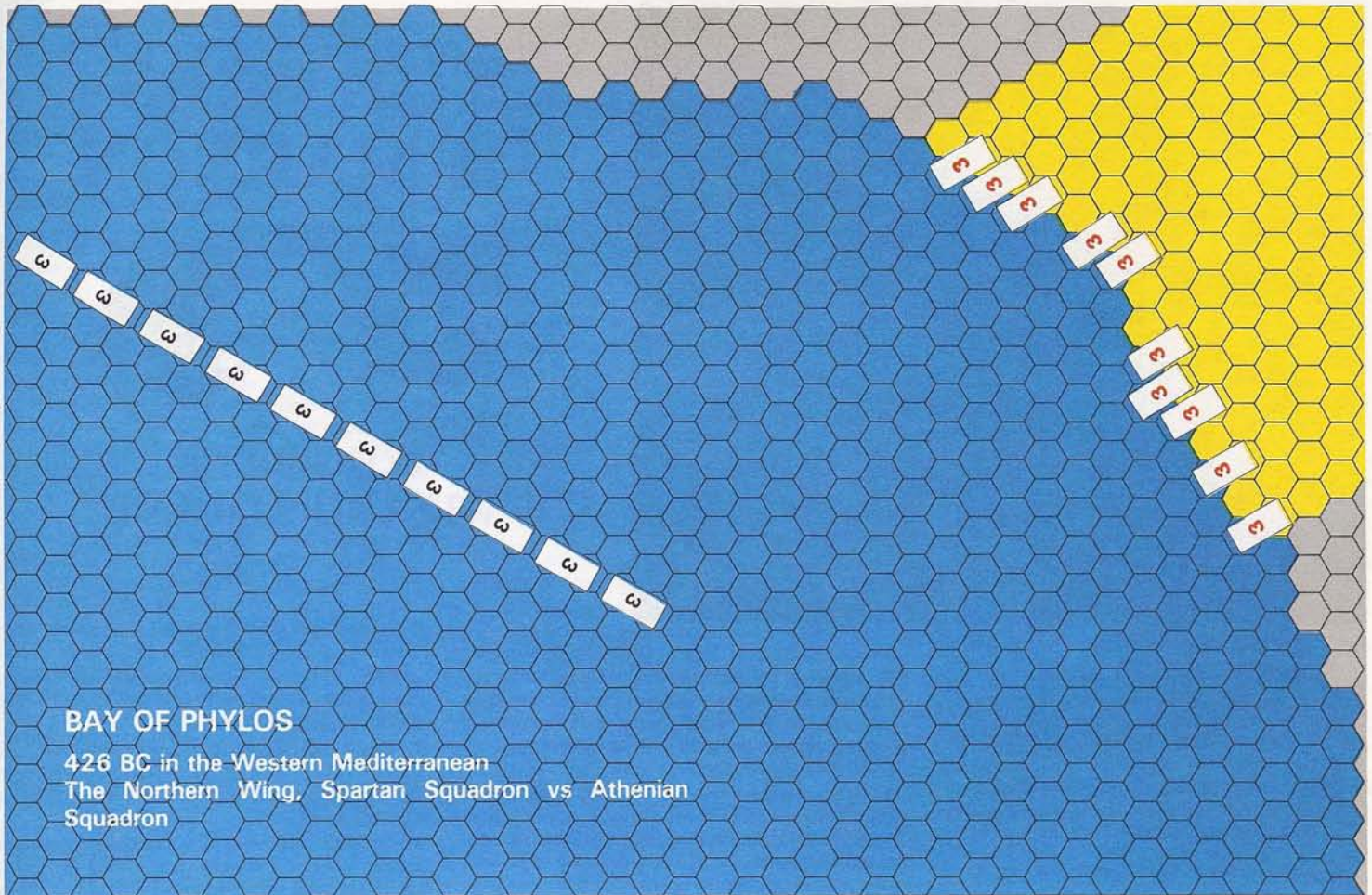
6 Triremes, average crews, each with one point light marines and one point of missile marines

Leucadian Squadron

7 Triremes, average crews, each with two points heavy marines

Optional Rules

Floating Wrecks, Oar Rakes and Drift required. If other options used, wind is breeze from northwest, sea state is flat, ocean current is running with the wind. There is a tidal current ebbing to the west.



In the fall of 427 BC, with both sides exhausted and deadlocked, the Athenians sent a squadron of twenty to prevent the flow of grain to the Peloponnese. The next year Athens reinforced this with 40 ships, who were ordered to pause enroute and support the government of Corcyra against yet another revolt. When off the west coast of the Peloponnese, a gale blew these ships into the harbor at Phyllos. Demosthenes, one of the Athenian admirals, sought to convince his comrades to fortify Pylus and use it as a mid-stage port, thus insuring that the blockade would stand. After six days, the body of the fleet moved on; Demosthenes with five ships remained behind to try as best they could to hold the position.

The Spartans, being advised of this, moved to recover the harbor. Demosthenes dispatched two ships to recall the fleet, now at Zacynthus, where it had arrived on its course to Italy. The Spartans, aware of this new development, moved their fleet and army into the harbor and attacked Demosthenes' tiny force. Despite heavy losses, the Athenians held out for two days. In the meantime, the Athenian fleet had returned and, finding the harbor occupied by the enemy, retired to an island near the entrance for the night.

The next morning, splitting their fleet in half, the Athenians charged into the bay even as the Spartans were rising and making ready to launch their ships. Many of the Spartan vessels got off into deep water, but these the Athenians soon put to flight. Five were captured and the others returned to beach. The Athenians pursued these to the shore. Seeing the straits their fleet was in from the heights, the entire Spartan army hurried to the beach to protect the ships. A stalemate thus developed; the Athenians unwilling to face the Spartans ashore and the Spartans afraid to put to sea. The Athenian fleet settled into a blockade of Pylus while a large expedition set out from Athens, alerted by messenger, to overwhelm the isolated Spartans.

A month later, the Spartans were defeated in an Athenian land victory that rocked the Peloponnesian League.

Victory Conditions

The Athenian player scores two points for each Spartan ship sunk, captured (including those captured after beaching) or turned into a floating wreck.

The Spartan player scores three points for each Athenian ship sunk, captured or turned into a floating wreck.

Special Rules

- 1) Spartan ships may not exit the playing area. Such that do are considered captured by the Athenian player.
- 2) All Spartan ships are beached when the scenario commences. Each may be launched on the roll of a single die 4-6. Once launched, such ships, should they beach again, may not be relaunched.
- 3) Spartan ships which are beached are open to capture. The Athenian player may opt to attempt to capture these using the same procedure as found in the scenario *Naupactus* (Special Rule 2 above).

FLEET GAME SCENARIO

Both squadrons are set up as shown (Spartan ships are in red).
Athenian squadron has expert crews.
Spartan squadron has green crews.
Spartan ships move first, Athenian second.
Wind is nonexistent.

SHIP GAME SCENARIO

Athenian Squadron

10 Triremes, expert crews, each with two points heavy marines

Spartan Squadron

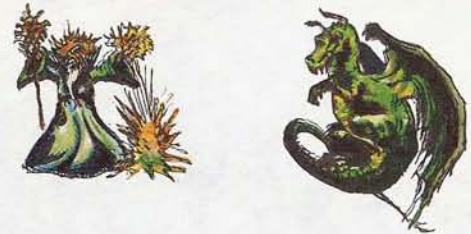
10 Triremes, green crews, each with three points heavy marines and one point missile marines

Optional Rules

Floating Wrecks, Oar Rakes, Drift and Ships On Shore required. If other options used, wind is calm, sea state is flat, there is no ocean current. There is a tidal current flooding to the northeast.



THE WARS OF MARNON



Scenarios for WIZARD'S QUEST

By Bill Fawcett

Fantasy games have never been my forte, preferring my escapes from reality confined to the comfortable pages of a Tolkien or a Donaldson. Some essence in Mr. Fawcett's style or subject, however, struck a responsive chord in my unromantic disbelief. Hence, for those would-be warlock lords among our readership, presented here is the history of the illusory isle of Marnon—in game format of course.

THE SETTLING OF MARNON

Centuries before the battle for dominance of the Isle of Marnon (the basis for the original game), an even more titanic struggle was fought to wrest the island from its native inhabitants—the orcs. The first settlers of Marnon lived along the coast in castles they had built to protect themselves from the depredations of the more numerous orcs. For years they struggled to maintain these coastal enclaves, slowly evolving into a warrior society from the pastoral simplicity of their previous lifestyle.

Two hundred years after the first small settlements were founded, the warlords of the coastal colonies were reinforced by large numbers of fighting men, and their families, who were fleeing a severe famine across the seas. As longship after longship landed, it soon became clear that there wasn't enough land near the castles to support the increasing population. Organizing the desperate newcomers, each lord formed an army with which they hoped to conquer large tracts of the inland region. Inevitably, each warlord also fostered secret dreams of becoming supreme over all the others.

This scenario begins as the warlords struggle to conquer the lands of the orcs and to achieve dominance over their fellow warlords. For three to four players.

Initial Set Up

1. Players determine (as per the original game) the order in which they set up their forces. Each player then selects a castle that is along the coast (#1, #2, #6, #8). Orcs will occupy the other four castles at the start of the game.
2. Each player may place three armies in his castle and three armies in each of two territories of their choice that are adjacent to the castle *and* the surrounding ocean.

3. A Hero is placed in the castle. No player begins with a sorcerer. A sorcerer is gained when the player conquers another castle (either held by orcs or another player) at no cost. Only one sorcerer may be so gained by each player.

4. Orcs are placed two in every unoccupied hex as per the original game. Two additional orcs are placed (giving a total of four) in each castle that is orc-occupied (#3, #4, #5, #7 and a possible additional coastal castle if only three are playing).

5. After all have placed their original armies, each player rolls a single die. This represents the number of refugee bands that have landed upon their portion of the coast. These may be placed in any area already occupied by that player's forces.

Turn of the Orcs

1. The orcs are played exactly as they are in the original game. This includes the placement of additional orcs, Orc Frenzy and orc placement in occupied territories.
2. There is one change in the Orc Frenzy rule. Orcs in a castle will not frenzy. They must be driven out of the castle by combat.

Turn of the Dragon

1. The dragon is moved as normal and eats as normal except that it does not appear until the beginning of the second turn.

Turn of Peacemaker the Wizard

1. This turn does not occur at all since the Wizard is yet to be born. Instead, the Wizard counter now represents a wandering mercenary sorcerer who will assist any side willing to pay for his assistance.
2. During the Wizard phase, all players who wish may roll a single die. The player with the highest roll has been successful in hiring the services of this sorcerer for that turn only. The Wanderer's services will be subject to hire by any player at the start of the next turn.

3. The player who hires the sorcerer must remove two of his armies from any location on the map-board at the start of his turn. This is the Wanderer's payment, and are considered removed from play as if lost in battle.

4. The Wanderer then may be placed with any of the hiring player's armies and has the powers and abilities of a sorcerer for that turn only. This means that it is possible for there to be two sorcerers with

an army. If two are placed together, their effect is not cumulative; but, either one may be used to gain the die range modification.

5. The Wanderer counts as a sorcerer for losses and may be taken as such. If the sorcerer is lost in battle, he will reappear and be available for hire as usual on the next turn.

6. If no one attempts to hire the sorcerer, he will not appear in any subsequent turn, having decided to search for greener pastures where his talents will be appreciated.

Turn of the Players

1. Petition Cards are not utilized, there being no Wizard to petition.
2. At the beginning of each player's first four turns, the player will roll a single die. This is the number of refugee bands that will land upon his coast that turn. These may be immediately placed in any area already occupied by the forces of the player receiving them.
3. Reinforcements are computed as in the original game and are taken in addition to the refugee arrivals.
4. On the first turn *only*, all players may make one extra attack campaign. This reflects the preparedness for war that they commence the game with and the fervor for battle animating their people after centuries of fear. After this, all normal rules apply.
5. Until one is earned by the capture of a castle, a player may not take his sorcerer as a reinforcement.

Victory Conditions

The scenario ends when the last orc in play has been destroyed. At that point, all play ends and the player who has the largest number of territories under his control is declared the winner.

NOTE: This scenario can be either quite short or take as long as the original game to play. The difference tends to come during the latter stages of the game when players begin to avoid attacking orcs due to the dominance of another player. Most players will wish to grab all the land they can early in the play and, once a majority of the orcs have been slain, their concern should turn from the orcs and their lands to the state of their holdings in relation to those of the other players. It is not unusual for the side that has a clear winning advantage to have to fight his way through one or more lesser players in order to destroy the last group of orcs.

THE WAR OF THE KEEPS

For centuries after the Peacemaker placed Jarl of the Misty Woods upon the throne, peace reigned in Marnon. Aside from the occasional depredations of the dragon, nothing disturbed the tranquility of the isle. Eventually, inevitably, the Peacemaker departed on a quest to the East and was not to be seen for generations.

As time passed, the descendants of the historic warlords remembered more clearly the glory of the ancient battles than the attendant pain and sorrow. With each now in possession of their ancestor's treasures, all were equal—and none were satisfied.

Finally, through stealth, the Lord Ronin was able to capture the crown of another lord. With this greater power, Lord Ronin laid siege to the weakened lord's castle and took also his ring. Fearing Lord Ronin's growing power, the other lords united against him. In a titanic battle, the adventuresome lord was slain and his liegemen scattered. In the days that followed, the once united warlords—with the heady fire of victory swirling through their hearts—fell out among themselves over the dividing of Lord Ronin's considerable spoils.

As the specter of a widespread civil war darkened the isle, the orcs, once barely surviving among the crags of the Crystal Mountains, began to spread. By the time the warlords had worked themselves into a test of strength for dominance of Marnon, the goblin-brood had occupied the ruins of Ronin's castle (#3). Though still limited to the Mountains, the orcs were poised to become a complication to humankind at this time when men were least able to deal with them.

The scenario begins with the rival warlords girded for war and the orcs ready to march. For three to five players.

Initial Set Up

1. Two orcs are placed in each territory of the Crystal Mountains and two are placed in Castle #3.
2. Each player takes possession of one of the remaining castles in the manner prescribed for the original game.
3. Each player may then occupy six adjacent regions to that castle with two men each. Three are placed in the castle.
4. The Hero (lord) and Sorcerer of each player must begin in the appropriate castle. The Hero and Sorcerer of a color, unlike the original game, may occupy the same territory.
5. The treasures of each player must be placed in three different territories which he controls. The player makes the decision as to which territory each is placed in.
6. Orcs are not placed in empty territories.

Turn of the Orcs

1. As in the original game, a die is rolled to determine the placement of new orcs. These orcs can be placed not only in any orc-occupied region, but also in any unoccupied region.
2. Orcs are *not* automatically placed in unoccupied spaces at the end of the Turn of the Orcs. It is therefore possible for there to be unoccupied spaces that can be taken merely by entering them with no chance of loss.
3. The limit of four orcs to a territory is in force; Orc Frenzy is handled in the same manner as in the original game.

Turn of the Dragon

1. The dragon is much less active in this game, the War of the Keeps falling during its millennia mating cycle. At the beginning of the Turn of the Dragon, roll two six-sided dice. If a 2, 3 or 4 is rolled, the dragon is played as in the original game. If any other number is rolled, the dragon does not appear.

Turn of Peacemaker the Wizard

1. If, during the dice roll to see if the dragon appears, a 12 is rolled, the Wizard returns to the isle and the game immediately ends.

Turn of the Players

1. The Petition Cards are used as in the original game.
2. Reinforcements are received in the same manner as in the original game. However, in order to receive reinforcements, a player must not only be in possession of a castle, but must also have in his control one magic item (chest, crown or ring) of his own color.
3. The Attack Campaign is handled as in the original game, with the following qualifications:
 - 3.1 The Sorcerer or Hero of the player must be in a territory at the beginning of the Campaign for the armies of that territory to attack units of another player.
 - 3.2 Any army can attack orcs.
 - 3.3 An army can make one attack for each of the leaders (Sorcerer or Hero) that are with it. This means that one army may now make two attacks per turn if both leaders are with it or two different armies may each make one attack. When both leaders are present, the bonus is not cumulative.
4. Occupying the space in which there is a treasure is considered to be the capturing of that treasure. The replacements listed for the capture of a treasure are given as in the original game, but the player who controls the treasure must remove men equal in number to those gained by the capturing player.
5. Any piece of any color may move a treasure with it as it moves. This treasure need not be of its color.

The Peacemaker's Return and Victory Conditions

1. The game ends upon one of two happenings.
 - 1.1 The first player to capture all treasures automatically wins and play ends immediately. This lord takes the throne of Marnon.
 - 1.2 If a 12 is rolled when determining the appearance of the dragon, the Peacemaker returns. Needless to say, he is not pleased with the actions of his wards during his absence. This powerful wizard will reward only the lord who has done the most to keep the orcs in their place with the throne. Thus, in this case only, the player who has taken the largest number of orc-occupied territories, including any territories seized by the orcs in addition to the ones they occupied at the beginning of the scenario, is declared the winner.

REUB THE ORCLORD

After several centuries of peace and prosperity, the warrior tradition of Marnon finally faded. Forgotten were the struggles to conquer the land and the bitter wars that followed. With the distraction of the Peacemaker for a few generations by researches in alternate planes of existence, the kingship of the isle was now decided by court intrigue and political maneuvers rather than tests of arms.

One prince who failed in his efforts to become king was Reub the Gold. Reub was a brilliant, but evil and greedy, prince whose Machiavellian efforts succeeded only in uniting the other factions of the court against him. Faced with banishment or worse, the princeling fled into the wilds and disappeared for ten years.

While hiding in the depths of the legend-haunted Crystal Mountains, Reub stumbled upon the entrance to a vast cavern system. Dwelling there were the now numerous descendants of the orcs who had been driven there in the holocaust of the War of the Keeps centuries before. Because of tales of a "Golden Lord" from above who would free them

and return them to power in the sunny lands of Marnon, these orcs quickly accepted the blond prince as their warlord and king. Seeing a way to avenge himself on his enemies and gain the crown he coveted, Reub organized the pitiful goblins into an army of conquest. Emerging from secret caves and tunnels, the orcs were able to overwhelm the forces holding all the territories of the Crystal Mountains and the castles adjoining them (#3, #4, #5 and #7). Alerted now to the danger, the remaining lords belatedly organized their meager forces to face this deadly menace from the past.

The scenario begins with Reub's hellish armies poised for the final conquest of Marnon and the scattered forces of Man gallantly preparing for battle. For three to five players.

Initial Set-Up

1. The human players roll for the privilege of placing first. Once this has been determined, each will, in rotation and beginning with the castles, place one man in any territory outside the Crystal Mountains and the castles conquered by the orcs (as listed above) until all territories on the isle are claimed. Each player then, in the same order, places their Hero and Sorcerer and six men in any of their territories.
2. After the human forces are placed, the player taking the role of the Orclord places the orcs forces. Three orcs are placed in each of the territories of the Crystal Mountains and in each of the captured castles. The renegade prince Reub is then placed along with eight additional orcs in any one of the captured castles.
3. Reub is a Hero. Use any Hero counter from a color not in play to represent him. Reub gains the +1 modification for being a Hero for any battle engaged in.
4. Each human player must place one treasure of his choice in a castle he controls. These treasures, if captured by Reub, will grant him the benefits as listed in the original game. Of course, any reinforcements so gained will be orcs and, as such, can be placed in any controlled territory. Such captured treasures are then wantonly destroyed by the pillaging orcs and removed from play.

Turn of the Orcs

1. As in the original game, the orcs always move first while the human players must randomly decide the order of their play.
2. At the beginning of every turn, every orc-occupied territory which is *not* adjacent to any human-occupied territory receives one orc counter. This is in addition to the orcs received for the territories rolled by the players during normal orc generation.
3. Orc Frenzy is handled as usual in all territories not occupied by Reub. (Unless he is present, discipline goes to pieces.)
4. If Reub is in a territory, two special rules are enforced:
 - 4.1 Any number of orcs may occupy the same territory as Reub without the possibility of Orc Frenzy occurring.
 - 4.2 Orcs stacked with Reub may frenzy, regardless of numbers, if Reub so wishes. Once the frenzy is unleashed, it will not end until the normal conditions (only one orc remains) apply.
5. Reub himself cannot be permanently eliminated. He is wearing a magic cloak, called "Play Balance", bequeathed him by his father which enables him to reappear in any orc-occupied castle at the cost of two reinforcements during the beginning of the next orc turn after his supposed death.
6. After all orcs are placed, the Orcish player *may* draw a petition card in the same manner as the

human players. These are played as in the original game.

7. Reub and his forces are subject to all the limits imposed on the human players. This includes the limit of only one campaign attack per turn, unless a petition card allows more. Orc Frenzy does not count as an attack.

Turn of the Dragon

1. The dragon will function as in the original game, with the exception that its hunger is now satisfied by the consumption of an orc as well (thus stopping its ravaging).

Turn of Peacemaker the Wizard

1. Once stirred from his research, Peacemaker was again abroad in the land. The Wizard will function as in the original game.

Turn of the Players

1. All of the activity of the players is conducted as in the original game.

2. Human players gain no benefit from the capture of the treasure of another human player. And note, that while human players need a castle to gain reinforcements, the Orcish player does not.

Victory Conditions

1. The scenario ends upon the utter destruction of the orcs or all human forces (the Heroes and Sorcerers excepted). Should all the orcs be destroyed, the human player who controls the most territories will be rewarded by the Peacemaker with the throne, and thus be the winner. Obviously, if all human forces are destroyed, the lords of Marnon grovel at the Orclord's feet and he is declared the winner.

THE SEA LORDS OF MARNON

Once Eric the Black had crushed the main orcs army in Hidden Hollow and there slayed Reub, the princelings and warlords who had fled Marnon during the darkling days of danger began to return. Their superior manner and snobbish ways soon outraged Eric and his veterans. After years as the virtual sole defender of mankind on the isle, Eric was now expected to meekly return the rule to those who had abandoned Marnon at the first hint of Reub's might. With a still powerful army at his back, Eric reluctantly decided that those lords returning were unworthy and that he should—would—retain control of the destiny of the enchanted island.

With the orcs now disorganized but still a menace, Eric marched to the ports and forbade welcome to the lords who had fled. Their estates and castles were confiscated by Eric's lieutenants and those who attempted to land were summarily executed. So began a decade-long struggle between the banished lords and Eric the Black.

The lords soon settled with their retainers on the small, bleak islands to the south and east of Marnon. From these islands, these self-styled Sea Lords began first to raid and eventually to attempt the reconquest of Marnon. To support their efforts, many of the retainers turned to raiding the commerce that plied the nearby sea lanes, becoming virtual pirates. Though Eric began the struggle with a nearly overwhelming superiority in numbers, the disposed lords' dual advantage of greater mobility in their superb longships and devoted (indeed, fanatic) followers evened the balance.

This scenario begins with Eric's forces drawn up for battle and the Sea Lords sweeping in on the south winds. For three to six players.

Initial Set Up

1. Players determine (in any mutually agreeable manner) which of their number shall take the role of Eric the Black.

1.1 Eric may place 24 armies in 24 separate territories upon the board. (Due to the large number of armies in Eric's force, additional counters may be required beyond those included in the game.) The counters must be placed within the confines of the following:

1.11 One unit must be placed in garrison in each of the eight castles.

1.12 No less than eight of the remaining units must be placed in separate territories bounded by a sea coast or river bank.

1.13 The remainder may be placed anywhere, but no more than two may be placed within the Crystal Mountains.

1.2 Once Eric has so chosen the territories he will control, he receives an additional 18 armies which may now be placed in any *occupied* territory or castle at his discretion.

1.3 Eric and Gax, his sorcerer and mentor, may begin in any friendly territory bordering the sea or in any castle. Six treasures of any color of Eric's choice, along with two blank counters, may be placed within the castles. These result in the normal bonuses if captured by the Sea Lords.

2. Each Sea Lord receives one Hero, One Sorcerer and six armies to begin the game. Once a Sea Lord successfully occupies a castle he may receive reinforcements in the normal manner.

2.1 None of the playing pieces of the Sea Lords are placed onboard at the start.

3. Lastly, after the placement of Eric's forces, each unoccupied territory is filled with one orc. To any sea coast or Crystal Mountain territory is added a second orc.

Turn of the Orcs

1. The orcs are played exactly as they are in the original game. This includes the placement of additional orcs, Orc Frenzy and orc placement in occupied territories.

Turn of the Dragon

1. The dragon is moved as normal and eats as normal.

Turn of Peacemaker the Wizard

1. The Wizard, appalled by the continual fratricidal fighting, flees into seclusion. However, upon contemplation and communion with his spiritual advisors, he returns to the affairs of Marnon. The Wizard operates as normal except that he does not appear until the beginning of the fifth turn.

Turn of the Players

1. Eric always has the option of moving last. If the player does not exercise this option (be polite and ask should he forget), he must roll for his order of play as do all others.

2. Should Eric ever be killed, his son will reappear as a Hero at no cost in any friendly castle on the next turn. His son, revered by the common soldiers, is known as Eric of the Black Spot. Any further losses of the Hero on Eric's side must be replaced at the normal rate.

3. Eric may receive a maximum of eight reinforcements per turn until such a time as any of the Sea Lords receives a greater number. Once this occurs, Eric's reinforcements are limited to the largest number that any one Sea Lord may receive that turn.

4. Until the Sea Lord lands, he receives no reinforcements. Further, until the Sea Lord captures a castle, he is limited to two reinforcements per turn. (These are former freeholders who rise to join the banner of their rightful liege lord.) Once a castle is captured, the Sea Lord will receive reinforcements in the normal manner. All reinforcements of a Sea Lord must appear in a territory he controls.

5. Petition Cards are drawn by the players as per the original rules, but only if and when they control at least one territory on the isle of Marnon.

6. The forces of the Sea Lords may, indeed must initially, enter play by landing from the gentle waters that lap Marnon's shore.

6.1 Each Sea Lord may attempt one landing per turn from the sea. To do so the Sea Lord must note, in writing on the previous turn, the territory he will land in on the subsequent turn. Should two Sea Lords accidentally (or purposely—the Sea Lords may consult with but need not show their secret landing site to any other Sea Lord) attack the same territory, the second to land *is* required to attack whomsoever occupies that territory.

6.2 Any landing must be made with no less than four armies. A Hero or Sorcerer are not required for a landing. Nor do a Hero or a Sorcerer count as one of the four required armies for a landing. At any time during the reinforcement phase, a player may transfer any forces that have not yet landed to any coastal territory he controls.

6.3 Forces defending against a landing from the sea defend with a die range increase of +2 (i.e.: one army would have a range of 1 to 3 in addition to any terrain modifications).

6.4 Landings may be made in any coastal territory and in any territory through which the Amnon River flows. (*EXCEPTION:* This does not include Haven.)

6.5 If a Sea Lord has sufficient forces, he may land in more than one territory, but only one landing may be made per turn. Initial forces may be held offboard for a later landing.

Victory Conditions

Upon the conclusion of the tenth turn, the players should roll a single die. A result of "5" or "6" means that Peacemaker has prevailed upon the line of Eric and the surviving Sea Lords to cease hostilities and accept the status-quo. Should the die roll be otherwise, at the conclusion of each subsequent game turn it must be decided if peace is restored to Marnon. Upon completion of play, the player with the largest number of territories under his control is declared the winner.

Special Optional Rules

1. To balance play should Eric face more than three Sea Lords, his forces are allowed two attack campaigns per turn. Should this option be exercised, each attacking army must be accompanied by either Eric or Gax in order to make such an attack. Should both Hero and Sorcerer be with the same force, that force may make two attacks.

2. Any force which is adjacent to an army of any Sea Lord which has just landed (defined as having landed since Eric's forces moved last) may conduct an additional attack campaign upon the newly-arrived troops before they find their land legs. This attacking force may not be reinforced by *more* than two armies that turn. (*EXAMPLE*—A Sea Lord's army successfully lands and occupies Dragonhead. There are three armies of Eric's in Radner Fen at the start of the turn. These are reinforced by two more during the reinforcement phase. These may then make a free attack upon the enemy in Dragonhead.) No more than one such free attack may be claimed for each landing, regardless of the number of territories adjacent to the landing site which are occupied by Eric's forces.

THE GREAT DRAGON HUNT

As decades passed after the great war with the Sea Lords, the distrust and hatred between the heirs of Eric and the descendants of the Sea Lords continued unabated. An uneasy truce was the best that

Peacemaker could force upon the recalcitrant nobles, one troubled by intrigue and insults. Hoping to reunite the island's leading families, the Wizard decided to present them with a task for the good of all men that they must cooperate together to achieve. This was to be the slaying of the Great Dragon that had pillaged lovely Marnon for millenia. Since all had suffered the depredations of the dragon, it was child's play for Peacemaker to convince the warlords of the need to slay the beast.

Unfortunately for the Wizard's plans, the feelings that separated the kingdoms of Marnon were too deep to be dispelled by one quest—no matter how glorious. When their first united efforts failed to dispatch the great lizard, the Lords fell out as each blamed the other for the failure. While still retaining the concept that the dragon must be eliminated, their efforts became first uncoordinated, then a competition between the lords, and their elder sons especially, as to who would slay the monster. For the next year the Great Dragon Hunt, as it was to be known in after ages, was merely the main event in the intrigue that dominated the passions of the ruling houses of Marnon.

The scenario begins as the Lords of Marnon commence their quest to slay the dragon and thus gain the reverence of the freeholders and serfs of the land. For two to six players.

Initial Set Up

1. Players determine (as per the original game) the order in which they set up their forces. Each player then selects a castle. Forces are placed as in the original game, with the exception that each warlord's treasures are placed in his own castle.
2. Orcs are placed as in the original game.

Turn of the Orcs

1. The orcs are played exactly as they are in the original game. This includes the placement of additional orcs, Orc Frenzy and orc placement in occupied territories.
2. Note that the orcs will make *one* attack upon the dragon when it lands in any territory occupied by them. After this single round, the dragon moves on to tastier fare.

Turn of the Dragon

1. The movement of the dragon is handled as in the original game. The dragon also eats in an identical manner prior to any attacks upon it. The dragon responds to attacks upon it normally (i.e., a die range of "1 to 6").
2. If the dragon lands on three orc-occupied territories consecutively, then it will cease movement for that turn. It is then possible for the dragon to end a turn without having consumed a man. The orcs in that final territory are still limited to a single attack.
3. Should the dragon land in a territory occupied by human forces, it may be attacked utilizing the "free attack campaign" as listed in the original rules (X.D.2). All listed restrictions apply. [It should be noted that in the original game attacks on the dragon can only occur in an individual player's phase and never in the Dragon Attack Phase.]
4. To kill the dragon, it must be given the equivalent of six (6) hits. This means that it is possible for the dragon to be wounded—players should keep note of the "hits" a dragon has taken. The extent of the dragon's wounds are public knowledge and all players should be informed whenever it is hit.

4.1 EXAMPLE The dragon lands in Oxleaf which is currently occupied by three human armies. The dragon rolls a "1" which means he devours one army. The player has an attack range of "1 to 2" and roll a "2" while the dragon rolls a "4"; the dragon takes one hit (which is noted on paper) and the armies are trampled completely. During his

turn, the player is able to send his Hero and three more armies against the dragon in Oxleaf. These new forces have a range of "1 to 4" and roll a "2" which results in another hit on the dragon, who now has four left. The dragon also rolls a "2" which reduces the irritant facing him to two. In the next round, the Men choose to fight, but roll a "5" which does not affect the dragon. The dragon, however, rolls a "3" which eliminates the remaining attackers. During the rest of that turn, no other warlord's forces are able to reach the wounded dragon, which could be slain with but four hits.

5. If a dragon is killed by the orcs, a fresh dragon rises from the rookery and play continues.

Turn of Peacemaker the Wizard

1. The Wizard is moved and functions as in the original game. Note however, that the dragon *can* be attacked if in the same territory as Peacemaker. It was, after all, his idea to slay it.

Turn of the Players

1. The players operate exactly as in the original game. The lords may still expand, capture each other's treasures, and kill orcs. Indeed, this may be desirable for increasing the area a lord holds in order to increase the chances of the dragon landing where he may attack it with ease.
2. There is no restriction against marching over another lord's armies (after crushing them) to get at the dragon who has landed nearby.

Victory Conditions

A player wins when one of his forces is the one that actually slays the Great Dragon (i.e., inflicts the last hit). Who inflicts the first five points of damage is immaterial, nor is the territory in which the dragon dies a consideration.

Special Optional Rules

1. The Dragon Hunt scenario is considerably shorter than the other scenarios listed here. Should the players wish to make it a lengthier test of skill, allow the dragon to "heal" one hit at the beginning of every *Turn of the Orcs* to reflect the strong rejuvenation characteristic of dragonkind.
2. Capturing another lord's treasures will now allow a player to receive the bonuses listed for finding his own treasures in the original game. This rule will tend to favor the more aggressive players and may speed play of the scenario.
3. There is a Petition Card which allows a player to move the dragon to the territory of his choice. It is recommended that this card be removed from play, since its occurrence can result in an unjustified victory.

THE FINAL ORC WAR

After the slaying of the Great Dragon and the settling of the disputes that followed, a relative peace once more settled over Marnon. For two generations conflict was limited to isolated incidents and raids by the orcs. Each warlord reigned supreme in his fiefdom. The title of King of Marnon, Defender of the Isle, became little more than an hollow honorarium given the eldest son in Eric the Black's line.

This curious calm was shattered when an orcish raid captured and killed the much beloved daughter of the King, as well as three bishops accompanying her. In the months that followed the people of Marnon were driven into a near frenzy by the sermons of clergy and the exhortations of lesser nobles demanding vengeance. The King himself was in seclusion, mourning his only child. As the crusade grew, and as the King remained in isolation, many of the warlords took it upon themselves to avenge the wrong. To the common people, the new measure of a true leader of Marnon became his prowess at

destroying orcs. The success of these efforts is shown in the reference, even today, to this period as "The Final Orc War".

The scenario begins with the warlords, after initial successes, readied to eradicate the orcish race from the isle of Marnon. For two to six players.

Initial Set Up

1. Players determine (as per the original game) the order in which they set up their forces. Each player then selects a castle. Forces are placed as in the original game, with the exception that no treasures are placed.
2. Orcs are placed as in the original game.

Turn of the Orcs

1. The orcs are played exactly as they are in the original game. This includes the placement of additional orcs, Orc Frenzy and orc placement in occupied territories.
2. There is one change in the Orc frenzy rule. Orcs in a castle will not frenzy. They must be driven out of the castle by combat.

Turn of the Dragon

1. Since he was slain in the previous scenario, there is no turn for the dragon. Ignore all references in rules to the dragon.

Turn of Peacemaker the Wizard

1. The Wizard moves and functions as in the original game. Note that all restrictions against attack campaigns in the territory Peacemaker occupies still apply.

Turn of the Players

1. The players operate exactly as in the original game. The lords may still expand and combat among them is allowed. All restrictions still apply.
2. The Sorcerer has the option of slaying, rather than transporting, any orcs it defeats in battle.
3. Any orc unit defeated in battle is kept by the player who slayed it. These are *not* returned to play again. This means that there is a limited number of orcs available (i.e., 90).
4. There are no restrictions on what the players do to each other. If one player is ahead, it is certainly feasible for the other players to band together against him to maintain the balance of power on Marnon, while gaining glory for themselves as they continue the crusade against the orcs.

Victory Conditions

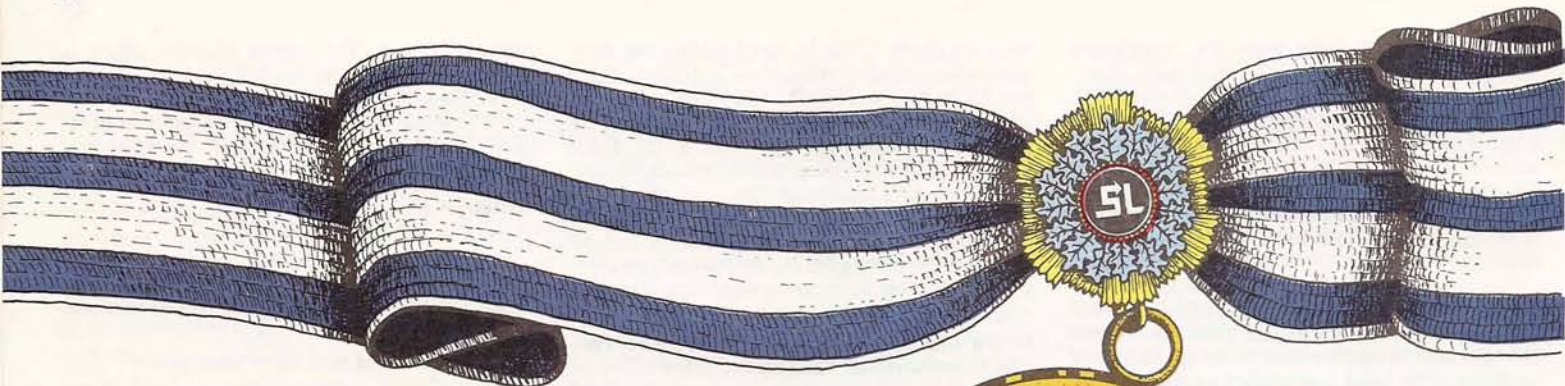
Victory can be achieved by slaying the most orcs. This is determined at the instant that:

- a) there are no orcs left in Marnon (even though some may not have entered play yet); or
- b) all 90 orcs have been slain; or
- c) one player has slain 46 orcs.



FORTRESS EUROPA PBM KIT

A Play-By-Mail Kit for *FORTRESS EUROPA* is now available. The kit contains four pages of instructions, much of this covering the conversion of many of the game's special rules to facilitate PBM. Also included are the Allied and German OBs which show a picture of each unit for movement purposes. Only available direct from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214. The 1 Player Kit is \$6.00 and the 2 Player Kit is \$10.00, plus 10% postage (Canadians add 20%, Overseas add 30%). MD residents add 5% state sales tax.



Squad Leader Clinic



A QUIZ ON BASIC INFANTRY TACTICS ANSWERS AND DISCUSSION, PART II

By Bill Nightingale

6. HIDE AND SEEK "Do you agree with the Russian player's decision for the X3 units [hold position and hold fire]?" (See Figure 5.)

ANSWERS	SCORE	VOTES
Yes	100	54
No — No Prep Fire, move 1/2 squads	80	9
No — Move all units to V3	70	15
No — Move three squads	60	5
No — Prep Fire	50	5
No — Other Actions	40	3

In addition to the above, there were two panelists who objected to the situation as stated and refused to vote. There are four basic actions the Russian player can select from in this situation: (1) he can have Stack A hold and, after moving forward other units, fire at German positions that may open up; (2) keep X3 as a firebase, but send out one or two squads on search missions; (3) seek a better position for this force; (4) prep fire at suspected German positions and hold this position.

A majority of the panelists, almost 60%, elected to keep all units in X3 and hold their fire. This is a conservative action, but with that position out in front of the rest of the troops, there is a need to

bring forward more units before advancing. This is pointed out by *John Olson of Oceanside, CA*: "Kind of a bounding overwatch, isn't it? It would be folly to allow a rich stack like A to be isolated and destroyed by advancing beyond the support of the other Russians." *Fred Ornstein* added his suggestion on general Russian strategy: "If they were lucky enough to get to 3X3 without drawing fire, let them stay. Again, a situation where some units must be sacrificed to flush out German positions. Send one squad BB3-AA3-Z3; one squad Z5-Y4-X4 and advance to W4; one squad X7-W8-V7. This should reveal targets for your X3 group. In general, Russian squads are too bunched up. Next few movements should spread troops by sending out individual squads until German positions are known."

I have to agree with this criticism of the movement so far, but don't know how to avoid it and still get the Russian units into action reasonably soon. Ten turns may appear to give plenty of time, but there is a lot to do in order to capture the five stone buildings. Following is a strong objection to the conditions of the problem posed.

Dave Quigley: "I am confused by this question. Is this the Russian movement of turn 2 or turn 1? Also, who is the incompetent playing the Germans? If the Russian attempts to move to building 3X3 on turn 1, he is either quite foolish or much more intelligent than myself. The best way to answer this question is to start off by discussing a reasonable German setup. The 9-2 and 8-1 leaders with two squads, two MMGs and a HMG could start off at hex 2N6. The rest of the units should be placed around the village with one squad at 4M3 to counter any flanking maneuver. If the stack in question attempts to move to 3X3, then long range MG fire will probably destroy it. Two MMGs firing at a range of 12 hexes at AA6, -2 DRM for leader, -2 DRM for movement in open, gives a 58% chance of a KIA. The HMG at -3 DRM gives another 41% chance of a KIA. Loss of the 9-1 leader will be disastrous for the Russians. The same result will happen to any Russian group following through the target hex. For this reason, the Russians must advance unstacked. In the advance, all leaders must hug the terrain, for they are *the* most important Russian counters. Finally, I do not understand the

importance of 3X3 as a firebase. It has a severely limited field of fire. As a rally point, at least one squad must vacate the hex to make room for broken squads and there is no easy rout path there. So why 3X3?"

This comment raises a number of interesting points, but why the confusion on the turn. I think the statement was reasonably clear about it being game turn 2. I agree that 2N6 is a beautiful spot to place some machineguns, however Dave should have picked a different target hex; the LOS to 3AA6 is blocked by the woods-hill hex at 2L8. He should have selected either of the hexes after the road junction, Z5 or Z6, though the latter is questionable due to 2L8 also. Note that one or the other would have to be fired on since MGs do not have penetration when firing to a different elevation. There remain other problems with Dave's critique. All units in a hex firing at the same target hex must be combined into one fire group; but even more important is that 13 portage points of support weapons are in hex 2N6 while the limit is ten! The best combination I've found to be the 9-2 leader, two squads and two MMGs for a 12 (-4) shot. Another squad could be added and the HMG substituted for one of the MMGs for a 16 FPF resulting in a 72% chance of a KIA—but that is a lot of units out of position if the Russians don't concentrate their advance down that road. I do wish Mr. Quigley could have answered the question posed after all that.

In any case, this time the German did not set up in 2N6 (perhaps he didn't think of it or got burned the last time he tried it and had to lug those MGs back into the village). Due more serious consideration was *W.J. Bird's* dislike of the situation; he answered in the negative but refused to state what the force at X3 would do. In part he said, "In this scenario, my 9-1 leader would be trying to get into the village via the woods at W8. From there: V7, U7, T6. Meanwhile a flanking force goes (not on board 4) down the road behind hill 621 to arrive in time—turn 6—to attack Piepsk." He went on to point out that the Russian player has enough forces to attack from two or three directions and added, "a few squads could be put in at X3, W4 and vicinity as indicated, but I feel the 9-1 and LMGs are wasted there; the main fight will be elsewhere." Perhaps it might have been, but in this case the Russian is forcing his opponent to fight along the 3X2 road. I think that the trip along the road behind hill 621 will take too long and a squad plus LMG at 2T1 could delay that even more.

I agree with *Fred Ornstein*; if you are lucky enough to get Stack A to X3, why knock it. Where are the Germans hiding? Obviously not on Board 2 since they either would have already fired or broken cover in order to move into the village. Some additional assumptions can be made as pointed out by *Phillip Lowmaster*: "There are no units in W4 and I refuse to believe units in W1 held their fire when they could have hit at least 14 Russian units with a -2 modifier. Since this is the only hex that can cut the rout route to Y6, it is a safe bet this group can get away from X3 if it begins to take the worst of it. Sitting in X3 seems to me reasonably productive." Actually, the second level of hex N1 has a LOS to Y4 and a MMG sited there could prevent a broken X3 unit from routing back to Y6. However, a squad in N1, even with a LMG, would not stop this, since Y4 is not in normal range. The point about W1 is well taken because with no wheatfields, this hex has a clear shot at AA6.

Another possibility is suggested by *Kevin Burke of Farmington, NY*: "I would move one of the 4-4-7s from X3 to W4. I'm surprised the Russian player uses his 9-1 leader so boldly. I would be more inclined to keep him to the rear (with MMG) to fire at discovered enemy units." Don't mention that MMG, another case of this writer goofing up when he made last minute changes in the diagram. It and the second 8-0 leader were supposed to be at BB3.

The only disadvantage to this move is that it reduces X3's fire by one column on the IFT, but it is almost certain to reveal what is in V3. I doubt that the German player will take the chance of another firegroup farther back attacking the W4 squad and risk having V3 revealed without it getting off a shot.

If Kevin thinks the first turn Russian move was bold, I wonder what he thinks of those panelists who send the 9-1 and his squads through W4 to V3? If they are refused entry, important information will have been gained; if they make it, a better firebase will have been secured. I like the succinctness of *Jon Howell's* comment on this move, "What the hell! I don't feel like sitting there." In more detail on this move is *C.D. Reeve*: "All of group A should move via W4 to V3. Although the Germans have held their fire so far, this is not the time nor is X3 the place to wait for it. The given route is well-protected and allows easy access to V3, which is a better firebase for future attacks if unoccupied. If occupied, group A may well survive and overwhelm it by advancing fire and/or CC. Hex V3 has a good field of fire, reasonably good protection and is a jumping off point for the scenario's objectives—the stone buildings in the village. It doesn't make much sense to hold your fire in X3, as its field of fire is limited to some unlikely German hiding places, where few targets in range are likely to present themselves."

If it turns out there are no Germans in V3, where are they? *Fred Timm of Hayward, CA* makes some assumptions: "They [group A] should all move to V3 via W4. By not firing, the German has shown that he probably has five groups, one covering each road and one in building N1 with the 8-0 leader and radio. The force covering the main road is probably in T3 and/or T4. Prep firing X3 can hit few hexes and the Russian does not have time to fire at every hex." I think T3 is more likely than T4 because of its better field of fire and greater protection against enemy units coming down the Y3-U3 road—the wooden building and stone wall give a +4 DRM. Another variation on this theme is proposed by *Carl McClone*: "The stack has little to fire at if any are revealed. The stack should move to W4 (4 MF) and advance to V3. At V3 they are in range of hexes N1 and N2 (barely) and, as soon as the MMG gets there (from wherever it is), can bring impressive fire on these hexes. Also T4, T3, V1 and the woods in R1 can be fired upon. Caution—a move into W4 is almost certain to bring leader-directed MG fire from N1 or N2. Perhaps one should let the squads go first and the leader next turn. He is far more valuable than three squads in this scenario." I certainly agree with the last statement, but come on now—X3 isn't that bad a firebase and it is secured.



The Russians have advanced farther than might be expected without sustaining any losses and may be walking into a trap.

The same can be said about the move proposed by *Phil Laut, Hollywood, CA*, which is going to put considerable pressure on the Germans and, while risky, just might work. "Stack A moves to V3 via W4 except one 4-4-7 to V4 via W4. X3 is a poor firebase from which to fire on the village. Occupying V3 and V4 allows the creation of a powerful firebase extending from V3 along the crest of hill 522 in the W row. Suspected strong points can be fired on with enough strength to uncover hidden units in the near side of the village while remaining Russian squads move one at a time through the village to find the Germans."

There were a few suggestions for seeking a firebase other than the move to V3. *Larry Sturgeon of Cheyenne, WY* sent Stack A into X2 because of a LOS to the potential strongpoint at T3 and pointed out that this shellhole hex offers the same DRM protection as X3. This is true for fire directed through the hedge; but from other points, such as V1, the shellhole has a +1 modifier. A unit moving through an open terrain hex behind a hedge is subject to a net -1 DRM for defensive fire (-2 for moving in the open and +1 for the hedge); however, a unit going through a shellhole, even on the road, is not subject to the -2 moving in the open modifier.

Some panelists who moved the squads out were attempting to find German positions rather than establish another firebase. If one or two squads leave and replacements move in, X3 will be able to fire on the 12 column of the IFT. This has been promoted in scoring the results because it is in line with the majority opinion to maintain X3 as a firebase. *Luc Serard of Avignon, France* sent one 4-4-7 through W3 to V3 and another to V1 via X2 and W2, commenting that "X3 is an excellent bridgehead for some scouting exercises. Should any Germans be revealed in this action, Dubovich still has some fresh firepower to welcome their appearance at full strength."

Luc did not discuss the need to move in two squads, but this was pointed out by *Rick Pennington*, "the most immediate Russian objective should be to find out if there are any Germans in W1 or V1. Germans at these locations can control the road and/or delay any Russian advance through the woods. Russian squads from Z5 could move to W2 and end up adjacent to W1/V1, but fire from T3 or building N1 could break these 'scouts' before they learn anything of value." I personally doubt that you will find any Germans in W1, but there is no harm in checking. The important point about all this is that the squads from X3 will have completed their movement before being brought back for any defensive fire. Even if they are eliminated or broken, a refusal to allow entry into V1 (or W1) will have shown that German units are in the hex, although the hidden status for area fire purposes will still exist. Optional Rule 16, "Semi-Simultaneous Movement and Defensive Fire" would prevent this unintentional exposure of hidden units.

Although I favor the majority action to keep Stack A in place, a close second choice is to send two squads out and replace them with two from Z5. The previous suggestions for doing this are risky, but the gain may well be worth the risk. A more conservative approach comes from *Mark Brownell of Poultney, VT*, who sends one squad to W4 and one to W1 with both advancing into V3.

Five elected to prep fire at V1 and/or V3. *Brad Johnson, North Platte, NB*: "Prep fire 4-4-7, 2 LMGs at V1; (2) 4-4-7s and 9-1 at V3. I prefer to prep fire into suspected enemy positions in hopes of clearing or exposing possible attack routes before offering too many targets moving in the open." There were two other prep fire targets, W1 and W5, which have been ranked lower since they were not

likely to contain hidden enemy units. And finally, as suggested by *Jay Hatton*, why not simply hold the fire until after movement. "Having a strong firebase with which to effectively return any defensive fire is a very important part of an organized advance. The Russian player has correctly realized that the German player is grossly outnumbered and can hardly afford to trade off casualties no matter how lopsided these are in his favor."

The following comment by *Bob Safin* summarizes the reasoning of many panelists who elected to stay in X3 and hold their fire. "The use of units in X3 as a firebase waiting for targets is the safest way to go. They have cover (+2 wooden building) and adequate firepower (16 FPF with a -1 DRM). There is no need to risk anything with additional movement nor waste possible advancing fire opportunities by firing blind."

7. A QUESTION OF MORALE "Do you agree with the German player's decision to stack each leader with three squads?"

ANSWERS	SCORE	VOTES
Yes — Hexes M2, T3, O3, M1, X1	100	30
Yes — Other hexes, Rows 1-4	90	28
No —	80	16
Yes — Other hexes, Rows 5-9	60	14
Yes — Any other placement	50	2

Frankly I didn't know how to score this one, so if you're confused, join the club. A vast majority of the panel elected to stack both leaders with the squads and most of these players wanted to be in position not just to delay the Russians, but to have a retreat route. A few wanted to simply head for the hills. The only difference between the 100 and 90 scores is the number of votes cast. Incidentally, if a response said two squads with leader, I included that as a vote for the particular hex.

The first decision a German player in this scenario must make is whether to stack either or both leaders with squads. I tend to agree with *Chris Gammon of Sunnyvale, CA*: "In this scenario, if a leader is broken in the beginning, units stacked with him must undergo another morale check if he fails. With this in mind, I would not stack either leader with squads and would put the 9-2 in M1 with the radio." *Robert Kaliski* added, "Put the leaders adjacent to the squads and stack them together only in the Movement or Advance Phase."

The 9-2 does have an 83% chance of passing his morale check, and will give significant help to his squads in passing theirs. A reasonable second choice is to keep only the 8-1 separated, as *David Miller of Livermore, CA* did: "The 8-1 leader does not give any significant advantage to squads he may be stacked with. He should have the radio and move to establish a rally point behind the German position." The question of which leader should have the radio depends on where each is going after rallying any broken squads from the first turn. There is little point in trying to establish radio contact until moving one of the leaders and the radio to a higher, and hopefully permanent, position. Spelling out in more detail how to set up is *Luc Serard*: "In this scenario, *Stahler* and *Hamblen* should make a strongpoint in the woods (2L10) in order to delay the Russian advance as much as possible (too bad the entrenchment rules are not yet available). So I put *Stahler* with three squads, radio, HMG, and two LMGs in M2. With a morale of 9, he should be OK for the initial MC. But I am less confident in *Hamblen's* capabilities. So, as every squad is needed, I would place *Hamblen* in P1 with the three squads, MMG and two LMGs in O1. The two remaining squads are in M1 with the panzerfausts."

There were ten votes for having the 8-1 not stacked with the squads. On the other hand, over 80% of the responses had both leaders in the same hex with their squads. Either these panelists did not realize that the leaders would have to take the pre-game morale check, or did not believe it was a significant enough risk to worry about. The only

comment specifically stating that they would not have to do so came from *C.D. Reeve*, "It is better to stack the leaders with the squads as the leaders don't have to take the pre-game MC, and their leadership modifier can only help the squad's morale." The emphasis was supplied by our player from Australia and I suspect that it formed the basis for his answer; if he had known the correct rule, the vote might have been different. *Don Greenwood* confirmed the interpretation being used in this discussion. There were a few comments on this point by those who knew what Special Rule 5.1 demanded, yet still went ahead and stacked both leaders with squads.

Gary Hartman: "Chances are good that both Lt. *Stahler* and Sgt. *Hamblen* will pass their morale checks. Three squads should be put under each so that any unbroken squads can be quickly rallied before the Russian fire and DM results. My location for *Stahler* is the wooden building in 4S2 with another squad behind him in 4T1. *Hamblen* and squads are in 4M2 with a squad in 4M1. Both positions can provide overlapping fire and support each other."

Granted that each of these leaders has a good chance of passing his morale check, 83% for the 9-2 and 72% for the 8-1, I wonder what those players will say when one or both of them do fail, which will occur about four times out of ten. Should this result in a squad or two being lost, I suppose the German player will simply blame his horrible luck and look forward to the next game. What is the rush; there is time to get the squads and leaders into position before the Russians are close enough to offer good shots. Although the Russian placement is not shown, there is almost certain to be at least two squads, two MMGs and the 9-2 in 3N1. From its upper level most of the hexes on board 4 can be fired at.

Rick Pennington: "The Germans should not set up too close to board 3 because a strongpoint at 3N1 can cut off retreats and they would probably be quickly overwhelmed by superior forces. If possible, they should be out of the LOS of Russian MMGs in 3N1 so that any broken German units will not be subjected to desperation morale. Further, the Germans should try to set up towards the middle of each half-board to defend the thickly-wooded terrain which makes such an excellent springboard for the Russian assault against the hill. In accordance with these objectives, I would propose the following German placement: 9-2 group at 4X1, squad at 4V2, 8-1 group at 4M1, squad with MMG at 4K1. The 9-2 group has the best chance of passing the morale checks so they are placed in the only position which is exposed to 3N1. In order to accomplish defensive objectives, it was impossible to hide everybody due to the sparse cover on Board 4. In case of disastrous morale checks at 4M1, the squad with MMG can move into 4K2 and create a fire lane between the two patches of forest on the southern section of the board." There are other hexes blind to 3N1, but either they are not located where a good delaying action could be made or can be sighted from other positions on board 3. The point is that any broken units will not be able to rout before the Russian Defensive Fire Phase and, regardless of the effectiveness of any fire directed at them, the broken units will be put under the effects of desperation morale.

The second question a German player must answer is where to place his units and this did receive a lot of discussion with 31 different hexes being used for the 9-2 and squads. *Nayyer Ali*: "In the initial setup for this scenario, the German is faced with quite a few painful decisions. Does he place one or two squads up front (e.g. hex R7) and risk a break with no hope to rally? Does he place the 9-2 in M2 and thereby seal off the south edge of board 4, but also lose the ability to cross-fire the center? How far north should the 8-1 be placed? Should the German gamble and place the bulk of his units up front risk-

ing an early elimination? The German lack of numbers must be made up by leadership and skillful initial deployment. I like to place my units well back so they can harass the Russians as they advance. Putting the 9-2 in M2 with an HMG prevents the Russians from moving across the southern portion of the board. They are also in a position from which they can escape easily without exposing themselves to fire."

Other panelists opted to concentrate the German defense in places as diverse as T3, X1, O3. Regardless of the actual placement, all of these displayed a desire to try and slow down the Russian advance, while retaining flexibility and the option to retreat to board 2 when the going got rough. Others though wanted to move back to hill 621 immediately. *Timothy Deane—Louisville, TN*: "Place the 9-2 group in 4P1 and the 8-1 and two squads in 4Q2. Since the Germans move first, I would not prep fire but head for the high ground to develop my defenses for long range fire with the HMG and the MMG. I would send the 8-1 group to 2S7, which can be reached in the Advance Phase. The 9-2 leader and squads would go to O8 in the same amount of time. The remaining two squads go to 4S2 to cover the one blind hex 4U2." Actually, I think that 4T2 is also a blind hex from both of your hill 621 positions; but more disastrous is the leaving of two squads at S2 leaderless so that, once broken and in such a position, they cannot rout to a rally point.

Neil Bonner: "Since squads stacked with 9-2 leader increase their chances of remaining alive and unbroken by 29% and with 8-1 leader by over 8%, the decision to stack the leaders with the squads is correct. The question then becomes one of where to position the leader with the HMG and radio. My personal preference is to put him in Q1, although O1 is just as good. The reason for choosing Q1 is that it allows the leader, squads and equipment to reach 4S7 at the end of the German's first player turn. S7 commands a wide field of fire for the HMG and good view of the entire battlefield for spotting artillery. In addition, it provides a good position to belt any squads attacking from the northeast." Although Neil implied it, the point should be made that because of the loss movement factors when carrying the HMG or MMG, Q1 is the only hex on board 4 from which either leader group can reach 2S7 by the end of the first turn.

There are a couple of loose ends that need to be covered. A good point was made by *C.D. Reeve* in his commentary: "I would disagree with giving the leader two LMGs. He should have one or three to give a firepower of 20 or 24 FPF to correspond with the IFT." And several panelists suggested giving the 9-2 group a panzerfaust or two, which I think depends on where it is to be located and moved to. There were a couple of comments about moving units to 2O9; it should be pointed out that the LOS is blocked by the woods and the 4P1 building except for a narrow field of fire through 2P10-4O2.

8. CAUGHT IN THE OPEN "As the American player, what action do you have Cpl. Jones and his squads at Y9 take this turn?" (See Figure 6.)

ANSWERS	SCORE	VOTES
All units prep fire, 8-0 moves	100	20
All units move (Note A)	100	14
Units prep fire or move (Note B)	90	7
All units move (Note A)	80	7
Split move or prep fire/move	70	15
All units and leader move to same hex	60	17
All units and leader prep fire	50	12

Note A: Score 100 points if the movement of units was to the following hexes:

8-0 to:	Squads, MMG and BAZ to:
X8	Y8, X9, Y9, X10
Y8	X8, X9
W9	X8, X9, Y8
W8	Y8, X9

Score 80 points if the 8-0 leader would have to move to or through a hex with one or more squads, or would be forced to pass through an open terrain hex:

8-0 to: Squads, MMG and BAZ to:
 W8 One or more squads pass through X8
 Y6 One or more squads pass through Y8

Note B: Squads either prep fire or move and the 8-0 leader does not enter a hex with a squad or open terrain. Leader moves to X8 or Y8.

Once again there were many possible answers, and so some grouping had to be done. In deciding what to do in this situation the American player could move all units, prep fire all units, or have some move and others fire. If the squads move, they could all go to different hexes or to the same hex. In addition, there is the question of whether Cpl. Jones stays with the squads or goes to a separate hex. These were the criteria used in determining the scores while the hex prep fired at or moved into was not considered, barring a couple of exceptions. Primary emphasis was placed on keeping the leader apart from the squads, as over half the panel stressed.

The question of the action the squads should take is not easy to answer. Of the total responses, there were 48 who elected to move all units, 32 who prep fired and 12 who did both. Strictly speaking, the various movements should score higher than the prep fire ones; however, there was a defect in the situation statement which confused the issue. The phrase "The only units in a decent position to fire are those in Y9" should not have been included; in addition, the question should have included a statement as to what action the units in Z6 were going to take. For this reason, I did not make a scoring difference between moving all units or firing all units—as long as Cpl. Jones was moved out.

Of the twelve who prep fired and did not move Cpl. Jones, only one provided any comment. *G. Whantar of Eaglescliffe, England* wrote, "The leader stays put because I believe there's a good chance that the Germans will be severely mauled." Shades of Patton, I should promote his answer because at least he didn't simply forget to move the 8-0 leader away. Even if the Germans are mauled, I assume the squads would be moved to better cover during the Advance Phase, so why not send Jones to X9 or X8 now and avoid any possibility of doubly broken squads. Several other panelists who did not move the leader mentioned an unfavorable dice roll modifier for moving in the open. Assuming the hex moved into or through is not clear terrain (X8 or Y8 for example), there is no -2 DRM since defensive fire at moving units cannot be directed at the hex from which they start their Movement Phase—Y9 in this case.

Over half the panel moved Jones to a hex by himself. This mandate has been followed in the scoring; however, when squads also moved a distinction has been made if he would be forced to either go through a hex entered by a squad (in the LOS of enemy units) or cross an open ground hex. Our unnamed panelist from Cleveland voted for such a move: "8-0 to W8, (2) 6-6-6s and MMG to X8, 6-6-6 and BAZ to X9. The Americans are truly in a tough spot. The 9-2 makes cover difficult to find. Building 3Y8 was quickly ruled out because most of the Germans can fire on it and the PFs could neutralize the wooden building. Hexes X8 and X9 are seen by a minimum of Germans, offer decent firing positions, and double the number of hexes that need to be attacked. The 8-0, being a liability in combat, is placed well to the rear." That is a good combination of firepower and hexes to which the squads are moved. However, in order to get the 8-0 to W8, he must either move through X8 or go via Y8 and X7. Since squads will also be in X8, there is the risk of double breaks from the 12 (-1) fire from Z10. The other route will subject the leader to a -2 DRM for moving through the clear terrain hill hex at X7. Not that Jones is so important, but he is on the spot and can expedite a retreat if that becomes necessary.

I agree with the criticism of using Y8 as cover for the Americans, though not because of the panzerfausts. At a range of three hexes, a "3" must be rolled to secure a hit, and if used they will not be available when the halftrack shows up. As the above comment pointed out, moving squads into Y8 allows both German firing positions to attack it; too, any retreat would have to be made through X8 anyway. Whether the wooden building should be used by the leader depends on the action to be taken by the squads. Following is a table of hexes moved to by the 8-0 leader for the 48 panelists who sent Jones out alone.

Squad Action	Hex Moved to by 8-0				
	X8	Y8	W8	W9	Y6
All Move	8	3	7	2	1
All Fire	6	11	2	1	—
Move/Fire	5	2	—	—	—
Total	19	16	9	3	1

Note that those who had Y9 prep fire favored moving Jones to Y8, while the ones who moved the squads used X8 and W8. This is opposite to what I would have thought the case should be. If Y9 prep fires, any return fire from Y2 and/or Z10 will have MG penetration into Y8. Of course, the Z10 LMGs will also penetrate into X8 and therefore I like the answer given by *Fred Timm*: "8-0 to W9, (2) 6-6-6s and MMG fire at Z10, 6-6-6 and BAZ fire at Y2." I assume that Jones would move through X9.

Those who moved all units and sent the 8-0 to a hex by himself were a vocal lot. *Nayyer Ali*: "8-0 to X8, other units to Y8. This question could be more easily answered if one knew the effect of the prep fire from Z6 into Z10. Because all attacks must be pre-designated, I would't risk a 12(-2) attack against Jones and his men. Granted the PFs could nullify the wooden building in Y8, but the German would have to roll a 5 or lower to do this. A leader without a negative modifier should never be stacked with squads unless he is needed to increase the squad's MF or to rally broken units. Hence Jones moves immediately to X8." One point regarding this, unless the 9-2 is used to direct the PF fire, a "3" or less is needed to secure a hit at a range of three hexes, and then the leader cannot be used to direct the squad's fire. The 9-2 will negate the building modifier anyway, so there is no reason for him to direct the PF fire.

Louis Ransdell: "8-0 to X8, 6-6-6 and BAZ to X9, 6-6-6 and MMG to Y8, 6-6-6 to X10 via X9. With the fire the Germans have, it is essential that the Americans spread out to minimize the incoming fire. Obviously the 8-0 goes where he can rally squads without endangering them and this is as good a spot as any. The bazooka in X9 can be used against Z10. Note also that the MMG in Y8 cuts the road and prevents further penetration from the AA1 woods until it is reduced. It is in good cover and at long range for the 8-3-8 in Y2." This tendency to move all or some of the squads to Y8 is an action that I find difficult to accept. Granted it is +2 rather than +1 cover, but is exposed to fire from three German positions and allows less flexibility should a retreat become necessary. A better move, in my opinion, is the one suggested by *Robert Moesinger*, "8-0 to Y8; (2) 6-6-6s, MMG to X8; 6-6-6, Baz to X9. If Y9 prep fires, the German return fire should be devastating, with a 42% chance of an outright KIA. By moving, the Americans establish a good firebase, one that will be hard to crack, especially if they bring in a good leader." I'm not thrilled about sending Jones to Y8, but it is the only reasonable alternative to stacking all three squads together as suggested by several panelists.

Philip Lowmaster: "8-0 to W9 via X9; other units to X8. None of the units in Y9 should prep fire. It is much easier to delay the German in this scenario than to force him to retreat. The Americans are very vulnerable to the crossfire that will result if the units prep fire. By moving as suggested, the German is

forced to either split fire from Z10 or not fire at one group or the other. Also, the possibility of having to take more than one morale check is eliminated. Lots of times the squads in X8 all break due to defensive fire, so the move must be supported by sending the squads in Z6 to AA7 and the halftrack to Z6. This makes crossing the 3Z6-4Y3 road very dangerous for the Germans. Sgt. Allen and his squads should move to 3V8 to protect Jones' rear from the group in 4Y2. This move should also slow the Germans until the better leaders get into position." I agree with your move of the halftrack and Z6 units, but would rather hold Sgt. Allen and squads in place as a flexible reserve to go either way around hill 522. Incidentally, the W2 units cannot get to V8 because of the loss of one MF due to the MMG.

There are advantages and disadvantages to each of these suggested moves, but the idea I like best is moving a squad through X9 to X10. This is a brilliant tactical maneuver and was also proposed by *Tim Brown*, who prep fired the other Y9 units. "8-0 to X8, 6-6-6 to X10, (2) 6-6-6s and MMG fire at Y2, Baz fire at Z10. The plan in this situation is to prep fire both stacks (Y9 and Z6) to eliminate as much German firepower as possible—even if only temporarily—and then move a squad forward to a threatening position to draw fire away from the main stack. During the Advance Phase, both stacks can move to cover. The Americans will probably have some broken squads, but these can rout to Jones or one of the other leaders moved in for this purpose. The American player should remember he is not the only one in the open. This should be exploited by moving the halftrack to the rear of the German positions."

This move to X10 is almost certain to draw fire away from the other squads because, if successful, the 6-6-6 can advance into 4X1. This will create problems for the Germans and the squad must be broken or eliminated before road movement in the area is safe. The stack at 4Y2 will probably be designated for prep fire and this will keep it from moving for a turn. I would be strongly tempted to send the bazooka along on the 4X1 mission, though this risks losing it to the Germans. There is another way that a squad can get to 4X1 if you are willing to move the 8-0 with it. Jones and squad go to 3X9-3W10-4W1 and then the 6-6-6 advances into the stone building. I think the risk of a double break here is worth the gain. This movement would be particularly appropriate if the other Y9 units went to X8 and Z6 to AA7. The German player will have a difficult choice—should he designate Z10 to fire at the 8-0 and squad or hit the X8 position, while his force in Y2 has nothing to fire at.

Those who prep fired the American squads and moved Cpl. Jones were hard pressed to decide whether to concentrate their fire on one enemy stack or fire at both. This decision would have been easier to make if one knew the answer to the question raised by *Carl McGlone*, "What about Z6? 22 FPF and a bazooka can really affect your decision. I would have fired them 20(+1) at Z10, fire the Y9 bazooka at Z10 and then fire 20 even at Y2 from Y9." But, the action of the others went unspecified, so . . .

J.M. Collier: "8-0 to X8, (2) 6-6-6s and MMG fire at 4Y2, 6-6-6 fire at Z10 (to be fired after fire of Z6). My experience with this scenario suggests the US forces are at a great disadvantage, easily defeated in detail. Too much effort at maneuver only contributes to giving the Germans the first shots. American hope, therefore, is to try and break up the attack early while scattered forces are grouping. Of course, a 6 morale makes US units very vulnerable, compelling a principle of never leaving 8 morale leaders stacked with them. Thus Jones is moved away down the rout route. Point US units will stand and fire. They have good odds, especially against the units in Y2. A double punch (crossfire) attack

against units in Z10 stands a better than even chance of disrupting that group. In all probability, one US stack will suffer severely, but the Germans will pay for it." This comment makes a lot of sense, and was probably the reason behind the decision of the many who elected to stand and fight.

Bob Glenn concentrated the fire of both stacks on Z10 hoping for some double breaks: "8-0 to W8; all other units PF at Z10. If the squads stand and fire (including those at Z6, who should fire first at Z10), there is a good chance Stahler will be broken along with his two squads. Then the Americans need only withstand the fire from Y2. If the Y9 units break, they can rout to the woods at X8, out of any unbroken German LOS. However, if they move, the squads must either survive a 12 attack with a -1 DRM going into the woods or two 12 attacks with 0 or -2 (assuming no successful PF attacks) going into the building at Y8. Since the squads at Y9 are going to receive fire anyway, they might as well get off the first shot."

I agree with those panelists that it is just as dangerous to move as it is to stand and fire. If all units are going to fire, **J.M. Collier's** crossfire is the best, which if fully carried out would have Y9 sending 16 FPFs at Y2 and 6 FPFs at Z10 while the Z6 units do just the reverse. The bazookas must be fired separately and I would have Y9 attack Y2 but keep that in Z6 quiet. If, instead of prep firing, a squad is sent to X10, the attack lost has at 6(+1) the least chance of being effective. I will wind this up with a few comments by those panelists who moved Cpl. Jones with his squads.

Mark Brownell: "Cpl Jones, a 6-6-6 and the MMG go to Y8, out the back door to Y7 and then into Y6. This lets them use Y8 as protection when moving into Y7 and Y6. (Y8 blocks fire from Z10 into Y7—only AA1 can fire on that hex.) Someone has to stop the Germans so the other two squads and the bazooka move to Y8 and 'hold until relieved'. I didn't leave the MMG in Y8 even though it might have caused a few casualties. In German hands it would cause even more."

W.J. Bird: "All units move to X8. A 12(-1) shot from the 9-2 is risky, but so is moving to Y8 and getting fire AA1, Z10 and Y2. X8 offers a rout path in a desired direction and cuts down on the number of enemy units with LOS, leaving only Z10 with a good shot. Prep firing might be a good idea, but only if you feel lucky."

There was an error in the diagram that accompanied the question which was pointed out by an eagle-eyed panelist from **Flint, MI, Chuck Iwanusa:** "... I must ask how the German crew with the HMG arrived at hex 4BB3 having originated in hex 4CC7." He went on to say that the crew could only move to 4EE5 during movement because of the loss of two MFs resulting from excess portage and then advance to 4DD4. Unhappy as I am to admit it, this is correct.

9. OPERATION SLOWDOWN "Do you agree with the German player's decision to put the Hitdorf garrison in building N1?"

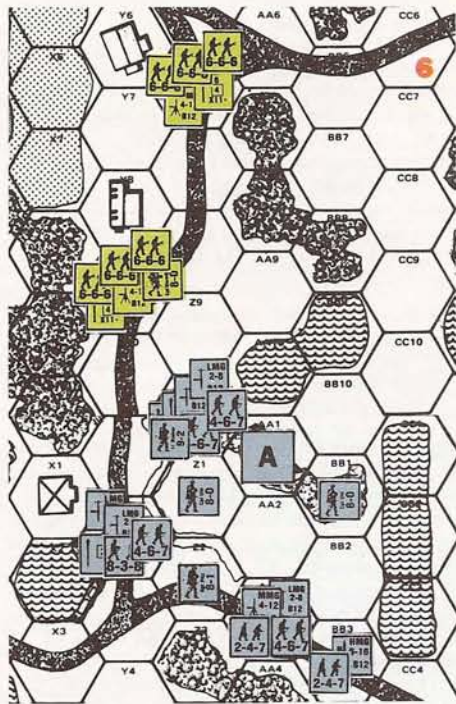
ANSWERS	SCORE	VOTES
No	100	37
Yes — All in M2 (Note A)	80	13
Yes — All units on 2L (Note B)	70	19
Yes — All other answers (Note C)	60	20

Note A: This includes any answer that had the squad and/or crew on the first level of M2 with the 8-0 on the upper level (11 votes); or the 8-0 in M2/1L with the other units upstairs (2 votes).

Note B: Placing the 8-0 on N2/2L and all other units in N1/2L was most popular; all other configurations had an equal number of votes.

Note C: This tally includes the answers where the level is not specified and 8 votes for having the leader stacked with either the squad and/or crew.

Although a majority of the panel wanted to place the Hitdorf garrison in building N1, their actual setups and apparent intentions varied widely. Since there was not a majority for any single answer, I gave 100 points to the one getting the most



votes. The players who provided comments with their negative vote were not consistent in what they would do either—but it was not necessary to provide a setup in that case. The closest anyone came to what I consider the most flexible initial placement was **Tony Notaro:** "I would position the 2-4-7 in M2, level 1, so that the Americans could not advance upstairs until turn 2. The 4-6-7, 8-0 and LMG would be positioned at R3 to protect against immediate takeover. I believe the mines should be placed: V3-8F, U1-8F, T1-4F, S2-4F, R2-4F, Q2-4F, P2-4F."

If he had put the squad and LMG in S3 instead of R3, I would agree with his placement—with the exception of the mines. Also, the leader might be better positioned for rallying in S5, or even T4. In my opinion, the S3 and M1/1L placement is the best against a new opponent, although in repeat plays against the same person some variation in both the mine and infantry deployment will be necessary. From S3, the 4-6-7 and LMG cover both roads that allow quick entry into the village and any American squad using one of these roads during the Movement Phase will be subject to the -2 DRM for moving in the open. The crew will prevent an enemy squad from using the second level of building N1 before the Advancing Fire Phase of turn 2, and has an excellent chance of keeping them out of N2/2L until the third turn. By then, German reinforcements will be into the village and able to use at least +1 cover or move through blind hexes; they may even be able to contest American takeover of N1.

Where do you expect the American player to attack? If he prep fires or makes a dispersed advance using covered terrain before moving into the street during the Advance Phase, the main objective of delaying the paratroopers will have been accomplished. Against a cautious player like that, almost any reasonable defense that protects N1 from seizure will work. It is a bold rush into the village by some or all of the American squads that poses the greatest danger. With the squad and LMG in S3 and crew in M2/1L, the Germans have a chance to protect the minefields and defend against an attack using the roads. There is another setup that might improve on this—place the 8-0 leader in M2/1L and change the crew to O5. Two players put the leader there, but also concentrated all units in N1. **Larry Sturgeon** had the squad in N2/2L with the crew and LMG in M2/2L but did not comment; **Jim Minnow's** answer was: "4-6-7 in M2/2L, 2-4-7

and LMG in N2/2L, 8-0 in M2/1L. This setup offers the best area coverage and hinders swift capture of the N1 building." After some consideration, I realized there is an advantage to having the leader on the first floor. When American squads move adjacent to M2 and advance fire, they must get a KIA result or the German unit can rout upstairs for another blocking position, voluntarily breaking if necessary. The Americans will then advance into M2/1L and will need a KIA or second break during their Defensive Fire Phase in order to occupy the upper level of N2 before turn 3. If the 8-0 is used, it has a chance to self-rally and force a KIA result for the Americans to move upstairs, although the leader would have to overcome DM to do so. By putting the crew in O5, the road from the south could receive some fire coverage—a weakness in the S3/M2 placement. On the other hand, with the 2-4-7 in M2, defensive fire can be placed on the paratroopers when they come adjacent and the M1 and N1 minefields are covered—however 4(+3) fire is not that decisive.

Now let us turn to those who want to protect N1 with all units. The classic defense in a situation like the one presented in this scenario would appear to be placing squad, crew and LMG on the second level of N1 with the 8-0 in a separate upper level hex. With seven votes, this setup was favored by more panelists than any other. In addition, there were four more votes to put all units including the leader in that hex and 14 players had either the squad or crew, usually with the LMG, in N1/2L. This hex has excellent LOS of the immediate approaches to the building as well as to the west where the American reinforcements will appear. It can also fire into the village and down the U3-R2 road. For many panelists there was evidently not much of a problem as to where to put the garrison should be. **Jon Howell, Toledo, OH:** "8-0 on N2-2L, all other units in N1-2L. The 2-level building has a superior LOS. If any firepower factors were in M2, they might not have anything to shoot at." **Bob Safin** used the same setup and commented: "By placing units in N1 second level, they have a wide field of fire, especially to the mined hexes."

There is a flaw in this defense and it could be exploited by an aggressive American player. Paratrooper squads with a leader could start in 4R1 and move through 3P0-3Q1-Q2-Q3 and enter R3 without the N1 units ever getting off a shot until their target was in +3 cover. Even without a leader, these squads could make the stone building in the Advance Phase. They would, of course, have to take two 8-factor minefield attacks while entering and leaving Q2, but the route taken uses blind hexes for fire from N1/2L. With this setup the only deterrent is the caution engendered by the hidden German deployment.

As **Jon Howell** said, M2/2L is not a very good firing position since the Americans are not likely to come in from the south and units in N2 could cover the road. That leaves the upper level of N2, which does not have as good a field of fire to the west as N1 or to the frontal approaches to the building. However, it can fire into the village and, more important, it has a LOS to the shellhole hex at Q3 and possibly the mined hex at Q2. The latter is a close call, but I believe the corner of building P2 does block fire and makes Q2 a blind hex from N2/2L. Only one panelist elected to place all his units there. **Ken Craig:** "8-0 on M2-2L; all other units on N2-1L. Take four mine factors from Q2 and two from N1 and put them at M2-1L to block the stairway, which really puts the Americans in a bind." I assume the "bind" referred to is the possibility of blowing up M1; there are some players who are even more enthralled with the idea. Apparently he believes that Q2 can be fired on, else why cut down on the mine factors in that hex? Also, why risk blowing up the leader if M2 does rubble?

There were six votes for placing the squad or crew in N2/2L. *Steve Boerner of Port Huron, MI*: "4-6-7 in M2/1l; 2-4-7, LMG in N2/2l; 8-0 in N2/1l. None of the ground level occupied hexes can be fired on from board 4 during the first turn. The 2-4-7 and LMG cover the open terrain and minefields to the north and the 4-6-7 prevents easy access to building N1. Early American occupation of the building would nullify the excellent German lateral communication across board 3." Although I disagree with putting Cpl. Uhl on the first floor, this is a good comment and the setup emphasises a primary goal of the Germans—delaying American occupation of the upper level of the building.

Martin Hubley makes a point that is at the crux of the situation: "4-6-7, LMG on N1/2L; 2-4-7 on M2/2L. I agree with putting the squad in building N1, even if any competent American player would realize this is the logical German choice. The building offers good fields of fire and is a good defensive position." I agree that this building can be defended against enemy takeover better than any other. However, if the American expects all German units to be in N1, would not that induce him to attack the village directly? The paratroopers may even control a couple of stone buildings by the end of their first turn. Disagreeing with my concept of how the defense should be positioned is *Dave DePew*: The American needs to procure two stone buildings and have nine squads left to win the game. One of the most obvious choices for the American is building N1—it is close, the approach is obscured by trees and, since it is a two-level building, it creates a nice position to attack from. Although it would be less risky and save units, setting the Germans up in building R3, for example, would yield too much ground and the strategic N1 stone building. Furthermore, at least theoretically, the incoming German reinforcements should be able to deploy quickly enough along the road to protect the four stone buildings in the center of the village. Therefore, an all-out thrust by the Americans on the village proper, bypassing N1, would probably take too much time and would be exposed to the flanking fire of N1 and would also meet considerable resistance from the reinforcements."

Now, let us turn to the other side and hear from a couple who didn't agree with placing all the units in building N1:

Fred Ornstein: "Because of the second story status, building N1 is an obvious choice and one must assume the American would realize it as such. I would put the 4-6-7 in N1/2L, 2-4-7 and LMG in S3 and 8-0 in M2/2L, thereby covering any flanking attempt with LMG and light squad."

Tim Brown: "The Hildorf garrison can do little to stop the Americans. Instead, it is better suited as a harassing group. Building N1 is important to the Americans because of its height advantage, terrain effects modifier and ease of accessibility. Placing the LMG and squad in N2-2L might be a good commitment. From here they could fire point blank on any attempt to reach the second level. One of two things can be done with the crew. Place it in some out-of-the-way place where it wouldn't be found until later in the game, leaving a slight doubt in the mind of the US player; or place it somewhere along the flanks to get a shot at any enemy squad racing around the side during the first turn, such as in 3AA1 or 3C1. By harassing the Americans with these units, they will be more effective than a single stand in N1 which would be easily crushed."

Throughout this discussion, there have been references to the mine deployment. Panelist suggestions ranged from spreading them out more to concentrating the factors in a few hexes, usually in or near M1. *Chuck Iwanusa* wrote, "The mines could be placed differently in order to deny building N1 to the Americans without the Germans having to occupy it themselves. An alternative would be to place 20 mine factors on the ground level of hex M2

with the other 16 factors divided equally among hexes P1, P2, Q1, Q2, S1, T1 and U1. Hopefully, any squads entering M2 would be destroyed and might also result in the destruction of the M2 hexes, thereby denying access to the second floor. By placing the hidden initial infantry units in S3 with the leader in R3, the Germans will have a LOS to any American advance between hex rows U through O and the upper level of building N1, except for the few obvious hexes. (This placement hex for the infantry units is also in keeping with German doctrine as M.J. Mishcon stated in the Sept-Oct issue of the *GENERAL*.) Using this setup, the Germans will be able to reinforce those units which are attempting to stall the Americans and not sacrifice them for building N1."

Chuck's response was one of those received late, so he had an opportunity to read Jon Mishcon's fine article on mines and their use in *SQUAD LEADER* before answering. His mine layout has some problems however. The large field in M2 is not protected by fire, and if the Americans elect to skirt the building, they could seal it off and take it at their leisure. In his article, Mishcon went even further and placed all 36 factors in the first level of M2. He then had the crew running up and down the stairs trying to blow up the hex. I hope he would start it upstairs; otherwise it might not get a chance to perform its heroics. Where the 4-6-7 and LMG are was not stated. If in building N1, then the village is wide open; and, if in the village, then building N1 and the minefield are not protected. I think Jon might agree that this mine placement is an occasional tactic used to keep an opponent guessing. If I did it, I would prefer to let the paratroopers do the detonating. And, even if M2 is rubble, how effective is that in preventing American occupation of the building?

10. CROSSING THE RHINE "Do you agree with the American player's decision to make his first turn landing on one board?"

ANSWERS	SCORE	VOTES
Yes — Board 4	100	31
Yes — Board 3	90	25
Yes — Board 2	80	18
Yes — Board 1	70	7
No	60	9

At least an easy question to score, though I admit it is not the best for this type of quiz. Assuming that you and your opponent know nothing of each other's playing style, the question should be decided based on what is theoretically best. Commentary was not required so I simply ranked the responses in the order of votes cast. Obviously, even though Board 1 received fewer votes than the "No" answer, it was in line with the general consensus of the panel and was ranked higher.

Tim Brown: "Board 4. This question relies mainly on which board one wants to take. My tendency would be to take one of the end boards. I would divide my force approximately in half, the first half being sent in near the junction of the end board with the rest of the boards to isolate it. The second half would be sent in to clean up behind the screen formed by the first half. My choosing of board 4 was rather arbitrary, with board 3 as the intended board of control. . . . In answering this question, it seems hard for me to say there is a good or bad choice of a landing point for these first squads. Another person, glad for such a small first turn landing force, might send these four squads in as a decoy to draw enemy units away from the actual board he wants to control. The question should be judged not on the person's choice of a landing board, but on the strategy and reasoning behind that choice." To some extent, I must agree. If the question had been based on which board one intended to control, Board 3 would have won easily.

There were a number of comments about sending this initial group onto Board 4 in order to cut off reinforcements and then make the main assault on the end board. *Louis Ransdell* serves as spokesman: "Board 4 of course. By landing even with a small force, the American can take advantage of every turn of fog to get his force ashore without -2 shots against his morale 6 squads. Their target area should be the 4M2 woods with the objective of entrenching there in order to establish a well-protected firebase. This will cut off board 3 from the others, which will then be assaulted in force. Note that the blocking force will need to be stiffened with a bazooka and at least two more squads with another MG (preferably a 50 cal.) and the 8-1 leader."

The obvious reason for landing on board 4 is, of course, to control it. There are pros and cons to this as pointed out by *Neil Bonner*: "As much as I don't like assaulting a board which can be reinforced from both east and west, I still think this is the board to capture. Board four has some real advantages. One being that there are relatively few places the Germans can hide compared to the other boards, thus making it easier to find the enemy quickly. This favors the Americans since they can rally quicker. Also, anyone trying to reinforce will have to cross the open ground at the east and west edges."

Those selecting Board 3 as the landing spot did so because of the better cover available to the landing force. As *Tom Vallejos* wrote: "The chance of success is greater since it would be difficult to pin the Americans down by crossfire." Cutting off reinforcements can be accomplished by going in on the west edge of this board. "The Germans can reinforce from only one direction and there is plenty of cover for advancing US troops; there are not enough squads in the initial wave to be effective for a recon of several boards, so concentrate them at the junction of board 4 with the objective of securing the road." Where this block should be established was addressed by several panelists. *Fred Ornstein* would move to take the woods at 3C6 to cut off access to the village; *Jeff Cebula* secured Board 3 and put a couple of HMGs on hills 547 and 534 to repulse the counterattacks; *Chris Gammon of Sunnyvale, CA* used the entire initial landing force as a block by moving it to 3A7.

One of the main reasons for trying to control an end board is that protection against German units moving in has only to be focused in one direction. What of those who selected the board at the other end of the map configuration? *Joseph Becker* said, "Board 2. Secure the high ground for good dependable terrain and not have to worry about your back door; continue your assault progressively eastward." Also liking this hilly terrain was *Ray Settle*: "Board 2. With fog and woods for cover, this group should be able to survive through turn 2. This board offers the best terrain for a pure infantry assault. Board 4 is too open, and both 3 and 1 contain too many buildings to clear in just seven turns."

There were not many votes for Board 1, but if it can be isolated, this may be the easiest to take. *Mark Springer*: "Board 1. I would attack at the junction of 1 and 4. I think a German player would position most of his troops at the junction of boards 2 and 1 and boards 4 and 3, so he could rush a force either way. My reasons for attacking the city are simple—1) the city would make the German tank less effective, 2) it can take a lot of turns to try and get enough firepower moved up to outflank the enemy on other boards, 3) I personally have found it easier to clear board 1 because of the ability to outflank and mass a large amount of firepower into a small area, 4) the first turn attacking squads are safer attacking this board and will last longer, barring the incredible chance that this is where the German massed his troops." If your intent is to isolate the city board and you expect German units to be setup as indicated, then have this initial force

go in closer to Board 2, say at F9 or H9. If the German does react, you will be able to block the most immediate threat. The German units in the east have a long way to go without a through road on Board 4. Subsequent landings can be used for the eastern block.

Some panelists referred to the possibility of a decoy raid, and others actually intended to do this. Robert Moesinger: "Yes, board 2. My main assault will go on board 3. The four squads make a beautiful diversionary force without giving away your real intent." There must be a lot of players who compete against trigger-happy German opponents. Unless the American units land on top of or next to, or advance adjacent to, enemy units, I don't think the US player is going to know anything more at the start of turn 2 than he does now. For one thing, any shot the German makes in his Defensive Fire Phase will have two mist (smoke) DRMs to go through and, unless the fog lifts next turn, he will still have one. Why give up his hiding places, hoping to get a few moving-in-the-open shots off? It will be at least turn 4, and possibly 5, before all American units have landed and the German hiding places have to be revealed.

How would you expect the Germans to be deployed? Randy Reed, APO, San Francisco: "Board 2. Board 4 would be the easiest and, as the German player, I would concentrate my forces there. By doing that, you practically leave the other boards open. Thinking like this, I will go for the board farthest away." I don't think that there will be that heavy a concentration of German forces on Board 4. Obviously, the German player will vary his defense, but let us take a look at a strong potential one. Board 4 would be defended primarily with machinegun fire. Remember, those wheatfields do not exist and there is a lot of open terrain for the Americans to cross. That small building (an outhouse?) at 4X8 has a great field of fire, yet is near the road should movement be necessary. Board 2 with all its hills and woods can be defended initially with two or three squads well hidden. Should the American go after this board, it becomes a game of hide-and-seek until the Germans have come out of hiding because all the Americans have landed. Time is on the German player's side, particularly in this instance. A squad and LMG at 2T1 can protect the road with some wire to slow down the Americans. On Board 1 there should be three or four squads and, in violation of the so-called sound armor tactics, the STGIII. There are a lot of roads on the city board and the AFV can slow the Americans down in their search for the Germans, at least until it is immobilized. There are many good defensive positions on Board 1 that will make it difficult to take, even though garrisoned by a minimal force to start with. The balance of the German infantry units, with two or three leaders and about half the support weapons, form the reception committee on Board 3. Some of these units would be near the junction with Board 4, or even on it, to help defend that one if the Americans make the main landing there. This is a crude outline and many more decisions need to be made by the German player, but I think he stands a better chance of winning than some seem to.

In their "SQUAD LEADER Survey" (Vol. 18, No. 4), Joe and Mike Suchar reported that Scenario 11 is considerably unbalanced in favor of the Americans and ranked the second lowest of the initial twelve scenarios. As you can tell, I do not agree; perhaps part of the problem is that it is not often played, or played well. Perhaps, if Mike and Joe ever do another survey, they might do well to ask if the respondent primarily plays in competition with others or primarily plays solo. My guess is that in competitive play, hidden and/or concealed setups rank higher, as would scenarios with lower unit density.

There is one last item, the panelists who voted "No" were a rather quiet group, with few comments on their choice. Dana Linfield: "Being as the bulk of the US forces are uncommitted, the four squads should hit all four boards to feel out the Germans strongholds, with the leader and the MMG going to the board the American feels the Germans are weakest." The trouble with this strategy is that I do not think that the four squads will find anything out soon enough to be of help. In most cases I agree that the four squads should land together. However, if my intended target board was Board 2, I might be tempted to split them. The 9-1, MMG and two squads would land in the middle of Board 4 to begin setting up a blocking position. The other two squads would land on Board 2 to start looking for hidden Germans as soon as possible. Under no other circumstances can I envision landing on more than one board.

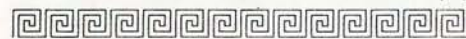
QUIZ AFTERMATH

The basic idea for this quiz and the resulting discussion was taken from the periodical *Bridge World*, which carries a feature called the "Master Solvers Club". Questions on a game such as *SQUAD LEADER* require more in the way of preparatory statement than do questions on a bid or play in bridge, but I think this quiz has shown it can be done. In my opinion, this type of article is a learning experience and I hope it has been of value to you, the reader. It would not have been possible without the people who took the time to answer the questions; and special thanks go to those who wrote out their thoughts on the various situations.

For all of those who were involved, the following is a list of panelists with the highest scores:

R.L. Medine	Cherry Point, NC	980
Chris Gammon	Sunnyvale, CA	970
Nayyer Ali	Long Beach, CA	950
Joseph Becker	APO, New York, NY	950
Steve Boerner	Port Huron, MI	950
J.M. Collier	Lexington, KY	950
Frank B. Weir, Jr.	Kelley, IA	950
Jeff Cebula	Downers Grove, IL	930
Bob Glenn	Glennwood, IA	930
Timothy Gist	APO, New York, NY	930
Gary Hartman	Wilmington, DE	930
Dana Linfield	Corner Brook NF, Canada	930
Luc Serard	Avignon, France	930

All of the panelists did better than the moderator; how much better I'm not prepared to admit. If another quiz is to be done, I would like some help in devising challenging questions. My concept on the next installment is to use the rules through *COI* and base the situations on the scenarios through #20, perhaps even Scenarios A-H which have appeared in the *GENERAL*. This one would concentrate on combined arms tactical situations—infantry, armor and artillery. I've a couple of questions devised and will be laboring on more, but any assistance/suggestions will be appreciated. Let me know your thoughts; I can be contacted at 3328 165th Place SW, Lynnwood, WA 98036.



Tirreme . . . Continued from Page 22

In the meantime Corcyra appealed to Athens for aid. Athens was unwilling to see Corcyra overcome by Corinth, as would surely happen without support, for that could cripple her trade with the western colonies, obstructing her trade for Sicilian grain and making her totally dependent on the Euxine. Athens was far from wishing to break the peace; but, to protect her interests in the west, she made a defensive alliance with Corcyra and dispatched ten small ships with orders not to fight the Corinthians unless they attacked Corcyra directly. An Athenian embassy was sent to inform Corinth's leaders in the hope of deterring them from open conflict.

Bascom, Williard . . . *Deep Water, Ancient Ships* (Doubleday & Co., Garden City), 1976

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Rodgers, W.L. . . . *Greek and Roman Naval Warfare* (Naval Institute Press, Annapolis), 1964

Southworth, John . . . *The Ancient Fleets* (Twayne Publishers, New York), 1968

Thucydides . . . *The Peloponnesian War* (Crowley Translation; Modern Library, New York), 1951

Torr, Cecil . . . *Ancient Ships* (Argonaut Publishing, Chicago), 1964



Colosseum Campaign . . . Cont'd from Page 15

It is said that money is the root of all evil, and nowhere is this more true than in this campaign. It is also the means to many ends. Obviously, it is what determines victory, and therefore should be spent wisely. One way to spend it is bribery. Not just the garden variety bribery mentioned in *CIRCUS MAXIMUS*, but the "sky's the limit" variety bounded only by your imagination and your fellow player's greed. Consider: offering 100s to an opponent to avoid an attack in the Emperor's Invitational, placing a bounty on another gladiator, buying the allegiance of another player, fixing the outcomes of match races to up the value of your champion as he climbs toward ten victories and freedom (not to mention your 10000s), and many other equally devious money matters. It is suggested that bribes offered in the heat of battle be limited to a simple "yes/no" type—there is really no time for long negotiations when the sword is hurtling for your heart or the scythe blades are coverting your fastest horse to a biped.

And, of course, money is power. If you have the funds, outbid a desperate player for a gladiator. Or, again if you can afford it and your opponent cannot, an especially good tactic is to sacrifice a chariot to eliminate his. If you've the desire and the funds, you may want to speculate in the gladiator market. Buy as many gladiators as you can afford at a low price to sell later when there is a shortage of talent and Honest Abdul's stable is filled with old men and cripples. You may even want to fight them once or twice to bring their value up. Remember, money is a weapon that, if you have enough of it, is never dulled.

12. CONCLUSION

This campaign will allow you to recreate the pagentry and feel of the games of the Colosseum. And, an appreciation of the ruthless ways of the powerful families of Rome, even in their sport, may be gained. We hope you enjoy it as much as we have.

13. BIBLIOGRAPHY

The following reading list is meant to introduce the readers to the role of the wealthy families in the great games:

Fighting Sports by Capt. L. Fitz-Bernard

I, Cladius by Robert Graves

Animals for Show and Pleasure in Ancient Rome by George Jennison

The Gladiators by Arthus Koestler

Those About To Die by Daniel Mannix

Quo Vadis by Henryk Sienkiewicz

Ben Hur by Lew Wallace

and the writings of Apuleius, Diocles, Eusebius, Petronius, Statius, Suetonius, and Tacitus.



THE RUSSIAN CAMPAIGN

THE FINAL CAMPAIGN IN THIRD REICH

By Michael Anchors

This is the conclusion of my series of articles on the major campaigns of *THIRD REICH*. Previous installments have dealt with the Norwegian and the French campaigns in these pages (see *The GENERAL*, Vol. 18, No. 5 and Vol. 19, No. 1). In the game, as in the war, there is but one truly critical campaign—the invasion of Soviet Russia. The battles in Norway and France are but preparatory skirmishes to the great struggle on the steppes. This is evident from the three objectives which, as I've stressed before, must be achieved by the Axis to defeat Russia:

- #1 attacking the Murmansk convoys; and
- #2 cutting the Lend Lease routes; and
- #3 inflicting a loss of about 200 BRPs or their equivalent on Russia in a single year.

The recurring theme is to wage a massive war of attrition against Russia, while depriving her of BRP grants from the Western Powers. Russia surrenders when there are not enough BRPs in the treasury to rebuild the army and air force to a combined strength of fifty factors (26.9). There are other ways to win *THIRD REICH* and other methods to handle Russia; but every player should have a plan at the beginning of a game, and Norway-France-Russia in 1939-1940-1941 is the usual Axis plan since it offers the best overall chance of victory. The first part of this article will deal with the first two objectives—the "War of Supply". The latter half will take us to the steppes for the third objective and the final showdown.

Objective #1—Murmansk

In many games, Germany sweeps up Norway by an air and/or sea invasion in Winter 1939 or Spring 1940 with little interference from the Allies. In my first article, I outlined the means by which an aggressive British player could throw a wrench into the Axis timetable by grabbing Bergen in Fall 1939. Subsequent experience has taught me that, if the British commit enough force to take Oslo as well, the defense of France and Egypt is jeopardized. Without Bergen, the Germans are barred from placing air or naval forces in the Murmansk box and U-boats are less effective (42.2). Capturing Oslo does nothing further to embarrass Axis opposition to the convoys. Indeed, the only advantages in capturing Oslo are to make German conquest of Norway more difficult and to gain ten Norwegian BRPs per YSS. Obviously, neither advantage could possibly compensate for the premature loss of France or Egypt.

Is even Bergen worth the trouble? Let's see. Table 1 shows the average expected loss of BRPs to a forty factor Murmansk convoy from German fleet, air and submarine opposition. It can be seen that German fleets do little damage directly. Their effectiveness lies in causing convoys to scatter (sometimes), allowing air and submarine forces to do more damage and reducing projected air losses (42.42). On a factor-for-factor basis, the U-boats and the air units do about equal damage if the British commit three fleets or less to the Murmansk box; but, if the British commit more, the effectiveness of air forces is significantly less than that of subs, and the cost to the Axis in BRPs is greater. Moreover, air forces are needed on the land fronts—not much use for submarines on the steppes! Thus, the brunt of the war with the Murmansk con-

voys falls on the U-boat arm. Notably, the Axis is not required to control Bergen in order to put U-boats in the Murmansk box.

Would subs be better used in the SW box than the Murmansk box? It might seem so since BRPs lost in the Atlantic are not only denied to Russia, but unavailable to support British offensive operations or BRP-base growth as well. However, this argument may be countered by observing that, while subs in the SW box cause losses only once per year (in the YSS—10.2), subs in the Murmansk box can cause losses every turn that convoys sail (42.). The subs wouldn't be wasted even if no convoys sailed because Russia would be prevented from getting any BRPs via Murmansk.

Table 2 shows the average expected losses to each forty factor convoy from the force of subs actually available in 1940, 1941 and 1942. The table considers two cases. In *Case A*, Britain and Germany use their full 10% allowance for SW builds to create ASW and subs (10.41) and place all such in the Murmansk box. Often however, Germany builds some interceptors—*Case B*—to avoid the loss of a 5-4 air, should Britain build SAC factors instead of ASW (10.23). It can be seen that the subs cause considerable losses even in 1940; and in 1941-42 they can close down the route almost completely. However, if Germany elects to build interceptors and lets Britain hang on in Bergen, the expected loss to the convoys is only 50%. The loss of twenty BRPs out of each forty may seem like an insupportable waste, but consider:

- a) Britain, chased off the Continent and out of contact with the Axis (except perhaps in Africa), does not have such pressing need for her BRPs.

- b) Delivery of even twenty BRPs per turn through Murmansk is still equal to the maximum rate through Lend Lease without the 25 BRP cost of activating Persia.

- c) Even small deliveries of BRPs to Russia may make the difference between surrender and continued war in 1941.

In conclusion, Bergen still looks like a good buy for the British player, since the Axis will eventually be forced to match the British expenditure, either in BRPs spent on an untimely offensive option to capture Bergen, assignment of air forces to interceptor duty or missed opportunities in Russia.

Objective #2—Lend Lease

Lend Lease is less efficient than the Murmansk convoys, requiring two turns plus escort fleets to transport a maximum twenty BRPs per turn to Russia (40.). There are two Lend Lease routes: through Turkey and through Persia. The Western Allies can't activate Persia until Russia is at war with the Axis, and the activation costs 25 BRPs even then. The Axis can cut the Persian route by capturing both Tabriz and Sahab or Grozny, Astrakhan and Krasnovodsk (40.4). The Turkish route can be cut by interposing units or ZOC to seal off the land route or by capturing Grozny and Astrakhan (40.5). If the Axis player waits until war with Russia to do something about Lend Lease, some BRPs will slip through before the routes can be cut. Actually, the routes are tough for Axis forces to reach at all, so ingenuity is required. Let us review the Axis approaches in order from north to south.

No. of Fleets		Average Losses to a 40-factor Convoy from . . .			Expected air losses per 5-4 unit
British	German	Fleets directly	Each 5-4 air unit	Each 5 sub excess over ASW	
3	2	1.3	11.5	16.5	0.55
3	3	4.0	14.5	17.5	0.40
4	2-3	1.3	6.6	16.5	1.10
4	4	4.0	7.5	17.5	0.82
5	2	0.0	0.8	15.8	2.50
5	3-4	1.3	1.7	16.5	1.66

SW Builds plus Surviving Factors*	Case A				Average Losses to each 40-factor Convoy Bergen controlled by . . .	
	Germany		Britain		Germany	Britain
	U	I	A	S		
1940	11	0	4	0	25	14
1941	20	0	5	0	40+	30
1942	33	0	10	0	40+	40+
Case B						
1940	7	4	4	0	11	6
1941	15	5	5	0	35	20
1942	23	10	10	0	40+	26

* U = U-boat; I = interceptor; A = ASW; S = SAC

1. Through the Ukraine.

It's an even longer way to Krasnovodsk than to Tipperary! Admittedly, distances in Russia can be deceiving. If the Germans get as far as Stalingrad, the Red Army on the front is likely to be in a state of disintegration. The panzers can leapfrog great distances, if weakly opposed, by breaking through vacant hexes and exploiting (14.4). Even so, the Axis army rarely reaches the Caucasus via the Ukraine, because in any game in which the Russian player is dependent on Lend Lease he will prefer to collapse the northern flank and fall back in concentric circles around the Lend Lease ports. Hitler tried to get to the Caucasus through the Ukraine. Take a tip from a loser!

2. Through Turkey.

Turkey is a frustrating country for both sides, who are prone to feel that some good ought to come from invading the place. The case against Russian invasion has been well made in previous *GENERAL* articles that have pointed that, once Barbarossa begins, the Russians cannot afford as many units for the Turkish defense as the Turks themselves could have provided. On the other hand, if there were great profit for the Axis in conquering Turkey, Russia would be forced into a DoW on Turkey simply to keep Germany from getting the place early on.

There is profit for the Axis in owning Turkey: thirty BRPs per YSS plus the ability to transport the Axis legions through Turkey to the Russo-Persian border, severely menacing Lend Lease and the Russian flank. But no Axis player should underestimate the difficulty of conquering Turkey. Turkey is physically larger than France and, while the Turkish army is not as potent as that of the French, the defense is abetted by the considerable barrier of the Turkish Straits. Even with generous commitment of Axis mobile forces, two offensive options are required to capture Ankara and the Allies cannot be denied the opportunity to intervene.

When could the Axis attack Turkey anyway? They can't attack in Fall 1939 with their mobile forces absorbed in Poland. An Italian seaborne invasion has little chance. A winter attack is possible, but the Germans would have to forgo the Low Countries or attack at unfavorable odds on two fronts. Moreover, by intervening in Turkey in the winter, the Allies would gain temporary use of thirty BRPs in the YSS. They would, of course, lose the BRPs later when Ankara fell; but the extra BRPs would allow them to build an extra ASW or SAC factor and raise their BRP spending limit by fifteen BRPs. Spring and Summer 1940 are dismissed because of the competing French campaign.

The first reasonable date for a Turkish campaign is Fall 1940, assuming Axis success in France, while Axis forces are being shifted to the Eastern Front. However, spending 30+ BRPs for a Turkish campaign takes a big bite out of the Axis construction program at a time when the treasury is apt to be low. Moreover, while conclusion of the French campaign releases Axis forces for use in the east, it also frees British units for Mediterranean service. Campaigning in Winter 1940 has the same failing as in Winter 1939 in giving the Allies an extra SW factor and spending boost.

If the Turkish campaign is postponed until Spring 1941, it would coincide with the DoW on Russia. The Allies would use their turn to activate Persia and push twenty BRPs into the Lend Lease box. If the Germans detached the airborne, half the Luftwaffe and several panzer units from the Russian front, they could capture Ankara by Summer 1941 and SR to the Persian border. In the Allied turn, the first twenty BRPs would arrive in Russia to support fall construction. The British could surely erect a Persian defense adequate to hold the Lend Lease route open for one more turn.

In summary, at least forty BRPs would slip through, even while the steel of the German strike force was diverted from Russia and an extra 30-45 BRPs were spent for Southern front offensives.

Our conclusion is that a smart Axis player won't attack Turkey without provocation, and the only real threat to Russia on the Turkish border is Chit #7.

3. Variant Chit #7, Turkey becomes an Axis Minor.

Chit #7 is an Allied nightmare. It can be played as soon as Germany is at war with Russia and holds a combat factor advantage on the Eastern front prior to 1943. What should the Allies do about Chit #7?

The first turn of Turkish belligerence, only Turkish units could invade the Caucasus or Persia. German units could not catch up until the SR phase. So the Russians might station a force of sufficient size on the Turkish border to forestall large Turkish gains. However, the Russians don't have enough units to defend their western border properly, much less send any units to the Caucasus. Since Chit #7 pops up in only 10% of games, a rational Russian has to gamble on leaving the Turkish border unguarded.

Enter the spies! If the Allies can find out through espionage operations or guesswork that the Axis player holds Chit #7, Russia can lower the boom on the treacherous Turks. Once Russia declares war on Turkey, the Germans can't intervene in Turkey without declaring war on Russia, and that they would be loathe to do prematurely.

Can the Russians afford the price of intelligence operations? Would they be Soviets if they couldn't. In 1939, Russia winds up with 19 left-over BRPs even if they build their entire force pool. Russia can't attack the Axis Minors because, you can bet, they'll be garrisoned (25.8) and Turkey is usually out, so the only outlets for those extra BRPs are intelligence operations (33.5) and foreign aid (33.6). If the extra BRPs are not used, they're lost (10.33). It follows that Russia should use 10 BRPs for spying in 1939, five BRPs for her own counterintelligence, and four for foreign aid.

Unless Barbarossa begins in 1940, Russia comes up with another surplus in 1940. Russia may continue spying if Britain absolutely can't afford the BRP cost of intelligence operations. Otherwise, Britain should do the spying and let Russia hold on to BRPs for the sake of base growth. Such a trade-off effects a transfer of BRPs from Britain to Russia even before Russia joins the war, and later Russia may need fewer lent BRPs to squeak by.

In six tries from Fall 1939 to Winter 1940, there is at least a 22% chance of exposing the Axis chit by espionage. If an Axis player unwisely spends to his limit (11.) in his turn, he'll be unable to mount a counterintelligence effort—giving the Russians an 18.3% chance of exposing the chit and an 8.4% chance of nullifying it. Moral: smart Fascists keep five!

The Russians don't have to spend their entire surplus in 1940. Some 30% of what they do not expend, they keep and increase their BRP base by. If the Russians grant no foreign aid but use twenty BRPs for intelligence operations, they end with 95 BRPs for the 1941 YSS. They would keep 21 of those BRPs and their base would increase to 111. That could provide an extra 28 BRPs in 1941 and 1942 when BRPs will be badly needed; by 1943 the 67 BRPs (95 minus 28) invested in 1940 will be turning a profit for Soviet Russia.

Alternatively, if the Russian player disburses his 95 extra BRPs to Axis Minors in foreign aid, there won't be any BRP base growth for Russia and no nest egg for 1942; but the Axis player will be forced to cough up 99 BRPs (the 95 plus four from 1939) to activate the Axis Minors (33.6). [The Axis player could actually spend a little less, if willing to risk not activating the Minors on the first try.] Once the Axis Minors were activated, the Axis would receive their 45 BRP income. Nevertheless, the net cost to the

Axis player is about 54 BRPs, which isn't cheap. And the Axis would still have to pay it because, without the Minors, Barbarossa would be jeopardized by the missing minor armies and the 20-factor limit on the German forces in unactivated countries.

So the choice of foreign aid or BRP base growth boils down to this: 28 BRPs more for Russia or 54 BRPs less for Germany. Take your pick. If the Germans easily master the French and hew to their schedule, the Russians should opt for BRP base growth—they're going to need every bit they can muster. If the French and British hand the Wehrmacht a setback, the Russians can ice the cake with foreign aid to the Axis Minors.

Before we leave the subject of foreign aid, let's say a few words about which Axis Minors should get the aid. Neutrality of Finland is the biggest plum for the Soviets, but Britain is the only Allied nation that can send aid to Finland (33.61). Rumania's neutrality is second most precious, but Russia can't send BRPs to Rumania if she seizes Bessarabia. The Allies can plan to send British BRPs to Rumania or Russia can forgo invading Bessarabia; Russia doesn't have to control Bessarabia in order to earn 25 BRPs per YSS for Eastern Europe (43.5) and an adequate Russian defense can be constructed without units in hex row 36. Hungary is third in line; her army is small and she doesn't share a common border with the Soviet Union. Least important is Bulgaria, since Bulgarian units can't enter Russia (25.42) anyway.

Finally, as in the case of intelligence operations, where Britain can afford to send aid to an Axis Minor that could also receive aid from Russia, the Allies do better to let Britain send the aid. The trade-off saves Russian BRPs for growth purposes.

Well, we digressed a little from the subject of Chit #7, but summarizing: the Russians have to leave the Turkish border unguarded in order to defend their western border adequately. The Allies should conduct a vigorous intelligence campaign to find out whether the Axis player, indeed, has Chit #7. If they do, Russia should rub out the troublesome Turks in good time. Either way, Chit #7 in Axis hands is a severe blow to Allied aspirations.

4. Island Hopping.

An exotic Axis approach to Lend Lease is an island-hopping campaign in which the airborne bases at Rhodes—had you noticed it was Italian—and drops on Cyprus with air support as needed. An air base is then moved to Cyprus and an Italian fleet designated for supply. On the next turn, the airborne unit threatens Antioch, Beirut, Haifa, Port Said and Alexandria. The Allies would have to put a unit in every one of those ports to keep the Axis from grabbing one by air and transporting units to it by sea, or rely on an "iffy" interception of the transport mission by distant Allied fleets. In addition, the Allies would have to put units adjacent to the ports to stop Axis reinforcements from arriving via SR should an Allied garrison fall to airborne attack.

This is a case in which an ounce of prevention is worth a pound of cure. The British should respond to the arrival of any airborne on Rhodes with an armor unit on Cyprus in GG34. The enemy is unlikely to risk permanent loss (31.4) of the airborne in a low odds attack on an island garrison. (Hitler did but your opponent won't.) If the airborne lands on an unoccupied hex of Cyprus, the British armor adjacent will imprison the hapless paratroopers on the island since the airborne cannot take off from a ZOC (16.2, 29.67, 31.1). The airborne would have to be reinforced by seaborne invasion or attack the armor on its own. If the airborne did take on the armor, it would do so without air support—GG34 is out of reach from Rhodes—unless the Germans had an unused airbase to place on Cyprus. German air and airborne units can't fly from an Italian airbase until the turn after its placement on the board (28.14).

5. Sea Invasion.

The Italian fleet can probably put Axis units ashore in Palestine or Lebanon-Syria. The British fleets are initially no better than equal in number, and circumstances require their distribution in several Mediterranean ports. The problem for the Axis invasion comes a turn after the invasion. It is logistical. The number of Axis units that can be supplied for movement purposes through eastern Mediterranean ports or bridgehead counters is equal to 18 minus one factor for each Allied air factor on Cyprus, Crete, Rhodes or within four hexes of the Axis beachhead and one factor for each Allied naval factor east of the Suez Canal (35.5). Unless the Axis lands four armored units and captures Beirut, Haifa and Port Said, the British can immobilize the invasion forces by shifting two 9-factor fleets to the eastern Mediterranean. If the Axis even threatens a four-armor invasion, the British can forestall it with a few small units in Palestine blocking routes to the ports. Of course, the British have to be alert to an Iraqi rebellion at their backs. A threatened Axis invasion might suggest a temporary garrison in Mosul.

6. Variant Chit #1, The Iraqi Coup.

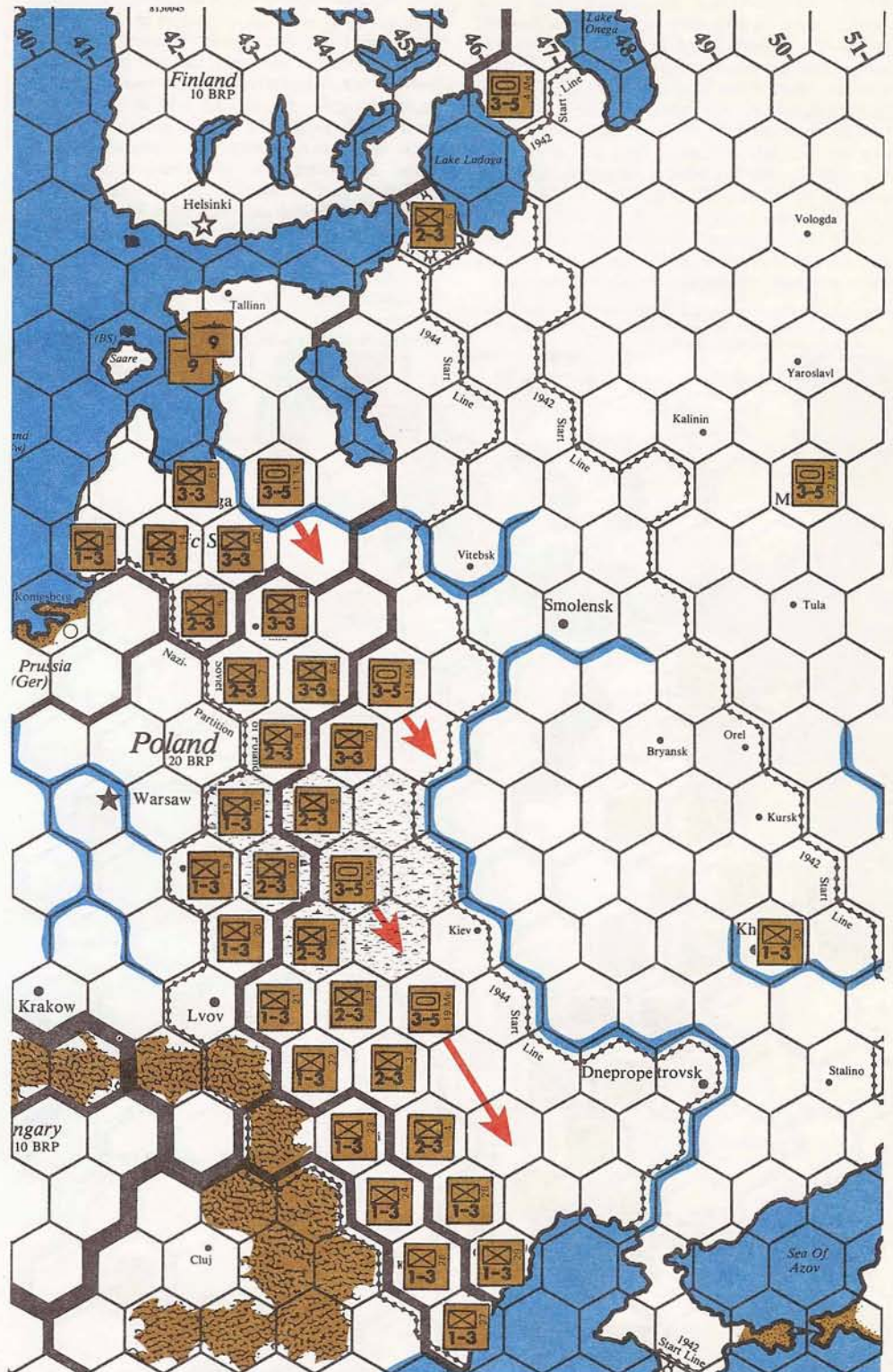
Chit #1, when played by the Axis, results in a pro-Axis coup in Iraq (33.41.1). The Iraqi force consists of five 1-3 infantry units and a 2-4 air force. Potentially, the rebels could capture Tabriz and Sarab, cutting off the Lend Lease route. They could capture the cities of Lebanon-Syria, Palestine and Transjordan, winning 15 BRPs for the Axis each YSS. That's enough damage. Fortunately for the Allies, only Mosul can supply rebel units.

Britain can weaken or neutralize the Iraqi threat by garrisoning Mosul; if the Iraqis don't capture Mosul on their first turn of existence, they cease to be a consideration (25.46). The British usually do not have many units available in the early turns to garrison Iraq; since the rebellion materializes in only 10% of games played, this is a minor point. However, as the current game progresses, the identity of the Axis chit may be gradually revealed by failure to play it at opportune moments, or the chit may be suddenly exposed by a successful Allied intelligence effort. In that case, the British should lose no time in squelching Iraqi aspirations. A 3-4 in Mosul and a 1-3 in Munawir does the job nicely. Of course, if the British hold Chit #1 themselves, or if the Axis has already played its chit, no garrison is necessary in Iraq.

7. Through Egypt.

This approach to Lend Lease deserves careful analysis because years of *THIRD REICH* play have shown it to be viable and perhaps the single best Axis approach. The African route does not cross a minor country, requires no tricky airborne or naval exercises, and proceeds from a stable logistical base in Libya. Another advantage is that along the way the Axis player captures Suez (inflicting a 25 BRP loss on the British) and gives the Italian navy access to the Atlantic unless Britain details a fleet to blockade the Gulf of Suez (47.3). The major strategic problem confronting the Axis in Africa is the narrowness of the front, only two or three hexes across. The tactics to be used in Africa are straightforward, and the final determinant of victory for either side in that sandy arena is how many units can be spared from the other fronts. For the British, there is the additional important consideration of how many fleets can be spared to escort reinforcements to Egypt.

Since Italy sets up before Britain, the Axis can't wait to see the Allied placement before deciding to campaign in Africa, and the campaign has to start in 1939 if it is to reach Persia in time. If the Italians try to sit the fence by setting their big units in Italy, planning to transport them to Libya if the British defend Egypt weakly, the Italians may be inconven-



enced by an Allied invasion of their colonies or homeland. The Italian navy, already used for transport and escort missions, will be powerless to interfere. The wise *Duce* should start Alpini and Celere in Libya and uses fall construction to garrison Italy and Sicily (15.4).

In his opening placement, the British player should add at least one large ground unit and one or two air forces to the required forces in Egypt. The extra units aren't required to defend Egypt on the first turn of Italian belligerence, since the BRP spending limit prohibits the Italians from calling an offensive option on the same turn they declare war (11.). However, it is convenient to have the extra units already in Egypt, leaving the Royal Navy free to operate against Norway or shuttle British units to France. The usual first turn defense consists of

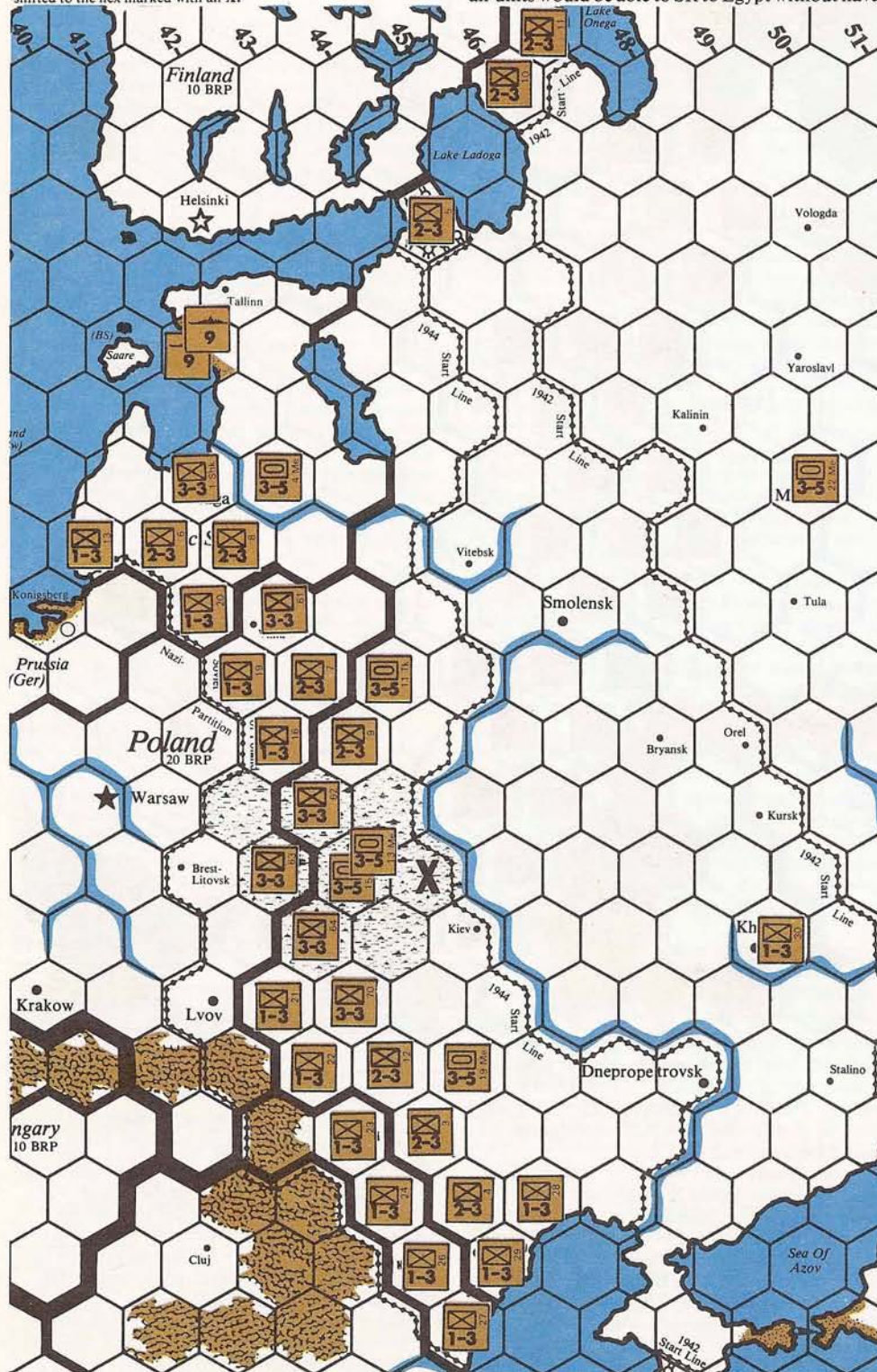
Figure 1. An example of Russian TRD with shifting linebackers. Soviet armor is shown in positions they would occupy with the Axis airborne based in Warsaw; if the airborne were shifted to Cluj, the linebackers would move southward along the red arrows.

nothing more than lining the three British ground units in Egypt on the border with the 1-3 "Egypt" unit in the middle. If the Attrition Table calls for a hex to be lost, the British sacrifice the "Egypt" unit to keep the 2-5 armor and the 3-4 infantry on the flanks from being put out of supply. Piece of cake.

After that, it gets tricky because the Axis has the choice of an offensive or attrition option each turn. They can't call an offensive option every turn because of budgetary constraints—the Axis purse is not bottomless—but they can avoid the excessive cost of dual German-Italian offensive options by having the Germans "borrow" Italian air and

armor in the desert (36.2). The great challenge to the British each turn is to construct a defense that will minimize Axis gains with either type of option; they can seldom get enough ground factors in contact with the Allies on the Southern Front to roll on the 21-30 column of the Attrition Table, and the "11-20" column affords a maximum advance of one hex. The only danger for the British is that Axis armor in that one hex will cut off supply to British units on the flanks. Consequently, it is useful to have expendable one-factor units in front-line positions. To limit Axis exploitation moves on an offensive option, it is essential for the British to have some armored "linebackers" posted in the rear.

Figure 2. A Russian TRD with fixed linebackers and a strong center. In an alternative defense, one of the central armor units could be shifted to the hex marked with an X.



British air forces in Egypt have a wonderfully inhibiting effect on Axis offensives in Africa. The trouble with air forces, as with all British units in Egypt, is getting them there. Each air unit escorted from Britain to Egypt is one less ground unit sent. In each Axis offensive, two to four British ground units may be expected to perish, and their replacement must take priority. By constructing extra fleets, stationing four in Britain and four in Gibraltar, and refraining from alternative naval missions, the British can manage to SR/escort four units to Egypt each turn but that's about the limit. Air units could reach Malta by overflying France, but they can't reach Egypt from Malta because the distance is greater than eight hexes (16.5). If the British could control a hex in Greece or Crete, their air units would be able to SR to Egypt without naval

escort; but for the Allies to declare war against Greece usually doesn't work out well in the long run. Besides, the British would have to fight for any Greek hex they wanted. Of course, if the Axis player obliges by declaring war on Greece first, the British can help themselves to a Cretan airbase—nice to find a use in the game for an island that figured so prominently in the actual war.

As long as we are on the subject of islands, let's mention Malta. The British are limited to one 5-4 air and one 9-factor fleet on the island, but the island is important because no more than four factors of German units (of any type) can move in the desert so long as Malta is home to fourteen British air and naval factors (35). Thus occupation of Malta is an essential part of the defense of Egypt. However, there is a tendency for amateurs to *over-defend* Malta. The fourteen naval and air factors need only be in Malta if the Germans have more than four factors of units in Africa or if additional German factors could reach Africa by staging or sea transport. If Malta is threatened by Axis sea invasion, a British 9-factor fleet should base at Malta regardless of German forces in Africa (29.432). If there is a fleet at Malta, it is of some importance to base an air force there to protect the fleet. The expected kill of a ten factor air attack on an unprotected fleet in port is only 3.33 factors (28.45), but naval factors require a full year to be reconstructed and Britain needs her fleets desperately. Finally, if the Axis airborne is in range of Malta, the "Malta" unit should be reinforced with a 3-4 infantry unit to deny the Axis even a 1:1 assault on the island. With all these potential threats to Malta, it is obvious that the island will stay well staffed with British units through most games. Still, the British player should never leave units on Malta unnecessarily. The British just don't have units to waste. By demonstrating his willingness to leave the island defenseless when no defense is needed, the British player should force the Axis to use up resources making the threats to Malta real.

8. The Combination Approach.

What a single approach will not accomplish, a combination of two or more of the preceding approaches often may. For instance, a sea invasion of the Levant might seem futile in itself—the invading units would be immobilized by French fleets in Beirut or British fleets in Port Said—but, after the fall of France, the British would be forced to pull two fleets from Gibraltar to keep the invaders immobile, fragmenting the fleet, making it less effective in interceptions and reducing its capacity to escort units from Britain to the eastern Mediterranean. Britain's position all over the board would become brittle and weak. Then, a jab at Gibraltar, a thrust through Egypt, some hanky-panky in Iraq and, before you know it, the British position might collapse like a house of cards.

Or another example. The British usually don't have enough units in the early game to put a unit on Cyprus. Who thinks of Cyprus? So, during an Axis offensive in Africa, the Italians can slip a fleet and a unit over to Cyprus and invade. The British will need their fleets to escort replacements to Africa; they probably won't contest the invasion of that island. Later in the game, the Axis can SR the airborne unit to Cyprus (29.67) and threaten the Mideast ports. It is hard for the British to deal with such tactics.

Objective #3—Beating the Red Army

In spite of the lavish attention I've paid to Murmansk and Lend Lease, the centerpiece of the campaign in the East is the Russian struggle. The Axis program there should be one of relentless offensives to eliminate as many Russian BRPs as possible. Soviet demise occurs when there are insufficient BRPs in the Soviet treasury to rebuild the ground and air forces to a total of fifty factors

(26.92) or so many Russian units are out of supply that there are not enough *units* available to rebuild the Soviet army and air forces to fifty factors (27.43). Third edition rules allow the Russians to build some Free Siberian Transfer units without expending BRPs (15.6) at the price of stiffening the Allied/Russian victory conditions. It is a good trade if the Russian player is hard pressed. Building some FST units may keep the Russians from succumbing to the first condition in Winter 1941 or 1942; but stiffening the victory conditions is not worth a candle in the long run, if the Russians can survive without the FST units. The second condition is a “checkmate” in Russia roughly similar to the one in France I described in my previous article. The Russian player should remember that he may be able to avoid checkmate by building partisan units to make up his fifty factors (26.92).

The Axis has four elemental methods for destroying Russian BRP-equivalents:

1. Seizing territorial objectives.
 - a. Eastern Europe (43.6)—25 BRPs
 - b. Moscow (26.91)—15 BRPs
 - c. Leningrad (26.91)—15 BRPs
2. Eliminating Russian units.
 - a. each armor factor—2 BRP equivalents
 - b. each partisan factor—2 BRP equivalents
 - c. each air factor—3 BRP equivalents
3. Infantry attacks along the line, even at low odds.
4. Armored encirclements.

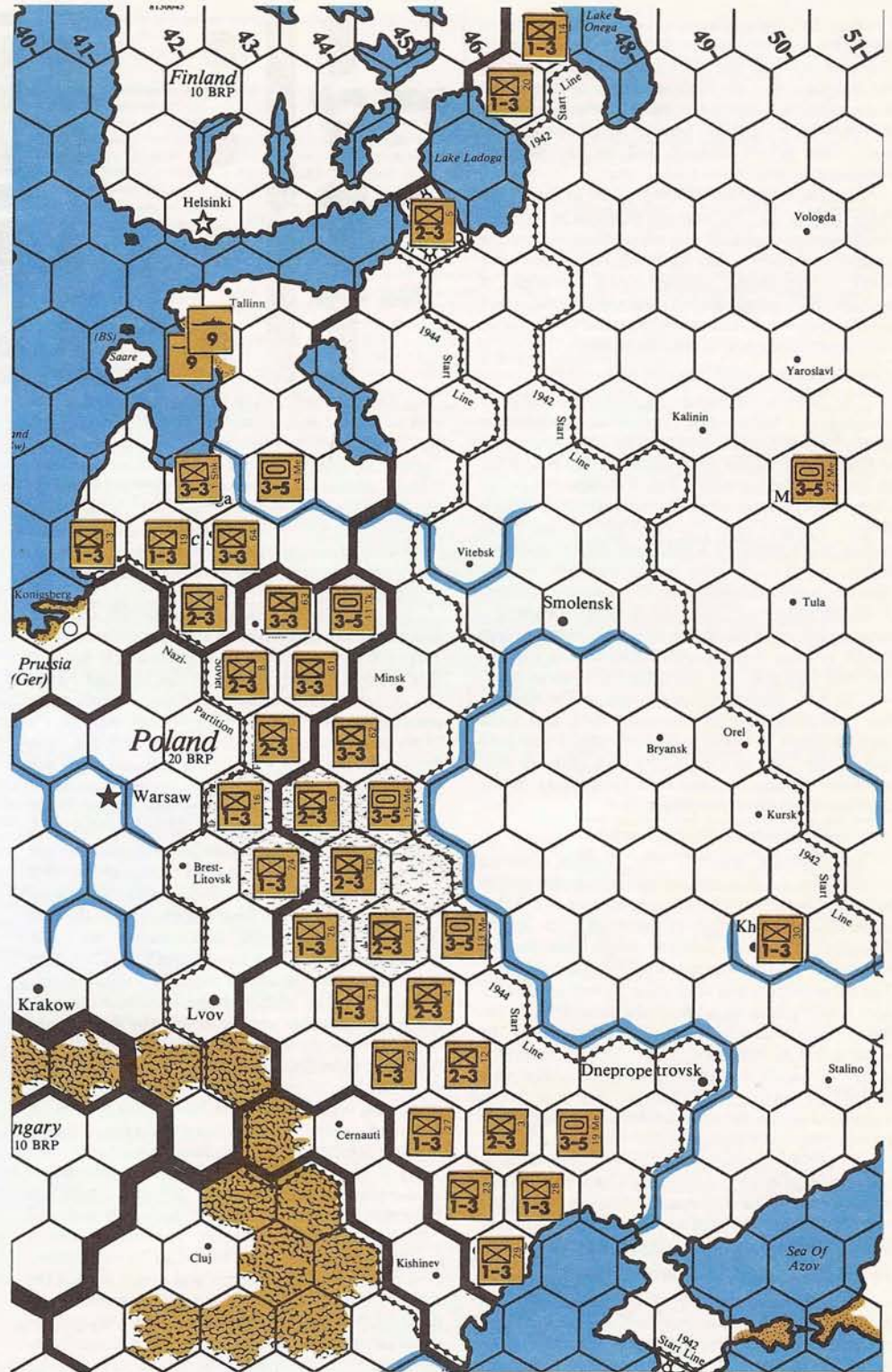
Of course, the German player will combine all four methods, and as much of each as possible. This is what the Russian player must overcome.

The first principle of sound Russian defense is the use of a *triple-rank defense* (TRD), which consists of two continuous lines of infantry units backed by armor units spaced every three hexes. The second rank of units should contain stronger units than the first rank because the second rank can only be reached by exploiting armor and airborne units. There’s fewer of those, so the Axis assault will have been limited and, hopefully, the second rank can hold the Axis gain to but a hex or two. Moreover, Axis casualties in expensive armor and airborne units will be maximized. The Axis can still penetrate completely through the first two ranks in one site per turn by using the airborne to knock out a second-rank unit and open a hole for exploiting panzers. The mission of the armored linebackers in the third rank of the Russian TRD is to reduce the mobility of exploiting panzers in the Russian rear and minimize the size of the encirclements they create (13.3). In areas of the Russian line that cannot be reached by the Axis airborne, a *double-rank defense* (DRD) without armored linebackers will suffice.

The second principle of defense is *homogeneity*. Long sections of the first rank of the TRD or DRD should be comprised of hexes defended by approximately the same number of combat factors after modification for terrain. For example, initially, a row of 2-3 units with 1-3 or 2-3 units in the swamp hexes. This same principle of homogeneity applies to the second rank as well. The logic behind the principle is that the defensive strength of the line is no greater than its weakest hex since that is surely the one through which the Axis forces will penetrate. Adjacent, stronger units in the line will not prevent the penetration, cannot help the counterattack by displacing encircling panzers if out of supply and, in fact, only add to the Soviet casualty figure and hasten the ultimate surrender.

There are other subsidiary principles of defense to be aware of:

1. Keeping the line as straight as possible to minimize the number of units required to fill out the TRD from the Baltic to the Black; a straight line also reduces Axis chances for large-scale encirclements.



2. Positioning units in the first rank to minimize the number of hexes from which any single unit can be attacked.

3. Using swamps and river lines where possible (when consonant with the principles above) to triple the defense.

4. Defending city hexes in the front line with extra strength to deny forward air bases to the Axis.

5. Positioning units in the second and third ranks so that exploiting panzers have to pass through two ZOC, instead of one.

Those are the *tactics* of Russian defense. The grand *strategy* is to hold Leningrad and Moscow (26.91) and the last East European city (43.6) as long as possible before falling back in concentric

Figure 3. A Russian TRD based on giving up hex row 36 in the Odessa District.

circles on Vologda or Grozny, whichever offers a more secure source of Western BRPs. It follows that the northern and central fronts must be defended most tenaciously, although the southern front cannot be allowed to deteriorate too quickly if future dependence on Lend Lease is likely.

The principle of “homogeneity” discussed above applies to the composition of forces *within* each front. It was not meant to imply that the Russian strength on each front should be equal. In fact, the southern front should be weaker than the northern, even if some dependence on Lend Lease is foreseeable, in order to channel the Axis advance into the area in which the Russians have the most

room to fall back. There is a memorable scene—beloved of wargamers—in Kurosawa's *Seven Samurai* in which the head samurai, after touring the defenses of a village, orders that one side be left unfortified because "every good fort has a defect". Better to let the enemy through where one expects him, than delude oneself that he can be held everywhere.

If the Russians had one more unit in their 1939 force pool or if a unit were not required in Grozny, the Russians could occupy all of Eastern Europe and defend it with a "perfect" TRD from the Baltic shore to the Black seacoast. Alas, because of Avalon Hill's stinginess [or wisdom], Russia didn't get that extra unit. However, there are several lines of compromise open to deal with this.

First Compromise: Shifting "Linebackers".

The German airborne unit can only jump six hexes, and it has to start from a base behind the front to avoid Russian ZOC (31.1). That means that at least three hexes of the Russian second rank must be out of airborne reach. The Russians can safely allow that three hex stretch to be made up of DRD. (Figure 1 shows such a defense.) It's every bit as strong as a "perfect" TRD since the German airborne, based at Warsaw in this example, cannot reach the small segment of DRD at the southern end of the Russian line. One caveat: if the airborne is based north of Warsaw, the Russians need a unit in Parnu to keep the airborne from driving out the fleet and then transporting units to Parnu by sea.

The Axis player could try to disrupt the Russian line by shifting the airborne unit back and forth between bases in the north and south. The figure shows how the Russian player can counter that tactic by shifting the armored linebackers in the third rank to match the threat.

Second Compromise: Strong Center.

For Russian players who disdain shifting linebackers, I offer the defense displayed in the second illustration. The obligate stretch of DRD is embedded in the Pripyat Marshes. To breakthrough, the German airborne would have to win a 1:2 CA 1:2 combat against two tripled armor units. The paratroopers and their nine factors of air support would perish 51.43% of the time, leaving the Soviet TRD relatively intact. The other side of the ruble is that 48.57% of the time the Russian armor would be wiped out and the panzers would pour through the center. Worth the risk? For myself, I'm inclined to play a defense like this when the game is getting long and I yearn for home and supper.

A less risky approach is to move one of the central armor units a hex farther east (marked with an X in Figure 2). The airborne will have an easier time eating up the second rank armor unit, but the armor in the third rank should limit the Axis exploitation.

Third Compromise: Give Up Hex Row 36.

If the Russians pull their first line back one hex in the Odessa District so that the first rank lies along hex row 37 and Cernauti/Kishinev are vacant, the whole Soviet line is shortened by one hex allowing the line to be made up of solid TRD. I know this is sound play—but I dislike it because it gives up a hex row unnecessarily. In early 1941, it may seem like the Russian player has plenty of space for retreat in the Ukraine, but by Fall 1942 the Russians are running out of room and regretting any hex row lost to the Axis without a fight. Moreover, if the first rank of TRD is back in hex row 37, the Germans can throw exploiting armor across the Dnieper, spoiling the river as a defensive position for the Russians.

To *STALINGRAD* and *RUSSIAN CAMPAIGN* veterans, my defense of the Finnish front in these figures must seem weak. But remember, the defenses shown are intended for use in Spring 1941 before Finland has activated. The only potential Axis force in Finland prior to activation is a 3-3 infantry (a 4-6 armor would be weird) and two air fac-

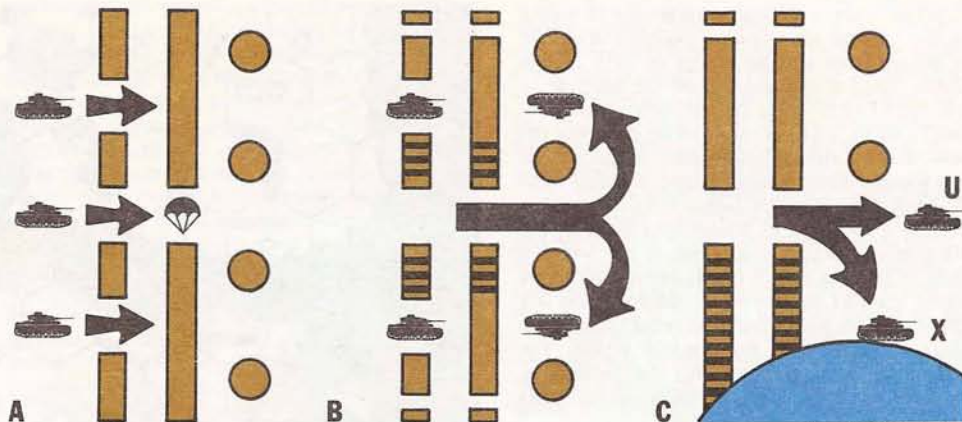


Figure 4. The Back-Cut.

tors. The required unit in Leningrad and an armor unit or two infantry units farther north should suffice. More units will be required on the front after Finland activates, but more units will be available. City garrisons will be released by the Axis advance; the Russians can shorten their line initially; the Russians will not have to defend as strongly along the entire line since the panzers, having engaged, won't be able to reach the whole line; and lastly, the British can help out.

Yes, interestingly enough, the British can send up to ten factors of units to Russia to help man the TRD (45.6). British armor is particularly helpful. The units can reach Russia by SR through Persia (45.5), unless Turkey is friendly. It would seem reasonable that units could SR to Russia via Murmansk-Archangel, but that route has not been defined by the rules so—for the moment—it is not permitted.

Once Barbarossa gets into full stride, losses mount and the thin Red line is deformed by Axis salients. Too, the weak units in the front rank get wiped out each turn, and it is difficult to construct a TRD with stronger units in the second rank without yielding ground to the Nazi forces. This is the true test of a player's mettle. The Russians can't just respond passively. They have to push back . . . with attrition options since they cannot afford offensive options. With so many ground factors in contact, the Attrition Table usually allows the Russians to reclaim two or three hexes and break encirclements. Another useful Russian trick is to encircle parts of the Axis line to immobilize it (27.42) or prevent exploiting armor from exploiting again (14.38). A third tactic is to push a Russian armored unit next to exposed Axis airborne units to ground them.

Now that we've examined Russian defense, let us turn to methods of Axis offense. There are basically two tactics which I have labelled: the "Back-Cut" and the "Skewer".

The principle of the "Back-Cut" is elementary. (See Figure 4.) Axis infantry and armor breach the first rank of the TRD while an airborne nails a unit in the second rank. Several hexes north and south of the breakthrough, Axis armor units insinuate themselves into the first rank of the defense (Figure 4A).

In the exploitation phase, Axis armor units funnel through the breakthrough and spread out behind the Russian TRD, reaching north and south to "cut back" into the Russian line from the rear adjoining their ZOC to those of the Axis armor units there and complete an encirclement of the Soviet units in between (Figure 4B). This tactic is the meat-and-potatoes of the German offense.

A variation of the "Back-Cut" is for one arm of exploiting armor to reach a coastline or lake instead of a nearby friendly armor (Figure 4C). This variation is more efficient, requiring less Axis muscle and more difficult for the Russians to counter because the encircling units are exposed to Russian counterattacks on only one side. Consequently, the Axis army can usually make best progress along the Baltic or Black seacoasts.

The Russian response to armored encirclements is to move their remaining, unencircled, supplied units next to the encircling armor, hoping to push them aside on an attrition option and open a supply route to the ensnared Russian units. If the Axis has enough armor units, they can put armor units in adjacent hexes in the ring so that the Russians cannot possibly displace enough Axis units to open a supply route. The Axis rarely has enough armor to do this, unless their encirclements are unacceptably small. A more palatable measure is to add an "umbrella" of units (U in Figure 4C) to shield the encircling panzers from mobile Russians.

"Skewers" come in two sizes: large and little. In any skewer, the Axis armor breaks through the TRD with airborne assistance and heads east, instead of spreading out behind the Russian line. The armor aims at targets like the following:

- Vologda, Astrakhan, Grozny, Krasnovodsk to cut off Western BRP grants;
- Moscow or Leningrad to inflict a BRP loss on Russia (26.91);
- Dnieper River (or the Don, Donets or Dvina) to prevent the enemy from forming a strong river defense;
- E42 & F42, T39 & U42, etc. to cut off pockets of Russian units.

In little skewers, the Axis breakthrough is narrow and the Axis player reasonably expects the Russians to seal off the breakthrough on the attrition option, cutting off supply to the exploiting panzers. He is not worried. Even if the panzers are isolated, they can still move and attack normally in the next Axis player turn (although they could not exploit again). If Moscow or Leningrad falls, the Russians lose 15 BRPs immediately and permanently. Even if the raiding panzers starve, BRP grants can be held up for a crucial turn, a river line breached or Russian units cut off. Properly used, the little skewer is a cheap trick for the Axis and costs the enemy dear.

The large skewer differs from the little skewer in that the Axis breakthrough is several hexes wide and the Axis player hopes to keep the raiders in supply. The large skewer certainly can grab Vologda or Moscow, but the strategic implications are wider. If the Russians can't cut off the panzers thrusting eastward, they have only two alternatives. One is to curve their TRD around the Axis penetration. The other is to pull the whole line back. The former alternative is dangerous because, requiring more units, the line would be weaker, while the conformation of the line would invite a devastating encirclement in the next Axis turn. The second alternative is preferable to that, but so unpleasant.

Correct Axis technique in Russia consists of an ingenious and appropriate combination of back-cuts and skewers. Thus, final victory in the greatest war (and greatest game) is within grasp.



Letters to the Editor ...

Dear Mr. Greenwood,

I hate having to write this letter to you. Past issues of the *GENERAL* have too often contained letters of outrage directed at fellow subscribers. I would rather discuss strategy but I cannot let Mr. Norton's letter of Vol. 18, No. 6 go unchallenged. Your reply was most excellent, but without input from your readership I am afraid that he and others of his ilk might think yours only one opinion.

I am upset that Mr. Norton thinks *DOWN WITH THE KING* is "crap". I was a playtester for the game and my feelings are quite different. It is impossible to tell if Mr. Norton has played it, but he should. *DWTK* is a refreshing change from your usual wargame. (Yes, it is a wargame; politics is a war, albeit a silent one.) Player interaction is very high in it and that, for me, is its main attraction. Give it half a chance and I am sure many gamers will be pleasantly surprised by it.

Mr. Norton seems to be under the impression that the entire staff of Avalon Hill works on only one game at a time. Perhaps he is honestly ignorant of how a game comes into being. He further seems to think that the entire gaming public is devoted to his pet game. *SQUAD LEADER* is also my favorite game. It takes up most of my gaming time. I also like a wide variety of other games. Every once in awhile I have to get away from it and learn a new game. I'm sure there are many others out there like me. The only difference is that their favorite game is something else.

Getting away from one game gives one new insights on play and strategy that playing only one game does not. You get locked in on one particular tactic or strategy that suits one game. I cannot imagine that Mr. Norton is a very good gamer.

So please, Mr. Norton, don't let your impatience get the best of you. How would you feel if all of the *PANZERBLITZ* fans demanded work be stopped on *SQUAD LEADER* for their game?

One last point. I would suggest that Mr. Norton stop playing *SQUAD LEADER* long enough to take a course in communication. Anyone over the age of twelve who cannot express himself in a letter without resorting to terms like "hell", "crap" or "pissing away" is in dire need of a refresher course. I am not normally offended by profanity—just its unnecessary use.

Robert Kaliski
Green Island, New York

One thing about letters such as Mr. Norton's and Mr. Moss's, they do generate a lot of well-written letters by literate members of our readership in response. And an occasional touch of ire is good for the soul, I'm told. What is truly gratifying is that the overwhelming majority of these responses dovetail so closely with our thoughts.

★★★★★

Dear Rex:

Although I agree with D.R. Munsell's comments in the "Meet the 50" column of Volume 19, No. 1, I fear his proposal of rated round-robin events, which is certainly the ultimate solution, is not practicable in the current environment of tournament play. No doubt, on its limited basis (*SL* fans only), his own *First Annual Squad Leader Open*, advertised in the same issue as utilizing the round robin, was a success. I applaud Mr. Munsell for organizing such an event. Would that Atlanta were not so far from northwest Ohio.

Unfortunately, we are not all so inclined nor willing/able to commit the time to arrange such events. For most of us, the existing regional conventions offer the only viable resource of tournament play. This is certainly a happy arrangement and a vast improvement over the situation of only a few years ago.

So what about the average event found in the average convention? Five rounds of *SL* will take at least twelve hours to play using scenarios of adequate scope to ensure reasonable chances for both sides. After they've lost all hope of winning, how many gamers want to stick around for continued play in one event when there are other events to enter and other things to do? The convention lasts only a few days; it will be many weeks or months until the next one. The majority of gamers want to sample as great a variety of events as possible, not spend hours with an event they can no longer win.

Obviously, I don't believe the wargaming public en masse is ready to confront a rating system and round-robin competition in the standard conventions of today. But I, too, have come to abhor the less organized aspects of tournament

play and have experienced each extreme of the pendulum Mr. Munsell describes, both winning and losing events due to inexperienced and inept players. Tournament procedure can be greatly improved with relative ease. What follows is an immediately workable alternative to Mr. Munsell's proposal, and is an important step towards the "professionalism" we have heard so much about recently:

1. Use single elimination with multiple rounds. Unless the game is simply not suited to repeated play in the time frame of the convention—such as the campaign game of *3R*—you must make certain to schedule enough rounds to establish a clear cut winner (i.e.: three rounds for eight players, four for 16 players, etc.). Therefore, winners always play winners and the event is won by the only player who never loses. Thus, after every round, each remaining player always has as good a chance as anyone to win, meaning he will almost certainly stay to continue play and the event is not subject to players abandoning ship to compete in other events, which will happen in a round-robin. Likewise, the defeated are not coerced to remain to play in an event they cannot hope to win, and are free to enjoy other aspects of the convention.

2. Seed the event. A short questionnaire establishing age, experience, tournament wins and a self-rating in that game on a scale of 1-10 will provide all the information required by the Gamemaster. He should be able to do a reasonable job of matching opponents here, such that the most experienced players start off against average players and the beginners are not faced with the "old pros" right off. Thus, none begins by playing someone who is light years ahead or behind him and your two top-seeded players have a chance of meeting in the final round, provided they beat everyone else along the way—just like in tennis.

3. Avoid using points to determine the ultimate victor of any event. Points are fine to determine the winners of each round, if you must; but they should not be carried any further. In a point counting contest, one overwhelming victory against the inexperienced opponent Mr. Munsell refers to may catapult one player beyond reach, even in a four or five round event. Winning the final game should be the only criteria for final victory.

These practices will greatly improve the quality and enjoyment of tournament play and can be implemented by the people running the convention. I would also ask the GMs to put a little thought into what you do. The function of a GM places you in a very influential position from which you can either foster antipathy or engender excitement. Let's face it, to lose an event is enough of a disappointment. To lose one due to a blundering GM or unfair victory conditions is pure rubbish.

One last personal gripe. I urge the players to ransack the home town of anyone who attempts to play in any event while gamemastering another. This has become a cardinal and, alas, all-too-common sin among gamemasters at the conventions. The role of GM bears a certain responsibility, one which many seem to be shirking.

Mark Nixon
Perrysburg, Ohio

★★★★★

Dear Mr. Greenwood:

I recently acquired a copy of the new *AH* release *G.I.: ANVIL OF VICTORY*. I am sorry to say that, as much as I enjoy the *SQUAD LEADER* game system, I am a trifle disappointed in the execution about your game designs, but I hope that you would take the contents of this letter to heart, as an epistle from someone who enjoys playing the *SL* system and not as more stuffing for the circular file.

In the first place I believe that I should point out what might be errata/addenda which will be announced in *The GENERAL*. It has been a common practice to update prior armour entries as new rules were promulgated. For example, in *COD* the German and Russian tanks are affected by the "one-man turret" rule listed at the end of that section; in *G.I.*, the same is done in section 144.414 for turret traverse and in Note 9 for British smoke mortars. However, I could find no such listing of the "High Ground Pressure" vehicles of previous gamettes. I realize that there were occasional notes (i.e.: for the German Tigers

in *COD*), but many American vehicles are listed as HGP, and I would expect to find a similar percentage elsewhere. A similar case could be made for AP depletion numbers, especially among the German infantry support tanks such as the Pz IVc.

My next point is, perhaps, more serious. I (and my playing associates) have long been aware of the deficiencies in the point values (especially in the armour listings). However, they were a guide for scenario selection. Indeed, right now I am at a loss as to how best to resolve the situation. The box lid itself suggests the possibility of creating one's own scenarios. I think that given *AH's* reputation for providing "complete" games, as well as the *SL* system's prior releases, I had a right to expect to receive some sort of point values for *DYO* scenarios. You were certainly right when you stated that you expected some of us to be disappointed. I sincerely hope that this binder, or whatever, is sooner coming than *G.I.* The practice of asking the *SL* fan to wait "one more year", coupled with a product calculated to disappoint some, will cost the system—and *AH*—much in the way of goodwill. Don't underestimate the usefulness of goodwill from your clientele. With rare exceptions, I stopped buying games by other companies many years ago; I had bought second-rate merchandise too many times. With few exceptions, *AH* products are top-notch. Please don't let the *SL* system become one of the exceptions.

One last suggestion before I close. Perhaps in this binder rulebook, you would be able to provide some sort of random AFV procurement process based on rarity, type and years available. I have encountered too many players (sometimes myself included) who take a rarity-be-damned attitude. I tire of seeing the recon battalions of Volksgrenadier divisions equipped with King Tigers for a meeting engagement. Please do something.

Robert C. Merrill, Jr.
Notre Dame, Indiana

The overhaul of the SL game system was just too large to include everything in G.I. The German AFVs will be revised to include the latest system information, values, even colors, in the next gamette. As stated in the G.I. introduction, point values are not yet available and will not even be worked on until the game system is completed. Eventually, the point values will comprise a separate chapter of the Compendium of Advanced SL Rules Binder.

★★★★★

Dear Editor:

Having been part of this hobby since its inception, I have seen a lot of changes. I'm not sure they have all been for the better. There was something very exciting about waiting for the only new game to become available for that year. When it did arrive, to open it with anticipation and relish. To play it till the counters were worn and thin. One studied the game in depth and knew the hexes by heart.

Today we have more games available than could ever be played, let alone mastered. At one time, I owned everything Avalon Hill ever came out with, but cannot keep up with the current pace. There is such a broad spectrum of games, even from just one publisher, that it makes the hobby far more diversified than anyone dreamed possible.

This brings me to the point of some of my concern. It is true I've just seen fifty candles on my birthday cake and I am probably set in my ways, but there should still be some concern on the part of many others about the direction things are moving in. The traditional, historical game player's average age is getting older. He is a family man with many responsibilities and a limited amount of free time. He no longer can look forward to endless hours of FTF confrontation at the gates of Stalingrad or some overall strategy to topple the Third Reich.

For some of us, *PBM* is the answer; but that's where the problems come in. A good FTF game is one that permits quick completion of your opponent's turn or segment with a lot of interesting interplay. Hopefully it can reach a conclusion in five or six hours. The basic *SQUAD LEADER* is an excellent example of this type of game. On the other hand, a game that requires a great deal of thought, or many decisions to reach before proceeding with your move, lends itself much better to *PBM*.

What we so often see today, in the way of new games, is neither fish nor fowl. Multiple segments with constant interplay by the non-phasing player, yet so complex or demanding that quick response is next to impossible. Either that, or just the counter density or size and scope of the game makes it difficult to find the time to spend on it without taking leave of absence from your job and family for a month.

As for myself, I am very fortunate. I live in an urban area where there are many fine gamers just a phone call away. At the same time, I am actively involved in *PBM* through *AHIKS*. This gives me the best of both worlds, at least up to a point. I can spend the time over the *BLITZKRIEG* board without my opponent tapping his fingers waiting for my next move. I can see my hidden counters, face up, in *AOC*. These games are well suited to *PBM*, while I can spend my weekends trying my latest sure-fire strategy at *VITP* on an unsuspecting opponent.

In contrast to this, how many new games over the past few years fall into one of these categories? Even my beloved *FORTRESS EUROPA* still has a few loose ends to make it play right by mail. With the current fad of fantasy and science-fiction and its mass appeal to the younger set, there will be an even greater increase in the average age of the historical gamer. Many, I think, will turn increasingly to *PBM* as a mode of play that can be absorbed better within the family circle. At the same time, there will be a natural reduction in new titles as more and more R&D goes into the fantasy field.

With these considerations in mind, we need—more than ever—to make the designers and developers that are able to devote their efforts to the true wargamer aware of the restraints imposed on today's game players. New ways need to be found to add the complexity without complicating the style of play. We need games that require a great deal of quick interplay, that hold the interest of both players, that can be completed in a reasonable length of time. And, we need games that require greater thought or detail designed in such a manner that everything can be accomplished in one (or at most two) mailings per turn.

Considerations must be given to the probable mode of play when considering the scope and complexity of the game. Recently we have seen one major wargaming magazine rate newly released games as to their suitability to *PBM*. I feel that, as the market place and life styles change, the trend must be away from monster games and towards playability. The question I fear the answer to: "By what means?"

Don Eisan
Dallas, Texas

★★★★★

Dear Mr. Martin,

It was with some surprise that I read the letters in Vol. 19, No. 2 concerning the new mapboards. *STRUGGLE OF NATIONS* is the only one of the games in question that I own, but I found the mapboard to be quite acceptable. With the old boards, there was a small "black area" between the maps; with normal-sized hexes this was unimportant, but with the tiny hexes of *SON* there would be an unacceptable amount of error. As for getting the board to lie flat, this can be accomplished by simply bending the board back slightly. Thank you.

Alan Bauml
Glen Ellyn, Illinois

★★★★★

Dear Sirs:

I would like to commend you on your never-failing effort to produce an outstanding game! I find *CIVILIZATION* to be one of the best games I have ever played. In my humble opinion, *CIV* seems to depict the many problems and stages of development that a real struggling person would go through. I can't find a game anywhere of such high caliber and as challenging as this, a true departure from the indistinguishable hard-core "war" games that flood the market. I hope you keep up the good work and make more games such as this.

Greg Evans
Phoenix, Arizona

★★★★★

THIRD REICH

- 5.58 Must the other port on the Black Sea be able to trace a normal supply line?
A. Yes.
- 5.58 Is Sevastopol a fortress in the 1944 scenario?
A. Yes.
- 5.75 Can Supply be traced across Quattara Depression hexsides?
A.No. (Not covered previously that I can see).
- 9.4 Assume a British invasion of Casablanca into an Axis controlled Mediterranean Oran and environs such that the bridgehead counter must now be removed. Must it be removed even though doing so will double the number of fleets required to supply the Allied force (27.26)?
A. No—bridgeheads need not to be removed if in so doing the supply situation of the invading forces is worsened.
- 9.5 If an airborne unit is on a bridgehead can the number of units allowed to attack out of it be increased to 3?
A. Yes.
- 9.5 & 14.37 Can more than 5 units occupy a bridgehead and more than 2 attack it from it when using it as a Breakthrough hex for Exploitation?
A. Yes.
- 9.7 Must permission to place more than one bridgehead counter be unanimous?
A. If it isn't unanimous, 51.5 applies.

THE QUESTION BOX

- 14.23 In an attack where the attacker is attacking two or more adjacent hexes, can all attached hexes be treated as breakthrough hexes as long as 15.3 is adhered to?
A. Yes.
- 14.25 May the attacker voluntarily choose to make an attack at odds of less than 1:4?
A. Yes.
- 14.4 May more than the one required attacking armor unit be moved into the non-contested hex to form the Breakthrough hex?
A. No.
- 14.4 & 29.436 Can units which have invaded an undefended beach, attack units adjacent to the beach in the same turn?
A. No.
- 16.1 Can the German player use Italian SR capacity to move lent Italian forces which remain under German control?
A. No.
- 16.2 Insert "Exc: 29.66" at end of second sentence, although 16.2 only refers to units SRing over land.
- 16.3 Can airborne units "fly" across all-water hexsides during SR?
A. No—they are "Ground units".
- 16.7 Can US fleets which have not initially deployed perform any game function even if both British and France have fallen?
A. See 29.17. The restrictions apply to fleets in U.S. box whether they have or have not deployed already, and whether or not Britain/France have fallen.
- 16.75 & 29.61 If Britain is conquered, must units which SR from America have Sea Escort?
A. Yes.
- 16.75 & 29.61 These rules seem contradictory. Does the US require Sea Escort to give BRPs to Britain?
A. No. Insert "other" between "any" and "ally" in 16.75.
- 18.31 Could the Axis take two Attrition attacks in the Mediterranean; one vs an unconquered minor and another vs a major which has not been intervened?
A. No.
- 18.31 In order for units "of a defending major power's active minor ally or of a minor in which the defending major power has intervened" to be taken as attrition losses to satisfy the major's

- losses and vice versa, isn't it necessary that at least one ground unit of the country taking such losses be in contact with an enemy ground unit on the attritioned front?
A. No.
- 18.31 What happens if the defender does not have enough ground units on the attritioned front to satisfy attrition losses?
A. The excess dictated losses are ignored.
- 21.3 In Fall 1939 a neutral Italy declares war on Yugoslavia which survives the turn. In Winter 1939 Italy declares war on France. May Germany attack Yugoslavia in Winter 1939 without paying for a DoW?
A. Yes.
- 21.4 & 36.23 Can Italy declare war using lent Italian forces flying a mission over that country to satisfy the requirement for moving forces into that country on the same turn?
A. Yes.
- 22.7 May minors leave units based outside of their home country on a possession (such as Swedish units in Gotland)?
A. Yes; possessions should be considered part of the "home country".
- 23. Can an opponent of the attacker move forces into the invaded minor country during the Movement Phase and out again during the SR phase and still be considered to have intervened?
A. Yes.

AVALON HILL RBG RATING CHART

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

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. GUNSLINGER	2.33	2.25	1.71	2.18	3.07	2.61	2.50	2.14	2.03	2.50	6.6
7. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
8. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
9. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
10. FLAT TOP	2.42	1.74	2.51	2.37	3.85	3.00	2.56	1.81	1.81	2.11	106.9
11. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
12. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
13. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
14. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
15. BATTLE OF BULGE '81	2.53	2.28	2.10	2.58	2.18	2.70	3.18	2.85	2.35	2.58	21.1
16. CAESAR - ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
17. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
18. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
19. STORM OVER ARNHEM	2.59	2.51	2.93	2.24	2.59	2.55	2.97	2.93	2.34	2.24	17.9
20. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
21. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
22. THIRD REICH '81	2.62	2.31	2.29	2.58	4.27	2.61	2.64	2.81	1.94	2.15	45.9
23. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
24. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	3.28	2.22	2.47	12.1
25. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
26. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
27. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
28. VICTORY - PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
29. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
30. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
31. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
32. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	17.1
33. JUTLAND	2.83	2.84	-	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
34. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
35. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
36. GLADIATOR	2.88	2.84	4.00	2.47	2.89	2.63	2.79	3.05	2.53	2.74	4.6
37. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
38. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8
39. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
40. GUNS OF AUGUST	2.93	2.71	2.94	3.03	2.41	3.15	2.96	2.89	3.38	2.87	27.8
41. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
42. CIVILIZATION	3.01	3.28	3.76	2.90	2.24	2.48	2.71	3.67	2.95	3.14	29.2
43. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	4.32	3.21	13.2
44. CRETE - MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
45. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
46. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
47. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
48. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
49. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
50. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
51. AIR FORCE	3.43	3.77	4.94	3.79	3.69	3.29	2.42	2.81	2.77	3.40	9.6
52. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
53. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	3.32	5.57	4.59	4.20	11.6
54. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
AVERAGE	2.76	2.60	2.86	2.56	2.80	2.74	2.92	3.10	2.57	2.66	21.2

TITLE: CIVILIZATION SUBJECT: Multiplayer Game of the Dawning of Western Culture

\$22.00

Neither was the colorful yet utilitarian Mapboard (3.76) approved of. I suspect that this may be due to the lesser acceptance by the reviewers of non-traditional "area-type" format in conjunction with the die-cut mapboard. Likewise, the final rating for Components (2.90) reflects this unjustified malaise.

Equally surprising for such a unique and innovative game system, the ease of Understanding (2.24) breaks the general trend and scores well above average. This must be attributed to Mick Uhl's ability to present clear and concise rules encompassing abstract and difficult concepts. However, it was felt by the readers that certain elements were not as well-defined as they might have been; Completeness of Rules (2.48) is rated below average.

As in most multiplayer games, Play Balance (2.71) rates high. Conversely disappointing, the Excitement Level (2.95) was adjudged significantly less than that of comparable games. Realism (3.67) is only a minor consideration in this "simulation", as can be seen by its evaluation. Even the most novice of wargamers would be misguided to mistake this for a realistic representation of the climb of man toward civilization.

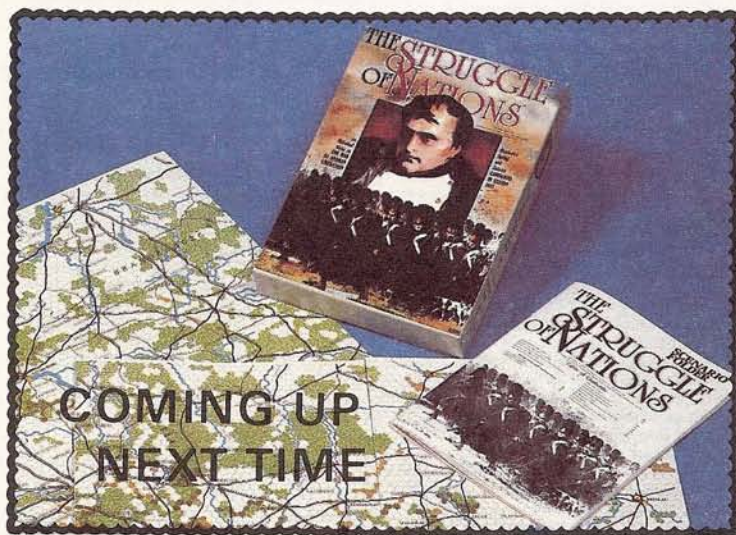
Finally, the rating for Game Length equates to 4 hours, 52 minutes. This rating must be looked on favorably when viewed in comparison with the other multiplayer games on our list.

Thus, *CIVILIZATION*. A unique game for those who are looking for a departure from the usual and the common; a game which demands that the player be more than a competent general—that he be the ethos of a race.

Reaction to this multiplayer game by the readership is at odds with the critical acclaim accorded it from others; *CIVILIZATION* has been selected as one of the outstanding new games of the year by the editors of magazines as prestigious as *Games* (November 1982) and *Omni* (December 1982). As usual, however, the readers were quite forceful and outspoken in their collective judgement of *CIVILIZATION*, placing it a mediocre 42nd on the Rating Chart (a cumulative rating of 3.01).

In attempting to analyze the relatively poor ratings of this unique game, the readers should be aware of the extremely small sample base from which these figures were derived. Only 37 responses comprise our survey. Whether this is due to reader apathy or merely to unfamiliarity with an extremely complex and innovation recent release, it could not but skew the ratings tremendously, providing a less than biased view of the game. Too, it may be due to the fact that *CIVILIZATION* is a radical departure from the "traditional" wargame, one whose elegantly simple combat system was unacceptable to the host of wargamers that make up our readership. Not for them a game which places such emphasis on acquiring Trade Cards and purchasing Civilization Cards. Hence, a below-average Overall Value of only 3.14 resulted.

Surprisingly, the Physical Quality (3.28) of this beautifully rendered game was rated below par also. This was unexpected, given the labor that was expended on the graphics and layout.



Infiltrator's Report

The first player to qualify for the final round in the currently ongoing AREA postal championships is Bruce Remsburg, who vanquished four opponents in the *PANZERBLITZ* tournament in the opening round. News of other finalists will be relayed as they qualify.

Richard Gutenkunst, the counter-maker extraordinaire, has again surfaced with another offer for *GENERAL* readers. For a mere 40-cent stamp plus a stamped, self-addressed envelope (60 cents in stamps altogether), Richard will send you die-cut counters for the new counters to the *BULGE '81* second edition which appeared in Vol. 19, No. 2. Furthermore, if you also have the '65 edition of *BULGE*, Richard will send you the 1940 variant which appeared in Vol. 12, No. 2. The latter will include a short set of directions and setup sheet for those with access to that particular issue of *The GENERAL*. The *Bulge 1940* variant counters are available for \$2.00 plus a stamped, self-addressed business-sized (9 1/2" x 4") envelope. Anyone ordering the *Bulge 1940* variant counters will receive the *BULGE '81* second edition correction counters free as a bonus. Make all checks payable to Richard Gutenkunst and send them to his Box 3301, Traffic Station, Minneapolis, MN 55403 address.

Everyone at some time or another faces dilemmas. Now here's your chance to find out how well you can cope when faced with the unexpected or unusual. For instance, what would you do if a completely naked man stepped from behind a car and asked you to supply him with clothes, or if you found a hilarious love letter in an unaddressed envelope written by your boss? *DILEMMAS*, Avalon Hill's first venture into the field of the book trade, is an entertaining collection of situations like this that you hope will never happen—but could. Compiled by noted author and anthologist Ralph Woods, the book contains over 150 dilemmas, providing an amusing, thought-provoking and challenging diversion. Anticipating a second edition, the publishers have invited readers to submit their own dilemmas which they solved in an innovative manner. If selected for *DILEMMAS II*, readers will not only be rewarded financially for their efforts, but will also have the satisfaction of having their own experiences published for all the world to share. Too, solving *DILEMMAS* is, in fact, so entertaining that Avalon Hill is also producing a game of *DILEMMAS* that can be played by any number of people—the more the merrier. As a party game, it's sure to be an ice-breaker! *DILEMMAS* retails for \$3.95 and can be found in bookstores and book sections of leading department stores across the nation.



A solid issue, marked by unpretentious but competent articles, was the consensus of opinion among the readership when asked to rate Vol. 19, No. 2. The cumulative rating of 3.45 is indicative of this attitude. As expected, the material on the featured game *BATTLE OF THE BULGE '81* dominated the survey. Reader ratings, based on a random sample of 200 responses, of the individual articles are as follows:

BATTLE OF THE BULGE	376
COLONEL HESSLER RIDES AGAIN	222
BULGE II	194
THIRD REICH AT THE CLUB	99
THE LONGEST DAY, PART II	94
BLIND SQUAD LEADER	83
SERIES REPLAY	77
AH PHILOSOPHY	32
DESIGN ANALYSIS	12
PLAN MARTIN	6
OPERATION HERBSTNEBEL	5

The Metro Detroit Gamers is one group that really has their act together, according to Avalon Hill's Tom Shaw. Returning from their usual *WinterCon* held in downtown Detroit this November past, Tom reports that plans are well progressed for the MDG's "biggie" this coming July. That "biggie", of course, happens to be *ORIGINS '83*. Long time subscribers may remember their previous *ORIGINS* effort, held in 1978 at Ann Arbor's University of Michigan campus; it is still considered the benchmark among *ORIGINS* sponsorships.

ORIGINS '83 will be held July 14-17 in Cobo Hall, Detroit's downtown convention center. To prepare for this wargaming extravaganza, the MDG switched their usual *WinterCon* and *Summer Gamefest* to Cobo Hall eighteen months ago. The initial apprehension expressed about the downtown location was understandable, if unfounded. Shaw concurs in the MDG's reassurance that Cobo Hall presents the perfect site in the city. It is adjacent to the Renaissance Center, Detroit's pride and joy, and within walking distance of two top-notch hotels: the Ponchatrain and the Book Cadillac. It is our understanding that the convention sponsors will get a discount on rates at these first-class hotels. They also plan to put attendees up at the college just across the river in Windsor, Canada, and run a shuttle service to Cobo Hall.

The *GENERAL* will strive to keep the readership up to date as these plans mature. For more specific information, send a SASE to Metro Detroit Gamers O-83, P.O. Box 787, Troy, Michigan 48099.

As in previous years, the editors of *Games Magazine* (515 Madison Avenue, New York, NY 10022) have chosen to present their one hundred favorite games with their usual flair. Each game is rated for difficulty, playing time, and type and is accompanied by a brief description and requisite glorious photograph. It is gratifying that their tastes coincide so well with ours—for fifteen of the games they selected are published by Avalon Hill. In no particular order, these include *TWIXT*, *FACTS IN FIVE*, the perennial favorite *DIPLOMACY*, *RAIL BARON*, *ACQUIRE*, *SLEUTH*, *OH-WAH-REE*, *HEXAGONY*, the sports games *SPEED CIRCUIT* and *WIN, PLACE & SHOW* and *FOOTBALL STRATEGY*. Not overlooked were the adult strategy games—so near to the hearts of our readers. Among the titles adjudged by the editors of *Games* to be the best were *DUNE*, *STORM OVER ARNHEM*, *MIDWAY* and *CIVILIZATION*. If you have missed your opportunity to play any of these, perhaps you can rectify this now—for the November 1982 issue includes a contest on the front cover which, for the winner, will bring a copy of each of the hundred games on the list.

Even the most dedicated wargamer must, at times, channel his energies elsewhere. Witness the case of Mr. Don Greenwood, to whose wife, Stephanie, was born a daughter—named Jessica Michelle—on the morning of 28 October 1982. Both mother and child—and, despite appearances, father too—are doing well. The staff of Avalon Hill extend their heartfelt congratulations to Don on another brilliant victory in the game of life.

Contest #108 was a challenge which brought out the best in our readership. Frank Weir came the closest to perfection. If he had launched a 2:1 attack against Beauraing instead of the 1:1 attack, he would have had the ideal solution. Instead, he overkilled M17, and that meant he couldn't get higher odds at Beauraing. The winners of the contest were: Charles D'Amico, Pittsburgh, PA; John Grant, Stamford, CT; Stan Matsuno; Gardenia, CA; Sam Maverick, Santa Clara, CA; Paul O'Neil, Baltimore, MD; David Palmerlee, Paradise, CA; Warren Roberston, Opheim, MT; John Snider, White Horse, Yukon Terr., Canada; Scott Waisner, Holgate, OH; and Frank B. Weir, Kelly, IA.

It seems somehow appropriate that the Catalog of the Archeological Biblical Society has both *CIVILIZATION* and *ALEXANDER THE GREAT* available for their patrons. Mayhaps, these will be extant longer than many of the artifacts that worthy society is concerned with. Too, on the shelves of the New York Metropolitan Museum of Art can be found copies of *KINGMAKER*, recently added to the items available to visitors for purchase. It would appear that our titles are "classic" in more ways than meet the eye.

In Contest 109, the Kid's handgun has the advantages of extra aim on the first shot and fanfiring, but it is at a disadvantage if the Gun Artist adds AIM markers to his first shot. The Kid must therefore avoid the Gun Artist's AIM and close the range so that the Gun Artist will not have time to aim during the battle. To do this, the Kid must get to hexes H10, I10, and J10, where he can threaten to put his head on the obstacle or move to H11, J11 or K10; the Gun Artist cannot guard all these hexes.

The proper start is to move to F10 and then G11, avoiding any chance of getting delayed by the fence and closing the range in case the Gun Artist sticks his head out, then SHOOT (to fire an aimed shot) and a DRAW & COCK (to one slower shot here. The Kid's play for the turn is thus 1, 2, 7, B2 (the "1" and "2" could be reversed).

If the Gun Artist does nothing or sticks his head out and shoots, the Kid should RUN into H11, SHOOT and DRAW & COCK (to fanfire), and then ADVANCE to I12 (2, 7, B2, 1). If the Gun Artist aims into H11, G12 or the trough, the Kid should ADVANCE to H10, play a SHOOT in case the Gun Artist sticks his head out, RUN (to H11 if it is not covered—to I10 if H11 is guarded), and SHOOT.

If the Gun Artist stands up and shoots on Turn 7, the Kid should SHOOT, RUN, DRAW & COCK and ADVANCE with the idea of moving next to the Gun Artist—but not into his hex (which would risk fatal delay). If the Gun Artist just aims after either standing up or putting his head out, the Kid must SHOOT, DRAW & COCK, ADVANCE and RUN; the running is to make the Kid a more difficult target without sacrificing his mobility, but the ADVANCE should come first to minimize the number of segments the Kid is vulnerable at one-hex range.

If the Gun Artist stays down and moves to J10 on turn 6, the Kid should TURN, ADVANCE, RUN and SHOOT, turning to face H10 (from G11 and then moving to either I10 or I12, depending on where the Gun Artist puts his AIM markers. The one point of delay the Gun Artist will have left will prevent him from switching his aim and firing on turn 7.

[In all of these plays, the (B2) card is an acceptable substitute for the 7 card.]

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being played . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or plm kit orders.

Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any post GENERAL postage coupon previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15; or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

\$1.00

\$1.00

READER BUYER'S GUIDE

G.I.: ANVIL OF VICTORY \$30
SL Gamette featuring the American TO&E

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity and Year of Publishing have been provided; do not rate these categories.

- | | |
|--------------------------|-------------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Player's Aids | _____ |
| 3. Complexity | <u>10</u> |
| 3a. Complexity | _____ |
| 4. Completeness of Rules | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Basic/Shortest | _____ |
| 7b. Advanced/Longest | <u>1982</u> |
| 8. Year of Publication | <u>1982</u> |

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a \$1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Civilization—CIV, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTk, Dragonhunt—DH, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Freedom In The Galaxy—FG, Fury In The West—FITW, Gettysburg—GE, G.I.: Anvil Of Victory—GI, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Jutland—JU, Kingmaker—KM, Legend Of Robin Hood—LRH, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Origins—OR, Outdoor Survival—OS, Panzerarmee Afrika—PAA, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle Of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

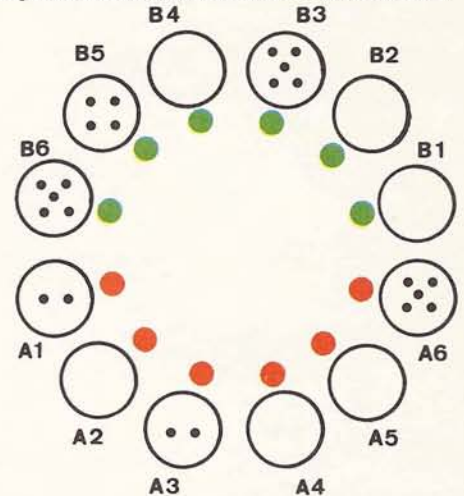
ADDRESS _____

CITY _____ STATE _____ ZIP _____

CONTEST #110

It is Red's turn to play in a tense and close game of *OH-WAH-REE*. It is obvious, even to a novice, that Green threatens a capture. In order to enter this contest, merely specify what Red's best move is, under these trying circumstances. Simply list the pit from which Red will take pebbles to make his move.

Pit Red will play from:



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 must include a numerical rating for the issue as a whole as well as a listing of the best three articles. The solution will be announced in the next issue and the winners in that following.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

1983 RATINGS—THE AVALON HILL GENERAL READERS BUYER'S GUIDE

The following is the form for the readership-generated RBG, which appears on Page 46 of every issue of *The GENERAL*. The validity of this survey depends entirely on reader participation; every reader is encouraged to take the time to rate each game with which he is familiar.

The categories for the new RBG are explained in the AH Philosophy of this issue. The actual procedure for rating each category should, by now, be common knowledge. Simply rate each category by placing a number from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, as recorded in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) Enter ratings only for those categories relevant to the game in question. Game title abbreviations

follow the standard set forth in the "Opponents Wanted" advertisement on the reverse of this page.

Sub-categories are indicated by italics; as explained in the AH Philosophy, these will be reported to the readers but once, following the initial rating process. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories. Respondents are asked to give careful thought to their ratings for **Playability** and **Authenticity**; the design staff of Avalon Hill has evinced a special interest in these ratings for the games currently in print.

A complete recording and analysis of the results of this survey will follow in an upcoming issue of *The GENERAL*. This review sheet, or a facsimile, should be addressed to The GENERAL, The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

WARGAME RBG

Title	1. Overall Value	2. Components	2a. Mapboard			2b. Counters			2c. Player's Aids			3. Complexity	3a. Complexity		4. Completeness of Rules	5. Playability	5a. Excitement Level		5b. Play Balance		6. Authenticity	7. Game Length		8. Year of Publication
			2a.	2b.	2c.	2a.	2b.	2c.	3a.	3a.	5a.		5b.	7a. Basic/Shortest			7b. Advanced/Longest							
AK	1.	2.	2a.	2b.	2c.	3. 2	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1964									
AF	1.	2.	2a.	2b.	2c.	3. 7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1980									
AL	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1974									
AZ	1.	2.	2a.	2b.	2c.	3. 4-7-10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1978									
AIW	1.	2.	2a.	2b.	2c.	3. 8	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1977									
AOC	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1978									
BIS	1.	2.	2a.	2b.	2c.	3. 4-6-7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1979									
BL	1.	2.	2a.	2b.	2c.	3. 6-7-10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1965									
BB '81	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
CAE	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1976									
CL	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1975									
CH	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1961									
COI	1.	2.	2a.	2b.	2c.	3. 9	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1978									
COD	1.	2.	2a.	2b.	2c.	3. 10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1980									
DL	1.	2.	2a.	2b.	2c.	3. 7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
DD	1.	2.	2a.	2b.	2c.	3. 2	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1977									
FL	1.	2.	2a.	2b.	2c.	3. 10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
FE	1.	2.	2a.	2b.	2c.	3. 7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1980									
FR	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1972									
FITW	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
GE	1.	2.	2a.	2b.	2c.	3. 3-6-10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1977									
GOA	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
JU	1.	2.	2a.	2b.	2c.	3. 6	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1974									
LRT	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1982									
TLD	1.	2.	2a.	2b.	2c.	3. 8	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1980									
LW	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1971									
MD	1.	2.	2a.	2b.	2c.	3. 3	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1964									
NP	1.	2.	2a.	2b.	2c.	3. 3	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1978									
PAA	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
PB	1.	2.	2a.	2b.	2c.	3. 6	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1970									
PL	1.	2.	2a.	2b.	2c.	3. 7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1974									
RW	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1973									
TRC	1.	2.	2a.	2b.	2c.	3. 4	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1976									
1776	1.	2.	2a.	2b.	2c.	3. 7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1974									
SL	1.	2.	2a.	2b.	2c.	3. 8	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1977									
STAL	1.	2.	2a.	2b.	2c.	3. 2	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1963									
SOA	1.	2.	2a.	2b.	2c.	3. 3	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
SON	1.	2.	2a.	2b.	2c.	3. 10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
SUB	1.	2.	2a.	2b.	2c.	3. 8	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1978									
TAC	1.	2.	2a.	2b.	2c.	3. 1	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1961									
3R	1.	2.	2a.	2b.	2c.	3. 10	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1981									
TB	1.	2.	2a.	2b.	2c.	3. 7	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1975									
TR	1.	2.	2a.	2b.	2c.	3. 3	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1980									
VITP	1.	2.	2a.	2b.	2c.	3. 2	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1977									
W&P	1.	2.	2a.	2b.	2c.	3. 5	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1980									
WAS	1.	2.	2a.	2b.	2c.	3. 1	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1976									
WAT	1.	2.	2a.	2b.	2c.	3. 2	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1962									
WSIM	1.	2.	2a.	2b.	2c.	3. 6	3a.	4.	5.	5a.	5b.	6.	7a.	7b.	8. 1975									

SERIES 100 CROSS OF IRON SCENARIOS

SERIES 100 is a pad of ten scenarios for *CROSS OF IRON* printed on the same index stock and in the same style used for both *SQUAD LEADER* and its gamettes. These scenarios were designed by *COI* developer Courtney Allen and playtested by members of his Interest Group San Francisco playtest group. Afterwards, they were retested by other regional groups of the *COI* playtest team—most notably Jon Mishcon, Joe Suchar, and John Kenower who contributed greatly to their final evolution. For those disdaining the “design your own” approach, here is your chance to experience more *COI* scenarios which have been tested for balance and constitute top quality playing aids. Now is the chance to employ more of those special armor units provided with *COI* which don’t see action in any of the official scenarios.

The ten scenarios comprising *SERIES 100* are titled as follows: *BLOCKING ACTION AT LIPKI* (1941), *SLAMMING OF THE DOOR* (1941), *BALD HILL* (1941), *THE PENETRATION OF ROSTOV* (1942), *NIGHT BATTLE AT NOROMARYEVKA* (1943), *BEACHHEAD AT OZEREYKA BAY* (1943), *DISASTER ON THE DNIEPER LOOP* (1943), *BLOCK BUSTING IN BOKRUISK* (1944), *COUNTERATTACK ON THE VISTULA* (1944), *THE AGONY OF DOOM* (1945).

SERIES 100 is available by mail only from Avalon Hill for \$5.00 plus usual postage charges. Maryland residents please add 5% state sales tax.

APOLOGIA

Readers may find that this issue of the *GENERAL* has arrived “hard on the heels” of the issue Vol. 19, No. 3. This is *not* due to a quickened pace of production. Rather, the previous issue was drastically delayed due to a number of concurrent catastrophes. This brief note is meant as an apology to our readership and should serve to avoid their wasting postage in complaining of the excessive hiatus in receiving their favorite reading material.

To briefly review the tale of tribulation for those who might be inclined to commiserate:

First, due to a lack of planning by the editor of this periodical, more material than could fit within the confines of a 48-page format ended up on the layout board. Added to this, Richard Hamblen continued to contrive excellent material for these groaning pages. This necessitated more reshuffling than has been the case heretofore, and the burning of late-night oil helped not one bit. Too, graphics proved a greater than usual problem when the planned cover of the issue went astray—never to be seen again. Thus, more time was lost while a replacement was devised.

At last the layout boards went to the camera department. Here the issue encountered other delays due to its late arrival. By now, all pretense of meeting the end-of-the-month deadline had gone aglimmering to the land of lost dreams. Next—to the presses, where the schedule of other work brought another delay. And the printing of the insert on heavier stock to facilitate play with the variant counters—a “first” in *The GENERAL*—entailed additional time that had not been allowed for by yours truly. Finally, the issue was printed and we could breathe a sigh of relief, but hold—what’s this? The multibinder has broken down and, as multitalented as I may be, my mechanical aptitude does not extend to the repair of such sophisticated machinery (actually it extends to the repair of virtually nothing). Upon the binder finally being repaired, the issue was rushed through mailing by Ms. Zombro and her dedicated staff—just in time to languish in local Post Offices overwhelmed by the frantic Christmas “rush”.

It is our hope that the receipt of two issues of *The GENERAL* expiates to some small degree the inconvenience that many of our loyal readers suffered by not having their bi-monthly “fix”. We would hope—and will strive to insure—that such delay not come about again.

Rex A. Martin

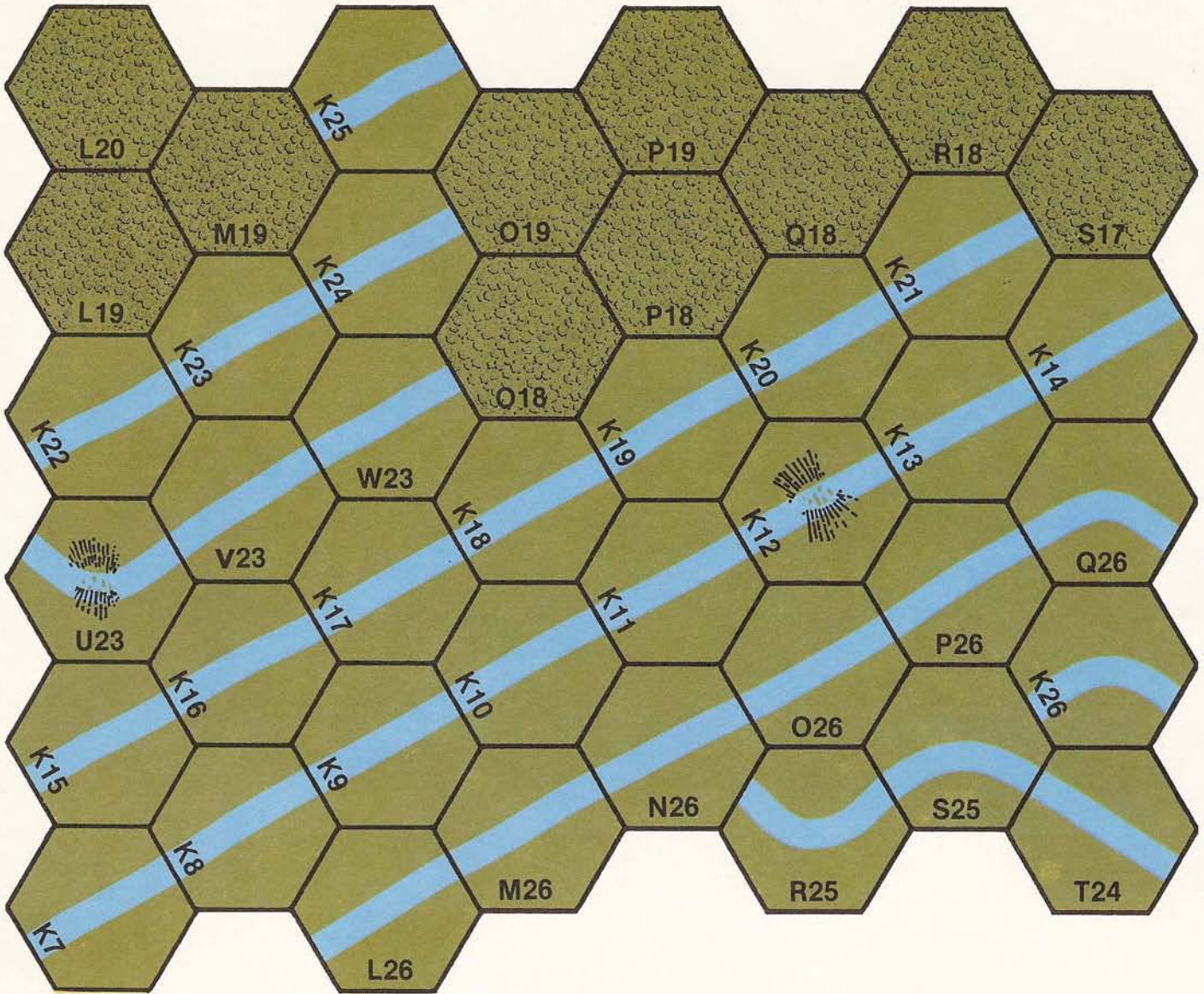
SERIES 200 CRESCENDO OF DOOM SCENARIOS

SERIES 200 is a pad of ten scenarios for *CRESCENDO OF DOOM* printed on the same index stock and in the same style used for *SQUAD LEADER* and its gamettes. These scenarios were designed by *COI* & *COD* developer Courtney Allen and playtested by several of the *SL* playtest groups who play so important a role in the continuing development of the game system. For those disdaining the “design your own” approach, here is your chance to experience more *COD* scenarios which have been tested for balance and constitute top quality playing aids. Here is the chance to employ more of those special armor units provided with *COD* which don’t see action in any of the gamette’s scenarios.

The ten scenarios comprising *SERIES 200* are titled as follows: *UNDER COVER OF DARKNESS* (1939), *BITTER DEFENSE AT OTTA* (1940), *SACRIFICE OF POLISH ARMOR* (1939), *CHANCE D’une AFFAIRE* (1940), *LAST DEFENSE LINE* (1940), *FIGHTING AT WORLD’S EDGE* (1940), *THE FRENCH PERIMETER* (1940), *ROAD TO KOZANI PASS* (1941), *THE AKROIPI PENINSULA DEFENSE* (1941), *COMMANO RAID AT DIEPPE* (1942).

SERIES 200 is available by mail from Avalon Hill for \$5.00 plus usual postage charges. Maryland residents please add 5% state sales tax.

										AMON 1 2 Ethiopian 2-1-0	AMON 1 2 Egyptian 2-1-0	SUTEKH 1 4 Egyptian 2-2-1	PTAH 1 4 Libyan 2-2-1	RE 1 4 Egyptian 2-2-1	AMON 1 4 Egyptian 2-2-1						
Egyptian 1 3 1-0-0	QAR 1 2 Judea 2-1-0	PL. GD 1 2 Sherdens 3-2-1	SUTEKH 1 2 Egyptian 2-1-0	SUTEKH 1 2 Ethiopian 2-1-0	PTAH 1 2 Ethiopian 2-1-0	PTAH 1 2 Egyptian 2-1-0	RE 1 2 Nubian 2-2-1	AMON 1 2 Nubian 2-2-1	AMON 1 2 Sherdens 3-2-1	SUTEKH 1 4 Egyptian 2-2-1	PTAH 1 4 Ethiopian 2-2-1	RE 1 4 Nubian 2-2-1	AMON 1 4 Ethiopian 2-2-1								
Judea 1 3 1-0-0	QAR 1 2 Judea 2-1-0	1 2 Syrian Allies 2-2-1	SUTEKH 1 2 Nubian 2-2-1	SUTEKH 1 2 Egyptian 2-1-0	PTAH 1 2 Nubian 3-2-1	PTAH 1 2 Egyptian 2-1-0	RE 1 2 Nubian 2-2-1	RE 1 2 Ethiopian 2-1-0	RE 1 2 Egyptian 2-1-0	SUTEKH 1 4 Nubian 2-2-1	PTAH 1 4 Nubian 2-2-1	RE 1 4 Nubian 2-2-1	AMON 1 4 Nubian 2-2-1								
										PL. GD 1 2 Lulakki 4-3-2	PL. GD 1 2 Khabiri 3-2-1	Hamah 1 2 2-2-1	Hulqia 1 2 3-2-1	Kadesh 1 2 2-2-1	Syrian 1 2 2-2-1	Mitanni 1 2 2-2-1	Babylon 1 3 3-2-1	Kanesh 1 3 3-2-1	Alippo 1 3 3-2-1	Mitanni 1 3 3-2-2	Arinna 1 3 3-2-1
Assyria 1 3 1-0-0	Kadesh 1 3 1-0-0	Kizzuwatna 1 2 2-1-0	Lurwian 1 2 2-1-0	Ugarit 1 2 2-2-1	Assyria 1 2 3-2-1	2-1-0	Saba 1 3 2-2-1	Mitanni 1 2 2-2-1	Ugarit 1 3 3-2-2	Hulqia 1 3 3-2-1	Arzawa 1 3 3-2-1	Saba 1 3 3-2-2	Wilusa 1 3 3-2-1								



RAMSES II

CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	MELEE	MELEE	MELEE	MELEE	MELEE	EGYPTIAN MORALE	EGYPTIAN MORALE	HITTITE MORALE	HITTITE MORALE
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AMON \uparrow 4 Egyptian 4-3-2	RE \uparrow 4 Egyptian 4-3-2	PTAH \uparrow 4 Libyan 4-3-2	SUTEKH \uparrow 4 Egyptian 4-3-2	AMON \uparrow 2 Egyptian 3-2-1	AMON \uparrow 2 Ethiopian 3-2-1									
AMON \uparrow 4 Ethiopian 4-3-2	RE \uparrow 4 Nubian 4-3-2	PTAH \uparrow 4 Ethiopian 4-3-2	SUTEKH \uparrow 4 Egyptian 4-3-2	AMON \uparrow 2 Sherdens 5-3-2	AMON \uparrow 2 Nubian 3-3-2	RE \uparrow 2 Nubian 4-3-2	PTAH \uparrow 2 Egyptian 3-2-1	PTAH \uparrow 2 Ethiopian 3-2-1	SUTEKH \uparrow 2 Ethiopian 3-2-1	SUTEKH \uparrow 2 Egyptian 3-2-1	PL. GD \uparrow 2 Sherdens 6-3-2	GAR \uparrow 2 Judea 3-2-1	Egyptian \uparrow 3 2-1-1	A 5 Ramses II
AMON \uparrow 4 Nubian 4-3-2	RE \uparrow 4 Nubian 4-3-2	PTAH \uparrow 4 Nubian 4-3-2	SUTEKH \uparrow 4 Nubian 4-3-2	RE \uparrow 2 Egyptian 3-2-1	RE \uparrow 2 Ethiopian 3-2-1	RE \uparrow 2 Nubian 3-3-2	PTAH \uparrow 2 Egyptian 3-2-1	PTAH \uparrow 2 Nubian 5-3-2	SUTEKH \uparrow 2 Egyptian 3-2-1	SUTEKH \uparrow 2 Nubian 4-3-2	Syrian Allies \uparrow 2 4-3-2	GAR \uparrow 2 Judea 3-2-1	Judea \uparrow 3 2-1-1	C 5 Grand Vizier

Egyptian Unit Counters

Ariana \uparrow 3 6-4-2	Mitanni \uparrow 3 6-4-3	Alcipo \uparrow 3 6-4-2	Kanesh \uparrow 3 6-4-2	Babylon \uparrow 3 6-4-2	Mitanni \uparrow 2 4-4-2	Syrian \uparrow 2 4-3-2	Kodsch \uparrow 2 4-3-2	Hulaja \uparrow 2 5-3-2	Hamah \uparrow 2 4-4-2	PL. GD \uparrow 2 Khabri 6-4-2	PL. GD \uparrow 2 Lulakki 7-5-3			
Wilusa \uparrow 3 6-4-2	Seha \uparrow 3 6-4-3	Arzawa \uparrow 3 6-4-2	Hulaja \uparrow 3 6-4-2	Ugari \uparrow 3 6-4-3	Mitanni \uparrow 2 4-3-2	Seha \uparrow 2 4-3-2	3-2-1	Assyria \uparrow 2 5-4-2	Ugari \uparrow 2 4-4-2	Luwians \uparrow 2 3-2-1	Kizzuwatna \uparrow 2 3-2-1	Kadesh \uparrow 3 2-1-1	Assyria \uparrow 3 2-1-1	A 5 Muwa-tallis

Hittite Unit Counters