GENERAL

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RBM·

Avalon Hill Philosophy Part 95

A.R.E.A.; synonymous with Avalon Hill, reliability, experience and ability. The AREA is, quite simply, a pool of reliable and experienced competitors. The pool draws its name from the Avalon Hill Game Company which originated it, maintains it and whose games form the medium for its competition. (Games by other manufacturers are not subject to rating since they do not subsidize the maintenance of the player pool.) Since its inception in 1975 and introduction to this readership in AH Philosophy #48 (Vol. 11, No. 5), over 6000 players have availed themselves of this service. Today, an AREA rating with a high play-by-mail qualifier has become identified with the mature, experienced pbm competitor who is a joy to play.

All too often pbm games are begun and never finished because of the irresponsible actions of one or both players. Losing players simply stop the correspondence (or worse) rather than finish a losing cause or surrender gracefully. The AREA system is designed to cull such undesirables over the years by ejecting those found guilty of cheating, not finishing games, or other immature behavior. To this end, all players rated in the AREA are expected to adhere to the Code of Conduct (Vol. 16, No. 6).

Too, many abandoned games come about due to the embarrassment of a novice player matched against an accomplished veteran. When such wide variance in skill level exists, neither player enjoys the excitement of a hard fought match and profits little from the game in any manner. The essential intellectual challenge our games stress is lacking. Selecting an opponent of approximately equal ability should enhance the contest for all involved. To this end, all players in the pool are rated, each individual rating based upon performance within the ranks of the pool itself.

Frederick the Great

THE CAMPAIGNS OF THE SOLDIER KING

In the late summer of 1756, an obscure political squabble in central Europe ignited a military conflict that was to engulf the continent for most of the next decade. This conflict later became known as the Seven Years War and, without doubt, its most famous personage was King Frederick II ("The Great") of the Kingdom of Prussia. Frederick had inherited a small but deadly military machine from his father, King Frederick Wilhelm, and upon succeeding to the throne, his astute and audacious leadership of this army gave him the sobriquet "The Soldier-King". Throughout the seven years of conflict, Frederick's kingdom was assailed by three major armies simultaneously. From the west came massive French armies, plodding slowly over the Rhine and into the territory of Frederick's only continental ally, Hannover. From the south came the highly-disciplined troops of the Austrian Empress, Maria Theresa. And finally, from the east came an enormous Russian force—painfully lethargic, but threatening nevertheless.

In response to these multiple threats, Frederick maneuvered his army with lightning-like swiftness, utilizing the strategy of the "interior lines" to its fullest. His troops would force-march through the mountains of Bohemia or the rolling hills of Saxony to bring an enemy force to battle completely unexpectedly and under conditions favorable to himself. Then, the Soldier-King would stealthily march away, only to surprise and engage another enemy army under similar conditions at some later point during the campaign. In this manner, Frederick withstood the enormous odds against him for seven ravaging years of war. He just barely managed to avoid crushing defeat and, although Prussia was bled white at the conclusion of this conflict, his beloved kingdom had established itself as a major power to be reckoned with in future European politics.

FREDERICK THE GREAT recreates all of the intricacies of this massive struggle that tested the Soldier-King's capabilities to their fullest. Players will easily and quickly be able to grasp the enormity of the strategic task facing Frederick. Or, on the other hand, they will be able to comprehend the indecision and reluctance of the French, Austrian, or Russian commanders that are forced to tangle with the renowned Prussian king. Can you, as a player, do as well as Frederick (or do better than his adversaries)? FREDERICK THE GREAT is a simple game that accurately reflects the chess-like qualities that real warfare possessed during the Seven Years War. The game stresses the heavy influence of logistics and siege warfare that dominated Frederikian-style campaigns. Campaigns are won just as easily by brilliant maneuvering as by pitched battle. Included in the game is a 22″ by 32″ mounted mapboard, a 12-page rules folder with seven separate and distinct scenarios, and 260 playing pieces.

FREDERICK THE GREAT is rated 4 on a 1 (Easy) to 10 (Difficult) complexity scale for ages 12 and up. It may be played solitaire without serious difficulty.

FREDERICK THE GREAT is available now for $12.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas). Maryland residents must add 5% state sales tax.

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DAS83

PLAYING BOTH
SIDES OF THE ELBE
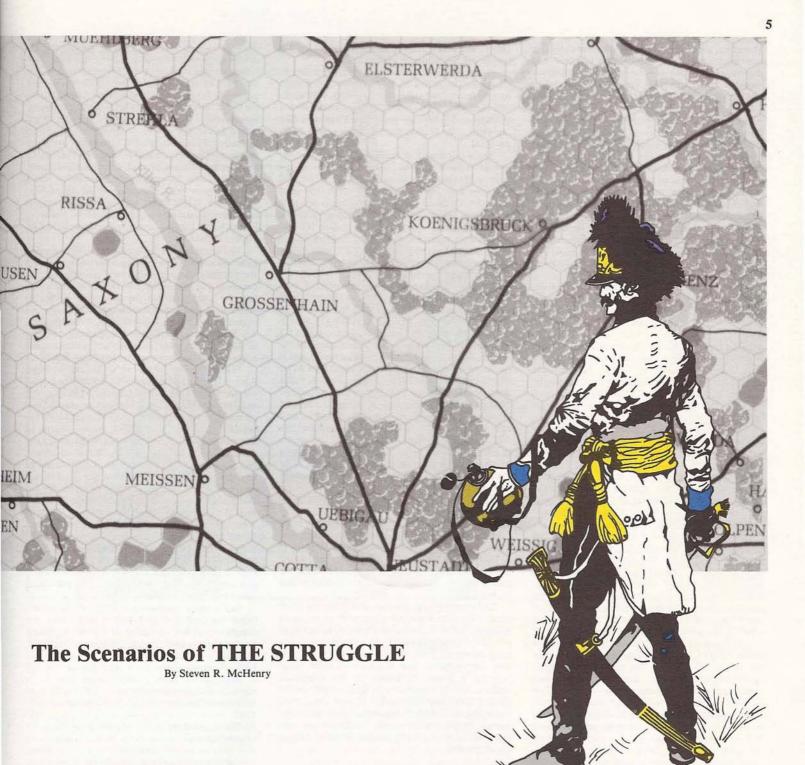
Introduction

Avalon Hill's latest entry in the Napoleonic boardgaming field, *STRUGGLE OF NATIONS* is an attempt (largely successful) to interpret those events between April 25 and October 31 of the year 1813 in Saxony, Westphalia, Brandenburg, Silesia and parts of Bohemia that signalled the end of the First French Empire. Known affectionately as "the STRUGGLE" by those of us who worked on it, the game provides the prospective players with the same strategic and operational problems faced by the field commanders of each side, while at the same time offering a rather unique point of view for a *wargame*.

While this article is designed to provide additional information and specific recommendations to those who presently own and play the game, it might be useful to those other readers who have not seriously considered gaming this period of history. Too many wargames of the 1750-1815 period result

in lines of counters stretched from one mapboard edge to the other, with cavalry and/or "guard" units acting like latter day panzer divisions. Too many of these games have tactical combat rules so detailed that the play comes to a halt as they require the player to assume the roles of overall commanders, division general, brigade leader and battalion officer at one and the same time. Perhaps the most serious problems with many current Napoleonic wargames is that there is no room for Army maneuver; troops move as if every commander, united in purpose, was issued a field telephone, as if the soldiers never get tired and drop out of march, and as though intelligence and information on the enemy was complete.

In "the Struggle" Mr. Zucker, the game's designer, has given the players a game that is a quantum leap from those "operational" games we have seen in the past, and that is the logical exten-

sion of his other games on this era (such as the upcoming *NAPOLEON AT BAY* and *BONAPARTE IN ITALY*). With *STRUGGLE OF NATIONS,* the player comes very close to actually taking on the role of the overall field commander for either side. The Napoleonic commander was required to develop specific plans, organize his subordinates (the number and type of troops under a specific command), establish and protect a line of communications, and operate against an enemy about which little was known in many cases. In *STRUGGLE,* even the victory conditions fit into a fluid scheme by requiring morale changes, rather specific territorial gains or simple strength point losses. All of this operates within a system that is elegant and at the same time complex. Each facet, and its associated decisions, affects another with still more decisions, which in turn require still other decisions and, of course, eventually decide the outcome of the

The Scenarios of THE STRUGGLE

By Steven R. McHenry

DAS83

original grand plan of operations.

This game is very demanding on its players, yet I get a certain satisfaction out of my successes and education from my failures that I don't achieve with most other games. For those readers who can handle games of relatively high complexity and have been curious about this particular era—this may well be *the* game for you.

Spring Scenario—Race to the Elbe

In the first scenario, we find the Allies over-extended, outnumbered, operating with inferior commanders and in a worse supply situation than the advancing French. It is obvious from the beginning that the Allied player must take a defensive posture, trading space for time. The historical Allied offensive that resulted in the Battle of Lutzen on the second of May will not be seen in the scenario's play.

Conversely, this is the best, and possibly the only chance that the French have of completely destroying the Allied Army in the three scenarios. This scenario is also the pivotal one in the Campaign Game. If this is the only scenario being played, the French commander should accept attrition losses and convert APs (*Administration Points*) to movement commands each turn to force comtact with the enemy before they can cross the Elbe. This will force the Allied player to use up his limited supply of APs (11 Allied/22 French at scenario start with *Lines of Communication* of 76 hexes and 11 hexes respectively), which in turn will increase Allied losses to attrition. And the longer Allied LOC will mean fewer APs per die roll.

In the Campaign Game, a longer view must be taken. After the Armistice, the only depots that become active for the French are those in French-occupied territory; all are needed, particularly

Goerlitz and Bautzen, in order to keep the Allied armies from combining operations. To do this, a careful eye has to be kept on the territory (depots, primary road linkages, and river crossings) in French control as the Armistice die roll approaches. The French cannot afford to lose troops, particularly cavalry, nor APs unnecessarily since the troop numbers and AP totals jump dramatically in favor of the Allied forces after the Armistice when the Swedes and Austrians (along with reinforcing Prussians and Russians) arrive.

Map and Strategy

While the French occupy Magdeburg and Wittenberg (Torgau and its garrison fall to the French on the turn following French occupation of Dresden), the limited primary road network east of the River Elbe from those towns make them poor choices as the main French point of crossing.

Therefore, the river becomes an excellent defensive position for the Allies, and the only one that they should hold with any determination. The Allied occupation of Dresden is the keystone for this defensive line (as it will be for the French in the following scenarios).

The area of Saxony west of the Elbe has few forests and many north-south rivers. The Allied superiority in cavalry (their only advantage) and bridge destruction tactics are most effectively employed here. Dresden and Leipzig (both fortified towns) are the hubs of the primary road net. The sacrifice of troops at these locations will delay the French advance, particularly at Dresden. This town acts as the small end of a funnel where the primary roads flow between the Elbe and the Bohemian/Saxon border. The fall of Dresden negatively affects Allied morale, causing the loss of more APs to movement commands and lowering future AP die roll results.

Once Dresden is occupied by the French and the river crossed, the wooded areas in the central portion of the map offer some protection for Allied cavalry-covered withdrawals. The Allied destruction of primary road bridges should be continued to slow the enemy advance. This is a role that cavalry is particularly suited for. Cavalry, and cavalry Major Generals, can only destroy bridges—not build them. A line of communications cannot be traced over a destroyed bridge (although "dispatch distance" can). Hence, the devastation of the road network.

There are two major parallel lines of advance and/or retreat from east Saxony to Silesia: the northern primary road between Luckau and Friestadt and the southern primary road between Dresden and Haynau. The northern road has little to offer for movement, with the exception of the Luckau crossroads. Control of Luckau is important to both players in the Campaign Game—French advances on Berlin will use Luckau and the surrounding road net for communications. The southern route is the most likely for advance or retreat in this scenario. For the Allies, it will permit retirement to the citadels of Breslau and Schwednitz and the more "open" country for cavalry operations. The French need to occupy Bautzen, Goerlitz and Bunzlau prior to the Armistice and should attempt to push the Allied Army into Bohemia, resulting in internment of those forces.

The band of mountains which the Bohemian border follows, for all practical purposes, represent the mapboard edge of the scenario, funneling operations in east/west directions. The Allies should not allow themselves to be caught against the border without a line of retreat. Conversely, this is an excellent strategy for the French commander, particularly in the region between and south of Stolpen and Seidenberg.

Forces and Commanders

The Allies start the scenario with 130 infantry and cavalry *Strength Points* (SPs) allotted to some 17 commanders. In total—93 SPs of infantry, 37 SPs of cavalry, and nine SPs of artillery compose this mighty force. However, they receive no reinforcements (but can look forward to twelve infantry and six cavalry replacement SPs).

The French have only 118 SPs of infantry and cavalry onboard, not including the Torgau garrison (neutral until after Dresden's occupation by the French). Napoleon's army is made up of 111 infantry SPs and seven cavalry SPs under seven separate commands. Since the French start first in the Spring Scenario, the considerable number of Turn 1 reinforcements raise the French Army strength in the first movement phase to 168 SPs. Now the French command 140 infantry SPs and 13 SPs of cavalry with six points of artillery SPs, commanded by 11 leaders. The French Army continues to grow on almost every turn (due to reinforcements) until it reachs 261 SPs under 15 leaders.

Army strengths are only part of the puzzle however. The Allied 93 infantry SPs are divided into 29 units. Unit strengths vary from 9 SP (only one distinct unit) to but 1 SP (two units) with a average of 3.2 SPs per unit. The 37 cavalry SPs represent some 17 units (with an average of 2.2 SPs per unit).

The worst aspect of the Allied Army—and yet one of the most important considerations—are the command capabilities of its leaders. In effect, this describes how many SPs can be effectively used each turn. Of the 13 named Allied commanders (not cavalry nor Major Generals) in the Spring, only one (Bluecher) has a command span of at least "4" and an initiative rating of at least "3". Most of the others (eight) have an initiative of "2", while the remainder have an initiative of only "1". Only Bluecher has a combat bonus point.

The French situation is in extreme contrast. The 244 SPs of infantry are divided into 30 units. Unit strengths vary from 13 SPs to 1 SP, with an average strength of 8.1 Sps/unit. The cavalry (17 SPs) is divided into 14 units with an average strength of 1.2 SPs/unit. French leadership will continue to be the French player's strong point in all scenarios and is particularly impressive when compared to the Allies in this one. Of the 14 French leaders available (this does not include the cavalry commanders nor Major Generals but does include the Jomini and Ney-MacDonald options), eight have a command span greater than "3" and an initiative greater than "2". In fact, five have an initiative of "4" and a command span of "6" or more—awesome in terms of what may be accomplished. Of these five, three are assigned combat bonus points. In all, five of the 14 leaders enjoy combat bonuses.

The French have the capacity to move more troops with less movement commands, a better chance to move by initiative, and can engage more troops in battle longer (based on initiative rating in "Pitched Battle") than their Allied counterparts. It is only in one category, cavalry, that the Allied player has any superiority and it is here that the deadly game of "cat and mouse" will develop and be decided.

The French player *must* attach at least one SP of cavalry to every distinct command if he hopes to bring the Allies to battle. He *should* attempt to put two SPs of cavalry in each front line command. The most advanced force should have all the cavalry that can be spared. The Allied commander, while insuring a 3-to-1 advantage to his rearguard leaders, should always try to free cavalry under cavalry Major Generals to blow bridges, cut lines of communication and disrupt depots that are unoccupied; he has available some 20 SPs for this purpose. These are the most valuable 20 Allied SPs on the mapboard.

Playing the Scenario

The French have 60000 men in and around Aschersleben-Bernberg. Another 72000 men are at Weimar or entering the map east of that city. The Allied Army is spread out in a crescent from Dresden to Magdeburg, with no single force bigger than 22000 men. By extensive reorganization, Bluecher—the Allied Army's only really effective commander—can mass approximately 31000 cavalry and 52000 infantry against the French advance. But the time, attrition and AP losses required to accomplish this may well be prohibitive. There is no real point in holding the set-up positions, especially in the north. The Allied moves are dictated primarily by the choice of French strategy and the success of its implimentation.

Initially, the French have four avenues of attack and two separate overall strategies to choose from. The first option is to move the separate forces (Napoleon/Ney and Eugene) within operating distance of each other by a march on Leipzig, attempting to pin the enemy against the Elbe. The other strategy is to move the French armies to the east bank of the river and capture Berlin for morale purposes, forcing the Allied armies to retreat or be cut off. The second strategy will require the Wessel supply source to be used to protect the LOC from Allied raids. The center of operations would be located at Aschersleben so that forces entering the mapboard from Erfurt will be in supply. Personally, I believe this approach to be less successful since the road network in the area is poor, Tauentzien would enter the game with an additional 20 Allied SPs, Woronzow (12000 men) will be actively engaged and a concerted effort could be mounted against the French LOC. Further, once captured, Berlin will be hard to defend.

The attraction of the morale and river crossing gains attached to the capture of Dresden (gaining the Torgau citadel and river crossing in the process), the relative ease of defending the town, and the ability to use the Bohemian border to eliminate Allied units for the length of the scenario, make this the only real option for the French player. The Wittenberg, Rosslau and Magdeburg crossings of the Elbe are useful for supply and reinforcement purposes during later operations against Berlin.

Historically, Eugene's force around Aschersleben moved south to concentrate with Napoleon and Ney around Leipzig, while Bertrand and Oudinot moved north to the same area of concentration. At the same time, Wittgenstein (appointed CIC of the Allied forces following Kutusov's death) slowly moved forward toward the same region. The result was the Battle of Lutzen and the retreat of most of the Allied Army to Dresden. Buelow and Woronzow retreated northeast, crossing the Elbe at Rosslau to screen Berlin. Wittgenstein meanwhile passed through Dresden, and Bluecher and Kleist crossed the Elbe at Meissen. On the 20th of May, the Battle of Bautzen forced another Allied retreat further to the east to Schweidnitz and finally to the general region of Strehlen-Nimptsch. The French pursuit ended with French forces grouped near the Bohemian border, and stretching along the line Lahn-Jauer-Breslau. The Armistice took place on June 4, 1813.
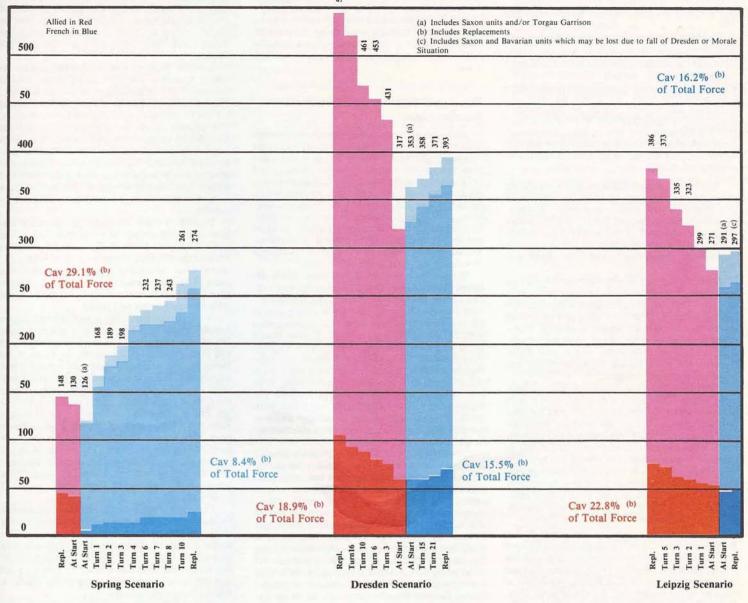
In the game there are a number of lines of advance for specific French forces. Regardless, the supply source and the center of operations should be placed along the Erfurt-Kosen primary road with the leading half of the counter on Kosen giving it an LOC of less than 20 hexes. At start positions will be in dispatch distance. French forces will be in dispatch distance anywhere from Madgeburg to Dresden on the west bank of the Elbe (the latter via Hof).

The Wittenberg and Madgeburg garrisons are two and three SPs respectively. Under current rules, they must surrender immediately as they are below five SPs (see the Optional Rules in this issue). Both players should agree to let the French player increase the two garrisons to 5 SPs each by reducing any French force at the French player's option or automatically increasing the garrison strength without affecting the other forces.

In the north, Eugene's forces are faced by Allied units totaling some 28 SPs of infantry and 8 SPs of cavalry stationed between Rosslau and Halle. The French can use the main road to Leipzig, or push Buelow's command south in front of them.

It is not stated directly in the rules, but a besieged garrison that is a depot should not be able to provide supply or provisional movement commands. Magdeburg falls in this category. If Woronzow is set up on the east bank of the river, a Major General can be created using the one SP unit with Reynier (32nd Division) and moved adjacent to Madgeburg, breaking the siege without needing to attack (not in Woronzow's zones of control). If he is set up on the west bank, Woronzow will have to

TROOP LEVELS IN STRENGTH POINTS

Allied in Red
French in Blue

(a) Includes Saxon units and/or Torgau Garrison
(b) Includes Replacements
(c) Includes Saxon and Bavarian units which may be lost due to fall of Dresden or Morale Situation

Spring Scenario

Cav 29.1% (b) of Total Force

Cav 8.4% (b) of Total Force

Cav 18.9% (b) of Total Force

148, 130, 126 (a)
168, 189, 198
232, 237, 243
261, 274

Repl. | At Start | At Start | Turn 1 | Turn 2 | Turn 3 | Turn 4 | Turn 6 | Turn 7 | Turn 8 | Turn 10 | Repl.

Dresden Scenario

545, 461, 453, 431
317, 353 (a), 358, 371, 393

Cav 15.5% (b) of Total Force

Repl. | Turn16 | Turn 10 | Turn 6 | Turn 3 | At Start | At Start | Turn 15 | Turn 21 | Repl.

Leipzig Scenario

Cav 16.2% (b) of Total Force

386, 373
335, 323
299, 271, 291 (a), 297 (c)

Cav 22.8% (b) of Total Force

Repl. | Turn 5 | Turn 3 | Turn 2 | Turn 1 | At Start | At Start | Repl.

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be attacked by Eugene's force, reorganizing to use MacDonald as the force commander due to his higher initiation and combat bonus values. Once this is accomplished, Victor at Bernberg will be in supply and may receive provisional movement commands.

Eugene with the 1st Old Guard should march south on the Aschersleben-Eisleben road to link with Soult. The guard unit should be transferred to Soult (giving him 15 SPs of Guard) to gain the movement bonus as well as attrition-free movement for Old and Young Guard units moving together. Eugene should then be used as a sub-commander because of his low subordination and initiative rating. Reynier will assume Victor's command, increasing it to 12 infantry SPs and two cavalry SPs (by using the 31st Division from MacDonald and the two cavalry units from Lauriston). Victor will then move to Ney's position and be used in the same manner as Eugene. This new force can proceed to cut Buelow's retreat over the Elbe at Rosslau or attack isolated units which have failed to move. Lauriston (now 19 infantry SPs), Latour-Mauberg (4 cavalry SPs), and MacDonald (now a mixed force of 18 SPs) would move toward Halle. If the Allies choose to attack Reynier, MacDonald can cut the Allied line of retreat on Leipzig.

With the center of operations in an exposed position in front of the army, Ney must be given a movement command to protect it. The 8th Division (13 SPs) should be put with Souham (refer to the Ney-MacDonald rules in the game) or left for Victor to pick up to lower Ney's attrition. Bessieres should follow Ney (with a pause in Auerstadt to insure that there is no cavalry attrition) with Soult and Marmont advancing via Jena. Move so as not to take attrition from the Young Guard unit until it links with Eugene's Old Guard. Major General H should be in place at Saalfeld awaiting pickup by Bertrand on Turn 2. Sabistiani should drop the infantry unit he enters with a Major General on Turn 6. This unit can then be picked up by Vandamme on Turn 10. The French can now take a pause to evaluate the Allied intentions, attacking towards Halle in the north, moving directly to Leipzig or attacking below Leipzig towards Altenburg against Buelow's positions. The latter is thus encouraged to take the more direct retreat route, requiring them to use the Leipzig-Seerhausen-Dresden road. The French want to avoid any battle in Leipzig (a fortified town) at this time which, if adequately defended, should hold out for several turns. The expected Allied retreat will generally be a chase to the Elbe with cavalry delaying actions so that the

northernmost Allied units can be extricated through Leipzig.

The Allied player is not without good counter-play. His center of operations should be located two hexes southeast of Seerhausen on the Leipzig-Dresden road with a LOC some 70+ hexes to Kalisch. On the first Allied forced march turn, Korff must begin marching from Chemmitz to Hof (15 MPs all told). There is nothing the French can do to counter this move and Hof will cease to be a depot at the end of the turn that Korff occupies it (usually on Turn 3). The French Major General A does not enter at Hof until Turn 4. By doing this move, the Allied player prevents the French from reaching Dresden in supply without moving their center of ops.

Meanwhile Woronzow will be out of supply regardless of what side of the Elbe he is placed on. Many prefer the east bank positions. A cavalry Major General should be created from the Krassofs cavalry unit. This officer then should cross the Elbe at Rosslau and can be used to attack the French lines of communications. Major General M should be ignored as the cost in APs and slow movement on minor roads makes any attempt to save the two SPs of infantry not worth the trouble. The other forces north of Leipzig should be reorganized as follows:

1. Reserve Oppenheim from Buelow to Yorck, 2 cavalry SPs

2. 14th Helfreich from Kleist to Buelow, 2 infantry SPs

3. Kos Mensdorf from Kleist to M.G.X., 2 cavalry SPs

4. Mixed Cavalry from Gortschakow to M.G.X., 1 cavalry SP

5. Kos Ilowaiski from Gortschakow to M.G.X., 2 cavalry SPs

6. 5th Mesenzow from Gortschakow to Buelow, 4 infantry SPs

7. Mixed Infantry from Gortschakow to a Major General at Landsberg (with Gortschakow proceeding to Leipzig).

All this will permit Kleist to command almost the entire northern force of 24 infantry SPs and 8 SPs of cavalry with Buelow and Yorck as subordinates. A Major General with 5 SPs of cavalry serves as a rearguard. If one wishes to use the optional rules (found later in this issue) for Buelow, he could be interchanged with Kleist in this reorganization.

St. Priest and Eugene should proceed to Leipzig and there reorganize their forces under Gortschakow. This nine SPs of infantry will become the Leipzig garrison. Bluecher's three SPs of cavalry should be reorganized under a cavalry Major General and proceed to destroy all of the primary road bridges at Goerschen, Pegau and Zeitz. Bluecher will move behind the River Pleisse and destroy that primary bridge.

The general retreat on Dresden should continue, along with the destruction of bridges. As the French advance, cavalry forces of about four SPs can continue to operate behind the advance positions, destroying bridges that were repaired and attempting to break lines of communication and supply to the main French Army. The French will have few special cavalry forces to counter this development. Markow should transfer all of the units on his track to Miloradovich and should control that commander for the march from Chemmitz to Dresden (this due to his higher initiative rating).

The retreating northern forces under Kleist, Buelow and Yorck should cross the Elbe at Meissen with Bluecher. Bluecher can then transfer units on his track to Kleist, Buelow, Yorck and an additional cavalry commander (such as Korff). The bridge at Meissen must be destroyed. A force of about 15 infantry SPs could be assembled in Dresden from the retreating Russian (*not* Prussian!) forces under a 2-4-2 leader. The rest of the Russian army should operate on the east bank of the Elbe, occupying Koenigstein, destroying the Goritz and Schandau bridges over the Elbe, using cavalry commanders to stop bridging operations by the enemy. The only French bridging train enters the game at Erfurt with Major General *B* on 7-8 May and will take at least four turns to reach the Elbe near Strehla or Rissa.

Therefore, if the Prussian units under Bluecher and Kleist are relatively intact, Dresden is held and all of the bridges destroyed below Torgau by the 19-20 May turn (at which time the Armistice die rolls begin). The Allied player is in an excellent position to continue the Campaign Game, and should win this scenario. If the French gain an early crossing over the Elbe, or draws the Allied player into a large scale battle, or takes Dresden relatively easily, the French will probably win the scenario (and be in an extremely advantageous position for the Campaign Game).

Most of these recommendations should be looked on as goals to be obtained. There are far too many variables and die rolls for any strict and inflexible strategy. The decision on when to utilize the hoarded APs for movement commands is a typical crucial decision that can alter strategy considerably. Even with the advantage of the at-start "–1"

morale modification to the initiative die roll, Bluecher and Markow and the cavalry Major Generals will not move if a "6" is rolled. Many a French force commanded by a "4" initiative leader with a bonus combat point has stopped dead in his tracks for two or more consecutive turns while the Allied leader ahead of him retreats unscathed. Such is war.

Dresden Scenario—The French on Interior Lines

This scenario gives both players a considerable amount of play options and is probably the best balanced of the three. Since the Spring Scenario dictates the troops strengths, supply situation and positions of the armies during the Campaign Game, the Dresden and Leipzig Scenario reviews will be limited to specific scenario considerations only. With two equally competent players involved, many of the historical situations (the Battle of Kulm and the Battle of Katzbach) will not be recreated. Yet, the basic strategies were sound and are capable of winning the scenario for either player.

We find the opposing forces in a completely different situation from that of the Spring Scenario. The French have control of the "central position" with Dresden the principle French supply source (there is no need to trace supply to the board edge until 20 September) and a number of lesser depots along the Bautzen-Liegnitz road that permit operations in Silesia. The key to the French position is obviously Dresden. Regardless of what the French player hopes to accomplish, Dresden must be in French hands. In order to win the scenario, the French must keep the Allied armies separated, keep a LOC open through Leipzig in the latter stages of the play and defeat one enemy army significantly (hopefully the Army of Silesia).

The key to Allied play is much more open to discussion. Berlin should be defended for morale purposes; otherwise, there are few territorial gains that are really important. The Allied player should endeavor to keep his four separate armies intact, merging those of Silesia and the North and Poland if possible, and then follow the historical example of attacking where Napoleon is not. Keep firmly in mind that any serious threat to Dresden will bring Napoleon to its defense, thus taking pressure off other areas. If the Allied player keeps the French moving without committing his forces to any major battle, isolated French forces can be swept up. More importantly, French attrition and supply will suffer.

As with the Spring Scenario, the French deficiency in cavalry—when compared to the Allied arm—will allow the Allies to break off or screen possible engagements and makes the French particularly sensitive to losses in this arm.

Map and Strategy

The dominate physical features, when considering strategy, are the primary roads and the bloody River Elbe. The central wooded region of the mapboard and the series of north-south rivers east of the Elbe are also quite important to both commanders.

The French initially occupy all of the major crossings of the Elbe north of Bohemia. These are, for the most part, citadels in fortified towns. Therefore, the French player can operate with complete freedom on either bank. The depots, supply source at Dresden and occupation of the major roads between Liegnitz-Lowenberg-Dresden in the south and east, and Luckau-Jueterbog-Wittenberg in the north, allow operations in any direction against the separate Allied forces.

The woods in the center of the map provide some protection to the French in relation to their cavalry inferiority. Woods tend to slow advances (bringing movement to contact), giving an advan-

tage to forces on the defense. Attacking forces may not change into line in any ZOC; therefore, they must either attack at half-strength or use the full cost of woods movement (*cannot* be obviated by roads) to enter the woods package adjacent to the enemy force. Reinforcing units face the same difficulty.

Luckau, Bautzen, Goerlitz and Dresden are excellent locations for the French center of ·ops because of the intersecting primary road network. The occupation of Luckau is particularly important for any French move on Berlin—feint or otherwise. The primary roads approaching Berlin provide several axis of northern advance that are within supporting distance of each other. The Dresden-Bautzen-Bunzlau road is the most important line of advance east from the French (due to the location of depots) and supports the nearby Goerlitz-Goldberg road for communication and reinforcement considerations.

Possible French advances on Bohemia emphasise the importance of the Stopen-Zittau road and the Goerlitz-Reichenberg road. Be careful to observe the dispatch distance effect of enemy territory when advancing along the Stopin-Zittau route. The road network in and around Dresden allows the French commander to cut the LOCs of Allied forces moving on Leipzig.

While the Silesian Army is well provided for by primary roads that may act as a supply source, citadels for retreat or defense of communications and open country for maneuver, the Army of the North and the Army of Bohemia do not have these advantages. The primary road net in Bohemia provides very little east-west movement, only crossing the Elbe at one location, and is extremely close to the French "at-start" positions. The mountain hexes are a mixed blessing. Due to Pitched Battle rules, they are not as advantageous for defensive positions as they first seem. The winner of such a furious battle in a mountain hex is usually the force with the highest initiative leader, all other things being equal. And we all know what the Allied leaders are like.

The open country south of the mountain hex band allows an Allied retreat off the map due to the ability of the Allies to concentrate cavalry. The single citadel of Thieresienstadt does not add measurably to the defense of the region. After 20 September, the Komotau-Chemmitz primary road and the Saar-Freiberg primary road provide for a direct advance on Leipzig.

In the north, only one road is available for the Army of the North's supply. While it is close to Berlin, the LOC can be easily cut if not guarded. The marshes provide excellent defensive terrain if units are placed behind the marsh hexes (*not* in them). The citadel of Spandau should be garrisoned so that the French have to besiege it if they are to take Berlin. The River Sprez just south of Berlin offers some defensive protection and the bridge over it should be destroyed if a major French advance approaches.

The French strategy shall be to capture Berlin as early as possible while keeping the Army of Silesia away from Bunzlau and, of course, Dresden in French hands. Once Berlin is under French control, the bulk of the French forces should march on the Army of Bohemia, forcing it into cantonment or battle, where the ability of the French to command larger forces gives them the tactical advantage. With only 21 APs and the morale shift for the fall of Berlin, movement of the Bohemian Army will be difficult. The French should then march on the Silesian Army. This forces the Allies to make a decision on whether to return the cantonment forces to the mapboard (they can only be withdrawn once every twenty turns).

The individual Allied armies should await the French movements, and then press isolated French commands when major French offensive develop

elsewhere. The size of the mapboard makes itself felt in this scenario as does the importance of primary roads and bridges. Dresden and the depots of Bautzen, Bunzlau and Goerlitz are attractive targets for Allied advances when Napoleon (the only "10" command span leader in the French Army) moves away to other areas.

The Silesian Army with 45 APs and a maximum AP column for movement of 27 APs, is the most mobile Allied army. With Bluecher and Osten-Sacken attached (both have combat bonus points), it is also capable of putting together an extremely effective offensive force. This force can maneuver south and west parallel to the French LOC, forcing MacDonald closer to Dresden. This can be done in cooperation with Barclay de Tolly's forces for a general advance on Dresden. If such a move finds Napoleon at Berlin, the scenario could well result in an Allied victory. If the Allies can survive the French activity relatively intact until after 20 September, the French will have to quit the east bank of the Elbe and re-establish a LOC to the western mapboard edge. This would certainly permit the linking of the Allied armies and the fall of Dresden.

Forces and Commanders

In general, the opposing forces start the scenario approximately equal with 317 SPs of infantry and cavalry under Allied command, 353 SPs for the French. As the scenario develops, an additional portion of the Bohemian Army appears as well as the Army of Poland and Bernadotte's forces—swelling the Allied armies to 545 SPs of infantry and cavalry and 26 SPs of artillery. Allied cavalry, which represents 56 SPs of the Allied total at start, will grow to a staggering 103 SPs by the end of the Dresden Scenario. The French Army never rises above 393 SPs. The initial 57 SPs of cavalry are only augmented by four replacement SPs over the length of the fighting. Too, the French only muster 12 SPs of artillery.

In the Allied "at start" positions, 86 SPs of infantry and three SPs of cavalry (part of the Army of the North) guard Berlin. Some 91 SPs of infantry and 23 cavalry SPs (representing about 50% of the Army of Bohemia) start in Muenchengratz. And 75 infantry SPs, 26 cavalry SPs—the entire Army of Silesia—are located between Breslau and Schweidnitz.

The initial French positions are much more spread, but in many cases are mutually supportive under much better leaders. The main force, 110 infantry SPs and 14 cavalry SPs, are found east of Goerlitz. In the general region around Dresden, 101 SPs of infantry (of which 28 SPs are Guard) and 32 SPs of cavalry compose the various forces. And 70 infantry SPs and 11 cavalry SPs make up the French forces north of Torgau.

The Allied armies will grow to 192 SPs infantry/52 SPs cavalry (Bohemia), 105 SPs infantry/6 SPs cavalry (North), 43 SPs infantry/13 SPs cavalry (Poland) and 80 SPs infantry/26 SPs cavalry (Silesia) by the end of the fighting. The Army of Bohemia represents approximately 50% of the total Allied commitment. Unfortunately, in many cases the Allied commanders are incapable of effectively moving their forces (though with work, sufficient commands can be created for combat). As an example, Buelow, Winzingerode, Woronzow and Tauentzien must be assigned to Charlottenburg. Winzingerode, the only commander not assigned units, has a command span of "4". The other leaders here have a subordination rating of "2". Winzingerode would require a command span of "6" to command this group. Stedingk and Bernadotte, the other leaders in this army, are not even on the board yet (see my optional rules). When they arrive, they can do little more than command the Swedish forces already assigned to their tracks.

Even by juggling forces, as follows, only 78 SPs of infantry and three SPs of cavalry *can* be commanded by Buelow:

1. All units in Buelow's track transfer to Woronzow.

2. Advanced Guard O'Rourke and Reserve Cavalry to a Major General.

3. The 7th and 21st Russian Divisions to Winzingerode.

4. Buelow to command Tauentzien and Woronzow.

The eight SPs of infantry under Winzingerode must be a separate command.

It is interesting to note that Stedingk cannot even command the units on his track as he has a "5" command span and there are 5 and 1/2 points of units assigned to him. When the Swedes arrive, the Army of the North grows to 105 SPs of infantry, six SPs of cavalry and three SPs of artillery with a bridging train. In this situation, Winzingerode (with an initiative of "2") should command Buelow and Stedingk (both of "5" command spans with "22" subordinate ratings), as follows:

1. All cavalry and artillery to Stedingk with the "4 SP" Swedish division.

2. Advanced Guard to Buelow.

3. Tauentzien remains in command of his force.

4. The remaining Swedish divisions to Bernadotte's command.

In this situation, Woronzow could occupy Spandau if needed, with Bernadotte occupying Berlin and the remainder of the force under Winzingerode would operate in front of Berlin. Since this is two SPs *over* the stacking limit for a package, the two Swedish (4 SP) divisions under Stedingk could be replaced by two (3 SP) divisions.

The Silesian Army with Bluecher and Osten-Sacken has a surplus of commanders when compared to the Armies of Bohemia or of the North. Bluecher, alone, can command the entire army if the cavalry units, now assigned to infantry corps, are reorganized to the cavalry corps and Osten-Sacken's infantry reassigned to the VII Corps of St. Priest. Osten-Sacken can then be used to replace Winzingerode as commander of the Army of the North or of the Army of Poland. This would allow a combined force of approximately 200 SPs (Silesia and the North) or of 157 SPs (Silesia and Poland). With initiative ratings of "4" and "3" respectively, Bluecher and Osten-Sacken have the highest ratings of the Allied commanders. It is the threat of this very event that means that the French must keep the Army of Silesia isolated.

The Army of Bohemia represents the largest concentration of Allied troops (244 SPs of infantry and cavalry, 13 of artillery). With eight points of subordinate ratings actually assigned units, Homburg, Schwarzenberg and barclay (the only "6" command span leaders) can easily command the army in three distinct "wings". The latter two leaders have also been assigned combat bonus points. Barclay is the single most important Bohemian leader as, with all other things being equal, he has the highest initiative rating ("3"). With reorganization of units, Barclay at Muenchengratz can command almost the entire force using Wittgenstein to assist moving the forces for attrition considerations in the same manner that Langeron would be used in Silesia.

That portion of the Bohemian Army entering from Saaz would be split into two forces: one under Schwarzenberg (42 SPs infantry and nine SPs cavalry) and one under Homburg (33 infantry SPs and two cavalry SPs with seven artillery SPs). When Klenau enter play, he should be assigned to Schwarzenberg (raising his command to 64 SPs of infantry and 15 cavalry SPs). Homburg's force is at a disadvantage, since these units are assigned directly to him and there is no other commander available to assign particular units to in order that forces of less

than 20 SPs might be moved. Wittgenstein could be transferred to fulfill this role. Therefore, while the Silesian, North and Polish armies can operate as unified commands, the Army of Bohemia must fight as two separate forces.

Combining the French forces for attack purposes can be a bit difficult (although simple when compared to the problems faced by the enemy). While the command spans are generally greater, the subordinate ratings are also higher. One advantage is that the individual units are more interchangeable. Napoleon, Reynier and MacDonald are used to their best advantage as independent commanders due to their high initiatives and command spans. Lauriston, Bertrand, Victor, Vandamme, St. Cyr, Mortier and Souham make excellent subordinate commanders since they have low subordinate ratings. The others all fall somewhere between.

Even though the French are outnumbered by 152 SPs of infantry and cavalry and have only half the Allied artillery totals, the French forces should always be able to concentrate a greater number of troops in a given area, faster than their Allied counterparts. As an example, with the Guard combined under Soult (28 SPs), Ney's force under Souham minus the cavalry (38 SPs), St. Cyr less cavalry (24 SPs), Lauriston's command without the cavalry (25 SPs), the artillery assigned to Lauriston (12 SPs) and Sabistiani with all cavalry assigned (14 SPs), Napoleon would command a tremendous army with excellent flexibility. Some 28 SPs would be able to move attrition-free (the Guard) while Souham would move under Napoleon (a bonus point modification to the die roll); St. Cyr and Sabistiani would move independently while a movement command would be expended for Lauriston. This freedom of movement for an army of this size (without extensive reassignment) simply doesn't exist for the Allied player. With a closer review of strengths and more a complex organization, Napoleon can command a much greater number of troops. The troop strengths described previously for the Allies will almost never be equalled in the actual game due to the high attrition losses for moving large commands and the number of movement commands required. However, The above French force can be achieved relatively easily if the concentration is desired.

A closer look at the commanders illustrates why. There are 27 Allied leaders in this scenario (not including Major Generals nor cavalry leaders). Only three of them have a command span greater than "3" or an initiative greater than "2". Of the 17 French leaders facing them, over half (ten) meet these requirements. Five of the French have combat bonus points that lower attrition losses. Only four Allied leaders have combat bonus points. Three of these Allies have initiative ratings more than "2".

Average troop strengths also illustrate the point, particularly in independent comments. With an average troop strength of 6.1 infantry SPs and a dozen leaders with a command span of "6" each, 35 + French SPs can be gathered and controlled very easily, moving independently. These can be combined under Napoleon (moving himself without attached units) for very rapid battlefield concentrations. The Allies only have six commanders with a command span of "6", split among four distinct armies. The average troop strengths are slightly higher but, with the lack of leaders with sufficient command capabilities, this means little.

The final problem facing the Allied player is that the disorganization die roll is compared to the leader's initiative rating. With the poor Allied initiative values, should an Allied force lose a battle and be forced to retreat, there is a higher chance that the force will be disorganized and begin to disintegrate. If the Allied force initiated the battle, on the next turn the French will attack and offer a Pitched Battle. The disorganized Allied remnant

cannot use initiative to march out of the French ZOC. If the French lose, the Allied force will have to re-attack at the worst possible odds due to disorganization. This process is guaranteed to destroy unsupplied Allied forces.

Playing the Scenario

This scenario represents a series of opportunities lost to the French and a growing cooperation among the historic Allied forces. It also illustrates the increased difficulty of effectively administering large Napoleonic armies (100000 + troops) with the then existing command structure. Before investigating moves in this particular scenario, let's look briefly at the historical developments between the Armistice and the end of September.

The Armistice ended with Austria and Sweden supporting the Allied effort to free the German States from French dominance. Fearing Napoleon's abilities as an army commander and leader of a still potent force, the Allied powers formulated a general plan of action, commonly known as the Trachtenberg Agreement. It required individual armies to fall back before any Napoleon-led offensive, attacking individual French commands until the Allies could unite their scattered units. In this way, they hoped to keep Napoleon off balance and wear down his army to a point at which the combined Allied offensive would require his retreat to France.

Following the end of the Armistice on 17 August, Bluecher and the Silesian Army moved west to the River Bober (11-20 August), meeting resistance from Ney's command. Reinforced by Napoleon and the Guard, Ney advanced on Lowenberg. Bluecher promptly retreated after an inconclusive engagement and was pursued to the Katzbach.

Schwarzenberg, commanding the combined Austrian and Russian armies, planned an offensive on a broad front against Dresden and Leipzig to cut the French lines of communication. If successful, the French would be caught between three Allied forces and would be without adequate supply for the number of troops in the field.

Napoleon (always more ambitious than his enemies) planned for Oudinot, with Reynier and Bertrand, to move north and capture Berlin, while MacDonald and Ney's forces held Bluecher east of the Katzbach River. Leaving communications with France exposed, St. Cyr in Dresden would be provided as bait for the ponderous Austrian/Russian army. All of the crossings of the Elbe had been in the process of fortification since the Armistice. As the Austrians and Russians moved north, the bulk of the French Army would advance south via Zittau and move on Prague. Napoleon gambled that the superior marching abilities of the French infantry would win as each army pivoted against the other's LOC; he could win his hoped for "great battle" without stretching his lines deep into Bohemia chasing a retreating Austrian army which refused to stand and fight. The Russians would also seek peace rather than fight their way back to the east, he reasoned. Bernadotte's heart was not in the fight; he was more worried about keeping the Swedish throne. Bluecher could not stand alone if Schwarzenberg's force was removed from the war and the Confederation of the Rhine would remain under French control. Napoleon came very near to accomplishing all this.

As Schwarzenberg advanced against the French forces around Dresden between August 20th and 25th, Napoleon put his plans into motion. By 25 August, with reports indicating that Dresden could not be held for the necessary time required to move to Prague, Napoleon gave up his advance and marched instead directly to St. Cyr's aid. The Battle of Dresden took place on the 26-27 of August, with the Allies finally retreating through the Bohemian

mountains. The pursuit resulted in the loss of a significant part of Vandamme's corps in the unfortunate Battle of Kulm, where Allied units under Kleist accidentally found themselves across Vandamme's line of retreat just as he prepared to engage Ostermann-Tolstoi.

On 26 August, just as Napoleon was stabilizing the situation at Dresden, MacDonald was pushed against the Katzbach by Bluecher, defeated and forced to retreat across the Bober. Thus Oudinot's uncoordinated thrust towards Berlin was stopped by Bluecher at Grossbeeren. The French retired to Wittenberg before the Battle of Dresden actually was under way.

While fighting and maneuvering continued through September, the net around the French forces was steadily tightened. Napoleon's subordinates continued to lose minor engagements, illustrating the effectiveness of the original Allied plan. The French supply situation worsened as the army slowly withdrew to the Elbe and the Dresden-Koenigstein region. This situation is illustrated in the Leipzig Scenario set-up.

As the players set up the scenario, they should review the *Errata* included in this issue. The Allied leaders at Muenchengratz are overstacked. The Austrian leaders entering Saaz on Turn 3 are likewise overstacked; and the Swedish leaders entering at Stettin must be reorganized as Stedingk is over his command limit. Nor can the Polish army be stacked in the same package in its present organization.

The Allies have the first player turn. A curious situation in this game is that the player who moves second can actually steal a march on the first player—since he will get a forced march, a regular march, and then may attack while the first player only gets one march. The Army of the North should reorganize, and occupy Spandau, and move forward to Johnsdorf, with the package between the lake and north of the marsh. The three SP cavalry force should attempt to blow the primary bridges at Jueterbog, Luckenwalde, east of Johnsdorf and at Posdam if the latter is threatened. The center of ops should be behind Berlin.

The Silesian Army center of ops should be placed at Schweidnitz if the goal is to move on the French LOC or at Breslau if the intention is to march directly on Liegnitz. The supply source should also be located off a southern road in the former case, or an eastern road in the latter. Both citadels must be occupied. Since this force has the highest number of usable APs (45 APs at the start with its highest column at 27 +, leaving a difference of 18 APs plus an expectation of gaining 2 + APs per turn), it should be used to threaten the French LOC while attempting to link with the other forces.

The Bohemian army in Muenchengratz should be reorganized into a more efficient and streamlined force and used to threaten the French at Zittau, carefully screened with cavalry. The location of its supply and center of ops is difficult. If it is located at Muenchengratz itself, it will not supply the forces on Turn 3 at Saaz nor any moves that threaten Dresden from the south. If it is located at the citadel of Thieresienstadt, it may be open to attack but will supply both armies. The latter is felt to be the best choice, with occupation of the citadel at the earliest possible moment. The Prussian Guard under Konstantin may well be the best choice for this task, with the cavalry given to a Major General and the artillery passed to Yermolow. Konstantin can then reorganize the infantry under a Major General and move to assist Barclay in the movement of the Bohemian forces. An advance on Geogswalde via Ziwickau by the main force while M.G.Z. advances on Poniatowski may buy time for Berlin by encouraging Napoleon to attack southward. Should this indeed happen, a retreat should be made on Boehmisch. The Allied forces should then retreat into cantonment via Dauba and Hirschberg. While Napoleon is chasing the

Bohemian Army, the Silesian Army should be advancing on Lowenberg to threaten Bunzlau. If this succeeds, and if Bunzlau falls, future French operations in Silesia will be curtailed. Individually, the French forces in Bunzlau-Liegnitz-Lowenberg are insufficient to destroy the Silesians. If Napoleon unites these forces, a rearguard screen should be made with the 26 SPs of cavalry.

Ultimately, the LOC should be set up through Saaz for operations on the west bank of the Elbe against Dresden by the Bohemian Army. This force may be gathered along the Komotau-Teschien road. Advancing leaders towards Chemmitz via Konotau will also draw French attacks. This is a particularly good line of operations for independent Allied cavalry commands.

The French will likely set up their center of operations two hexes southeast of Luckau along the Kalau road. From here, troop operations can be carried out from Berlin to Bohemia and Schomochlitz (in supply past Neumarket and Striegau) in the east. Napoleon should take Berlin as early as possible. He should gather Victor, Reynier, Bertrand, Mortier (with all the guard) and even Latour-Maubourg to advance on Berlin. This force will amount to 90 SPs of infantry, 20 SPs of cavalry (to insure a 3-to-1 advantage) and 12 SPs of artillery. After Berlin is captured, Reynier and Victor should be able to hold it.

Meanwhile, Oudinot will pick up Major General *F* and reorganize the unit on his track. He should then march on Dresden. Ney shall reorganize his units to Souham; MacDonald should reorganize his to Gerard. MacDonald should then command Gerard, Souham and Lauriston (giving him a total of 86 infantry SPs, three cavalry SPs) with 11 SPs of cavalry available under Sabistiani. St. Cyr should position himself south of Dresden with Poniatowski at Koenigstein, later moving to Dresden following the general retreat during the Leipzig Scenario.

Taking Berlin early and holding it, while drawing the Bohemian forces north of the mountains for a major engagement or series of battles, while at the same time keeping Bluecher at bay (separate from the other Allied commands) may be the most successful strategy that the French have. Only a master will bring it off though.

As with the Spring Scenario recommendations, these are only a few ideas that have worked well in the past. They may not be the best play, and countermoves to each must certainly exist. But these should be the starting point for further discussions in these pages. Feel free to make your voice heard in this forum.

Leipzig Scenario—The Net Closes

If the Dresden Scenario represents the high water mark of the French and Allied armies in 1813, this scenario illustrates the war-weariness that enveloped them. The Dresden Scenario began following an eleven week armistice that had allowed both sides to refit their armies, bringing them to the highest strengths of the entire campaign. It also permitted Napoleon to develop supply depots in Saxony and western Silesia, untroubled by enemy operations. Dresden served as the supply hub for the entire August-September portion of the campaign, permitting a more relaxed attitude to the overland line of communication. The failure of his subordinates to carry out Napoleon's overall strategy of separation, isolation, and destruction of individual Allied armies in turn, exhausted the supply situation and turned the "central position" into a vast trap, from which Napoleon was unwilling to extricate himself. The Leipzig Scenario provides each player, unfettered with the political and personal pressures of those days, with the positions and troops and supply situation of the armies in late September 1813.

While the French player still retains the Elbe depots, Dresden is no longer a supply source, and the east Saxony depots are no longer active. Dresden remains a depot for this scenario, providing supply for French units. Movement commands must be provided via an active center of operations with an unbroken LOC to either Erfurt or Wessel on the western mapboard edge. The French are on the strategic defensive, using the French-controlled Elbe River crossings for limited offensives to keep the Allies off balance and to retain the vital road connections. The entire French Army starts on the board with the bulk of it operating out of Dresden.

The Allied player is in the best position he enjoys in any of the scenarios. With about 75% of his army (on board and first turn reinforcements) equaling the active French, with cavalry units in the French rear areas, with a 2-to-1 cavalry superiority, with river crossings on the Elbe north of and around Wittenberg, the Allied player can dictate the flow of the game using the strategy of the indirect approach to the enemy line of communications. While Dresden is of less importance than in the previous scenarios, the loss of the town will set the French moving northwest to Leipzig and affect their morale. The Army of Bohemia entering the mapboard at Saaz adds pressure to the threat against Napoleon's LOC. While the French control the citadels and major crossings, the Allies should attempt to gain control of the upper Elbe and bridge the river at selected crossings to pressure the French out of Dresden.

Map and Strategy

As with the previous scenarios, the Elbe is the dominate feature on the map. The primary road system with associated river and mountain crossings will dictate movement. Of particular importance to the Austrians is the Komotau-Borna-Leipzig and Dux-Frieberg-Chemmitz-Borna-Leipzig roads. They will permit an advance on French communications through Leipzig. The only realistic French LOC, Erfurt-Leipzig-Dresden, will be under continual threat if the Austrians are permitted to operate freely north of the mountains. The Wessel-Magdeburg-Leipzig road will be useless to the French for LOC if the Allies control the Zerbst-Koethen-Elbe crossing in strength.

Due to the superiority in Allied cavalry, all earlier comments remain valid on the use of woods and river crossings. Allied ZOCs will again be relatively long, maybe subject to sudden French raids and limited but sizeable offensives issuing out of the French-controlled citadels—particularly Wittenberg and Torgau. The French player must keep his Messien crossing of the Elbe under control until the Dresden position can no longer support operations for the bulk of the French Army. At this point, Dresden should be garrisoned with a leader and the Dresden and Messien bridges destroyed. The Koenigstein fortified town is of much less importance to the French in this scenario since it provides no real river crossing for communications purposes.

The French retreat on Dresden should endeavor to blow bridges and take positions behind rivers in woods and in rough terrain hexes. The towns of Halle, Weimar, Borna, Landsberg, Koethen and Chemmitz are particularly important for communications and march purposes.

Overall French strategy is to operate on both sides of the Elbe, using the citadel river crossings to threaten the communications of the enemy armies of the North and of Silesia. Dresden should be held as long as possible to attack communications of the Army of Bohemia as it marches north. A retreat on Leipzig will eventually be made in the scenario against any competent Allied commander. It should be planned for, far enough in advance to permit rearguard actions. The French should

aggressively stop bridging operations by the Army of Silesia between Torgau and Messien. In this "cat and mouse" game in which the roles are reversed from those of the Spring Scenario, the French must attempt to control the game. If the French wait on the Allies and merely react, the Allies will either force them against the western mapboard edge or against the Elbe citadels for supply. In the latter case, without movement commands, the French will be destroyed individually as units will fail their initiative die rolls.

Overall Allied strategy involves crossing the Elbe towards French supply lines while taking mutually supportable positions. The French cannot afford to stand and fight a Leipzig-type battle. As in the previous scenario, the Allies have to force the French moves. In this case, they should alternatively attack, then retreat away from their own LOC—thus indirectiy towards the French LOC.

Forces and Commanders

A French force of 248 infantry SPs, 45 cavalry SPs and 12 artllery SPs concentrated primarily in and around Dresden is opposed by an Allied force that contains 212 SPs of infantry and 59 SPs of cavalry and 13 SPs of artillery. Between Turn 1 and Turn 5, the Allied force has grown to 373 SPs (290 SPs of infantry and 83 SPs of cavalry, supported by 26 SPs of artillery). This growth reflects the addition of the bulk of the Army of Bohemia entering the mapboard at Saaz.

The number of individual units on both sides remain approximately the same. Their strengths have been dramatically reduced over that of the Dresden Scenario due to the usual attrition of war. Average strength of the Bohemian Army infantry units drops from 7.4 SPs/unit to 4.1 SPs/unit between Dresden and Leipzig. The entire Allied strength ratio drops from 6.6 SPs/unit to 4.7 SPs/unit. The French suffer a continual decrease in average strength from 8.1 SPs/unit in the Spring Scenario to 6.4 SPs/unit in Dresden and finally to 5.2 SPs/unit at the start of Leipzig. Still, they have a higher average unit strength in this scenario than all but the small Polish Army.

The cavalry continues to remain a problem for the French with but 45 SPs allocated. At 2.9 SPs/unit, as compared to the 1.7 SPs/unit the Allied cavalry commands, the French have even fewer distinct operating units on board. Since the Allies also have more artillery (by 2-to-1) than the French, the cavalry advantage and the artillery advantage combined means additional French losses in any major battle.

The leader situation is similar to the previous scenarios, heavily favoring the French in all but one curious situation. With more "6" command span leaders, a smaller total force, and smaller average unit strengths and dispersed areas of operations, the chances of a low strength "6" command span leader being attacked by superior numbers increases. If he is eliminated or selects "pitched Battle" with "Sound of the Guns" rules and the reinforcing force has a poor die roll, the chance of morale losses increases. The French cannot afford the negative initiative effects of a +1 or +2 Morale as they will simply grind to a halt.

Historically, Murat was in command of the French delaying forces south of Leipzig as Schwarzenberg's Austrians advanced on Borna. Napoleon was operating north of Leipzig. The rules require a +2 to the initiative die roll for a cavalry commander directing any infantry unit. If this is taken to include Murat, he will be of little use as a rearguard commander, and the few French cavalry do not require a "6" command span cavalry commander. He is indeed listed as the "Reserve Cavalry Commander". It is recommended that this rule be *not* used in this single case. The Torgau and Wittenberg garrisons (French) are below 5 SPs and, by present rules, will surrender if besieged. The

French should be allowed to increase the garrisons to the 5 SP limit.

In the French placement at Dresden, Napoleon's force is overstacked. The infantry on Napoleon's track should be reorganized to Lauriston. The Guard should be consolidated under Soult. Artillery should be placed under Oudinot.

As mentioned in the previous scenario, by extensive reorganizing individual units on various leader tracks, large force sizes can be obtained. A word of warning should be tendered with these extensive shifts. Large forces can become difficult to move due to attrition, and should be resorted to only when there is a major, necessary territorial gain as the goal. Mutually supportive smaller forces of 20 SPs or less with commanders free of individual units will allow a much more flexible command that can be concentrated for battle quickly and efficiently.

Playing the Scenario

The person who played the Allies in the Spring Scenario should be permitted to play the Allies in this one. He deserves the golden glow of revenge.

During the latter part of the campaign, about midway through the previous scenario (from 30 August onward), many of the plans formulated by Napoleon were little more than dreams. The renewed march on Berlin (this time with Ney) ended in defeat on 6 September at Dennewitz with the French retreating on Torgau. Bluecher had pushed MacDonald back to Bautzen after 2 September and Napoleon was forced to assist in restoring order in this region. From the eighth to the tenth, Napoleon was able to deflect an advancing Barclay de Tolly south past Peterswald.

As the French supplies dwindled, and as increasing enemy cavalry activity was felt on the lines of communications, Napoleon started his withdrawal to the west bank of the Elbe on 24 September. The set up positions for this scenario illustrate Napoleon's concentration around Dresden while Ney has been ordered from Torgau to meet the river crossings of the Army of the North which took place at Wartenburg and at Acken.

By 3 October, Bluecher had marched North and crossed the Elbe at Wartenburg also. This encouraged Napoleon to plan an advance on the east bank of the river against Bluecher's LOC. For a variety of reasons, this plan—like many others formulated in this period of the campaign—never marterialized. Napoleon moved north on 8th October, along the west bank of the Elbe and pushed Bluecher and Bernadotte, not back across the river as he expected, but to Halle and Rothenberg respectively. Napoleon and the main army encamped at Wittenberg on 10 October. During this time, Murat provided an aggressive rearguard to slow the Austrian advance. He managed to halt Schwarzenberg around Borna on the same date Benningsen and the Army of Poland marched on to Leipzig, leaving Ostermann-Toistoi to invest Dresden.

By 12 October, Napoleon located Bluecher's army at Halle while Reynier defeated Tauentzien at Dessau. With Tauentzien's retreat on Berlin, Napoleon decided to move to destroy Bluecher. On 13 October, Murat was driven north to Wachau. Napoleon was forced to leave Marmont to halt Bluecher and now concentrated his forces at Leipzig. Klenau and Wittgenstein approached Leipzig from the south on the same day. The Battle of Leipzig took place between 16 October and 18 October. On the 19th, the French retreated westward through Lindenau and Weissenfels, reaching Erfurt on 23 October. On the same date, the Allied pursuit reached Weimar.

Napoleon and the main body of his forces crossed the Rhine and entered France on 31 October 1813. The struggle was over.

NAPOLEON'S MARSHALS

Murat, Joachim (La Bastide, 1767 — Pizzo, 1815), Grand Duke of Cleve-Berg, King of Naples. Bonaparte's brother-in-law. Hot-tempered and ostentatious, Murat unfortunately lacked the character to follow any path other than that of self-interested ambition. Which is not to say that the handsome, volatile Gascon was lacking in the military virtues. In an army of brave men, his courage and dash were exceptional; he had the gift of inspiring cavalry to follow him—though he was scarcely the ablest of Napoleon's cavalry commanders. After Leipzig, Murat left Napoleon "to raise new troops". Instead, he lost no time in signing treaties with Austria and Great Britain by which he agreed to provide Neapolitan troops for the final campaign against France in exchange for a guarantee that he would retain his crown. After supporting Napoleon during the Hundred Days, he was executed following an abortive attempt to secure that crown.

Ney, Michel (Sarelouis, 1769 — Paris, 1815), Duke of Elchingen, Prince of Moskva. A very capable battlefield commander who gained renown for his rearguard actions in 1812. Referred to as "the bravest of the brave". After the Russian campaign, where he fought with great distinction, he seemed to become somewhat deranged from the strain. He quarrelled with his Swiss Chief of Staff, Jomini, leading the latter to resign during the Armistice. Ney stood by Napoleon until the fall of Paris, and rejoined him during the Hundred Days, serving as field commander at Quatre Bras and Waterloo. Executed by the Bourbons for "treason" in 1815.

Vandamme, Dominique Rene (Kassel, 1770 — Paris, 1830), Count of Unebourg. Of Dutch-German extraction, Vandamme held divisional commands until 1813, when he took over the First Corps. A hard-nosed and harsh character, he was a highly intelligent, brutal and inspirational fighter who was often reckless in his aggressiveness. When, following his capture at Kulm, Tsar Alexandre accused him of looting, Vandamme retorted, "At least I have never been accused of killing my father." The Tsar sent him to Siberia. Freed in 1814, he returned to command the III Corps during the Hundred Days.
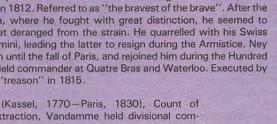
Oudinot, Nicholas-Charles (Bar-le-Duc, 1767 — Paris, 1847), Duke of Reggio. With more than a score of wounds, Oudinot was certainly Napoleon's most battered Marshal, although it did not prevent his living to the age of 80. Always in the thick of battle, Oudinot's career is checkered with convelesence from saber cuts and bullet wounds. A straightforward fighting man, a splendid divisional commander and respectable corps commander, Oudinot also proved adept at surviving the changing fortunes of France. Oudinot made his peace with the Bourbons; he remained passive over the Hundred Days. On the return of the King, Oudinot continued his career — even seeing one last campaign in Spain in 1823.

Victor-Perrin, Claude (Lamarche, 1764 — Paris, 1841), Duke of Belluno. Commencing military service as a drummer in an artillery regiment in 1781, Perrin — or Victor as he preferred — was confirmed in the rank of General in 1797. There followed a distinguished career, serving in virtually every theater of the French wars. His campaigning days were, however, ended when he was wounded in 1813. Serving the Bourbon government, Victor followed Louis to Ghent during the final convulsion. As a commander, he may be termed a *bon general ordinaire;* he could make short work of Blake or Cuesta, but was no match for Wellington or Blucher.

Soult, Nicholas Jean (Saint Amans, 1769 — Saint Amans, 1851), Duke of Dalmatia. Soult won Napoleon's admiration on the field of Austerlitz when his IV Corps delivered the decisive blow. This "ablest tactician in Europe" proved an indifferent commander in the Peninsula, however. In his defense of southwest France, Soult proved himself again an able strategist and competent organizer. Loyal to Napoleon, he served as Chief of Staff to the Army of the North during the Hundred Days. Upon Napoleon's ultimate defeat, he retired to his estate.

Mortier, Edouard-Adolphe Joseph (Le Cateau-Cambresis, 1768 — Paris, 1835), Duke of Treviso. Son of a cloth merchant, Mortier was a big, stolid, friendly man. Rising steadily during the Revolution, Mortier never waivered in his concept of duty. Able and dependable, Mortier rose to serve as commander of the Young Guard in Russia, served as Governor of Moscow (where he worked energetically to fight the fires and check pillage, and ignored Napoleon's orders to level the Kremlin), took command of the Old Guard. Mortier was one of the few to visit Napoleon before the exile to Elba. Upon the Emperor's return, Mortier personally escorted King Louis to safety. Given command of the Guard once more, Mortier fell ill and missed the final campaign. On 28 July 1835, the aged Marshal was in the royal cortege reviewing the National Guard when he was killed by Fieschi's "infernal machine", the last of Napoleon's 26 Marshals to die violently. Of them all, it may be asserted that the "loyal campaigner" had the fewest enemies.

AND THEIR ENEMIES

Wittgenstein, Ludwig Adolph (Ludwigsburg, 1769—Sayn, 1843), Count. Having entered Russian service earily in life, Wittgenstein distinguished himself in the Polish war, and later in the Caucasus. In 1805 he saw action at Austerlitz, in 1806 against the Turks and in 1807 against the Swedes. In January 1813, his chance came when he took command of the Russian Army following the death of Kutuzov. Unable to rise past his limited administrative training and following the defeats of the Spring campaign, he laid down this command and led an army corps during the Dresden and Leipzig campaigns. Severely wounded in 1814 at Bar-Sur-Aube, Wittgenstein was spared further campaigning. He was a typically competent but lackluster corps commander, personification of the enemy Napoleon faced.

Barclay de Tolly, Mikhail (Livonia, 1761—Insterburg, 1818), Prince of the Empire. Like MacDonald, Barclay was of Scottish descent. Commanded various corps until 1810, when he was named Minister of War. He had significant strategic abilities, and orginiated the strategy of retreat in 1812. Unfortunately, he was distrusted as a foreigner, and was unable to inspire his troops in combat. Replaced by Kutusov before Borodino so as to restore Russian morale, he became commander-in-chief again after the disgrace of Wittgenstein, and yet again in 1814. Named a field marshal after the fall of Paris.

Blucher, Gebhard Leberecht von (Rostok, 1742—Krieblowitz, 1819), Prince of Wahlstadt. A competent, if unimaginative field officer, Blucher retained to the end of his life the wildness of character and propensity for excesses which had checkered his military career. However these may be regarded, these faults sprang from his ardent and vivid temperment. The dominating facet of his service during this period, though, must be his extreme patriotism and undying hatred of French domination which inspired his fervid persecution of the War of Liberation—often to contemplation of revenge. Revered by his people, Blucher has come to personify the German militarism of the times.

Constantin Pavolvich (St. Petersburg, 1779—Warsaw, 1831), Imperial Grand Duke. Brother of Tsar Alexandre. Commander of the Guard Corps from 1805-1815. Not of any great military ability, Constantin's courage and stature were nevertheless of considerable inspirational value on the battlefield. He became Viceroy of Poland in 1816, and married a Catholic Polish princess, which disqualified his claim to the Russian throne. Upon Alexandre's death in 1825, he stepped aside in favor of his younger brother, Nicholai. His harsh measures in Poland helped bring on the revolt of 1830-1831.

Benningsen, Levin (Braunschweig, 1745—Banteln, 1826), Count von. Came to prominence for his role in the assassination of Tsar Paul I in 1801. Became commander of Russian forces in Poland in 1806. Defeated at Eylau and Friedland in 1807. He was a fair general, but not nearly good enough to compete with Napoleon. Became Chief of Staff to Barclay, Kutusov and Wittgenstein in succession during 1812 and 1813. Commanded the Army of the Reserve in 1813; believed that the French could be beaten with fortifications, a scheme which failed at Borodino and Bautzen.

Miloradovitch, Mikhail Andreievitch (St. Petersburg, 1770—St. Petersburg, 1825). A man of great audacity, Miloradovitch was well known for his abilities in rear guard actions, as displayed after Lutzen. He is one of the chief suspects in the burning of Moscow in 1812. In 1819, he was named as governor of St. Petersburg, and was killed by a pistol shot during the Decembrist uprising following the death of the Tsar Alexandre I.

Bernadotte, Jean Baptiste (Pau, 1763—Stockholm, 1844), Prince of Pontecorvo, King of Sweden. Born the son of a lawyer, Bernadotte was to die a king and prove himself, in the process, the ultimate opportunist. Entering the service of France in 1782, he rose to command of a division by 1794—a station he was unlikely to exceed given his abilities. But in August 1798, he married Desiree Clary, sister of Joseph Bonapart's wife, Julie; in 1804 he was elevated to the rank of Marshal. His career was less than illustrious. In the 1805 campaign, he commanded the I Corps and violated Prussian neutrality in the interest of speed. At Austerlitz he commanded the reserve of the center, and limited himself to occupying the vital ground which Soult had stormed. Bernadotte's corps remained inactive between the battlefields of Jena and Auerstadt, eliciting Napoleon's fury. In 1809, in command of the Saxon Army (the IX Corps), he failed lamentably at Wagram, managing to abandon the key village of Aderklaa on his own initiative and then leading his corps to a rout in a futile effort to retake it. Napoleon removed him from command. In 1810, offered the crown by Swedish States-General seeking to curry favor with Napoleon, Bernadotte seized it with aclarity. In response to Napoleon's occupation of Swedish Pomerania, he brought Sweden into the Sixth Coalition against the country of his birth. During the Leipzig campaign, he displayed his usual caution and hesitation. On 8 March 1844, he died of apoplexy after a peaceful reign. In contrast to his military career, he had proved a moderate and efficient ruler, who had the interests of his adopted country very much at heart.

The Austrianan supply source should be at Saaz with the center of ops at Komotau. The Austrians should not advance in the early stages, but should cover both Saaz primary roads through the mountains. Klenau should move to pick up M.G.B. for reorganization. M.G.A. is in a zone of control and is forced to attack. The required attack at 1-4 odds on affecting terrain yields a 66% chance that it will be eliminated. Major General *W* and Major General *V* shall start disrupting communications by marching on Lutzen with the goal of destroying the bridges on the Weimar-Leipzig road.

The Silesian Army supply source should be placed on the mapboard edge primary road from Sagan to Kalisch. Luckau will be the location for the center of ops. Osten-Sacken (starting in column) should be given a movement command in order to move north. He should then be placed in line along the north bank of the river just north of Elsterwerda (some 5 MPs). Yorck should be moved to his command. If this is not done, he can be attacked and destroyed as he has only six SPs attached. The loss of this leader would be sorely felt within the Allied command structure. Literal reading of the rules indicates that Scherbatow is in a ZOC of Dresden by being adjacent to Neustadt, in much the same situation that M.G.A. was involved in. He need not attack since M.G.A. did, yet he cannot receive a movement command and must remain in place (+2 to the die roll for initiative for Napoleon adjacent in Dresden). Bluecher (without Yorck) should move north to Torgau, encouraging Napoleon to chase him.

Buelow should reorganize and be given movement commands to recross the Elbe, protecting the bridge and providing a unit to besiege Wittenberg. The French can use Wittenberg to launch cavalry attacks on the northern army's LOC. (I have watched in awe as the center of ops was chased all the way to Berlin by a French cavalry force of three SP, stopping the advance of the Army of the North in its tracks for several turns.) Torgau should also be besieged for identical reasons. Girard should be attacked by Tauentzien in a "Pitched Battle". The re-

maining forces of this army can advance to Koethen to attract Ney away from Buelow's river crossing.

The French should strive to hold the Elbe river line as long as possible. With their center of ops at Leipzig, operations on the east bank become too limited. The placement of the center of operations at Seerhausen will permit the French to operate against Bluecher's LOC and still keep Ney and Girard in dispatch distance. Ney's forces should be quickly reorganized so that Reynier can lead them. Arrighi could chase the North Army's center of ops if Wittenberg is not bottled up. And Reynier should destroy the bridge built by Buelow and then move to Girard's assistance.

Mouton should be moved west with St. Cyr and combined with Victor under Murat's command. This masses a rearguard of 40 SPs of infantry and four SPs of cavalry. After defeating Scherbatow, Napoleon, MacDonald, Souham, Marmont, Lauriston and Mortier, with the combined Guard, should march on Bluecher's communications, forcing him to defend the Luckau-Sagan road. A successful destruction of Bluecher's army will allow the French to hold Dresden. If Bluecher links up with Bernadotte and utilizes the Army of the North's LOC, the French will have to depart Dresden for Leipzig "post haste". About 20 SPs of infantry can be retained in Dresden under Girard as a rearguard. Any offensive moves by the Austrians towards Leipzig should be countered by a march on their LOC as they reach Chemmitz.

Thus, the final scenario. As with the other reviews, this should be taken as but a starting point for the reader's consideration of French and Allied potential play. It is the fervent hope of this author that all this has been of interest.

Optional Rules

Initiative & Command Span Changes: Change General Benningson from a 2-4-4 to a 2-6-4; Prince Bernadotte from a 1-4-4 to a 1-6-4; Buelow from a 2-5-2 to a 3*5-2.

Towns should be considered non-clear terrain for pursuit and breakoff of combat.

When the size of the force defending is besieged citadel falls below 4 SPs, the beseiging player may attack the citadel as if it were a *fortified town* at his option.
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APOLOGIA TO THE APOLOGIA

Errata

I. ARMY MANIFEST

Prussian: 9th Kleux—Spring; add "6/c/Bluecher".
Austrian: Cuir. Nostitz—Dresden; change to "2/B/H". 2nd Lt. (Inf) Bubna—Dresden; add "4/B/M.G.A".
Russian: Tschaplitz—Leipzig; change to "3/P/Ostermann-Tolstoi". 4th Drag. Emanuel—Spring; add "1/c/Berg". Mixed Kasakofsk—all Scenarios; delete. 17th Pilar—Spring; add "2/c/Priest".

Change Note (b) to read, "No counter provided, use 4th Drag. Emanuel."

II. SCENARIO FOLDER

Scenario L: Leipzig
Add to Allied set up list: "M.G.V. Landsberg" and "M.G.W. Landsberg".
Replace "Stroganow" with "Markow under Commander Benningsen."
Add to set up location map: "Landsberg".

Scenario D: Dresden
Remove "Tschaplitz" from under Commander Bluecher on the Allied set up list.

III. FRENCH ORGANIZATIONAL DISPLAY

Add "(D&L only)" to Margaron and Durosnel in Static and Garrison Divisions
Delete "S: 5L, 6L, 4H" from Lt. General Arrighi.

IV. ALLIED ORGANIZATIONAL DISPLAY

Delete "3C" from L under General Klenau.
Add "D:AvGdei" to fourth box under Benningsen.
Add "D:AvGdec" to sixth box under Benningsen.
Add "D:Puschk" to fourth box under Dochturow.
Add "D:Art." to fifth box under Dochturow.
Add "D:13" to seventh box under Dochturow.
Add "D:12, 26" to ninth box under Dochturow.
Add "D:Tschap" and "L:Tschap" to third box under Ostermann-Tolstoi.
Add "L:Rosen" to fifth box under Besieging Units.
Add "D:Harpe" to fourth box under Woronzow.
Add "L:Thielm" and "D:Thielm" to third box under M.G.W.
Add "D:Platov" to second box under M.G.V.
Delete "L:Thielm" from third box under M.G.V.
Add "D:Mensd" and "L:Mensd" to third box under M.G.V.
Delete "Tschap" from third box under Osten-sacken.
Replace "S:Kos X" with "S:Mensd" in second box under Kleist.

V. TURN RECORD/REINFORCEMENT TRACK

Add to May 27-28 Turn, "Optional: No Armistice Replacements and Reinforcements" and "(Hoyerswerda)"
Add to May 29-30 Turn, "Optional: No Armistice Replacements and Reinforcements"
Add to June 6-7 Turn, "(Luckau)"
Add to September 2-3 Turn, "M.G.W."
Add to September 8-9 Turn, French Replacements "3iYG"
Add to October 8-9 Turn, following "Bavarian units withdraw", "unless the French Morale is −1"
Add to October 30-31 Turn, "(Hanau)"

VI. MAPBOARD

Add the name "Leitmeritz" to the unnamed town north of Thieresienstadt.
There are two towns designated as "Weissig" on the mapboard. For the Dresden and Leipzig set ups, use the "Weissig" just east of Dresden.
The primary road from Berlin to the east map edge should be labelled as "To Posen". The Army of Poland enters play on this road.
The Bohemian border is difficult to discern. It should be highlighted before beginning the Spring Scenario.
The primary road from Berlin to the north map edge should be labelled as "To Stettin".

THE LOGISTICS OF THE STRUGGLE
Dresden As Supply Source
By Kevin Zucker

The Rule

In *STRUGGLE OF NATIONS,* Dresden need not cease to be a Supply Source on 25th September as is now the case. Rather, since its supplies were carried via the Elbe River from Hamburg, it is the crossing of this river below Dresden by the Allies which finished off Dresden as a Supply Source. A Major General, at least 7000 strong, must be left in a blocking position across the river at any point below—north of—Dresden on a bridge connecting both banks in order to stop the functioning of the Dresden Supply Source. If such a blocking force is removed from this position, Dresden may again function as a Supply Source.

The Rationale

Food transport in 1813 assumes such primary importance because, unique among all Napoleonic campaigns this one was confined to a single strip of Saxon territory, which in some parts was swept through by troops of either side up to eight times—until the last potato had been dug from the earth. This fact, together with the unprecedented size of the contending armies, eliminated forage as a significant means of feeding the troops. The key question is then whether the transport material of the French administration was sufficient to the task of supplying bread to the front. This can be estimated as follows:

1. The flour was accumulated at two main storehouses, Erfurt and Dresden. It was distributed from these places to "Points de Resistance" such as Bunzlau, Bautzen and the Elbe fortresses —although it may be estimated that one-third of the troops' wheat came directly from the primary storehouses themselves.

2. It would appear that after the original seven-day stocks in the corps wagons at the beginning of the Autumn campaign gave out, there were enough wagons to transport the troops' daily needs, but not to accumulate much over that:

DAILY NEEDS = 21 oz. times 440,000 men = 288 tons [4442 Quintals] of flour per day at the front.

3. Shuttling between the storehouses and the "Points de Resistance"—assuming an average of 72 miles between them—would require 770 wagons (128/day) in constant motion to provide flour for two-thirds of the army. Shuttling to the corps depot in the field, assuming no more than 48 miles, 770 wagons (192/day) were necessary for the entire army. This means that a total of 1540 wagons (or 43 Transport Companies) were required from the 2622 non-ambulance wagons the army had available. To provide minimal amounts of supplimentary foodstuffs (e.g., one ounce of rice and eight ounces of wine per man)—assuming enough at the depots—an additional 300 wagons (8 and 1/2 Transport Companies) were needed.

ESTABLISHMENT WAGON STRENGTH

	Food		Ambulance	Total
Line Battalions	2238 Food	30 Ambulance		2268 Total
Guarde Battalion	384 Food	48 Ambulance		432 Total
Ambulance Battalion	—	600 Ambulance		600 Total
Totals (87 Companies)	2622 Food	678 Ambulance		3300 Total

However, at this rate of transit, the corps would have to operate without being accompanied directly by any reserves, as their corps wagons would be occupied shuttling foodstuffs. Each maneuver by the corps would result in some discontinuity in the flow of the flour. There would be no danger of a breakdown in supply as a result of wagon shortages as long as the warehouses remained filled. Napoleon ordered a large supply of food laid in to Dresden during the Armistice. This stock was supposed to last 30 days of campaigning, or until 12 September. After this, supplies could be brought in as needed but no accumulation over and above need would be possible during operations. The great depot would be living from week-to-week.

The storehouse at Dresden began to be exhausted, in fact, before 12 September. A re-supply of flour by barge and by wagon was embarked from Torgau on the 13th, requiring the diversion of field troops under Marmont and Murat to protect it. This shipment of 15000 Quintals (which Ney at Torgau was ordered to replace immediately) arrived on 15th of September and the rations for the soldiers, which had been cut to eight ounces, were raised temporarily to 24 ounces. But with 150,000 soldiers to be fed through Dresden, the flour could not last even twelve days. (24 oz. rations requires 18 oz. of flour; 15000 Quintals yields 1,735,000 "short" rations.]

Another 3000 Quintals were on their way overland from Erfurt—approximately 350,000 short rations—extending the supply through two more days. These were held up by Cossack raids under Theilmann, at Leisnig, on the 12th. Napoleon mentions that the ration was still at 24 ounces on the 23rd, a fact that he deplores, so we can assume these two shipments were still feeding the troops at this time. Quite probably the shipment of 3000 Quintals overland from Erfurt was part of a regular fortnightly delivery. Therefore we can deduce another delivery around the 29th of September. Four Transport Companies in a constant circuit would be required to deliver this amount.

LEDGER OF FLOUR STOCKS, RE-SUPPLIES & DEPLETION AT DRESDEN

Sept. 12   Rations are cut drastically; stocks are almost depleted.
Sept. 15   Arrival of 15000 Quintals; rations to last through 27th.
Sept. 17?   Arrival of 3000 Quintals in four companies; rations to
& Sept. 29   carry the army from 28 Sept.-1 Oct.
Oct. 2-6   How did the army subsist and accumulate flour during these days?

Anticipating that the 18000 Quintals received between the 15th and the 17th would soon be depleted, Napoleon sent a directive to Count Daru, Director of Army Administration, on 23 September. This ordered the delivery of rations for the next one hundred days. At a ration strength of 300,000 he would require 30 *million* rations! Of this amount, he requested half at Dresden and half at Magdeburg, Erfurt, Leipzig, Torgau and Wittenburg. The quantity ordered for Dresden was to be delivered at the rate of 1500 Quintals (150,000 rations) per day for immediate consumption. Apparently, however, the full daily requirement was never delivered to Dresden because of the Allied crossings of the Elbe.

Let us suppose for the period of 2-10 October, Dresden could afford only half-rations for 150,000 men. [75,000/day times 12 days = 9000 Quintals every 12 days, which was the round trip time from Erfurt.] This would have required a full battalion in addition to the four companies carrying 3000 Quintals. The employment of this battalion would mean that the entire transport system of Napoleon's army would be in nearly constant motion, as below:

43 companies (1540 wagons) bringing flour from the depots to the "Points de Resistance" and thence to the troops in the field.
+ 8 1/2 companies (300 wagons) bringing rice and wine to the troops.
+ 11 companies (396 wagons) bringing flour from Erfurt to Dresden.
= 62 1/2 companies (2236 wagons) from an establishment strength of 2622 wagons!

Here the transport system is stretched to the limit, almost totally occupied and doing all it can. Even at this, the troops around Dresden are receiving only half-rations plus whatever they can requisition from the population.

Napoleon mentions on October 6th that Dresden will run out of food in a few days. He could not be anticipating the arrival of any more river convoys for a simple reason: Blucher and Bernadotte had crossed the Elbe above and below Wittenberg on the 3rd.

How much could have been brought by barge? Using the order of 17th June as a model, we find that of the 70,000 Quintals of flour to be moved to Dresden, by mid-July 40,000 had come from Madgeburg but only 20,000 of that via the Elbe River barges. Therefore the barge shipping capacity can be estimated at roughly 5000 Quintals, with the same barges making the round-trip four times. At this rate, only about one-third of the 15,000 Quintals arriving at Dresden on 15 September could have come on the Elbe barges—about 5000-6000 Quintals, while the remainder came overland.

So, had the French not lost their Elbe shipping capacity, they could have had another 1,000,000 half-rations each week, or 1,716,000 half-rations additional in the twelve-day period. This, together with the flour from Erfurt, would have brought the ration almost back up to the regulation 21 ounces of flour for every soldier, every day. The children who were either billited on the civilian population or went hungry on half-rations needn't have starved, had the Prussians been prevented from crossing the Elbe.

The reason for the French failure was not so much a shortage of wagons, therefore, as it was the loss of its Elbe River transport sustaining Dresden. And, with the abandonment of Dresden, civilian support for the French in the rear areas began to erode until a state of panic set in on the Lines of Communication.

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AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	30	2618YOU	1
2.	B. Dobson	5	2392RJQ	2
3.	B. Sinigaglio	15	2150GHI	3
4.	D. Burdick	29	2134GFM	4
5.	D. Garbutt	28	2126FHM	5
6.	P. Siragusa	24	2091DFH	6
7.	F. Preissle	27	2037LMX	7
8.	P. Kemp	1	2024EEI	—
9	J. Kreuz	14	2016FHK	8
10.	T. Oleson	39	2009WXZ	9
11.	J. Zajicek	33	2004HJO	10
12.	M. Sincavage	19	1991DEI	11
13.	P. Ford	10	1964GCM	12
14.	B. Remsburg	13	1951FHN	13
15.	J. Beard	19	1940GHN	14
16.	F. Freeman	4	1924EEF	15
17.	W. Scott	26	1919JHS	17
18.	L. Kelly	23	1896VWZ	16
19.	D. Munsell	25	1892GFJ	20
20.	J. Anderson	6	1876DDE	18
21.	R. Leach	32	1874HRL	19
22.	C. Wannall	6	1863GKO	27
23.	P. Flory	6	1858CEH	21
24.	J. Sunde	5	1858JKR	23
25.	P. Landry	4	1848GHL	29
26.	R. Beyma	5	1836CDE	25
27.	F. Reese	10	1834GDF	26
28.	N. Cromartie	15	1823GGN	28
29.	R. Phelps	11	1821GIN	22
30.	J. Wirt	3	1820CEF	35
31.	R. Jones	6	1819GJN	40
32.	S. Martin	23	1811GIL	24
33.	B. Schoose	10	1802FHK	31
34.	E. Miller	16	1801GJP	32
35.	R. Hoffman	16	1789EGL	33
36.	B. Armstrong	2	1796EFK	41
37.	F. Ornstein	13	1784FGL	36
38.	G. Charbonneau	4	1780DFI	37
39.	H. Newby	2	1780HEE	30
40.	D. Greenwood	30	1779FFJ	38
41.	C. Olson	13	1778DEJ	39
42.	D. Kopp	2	1761EHK	47
43.	F. Sebastian	25	1758FHN	42
44.	J. Baker	2	1757CDH	34
45.	L. Carpenter	2	1754CEF	48
46.	C. Smith	4	1749DEJ	43
47.	B. Salvatore	7	1747FIM	46
48.	S. Heinowski	3	1726DGK	—
49.	B. Downing	19	1724FHK	44
50.	R. Shurdut	1	1723CDI	—

MEET THE 50 . . .

Mr. Bill Salvatore is 37, married and father of two, holds a Masters in mathematics and works as a statistician in Falls Church, Virginia.

Favorite Game: BULGE '81, FE
AREA Rated Games:
AREA W-L Record: 22-3
Gaming Time/Week: 5 hrs.　　**% Time PBM:** 90%
Hobbies: Classical Music, Swimming　　**Play Preference:** PBM
Pet Peeve: Opponents who don't concede in obviously lost positions.

In response to AH Philosophy 92, Mr. Salvatore makes a strong plea for including all comers in the ranks of wargamers:

"Bridge is a well organized and financially sound hobby in large part because its major publications define bridge-players by inclusion rather than by exclusion. Bridge has room for single-issue enthusiasts; no one gives a bridge-player a cold shoulder because he or she is not interested in some aspects of the hobby. The major publications include articles intended for each interest group. So it should be with wargaming. Let us therefore resolve to welcome and encourage all those who find some aspect of wargaming valuable and enjoyable."

AREA Postal Championships Report

Way back in October 1981, Avalon Hill launched the AREA postal championships with eight tournaments to be conducted using AREA rules. Even then we knew that it would be a long haul and advertised the affair as more of a survival of the most patient than a true test of wargaming skill. Given the time factor involved in playing games by mail *and* keeping a group of very competitive gamers from trading insults rather than moves, it would be a remarkable achievement for an individual just to finish such an enterprise—let alone win it. Realizing this, the administrators were a bit heavy handed with the dire warnings and encouraged only the truly dedicated to partake. As a consequence, they probably scared off many who would have liked to try their hand in national competition and started many of the tournaments with less than the full field of 25 participants planned. Nevertheless, as we approach what is hoped to be the beginning of the end of the first round, the editors thought a progress report might be in order.

If the reader can recall, each tournament was to be divided into five Heats of five players each. Each player would play each of the other four in his Heat one game—for a total of four pbm games being played simultaneously. The winner of each Heat would then advance into a second and final round composed of the winners of the first Heats. Should a Heat have lacked the full five participants, each player would play his opponents twice—once with each side—for a maximum of six games in a four-player Heat. In this manner, players could be fairly eliminated in a reasonable amount of time, given the inherently slow mode of play prevalent in postal play.

Nearly eighteen months later, we finally have begun the first of the 2nd round Heats. Despite the inevitable forfeitures, rules disputes, charges and counter-charges, most participants seem to have enjoyed themselves. Now that the inexperienced have been pared from the edges of the competition, some real showdown matches between veteran postal players are anticipated in the final round.

However, the administrators have had difficulty in recording the progress of many events, as many participants seemingly forgot their instructions to mail their results back inside an *interior envelope marked to the personal attention of the Tournament Director.* As a consequence, many games may have been recorded simply as normal AREA matches, and *not* as part of the tournament results. If you participated in any of these tournaments, have finished all your games without a forfeiture, yet have received neither your Forfeiture Fee refund nor your 2nd round assignment yet, please contact Mr. Greenwood by sending a SASE and a listing of all games won/or lost against each opponent.

A quick report on progress to date:

In the *D-DAY* tournament, only two Heats were filled and both linger on with a pair of 3-0 competitors fighting it out for the right to advance. In Heat #1, it's Don Burdick and Iley LeBouef; while Frank Preissle and Kevin McCarthy are tied in Heat #2.

For *AFRIKA KORPS,* very little has been decided. David Kopp and Thomas George are both 3-0 and battling for honors in Heat #3. Heat #2 seems to be a battle between 3-0 Bruce Remsburg and 2-0 Joseph Beard. Heat #1, which is packed with many top players, has no clear leader—unless you want to cite Frank Preissle at 1-0.

The competition in *STALINGRAD* also appears to be far from over, although Gregory Smith has emerged undefeated in Heat #3. David Kopp appears the early leader in Heat #1 with a score of 2-0. Steve Packwood is finished with a record of 3-1 in Heat #2, but still could be beaten out by Stuart Martin, Ed Menzel or Jim Freddani—none of whom have finished more than two games. Frank Preissle appears to be the winner in Heat #4 at 3-0, but no games have yet been reported with Alex Martin. Heat #5, which was not filled and therefore demands six games, is led by Bill Armstrong at 3-0; but he could be caught by either Iley LeBouef at 2-1 or Russell Haines at 3-0.

PANZERBLITZ is the only game to have actually started its final round with Heat #2 winner Bruce Remsburg (4-0) just starting to tangle with John Sunde (Heat #3, 4-0-2). Heat #1 is dependent on one outcome of the Don Munsell (3-0) vs. Richard Leach (2-1) match, with Robert Rowley already awaiting the outcome at 3-1.

The *RUSSIAN CAMPAIGN* tournament was both the most popular and is, perhaps, the slowest judging from the results submitted thus far. Only Heat #5 has progressed far enough to predict a winner with any safety (barring any double forfeit by 3-0 James Wirt and 3-0 Robert Shurdut). Heat #4 has only two wins posted thus far—one each by Kurt Blanche and Ron Sullivan. Heat #3 is led by the 2-0 record of Craig Clemens, although top seed Pat Flory at 1-0 is doubtless still in the running. Ed Mineman appears to have the early lead in Heat #2 with a 2-0 record, but others are close to overtaking him. Heat #1 is a battle royal between 3-0 Robert Jones and the tournament's top seed Dale Garbutt with 2-0.

WATERLOO, the least popular tournament with a mere nine entrants, is also proceeding very slowly. Heat #2 is a toss-up between the 4-0 records of Peter Landry and James Naughton. Heat #1 is led by the tourney's top-seeded Joseph Beard (2-0), although Barry Barnes and Kevin McCarthy are both in excellent shape to pull an upset with 1-0 records.

BATTLE OF THE BULGE is almost at square one with no wins reported outside the realm of forfeitures. Only Tom Foreman in Heat #5, and Tom Oleson and Jeff Power in Heat #2 have been able to record non-forfeit wins while avoiding losses.

ANZIO's two Heats are shaping up as battles between Donald Cornelison (2-0) and David Downing (3-0) in Heat #1, and Paul Flether (2-0) and Tom Oleson (2-0) in Heat #2.

NAPOLEON'S WAR AT SEA
Naval Rules Changes for WAR & PEACE
By Mark McLaughlin, Christopher Vorder Bruegge and William Parsons

There has been a great deal of confusion over the simple naval rules of AH's WAR & PEACE. A few key words have been often misinterpreted; some of the changes that were made in the Second Edition rules should not have been made, as they are neither historically accurate nor beneficial to play.

The following series of articles should correct these misinterpretations and mistakes, in line with the original intent of the naval rules. Mark McLaughlin, designer of WAR & PEACE, and two of the original playtesters—Christopher Vorder Bruegge and Bill Parsons, who wrote the rules on Napoleonic naval warfare—have been reunited. The result, the following piece, clarifies and redefines the relevant rules for the much-maligned naval aspect of the game. This is followed by an excellent view of French naval strategy by Kenneth Waido and an examination of English options at sea by Bill Parsons. These three articles should help players understand the flow, and flavor, of the first great war for control of the seas of Europe.

Over the past months, a number of questions [see the Question Box of this issue] have arisen on the mechanics and play of the naval war in *WAR & PEACE*. In an effort to resolve these, a critical re-examination of the relevant rules was undertaken. The following rules, clarifications and options, resulted and are recommended to serious players. These should be considered the Third Edition of the Naval Rules.

The following rules from the Second Edition rulebook should be ignored:

F2i. This rule incorrectly restricts the Spanish navy to mapboard 1 and the Russian, Danish and Swedish fleets to the Baltic. All fleets should be allowed complete freedom of movement. The Spanish, for example, historically had a naval squadron that operated in the North Sea and a Russian fleet was used in several Mediterranean campaigns.

F3d. This rule incorrectly limits transports to carrying a single infantry strength point. Each transport should be able to carry either *two* infantry strength points, one cavalry strength point or five production/supply points. Implementation of rule *F3d* would not only prevent the French from ever invading anything by sea, but would likewise hamstring the English, thus preventing them from recreating their historical landings in Portugal, Spain, the Walcherin Islands and Denmark.

F4c. This rule has fostered the common misconception that a "fleet" and a "naval unit" are one and the same. A *fleet*, as originally intended by the designer, was defined as "a stack of naval units". Naval units that wish to either intercept the active player's naval units or run blockades may roll to do

so either as *individual* naval units, or once *per stack* (i.e., *fleet*). If the indicated result is an "I" (intercept), that fleet and any other fleets or naval units that have intercepted the moving enemy naval force may attack.

The sequence of naval combat is explained:

1. If a fleet of the active player moves into a sea zone and is intercepted, that combat is done before any other combat *or* movement. If the active player's force is victorious, it may continue moving *or* follow the defeated fleet back to port and blockade it if it has sufficient naval units to do so. The victorious fleet may also remain where it was intercepted, if the controlling player so wishes.

2. If a fleet is blockading a port, and the active player wants to run the blockade with the isolated fleet *and* wants to bring a fleet that he is moving at sea into the hex to attack the blockaders, he must do so *one fleet at a time*. They may not combine to attack the blockading fleet unless the blockading player so wishes. The blockading fleet may choose which of the two enemy fleets it wishes to engage first. If victorious, it may then fight the other fleet. If defeated, it may then retreat as normal. If the blockading player allows both enemy fleets (the one at sea and the one in port) to join and fights them together, the battle is considered to be fought in the sea zone, and the defeated player may choose his port of retreat as per the combat rules. He need not retreat to the port his blockaded fleet escaped from if he has another choice.

Again, to prevent confusion, the Nelson rule needs to be explained in more depth. *Nelson* adds his combat and pursuit value to the whole stack of naval units (the fleet) he is with. Nelson must roll for injury as per any other leader, unless all naval units with him are sunk—in which case he is killed—or captured—in which case he too is captured.

The following are to be considered optional rules for the Campaign Game:

Captured Naval Units are no longer placed in the POW box. Instead, the capturing player must immediately destroy the prize (i.e., the POW) and return it to the owning player's force pool *or* keep the prize in play by leaving it on the mapboard. As long as the capturing player retains physical possession of the prize he may, at his option, tow it to a friendly port, repair it and incorporate it into his own active forces.

A friendly port is a home port belonging to the capturing player's nation or a port conquered by his national forces. A prize is towed by placing it under a *combat* naval unit and moving the two together at normal naval movement rates. Transports may not tow prizes. Prizes, even when under tow, may not remain at sea for three consecutive player segments and may not enter coastal hexes except at ports. If forced to remain at sea for more than two consecutive player segments or enter a non-port coastal hex, the prize is automatically eliminated. The towing unit is unaffected. A combat fleet may tow only one prize at a time. Prizes may be picked up and dropped off at sea and in port.

Once in a friendly port, a prize may be repaired. To move a prize before repairs are effected requires towing. Each captured combat naval unit requires a payment of three production points and takes three full months (*not* including the turn of arrival) to

repair. Transports cost one production point and take one month to repair. A prize may be paid for on the "installment plan". Only one prize may be repaired at a time. Thus, if two combat units and a transport were captured in the same turn, it would take seven production points and seven turns in friendly ports to repair them all.

The repair of prizes in no way conflicts with the construction and rebuilding of naval units. Once a prize is fully repaired, it becomes in every way equivalent to the owning player's other naval forces. The number of prizes a player may so incorporate is not limited in any manner.

Prizes may be recaptured either in port or at sea. Even if recaptured by the original owner, such must still be repaired in order to be incorporated into his active forces.

Combat fleets towing a prize have their morale reduced one level for combat purposes. Towing fleets may jettison their prize just prior to combat to avoid this penalty, but the attacking player then enjoys the option of either continuing the attack or breaking off to retrieve the prize. If the forces do engage in combat, the victor obtains possession of all the towed prizes—which take no part in the battle—as well as any others he may have captured in the course of the combat.

Prizes may not be bought, sold, traded or bartered among the players.

Battle Damage has never been adequately represented in *WAR & PEACE*. Henceforth, any *combat* fleet forced to retreat due to an adverse combat result suffers battle damage. A damaged fleet is immobilized in the port to which it retreated; it cannot be moved until it has been repaired. Repair costs one production point per naval unit and takes one complete turn to complete. Two or more units can be repaired simultaneously. This activity does *not* interfere with prize repair or regular naval construction. *Special Exception*: British fleets may repair while at sea or while on blockade duty—but while under repair their morale level is reduced one level for combat purposes; the ability to intercept or pursue is unaffected.

Optional Combat Results Table is a more realistic representation of the results of naval combat in the days of Napoleon. The following will make possible a Trafalgar-type result, heretofore lacking.

Modified Die Roll

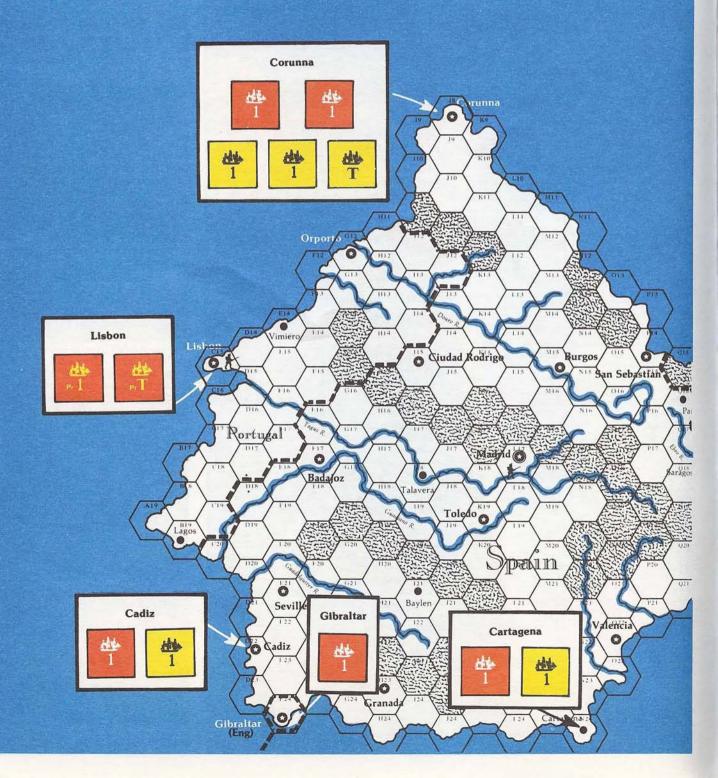| Odds	-1	0	1	2	3	4	5	6	7	8
1 to 1	2LS	LC	LS	LR	LR	SR	SR	SS	SC	2SS
3 to 2	2LC	LS	LR	LR	SR	SR	SS	SS	SC	2SC
2 to 1	LS	LR	LR	SR	SR	SS	SS	SC	SC	2SC

L = Larger Force
S = Smaller Force
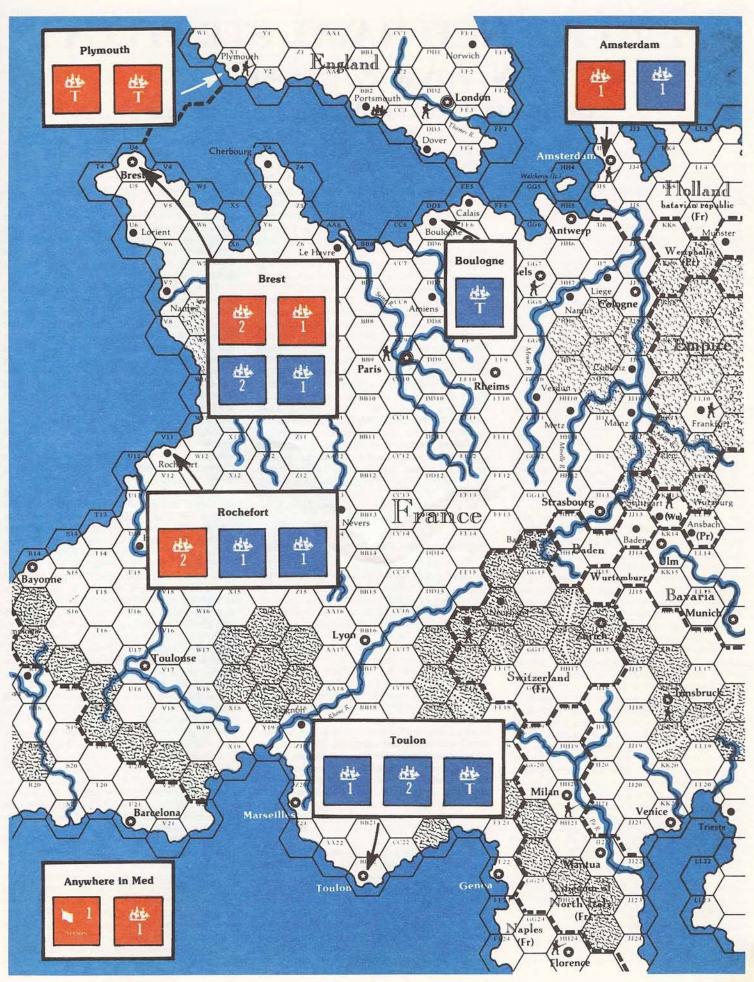R = Retreat
S = 1 Naval Unit Sunk
C = 1 Naval Unit Captured
2S = Naval Units Sunk
2C = 2 Naval Units Captured

It is strongly recommended that the Optional Naval Rules be used in conjunction to provide a playable and historical recreation of the strategic naval considerations that faced Napoleon and his foes. For more information on these naval rules, or to present alternatives or additions to these, please contact Mr. Mark McLaughlin at 10111 Dickens Avenue, Bethesda, Maryland 20814. ☆

At Stockholm

At Copenhagen

At St. Petersburg

WAR & PEACE
Initial Positions, Naval Units

Corunna

Lisbon

Cadiz

Gibraltar

Cartagena

PRO-FRENCH NAVAL STRATEGY IN WAR & PEACE

Or How to Sweep the Bulldog from the Seas

By Kenneth G. Waido

Mark G. McLaughlin's introductory article about Avalon Hill's game of the Napoleonic Wars, *WAR & PEACE*, entitled "Napoleon's Empire—A Tour de Force of WAR & PEACE" appeared in The *GENERAL* (Vol. 17, No. 1) some time ago. In his article, Mr. McLaughlin detailed very well the alternative land campaign strategies which should be employed by both the pro-French and the anti-French coalitions in order to achieve victory in each of the nine scenarios. In his discussion of the Grand Campaign Game, he stated—quite correctly—that it "can be a traditional recreation of the Napoleonic Wars, or a six-player free-for-all." He then proceeded to outline each major state's military and diplomatic chances of winning the game, or sharing in a coalition victory.

I believe important one element of *WAR & PEACE*'s Grand Campaign Game that was only superficially referred to in Mr. McLaughlin's article. That element has also not been addressed in any subsequent article printed. This element is, of course, the bitter battle for control of the seas by the naval forces of the pro-French and the anti-French. Mr. McLaughlin's summary statement concerning the naval aspect of *WAR & PEACE*, "the sea campaign is interesting, and the French first turn and its consequences can set the stage for an even war at sea", ignores the depth of detail and strategy possible. It is the purpose of this article to explore these depths for one of the protagonists—the French and their allies.

For the purposes of this article, the Grand Campaign game is assumed to be a contest between only two players. Major state's alliances are thus only subject to change by Alliance Phase die rolls and/or invasions. An "even war at sea" is interpreted here as an advantage to the pro-French. This assumes "even" means that both sides have equivalent naval factors, transport capability, and mobility. The pro-French goal in naval strategy is to achieve actual superiority over the anti-French player. If the English fleets can be forced to hole up on their home island or be blockaded in foreign ports, then their army and, more importantly, their production points become useless in game terms. The purpose of this article is to outline pro-French strategy in the Grand Campaign and to indicate chances of the French player achieving victory at sea and how this control (or non-control) of the sea will affect overall pro-French land strategy.

Initial Deployment

Mr. McLaughlin's article contained a *Chart E* which listed the "Naval Forces in Campaign Game". Taking the initial political status of major and minor states in the Grand Campaign Game into account, *Chart E1*, below, indicates that the anti-French powers (England, Russia and Portugal) start the game with a one naval strength point advantage and a slight advantage in transports.

In addition to their numerical combat strength point superiority, the anti-French coalition begins play with a tactical advantage since ten of the pro-French naval units are blockaded in ports by English fleets. Only three French naval units and a lone transport are "free" to move without first attempting to "run" a hostile blockade. (See the map preceeding this article which shows the situation at the start of the Grand Campaign Game.)

The pro-French must avoid the historical situation where the English fleet under Nelson defeated the combined French and Spanish fleets off Cape Trafalgar in October 1805. However, as Mr. McLaughlin indicated in his article, the pro-French must "mass" their fleets in order to achieve victory over the English—thus laying themselves open to a repeat of Trafalgar. By examining the *Naval Results Table* for combat at sea, it becomes clear that the pro-French can never "win" a 1 to 1 Combat Ratio odds battle with the English fleets. Due to die roll modifications for English morale (representing English leadership and superb gunnery), the best the pro-French can hope for in a 1 to 1 battle is to force an English retreat; they can never sink an English naval unit (a seemingly unrealistic design problem). Therefore, the prime tenet of pro-French naval strategy is to never willingly fight the English at less than 3 to 2 Combat Ratio odds.

September 1805 Pro-French Naval Phase

The pro-French initial move and probability of success depends heavily on where the anti-French player deploys Nelson and his English fleet. The anti-French have four basic choices in the placement of Nelson, since he can be set up "anywhere in the Mediterranean": a) in the English port-fortress at Gibraltar; b) "at sea" in the Mediterranean; c) with the English fleet blockading Cartagena; and d) in an Austrian port (either Venice or Trieste).

The pro-French first move and first objective must be to free a pro-French fleet in one of the blockaded ports; there are three French naval units in Toulon for this purpose. With a movement allowance of four points, any of the English blockades in the Mediterranean, the Atlantic or the North Sea can be attacked by these. The best chance of pro-French success is against the single English units blockading Cartagena (if Nelson isn't there also), Cadiz, or Amsterdam. One of these blockades can be attacked using 2 to 1 odds on the Naval Results Table, which nets the French a 66.7% chance of eliminating the blockade (including a 33.3% chance of actually sinking the blockading enemy unit).

In order to attack the blockades, the French fleet must first get past Nelson and/or other possible anti-French interception attempts. If Nelson starts the game in a coastal hex, either in port at Gibraltar or either of the two Austrian ports, or with the fleet blockading Cartagena, his chance of intercepting the French force is 50.0% (a Nelson-led fleet receives a +1 die roll modification on the *Pursuit Table*). If Nelson is successful in intercepting the French, he must fight at the lower end of a 2 to 1 combat ratio (although his forces would receive a –2

die roll modification). Nelson's potential results in such a battle are: a 50% chance of forcing the French back into Toulon; a 33.3% chance of he himself being forced back to Gibraltar (the closest friendly port); and a 16.7% chance of being sunk. This latter figure is probably too much of a gamble for the anti-French player to accept on the first move of the game.

If Nelson starts the game "at sea", his chances of intercepting the French are 66.7% (a Nelson-led fleet at sea receives a +2 die roll modifier in pursuit). Although his chances of interception are better, Nelson would still have to fight at the lower end of a 2 to 1 odds battle with the potential results described already. The pro-French should welcome a "solo" Nelson attack early in the game on the three French units. A first turn loss of Nelson would do wonders for the French naval campaign in *WAR & PEACE* (and would recreate the historical situation since Nelson did die of wounds suffered at Trafalgar in October 1805). But, *WAR & PEACE* is a game—and an anti-French player, in my opinion, would be foolish to lose an important leader on the game's first turn. Nelson is the only naval leader in the game and is, literally, irreplaceable.

But Nelson does not have to attempt to intercept the French moving from Toulon by himself. The English fleet which starts the game in Gibraltar has a 33.3% chance of catching the French. Combined with Nelson's chances, the probability of both uninvolved English units bringing the French to battle are 22.2% if Nelson starts "at sea" and 16.7% if Nelson starts in a coastal hex. [The probability of two events occurring together is obtained by multiplying the probability of the two events occurring individually.] Despite the lower odds of joint interception, if both English units did succeed, the battle would be fought at 3 to 2 odds with the English force receiving a –2 die roll modification. This means that the English would enjoy a 33.3% chance of forcing the French back to Toulon, a 33.3% chance of sinking at least one French unit, and only a 33.3% chance of themselves being forced back. The English would have no possibility of losing a unit (or Nelson).

The pro-French can counter the anti-French potential use of the Gibraltar-based naval unit in any interception attempt by simply placing three Spanish cavalry units (which can set up "anywhere in Spain") within four movement points of any of the following three hexes on board 1: D23, E23 or F23. If the English fleet leaves Gibraltar to intercept the moving French fleet from Toulon and the English are not forced back to port, the Spanish cavalry can then move into position to attack and capture Gibraltar during the September 1805 anti-French Combat Phase. Gibraltar cannot be attacked while it is occupied by one army *and* one naval strength point. The loss of Gibraltar would leave the anti-French with only Venice and Trieste as friendly ports in the Mediterranean. Since both cities soon come under pressure from pro-French land forces under Messina, the anti-French coalition cannot afford to lose Gibraltar. (The loss of friendly ports in a sea zone means all fleets which are forced to retreat as a result of combat on the Naval

Chart E1
Naval Forces in Campaign Game

	Pro-French Powers		Anti-French Powers		
	Fr.	Sp.	Eng.	Ru.	Por.
Fleets	9	4	12	1	1
Transports	2	1	2	1	1

Results Table are treated as unescorted transports, which means they are either captured by a neutral state or they are sunk—either way they are lost.)

Although this article is devoted to French naval strategy, it is important to consider the best strategy for the enemy in order to be prepared. In my opinion, the best location for Nelson and his force would be to reinforce the fleet at Cartagena. This deployment frees the English fleet starting the game blockading Cartagena for possible interception of the French fleet from Toulon without the loss of that blockade. It allows the Gibraltar naval unit to remain in that port and does not risk the loss of the "Rock" to Spanish cavalry. The best reason, however, for the anti-French to start Nelson at Cartagena is that it forces any French attack there to be fought at the 3 to 2 Combat Ratio, which nets them only a 33.3% chance of success.

The major advantage to the anti-French player, however, of deploying Nelson's force at Cartagena with the blockade is that it forces the three French naval units into the Atlantic Ocean or the North Sea to seek a blockade they can hope to lift. As the French fleets venture into the Atlantic, they become subject to interception by the Portuguese fleet in Lisbon. The Portuguese, like any fleet attempting an interception from a port, have only a one-third chance of interfering—and to do so would be suicide. The French would be able to fight the Portuguese using the 2 to 1 odds, which nets the French about a 50.0% chance of either sinking or capturing the Portuguese navy and an 83.3% chance of having the interception become meaningless (i.e., a SR, SS or SC result from the Naval Results Table).

Given all the above, the French force from Toulon should feel safe in their attempt to reach a port in the Atlantic or North Sea blockaded by a single British unit. As discussed earlier, the Toulon fleet has a 66.7% chance of lifting a single fleet blockade which includes a 33.3% possibility of actually sinking the English blockading fleet.

What the pro-French should not attempt to do in the early game is to "run" every English blockade. Each blockaded force has a 16.7% chance of escaping the blockade. The other side of the coin: each pro-French blockaded force also has a 66.7% chance of engaging the blockading enemy in a 1 to 1 combat. The problems with the pro-French attacking English fleets at 1 to 1 odds has been discussed before; they can never sink an English unit. The best the pro-French can hope for is a SR result, forcing the British to retreat. A SR result has a 33.3% chance of occurring—which means a blockaded French force has only a 38.9% chance of either escaping or lifting an English blockade by themselves. While a 38.9% probabilty appears very appealing to many players, they should realize that the English have a 27.8% chance of either sinking or capturing a pro-French unit attempting to "run" the blockade. Since we are not likely to see the anti-French do battle with a solo Nelson at 2 to 1 odds with a 16.7% chance of being sunk, the pro-French player should not risk a 27.8% chance of losing a naval unit for every blockade they attempt to escape. Remember too, the English receive special production points to rebuild eliminated naval units while the pro-French must use their regular production points, which are usually required elsewhere in the continental war. Thus, pro-French naval strategy must be to lift the blockades from the outside and not fight through them from the inside.

September 1805 Anti-French Naval Phase

The odds are in favor of the three French naval units from Toulon lifting the blockade at Cadiz or Amsterdam; but what does the effort bring the French and what can be the expected English

response?

The effort of lifting a blockade nets the pro-French a four-unit fleet. The anti-French have a choice of two responses: 1) if the initial blockading fleet was not sunk (66.7% chance that it wasn't), that fleet, Nelson and his fleet, the Portuguese fleet and the Russian fleet can sail and attempt to blockade the new large pro-French fleet in whichever port they have fled to; or 2) if the initial blockading English fleet was sunk, do nothing.

Why can't the anti-French do anything if the initial blockading English fleet was sunk? The answer is again tied to the value of Gibraltar. In order to blockade the four-unit pro-French force in port, the anti-French will need to pull in all available fleets, including the Portuguese and the Russians, *and* the Gibraltar fleet. Again, the pro-French can force the anti-French to keep the English in Gibraltar by the simple placement of the Spanish cavalry.

The odds are that the initial blockading British fleet will survive and would be available to help blockade the pro-French. Another assumption being made here is that the Russian fleet is within four movement points of any port in the Atlantic Ocean. This assumption means that certain hexes (on board 3—F2 and F4, G1 to G4, H2 and H3, I2 to I4, J1 to J4; on board 2—EE4 and EE5; and CC2 on board 4) are hexes for land movement purposes only and are not considered coastal hexes for sea movement. If they do count as full coastal hexes for sea movement purposes, it would take the Russian fleet three months just to get out of the Baltic! [*Designer's Note*: Mr. Waido's assumption is correct. Movement between the Baltic and the North Seas requires only one naval movement point.]

October 1805 Pro-French Naval Phase

The tactical situation the pro-French find themselves in during October 1805 is one of the following: either 1) they have a four-unit fleet in Cadiz or Amsterdam and a three-unit anti-French fleet "at sea" either in the Atlantic or North Sea, respectively, or 2) they have this fleet blockaded by a four-unit anti-French fleet under Nelson either in Cadiz or Amsterdam. If, as is likely, the pro-French fleet is blockaded, they should attempt to "run" the blockade. While this suggestion seems to fly counter to the cardinal precept that the French never engage in 1 to 1 combat with English naval forces, let's examine why this maneuver is recommended now.

In the "Design Analysis—*WAR & PEACE* Errata and Clarifications" article by Frank Davis printed in The *GENERAL* (Vol. 17, No. 1), Rule Ob2. was clarified as follows:

"If a force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force."

While the above is presented in the context of *army* morale, the assumption here is that it also applies to *naval* morale. [Correct.] Thus, the anti-French blockading force would not receive the −1 die roll modification for English morale in naval combat, although they would still receive −1 for being under the leadership of Nelson.

So, the anti-French must attempt to "run" the blockade to free themselves for further operations. Again, the pro-French have a 16.7% chance of escaping the blockade by rolling a six; a 66.7% chance of attacking the anti-French blockading force at 1 to 1 odds by rolling two through five; and only a 16.7% chance of failing to "run" the blockade by rolling one and having the anti-French fleet refuse to engage in battle. The possible result of any four unit to four unit, 1 to 1 naval combat for the pro-French is: a 33.3% chance the anti-French would be forced to retreat; a 33.3% chance they (pro-French) would be forced back to port; and a 33.3% chance of losing a naval unit (either sunk or

captured). Since 66.7% of the combat results are essentially favorable to the pro-French—or at least don't hurt—and since they have a 16.7% chance of escaping the blockade entirely, the chances are that 61.2% of the time the pro-French force would not lose a fleet in this instance. If the four-factor pro-French fleet is successful in escaping the blockade (a 38.9% probability) of leaving freely from an unblockaded port, it is still susceptible to potential anti-French interception from either a four-factor force in a coastal hex or a three-factor force "at sea".

Thus, in summary of the October 1805 pro-French naval movement phase, if the pro-French have mobility or are able to escape an anti-French blockade, there is a good chance they will not be intercepted during movement as the British have no better than a 50% chance unless they have a fleet at sea with Nelson. If the pro-French fail to get past the blockade, they should just wait until the November turn and attempt another blockade "run", and should continue to do so until they are successful.

Assuming the Pro-French can move, or will eventually be successful in getting out of a blockaded port, they can take their four-factor fleet and attack any of the English blockades, except the one at Brest. The pro-French fleet is able to achieve 2 to 1 combat odds against any other blockade. The possible results of a 2 to 1 battle for the pro-French are: 33.3% that the blockade will be lifted by sinking one of the blockading English units; 33.3% that the blockade will be lifted by forcing the English to retreat; 33.3% that the attempt will fail when they are forced to retreat themselves.

The pro-French player should continue this blockade-by-blockade lifting strategy as long as the anti-French player allows or until all pro-french fleets are blockaded by anti-French forces that can do battle using the English die roll modification. If that situation develops, there are "diplomatic" methods the pro-French player can use to help change the balance of power on the seas.

Alliance Phase Influences on the Naval Campaign

Proper manipulation of the Alliance Phase is as critical to the pro-French in their naval strategy as to other aspects of the Grand Campaign. The pro-French begin the game with a disadvantage in the Alliance Phase in that there are three anti-French major states compared to the two pro-French major states. This means pro-French land forces must occupy two anti-French production cities before they can obtain the necessary die roll modifications to influence major changes during the Alliance Phase. Since the Alliance Phase is omitted during the September 1805 turn, the pro-French have two turns to capture an anti-French production city (Innsbruck is the logical target) and eliminate the anti-French advantage. It is also very critical that the French never allow Napoleon to become involved in a battle where he would be forced to withdraw. If he is forced to withdraw, the anti-French receive three points which would give them virtual control of the Alliance Phase. If the pro-French have not captured an anti-French production city by the conclusion of their October 1805 Combat Phase, they face the unhappy prospect of the anti-French changing the status of Spain to neutral of Prussia to anti-French. (The anti-French player will likely first attempt to change the status of Prussia in order to add pressure to the pro-French land forces invading Austria.)

Once the pro-French have gained an advantage in Alliance Phase die rolls, they should avoid the complete conquest of Austria until the following events happen (in the following order): 1) the status of Russia is changed from anti-French to neutral; 2) the status of Prussia is changed from neutral to pro-French; and 3) the status of Russia is changed from

neutral to pro-French. Changing the status of Russia to a neutral eliminates the Tsar's armies from assisting the Austrians in the defense of their country. As important, it also eliminates a fleet from the anti-French naval forces.

After the French player has been successful in making Russia neutral and Prussia pro-French, he needs to reevaluate his position. Austria should be ripe for conquest by the end of December 1805. In so doing, the pro-French should have been successful in the creation of Dalmatia—completing the Italian Minor States Group. Thus, by January 1806, there should only be one anti-French major power (England) and three possible pro-French powers (France, Spain, Prussia). There should also be, as discussed, a pro-French minor states group. This gives the French a –3 die roll modification during the Alliance Phase, or a 50.0% chance of changing the status of Russia to a pro-French major state in January 1806 or a subsequent month.

Whether the pro-French need Russia on their side or not depends upon another die roll during their January 1806 Alliance Phase. This is the roll for "foreign wars". If the French are lucky enough to see a die roll of "1", England will become involved in a war with the United States which requires the British player to send two naval combat units and two transports to the Americas. If this happens, the pro-French should concentrate on conquering England—and not Russia—to win the game during the next two years. The odds are, however, that England will not become involved in a war with the United States at this time. Too, the English are allowed to add another naval unit to their Force Pool in January which they will have enough production points to build by February 1806 at least. If this does occur, and England is not at war in the western hemisphere, the pro-French need to change the status of Russia to a pro-French major state.

With Russia a pro-French power, the following should be the objectives for the French coalition for 1806: 1) Russia should attack Sweden; 2) the French should attack Denmark and then, if needed, Sweden; 3) the Spanish should attack Portugal. The first two objectives will be easy to bring to their ordained conclusion by the end of 1806. Whether Spain conquers Portugal or not is not crucial—though it would be nice. Portugal cannot defend itself alone against the Spanish and every English strength point transported to Portugal's defense makes the defense of embattled Britain more difficult.

Naval Phases of 1807

In January 1807 the pro-French have another die roll to create a "foreign war" between England and the United States. Assuming no war between these in 1807, and assuming pro-French conquests of Denmark and Sweden, *Chart E2* outlines the new naval balance of power in 1807.

Chart E2
Naval Forces in 1807

	Pro-French Powers					Anti-French Powers	
	F.	Sp.	Ru.	Den.	Sw.	Eng.	Por.
Fleets	9	4	1	1	1	14	1
Transports	2	1	1	1	1	2	1

The above chart indicates the pro-French will have numerical superiority of naval units over the anti-French sixteen to fifteen (England is able to add another unit to its Force Pool in January 1807 and should have enough production points to build it immediately, but the balance of naval power could well be seventeen to fourteen if Spain manages to conquer Portugal) and a numerical superiority in transports of six to three (or seven to two). The pro-French must be in position to invade England in early 1807 in any attempt to win the game via these victory conditions. The anti-French, especially if Portugal has fallen, simply do not have enough naval forces to prohibit the pro-French

coalition from making a landing. And, the pro-French now have enough transport capability to invade and supply an invading army.

The pro-French naval phases of 1807 should all be concentrated on the invasion, re-invasion and supporting invasions in an attempt to overwhelm England. Priority for the pro-French production points must be for the reconstruction of naval units lost battling the English, who will throw everything they have into the fray. If England is not conquered by the end of 1807, the pro-French should abandon all attempts and seek victory by conquering either Russia or Spain. The logical option is to overrun Russia, since the Spanish navy can help keep the pro-French rear secure from English harassment.

Naval Phases of 1808—And Beyond

In January 1808, the anti-French will have achieved numerical equality, again, with the pro-French naval forces (assuming that Portugal has not been conquered by the pro-French troops). This means that the invasion of England, if not undertaken yet, is beyond reach. Pro-French naval phases during 1808 and beyond should be used to keep the English in check. This strategy must be followed unless the pro-French are very close to conquering England.

Since the anti-French will have succeeded in matching the pro-French in terms of number of naval units, the pro-French may be placed in the unhappy position of having to "run" English blockades even though this risks 1 to 1 combats. If a pro-French fleet is successful in escaping a blockade, it should remain "at sea" where the fleet cannot be blockaded again by the enemy. But, while "at sea", they can attempt to intercept any English invasion attempts or attempts to transport army units or production points to the continent. The pro-French must now take an aggressive harassment role with the goal of forcing English retreats. Borrow a precept from Mahan; maintain a "fleet in being".

The pro-French land campaign, meanwhile, has shifted to the east. The actual invasion of Russia probably should be delayed until at least March 1809. It will take the Austrians until late 1808 to complete rebuilding their army, thus making themselves eligible for a status change during Alliance Phases. Also, French strength points lost in the abortive invasion of England may be replaced, which takes time. With Prussia and Austria able to protect the French flanks and supply lines, the invasion of Russia will have a high chance of success. The Spanish should keep the English busy in Portugal. The pro-French fleets should be fairly successful in keeping the English naval power frustrated.

Summary

If the pro-French are to win the Grand Campaign in *WAR & PEACE*, control of the sea is essential. Victory, whether by conquest of England or of Russia, rests on the French admirals. Pro-French control of the sea must be accomplished during 1806. Even with control of the Alliance Phase, if the pro-French have not conquered England by January 1808, or are very close to doing so, they must shift their search for victory elsewhere. An anti-French Spain, as Napoleon learned, is extremely difficult to conquer—particularly if supported by English production points. The recommendation then is to overwhelm Russia.

To repeat, the purpose of this article was to outline pro-French naval strategy in the Grand Campaign. The discussion of how control, or non-control, of the sea affects overall French strategy and the land war has been informative I hope. In the process, we have ranged through a number of other topics, and perhaps highlighted what I consider to be a failing with the Alliance Phase in a two-player

game. (As seen in this article, the pro-French can achieve control of the Alliance Phase by 1806 and can use it to their advantage to isolate England. While I believe that the Alliance Phase needs to be modified, I am neither a designer nor developer, nor am I necessarily an advocate of play balance. One change I have used, quite satisfactorily, is to *not* consider cities, which produce only production points for landwehr, as production cities until after the home country has been conquered and the landwehr units are actually added to that country's Force Pool. This means cities such as Innsbruck and Konigsburg are not production cities for Alliance Phase purposes until after their home countries have been overrun and then reinvaded. This small adjustment makes a world of difference.) I sincerely hope that it has proved instructive. For those would-be Nelsons among the readership, I hope it has given you pause to consider how easily the English Bulldog can be leashed. ☆

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 86   Total Responses: 498

Rank: Title	Pub	Rank Last Time	Times On List	Freq. Ratio
1. Squad Leader	AH	2	12	4.2
2. Third Reich	AH	3	12	3.0
3. G.I.	AH	4	2	2.8
4. TRC	AH	6	12	2.8
5. VITP	AH	18	12	2.4
6. COI	AH	8	12	2.1
7. Flat Top	AH	9	12	2.1
8. Bulge '81	AH	1	7	1.8
9. COD	AH	12	12	1.6
10. Gunslinger	AH	—	1	1.6
11. Panzerblitz	AH	14	3	1.6
12. WSIM	AH	16	12	1.6
13. Midway	AH	13	6	1.4
14. War & Peace	AH	19	12	1.4
15. FE	AH	7	2	1.2
16. Panzer Leader	AH	10	7	1.2
17. War at Sea	AH	20	12	1.2
18. Civilization	AH	11	2	1.0
19. SON	AH	—	1	1.0
20. Titan	AH	—	1	1.0

Our survey brings some dramatic shifts this issue. Two are especially noteworthy. *VICTORY IN THE PACIFIC* has undergone a significant rise in popularity among our readership, climbing to place fifth in the poll. Could this be a precursor of a return to fast-playing and enjoyable games? And, *Dungeons & Dragons*, a regular occupant in the top ten since inception of this listing, has dropped from the list and playing preferences among the majority of those responding. *AFRIKA KORPS* too falls from the top twenty for the first time—marking the passing of the "classics" from the survey. Once more *SUBMARINE* submerges. On the other hand, Avalon Hill's newer titles make a strong showing. *GUNSLINGER* returns to the list, no doubt reflecting the favorable response to its treatment in the recent issue of The *GENERAL*, devoted to it. This issue's featured game, *STRUGGLE OF NATIONS*, makes its appearance. And the beautifully-produced fantasy game *TITAN* seems to be intriguing many readers.

BRITISH NAVAL STRATEGY IN WAR & PEACE

Or How to Insure That French Tadpoles Never Grow to be Big Bad Froggies

By Bill Parsons

This article is a response to Mr. Kenneth G. Waido's essay on Pro-French naval strategy in the Grand Campaign scenario of Avalon Hill's game *WAR & PEACE*. The purpose of this article is to describe and analyze several of the strategic alternatives available to the British player early in the game as Britain struggles to regain and retain mastery of the seas. In addition, the article will critically examine many of assertions and proposals made by Mr. Waido in his article.

Besides this brief introduction, the discussion is divided into three parts. The first will present a few general tips on overall British strategy. The next will discuss in detail the various options open to the British player in the opening turns of the game. This part of the discussion will largely follow the framework described in Mr. Waido's article. Lastly, we will deal with tactics and strategy for later turns as British seapower grows and matures.

Before proceeding further, two important points must be made. First, like Mr. Waido, I will assume that the game is between only two players. This is an important and brutal assumption because, as we shall see, one major problem afflicting the British player (and highlighted by Mr. Waido) disappears in a game with three or more contestants. Second, the reader should be warned that there are not one, but two different editions of naval rules to the Grand Campaign game. On reading Mr. Waido's article I got the impression that he was working from the first edition rules. Since the second edition makes Mr. Waido's French naval strategy unrealistic and untenable, I will proceed, unless otherwise noted, on the assumption that our two hypothetical players are using the first edition.

Basic British Naval Strategy

For the British player the war at sea centers around transports. Admittedly this statement seems to be somewhat counter-intuitive. When people think about naval warfare in the Napoleonic era, they normally do not consider transports. A quick glance at the mapboard and victory conditions confirms the importance of transport capacity, however. Britain, quite obviously, is an island. And to win the British must control the most production cities at the end of the game. As coincidence would have it, all but two of the non-British production cities reside on the Continent. The other two, Copenhagen and Stockholm, are for all intents and purposes islands. Thus, to win the British must put as many troops in supply as possible on the Continent. The *only* way to do this it with transports. Moreover, the most devastating way for the British to lose is to be successfully invaded. That maneuver requires transports too, of course.

So the first and most important rule to remember is this: Always seek to maximize the number of transports you have, while minimizing the number of transports everyone else has. For "everyone else" read France, Spain, Sweden, Denmark, and Russia. The Portuguese you can trust—at least most of the time.

Besides being crucial, transports are also scarce. There are only eleven in the entire game and only nine at the start. The British have three (including Portugal's) and can build two more; the Frogs (i.e., the French) have two; and the Spanish, Danes, Swedes, and Russians each have one. This means that the British have at most only five transports and a maximum lift capacity of ten infantry strength points. (If using second edition rules the lift capacity is reduced to one infantry or cavalry strength point per transport for a maximum total of five.)

The British just do not have enough transports for invasion and supply purposes, particularly if they are forced to fight the Americans. In that case they lose two transports as well as two naval units and four infantry. The odds are they will never see these units again—at least not anytime soon after their dispatch.

This leads to a second rule: there is no such thing as a "neutral" transport. In the British view, transports are either under British control or they are targets ripe for destruction or capture (preferably capture). The two most obvious targets are the Danish and Swedish transports at Copenhagen and Stockholm, respectively. As soon as possible the British should invade Copenhagen. They should blockade the port with a combat fleet (or two if they can be spared) and try to land enough troops to take the city on the turn of the invasion. This will insure that the opposing player does not have enough time to destroy his fleet before capture. Under no circumstances should the British allow the Frogs and Spanish, or even the Russians, to get to Denmark first. The British should attack Sweden only after Denmark has been secured.

There are three reasons for following this strategy. First, the acquisition of Denmark and Sweden will give the British four extra transports and combat units as well as associated infantry and calvary. Second, this acquisition will *deny* these forces to the enemy. Third, it will give the Bulldog two extra production cities that are extremely difficult to attack, especially if England is holding on to the extra naval units. The beauty of this strategy is that for every fleet the British capture, they enjoy even more flexibility to make additional invasions and conquests, whereas it becomes increasingly more difficult for the French to do the same.

Needless-to-say, if and when the Russians are forced to go neutral, the British player should also try to acquire their fleet. Unfortunately, this will force the Russians to go Pro-French; but, what the hell, they were probably going to do that anyway. At least this way the British get a crack at their fleet before the Frogs get to use them.

In addition to being critical and scarce, transports are fun to use. Throughout the course of the game the British player should be able to derive a great deal of amusement and satisfaction from the employment of his transports and their associated impediments. Typically, transports are used to carry troops and supply points from one friendly hex to another. They can also be used by the British to transfer production points to allies. Since these production points can then be used to build new units during the Reinforcement Phase, this is an important way for Britain to aid her ailing allies on the Continent. This rule is particularly important because it enables Britain to help her allies rebuild any naval losses they have suffered. Normally, without aid, most allied players are hard pressed to build new army units and rebuild naval fleets. Consequently, the naval forces are often ignored.

In any event, it is always a sound strategy to lend as many production points as possible to nations actively fighting the Frogs. After all, more nations fighting against France for longer periods of time means less fighting for the British. And less fighting for the British means that Britain will be better disposed to sweep onto the Continent during the later stages of the game and pick up production cities after everyone has been bled white. This leads to a third rule: whenever possible fight the Frogs by proxy, even if it means diverting your transports to lend production points to your allies. Other uses for transports include, of course, launching amphibious invasions and raids. But by far the most amusing and potentially useful transport operations involve "supinely menacing" the Frogs and engaging in "cutting-out expeditions". The British player supinely menaces the French by loading up his transports with troops, and then doing nothing with them. But—and this is the important part—he makes much ado about nothing. He happily hums to himself, chuckles knowingly, winks at other players (if any), and points and stare conspicuously at hexes in and around France. With any kind of luck the French player will be irritated to the point of distraction. And who knows? He might take you seriously enough to divert badly needed troops to defend against your fictitious invasion. This in turn will probably aid your allies and thus indirectly aid you. A fourth rule then is this: while in port always keep your transports fully loaded with troops and ready to roll.

Of all the naval operations open to the British player, the cutting-out expedition can be the most effective against enemy naval units. The objective is to seize selected ports in order to steal or destroy the enemy fleets within. In this type of operation the British player blockades the French fleet with his own and then, in the Naval Phase, transports as many troops as he can to a hex adjacent to the port. In the Combat Phase the port is immediately assaulted. If the assault is successful and the defending garrison is eliminated, one or more strength points should be detached to advance after combat into the port. (Remember: on the turn of invasion all disembarked units are considered to be in supply.) At this point the port will fall into British hands and the blockaded French units will be immediately captured intact. This means that even if the Frogs succeed in retaking their port in the following turn they will be unable to recapture their fleet unless they also successfully bring in naval units to blockade the port.

There is not a great deal the French can do the defeat this strategy, especially if they are at war with a major power. They have two options. They can

try to move their fleet out of the port before it is assaulted or deter British attack by placing large garrisons in every port. The problem with the first alternative is that the French can only change bases or run a blockade in the Naval Phase. Since the attack occurs in the British Naval Phase they cannot run away. Of course, they could try to intercept the British attack force at sea, provided a blockade is not already in place, but this tactic will work only if they manage to intercept and defeat the incoming force. The probability of this result is fairly low.

The problem with garrisoning is that at the start of the game the French have fleets in five ports. To properly garrison this many ports requires a great deal of manpower. For example, since the allies start with four transports which can carry a total of eight strength points, the Frogs will have to defend each port with at least four strength points. Overall this amounts to a bare minimum of 20 strength points.

It is amazing how many French players neglect to properly defend their naval bases. Also, as the game draws on many players will actually draw from their garrisons to bolster their armies. Finally, if the British accumulate enough transports, by either construction or capture, then no French port will be safe because the cost of continuously defending it will become so high that most players will balk at expending the necessary resources. It goes without saying that these problems apply to the Spanish player as well.

It must be emphazied that cutting-out expeditions are potentially the best way to destroy the French fleet. The Royal Naval working in conjunction with the British army can do more damage to the French navy while it is in port then by bringing about a major naval engagement such as Trafalgar. This paradoxical result depends upon the naval combat rules. The rules allow for only two consecutive rounds of successful combat. They also limit losses in any one round to one fleet captured or sunk. This means that the best the British can do is capture two units. Significantly, there are no limitations to the number of naval units that can be captured or sunk in port. This leads to a fifth rule: *never* pass up an opportunity to cut-out enemy fleets, even if it means delaying or foregoing other operations.

By this point the reader is probably tired of reading about transports and is wondering what he should do with his combat units. In a word, BLOCKADE! A blockade, particularly if instituted early in the game, accomplishes three objectives. First, it keeps the French navy fragmented and ripe for cutting-out. This in turn frustrates any French invasion intentions. Second, it allows transports to sail unescorted. (Fleets cannot intercept when under blockade.) Third, it forces the Frogs to attack British fleets at unfavorable odds whenever they want to regain the initiative. Blockades should be maintained at all costs. For example, there is little point in lifting a blockade in order to "draw out" the French navy for the "big showdown". As we have seen, it is impossible to reenact Trafalgar.

This does *not* mean, however, that the British should avoid combat. Far from it. They should always attack at odds of 2 to 3 or better. The British player should also consider attacking at 1 to 2 odds if he can afford the potential loss, feels lucky, or desperately needs to stop a particular force.

One other point needs to be emphasized. The British should always build new units and rebuild old ones as quickly as possible. They have the capability to build two new transports and three additional combat units. This represents a "cushion" against the Anglo-American War and other unnatural disasters. For this reason alone the British should give absolute economic and strategic priority to naval construction. Fortunately, British resources are such that she can build all of her naval

units and still strengthen the army and lend production points. There is, therefore, no excuse for delaying or neglecting naval construction.

The First Turn

The opening turn of the game is extremely important for naval commanders. The results of September 1805 will largely determine the course of the war at sea for a large part of the rest of the game. The opening placement has Britain blockading all of the Spanish forces and most of the French navy, with the exception of three combat units and a transport in the Mediterranean at Toulon. Opposing the unblockaded units the British player has one fleet with Nelson "somewhere in the Med", two allied units in reserve at their home ports, and another British fleet guarding Gibraltar. See *Table 1* for summary of all naval deployments.

The French, in effect, have been given one "free" opportunity to defeat the Royal Navy and break the blockade. If they are successful, it could take months, if not years, to clean up the mess. On the other hand, if the British foil the French attempt and establish a blockade on the first turn, the initiative will pass to Britain and probably remain there for the rest of the game.

Therefore, during the first turn the British should do whatever it takes to complete the blockade. Secondary priorities should include attempting to sink or capture enemy fleets and avoiding casualties.

Given this analysis, how should the British set up and respond? Mr. Waido suggests placing Nelson and his fleet at Cartagena and refraining from trying to intercept the Toulon force as it moves out of port. Both of these suggestions are to some extent misleading and ill-advised.

In fact, the British have two options in response to the opening French move. The first option is to attempt to intercept the French fleet in the Med, while the second option is, of course, to sit tight. Mr. Waido calls the first alternative "foolish", but I like to think of it as "high-risk". Under the high-risk option the British player should place Nelson and his fleet "at sea". This will add one to the die-roll on the Pursuit Table. The additional pip on the die-roll, plus one for the presence of Nelson, will give an overall 67% chance of success for interception. (Incidentally, the +1 benefit for Nelson is a second edition rule.) These are the best odds for interception in the game.

If the interception attempt by Nelson fails, the rest of the units in the Med should sit tight. Let the French player finish his move. Even if the Frogs

move into the Atlantic or North Sea zones, the British should still refrain from further interception attempts. In particular, do not try an interception with the Portuguese fleet—it would be suicide.

However, if Nelson is successful, the British are in business. Next they should have the naval units based at Gibraltar and off Cartagena attempt interception. At this point a rule dispute arises. Mr. Waido cautions against using the Gibraltar fleet because this uncovers the port and allows the Spanish to attack and seize it during the Pro-French Combat Phase.

Mr. Waido is absolutely correct—if it is assumed the Gib fleet cannot return to its base in the Pro-French Naval Phase *after* a successful interception and combat round. The rules are unfortunately silent on this point. That being the case, I think the British player has three options during the Pro-French Naval Phase after a successful intercept action: he can (1) return the fleet to its original port, (2) follow the defeated enemy force back to its port and blockade it, or (3) remain at sea as Mr. Waido suggests. Of course, if the fleet is defeated after a successful interception it must automatically return to Gibraltar.

In any event, assuming the Gibraltar fleet can return to base, it should make the interception attempt before the fleet from Cartagena; for if it is successful, there is little need to use the other fleet. The Gib fleet along with Nelson and his fleet gives the British player a 2 to 3 combat ratio and a 67% chance of success, with zero probability of taking a casualty. The addition of the Cartagena fleet is not worth the better odds (1 to 1 with 83% chance of success) because it removes the blockade from Cartagena. But, if the Gibraltar intercept attempt fails, the Cartagena fleet must be used despite this problem.

Now the probability of each fleet intercepting is 33%. Taken together this means that there is a 67% chance that at least one of the units will join Nelson. These are not "foolish" odds. Moreover, even if neither unit successfully intercepts, all is not lost. While it is true that Nelson will then be forced to fight at 1 to 2 odds, he will still retain the two pip advantage on the die roll. This gives the British a 50% chance of forcing the three French Toulon units to retreat, a 33% probability that Nelson will be forced to retreat, and a 17% chance that he will be destroyed. In short, even under "worst case" conditions Nelson has an 83% chance coming through unscathed.

A statistical summary of the high-risk strategy for Nelson fighting alone (A) and with another unit

Table 1					
Initial Naval Deployments and Garrisons					
City	Nation	Naval	Army	Leader	Blockade
St. Petersburg	Russia	1F, 1T	5I, 1C	1 "0" L	
Stockholm	Sweden	1F, 1T	6I, 2C	1 "0" L	
Copenhagen	Denmark	1F, 1T	3I		
Amsterdam	France	1F	3I, 3I(H)	1 "0" L	Britain 1F
London	Britain		6I, 1I(K), 2C	1 "0" L	
Boulogne	France	1T	3I		
Brest	France	3F	4I	1 "0" L	Britain 3F
Plymouth	Britain	2T			
Rochefort	France	2F	4I		Britain 2F
Corunna	Spain	2F, 1T	4I	Blake	Britain 2F
Lisbon	Portugal	1F, 1T	4I, 1C	1 "0" L	
Cadiz	Spain	1F	4I		Britain 1F
Gibraltar	Britain	1F	1I		
Cartagena	Spain	1F	4I	LaRomana	Britain 1F
Toulon	France	3F, 1T	6I		
Anywhere in Med	Britain	1F		Nelson	

F = Combat Fleet
T = Transport
I = Infantry
C = Cavalry
L = Leader

(B) is given in *Table 2*. It is assumed that Nelson has already intercepted the French fleet.

The advantages of the high-risk option are obvious. The most likely result, one that will happen 50% of the time, is that the Frogs will be forced to retreat. There is in addition a small probability that the British will sink a French unit. Significantly, the probability of this happening is almost twice that of the British losing a ship. Overall the British have a 61% chance of victory and a 94% probability that Nelson will be unharmed. The odds are definitely in their favor.

Just as important as the favorable odds is the decisive effect a British victory can have at this stage of the game. If the British manage to force the French back into Toulon, they will be able to establish a complete blockade in their Naval Phase. With any luck this will "put paid" to French aspirations at sea. This result alone makes it worthwhile for the British player to try to intercept and fight the French. The potential for this decisive outcome, plus the favorable odds, renders the high-risk option a reasonable and even preferred strategy.

The disadvantage of this option, on the other hand, must be mentioned. Basically, the British stand a very small chance of suffering a devastating defeat or series of defeats. Table 2 shows that there is a 6% probability that Nelson will be killed. While the loss of his fleet is not that bad, his death would be a blow to the British naval effort. Unfortunately, the train of disastrous events may not stop at Nelson's death.

After sinking Nelson, the French get to finish their move. In all likelihood they will go on to attack a British fleet on blockade duty. At 2 to 1 odds they have a 33% chance of sinking it and another 33% probability of lifting the blockade by forcing it to retreat. If the worst happens they will have killed Nelson, sunk two units, partially lifted the blockade, and have four naval units free.

Another way to embarrass the British (and this is really a worst case scenario) is to defeat Nelson along with a two unit fleet. Here it is assumed the second fleet came from Cartagena, the Gibraltar fleet having failed to intercept. In this case the three French units will be able to combine with the Spanish fleet at Cartagena to make two 2 to 1 attacks on British blockade fleets (eg, at Cadiz and Amsterdam). Although the Frogs would not kill Nelson, they could conceivably sink two units and free a total of six units from the blockade. Also, in yet another situation they could fight Nelson and his fleet and force them to retreat. This would then allow the French to make a 2 to 1 attack on a blockade fleet.

All of these permutations of disaster (plus a fourth), along with their probability of occurrence, are summarized in *Table 3*. The probabilities are based on the assumption that Nelson has already intercepted the French.

The point of this rather esoteric analysis in Table 3 is to show that, while the British do risk incurring several different types of disasters when following a high-risk strategy, the probability of any one of them happening is extremely low. About the best the French can hope for is to kill Nelson and sink his naval unit and even this is a long shot. In summary, the principal advantages of the high-risk option is to allow the British to complete their blockade at favorable odds. The main disadvantage consists of a fairly low probability that Nelson will be killed, one fleet sunk, and the blockade badly damaged.

The other possible response to the French opening move is to literally do nothing. The British player allows the Frogs to break out of Toulon and attack one of his fleets on blockade. Under this strategy he cautiously and passively hopes for the best. Mr. Waido recommends this option.

Table 2			
Event/Odds	A: Nelson + 1 Br. F.	B: Nelson + 2 Br. F.	Total Odds*
Nelson + 1 Br. Fleet Sunk	17%	0%	6%
Nelson + 1 Br. Fleet Retreat	33%	—	11%
Nelson + 2 Br. Fleet Retreat	—	33%	22%
All French Fleet Retreat	50%	50%	50%
1 French Fleet Sunk, Others Retreat	0%	17%	11%

*That is, the combined probability that the event will happen given that either A or B can occur in an interception attempt: A is twice as likely to occur as B (67% vs 33%).

There are advantages to the "cautious" strategy. First, and most important, it does not endanger Nelson. It also limits the number of naval units the French can destroy to a maximum of one. In addition, it has the redeeming virtue of simplicity.

On the other hand, it has several disadvantages. Amazingly enough, the Frogs actually have a better chance of sinking a British fleet under this strategy than under the high-risk option. They have a flat 33% chance of success. Thus the probability is over five times greater than under the high-risk strategy. Another drawback is that it denies the British player an opportunity to sink a French unit. In fact, it is unlikely that the cautious option will force the Frogs to pay any kind of price for their aggressive behavior. Unlike the other option, it is not calculated to deter French enthusiasm for naval activity. Finally, Mr. Waido's recommended solution aids and abets the French attempt to destroy the British blockade. This result is exactly the opposite of the high-risk alternative, which seeks to force the Frogs back into their aquatic lair at Toulon.

This leaves the question of where to place Nelson if the British player decides to follow the cautious strategy. Mr. Waido suggests Cartagena but Gibraltar is probably a better location. The problem with Cartagena is that it encourages the French player to leave the Med and attack either Cadiz or Amsterdam. And if he is smart he will take the transport with him. The net result is to induce the French player to concentrate his forces by moving closer to Britain. This increases the threat of invasion.

For example, while in the Med the transport at Toulon is not close enough to properly invade England. The only hex it can reach, assuming Plymouth is defended, is at the extreme western end of the island. Most players will agree this is a fairly stupid place to land an invasion. this means the French must first move their transport closer to England on a turn prior to the invasion. There is no reason why the British player should embolden the Frogs to make this preliminary move on the first

turn of the game. Instead, he should refrain from reinforcing the fleet on blockade at Cartagena. With luck this might induce the French to attack there rather than striking at one of the other locations.

British interests are also served by placing Nelson at Gibraltar. The location is advantageous because it allows Nelson to run intercepts into both the Mediterranean and Atlantic sea zones. Also, it is closer to Britain.

Which option the British player chooses to respond to the French opening move will ultimately rest on the personality of the player. Aggressive or lucky players should use the high-risk option. Timid or unlucky players should consider the cautious strategy. There are two final factors to consider when making your decision. First, British players should be aggressive at sea. Let the French take the passive approach. Second, if the Frogs try to break out with the three units *and* the transport, I would recommend attempting to intercept. One does not want that transport to get any closer to England. This concludes the discussion on British responses to the French opening move.

What the British do in their own Naval Phase is, of course, contingent on what the Frogs managed to accomplish. As we have seen, any number of situations could develop. Realistically, however, the British should be confronted by one of the following situations: (a) they have suffered no losses and there are 2-4 unblockaded enemy units, (b) they have lost one fleet (and possibly Nelson) and there are 3-4 unblockaded units, or (c) they have lost two units (and possibly Nelson) and there are 4-6 unblockaded units.

In situation (a) the British are in excellent position. Significantly, this situation is the one most likely to occur. Under (a), the worst that could happen is that the British could find that the French have managed to free four naval units. For example, the British could adopt a cautious strategy and the Toulon fleet could break out, sail to Amsterdam and lift the blockade there by forcing the covering fleet to retreat to London. There would be four

Table 3			
Event/Odds	Nelson Killed	1 Br. F. Sunk	2 Br. F. Sunk
Nelson + 1 British Fleet Sunk	6%	6%	2%
Nelson + 1 British Fleet Retreat	0%	4%	0%
Nelson + 2 British Fleets Retreat & 1 of the British Fleets from Gibraltar	0%	4%	0%
Nelson + 2 British Fleets Retreat & 1 of the British Fleets from Cartagena	0%	4%	1%

French units at Amsterdam, one British fleet at London, Nelson and two units at Gibraltar, and Toulon would be empty. All other naval forces would be employed as shown in Table 1.

Given our example, what should the British player do? What he wants to do is blockade Amsterdam. To do this he needs the two allied units. He also must move his fleets in such a way as to deter the Frogs at Amsterdam from attempting interception. Finally, he does not want the allied fleets to stand alone or lower the morale of a joint allied-British force. All of these conditions can be met by using the tactic of "blockading by shell game".

Following our example, "blockade by shell game" works in this manner. First, the British player moves the Portuguese fleet at Lisbon to Brest. Second, he moves the Gibraltar fleet to Brest. Third, he moves Nelson and his fleet from Gibraltar to Brest, where he picks up two of the original Brest units. Nelson and the three units then continue on to Amsterdam. Brest remains under blockade by an original Brest fleet, the Portuguese fleet, and the fleet from Gibraltar. Note that the Portuguese fleet has been used in conjunction with the British without lowering their morale.

Now the French at Amsterdam could try to intercept Nelson when he enters the North Sea sea zone; buy why bother? Chances are best that the French would be able to intercept with only two combat units. Fifth, the British player now moves the Russian fleet at St. Petersburg to Amsterdam in order to complete its blockade. At this point a rule dispute arises. Can the French at Amsterdam try to intercept the Russian fleet before it reaches Amsterdam?

The answer must be "yes" because the French are not yet fully blockaded. But the catch is that the three British units already off Amsterdam should be able to attack the Frogs as they move out of port. The rules are not clear on this point but logic would dictate that the British should get a crack at the French as they sail past them. Also, rule F6a. stipulates that "when the active player's naval units enter a coastal hex which is occupied by naval units controlled by the inactive player, the *active* player may initiate combat against units in that hex . . .". The point is that when the French leave the port they will occupy a coastal hex which the British, as the active player, have entered. Thus, the British should be allowed to attack before the French make contact with the Russians. Sixth, once Amsterdam is blockaded, the British should move the fleet at London to Gibraltar in order to cover the port. Everything is now under control. The British have blockaded all enemy fleets, properly made use of the allied fleets, protected Gibraltar, and deterred interception attempts. Also, Nelson has been moved to the highest concentration of enemy forces, where he can do the most good. All that is left to do is tidy up the transports.

This is done by moving the Portuguese transport at Lisbon to London. There are two reasons for the move. First, it concentrates the transports for invasion purposes. Second, the transport is now in a position to carry reinforcements to Portugal in the event of war. In addition, one of the transports at Plymouth should be moved to Portsmouth in order to reduce the attrition of army units to be placed on board. Finally, during the remainder of the turn the British should build two army strength points at Plymouth, begin building a combat fleet, and move two army units from London to Portsmouth. All the army factors should be loaded onto the transports. This concludes the British turn of September 1805.

In situation (b) things are a little trickier. Here the British have lost one fleet and there are several French fleets unblockaded. Since they have lost a fleet, the British cannot simultaneously blockade *all* of the enemy units *and* protect Gibraltar. One of

the worst ways this problem could arise is by getting Nelson killed in a single-handed interception. For the sake of variety, let us assume the French then went on to Cadiz and drove the British fleet there to Gibraltar. We now have one Spanish and three French units at Cadiz, two British units at Gibraltar, and Toulon is empty. All other fleets are deployed as shown in Table One.

This situation calls for the tactic of "blockading on the cheap". Here is what you do. First, move the fleet blockading Cartagena to Gibraltar, pick up the two units there, and move all three to Cadiz. Second, move the Portuguese fleet to Cadiz. This completes the blockade there. Third, move the Russian fleet to Brest. At this point you have one spare naval unit at Brest. Do you use it to blockade Cartagena or cover Gibraltar?

Using the extra unit to blockade Cartagena seems to make sense *as long as the French do not run a blockade*. If they do, they can capture Gibraltar with the aid of the Spanish army. And once Gibraltar is taken the British are not likely to recapture it because of the special protection rule (see *F2h.*). So the best is to blockade on the cheap by evacuating the Med and leaving Cartagena unblockaded. Use the extra fleet to cover Gibraltar. Leaving the Spanish fleet at Cartagena unblockaded makes for a cheap blockade, but it will not create much of a problem. In February 1806 the newly built British fleet will be able to fill the gap. Until then there probably will not be a great deal of British naval activity in the Med anyway. As a result, there is no need to worry about interception problems unless the French move the Cartagena fleet to another sea zone. Another potential problem is that the French could try to use it to lift the blockade somewhere else. But the best odds they could obtain would be 1 to 1, minus one. These are poor odds (i.e., 33% chance forced to retreat, 16% probability sunk, and 16% chance captured). Note that the fleet could not be used together with the friendly blockaded fleet to make a combined 2 to 1 attack on the blockading force. In this case the British would be subjected to two one 1 to 1 attacks.

Thus, the unblockaded fleet should not unduly embarrass the British. It if does become a problem, they can always blockade it with the Gibraltar fleet, wait for the 1806 reinforcement, and hope for the best until then. Blockading on the cheap works best when only one enemy unit is left unblockaded. If two or more units are free they could be combined to attack a single British blockade fleet at 2 to 1 odds.

In situation (c), where the Royal Navy has lost two naval units, the British are in trouble. In this case they must either blockade on the cheap *and* leave Gibraltar unprotected or pack up the blockade. Put bluntly, they should set Gibraltar adrift. In the final analysis keeping Gibraltar is not worth the loss of the blockade. The importance of Gibraltar lies in its ability to allow Britain to safely project into the Med. Underlying this view are several assumptions including (1) Britain will not have access to any other bases in the Med, (2) the Royal Navy will suffer adverse combat results while in the Med, and (3) the Med is critical to British grand strategy. Within the context of the game, all of these assumptions are suspect, particularly the last one. The "bottom line" is that Britain can win the game without the Med but not without the blockade. Fortunately, British players will only very rarely be faced with this unsavory situation.

Also, there is sometimes one other alternative response to a type (c) predicament. It is possible the British could arrange the blockade so that the enemy units are concentrated in a small number of ports. This would allow for much larger blockading forces off each port. For example, they could blockade twelve naval units in three groups of four. In this case they could allow up to five enemy units

to remain in unblockaded and still retain 1 to 1 minus one odds in the event of an attack. Of course, allowing that many units to be free would raise havoc with the movement of transports.

The Later Turns

There probably will not be much opportunity for naval activity in the closing months of 1805. If September went well for the British—and in all probability it should—the blockade will be fully in force. With the Frogs caged, the British should start thinking about invading Denmark. The problem in 1805 is that they do not have enough naval units to blockade France, Spain and Denmark. They are exactly one combat unit short. Of course, they could blockade on the cheap and use the extra fleet against Denmark. But overall, it is far more prudent to wait for completion of the new fleet in early 1806.

However, even in 1805, the British should be on the lookout for possible cutting-out operations. Since the Frogs are already under blockade, they would not need escorts for the transports. With luck the French or Spanish might start reducing their port garrisons. Priority targets include ports with transports or high concentrations of combat units.

By February or March of 1806 the British should be prepared to invade Denmark. Unless they are under any pressure, the invasion should be launched in March in order to avoid winter attrition. (Remember that attrition is rolled after the Naval Phase but before the Combat Phase. The four allied transports should be loaded with eight regular infantry strength points. Uxbridge, a " + 1" leader, should accompany the British infantry. The three British transports and at least one combat fleet should sail first for Copenhagen. Nelson, if alive, should command the combat fleet, which will be used to blockade the port. The British transports should land at an adjacent hex, to be followed by the Russian transport after Copenhagen has been blockaded.

With eight infantry factors the British will have 1 to 1 odds even after attrition. They will also have a two pip die roll advantage due to their higher morale and Uxbridge. The assault should be successfully completed by the end of the March turn after three to four rounds of combat. The allies should lose about three to four factors in casualties.

In April, all of the fleets should sail back to Britain and Russia for infantry replacements. In May they are again ready for action. They now have five transports, three British (including the captured Dane), one Russian, and one Portuguese. At this point they should seriously consider a cutting-out expedition. Boulogne and Brest are both good targets; but Boulogne is better because it has a transport. Also, it is initially garrisoned with only three infantry factors. The British should use all five transports, ten regular infantry, Uxbridge, and a combat fleet. By June all fleets, including the captured French transport, should be back in port loading up with fresh infantry.

Sweden should be invaded in July. It is a tough nut to crack, particularly by seaborne assault. Those wily Swedes have got six infantry and two cavalry factors at Stockholm. The British should use a bare minimum of five transports, ten regular infantry, Uxbridge, Nelson and a combat fleet. This will give the allies the same odds as at Copenhagen. It is now obvious why the British needed to invade Denmark first. The extra Danish transport must carry the additional infantry required to compensate for attrition losses incurred before the assault on Stockholm.

One last point about Sweden. Mr. Waido suggests that the Russians (as Pro-French allies) should invade Sweden via the overland route. In fact, the overland route is an optional rule. The

British player should *not* agree to it. Without the rule, it is impossible for the Russians and extremely difficult for the Frogs to take Sweden. Thus the Swedish plum falls into British hands.

The timetable outlined above is certainly sanguine. Major problems that could disrupt British planning include the Anglo-American War, the invasion of Portugal, and the defection of the Russians. There is nothing the British can do to prevent a war with the United States, but its probability of occurring in 1806 is only 17%. They cannot do much about Portugal either, but they should reinforce it as soon as possible and entrench a sizeable force outside of Lisbon. Russia is an entirely different matter, however.

As Mr. Waido points out, under the alliance rules Russia can be forced fairly easily and quickly to go neutral and later Pro-French. Fortunately, there are three ways around this problem. The first solution is the simplest and most effective. Go find another player! Under the rules the third player must take Russia. And under rule *G1d.* major states controlled by an individual player are *not* subject to French alliance machinations. As noted earlier, a second "half" solution is to cut-out, capture or destroy the third Russian fleets once they go neutral. Mr. Waido suggested the third solution. His idea is to disregard *Landwehr* production cities for the purposes of affecting faction status in the Alliance Phase. This would in effect reduce France's ability to "turn" Russia by reducing the number of production cities she can conquer in Austria. Mr. Waido's suggestion is fair and sensible and should be wholeheartedly accepted.

In conclusion, the British, with a little luck, should be able to completely blockade the French and Spanish in 1805 and conquer Denmark and Sweden by late 1806 or early 1807. After that they should continue to operate cutting-out expeditions and start beating Boney about the head and shoulders on the Continent. I leave these later moves in the capable hands of the readers of Avalon Hill's magazine The *GENERAL*. ☆

The Compleat Diplomat

c. kibler

ITALY'S PROBLEM

By Rod Walker

The following will serve to introduce the difficulties faced by Italy in *DIPLOMACY*, a subject which will crop up now and again in this series. It would do well to have an understanding of Italy's position now. It is frequently held by long-time *DIPLOMACY* fans that the Great Powers are more or less equal in their potential to win. Some contend, however, that some are more equal than others. I am of the former opinion, but postal statistics compiled over the last twenty years suggest otherwise.

In the *Gamers' Guide to Diplomacy*, I summarized the results of 803 completed postal games. Since then, another 706 games have been added to that data, with little change to the overall relationships of the statistics. Austria and Italy are still the big "losers".

Overall, Austria seems manifestly the weakest country on the board. She is the only Great Power eliminated from more than 50% of all completed games (822 out of 1509, an amazing 53 out of the last 78 reported). However, if Austria's survival rate isn't too hot, her victory rate is. She has won more games than any other Great Power except Russia (139 as opposed to 213 . . . but England and France are not far behind with 137 and 136 respectively). So what about Italy?

A good way to analyze Italy's chances is to look at the results of the so-called *Calhamer Point Count*. This system awards one point per game—all to a single winner or split among parties in the case of a draw. This gives the following results (totals rounded to the nearest whole number):

Russia	275
England	234
France	223
Turkey	218
Germany	205
Austria	199
Italy	157

Ooops!! There's Italy in the cellar; not just in it, but digging it deeper . . . a stunning 42 points below Austria and more than 100 points below the leader, Russia.

Why is Italy doing so poorly? That's hard to say. Some players do very well with Italy; a number of them even win—consistently! So it's not the "Kiss of Death"—necessarily. Even so, ever since I've been playing *DIPLOMACY*, Austria and Italy have had poor reputations. And the solutions offered to correct Italy's problems have been numerous and varied, ranging from the ludicrous to the desperate.

Reduced to its most obvious, the problem is that Austria and Italy are the only two Great Powers which have home supply centers that touch (Venice and Trieste). This makes it difficult for them to trust

each other and to work together. Consider further: from its opening position, Austria can instantly put three units against Venice (*A Vie-Trl, F Tri-Adr, A Bud-Tri*). This is suicidal in 1901; what it does mean is that Austria has the very real potential, later in the game, for coming down on Italy like the proverbial "ton of bricks". It would be hard for Italy to mount a similar sort of stab without telegraphing its intentions.

A common solution to Italy's problem is a strong alliance with Austria, often coupled with the so-called "Lepanto Opening". I have discussed this in detail in the pages of the *Guide*. The difficulty with this opening is that it is no longer so exotic and unexpected as it once was. In the future, we'll discuss thinking beyond Lepanto. For the moment, it's only necessary to make this observation: although no statistics are presently available, it seems likely that the primary beneficiary of the Lepanto Opening is more often Austria than Italy. In addition to the fears of a massive Austrian stab, Italy must contend with getting around Switzerland and through the Straits of Gibraltar.

Adjustments in the actual design of the game have often been suggested. If the head-on abutment of Venice and Trieste is the problem, get rid of it. Typical of the proposed rearrangement is that proposed by variant designer Fred Davis. He proposes splitting Trieste into two parts: a non-supply center, Croatia, bordering the Adriatic, Budapest, Venice, Tyrolia and Vienna; a supply center, Zara, bordered by Budapest, Serbia, Albania the Adriatic and, of course, Croatia. This would ease the tension between Austria and Italy without otherwise significantly disturbing the balance of the board. Although it is unlikely that anything of this sort will be adopted officially, it's an idea certainly worth trying.

Another adjustment to Italy's position is to allow Italy to start with a Fleet in Rome rather than an Army (with or without a simultaneous change of *F Nap* into *A Nap*). If *F Nap* remains a fleet, this strengthens Italy's opening position quite a bit (allowing a blitz against France or an even faster Lepanto), while making a stab by Austria much less likely. Again, no official change is improbable; but it would make an interesting variation.

Unauthorized changes to the game aside, Italy is going to have to live with an uncomfortable closeness to Austria and with cramped lines of expansion. I'm going to discuss some alternatives for Italy in future columns. Meanwhile, I can only suggest reading the section on Italy in the *Gamer's Guide*. In addition, a statistical analysis of a large number of Italy's victories appears in the Summer 1982 (#31) issue of *Diplomacy World*, the compilation and analysis by one of the leading strategy writers, Mark Bench.

There is no magic formula for resolving Italy's problem. If there were, *DIPLOMACY* would not be the endlessly challenging game it is. The abutment of Trieste and Venice is not going to go away, so the Italian player in every game is going to have a rough time. Some few may get the notion the difficulty is overwhelming and lie down on the job . . . which may be why such abysmal ratings for Italy prevail. Despite these statistics, I feel that inventiveness, a positive attitude and strong diplomacy can give Italy as good a chance to win as any Great Power. Watch The *GENERAL* for more thoughts on what Italy can do to avoid the boot.

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. Rod also edits a monthly publication, PONTEVEDRIA, which lists postal Gamemasters who have openings for play-by-mail DIPLOMACY. To obtain a copy at any time, merely dispatch a request to Mr. Walker along with a self-addressed and stamped envelope. THE GAMER'S GUIDE TO DIPLOMACY is available for $4.50 plus usual handling fees from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. ☆

AH Philosophy . . . *Cont'd from Page 2*

The AREA system is quite similar to the United States Chess Federation postal system. AREA ratings take an alpha-numeric form, allowing a wealth of relevant information to be presented concisely.

The simplest, and most obvious, component of the rating is the numerical value, which indicates the points an involved player has amassed by his victories — and defeats. A new member selects his initial numerical rating; alternatively, he is assigned a provisional value of 1200. This initial rating is adjusted through competition within the ranks of the AREA, with points gained or lost as indicated by the *Numerical Rating Chart* (see below). This chart is used for all games until both participants have surpassed the *Provisional* level (eleven rated games; intended to quickly bring inflated initial ratings into line). Once eleven rated games have been completed, a member is considered a *Verified* player and his points gained or lost in a match are halved to stabilize his rating. As an example, assume a 900-rated player defeats a 1200-rated player. The winner gains 95 points while the loser drops a like number to 1105. Had the higher rated player won the game, his rating would now be 1245; the loser's, 855.

One early criticism of the system was that a gamer in Podunque could amass a tremendous rating simply by playing only local competition — none of whom have any skill whatsoever on the gameboard. This is, to some extent, true but becomes less so with each passing game and increased number of opponents. Of course, as a player continues to beat the same players, their ratings decrease while his increases, giving him fewer and fewer points for a victory until it becomes counterproductive — he can no longer gain, only lose. However, this problem has been solved by the addition of *Qualifiers* (see above) to the numeric rating — a provision which even the USFC lacks. For example, an AREA rating with a qualifier prefix of CCB has been officially credited with victory or defeat in 11-15 games against 4-5

opponents of which two games were played by mail.

Any two-player Avalon Hill wargame may be subjected to rating. An attempt to utilize multi-player games to generate ratings (Vol. 14, No. 2) proved cumbersome and has been discontinued. Ratings are fairly determined and attempts at fraud or misrepresentation bring expulsion from the rating pool. Forfeited games will not be counted and those who forfeit without just cause are expelled from the AREA. Thus, over a period of years the AREA rating has come to be the sign of both a competent and a mature gamer as those who place emphasis on winning at the expense of fair play and courtesy are quickly weeded out.

All AREA Technicians — from the first, Mr. Ron LaPorte, to the current, Ms. Diane Widener — have been well versed in the system and have administered it fairly and equitably. All decisions by the AREA Technician are final — there is no appeals process. The technician's duties are strictly limited to the maintenance and reporting, upon request to those authorized, of the current ratings of the players. The technician cannot assign any member an opponent for a match; however, for a nominal fee, she can provide a listing of other AREA members in the immediate vicinity. Of course, those seeking pbm opponents are urged to utilize the *Opponents Wanted* section of The *GENERAL*, indicating their AREA rating.
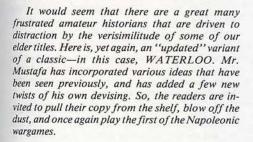
Membership fees are $6.00. Although the AREA service is a lifetime membership, certain activities which require more than normal record keeping (address changes, rating checks, tournaments) require additional fees. There is no fee for making a victory claim, although such may be reported only on official AREA claim sheets (no copies or facsimiles can be accepted).

So, if the reader is searching for challenging play from a competent and mature opponent in his favorite AH title, he is urged to fill out and return the AREA application form found in this issue. A world of competition and recognition beckons: membership in a large and active pool of experienced and responsible gamers, publicized lists of the "AREA Top 50", even the first Avalon Hill Postal Championships (Vol. 18, No. 1). At the very least, the mature gamer new to our hobby owes it to himself to compete with, and be numbered among, the best. The AREA offers just that. ☆

QUALIFIERS FOR AREA RATING SYSTEM

QUALIFIER	FREQUENCY	OPPONENTS	PBM GAMES
A	1–5	1	1
B	6–10 Provisional	2–3	2
C	11–15	4–5	3
D	16–20	6–7	4
E	21–25	8–10	5–6
F	26–30	11–13	7–8
G	31–40	14–16	9–10
H	41–50	17–20	11–12
I	51–60	21–25	13–15
J	61–70	26–29	16–18
K	71–80	30–34	19–21
L	81–90	35–39	22–24
M	91–105	40–44	25–28
N	106–120	45–50	29–32
O	121–135	51–55	33–36
P	136–150	56–60	37–40
Q	151–165	61–66	41–45
R	166–180	67–73	46–50
S	181–200	74–80	51–55
T	201–220	81–87	56–60
U	221–240	88–95	61–66
V	241–260	96–103	67–73
W	261–280	104–111	74–80
X	281–300	112–120	81–86
Y	301–350	121–128	87–93
Z	351+	129+	94+

NUMERICAL RATING CHART

Subtract ratings of the two players:	If higher rated player wins —	If lower rated player wins —	In case of a draw —
Difference In rating points:	higher player gains & lower player loses this many points	higher player loses & lower player gains this many points	higher player loses & lower gains this many points
0–50	70	70	0
51–100	65	75	5
101–150	60	80	10
151–200	55	85	15
201–250	50	90	20
251–300	45	95	25
301–350	40	100	30
351–400	35	105	35
401–450	30	110	40
451–500	25	115	45
501–550	20	120	50
551–600	15	125	55
601–650	10	130	60
651–700	5	135	65
701+	0	140	70

VIVE L'EMPEREUR

WATERLOO 1983

By Sam Mustafa

It would seem that there are a great many frustrated amateur historians that are driven to distraction by the verisimilitude of some of our elder titles. Here is, yet again, an "updated" variant of a classic—in this case, WATERLOO. Mr. Mustafa has incorporated various ideas that have been seen previously, and has added a few new twists of his own devising. So, the readers are invited to pull their copy from the shelf, blow off the dust, and once again play the first of the Napoleonic wargames.

Napoleon had been impeached in Heaven and his fall decreed; he was troublesome to God.

Victor Hugo

In all the centuries that Man has been at war, one era must stand out in that sorry and glorious record of conflict. The days of Napoleon Bonaparte and the fury of his wars will forever remain a spectacular monument to the awesome courage of men. Recent history has nothing to compare. There is no single moment in time as spine-chilling as the massed charge of three thousand cavalry, or the bayonet-tipped and inexorable advance of the Imperial Guard. It seems somehow inadequate to portray these ultimate warriors in mere chips of cardboard, and even more inadequate to remember them as simple survivors of a lucky die roll. Any wargame designer trying to simulate this period cannot produce a *simple* game and aspire to any degree of historicity.

The veteran game of *WATERLOO* suffers from an extreme case of this disease. Conceived some twenty years ago and having remained unchanged all this time, it lacks that essential color of Napoleon's greatest battle. Too much of the play hinges on luck, and little attention (if any) was paid to the quality of the troops involved. Indeed, the inglorious Dutch militia are nearly a match for the *Garde Imperiale*! It has come time to remedy this inelegance. Those players who do not wish to increase the complexity of their game can stop reading now. But I feel that *WATERLOO*, being so elementary, cannot be hurt by revision; it is the mark of a classic game that it can be brought so easily to the current state of the art.

The following rules have been designed, and are intended, to improve the realistic play of *WATERLOO*. For full effect, these rules should be incorporated as a group; selective play of some rules and the exclusion of others will result in imbalanced results. Too, players should be aware that, as with all increases in realism, these rules do lengthen the time required to play the game by demanding greater attention on the part of the players.

REVISED SEQUENCE OF PLAY

1. French Rally Phase
2. French Mode Phase
3. French Movement Phase
4. Allied Defensive Phase
5. Combat Phase
6. Allied Rally Phase
7. Allied Mode Phase
8. Allied Movement Phase
9. French Defensive Phase
10. Combat Phase

A) French Rally Phase—French commanders eligible to do so may bring *Dispersed* units back to normal. These units may be brought back to any formation desired.

B) French Mode Phase—French units may change their mode if they are under the direction of a French commander. If not, these units may not change their mode.

C) French Movement Phase—French units eligible to do so may move.

D) Allied Defensive Phase—All Allied units in the ZOC of a French unit may change their mode regardless of direction of Allied commanders.

E) Combat Phase—All French units that are in the ZOC of an Allied unit must now attack. Certain modes exempt French units from this requirement. In addition, units initiating *Close Combat* may not fire normally.

F) The above five phases are now repeated, the Allied player now performing the actions that the French player has just completed. The French player will, of course, change the modes of his units in the ninth phase.
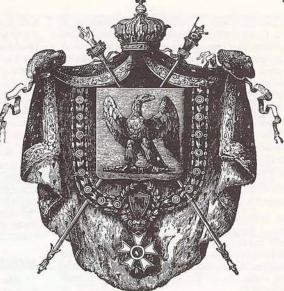
THE UNITS

The cuirassiers were thus attacked on all sides, but they were a whirlwind, their bravery beyond words. Only Englishmen of equal stature could confront Frenchmen such as these.

Victor Hugo

A) There will be some additions and alterations to the counters of the original game.

B) Players must make one new type of counter. On one side of these counters, draw a square—representing a unit in *Square* formation. On the reverse side, the counter should bear the lettering "DIS", representing a unit that has been *Dispersed*. Approximately sixty such counters may be required. [They can easily be made using blank *D-DAY* size counters available from Avalon Hill.] These counters should bear no other symbols of markings.
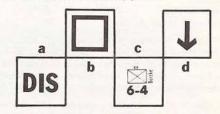
C) On the back of all combat counters (*Exception*: commanders), an arrow should be drawn. The arrow can face any direction so long as it points directly to one edge of the counter. This will be used to represent a unit in *Column* formation. A unit with the printed side up will represent that unit in *Line* formation.

D) *Modes of Combat.* A combat unit is always in one of four modes: Line, Column, Square, or Dispersed. These modes are changed at certain times during the sequence of play. A unit's mode will have an effect on the outcome of any combat it may engage in.

D1) Effects of Modes of Combat and Movement:

a) Dispersed—Units under dispersal markers are automatically eliminated when attacked by any unit in Column as long as the attacking unit has a combat strength *greater than or equal to* that of the dispersed unit. If this is not the case (i.e., the attacking column is weaker than the dispersed unit), the combat proceeds normally for attacks against dispersed units (see COMBAT). Dispersed units may never attack. They always retreat from combat and suffer an *extra* casualty point.

b) Square—Units in square (under a square marker) may not move during their movement phase. They are not required to attack if in an enemy ZOC. Artillery units cause an *extra* casualty point to any square they attack.

c) Line—Units in line (face up on the mapboard) may not use the road movement bonus. Lines are *not* halved when attacking up a slope, nor when attacking enemy units behind a river. A line does have a facing, however. The side of the counter with the combat and movement factors closest to the edge is the *front* of the line. A unit in line attacked from the rear is automatically dispersed after any combat.

d) Column—Units in column (face down on the mapboard) may use the road movement bonus. A column too has a facing. The point of the arrow is the *front*. A unit in column attacked from the rear is automatically dispersed after any combat. *French cavalry* units which initiate close combat while in column automatically have a morale value of "A" until they cease close combat or change mode.

E) *Morale.* There are three types of morale: *A*, *B* and *C* into which all combat units fall. Commanders have no morale rating. A rating of *A* represents elite and guard formations. A rating of *B* is used to reflect normal line formation morale. And a rating of *C* is reserved for militia, landwehr and other low-grade troops. Turn to the *Order of Battle* card; players may wish to mark the card with the appropriate morale for each unit listed.

E1) In the *French* Army, the following units have a morale rating of *A*: All units of the Imperial Guard Corps, II Corps, and III and IV Cavalry Corps. The rest of the French Army has *B* morale.

E2) All units of the *Prussian* Army have *B* morale, except for the artillery—which is *C*.

E3) In the *Anglo-Allied* Army, the following units have *A* morale rating: Cooke's 1st Division, Clinton's 2nd Division, Alten's 3rd Division, Colville's 4th Division, Picton's 5th Division, and Cole's 6th Division. All cavalry and artillery have *B* morale. The remainder of the allied force has a morale rating of *C*.

F) *Stacking.* The rules for stacking may be somewhat confusing at first, but they are more logical than the basic game rules, and better reflect the deployments Napoleonic commanders would use.

F1) In no case may units of different armies be stacked together (i.e., Prussian and Anglo-Allied units may never occupy the same hex). In no case may more than *ten* combat factors ever be stacked in one hex; and in some cases, dependent upon the type of unit, only *six* are allowed.

F2) There are certain combinations of unit types that are no longer allowed to stack together. For reference, the following chart not only shows the only permissable combinations of unit types in the revised game, it also shows the maximum amount of factors that may be stacked in each case:

Type Combination	Maximum Amount of Factors
Infantry	10
Cavalry	6
Infantry & Artillery	10
Cavalry & Horse Artillery	6
Artillery	10
Horse Artillery	6
Artillery & Horse Artillery	10

F3) Units may never violate these restrictions, *even during the movement phase*. Players must exercise extreme care in moving their stacks to insure that the flavor of the handling of masses of men which bedeviled Napoleonic commanders is recreated.

G) *Commanders.* There are now several functions for commanders in the game. Commander units can rally dispersed units, and give orders to the troops so long as they have *direction*.

G1) *Direction* means that the commanders are in range of the units in question in order to perform these functions. The *Napoleon* and *Wellington* units have a range of six hexes, meaning they can direct units up to six hexes away regardless of intervening terrain. The *Blucher* and *Ney* units have a range of two hexes. All other commanders have a range of two.

G2) Commanders ignore stacking limits. These may be added to any stack, and any number may be stacked together—although the effects of their range are not cumulative.

G3) Any number of commanders may participate in a battle. A commander is killed whenever *all* the factors in his stack are destroyed. So long as the stack he is with is in the ZOC of an enemy unit, the commander may not be separated from that stack—although it can be reinforced.

G4) A commander is also killed if, during any *melee* involving the stack he is with, a roll of *six* results and a subsequent die roll (made only in this case) is an odd number. There is thus an 8% chance that a commander may be killed in melee.

8G5) If a unit is not in direction, and a friendly commander moves *into* range during the movement phase, that unit may be placed immediately in direction as long as the commander does not move out of range again during the current movement phase.

G6) Note that the state of direction allows a unit to move and change mode. If a combat unit is not in direction by one of its *own* commanders, it may not move or change mode. If a unit is not in direction but is in an enemy ZOC, it must still attack unless the current mode exempts it from so doing. Units being attacked may change mode prior to the resolution of combat, regardless of direction.

MOVEMENT

The whole art of war consists in getting at what is on the other side of the hill.

Duke of Wellington

A) Except as modified below, all rules for movement imposed by *WATERLOO* are adhered to.

B) Units must be in direction in order to move. Stacking restrictions must be observed throughout the Movement Phase.

C) *Terrain Modifiers*: See Chart 1

D) *Towns.* No squares may be set up in town hexes. All units directing fire against a town hex inflict *half* casualties (round down). Only units in Line may fire from a town hex, and they are *not* dispersed automatically if attacked from the rear.

E) *OPTIONAL: Sunken Roads.* Roll a single die on the night between the game turns 5pm and 7am on the 17th. If the roll is a "5" or "6", all secondary roads are sunk in mud for the remainder of the day. Treat these roads normally for movement *along* them, but artillery may not move *across* them. (A third of DeLord's brigade was lost when they fell into the sunken lane of Ohain on the 18th.)

COMBAT

But Wellington cried "Up Guards and shoot straight!" and the Red-coated Englishmen rose from their shelter behind hedges and poured out a withering volley that rent to shreds the tricolor and the eagles.

Victor Hugo

A) All combat units have a certain number of Strength Points (*SP*), which is equal to the original game's Combat Strength. This number will be reduced by individual points instead of simply eliminated by defeat in an action. For this process, several blank counters marked with various numerals will be needed; alternatively, if players own a copy of *GETTYSBURG '77*, they may use the number counters from that game.

B) A combat unit which has been reduced to *zero* SP is eliminated and its counter removed from play. The number counters will be placed on top of the unit counters. The number represents the current strength of that unit.

C) A stack of units no longer attacks as a single unit. Each unit in the stack attacks separately, since each could have a different morale or be in a different mode. The attacker can choose exactly which unit in the enemy's stack he wishes to direct his attack at, and the casualties inflicted are taken only from that unit. Therefore, if an attacker inflicts three casualties on a unit with only two SP remaining, other defending units in the hex do not take the extra casualty point—it is merely discounted and ignored.

D) *Fire Combat.* Combat is simultaneous; the casualties are not assessed until each side (both attacker and defender) have resolved their die rolls. This procedure is called *Fire Combat.* For Fire Combat, the following CRT is used:

D1) *Revised Fire CRT*: See Chart 2

D2) To use the CRT, determine the mode of the attacking unit. Next determine the strength of the attacking unit. By cross-indexing these two factors, one achieves a general column on the CRT. Next, find the morale of the attacking unit to find the specific column to be used. Once this has been done, determine the type of target the defender is considered (only the mode or terrain occupied by the defender affects sucn). Finally, roll a single die, and the number appearing on the chart will be the number of SP lost by the target unit.

D3) *Example*: A French guard unit with a strength of five (in line mode) is firing on an elite English unit in square with a strength of three. The French player cross-indexes the strength of five on the row labeled "Line". Using morale *A* for Guards, he goes to the "Target: Square, Line" portion of the CRT and rolls one die. He rolls a "4" and the English lose one factor, reducing their SP to two. At the same time, the English fire—the 3,4 column on the Square row, using *A* since the unit is elite. He finds the "Target: Square, Line" section of the chart, rolls a die and obtains a result of "2". The French unit also loses one SP.

E) *Close Combat.* The other form of combat available to the players is close combat. Only infantry and cavalry units may initiate close combat. If they choose to do so the attacking unit must conform to the following:

a) the unit must be adjacent to at least one enemy unit with a SP of +1

b) the unit must *not* be DIS or in Square

c) the unit must *not* have fired normally during the Combat Phase, although adjacent enemy units may fire on them

d) the unit must be in *direction*.

E1) If a unit is adjacent to more than one enemy unit, it may attack all those enemy units it is adjacent to, although it is required to attack only one. It may not "lend" SPs to another attack involving other friendly adjacent units nor "borrow" SPs to increase the odds of its own attack.

E2) The following Close Combat CRT is used for resolving such combat. Unlike fire combat, the defender inflicts casualties on the attacker *before* the attacker resolves his attack. Thus, a unit could feasibly be eliminated trying to get "close enough" to melee. (This was the fate of many a French cavalryman during the Waterloo campaign.)

E3) *Revised Close Combat CRT*: See Chart 3

E4) To use the CRT, compare the attacker's SP to the defender's SP to obtain an odds ratio (rounded down). Attacks of less than 1-4 odds result in elimination of the attacker with no loss to the defender. Attacks at greater than 4-1 odds result in elimination of the defender with no loss to the attacker. (Note that, once committed to close combat, a unit must carry out the attack; it *cannot* break off due to losses inflicted on the "charge".) The defender may fire upon the charging unit, utilizing the Fire CRT to resolve such. The resulting losses to the attacker are applied *immediately*. The attacker now rolls a die to resolve the effects on the defender. Apply all modifiers to the die roll; modifiers are cumulative.

E5) *Example*: A French cavalry unit with a strength of four in column is going to initiate a charge against a Prussian infantry unit with a strength of four, which is in square. During the Prussian fire, the French cavalry lose one SP. Now the French player

must resolve the Close Combat. The odds are now 1-to-2. The modifiers are totaled accordingly: +1 for morale advantage, –2 for cavalry vs. square, +1 for attacker in column; the total modifier to the die roll is "0". The die roll is "4". The French unit loses two SP and is dispersed; the Prussian unit loses one SP.

Note that since the French player's unit was DIS, it must now retreat one hex. The Prussian, however, cannot occupy the abandoned French position, since his square formation prevents his unit from moving. If the French player was forced to retreat into a hex in an enemy ZOC, his last factor would have been eliminated (see ZONES OF CONTROL).

E6) If a cavalry unit initiates close combat against an artillery unit, the artillery unit is automatically DIS and suffers one SP result in addition to other results. If an infantry unit initiates close combat against an artillery unit, the artillery is automatically DIS in addition to other results, but loses no additional SP. Artillery may never initiate close combat.

E7) If an attacker ever eliminates a defending unit in close combat, that unit may advance into the hex unless it is occupied by another enemy unit.

F) *Dispersal.* A unit can be dispersed as a result of combat. Should a unit take three or more casualties as the result of a combat in a single *game turn*, it must immediately check for dispersal. If a unit is attacked by more than one unit in the same combat phase, it must check for dispersal immediately after combat is resolved. If a unit is stacked with a dispersed unit after the friendly Rally Phase, that unit too must check for dispersal. Use the below table to make these checks:

F1) *Dispersal Table:*

Morale	# Needed to Cause Dispersal
A	1
B	1,2
C	1-3

F2) Dispersed units always retreat from combat and suffer an automatic extra casualty point beyond the results decreed by the die roll.

F3) After a round of combat, a previously-dispersed unit will then retreat *two* hexes. The attacking unit may advance into the first of the two vacated hexes if its mode permits normal movement. Note that if a unit was dispersed *as a result of the current combat*, it retreats only one hex and does *not* suffer additional casualties. Victorious enemy units may move into the vacated hex if the mode allows such.

F4) Dispersed units are not required to attack if in an enemy ZOC. Such units ignore movement restrictions due to terrain. (It is assumed the troops are running for their lives.) *A Player may never voluntarily disperse a unit.*

G) *Zones of Control.* As in the original all combat units have a ZOC. However, with combat resolution altered drastically, the following clarify a few minor points.

G1) Units in square or DIS do *not* exert ZOCs that force combat by the enemy. Such units may be attacked voluntarily, but a unit is never required to attack these units even if adjacent to them. However, units is square or DIS *do* still exert a shadow ZOC that forces enemy units to stop moving upon entry.
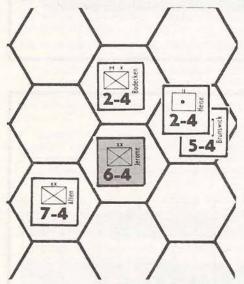
G2) If a unit is in the ZOC of more than one enemy unit, is not initiating close combat, and it is not stacked with other friendly units, nor can other friendly units attack the adjacent enemy, that unit *must* split its SP to fire on all adjacent enemy units in such a manner than each is attacked by at least one SP. Failing this, the unit must surrender and is removed from play.

Chart 1: Terrain Modifiers

Terrain	Effects on Combat	Effects on Movement
Roads (Primary)	None	*Columns* expend 1/2 movement point in each such hex
Roads (Secondary)	None	Negates effect of other terrain in hex for *Columns*
Rivers	Non-linear units halve firepower if in river hex (round up)	Cavalry, artillery cannot cross except at bridge, which must be crossed in column
Woods	All units DIS after combat regardless of results	No squares may be formed in woods. No cavalry close combat
Slopes	Non-linear units halve firepower if on slope hex (round up)	None

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Chart 2: Fire CRT

Mode of Attack		Strength		
Square	1,2	3,4	5,6	7+	—
DIS	1-3	4-6	7+	—	—
Line	1	2,3	4,5	6	7+
Column	1,2	3,4	5	6-7+	—

Morale		A	B	C	A	B	C	A	B	C	A	B	C	A	B	C
Target: Square, Line	1	1	0	0	1	0	0	1	1	0	1	1	1	1	1	1
	2	1	0	0	1	1	0	1	1	1	1	1	1	1	1	1
	3	1	1	0	1	1	1	1	1	1	1	1	1	2	1	1
	4	1	1	1	1	1	1	1	1	1	2	1	1	2	2	1
	5	1	1	1	1	1	1	2	1	1	2	2	1	3	2	2
	6	1	1	1	2	1	1	2	2	1	3	2	2	4	3	2
Target: Column, DIS, woods or town	1	0	0	0	0	0	0	1	0	0	1	1	0	1	1	1
	2	0	0	0	1	0	0	1	1	0	1	1	1	1	1	1
	3	1	0	0	1	1	0	1	1	1	1	1	1	1	1	1
	4	1	1	0	1	1	1	1	1	1	1	1	1	2	1	1
	5	1	1	1	1	1	1	1	1	1	2	1	1	2	2	1
	6	1	1	1	1	1	1	2	1	1	2	2	1	3	2	2

Chart 3: Close Combat CRT

Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1
-1	E:N	E:N	4D:N	4D:N	3D:1	2D:1	2:2D
0	E:N	4D:N	4D:N	3D:1	2D:1	2:2	1:2D
1	4D:N	4D:N	3D:N	3D:1	2D:2	1:2	1:3D
2	4D:N	4D:N	3D:1	2D:1	2:2	1:2D	1:3D
3	4D:N	3D:1	2D:1	2D:2	2:2D	1:2D	N:4D
4	3D:1	3D:1	2D:1	2:2	2:2D	N:3D	N:4D
5	3D:1	2D:1	2:2	2:2D	1:3D	N:3D	N:4D
6	2D:1	2D:1	2:2	2:2D	1:3D	N:4D	N:E
7	2D:1	2:2	2:2D	1:3D	1:3D	N:4D	N:E
8	2D:2	2:2	1:2D	1:3D	N:4D	N:E	N:E

Attacker's SP Loss : Defender's SP Loss
E—Eliminated
N—No casualties
D—Disrupted
#—Number of SPs lost

Morale Modifiers

	A	B	C
A	—	+1	+3
B	-1	—	+1
C	-3	-1	—

Attacker's Modifiers

Cavalry vs. Square	-2
Infantry vs. Square	+1
Cavalry vs. Line	+1
Infantry vs. Line	-1
Attacker in Column	+1
Attacker on Slope	-1
Attacker in River	-1
Defender in Town	-2

G3) *Example*: The *Jerome* unit must attack all British units. All British units can attack the French unit. (Note that if the French were in square, it would not have this obligation—it could select which unit to attack or opt not to attack at all.) The six SP of the *Jerome* unit may be divided into four attacks in any manner the French player desires, but all four British units must be attacked by at least one SP. Of course, the French unit could launch a close combat charge against the British, in which case, all British units fire first and the French charge affects only the enemy units announced by the French player prior to fire resolution.

G4) Units are no longer eliminated when forced to retreat into an enemy ZOC. Since retreat only occurs if a unit is dispersed, any such unit that is retreating simply loses *one additional* SP for each enemy ZOC it retreats into.

H) *OPTIONAL: Limbered Guns.* Although the two hour turns in *WATERLOO* allow artillery units plentiful time to limber or unlimber their guns and fire or move, it can be very unrealistic for an artillery unit to move its maximum movement, unlimber and fire in time to have any affect on a battle. Therefore, an alternative is offered to more realistically represent the tedious process of preparing a battery.

H1) When an artillery counter moves, place a blank counter with the letter "M" on the artillery. These counters must be made by the players.

H2) An artillery unit may remove this counter if it has not moved during one friendly movement phase.

H3) While this counter is in place, the artillery unit may fire only at half strength (round down). If it has a strength of "1", it may not fire.

H4) Although unrealsitic in terms of historical range, allow all artillery units a range of two hexes. This will better reflect the protected status these guns enjoyed, and make them less vulnerable against close combat. They may fire over anything in the path to their target.

NOTES AND RATIONALE

The game of *WATERLOO* is a fine introductory wargame. More emphasis is placed upon playability than upon historicity. While there is certainly nothing wrong with this approach, I feel that it is also important to have an accurate representation of the Waterloo campaign available for new gamers at this level of simulation.

Take, for example, the very simple CRT of the original. A unit can either be utterly destroyed in combat, or fall back unscratched. In real life, Prince Jerome's division was engaged in fierce fighting with the English Guards at Quatre Bras, then went on to besiege Hugomont on the 18th. They suffered over a thousand casualties at Quatre Bras, and a further 1500 at Hugomont; yet in each case, the unit continued to fight on as an effective and cohesive divisional force. I felt that the only realistic manner to recreate this was by a reduction of individual forces.

In the basic game, it is not uncommon for both sides to lose ten divisions per day. That represents a loss of nearly sixty thousand men! The entire campaign would have been over on the 16th with losses such as these. Now, with these rules, the slower attrition of units is compensated for by the fact that there are actually *four* combat phases per game turn.

The new combat system also allows each unit only an attack value. Combat is much easier than computing endless odds. The simultaneous fire combat is much more accurate than indicating an "Exchange". Too, players will learn to husband their resources, and see the value of reserves.

In close combat, it may look as though the attacker will have a very tough time of it. This certainly reflects the historical events of that campaign, where the French squandered their cavalry in fruitless charges against British and Prussian squares of riflemen. It was not uncommon for charging units to be decimated before they ever reached the enemy line. Small wonder the cuirassiers wore steel breastplates!

In the field of command control, the commanders are all roughly the same with the obvious exceptions of Wellington and Napoleon. Blucher was not as efficient, and Ney was but a cut above the average corps commander. Still, Ney was no match for Wellington, as Blucher was no match for Napoleon; now the game reflects this cruel fact of history.

It was decided that units very close to the enemy would fire regardless of whether or not the troops received actual orders to do so. But it was an entirely different matter to get units to charge right up to the enemy for melee. That definitely took an inspiring commander, and it was always the trademark of a well-loved general. Thus, the rules for "direction".

After the combat system had evolved, the biggest change to the basic game comes in the rules about morale and combat modes. In Volume 17, No. 2 of The *GENERAL*, Elwood Carlson introduced several new rules pertaining to combat and stacking. One of these was the idea on dispersed units. I carried this one step further. I believe that routing men constitute a formation (really a lack of one), and should be included with the three traditional Napoleonic formations.

I now feel that *WATERLOO* players have three distinctive games to play: Basic *WATERLOO*, which comes in the familiar AH box; Intermediate level from Mr. Carlson's article; and now my Advanced game. So, if you have wanted more from this classic, sit back, get out your dice, and enjoy.

Readers with questions pertaining to these rules should send inquiries to:

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WOODEN SHIPS AND IRON MEN OF THE LEVANT
THE RUSSO-TURKISH WARS ON THE SEAS

By Sean Canfield

In 1768 the Russian Empire declared war on the Ottoman Empire. Admiral Count Alexis Orloff received orders from Catherine the Great to sail for the Levant with the Kronstadt fleet, the only effective battle fleet Russia could muster. The Turks could not believe that the Russian ships would ever reach the Mediterranean, and so took no precautions. They were to be mistaken; Orloff set sail with twelve ships of the line and twelve frigates, called at Portsmouth—where friendly relations between Russia and Britain enabled him to take on supplies and refit—then crossed the Bay of Biscay and so passed through the Straits of Gibralter. He anchored for a time in the Balearics to allow crews and ships to recover from the long voyage. The Mediterranean powers were less enthusiastic about the venture—especially the Republic of Venice, whose ships were sent to deny the Russians access to the Adriatic. Orloff was not particularly concerned; he set course for the Ionion Islands with his small fleet and established a base in the Bay of Navarino in March 1770.

A one-time slave was then head of the Ottoman Navy. Hassan, as he is known to history, had done so well in the service of the Dey of Algiers that the latter had made him Admiral of his considerable fleet. But as the result of an infantile quarrel with the Dey, Hassan offered his services to the Sultan, Mustapha III. Hassan was a redoubtable foe with extensive forces at his command; Orloff wrote Catherine expressing his concern. The Empress cast around for help to offer Orloff and responded by dispatching another Russian admiral, Spiridoff, and two expatriate Scots, Admiral Elphinstone and Commodore Greig.

During May 1770, Hassan brought his squadron, composed of 15 ships of the line and two corvettes, through the Dardanelles. On 5 July, he chanced upon the main body of the Russian fleet—nine ships of the line and five frigates—off the island of Chios. Hassan, without prelude, at-

tacked Spiridoff's flagship, the 66-gun *Sveti Evstafi*, with his own flagship, the 84SOL *Real Mustafa*. Grappling and boarding, a furious fight swirled over the two ships—so furious that both caught fire and blew up. Miraculously, neither of the admirals was injured. The other ships had watched this single combat without any attempt to imitate it; now its frightful end made such a fearful impression upon the Turkish squadron that Hassan's captains broke off the action before nightfall, taking their ships to shelter in the Bay of Tchesme.

The engagement ended in a victory of British seamanship under the Russian flag! For the best method of attacking the Ottoman fleet in its refuge was with fireships—but the Russians neither knew how to manage these nor, apparently, had any great desire to learn. This mattered little, as the ex-British officers were quite prepared to take charge of the entire operation; and Spiridoff had the good sense to leave it all to Elphinstone.

During the night the Russian ships took station outside the bay to prevent any attempt to escape by the enemy. Commodore Greig took command of six ships to cover the assault of four fireships, which were placed in charge of two more Scottish officers named Dugdale and Mackenzie. Only Dugdale's ship succeeded in grappling with an Ottoman ship and in setting light to the "sausage". The fire spread from one blazing ship to most of those anchored in the bay, so close together were they that only the *Rodos* and a few hulks survived. Thus did a handful of Scottish volunteers enable the fledgling navy of Catherine the Great to gain its first major victory.

* *

The Treaty of Kutchuk Kainardji in 1774 left the Crimean Peninsula (a former Tartar vassal state of the Ottoman Empire) nominally independent, but

under Russian "protection". This state of affairs lasted only nine years, even on paper—and in actuality much less. Within a year of the signing of the treaty, Russian agents had stirred up a civil war among the Tartars, Russian troops had brought about the flight of the Khan and established his successor. Three years later, in 1778, further interference by Russia almost led to war with the Ottoman Empire. Russian ships were actually seized at Constantinople, but the Sultan could find no ally in Europe and eventually had to acquiesce, not only to Russian meddling in the affairs of the Crimea but to actual annexation, which took place amid scenes of wanton cruelty in April 1783. That, however, soon proved to be merely an incident in the Russian and Austrian program for a general advance of their borders at the expense of the Ottoman holdings. The foundation of a naval base at Sevastopol and the spectacular visit of the Tsarina and the Emperor to the new city of Cherson together with many other signs—notably numerous rebellions instigated by Russia in the Ottoman Empire—all pointed in one direction and at last, on 16 August 1787, the Sultan declared war on Russia.

In spite of the fact that the war was entirely of Russia's making, the Russian fleet in the Black Sea was by no means ready for service and had done nothing to make up for its deficencies by concentrating. It was divided into three quite distinct bodies: in the Dnieper, at Sevastopol and in the Don—a state of affairs caused by lack of sufficient dockyard accommodations in any one district. Apart from small craft, there were two ships of the line and five frigates at Cherson, three of the line and nine frigates at Sevastopol and six frigates at Taganrog—a total of 25 ships carrying 1134 guns. Against these the Ottomans might, with proper management, have brought odds of six to five in ships and three to two in guns; they had available, at the time, a force of 22 ships of the line and eight frigates with some 1700 guns.

The first three years of the war saw no major engagements between the respective battle fleets, however; the real fighting took place between the galley fleets on the rivers. Nassau-Siegen and John Paul Jones dealt a crushing defeat to the Ottoman galley fleet on the Liman River with the loss of 15 Turkish vessels in July 1788.

The year 1790 was the most active, and the most successful, in the whole history of the Russian sailing fleet, both in the Baltic and in the Black Sea. The southern fleet was now under the command of Rear-Admiral Ushakov, the most famous of the native-born Russian admirals; with it now concentrated at Sevastopol, it was possible for him to assume a vigorous offensive.

On 17 July, an Ottoman squadron of ten ships of the line and eight frigates, enroute to Varna to land troops in the Crimea, departed. During the daylight hours of 19 July, about 25 miles south of the Kertch Strait, it met a patrolling Russian squadron (ten ships of the line and six frigates). Taking advantage of its upwind position and its superiority in guns (1100 against 860), the Ottoman squadron attacked the Russian squadron on the run. By skillful maneuvering, Ushakov gained an advantageous split in the Turkish formation and severely damaged two enemy ships of the line. Only the speed of his ships and oncoming darkness saved the Ottoman commander from a rout.

After six weeks in harbor, Ushakov sailed again on 5 September, intending to pick up some new frigates in dock at Cherson. On the eighth, as he was passing Tendra, he sighted a Ottoman squadron at anchor to leeward. Hussein Pasha, with fourteen of the line and eight frigates, weighed anchor and formed into line of battle. In the early afternoon a running battle developed which continued into the night, ending with the Ottomans in full retreat. Two of their damaged ships were taken the next day and a third foundered on its way back to Constantinople. With winter approaching, the year's fighting between the fleets was over.

The last naval actions of 1790 were fought on the Danube and the first of 1791 took place there also. Russian troops marched out of Galatz on 4 April to attack Brail, ten miles up the river; with the support of the Russian river flotilla they were soon successful, for Brail fell on 11 April. After this victory, the flotilla returned to Galatz; but on 9 July, during the battle for Machin, a few miles above Brail, they were again in action with a force of thirty enemy oared vessels and gained another victory over the disheartened Turkish sailors.

Meanwhile, Ushakov at Sevastopol readied a fleet of sixteen ships of the line and heavy frigates with many small auxiliaries; Hussein Pasha left Constantinople at the same time with eighteen ships of the line, seventeen frigates and more than forty smaller vessels, taking part of his fleet to Varna and dispatching a squadron to relieve Anapa. On 21 June, Ushakov left Sevastopol to intercept this latter division; he sighted the enemy off the southern coast of the Crimea that same day, but they were well to windward. Though he pursued them for four days, he failed to overtake them and returned to port on 28 June. The Turks reached Anapa on 4 July, only to find that the city had been taken by storm on the previous day. Turning away, they made for Varna to rejoin the Kapudan Pasha.

On 8 August, the Russian fleet (sixteen ships of the line and two frigates) left Sevastopol and at midday on the eleventh discovered the Ottoman fleet (eighteen ships of the line) at anchor just south of Cape Kaliakra, twenty-five miles northeast of Varna. Using a bold tactical maneuver and breaking through between the shore and the enemy fleet, Ushakov disrupted the enemy line, cut him off from shore, and opened up with all guns that could be brought to bear. Kapudan Pasha Husayn, the new Ottoman commander, and Sayyid Ali Pasha, commander of the advance squadron, were unable to reorganize and counterattack. Having suffered serious damage, the Ottoman captains cut their cables and fled. The action at Kaliakra, along with

victories on land that year, led to the conclusion of the Peace of Jassy of 1791.

The Russian Black Sea Fleet had gained greatly in stature and strength during the war. In 1787 it had consisted of five major ships and twenty frigates; by 1792 it numbered 21 ships of the line and 28 frigates. During the war, the Russians had lost one ship of the line and one frigate, but this had been more than compensated for by the capture of two Ottoman ships of the line and the destruction of two more. Five years' vigorous work in the dockyards had established an impressive fleet with secure and modern bases.

* *

Thanks to the adroit diplomacy of Napoleon's envoy Sebasiani, who only reached Constantinople at the beginning of August 1806, Russia and the Ottoman Empire were at war by the end of the year.

The Russians had maintained a sizable squadron in the Mediterranean consisting of ten ships of the line and two frigates under the command of Vice-Admiral D.M. Senyavin. Senyavin had been expecting news of the outbreak of the war with the Turks for some time, but had nothing except rumors until 16 February, when he heard that the Russian Ambassador had departed Constantinople, that a Russian vessel had been seized there and, in fact, that a state of war did indeed exist. That being so, his duty was to proceed at once to the Dardanelles, to attack the Ottomans from that side, while the Black Sea Fleet did the same at the Bosphorus and the army advanced by land.

Beginning on 18 March, the Russian squadron blockaded the Dardanelles. On 22 May, Senyavin's ships (less one frigate) attacked a Turkish force (eight ships of the line and six frigates) that had just made an unsuccessful attempt to land troops on the island of Tenedos. The battle was inconclusive; at the approach of darkness, the Ottomans hid

SCENARIO L-1A
THE BATTLE OF TCHESME

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Real Mustafa	84	SOL	1	Y28	4	13	Cr	5	4	4	9	9	7	7	7	—	25
No. 1	50	SOL	2	Y25	4	8	Av	3	2	2	4	4	6	6	6	—	13
Rodos	60	SOL	2	Y22	4	10	Av	3	3	3	5	5	6	6	6	—	15
No. 2	84	SOL	1	Y19	4	13	Av	5	4	4	9	9	7	7	7	—	22
No. 3	54	SOL	2	Y16	4	9	Av	3	3	2	5	5	6	6	6	—	14
No. 4	64	SOL	2	Y13	4	10	Av	4	3	3	6	6	7	7	7	—	15
Capitana Ali Bey	100	SOL	1	Y10	4	15	Av	6	5	5	11	11	8	8	8	—	26
Mansur el-Liwa	84	SOL	1	Y7	4	13	Av	5	4	4	9	9	7	7	7	—	22
No. 5	84	SOL	1	Y4	4	13	Av	5	4	4	9	9	7	7	7	—	22
No. 6	50	SOL	2	W26	4	8	Av	3	2	2	4	4	6	6	6	—	13
Corona Ottomana	70	SOL	2	W23	4	11	Av	4	4	3	7	7	7	7	7	—	17
No. 7	54	SOL	2	W20	4	9	Av	3	3	2	5	5	6	6	6	—	14
No. 8	28	C	4	W17	4	5	Av	2	1	1	2	2	5	5	5	5	9
No. 9	28	C	4	W14	4	5	Av	2	1	1	2	2	5	5	5	5	9
No. 10	54	SOL	2	W11	4	9	Av	3	3	2	5	5	6	6	6	—	14
No. 11	54	SOL	2	W8	4	9	Av	3	3	2	5	5	6	6	6	—	14
No. 12	64	SOL	2	W5	4	10	Av	4	3	3	6	6	7	7	7	—	15
RUSSIANS																	
Evropa	66	SOL	2	JJ13	6	10	Av	4	3	3	6	6	7	7	7	—	16
Sveti Evstafi	66	SOL	2	LL14	6	10	Av	4	3	3	6	6	7	7	7	—	16
Trech Svyatitelei	66	SOL	2	NN15	6	10	Av	4	3	3	6	6	7	7	7	—	16
Sv. Ianvarii	66	SOL	2	PP16	6	10	Av	4	3	3	6	6	7	7	7	—	16
Trech Ierarchov	66	SOL	2	RR17	6	10	Av	4	3	3	6	6	7	7	7	—	16
Rotislav	100	SOL	1	TT18	6	15	Av	5	5	4	10	10	8	8	8	—	25
Ne-tron Menya	66	SOL	2	MM13	6	10	Av	4	3	3	6	6	7	7	7	—	16
Svyatoslav	80	SOL	2	OO14	6	12	Av	5	4	4	8	8	7	7	7	—	21
Saratov	66	SOL	2	QQ15	6	10	Av	4	3	3	6	6	7	7	7	—	16
Nadezhda	32	F	3	OO12	6	6	Av	2	1	1	3	3	5	5	5	5	10
Afrika	32	F	3	QQ13	6	6	Av	2	1	1	3	3	5	5	5	5	10
Sv. Nikolai Nadezhda	26	F	3	SS14	6	5	Av	1	1	1	2	2	4	4	4	4	8
Blagopolutchia	32	F	3	UU15	6	6	Av	2	1	1	3	3	5	5	5	5	10
Saturn	22	F	3	WW16	6	4	Av	1	1	1	2	2	4	4	4	4	7

SCENARIO L-1B
THE BATTLE OF TCHESME

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section			Guns		Rigging				Point Value
								1	2	3	L.	R.	1	2	3	4	
No. 1	84	SOL	1	BB25	1	13	Av	5	4	4	9	9	7	7	7	—	22
Corona Ottomana	70	SOL	2	BB23	1	11	Av	4	4	3	7	7	7	7	7	—	17
No. 2	64	SOL	2	BB21	1	10	Av	4	3	3	6	6	7	7	7	—	15
No. 3	100	SOL	1	BB19	1	15	Av	6	5	5	11	11	8	8	8	—	26
No. 4	84	SOL	1	BB17	1	13	Av	5	4	4	9	9	7	7	7	—	22
Mansur el-Liwa	84	SOL	1	BB15	1	13	Av	5	4	4	9	9	7	7	7	—	22
No. 5	64	SOL	2	BB13	1	10	Av	4	3	3	6	6	7	7	7	—	15
No. 6	54	SOL	2	BB11	1	9	Av	3	3	2	5	5	6	6	6	—	14
No. 7	28	C	4	Z25	1	5	Av	2	1	1	2	2	5	5	5	5	9
No. 8	50	SOL	2	Z21	1	8	Av	3	2	2	4	4	6	6	6	—	13
No. 9	54	SOL	2	Z17	1	9	Av	3	3	2	5	5	6	6	6	—	14
No. 10	54	SOL	2	Z15	1	9	Av	3	3	2	5	5	6	6	6	—	14
No. 11	54	SOL	2	Z13	1	9	Av	3	3	2	5	5	6	6	6	—	14
No. 12	50	SOL	2	Z11	1	8	Av	3	2	2	4	4	6	6	6	—	14
Rodos	60	SOL	2	X23	1	10	Av	3	3	3	5	5	6	6	6	—	15
No. 13	28	C	4	X19	1	5	Av	2	1	1	2	2	5	5	5	5	9
No. 14	12	G	6	U23	3	3	Av	1	1	1	2	2	3	3	3	3	5
No. 15	12	G	6	U21	3	3	Av	1	1	1	2	2	3	3	3	3	5
RUSSIANS																	
Evropa	66	SOL	2	RR28	6	10	Av	4	3	3	6	6	7	7	7	—	16
Rotislav	100	SOL	1	VV31	6	15	Av	5	5	4	10	10	8	8	8	—	25
Sv. Ianvarii	66	SOL	2	TT27	6	10	Av	4	3	3	6	6	7	7	7	—	16
Trech Ierarchov	66	SOL	2	VV29	6	10	Av	4	3	3	6	6	7	7	7	—	16
Svyatoslav	80	SOL	2	SS25	6	12	Av	5	4	4	8	8	7	7	7	—	21
Afrika	32	F	3	WW27	6	6	Av	2	1	1	3	3	5	5	5	5	10
Saratov	66	SOL	2	XX28	6	10	Av	4	3	3	6	6	7	7	7	—	16
Trech Svyatitelei	66	SOL	2	YY29	6	10	Av	4	3	3	6	6	7	7	7	—	16
Ne-tron Menya	66	SOL	2	SS20	5	10	Av	4	3	3	6	6	7	7	7	—	16
Nadezhda	32	F	3	VV20	5	6	Av	2	1	1	3	3	5	5	5	5	10
Fireship No. 1	—	FI	3	*	*	4	Av	1	—	—	—	—	4	4	4	4	—
Fireship No. 2	—	FI	3	*	*	4	Av	1	—	—	—	—	4	4	4	4	—
Fireship No. 3	—	FI	3	*	*	4	Av	1	—	—	—	—	4	4	4	4	—
Fireship No. 4	—	FI	3	*	*	4	Av	1	—	—	—	—	4	4	4	4	—
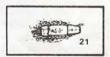
*Enter on turn five between hexes YY20-YY28.

SCENARIO L-1A
THE BATTLE OF TCHESME
July 5-6, 1770

I. INTRODUCTION

At 11:45 the Ottoman fleet opened fire on the Russian van; a short time later, the Russians replied and the action became general if desultory—though it was not until 12:30 that Elphinstone's ships drew within range. Spiridov, in the *Sveti Evstafi*, sailed along the Ottoman line very slowly with his main topsail aback. By the time he reached the head of the enemy line, his rigging was so badly cut up that he was unable to go about and, in the absence of smaller boats to tow him around, drifted alongside the leading Ottoman ship, the *Real Mustafa*, under personal command of Hassan. The fate of Spiridov and Hassan, with their ships locked together and their crews engaged in a furious melee, was the object of rapt attention by every captain in the combined fleets. Suddenly, the Ottoman flagship was seen to be on fire; the flames spread quickly. At 1:30, the blazing mainmast of the *Real Mustafa* fell aboard the *Sveti Evstafi* and at once the Russian ship blew up. The stricken Turkish warship lasted a few minutes and then blew up in turn. From the Russian flagship, Spiridov was rescued by a small boat, Kruse (her nominal captain) was picked up from the water later and, altogether, 63 were saved from a crew of 699 men. Hassan was saved from the *Real Mustafa*, but the loss in that ship among the crewmen was truly staggering.

This double disaster was the signal for Ottoman captains to retreat; they slipped, in confusion, into the harbor of Tchesme. In her hurry, one Turkish ship of the line cut her cable but left the spring intact, giving the Russian opposite, the *Trech Ierarchov*, a chance to rake her. By 2:00 in the afternoon, one of the most unusual battles in naval history was over. The Russians had, with the exception of the losses in the *Sveti Evstafi*, only fourteen dead and thirty wounded. The Turkish casualties numbered a great deal more.
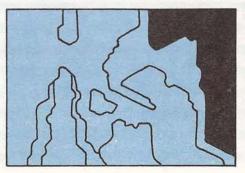
II. PREVAILING WEATHER CONDITIONS
Wind Direction: 6
Wind Velocity: 3—Normal Breeze
Wind Change: 2

III. SPECIAL RULES
1. Hexes that are darkened represent land.
2. Anchoring is permitted in any sea hex.
3. Copper Bottoms: Russian ships were built without copper bottoms; Ottoman ships were, in contrast, built with the copper plating abundant in the Empire. To reflect this, Russian ships will lose one movement factor of their allowance in all attitudes under Full Sails in every scenario.

SCENARIO L-1B
THE BATTLE OF TCHESME

I. INTRODUCTION
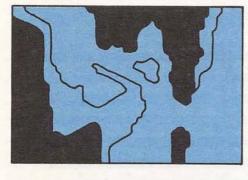
That evening the Russian fleet took up its position in line across the mouth of Tchesme harbor. Preparations were at once begun for a fireship attack. The Ottoman formation was a strong one; in the front line they had eight of their heaviest ships with the others in a second line behind these, while the topography of the channel made it difficult for any more than two Russian ships to attack at one time. Orloff agreed to Elphinstone's attack with only four ships of the line and two frigates with the Flag Captain, Greig, leading the operation in the *Rostislav*.

At about 11:30, without waiting for Greig's signal, the *Evropa* got under way and anchored again close to the southern end of the Turkish line. As a result she was unsupported for a half-hour but, fortunately, by 1:00 the rest of the squadron was in place. At about 1:30, a broadside set fire to the main topsail of one of the Ottoman ships in the front rank; the topmast came down and the whole ship was soon in flames. The fire spread rapidly; by 2:00, two enemy ships had exploded and others were burning brightly.

Greig now sent in the fireships. The first, under Lieutenant Ilin, was intercepted and sunk by Ottoman galleys; the second and third fireships went aground because their terrified crews jumped overboard before reaching the enemy ships. (Considering what a dangerous business it was, one could hardly expect more of these Russian novices.) But the fourth, commanded by Lieutenant Dugdale, was more fortunate and fired one of the weathermost Ottoman ships of the line. The fire became almost universal and explosions followed one another continuously. At

4:00, Russian boats were sent in to try to save two enemy ships of the line that had not yet caught. One began to burn just as she was about to be towed away; the other, the *Rodos*, a 60-gunner, was captured by the Russians intact and preserved. By dawn it was all over. The Russians had lost eleven men; the Turks, eleven ships of the line burnt and one captured. The three Flag Officers —Hosameddin, Hassan, and Djaffer—were saved, but the loss of life among the Ottoman forces must have been enormous. Hassan and Hosameddin were dismissed and Djaffer became Admiral—an admiral without a fleet.

II PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 2—Light Breeze
Wind Change: 6

III. SPECIAL RULES
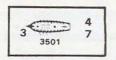
1. Hexes that are darkened represent land.
2. Anchoring is permitted in any sea hex.
3. The Ottoman player may mark any two hexes as shoals at the entrance of Tchesme Bay.
4. With the exception of the two galleys, no Ottoman ships may move until fired upon.
5. All Ottoman ships start the scenario anchored.
6. Maximum firing range is reduced to five hexes.

SCENARIO L-2
THE BATTLE OF KERTCH
July 19, 1790

I. INTRODUCTION

The Ottoman Turks, with superior forces in their favor, formed a line parallel to the Russians to windward. Seeing that the Kapudan Pasha had only his ships of the line in the van, Ushakov signaled his six frigates to form a second line to leeward and closed up his original formation to correspond to that of the enemy. The action began at noon.

For three hours an indecisive artillery duel went on; but at length the wind backed from ENE to NNE and this change led to closer action. The Russians luffed up to the new wind and at the same time the Turks began to come on to the star-board side. Two of them were badly damaged in a collision while doing so: one lost her mizzen mast and another, the flagship of the second-in-command and formerly the leading ship, lost both fore and mizzen topsails. Both fell off toward the Russian line but avoided serious damage. Eventually, after considerable manuevering, the Ottoman captains formed into line again on the starboard side with their two damaged companions to leeward, their places taken by five frigates.

Ushakov saw the opportunity to draw to windward, so he signaled his van and the rest of the fleet to turn simultaneously so as to take station astern of his flagship. This maneuver put the Russians in line on the Turkish Rear Squadron with Ushakov's ship, *Rozhdestvo Christovo*, as the leading ship; the Kapudan Pasha, with his command outgunned and threatened, bore off and retreated to the SW, the wind being then to the north. Firing ceased at dusk.

The Russians pursued all night, but the Turks with their coppered bottoms, light sails and numerous rowing craft to help them were too fast; by morning they were out of sight. After anchoring off Theodosia for the night, Ushakov returned to Sevastopol on 23 July. He had lost 29 killed in action and 68 wounded, but his ships had suffered very little damage.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 3—Normal Breeze
Wind Change: 3

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.

SCENARIO L-2
THE BATTLE OF KERTCH

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
No. 1	54	SOL	2	JJ16	3	9	Av	3	3	2	5	5	6	6	6	—	14
No. 2	60	SOL	2	HH15	3	10	Av	3	3	3	5	5	6	6	6	—	15
No. 3	60	SOL	2	FF14	3	10	Av	3	3	3	5	5	6	6	6	—	15
Kapitania	74	SOL	2	DD13	3	11	Cr	4	4	4	7	7	7	7	7	—	20
Selimieh	110	SOL	1	BB12	3	16	Av	6	6	6	11	11	9	9	9	—	28
Bisharet	84	SOL	2	Z11	3	13	Av	5	4	4	9	9	7	7	7	—	23
No. 4	60	SOL	2	X10	3	10	Av	3	3	3	5	5	6	6	6	—	15
Melike Bahri	66	SOL	2	V91	3	10	Av	4	3	3	6	6	7	7	7	—	16
No. 5	60	SOL	2	T8	3	10	Av	3	3	3	5	5	6	6	6	—	15
No. 6	60	SOL	2	R7	3	10	Av	3	3	3	5	5	6	6	6	—	15
Iskenderiya	44	F	3	KK15	3	9	Av	2	2	2	4	4	5	5	5	5	13
No. 7	34	F	3	II14	3	7	Av	2	1	1	3	3	5	5	5	5	10
Nessim	50	F	3	GG13	3	12	Av	3	2	2	6	6	6	6	6	6	17
No. 8	44	F	3	EE12	3	10	Av	2	2	2	4	4	5	5	5	5	13
Fakih-i Zafar	50	F	3	CC11	3	12	Av	3	2	2	6	6	6	6	6	6	17
No. 9	34	F	3	LL13	3	7	Av	2	1	1	3	3	5	5	5	5	8
No. 10	44	F	3	JJ12	3	10	Av	2	2	2	4	4	5	5	5	5	11
No. 11	40	F	3	HH11	3	8	Av	2	2	1	3	3	5	5	5	5	10
RUSSIANS																	
Maria Magdalina	66	SOL	2	CC22	3	10	Av	4	3	3	6	6	7	7	7	—	16
Sv. Vladmir	66	SOL	2	AA21	3	10	Av	4	3	3	6	6	7	7	7	—	16
Ioann Bogoslov	46	SOL	2	Y20	3	7	Av	2	2	2	3	3	5	5	5	—	10
Preobrazhenie Gospodne	66	SOL	2	W19	3	10	Av	4	3	3	6	6	7	7	7	—	16
Rozhdestvo Christovo	84	SOL	2	U18	3	13	Av	5	4	4	9	9	7	7	7	—	22
Sv. Georgii Pobyedonosets	50	SOL	2	S17	3	8	Av	3	2	2	4	4	6	6	6	—	13
Sv. Petr Apostol	46	SOL	2	Q16	3	7	Av	2	2	2	3	3	5	5	5	—	10
Sv. Aleksandr Nevskii	50	SOL	2	O15	3	8	Av	3	2	2	4	4	6	6	6	—	13
Sv. Pavel	66	SOL	2	M14	3	10	Av	4	3	3	6	6	7	7	7	—	16
Sv. Andrei Pervosvannyi	50	SOL	2	K13	3	8	Av	3	2	2	4	4	6	6	6	—	13
Sv. Ieronim	40	F	3	W21	3	7	Av	2	2	1	3	3	5	5	5	5	10
Pokrov Bogoroditsy	40	F	3	U20	3	7	Av	2	2	1	3	3	5	5	5	5	10
Kirill Byelozerskii	40	F	3	S19	3	7	Av	2	2	1	3	3	5	5	5	5	10
Ambrosii Mediolanski	40	F	3	Q18	3	7	Av	2	2	1	3	3	5	5	5	5	10
Nestor Prepodobnyi	40	F	3	O17	3	7	Av	2	2	1	3	3	5	5	5	5	10
Ioann Voinstvennik	40	F	3	M16	3	7	Av	2	2	1	3	3	5	5	5	5	10

SCENARIO L-3
THE BATTLE OF TENDRA
September 8, 1790

I. INTRODUCTION

The Ottoman fleet at once weighed anchor and began to form line on the port side while Ushakov, with his fleet still in its "order of sailing" in three lines, steered for the enemy's Rear Squadron. Seeing this threatened, Hussein Pasha ordered his fleet to wear in succession and form line on the starboard side. Ushakov therefore, after unifying his three columns into a single line to port, imitated the Ottoman maneuver and put his fleet parallel to the enemy and to windward. By the time these evolutions were completed, two hours had passed and the Russian force was disposed in line of battle parallel. The Turks had fourteen ships of the line and eight frigates to leeward; the Russians, ten ships of the line and six frigates. Before bearing up to the attack, Ushakov took a frigate from each squadron—the *Pokrov Bogoroditsy*, *Sv. Ieronik* and *Ioann Voinstvennik* —and stationed them to windward of his van as a precaution against a possible attempt at "doubling" on the part of the Turkish admiral.

Firing began at 3:00. The Ottoman Turks soon began to bear away and by six o'clock, after some heavy fire, were in full retreat before the wind. The Russians followed closely, inflicting a good deal of damage. In particular, the flagship of the Ottoman Vice-Admiral was engaged by the *Ioann Bogoslov* while the ships of the Kapudan Pasha and his Rear-Admiral by Ushakov in the *Rozhdestvo Christovo* and his next ahead, the *Preobrazhenie Gospodne*. Gradually, however, the better sailing of the Ottoman ships began to tell. They drew clear and hauled to the wind on the port side, heading west; soon after dusk, firing ceased.

Next morning, the Ottoman ships were spotted working to windward. Most of these were out of reach, but two which had been damaged on the previous day, the *Kapitania* and the *Melike Bahri* were still to the leeward. The latter surrendered without a fight. The *Kapitania*, on the other hand, made a stout fight. She was engaged first by the *Sv. Andrei Pervosvannyi*, which brought down her fore topsail, and then bracketed by the *Sv. Georgii Povyedonsets* and the *Preobrazhenie Gospodne*. By this point, the Turk was entirely surrounded by the Russian fleet, but still fought on. At last, Ushakov brought the *Rozhdestvo Christovo* in, shot away all her masts and placed his ship across her bows. This decided the matter; Said Bey, in command of the Turkish vessel, struck his colors after a splendid defence. Greatly to the disappointment of the Russians, the prize was seen to be on fire, which spread so rapidly that only Said Bey and nineteen others could be taken off before she blew up. Of a crew of nearly 800, only 81 survived.

The total number of prisoners taken by the Russians amounted to 733; total casualties among the Turks is unknown but was increased by the foundering of a 74-gun SOL and several small craft on the passage to Constantinople, amassing a figure of at least 2000 dead among the Turkish sailors for the voyage. The Russians, on the other hand, had only 25 dead and 25 wounded but there was considerable damage on some ships, primarily confined to their spars and rigging.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 1
Wind Velocity: 3—Normal Breeze
Wind Change: 4

III. SPECIAL RULES
1. No Land hexes.
2. Anchoring is allowed in any sea hex.

SCENARIO L-4
THE BATTLE OF CAPE KALIAKRA
August 11, 1791

I. INTRODUCTION

The Russians had eighteen ships mounting 990 guns, while the Ottoman fleet numbered eighteen ships of the line, ten large frigates, seven smaller frigates and 43 lesser warships and galleys with some 1600 guns spread amongst the fleet: a Turkish superiority of fifty per cent. (The Ottoman frigate squadron is not shown in this already large scenario since it played a minor role in the action.)

As the wind was northerly, Ushakov had one of two courses of action available—either go to leeward of the enemy or pass closely by the shore. To the surprise of the Turks, he chose the latter, rounding the cape at 2:45 in the afternoon, still in three lines, and pressing on among the smaller enemy craft. The Ottomans at once cut their cables and tried to form a line of battle, but fell into utter confusion. Two large ships collided; one lost her bowsprit and ran for Varna, the other remained with the fleet, though merely an encumbrance. At last, however, Sayyid Ali Pasha maneuvered his ship away on the port side, heading east with the wind NNE; the other ships of the line followed his lead and in the end the larger Ottoman vessels formed into line on the port tack, steering out to sea.

This led to a rather complicated evolution on the part of the Russians: a change of formation from three lines on the starboard side to one line on the port, with each division in reversed order and with the former center column in the van. Before this was sufficiently complete for a general attack, Sayyid Ali Pasha, leading the Ottoman line, went about with the intention of doubling the embryonic enemy van; whereupon Ushakov left his place in the line, passed to leeward of the three leading Russian ships and attacked the Turks at close quarters, crossing their bows and forcing them to leeward. After a few hard fought minutes, the rest of the Russian fleet bore up to the attack and the action became general.

Gradually the Ottoman ships moved away, so that when darkness fell and put an end to the fighting, they were retreating to the southwest. Next morning, 12 August, they could be seen well on their way towards the Bosphorus; there was no chance of overhauling them, and Ushakov anchored off Cape Emineh, thirty miles south of Varna. Neither side had lost a ship, though several of the Turkish ships had suffered severe damage aloft and the Russian *Aleksandr Nevskii* was a good deal damaged in her hull, and casualties were few among the sailors.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 2
Wind Velocity: 3—Normal Breeze
Wind Change: 4

III. SPECIAL RULES
1. Hexes that are darkened represent land.
2. Anchoring is permitted in any sea hex.

SCENARIO L-5
THE BATTLE OF
THE DARDANELLES
May 22-23, 1807

I. INTRODUCTION

That morning the two fleets lay at anchor well in sight of one another until the wind suddenly came from the northwest. The Ottoman fleet immediately weighed anchor and steered out of the sheltered waters of the Dardanelles while the wind gradually veered to the west.

The *Venus* opened fire on the foremost of the Ottoman ships of the line at six o'clock and the rest of the Russians joined in as they came up. By keeping under the stern of their heavier opponents, the *Venus* was able to engage a ship of the line and the 74-gun *Selafail* to attack the Kapudan Pasha's 120-gun flagship *Masudiya* with comparative safety. The *Uriil*, however, went across the bows of the Turkish second-in-command and actually carried away her boom in so doing. Senyavin in the *Tverdyi* came up between the Ottoman Rear-Admiral Baker Bey and the Kapudan Pasha, engaging the latter broadside to broadside at close range, while the *Silnyi* ran right aboard Baker Bey's ship.

When night fell, the two fleets were intermixed right in the mouth of the straits, where there was a tendency for the current to carry the ships on the Asiatic side out to sea and to force those on the European side towards the shore. Following the example of their commander, the Ottoman captains sailed up the straits, though three of their ships remained outside on the Asiatic shore aground. The general action ended about nine o'clock, but there was sporadic fighting for another two hours. Soon after midnight the Russians anchored just clear of the mouth of the straits.

On the morning of the 23rd, the three grounded Ottoman ships of the line were seen to be making the best of their way to safety, two of them towed by oared craft. At 10:00, when at length the wind rose, Senyavin weighed anchor and sent the *Retvizan*, *Selafail*, *Skoryi*, *Yaroslav* and *Venus* to cut them off. These failed to do so, but damaged them enough to cause all three to run aground again. The Russian fleet, having exhausted its munitions, then returned to its anchorage off Tenedos.
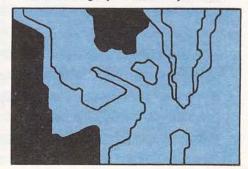
Altogether the Russian loss was but 26 killed and 56 wounded, with some damage to every ship; by Russian accounts, the Turkish loss had been much greater and three of their ships were rendered unfit for further service. It is said that the Ottoman Vice-Admiral and two captains were executed by order of the Kapudan Pasha.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 3
Wind Velocity: 2—Moderate Breeze
Wind Change: 3

III. SPECIAL RULES
1. 1. Hexes that are darkened represent land.
2. Anchoring is permitted in any sea hex.

SCENARIO L-3
THE BATTLE OF TENDRA

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Bisharet	84	SOL	2	DD7	2	13	Av	5	4	4	9	9	7	7	7	—	23
No. 1	60	SOL	2	BB8	2	10	Av	3	3	3	5	5	6	6	6	—	15
No. 2	74	SOL	2	Z9	2	11	Av	4	4	4	7	7	7	7	7	—	18
No. 3	66	SOL	2	X10	2	10	Av	4	3	3	6	6	7	7	7	—	16
No. 4	66	SOL	2	V11	2	10	Av	4	3	3	6	6	7	7	7	—	16
No. 5	54	SOL	2	T12	2	9	Av	3	3	2	5	5	6	6	6	—	14
Selimieh	110	SOL	1	R13	2	16	Av	6	6	6	11	11	9	9	9	—	28
No. 6	60	SOL	2	P14	2	10	Av	3	3	3	5	5	6	6	6	—	15
No. 7	60	SOL	2	N15	2	10	Av	3	3	3	5	5	6	6	6	—	15
No. 8	60	SOL	2	L16	2	10	Av	3	3	3	5	5	6	6	6	—	15
No. 9	60	SOL	2	J17	2	10	Av	3	3	3	5	5	6	6	6	—	15
No. 10	54	SOL	2	H18	2	9	Av	3	3	2	5	5	6	6	6	—	14
Melike Bahri	66	SOL	2	F19	2	10	Av	4	3	3	6	6	7	7	7	—	16
Kapitania	74	SOL	2	D20	2	11	Cr	4	4	4	7	7	7	7	7	—	20
No. 11	40	F	3	V6	2	8	Av	2	2	1	3	3	5	5	5	5	10
No. 12	44	F	3	T7	2	10	Av	2	2	2	4	4	5	5	5	5	11
No. 13	34	F	3	R8	2	7	Av	2	1	1	3	3	5	5	5	5	8
Fakih-i Zafar	50	F	3	P9	2	12	Av	3	2	2	6	6	6	6	6	6	17
No. 14	44	F	3	N10	2	10	Av	2	2	2	4	4	5	5	5	5	11
Nessim	50	F	3	L11	2	12	Av	3	2	2	6	6	6	6	6	6	17
No. 15	34	F	3	J12	2	7	Av	2	1	1	3	3	5	5	5	5	8
Iskenderiya	44	F	3	H13	2	10	Av	2	2	2	4	4	5	5	5	5	11

RUSSIANS

Name	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Maria Magdalina	66	SOL	2	LL14	2	10	Av	3	3	2	6	6	7	7	7	—	16
Sv. Georgii Povyedonsets	50	SOL	2	JJ15	2	8	Av	3	2	2	4	4	6	6	6	—	13
Pokrov Bogoroditsy	40	F	3	HH16	2	7	Av	2	2	1	3	3	5	5	5	5	10
Ioann Bogoslav	46	SOL	2	FF17	2	7	Av	2	2	2	3	3	5	5	5	—	10
Preobrazhenie Gospodne	66	SOL	2	DD18	2	10	Av	3	3	2	6	6	7	7	7	—	16
Rozhdestvo Christovo	84	SOL	2	BB19	2	13	Av	5	4	4	9	9	7	7	7	—	22
Sv. Aleksandr Nevskii	50	SOL	2	Z20	2	8	Av	3	2	2	4	4	6	6	6	—	13
Sv. Vladimir	66	SOL	2	X21	2	10	Av	4	3	3	6	6	7	7	7	—	16
Sv. Ieronik	40	F	3	V22	2	7	Av	2	2	1	3	3	5	5	5	5	10
Sv. Andrei Pervosvannyi	50	SOL	2	T23	2	8	Av	3	2	2	4	4	6	6	6	—	13
Sv. Pavel	66	SOL	2	R24	2	10	Av	3	3	2	6	6	7	7	7	—	16
Sv. Petr Apostol	46	SOL	2	P25	2	7	Av	2	2	2	3	3	5	5	5	—	10
Ioann Voinstvennik	40	F	3	N26	2	7	Av	2	2	1	3	3	5	5	5	5	10
Sv. Nestor Prepodobnyi	40	F	3	L27	2	7	Av	2	2	1	3	3	5	5	5	5	10
Ambrosii Mediolanskii	40	F	3	J28	2	7	Av	2	2	1	3	3	5	5	5	5	10
Kirill Byelozerskii	40	F	3	H29	2	7	Av	2	2	1	3	3	5	5	5	5	10

SCENARIO L-4
THE BATTLE OF CAPE KALIAKRA

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Bisharet	84	SOL	2	AA2	6	13	Av	5	4	4	9	9	7	7	7	—	23
Selimieh	110	SOL	1	AA4	6	16	Av	6	6	6	11	11	9	9	9	—	28
Tevfik-Numa	84	SOL	2	AA6	6	13	Av	5	4	4	9	9	7	7	7	—	23
Sayyad-i Bahri	74	SOL	2	AA8	6	11	Av	4	4	4	7	7	7	7	7	—	18
Tavs-i Bahri	84	SOL	2	AA10	6	13	Av	5	4	4	9	9	7	7	7	—	23
Anka-yi Bahri	84	SOL	2	AA12	6	13	Av	5	4	4	9	9	7	7	7	—	23
No. 1	70	SOL	2	AA14	6	11	Av	4	4	3	7	7	7	7	7	—	17
No. 2	60	SOL	2	AA16	6	10	Av	3	3	3	5	5	6	6	6	—	15
No. 3	60	SOL	2	AA18	6	10	Av	3	3	3	5	5	6	6	6	—	15
No. 4	60	SOL	2	AA20	6	10	Av	3	3	3	5	5	6	6	6	—	15
Sadd al-Bahr	84	SOL	2	AA22	6	13	Av	5	4	4	9	9	7	7	7	—	23
No. 5	54	SOL	2	AA24	6	9	Av	3	3	2	5	5	6	6	6	—	14
No. 6	60	SOL	2	AA26	6	10	Av	3	3	3	5	5	6	6	6	—	15
Masudiya	120	SOL	1	AA28	6	18	Av	7	7	7	13	13	9	9	9	—	32
No. 7	60	SOL	2	AA30	6	10	Av	3	3	3	5	5	6	6	6	—	15
No. 8	60	SOL	2	AA32	6	10	Av	3	3	3	5	5	6	6	6	—	15
Kilid-i Bahri	84	SOL	2	AA34	6	13	Av	5	4	4	9	9	7	7	7	—	23
No. 9	66	SOL	2	CC34	6	10	Av	4	3	3	6	6	7	7	7	—	16

RUSSIANS

Name	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Sv. Ioann Bogoslav	46	SOL	2	Q6	3	7	Av	2	2	2	3	3	5	5	5	—	10
Makropolea	36	F	3	O5	3	7	Av	2	2	1	3	3	5	5	5	5	10
Sv. Vladimer	66	SOL	2	M4	3	10	Av	3	3	2	6	6	7	7	7	—	16
Sv. Pavel	66	SOL	2	K3	3	10	Av	3	3	2	6	6	7	7	7	—	16
Preobrazhenie Gospodne	66	SOL	2	I2	3	10	Av	3	3	2	6	6	7	7	7	—	16
Leontii Mutchenik	62	SOL	2	G1	3	10	Av	3	2	2	6	6	7	7	7	—	15
Sv. Georgii Pobyedobosets	50	SOL	2	P7	3	8	Av	3	2	2	4	4	6	6	6	—	13
Aleksandr Nevskii	50	SOL	2	N6	3	8	Av	3	2	2	4	4	6	6	6	—	13
Rozhdestvo Christovo	84	SOL	2	L5	3	13	Av	5	4	4	9	9	7	7	7	—	22
Sv. Andrei Pervosvannyi	50	SOL	2	J4	3	8	Av	3	2	2	4	4	6	6	6	—	13
Feodor Stratilat	46	SOL	2	H3	3	7	Av	2	2	2	3	3	5	5	5	—	10
Ioann Predtecha	74	SOL	2	F2	3	12	Av	4	4	4	8	8	7	7	7	—	20
Sv. Petr Apostol	46	SOL	2	O9	3	7	Av	2	2	2	3	3	5	5	5	—	10
Sv. Nestor Predobnyi	40	F	3	M8	3	7	Av	2	2	1	3	3	5	5	5	5	10
Maria Magdalina	66	SOL	2	K7	3	10	Av	3	3	2	6	6	7	7	7	—	16
Sv. Nikolai	50	SOL	2	I6	3	8	Av	3	2	2	4	4	6	6	6	—	13
Tsar Konstantin	46	SOL	2	G5	3	7	Av	2	2	2	3	3	5	5	5	—	10

SCENARIO L-5
THE BATTLE OF THE DARDANELLES

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Bisharet	84	SOL	2	V17	3	13	Av	5	4	4	9	9	7	7	7	—	22
Masudiya	120	SOL	1	S16	3	18	Av	7	7	7	13	13	9	9	9	—	32
No. 1	64	SOL	2	P14	3	10	Av	4	3	3	6	6	7	7	7	—	16
No. 2	64	SOL	2	M13	3	10	Av	4	3	3	6	6	7	7	7	—	16
Tevfik-Numa	84	SOL	2	K11	4	13	Av	5	4	4	9	9	7	7	7	—	22
No. 3	64	SOL	2	K8	4	10	Av	4	3	3	6	6	7	7	7	—	16
Nessim	50	F	3	K5	3	12	Av	3	2	2	6	6	6	6	6	6	17
Iskenderiya	44	F	3	J2	4	9	Av	2	2	2	4	4	5	5	5	5	13
Sadd al-Bahr	84	SOL	2	X15	3	13	Av	5	4	4	9	9	7	7	7	—	22
No. 4	64	SOL	2	U14	3	10	Av	4	3	3	6	6	7	7	7	—	16
Fakih-i Zafar	50	F	3	R12	3	12	Av	3	2	2	6	6	6	6	6	6	17
Bedr-i Zafar	50	F	3	O11	3	12	Av	3	2	2	6	6	6	6	6	6	17
Meshei-Ghazi	50	F	3	M9	4	12	Av	3	2	2	6	6	6	6	6	6	17
No. 5	44	F	3	M6	4	9	Av	2	2	2	4	4	5	5	5	5	13
RUSSIANS																	
Sv. Elana	74	SOL	2	CC12	1	12	Av	4	4	4	8	8	7	7	7	—	20
Rafail	84	SOL	2	CC14	1	13	Av	5	4	4	9	9	7	7	7	—	22
Retvizan	64	SOL	2	CC16	1	10	Av	4	3	3	6	6	7	7	7	—	16
Selafail	74	SOL	2	CC18	1	12	Av	4	4	4	8	8	7	7	7	—	20
Yaroslav	74	SOL	2	CC20	1	12	Av	4	4	4	8	8	7	7	7	—	20
Moshtchnyi	74	SOL	2	CC22	1	12	Av	4	4	4	8	8	7	7	7	—	20
Uriil	84	SOL	2	BB23	2	13	Av	5	4	4	9	9	7	7	7	—	22
Tverdyi	74	SOL	2	Z24	2	12	Av	4	4	4	8	8	7	7	7	—	20
Silnyi	74	SOL	2	X25	2	12	Av	4	4	4	8	8	7	7	7	—	20
Skoryi	66	SOL	2	V26	1	10	Av	4	3	3	6	6	7	7	7	—	16
Venus	50	F	3	V28	1	12	Av	3	2	2	6	6	6	6	6	6	17

SCENARIO L-6
THE BATTLE OF ATHOS
June 27, 1807

I. INTRODUCTION

As the two leading Russian ships, the *Rafail* and the *Silnyi*, approached, the whole Ottoman fleet opened fire. The *Rafail* was soon so badly damaged aloft that she was unable to come to the wind and had to stand on through the Ottoman line between the Kapudan Pasha's flagship *Masudiya* and his next ahead, the *Sadd al-Bahr*, flagship of the Baker Bey. The next five Russian ships were, however, able to take up their places as arranged in a close line abreast of the three Turkish flagships.

Senyavin took the *Tverdyi* and *Skoryi* to the head of the line and dispatched his second-in-command Greig with the *Retvizan* and *Sv. Elena* to fill the gap between them and the other five Russian ships, thus bringing nine Russian ships of the line in the Ottoman rear for the moment without opponents. The *Tverdyi*'s fire soon drove the leading enemy frigate out of the action, whereupon the ship following her hove to, stopping the momentum of the whole line and throwing it into confusion. This allowed the *Rafail*, now under a semblance of control, to run along the line to leeward and haul to the wind in an effort to regain her own line. The first Ottoman ship bore up to intercept him, Senyavin followed suit, and the Ottoman ship found herself too fully employed to trouble the crippled enemy. The *Rafail* was thus able to reach a position ahead and to windward of the line, where she could carry out such repairs as were necessary without interference.

Meanwhile, the Ottoman van had begun to bear away and the *Sadd al-Bahr* had come into action with the *Tverdyi*. She too was soon forced to break off and went to leeward closely engaged with the *Skoryi*, which was at the same time in action with a ship of the line and a frigate on her other side. The ships from the Ottoman rear now came up, bearing away one after the other as they fired. By ten o'clock, the Turkish ships were in

retreat with the *Skoryi* and the *Moshtchnyi* mingled with them and the other Russian ships striving to pursue in a ragged crescent formation.

After a little while, a light breeze sprang up from the northwest and put the Turks to windward. As it freshened, the *Sadd al-Bahr*, with another ship of the line, a frigate and a sloop were seen to drop behind. Towards evening Senyavin sent *Selafail*, *Silnyi* and *Sv. Elena* in pursuit; as these approached, the lighter ships—which were towing the crippled flagship—cast off their lines and retreated with the other Turkish ship of the line in a westerly direction. During the night the *Selafail* came up with the *Sadd al-Bahr* and took her without further fighting.

On the morning of 28 June, the bulk of the Ottoman fleet was at Thasos and three stragglers near Mount Athos. Greig, with the *Retviazn*, the *Uriil*, the *Sv. Elena* and the *Moshtchnyi* went after the three enemy ships to leeward, drove them up the gulf to the west of Mount Athos and finally, in the early hours on 29 June, forced the Turks to run their ships aground at the head of the gulf and burn them. Though there was to be no more fighting, this was by no means the end of the tale of Ottoman losses: they burnt another ship of the line and a frigate on the 30th off Thasos, while two more frigates and a corvette sank near Samothrace on the voyage back to the Dardanelles. The Ottoman Navy had suffered an ignominious and costly defeat.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 2
Wind Velocity: 2—Moderate Breeze
Wind Change: 3

III. SPECIAL RULES
1. No land hexes.
2. No anchoring allowed.

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SCENARIO L-7
THE BATTLE OF VARNA
August 29, 1810

I. INTRODUCTION

At dawn, the Ottomans could be seen to the SSE, in obvious disorder. Hoping to weather them, Sarytchev decided to go about to the port tack and, at first, it seemed that he would do so; but, at six a.m., the wind veered and put the Ottomans directly to windward. They made no move to attack, but went on working to windward with the Russians in pursuit, while Sarytchev detached his fastest ships, the *Dmitrii Donskoi*, *Poltava*, *Maria* and *Lilia*, under his second-in-command, Rear-Admiral Klokatchev, in the hope that they might be able to overtake the slowest of the Ottoman ships and thus force an action.

At five in the afternoon, after a chase lasting all day, Kloatchev had gained enough to have a chance of cutting off the last two Ottoman ships, a ship of the line and a frigate. He ordered the ship closest to the enemy, the *Anapa*, to attack with that object. At the same time the Turkish commander also went about and ran back to support his threatened rear. This forced the *Anapa* to bear up and pass to leeward of the enemy. A few shots were exchanged, but Sarytchev declined to risk a night action and signalled at six o'clock to recall his advanced detachment. During the night, instead of keeping in touch with the enemy, he merely tried to keep between them and the port of Varna. The result was that at dawn on 30 August, the Ottomans were nowhere to be seen. Presuming that they had returned to the Bosphorus, he then made the best of his way to Sevastopol, where he arrived on 8 September.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 2
Wind Velocity: 3—Normal Breeze
Wind Change: 3

III. SPECIAL RULES
A. No land hexes.
B. No anchoring allowed.

SCENARIO L-6
THE BATTLE OF ATHOS

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
Kilid-i Bahri	84	SOL	2	P5	1	13	Av	5	4	4	9	9	7	7	7	—	22
Sayyad-i Bahri	74	SOL	2	P8	1	11	Av	4	4	4	7	7	7	7	7	—	18
Jebel-Andaz	74	SOL	2	P11	1	11	Av	4	4	4	7	7	7	7	7	—	18
Masudiya	120	SOL	1	P14	1	18	Av	7	7	7	13	13	9	9	9	—	32
Bisharet	84	SOL	2	P17	1	13	Av	5	4	4	9	9	7	7	7	—	22
Tevfik-Numa	84	SOL	2	P20	1	13	Av	5	4	4	9	9	7	7	7	—	22
Gulbang-i Nusrat	74	SOL	2	P23	1	11	Av	4	4	4	7	7	7	7	7	—	18
Tavs-i Bahri	84	SOL	2	P26	1	13	Av	5	4	4	9	9	7	7	7	—	22
Anka-yi Bahri	84	SOL	2	P29	1	13	Av	5	4	4	9	9	7	7	7	—	22
Sadd al-Bahr	84	SOL	2	P32	1	13	Av	5	4	4	9	9	7	7	7	—	22
Meshei-Ghazi	50	F	3	N9	1	12	Av	3	2	2	6	6	6	6	6	6	17
Metelin	32	C	4	N12	1	6	Av	2	2	1	3	3	5	5	5	5	10
Bedr-i Zafar	50	F	3	N15	1	12	Av	3	2	2	6	6	6	6	6	6	17
Rahbar-i Alan	28	C	4	N18	1	4	Av	2	1	1	2	2	4	4	4	4	9
Fakih-i Zafar	50	F	3	N21	1	12	Av	3	2	2	6	6	6	6	6	6	17
Nessim	50	F	3	N27	1	12	Av	3	2	2	6	6	6	6	6	6	17
Denyuvet	32	C	4	N30	1	6	Av	2	2	1	3	3	5	5	5	5	10
Iskenderiya	44	F	3	N33	1	9	Av	2	2	2	4	5	5	5	5	5	13
RUSSIANS																	
Rafail	84	SOL	2	V19	6	13	Av	5	4	4	9	9	7	7	7	—	22
Selafail	74	SOL	2	X20	6	12	Av	4	4	4	8	8	7	7	7	—	20
Moshtchnyi	74	SOL	2	AA22	6	12	Av	4	4	4	8	8	7	7	7	—	20
Tverdyi	74	SOL	2	DD23	6	12	Av	4	4	4	8	8	7	7	7	—	20
Skoryi	66	SOL	2	GG25	6	10	Av	4	3	3	6	6	7	7	7	—	16
Silnyi	74	SOL	2	U23	6	12	Av	4	4	4	8	8	7	7	7	—	20
Uriil	84	SOL	2	X24	6	13	Av	5	4	4	9	9	7	7	7	—	22
Yaroslav	74	SOL	2	AA26	6	12	Av	4	4	4	8	8	7	7	7	—	20
Retvizan	64	SOL	2	DD27	6	10	Av	4	3	3	6	6	7	7	7	—	16
Sv. Elana	74	SOL	2	GG29	6	12	Av	4	4	4	8	8	7	7	7	—	20

SCENARIO L-7
THE BATTLE OF VARNA

Name OTTOMANS	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section 1	2	3	Guns L.	R.	Rigging 1	2	3	4	Point Value
No. 1	100	SOL	1	TT3	2	16	Av	6	5	5	11	11	8	8	8	—	26
Sayyad-i Bahri	74	SOL	2	QQ5	2	11	Av	4	4	4	7	7	7	7	7	—	18
Gulbang-i Nusrat	74	SOL	2	NN6	2	11	Av	4	4	4	7	7	7	7	7	—	18
No. 2	100	SOL	1	KK8	2	16	Av	6	5	5	11	11	8	8	8	—	26
Jebel-Andaz	74	SOL	2	HH9	2	11	Av	4	4	4	7	7	7	7	7	—	18
No. 3	74	SOL	2	EE11	2	11	Av	4	4	4	7	7	7	7	7	—	18
No. 4	100	SOL	1	BB12	2	16	Av	6	5	5	11	11	8	8	8	—	26
No. 5	74	SOL	2	Y14	2	11	Av	4	4	4	7	7	7	7	7	—	18
No. 6	74	SOL	2	U16	2	11	Av	4	4	4	7	7	7	7	7	—	18
No. 7	50	F	3	OO4	2	12	Av	3	2	2	6	6	6	6	6	6	17
No. 8	44	F	3	LL5	2	9	Av	2	2	2	4	4	5	5	5	5	13
Mahubey Subhan	40	F	3	II7	2	8	Av	2	2	1	3	3	5	5	5	5	11
Meshei-Ghazi	50	F	3	FF8	2	12	Av	3	2	2	6	6	6	6	6	6	17
No. 9	36	F	3	Z11	2	7	Av	2	2	1	3	3	5	5	5	5	10
No. 10	44	F	3	V13	2	9	Av	2	2	2	4	4	5	5	5	5	13
RUSSIANS																	
Dmitrii Donskoi	74	SOL	2	CC22	1	12	Av	4	4	4	8	8	7	7	7	—	20
Poltava	110	SOL	1	CC24	1	17	Av	6	6	5	12	12	9	9	9	—	27
Maria	74	SOL	2	CC26	1	12	Av	4	4	4	8	8	7	7	7	—	20
Lilia	36	F	3	CC28	1	7	Av	2	2	1	3	3	5	5	5	5	10
Anapa	74	SOL	2	CC30	1	12	Av	4	4	4	8	8	7	7	7	—	20
Ratnyi	110	SOL	1	BB31	2	17	Av	6	6	5	12	12	9	9	9	—	27
Yagudiil	110	SOL	1	Z32	2	17	Av	6	6	5	12	12	9	9	9	—	27
Pravyi	74	SOL	2	X33	2	12	Av	4	4	4	8	8	7	7	7	—	20
Varachail	66	SOL	2	V34	2	10	Av	4	3	3	6	6	7	7	7	—	16
Kryepkii	54	F	3	*	2	12	Av	3	2	2	6	6	6	6	6	6	18
Nazaret	44	F	3	*	2	10	Av	3	2	2	4	4	5	5	5	5	14
Voin	32	F	3	*	2	6	Av	2	1	1	2	2	5	5	5	5	10
Abo	28	C	4	*	2	5	Av	1	1	1	2	2	4	4	4	4	9

*Ships enter board in line (bow to stern) behind the line already on board (U35).

Levant . . . Cont'd from Page 34

themselves in the Straits. On 23 May, the Russians attempted to destroy three damaged Ottoman ships, but these managed to slip away.

Although the Turks had suffered a setback at the Battle of the Dardanelles, they were far from defeated. While Senyavin was cruising off the island of Lemnos, the Ottomans with a squadron of ten ships of the line, five frigates and three corvettes cleared the Dardanelles and landed a force of 6000 troops on the Russian-occupied island on Tenedos. The Russian garrison, totally dependent on the naval squadron for its supplies, was in dire straits. If the Russian sailors could not defeat the Ottoman squadron, the island would fall easily back into Turkish hands and deprive the Russians of their sole naval base in the Aegean. On 27 June, the Senyavin discovered the enemy near the island of Lemnos, attacked without hesitation and inflicted a decisive defeat (the Turks lost nine ships) without a single ship lost in his command.

Although the war was to last for another five years, there was to occur only one more fleet engagement; this took place in the Black Sea in 1810.

Rear-Admiral Sarytchev had put to sea with the main Russian fleet, his orders being to look for the Turkish fleet on the south side of the Black Sea, and to engage it if possible. Leaving Sevastopol on 12 July, with seven ships of the line and two frigates,

Squad Leader Clinic

ORIGINS COD SCENARIOS

By Jon Mishcon

Something special happened at the COD tournament this year. There was the usual run of good and bad luck (one player obtained three critical hits versus AFVs in one scenario while another lost a 9-2 SS leader on a rally roll of 12). There was the spectrum of fair to excellent play. There was even a recurrence of faces we have seen at *SQUAD LEADER* tournaments in past years. What made this year special, however, was the spectacular final game.

Played between Lon Culbertson and Bill Conner, it was nothing short of marvelous, as we had expected when they sat down to the table. By the end of the second turn, there was a silent audience of ten or so aficionados grouped around the board. For three hours, while the rest of the hectic activities of *Origins 82* swirled past, these players paid quiet tribute to superb play. As the final desperate charge by two SS squads and two assault guns against a lone JS-II supported by six Russian squads broke, the only sound was the shuffle of cardboard and the rattle of dice. After the winning hit was made there was a burst of spontaneous applause Permit me to congratulate both First Place Winner Bill Conner and his opponent Lon Culbertson.

This clinic will review the outcome of each tournament scenario (to be found on the insert of this issue) and our thoughts about play. As always, please consider that the best learning may be obtained by playing the scenarios without prior

examination (just as those in the tournament had to do) and that the tactical suggestions herein made are just one of a number possible. Alternative play based on the changing situation is always a requirement of good play—of any game. Look on the following as but basic general tactics gleaned from the best players known.

Tournament Scenario 1

There were thirty players in the first round of the competition. At the end of three hours of play, the Russians had won seven times and the Germans eight. In Tournament Scenario 1, a powerful Russian tank-infantry mix tries to pass through or around a well-lead, mixed arms German force stiffened by the arrival of a 88L Flak gun. *Russian Strengths*: a) heavy armor on the KVs; b) all AFVs carry powerful guns; c) strong infantry firepower that is totally tank transportable; d) two very fast tanks. Offsetting this are the *Russian Weaknesses*: a) very poor infantry leadership; b) inaccurate long range tank fire; c) time limitations; d) other than KVs, the Russian armor is light; e) two radioless AFVs; f) poor AFV morale in non-KV AFVs. *German Strengths* are: a) good leadership; b) good mobility for tanks and infantry; c) multiple hits possible for the 37mm weapons (130.5); d) excellent penetration and ROF of Flak 88. *German Weaknesses*: a) outnumbered about 2 to 1; b) lack of mobility of AT and AA guns once in firing position;

c) multiple Russian exit lanes; d) DCs function as captured weapons.

GERMAN SETUP: PzKw IIIE (CE) and squad and DC in 4P7; PzKw IIIE (CE 9-2 leader) and squad and 8-1 leader and LMG in 4O8; Spw251/2 and ATG and crew in 4B7 (in bypass); Spw251/2 and squad and 9-1 leader and LMG in 5FF2; PzKw IIID (CE) and squad and DC in 5P5.

RUSSIAN ENTRY: All between 4GG5 and 4GG10 moving at eleven hexes per turn with KVs in front, T26Ss behind, BT5s in the rear and all infantry mounted.

RUSSIAN TACTICS: Move as a wedge straight forward to the northern half of the center of board 4. Then cut rapidly across the bottleneck of board 5 into the gully of 5FF7 to 5AA10. Move down the gully till out of LOS of the AA and AT guns. Then pull up out of the gully and exit. Plan to dismount your infantry as close to the AA and AT guns as your movement will permit. Use the Soviet infantry to engage the guns while your AFVs battle the German tanks. Don't pull the light tanks away from the KVs unless there is an extremely tempting target of opportunity. The light stuff falls prey to the German infantry while the KVs are subject to immobilizing shots from German tanks.

GERMAN TACTICS: Stay flexible till the last possible moment. Time is on your side. Remember that one halftrack can bottle up the forest road for two turns, perhaps longer if given infantry support. Use long range pot shots to force his infantry sup-

port to dismount as early as possible. We like to place the AA gun in 4D1 and the AT gun in 4B7 unless the Russians are driving down board 5. A single squad with a DC can influence both the forest road (blocked by a halftrack) and the 5U4 bottle-neck (especially if another halftrack is in bypass at 5V3). Play for immobilizations unless your chances to destroy a unit are quite good. Use your AFVs for a final tank assault on the seventh turn to force the Russian to expose himself to side and rear shots as he tries to exit.

We believe that, played well, this scenario is rated 60/40 pro-German in balance.

Tournament Scenario 2

There were sixteen players in the second round (one player who lost the first round was chosen by lot to play in the second round). Six times the Russians won and twice the Germans were victorious. In this small, violent scenario, a small but fanatical force of Russian infantry tries to hold out against a combined tank-infantry German assault force. *Russian Strengths* are numerous: a) fanaticism; b)good support weaponry; c) good leadership; d) good lanes of fire; e) protective cover; f) concealment—*Russian Weaknesses*, few: a) few pieces; b) limited setup area. *German Strengths*: a) very good leadership; b) good infantry firepower; c) armor support; d) the ability to create scouts. These go a long way toward offsetting the prime *German Weakness*: the necessity of crossing open ground to enter building 1Z7.

GERMAN SETUP: 8-0 leader and three squads in 1P7; 9-2 leader and three squads and four LMGs in 1Q9; 9-1 leader and three squads and MMG in 1Q7.

RUSSIAN SETUP: ATG and crew in 1Y8, first floor; 6-2-8 and ATR and crew and 8-1 leader and concealment counter in 1Z7, second floor; 4-4-7 and two LMGs in 1Y8, second floor; 4-4-7 and MMG and 9-1 leader and concealment counter in 1Y7, second floor; crew and Mtr. and concealment counter in 1Z6; sniper and four concealment counters on third floor; three concealment counters in 1Y7, first floor.

RUSSIAN TACTICS: Take any shot that has a chance of a KIA. Try to rotate your squads in and out of the firing line. Whenever possible, use your crews to hold up under fire; they have a morale of 8 and, if broken, don't affect your chances to win. Use concealed movement in the Advance Phase to make the enemy guess where you are (this lets you move those ''?''s out of the third floor on the first turn). Play for time and have faith that sometime, somewhere, he is going to have to rush the building.

GERMAN TACTICS: Move quickly to a position (e.g.: 1U8/1V7) where you can take a ground level hex like 1Y8 under heavy fire. First, insure that the hex doesn't have the ATG functioning and then move your tanks adjacent. Use the tanks to pound a hole. When it looks as though the way is relatively clear, try for a smoke round or two, split into two or three subgroups and run like hell for the cleared hex. If you outnumber him in the building, just stay put and make him come to you. You've got firepower, better leadership and lots of time. Use it all.

We feel that this scenario is probably 60/40 pro-Russian.

Tournament Scenario 3

There were eight players in the third round. Final tally was two German and two Russian victories. This scenario has a powerful pure armor Soviet force attempting to breakthrough a more lightly armed German tank-infantry team. *Russian Strengths* include: a) excellent mobility; b) strong

armor on the T34 and the KVIIA; c) an armor leader; d) all AFVs carry good antitank weapons; e) the KV, and to a lesser extent the T34, are potent anti-infantry weapons. *Russian Weaknesses* to be considered: a) the lighter AFVs are very thin skinned; b) three radioless AFVs; c) poor offroad mobility for the BA32; d) the BA32 and KV cannot move *and* shoot; e) poor tank crew morale in the non-T34/non-KV AFVs; f) poor long range gunnery. The *German Strengths* are: a) excellent leadership, both armor and infantry; b) good infantry firepower and morale; c) no need to kill the heavy tanks to win; d) boresighting. *German Weaknesses*: a) armor very vulnerable to Soviet tank guns; b) three possible exits to be covered.

GERMAN SETUP: 10-2 leader and three squads and HMG in I2; 9-1 leader and three squads and two ATRs in I1; PzKw IIID in G3; PzKw IID in F2; PzKw IIID in H2. All tanks are CE. Boresight weapons on roads.

RUSSIAN ENTRY: KVIIA first, T34 second (moving for hill 522), T26Ss next, lastly BT5s and BA32.

RUSSIAN TACTICS: If the German has left road 2GG6 unguarded, then try a dash of the light armor offboard on the first turn. However, against an experienced German, don't expect this to work. Normally, you should get a dominating fire position with your KV to force the German light stuff off the heights. Then move a wedge down the center. When it looks as if the German cannot cover one of the exits, throw everything at that point.

GERMAN TACTICS: Use your infantry to make a rush down board 2 very risky for the Soviets. We like to put the HMG up in building 3M2 as soon as possible to keep the Russians buttoned up. By using the second level building, hill 534 and hill 547 as screens you should be able to keep your armor mobile. As time draws to a close, put your armor back on the heights and wait for your height-assisted side and rear shots. Do not forget Intensive Fire, trailbreaks and infantry assaults when things get desperate.

We rate this as 60/40 proRussian.

Tournament Scenario 4

Players used Scenario 4 for the fourth and fifth round. Although there were four entrants in the semi-finals, one player dropped out of the final round (the game to decide third versus fourth place) so that playbalance was one Russian and two German wins. Scenario 4 portrays a matchup between two very tough mixed infantry/AFV combinations. *Russian Strengths* are a) strong infantry firepower; b) heavy tanks with good armor, good MG firepower, strong tank guns with potent anti-infantry and anti-tank capabilities. *Russian Weaknesses*, the usual ones: a) so-so leadership; b) poor infantry fire range. *German Strengths*: a) good leadership; b) SS morale; c) very potent anti-tank gunnery; d) armor of the JagdPz VIE; e) infantry fire range. *German Weaknesses*: a) a lot of ground to cover with few troops; b) Nashorn armor; c) AFV vulnerability to infantry assault.

GERMAN SETUP: Nashorn in 4Y2 facing north; JagdPz VI in 4Y3 facing northwest; 9-2 leader and squad and two PFs in 6V9; squad and LMG and ATM in 6X9; squad and ATM and PF in 6X5; squad and PF in 6X3; squad and LMG and 8-1 leader in 6X2. All AFVs are CE.

RUSSIAN SETUP: JSII carrying squad in 6I8; JSII carrying squad in 6I7; JSII carrying squad in 6I6; JSII carrying squad in 6I5; 8-1 leader and two squads in 6I3.

RUSSIAN TACTICS: Using the hedges and walls as cover, move rapidly forward. Try and use your tank guns (tanks buttoned up) at six hexes

range to strike at the SS infantry while your infantry advances to try and close assault the German AFVs. Sometime in the game you must cross the 6Y1-6Y10 road, so plan to throw a sacrificial tank the turn before into the road. Then you can cross behind its bulking wreck.

GERMAN TACTICS: Try to screen your AFVs with your infantry. By hiding behind woods (e.g.: 6Y3 and 6AA3), your assault guns will get defensive and hopefully prep fire on assaulting tanks. Don't try to stand up to the JSIIs with your SS infantry in the open. When things get tight, don't hesitate to throw the JagdPZ into an overrun.

Rate this one even up—50/50.

We enjoyed watching the tournament unfold. Hope you will have fun with these COD scenarios. For those who really want to duplicate tournament play, limit yourself to three hours per scenario, never look at the scenario until just before play, and play the first three back-to-back. If this taste whets your appetite, you are ready for Origins '83 in Detroit. Good Luck. ☆

he was off Sinope on the 16th; but neither there nor at Samsun, farther to the east, were there any opponents to fight. Sarytchev steered for Varna in the hope of finding the Turks in that neighborhood but head winds kept him back and, in fact, drove him to within sight of the Crimea. After sending a ship to report on 1 August, he had to contend with such complete lack of wind that on her return three days later, he was still in much the same place.

While the Russians were somewhere to the south, the Ottoman fleet had appeared off the Crimea in force with three 100-gun ships, six two-deckers, and six frigates. They were reported off Balaklava on 22 July, and were actually in sight of Sevastopol the next day; but on the following day, they disappeared. This news was sent to Sarytchev; on its receipt, he decided that he must repair damages before attemtping to meet the enemy. He therefore returned to Sevastopol on 7 August.

Within a fortnight, Sarytchev sailed again with a reinforced fleet of eight ships of the line and five frigates. Sarytchev had two duties, to engage the Ottoman fleet and to support the army in its attack on Varna. From off Cape Kaliakra, some twenty-five miles NE of Varna, he sent two ships to investigate the position. They came back with news that there was no sign of the enemy fleet. Sarytchev turned to return to Sevastopol, but head winds and the bad sailing of his ships kept the Russians roughly in the same position.

By the 29th, the Russians were some fifteen miles east of Varna when at three a.m., the enemy was sighted. For all of the careful maneuvering both fleets had done, this engagement turned out to only be a minor skirmish. This was to be the last fleet engagement of this war; and though the Ottoman Empire had been dramatically defeated both at sea and on land, the Russian Empire had to settle for minimal concessions—a draw forced by the threat of invasion by Napoleon.

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Battle for Italy

Letters to the Editor ...

Dear Editor:

I have pondered whether or not to answer Jim Davis's comments (Vol.19, No. 2) about my article "British Flat Tops in the Solomons". I was pleased he read it and even happier that he found it so interesting. It seems rather trite, therefore, of me to disagree with him.

He felt I overvalued the ASV air/surface radar because: 1) it was not available until October 1941 and certainly not in May 1941 when the *Bismarck* was attacked; and 2) the Swordfish could only carry bombs when equipped with radar and was thus useless for torpedo attacks. I hope this quotation from *The Electron and Sea Power*, by Vice-Admiral Sir Arthur Hezlet (Peter Davies, London), will help clarify:

"At 2200 hurs., a striking force of Swordfish torpedo bombers and Fulmar fighters was flown off *[Victorious]*. One of the Swordfish was fitted with ASV Mark II and found the *Bismarck;* in the subsequent attack one torpedo hit was obtained. The aircraft then, thanks to the ASV Mark II, found their way back to *Victorious.*"

Mr. Davis also had some doubts about night landing. The landing speed of the Swordfish was 70 knots and it didn't begin to stall until 52 knots, with no tendency to spin. It was an amiable, viceless aircraft and the pilots were trained for night landings—I still believe there should be no penalty.

Oh—and thank you for Vol. 18, No. 6. Not all of us exclusively play *SQUAD LEADER.*

Bob Collman
Canterbury, England

★★★★★

Dear Mr. Martin:

The *GENERAL* is not being fair to all—in fact, a large part—of its readers. Too much space is given to the WW2 period. I realize that WW2 is the most popular gaming era; I realize that you publish many fine games on the period. That is still not reason enough for the biased subject content that The *GENERAL* usually contains.

I did a survey on the 29 most recent issues of The *GENERAL*. In these issues, there were 197 articles on WW2 and only 74 on other periods. And the WW2 articles were usually much longer! The most recent issue—Vol. 19, No. 2—contained ten articles. All of them—*every one*—was on the WW2 period.

Each Avalon Hill game rulebook advises the gamer to subscribe to The *GENERAL* so that he may learn more about the game. This is a deception! Many games are seldom, if ever, mentioned in the pages of The *GENERAL*. For instance, my favorite era, the American Civil War, had *only* two articles in the 29 issues I have already mentioned. It seems that the same games (WW2, of course) are usually the subject matter of The *GENERAL*.

I believe that I have presented enough evidence to prove that The *GENERAL* is unfair and unbalanced in its subject magazine for *all* Avalon Hill gamers. I hope you take to heart what I have said. I am sure that many other gamers and subscribers feel just as I do. As it now stands, I shall not renew my subscription to The *GENERAL* unless it becomes a magazine for *all* AH gamers.

Frank Dombrosky
Nederland, Texas

Mr. Dombrosky raises some interesting points—some that I've been concerned with since my responsibility lies with this readership. The unfortunate (depending on one's view, of course) fact is that AH publishes several fine games on the WW2 period which have attracted a tremendous following. Many of these players/readers expect, only naturally, to see space devoted to their game(s). I need merely bear witness to the stacks of mail I received from frustrated SL players following two issues appearing without an article on their favorite. The popularity of these titles leads also to many submissions to The GENERAL by would-be authors; inevitably, some tasty kernals are separated from the chaff. Thus, I've a large file of excellent material on the popular WW2 games at my fingertips.

Not so with our other titles. Here the competent, interesting and well-written article submission is rare as gold. I find that, over the past few months, I have spent much time on nurturing and encouraging these writers—and coaxing material from them. Issues with a broad spectrum of topics (such as the recent issue Vol. 19, No. 3) virtually strip my files of material on these titles. Given the deadlines that editors must contend with, all too often it becomes necessary that an issue with a

WW2 "bias" will appear. And, from what I can tell, most of the readers of the GENERAL prefer these issues—merely look to the overall reader ratings of your 29 issues. The situation is akin to that of the few readers who would like to see fantasy and science fiction games given more space; I will gladly do so, provided that I am convinced that the majority of the readers will enjoy it and that the material itself is available for me to print.

Until other AH titles can claim the type of enthusiastic following that SL, 3R, BB or TRC enjoy, I fear that the discrepancy in space devoted to our titles will continue to favor the era of WW2. Perhaps, given time and the support of the many among our readership who favor other periods and will exert themselves to draft solid pieces on their favorite games, a balance can be struck. In the meantime, I trust that we can supply something of interest to all AH gamers.

★★★★★

Dear Editor:

Let's be honest with ourselves for a moment. How many of you out there are secretly, deeply bothered by what we do for a hobby? It goes beyond the occasional embarassment of missing dinner or staying up until four in the morning and being late for school or work. After all, our hobby deals with the most terrible of all subject matter—warfare. Sure, it's interesting; but at the same time, it can be depressing and, somehow, even indecent. We can all justify ourselves in some way, of course. After all, it is only cardboard and plastic that's involved here; no real damage is done and no real lives are lost. In addition, most games are so abstract that the play bears only the faintest relation to past, present or future reality. Wargaming is also an outlet for tension and a tool for learning—two very valuable considerations. But, let's face it, who among us hasn't wished he couldn't travel back to "the real thing", and show them how to do it all—and then felt secretly guilty for wishing such a thing? Has wargaming made any of us more callous, cold-blooded, and inured to war? Have wargames been an influence towards any of us going out and doing "the real thing"? If so, are wargames dangerous?

I realize that I may be going rather too far here, but I have seen some "gung-ho" wargamers in my time, and they could only be described politely as "unstable personalities". While the time has passed when our hobby was disgraced by the few who wore Nazi regalia and such while playing, we are still faced with those non-gamers who look at wargaming as a kind of moral pornography. Do we want to do something to change their opinions?

STRUGGLE OF NATIONS, I believe, could go a long way towards improving the image and the substance of wargaming. I realize that it will never be the most popular game in print since playing it *well* takes effort, commitment and no small amount of "smarts". But those who make the effort will find, in addition to enjoyment and knowledge, an experience which will, hopefully, change the image of warfare in their minds. No more the bright colours and honour and glory, but rather the painful truth of cruelty, hardship and death in the name of power and greed. In any age where pacificism is gaining some long-due respectability as an alternative to the warmongering of the past, wargamers can point with pride to a game dedicated, on the last page of the rulebook, *TO PEACE.*

David W. Olie
Halifax, Nova Scotia

★★★★★

Dear Sirs:

I have always maintained that I don't like boardgames as much as games with figures or WWII as much as ancients (or most any other period for that matter). But I now admit to the whole world that *SL* through *GI* is the best simulation ever created. I knew this for a good while; but after getting *GI*, I felt I had to write and tell you. Greenwood & company are to be highly commended. All I can say is BRING ON THE JAPANESE!

Being a family man, 29 years old, engaged in church activities and working for an accounting firm as an auditor, my time is at a premium. The *SL* system fits nicely in terms of play time into my life. I look forward to the new combined rulebook. (I, for one, need it.) Keep up the good work. As long as AH continues the *SL* saga, it will live long and prosper.

Rick Walton
San Antonio, Texas

The old saying concerning "one man's cup of tea" seems never more appropriate. Read on.

★★★★★

Dear Sirs:

I recently purchased a copy of *G.I.: ANVIL OF VICTORY*. After examining it, I returned it to the place of purchase for a refund. In my opinion, the "gamette" isn't worth anything near its price of $30.00.

To quote from the Introduction: "It [*GI*] is the embodiment of a constantly evolving game system." AH may be able to fool the novice gamer or the poor guy who has already sunk $50.00 into *SQUAD LEADER* and its gamettes; but to me the constant revisions are a sign of incompetence in your design staff and fraud on the part of your marketing strategy. The real problem is that a big corporation like AH is more interested in absorbing its competitors (like SPI and OSG) than in producing good games.

Aside from the major technical flaw of using a bell curve (two six-sided dice) instead of a straight curve, this "constantly evolving" rules system is a rip-off of the first magnitude. I wonder how much money AH will charge for its "Advanced SQUAD LEADER Rulebook"? To make amends, AH should give a free SL rulebook to anyone who has purchased any of your *SL* games or gamettes.

In conclusion, I play *SL* (my own rewrite) and so do many of my friends. I will recommend that they do not buy *GI* or any other AH product until you get your design scene together and show more honesty in your product marketing.

Fred Oerther
Clackamas, Oregon

It would seem that Mr. Oerther is laboring under a few misconceptions. I'd like to take a moment to set only a couple of these straight. I've not space for more. First misconception. The Avalon Hill Game Company did not "absorb" either SPI or OSG. Control of SPI is in the hands of TSR, its major creditor upon financial collapse of the highly respected wargame company. Avalon Hill's dealings with SPI was limited to the purchase of certain selected titles in an effort to aid the financially-troubled firm and to add several superior titles to our line (titles which had been long coveted by the design staff here). OSG continues to exist, AH having merely purchased rights to their titles and designs when that company was unable to keep these excellent games in print. Indeed, these actions indicate, to some small extent, the concern of AH's management and design staff for the hobby. Rather than let titles which are considered by the gaming public to be of interest disappear from the market, AH will purchase the rights, redevelop to fit our standards, and re-release through our acknowledged superb marketing system.

Second misconception. The continual evolvement of the SL system does not represent either "incompetency" nor "fraud"—and I strongly resent the implications. Perhaps some players would have been satisfied with the original SQUAD LEADER game—and for them, the best tactical game in print can still be had and enjoyed, without the expense and time involved in incorporating the gamettes. But the vast majority of sophisticated gamers that SL and its companions appeal to want more—more realism, more complexity, more challenge, more enjoyment. The gamettes are the cutting edge of tactical gaming state-of-the-art. As with any such, perfection is not going to be attained with one simple rewrite of the rules. The obvious proof that this is the desire of the gamer is the continued sales growth of the SL family, a phenomena in the industry. I refuse to think that it is due to "poor guys" who have been dupes of a clever marketing strategy; perhaps I simply credit our purchasers with more purchas-

ing acumen than you seem to. I applaud your industry in rewriting the game to suit your interests, but I, for one, will continue to play the game—replete with revisions and additions—as published and enjoy the wider fraternity of SL-enthusiasts.

★★★★★

Dear Rex:

I wish to point out that an important victory condition was left out of my scenario (Vol. 19, No. 3). The Americans have to *control Charleston* in order to win or the game becomes very uneven. I don't know what provision you have for corrections of articles but I would appreciate you finding a way to do it.

I think the idea of devoting about four pages of each issue of The *GENERAL* to your less popular games is a good idea. It serves two main purposes. First, not everyone is a WW II wargaming fan—though the majority of gamers seem to be. The addition of a couple of two-page articles on other games can keep the minority of gamers happy as well as the WWII majority. Second, the mention of some of your older games will create a certain amount of interest (and from that sales) of some of your less popular games like *1776, War & Peace* or *Caesar Alesia*. These are good games and *do* have a market. A little hype once in a while isn't going to hurt.

Lastly, I wish to congratulate you and the entire Avalon Hill staff for the job you do. No one can please everyone, but you have given me many pleasant hours of gaming.

Jim Lawler
New Hyde Park, New York

★★★★★

Dear Editors:

Some words of caution on Bob Collman's article, "British Flat Tops in the Solomons". The armored flight decks of British carriers were indeed proof against armor-piercing weapons. When *Illustrious, Formidable* and *Indomitable* were hit with 1100 lb. bombs on the armored portion of their flightdecks and by 550 lb. bombs on their unprotected ends (fore and aft of the lifts), the bombs did indeed fail to penetrate. However, the damage done to fittings (e.g., arrester gear, catapults, crash barriers and the like) was so extensive that all three carriers were unable to continue operations after the attacks. Treating bomb hits as harmless, then, would be decidedly unrealistic.

Also, the damage factor of "7" Mr. Collman gives these carriers seems overly generous in view of historical experience. Even though Illustrious-class carriers boasted superior internal subdivision to that of *Ark Royal* (sunk by a single torpedo), the *Indomitable* nearly suffered a similar fate when hit by a German aerial torpedo. Her underwater protection system was totally defeated and only a calm sea prevented her from capsizing.

FLAT TOP enthusiasts might do well to take these facts into account when substituting British CVs for American carriers in the Solomons.

Thomas Hanover
West Allis, Wisconsin

★★★★★

Dear Messrs. Greenwood & Martin,

We Pacific Theater fans are, I assume, in the minority. Therefore, kudos for the latest issue of The *GENERAL* (Vol. 18, No. 6) will be limited. I, for one, enjoyed this issue immensely. Even though the cover and the anvil attacks diagrammed on pages 24/26 gave me vertigo, you put together an excellent and information-packed magazine.

Enough of the above. It could rot your teeth. Now that I have your attention, I've a question. What ever happened to *TOKYO EXPRESS, AIR ACE* and *CARRIER STRIKE*? The March/April '78 issue reported that these games were under development. What is their current state; can it be that they will soon see release?

Dennis Reilly
Concord, California

Simply put, these three proposed titles did not score well enough on the survey to warrant development beyond the prototype stage. There are no plans to produce these in the foreseeable future. Indeed, if the readers scan the list of proposed titles in the AH Philosophy of Vol. 14, No. 6, they will note that many have not seen further development and never will.

STRUGGLE OF NATIONS

Q. The Austrian Cuirassier Division in Prince Hess Homburg's Reserve Corps is shown on the OD at a strength of "2" and on the UM at a strength of "6". Which is correct?

A. The Austrian Cuirassier Division has a strength of "2".

Q. The French 6th Light Cavalry Division is shown on the UM at a strength of "2" and on the OD of Arrighi's track at a strength of "1". Which is correct?

A. The French 6th Light Cavalry has a strength of "2".

Q. The SS for all leaders with Napoleon at Dresden produces some confusion. The 29th Infantry Division belongs on Napoleon's track at a strength of "3" per the OD and the unit manifest, rather than with Oudinot as a glance at the SS suggests. Should Oudinot be inside the bracket, after "ex-Bessieres" (i.e., subordinate to Napoleon along with the other leaders present)?

A. Yes.

Q. Does the morale of both sides start at the point indicated on the mapboard for each scenario; that is, –1 for the Allies and 0 for the French?

A. Yes.

Q. In the Dresden scenario, are Buelow and Winzingerode considered part of the Army of Silesia? Or are they part of the Army of the North? If the latter, the scenario folder indicates that the Army of the North receives 16 APs but gets this amount

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"on entry", does this mean that Buelow and Winzingerode start with 0 APs?

A. They are part of the Army of the North and do start with 0 APs.

Q. During a turn, as one issues movement commands, does one deduct the total AP count one at a time as the moves are issued?

A. Yes.

Q. Can one force march through a Dummy counter? Can dummies attempt to move through an opponent's dummies? Can dummies be used to block supply lines?

A. Yes. Yes. No.

Q. Since Inf. Major Generals cannot enter the ZOC of opposing forces, one can use such to try to find out whether an enemy counter is real or a dummy. This seems a convenient method of reconnoitering the enemy without engaging in combat. Is this legal?

A. Yes.

Q. Are "packages" in fortresses (all of which are bifurcated by rivers) halved in strength points because they straddle rivers?

A. No.

Q. May a pontoon unit move without a leader? Must an AP be expended to move a pontoon unit

that is not accompanied by a leader who can roll for initiative?

A. No. Yes.

Q. There are contradictory definitions of a "round of combat"; which is correct: 1) a single attack, or 2) an attack *and* counterattack?

A. The former.

Q. In a force of disorganized leaders, can each leader attempt to rally? Or can the commanding officer of the force rally?

A. If the commander attempts, on behalf of the entire force, to rally, then the individual leaders cannot. Otherwise, each leader may make the attempt for himself.

Q. How is combat conducted if the defending force consists entirely of artillery, since "Artillery strength is never counted when determining combat odds"?

A. It is resolved under the 6-1 odds line since defending strength is zero.

WAR & PEACE

Q. Are London, Bordeaux and Norwich Ports?

A. London and Bordeaux are ports; Norwich is not because it is on neither a major river, as the first two are, nor on a coastal hex.

Q. May captured naval units be converted to units of the capturing country?

A. Yes, if the *Optional Captured Naval Units* rule (see the article on Page 17 of this issue) is utilized. It requires three turns in a friendly port and an expenditure of three production points to refit a captured enemy naval unit. Transports require one turn and cost one production point. If sufficient counters are not available, invert the unit for identification purposes. The unit moves and fights as a naval unit of the nation that refitted it. If recaptured, it must again be refitted before it may be used.

Q. May POW units be traded to the counter mix for similar units of the capturing country?

A. No. They may only be exchanged among players in order that a nation's units that were captured by one player may return to the original player's force pool for replacement.

Q. What is the "order of operations" in the Naval Phase?

A. The active player moves each naval unit or stack of naval units (referred to as a "fleet") separately. When he finishes moving that fleet, he may move another. A moving fleet may "pick up" another fleet during its move, but the "picked up" fleet must move at the rate of the original moving fleet, and therefore must cease moving when the original fleet has used all its movement points. A fleet detachment may be "dropped off" but may not move farther on its own nor with another fleet during that player turn.

Q. May naval units inside a blockaded port freely combine with a moving fleet to attack the blockading units?

A. No. As explained in the article in this issue referred to above, if the active player has a fleet under blockade, he may either try to break out or fight through the blockade or wait until another of his fleets moves into the hex and attacks and defeats the blockader. The blockaded and relief fleets may not combine to attack the blockader unless that player allows it, in which case the battle is fought at sea. Otherwise, the blockader fights the battles in a sequence chosen by the active player. If he loses one battle, however, he is not required to fight the second.

Q. If a blockaded fleet escapes to sea and is intercepted or if a blockaded fleet and its relieving fleet are allowed to be joined by the blockader before battle, are they forced to retreat to the blockaded port if they lose the ensuing sea battle?

A. No. If the battle is fought at sea, defeated forces may retreat anywhere the controlling player wishs under the rules of naval retreat and are not required to return to the original port where they were blockaded.

Q. Campaign Game rule F2i. restricts the Spanish fleets to mapboard 1 and the Russian, Swedish and Danish fleets to the Baltic Sea Zone. Does this rule prohibit them from moving into adjacent sea zones on the same board?

A. Ignore this rule. Fleets may move freely anywhere on the boards in play.

Q. Are 4:1 naval combats automatic victories?

A. No; roll as per 2:1 column.

Q. How is Nelson killed or wounded?

A. He rolls as per any other leader involved in combat, unless his entire force is sunk or captured, in which case he is automatically killed/captured.

Q. The TEC notes state that movement across all-sea hexsides is permissible on mapboard 3. Is this movement only between mainland Denmark and the island of Copenhagen, or may a unit move across all sea hexsides anywhere on that mapboard?

A. No, units may only move between those hexes designated on the TEC rule (i.e., EE4 and EE5).

Q. When Westphalia is created, do Hesse and Brunswick cease to exist until Westphalia is conquered by the anti-French powers?

A. Yes; when Westphalia is conquered the two states are restored.

Q. Does this land absorption also occur for the Rhine Confederation, which absorbs all of the other minor German states except Westphalia?

A. No. No states are absorbed per se by the Rhine Confederation.

Q. Do all units listed as "within two hexes of X" have to set up in the same hex?

A. No.

Q. May a minor country group marker be moved to one faction if it controls all of the countries therein except the uncreated states? For example: the French player controls Switzerland, North Italy and Naples; may he move the minor Italian marker to his faction if Dalmatia is uncreated?

A. No. All states must be created and friendly to that player or alliance in order for the marker to be moved to his faction.

Q. Is Gibraltar part of Spain for attrition purposes if captured by the French or Spanish?

A. The attrition rule, as clarified by the second edition, states that all units anywhere on boards 1 and 4 (previously referred to as Spain and Russia) add one to the attrition die roll. Map sections, not borders, delineate attrition zones.

Q. In Scenario II, note D1e. states that Austria holds no territory on mapboard 2. May this rule apply in a solitaire Campaign Game? And, in either case, if North Italy controls Venice, who controls Innsbruck?

A. The case in Scenario II refers to the treaty of peace by Austria which ceded Venice to the Kingdom of Northern Italy and Innsbruck to Bavaria. Players may recreate this in a Campaign Game by imposing this peace on Austria. In this instance, Innsbruck may go to either Bavaria or France at the French (or solitaire) player's option.

Q. How many turns does it take to move from Stockholm to mainland Sweden or vice versa?

A. Stockholm is considered to be "mainland Sweden". According to the optional *Overland to Finland* rule, it takes one turn to go from Stockholm to Finland, but units that are already in Finland must remain there for two turns to go to Stockholm or to a hex adjacent to St. Petersburg.

Q. Who controls Hannover and when do the three Prussian LW units come into play?

A. The French control Hannover at the start of the game. If an anti-French player conquers Hannover, he may create the state and build the Landwehr.

Q. If a nation uses Militia or Cossacks to represent the Landwehr of a minor state he has conquered (but does not have Landwehr units in his own force pool) or if he uses Landwehr because he does not have their regular troop units in his force pool, what is the morale of these minor troops?

A. They use the morale of the counter that represents them (i.e., landwehr, militia or cossacks).

Q. May England build KGL units if the player occupying Hannover or Brunswick (whether he be French or anti-French) objects?

A. No. He may always, however, replace those already lost in play.

Q. The Campaign Game begins prior to the creation of the Rhine Confederation, but a Rhine unit is already on the mapboard at Baden according to the initial setup. Can that unit be used by the French?

A. Yes, it may not move until a French leader begins his turn with the unit however. Additional Rhine units may not be created, nor that one replaced, until the Confederation is formed.

Q. Who decides where the Danish units are placed at the start of the Campaign Game?

A. The French player.

Q. If the Swedish units at Lubeck or Straslund are attacked, is Sweden at war?

A. Yes. Sweden joins the coalition that opposes the invader.

Either this fledgling editor is becoming proficient at judging the tastes of this diverse readership; or the readership is coming to accept his proclivity to consider the entire gamut of AH strategy games. Regardless, the ratings for Vol. 19, No. 3 stand as the best to date since he assumed direction of this periodical; a final score of 3.13 was garnered from the survey. The Series Replay and the designer's introductory article to the featured game, GUNSLINGER, dominate the polling of reader reaction to the articles. The totals for all articles, based on a random sampling of 200 responses:

GUNSLINGER SERIES REPLAY 234
WAY OF THE GUN 228
SQUAD LEADER CLINIC 150
THEY SHALL BE PLAYTESTERS 124
RICKENBACKER'S WAR 74
CRITTERS 72
GUNSMITH'S SHOP 59
COMPLEAT DIPLOMAT 56
INTRODUCTORY LRT 39
GETTYSBURG COMPROMISE 33
AH PHILOSOPHY 33
LINCOLN'S SOUTHERN CAMPAIGN 30
TOURNAMENT SHOWDOWNS 28
OFF THE SHELF 28
THE ASYLUM 12

Of those among our readership whose tastes in literature are not limited to the hobby press, many might have noticed the column "Diversions" in a recent issue of PLAYBOY (Feb. 1983; Vol. 30, No. 2). It is devoted to AH's Microcomputer Game TELENGARD, calling it one of the best "challenging diversions your computer can offer these days." A "D&D computer-age counterpart", TELENGARD is an evolving and involving fantasy. In the brief article, Dan Lawrence, software whiz and designer of the game, gives a fascinating insight into the theory behind the fun. For those wargamers who've not yet seen it, perhaps it is time to look up from your counters and dice.

Across the water, British gamers recognize the best in gaming with their Games Days Awards. Decided by postal ballot, the 1982 winners for the category Best Historical Boardgame were, in order, SQUAD LEADER, KINGMAKER, DIPLOMACY, Ace of Aces, THIRD REICH and CIVILIZATION. It is gratifying that the discriminating and reserved gamers of England are as enthusiastic about our titles as we are.

From north of the border comes No Fixed Address, a periodical devoted to DIPLOMACY and other insanities. A strong thread of humor runs rampant through the pages of this small 'zine. The title, for those who may wonder, is derived from the fact that the publisher/editor, Mr. Steve Hutton, moves every four months. Subscription rates (ten issues) for this irregular publication are $6.50 in Canada and $6.00 (US) in the States. For more information, contact Mr. Hutton through his permanent address — 704 Brant Street, London ONT, N5Y 3N1 CANADA.

At each Winter Gamefest since 1978, the Metro Detroit Gamers have honored two or more individuals or groups whose activities have contributed to the betterment of the hobby. During the November weekend in 1982, Donald Greenwood was presented the MDG Outstanding Hobbyist Award for his long-term contributions dating back to Panzerfaust magazine in 1965 and his recent fine development of best-sellers such as THIRD REICH and the SQUAD LEADER series. We extend our congratulations to Don and to George Phillies, the other recipient of a 1982 award.

Infiltrator's Report

On 22 August, the winners of the recently held PeeriCon II in San Diego were awarded their prizes for their skillful negotiation and ruthless pursuit of victory in multiple rounds of DIPLOMACY. Over the course of ten games, they proved and honed their subtle skills, as well as their stamina. Our congratulations to all of them—especially Scott Cox, tournament winner, who received, in addition to other prizes, a $50.00 Avalon Hill Gift Certificate. For those players who reside in Southern California, that hotbed of DIPLOMACY, and who may be interested in joining in on the fun, details of the already planned PeeriCon III can be obtained by writing Mr. Larry Peery, The Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102. Enclose a SASE please.

One of many good things to come out of PeeriCon II, the San Diego Diplomacy Society has been founded. With twenty charter members, monthly meetings, and a full slate of special events, this newest DIPLOMACY Society looks to be a blue-ribbon organization. Fostered by the Institute for Diplomatic Studies and Lawrence Perry, it certainly should—it has a blue-blood pedigree. Gamers in the region who may be interested in multi-player games are urged to contact Mr. Tim Moore, President, or Mr. Chip Hanika, Secretary-Treasurer, via the offices of the Institute, P.O. Box 8416, San Diego, CA (phone: 714-238-0893).

Once again, the CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING were presented during Origins. These awards honor, in the collective opinion of the members of the "Academy of Adventure Gaming Arts & Design" (who vote on the nominations made by hobbyists), the best of the past year's releases. At Origins '82, the following were the selections of the Academy in each field:

For Best Pre-20th Century Boardgame, 1981 — House Divided, designed by Frank Chadwick, published by Mayfair Games.
For Best 20th Century Boardgame, 1981 — Wings, designed by S. Craig Taylor Jr., published by Yaquinto.
For Best Science Fiction Boardgame, 1981 — Car Wars, designed by Chad Irby and Steve Jackson, published by Steve Jackson.
For Best Fantasy Boardgame, 1981 — Barbarian Prince, designed by Arnold Hendrick, published by Heritage.
For Best Initial Boardgame Reslease, 1981 — Iron Bottom Sound, designed by Jack Greene, published by Quarterdeck Games
For Best Professional Boardgaming Magazine, 1981 — Fire & Movement.
For Best Amateur Adventure Gaming Magazine, 1981 — Journal of WWII Wargaming.
For Best Adventure Game for Home Computer, 1981 — Eastern Front, designed by Chris Crawford, published by Atari Software.

Inducted into The Adventure Gaming Hall of Fame was Marc Wm. Miller.

Nominations for the releases of 1982 will shortly be compiled (see the insert of this issue for the ballot), the awards to be presented in Detroit at Origins '83. Although it sounds impressive, membership in the Academy is not all that restrictive. Those who may wish to make their impressions count are urged to explore becoming a member of the Academy. Membership guidelines and further information are available from Awards, P.O. Box 656, Wyandotte, MI 48192; enclose a SASE if a reply is expected.

No one got Contest 109 completely right, partly because some folks assumed the Kid's gun was uncocked. Assuming his gun is cocked, a "7" on segment 4 is preferable because it allows an aimed shot, but a "B2" is preferable on segment 5 because it can be used to cock the gun or shoot as the developing situation demands. Eight entrants did catch on that the key to the puzzle was to close in as quickly as possible (strangely enough, this is the case even if the Gun Artist is on the trough, as some entries assumed). Since the cocked status of the Kid's gun was not clearly stated in the contest, we accept the eight as winning entries. These winners are: Lee Lasky, Mesa, AZ; Chick Lewis, Altadena, CA; Gerald Lientz, Charlottesville, VA; Charles Michael, Gibsonia, PA; Bruce St. Dennis, Granger, VT; J.B. Skeels, Bradenton, FL; Richard Smith, Harare, Zimbabwe; William Witt, Citrus Heights, CA.

Solution to Contest 110:
With Red to play, he is presented with a difficult problem. There are only three possible moves, each instituting an immediate Green reaction. He may:

a) Empty the threatened pit; then Green can play B6 and win four (two from A4 and two from A5).

b) Overload B5 by playing from A6, but Green can win three at A3 by playing B3.

c) If Red plays A1, converting A3 into a safe pit, Green can win two at A2 by playing B3. This gives the smallest loss and appears the most attractive, but it should be noted that the move giving the smallest immediate loss is not always the best in the end.

To take a closer look at each of these, using the most obvious play (i.e., playing to avoid immediate loss and to capture when possible), let us consider first the third alternative.

Should Red play from A3, the first choice above, the final tally will include—from the 23 pebbles in play—17 for Green and only 6 for Red. The play follows as such: A3/B6(capture 4)/A3/B3 (capture 2)/A4/B4/A5/B6/A6(the only logical choice, otherwise Red would lose 8 for 2 and soon lose even more as the progression continues)/B1/ A1/B5(capture 10) . . . From here the slide is over and Red will capture the majority of the pebbles left in play. But the 16 lost can never be recovered. Given that but a few pebbles separated the scores before this sequence began, Green will certainly win the game.

Should Red play the most obvious, from A1, then Green plays B3 and captures two pebbles. From there the progression, making the most logical moves for each player, is A1/B4/A2/B5/A4/ B6/A1/B1/A5(capture 2)/B1/A2/B2/A4/B3/A6/ B5/A5(capture 2)/B6(capture 2)/A3/B1/A4/B2/ A6/B1/A5/B1/A6/B5/A1/B2/A2/B4(capture 2)/ A2/B5(capture 2)/A3/B1/A4/B2/A5/B3/A1/B4/ A6/B1/A2/B6(capture 4)/A1. At this point the remaining five pebbles will endlessly circle. The result, Green ends with 16 pebbles and Red with seven. This is even worse than playing from A3!

So the play from A6. Here, despite immediate loss of 3 to Green, Red has the best chance of maintaining an equal balance over the course of play until conclusion. The final score, given that both play logically, is 12 for Red and 11 for Green. The Red player is looking for a progression that will allow him to feed pebbles into the first Green pits and then follow by capturing. Since Green will, in the first few plays, capture seven pebbles, the best that Red can hope is to stay even. The play is left to the readers (Hint: Red will capture 5 pebbles on his tenth play and follow that shortly with a further capture of 3; thereafter the players will trade captures—resulting in a final situation where capture is impossible and a split of the remaining pebbles in play).

OPPONENTS WANTED

COLLECTORS CORNER

GENERAL BACK ISSUES

READER BUYER'S GUIDE

NAVAL WAR $6.00

AH's Card Game of World War II Naval Combat

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. Subcategories 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.

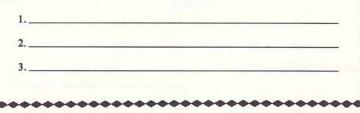|	
1. **Overall Value**	___
2. **Components**	___
2a. *Mapboard*	___
2b. *Counters*	___
2c. *Player's Aids*	___
3. **Complexity**	2
3a. *Complexity*	___
4. **Completeness of Rules**	___
5. **Playability**	___
5a. *Excitement Level*	___
5b. *Play Balance*	___
6. **Authenticity**	___
7. **Game Length**	___
7a. *Basic/Shortest*	___
7b. *Advanced/Longest*	___
8. **Year of Publication**	1983

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. _____

Opponent Wanted 50¢

_____

_____

_____

_____

_____

NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE____ ZIP_____

CONTEST No. 111

As any wargamer knows, a plan of operations is imperative if victory is to be achieved. Any gamer, just as any commander, must have a strategy before ever the first unit is moved or the first battle fought. *STRUGGLE OF NATIONS* stresses this aspect more than any game heretofore. You are to take the role of Napoleon in a match against a master player in the Dresden Scenario. Taking into account the administrative realities facing the French, would you pursue an *offensive* or a *defensive* strategy?

☐ **Offensive**   ☐ **Defensive**

Further, what would be your three primary territorial objectives for your chosen strategy in this scenario?

1. _____

2. _____

3. _____

The answer to this contest must be entered on this official entry form (or a facsimile) found in the insert of this issue. Ten winning entries will receive AH merchandise credit vouchers. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #111 will appear in the next issue and the list of winners in Vol. 20, No. 1 of The *GENERAL*.

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_____

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1982, to be presented at ORIGINS '83, July 14-17, 1983, in Detroit, Michigan
(for information about Origins '83, write P.O. Box 787, Troy, Michigan 48099

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H.G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, $2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2 payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! And include your address. You may vote only once.

Nominations should be for products produced during the calendar year 1982. Exceptions are permitted for older products which gain significant exposure and acclaim during 1982. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1982. All Time Best nominations are not restricted to 1982, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1982 to mid-March 1983. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline--March 31, 1983

THE H.G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1982: _____

2. Best Fantasy/SF Series, 1982: _____

3. Best Vehicular Series, 1982: (includes any man-made conveyance, chariots, wagons, cars, trucks, tanks, ships, aircraft, spacecraft, etc.) _____

4. Best Miniatures Rules, 1982: _____

5. Best Role-Playing Rules, 1982: _____

6. Best Role-Playing Adventure, 1982: (dungeons, campaign modules, scenarios, etc.) _____

7. Best Professional Miniatures Magazine, 1982: _____

8. Best Professional Role-playing Magazine, 1982: _____

9. All Time Best Miniatures Rules for American Civil War Land Battles _____

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

10. All Time Best Miniatures Rules for Science Fiction Battles: _____

11. Best Pre-20th Century Boardgame, 1982: _____

12. Best 20th Century Boardgame 1982: _____

13. Best Science-Fiction Boardgame, 1982: _____

14. Best Fantasy Boardgame, 1982: _____

15. Best Professional Boardgaming Magazine, 1982: _____

The following categories recognize outstanding achievement in adventure Gaming in general.

16. Best Adventure Game for Home Computer, 1982: _____

17. Best Amateur Adventure Gaming Magazine, 1982: _____

18. Adventure Gaming Hall of Fame: (Previous winners of the Hall of Fame are Don Turnbull, James F. Dunnigan, Tom Shaw, Redmond Simonsen, John Hill, Dave Isby, Gary Gygax, Empire, Dungeons & Dragons, and Marc Miller.)

Name: _____

Address: _____

City/State or Province/Zip or Postal Code: _____

Send in your ballot by March 31, 1983 to only one of the following addresses:

Canada:
Awards, % Mike Girard
RR 1
South Woodslee, ONT
Canada, NOR 1VO

UK and Europe
Awards, % Ian Livingstone
London NW10
United Kingdom

JSA and all else
Awards % Bill Somers
PO Box 656
Wyandotte, MI 48192

Australia & New Zealand
Awards % Adrian Pett
Breakout Magazine
P.O. Box 162
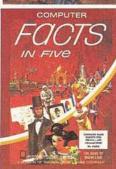Moorool Bark, Victoria
Australia 3138

THE ALIEN—Just you, your crew, and the stars . . . are trapped with **THE ALIEN**, a creature of unknown powers loose on board a space exploration laboratory. The Alien, besides the name of this game, is a deadly foe and will metamorphose to more and more deadly forms as time goes on, so it is imperative to subdue it as soon as possible. Beautiful high-resolution graphics give you a floor plan of the research vessel, the U.F.P. Thrasbulus. Victory depends on clever planning and careful thought.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
43852								48K			28.00

CLOSE ASSAULT—Advanced wargame of tactical infantry combat. Russian, German, and American forces are represented in this WWII simulation which blends the allure of computerization with tabletop gaming. **CLOSE ASSAULT** permits original scenario development or pre-programmed ones. Features include double hidden movement, solitaire or two player option, morale factors, and most unique, a game system that actually lets you control squad level units in life-like situations.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
42201	48K 48K		40K								30.00
42251							48K				35.00
42252								48K			35.00
42253									48K		35.00

VORRAK—The Vorrakian orbital fortress beckons YOU! Harsh sunlight glints off your datavisor as your delta-vee fighter blasts off into heroic destiny or total destruction. **VORRAK** is a fast paced arcade game simulating a small jet fighters attempt to penetrate stalactite and stalagmite—like obstacles enroute to a gigantic power emerald carved out from a massive asteroid. You are of Chi Draconian heritage and your people have selected you to pierce all deadly defenses to destroy the power emerald. The last flicker of freedom around Chi Draconis rests on your shoulders.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
45053									48K		26.00

GYPSY—It's a JUNGLE OUT THERE!
Here you are a happy-go-lucky bug in the garden of your dreams perched high upon a luscious Qok tree sampling the nectar of your delight.
BEWARE!! you are not the only one who considers this paradise their home. There's the infamous Flying Ant of Tasmania, the fierce Fandango Bee and the Lochnest Spider all fueled with nasty stings and bites that will drain your energy reserves. You have to maneuver **GYPSY** through the leafy mazes of the Qok tree avoiding these and other perils.
TI99/4A version available later this spring.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
45201			16K								21.00
45253								32K			26.00

FLYING ACE—In **FLYING ACE** you play the part of a World War One bi-plane pilot, your mission . . . attack and destroy the enemy trucks carrying ammunition to the front lines. You control your plane much like an actual aircraft. Loop to loops, climbs, and dives are all essential maneuvers you must master as squadrons of enemy planes will continually "dogtail" as you become airborne.
Commodore 64 cassette available later this spring.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
45301			16K								26.00
45353								32K			31.00

COMPUTER FACTS IN FIVE—The computer game of knowledge with educational merit for the entire family. 1, 2, or more players participate selecting from more than 1,000 popular and academic subjects. The object is to associate answers with the five classes and categories selected. An entertaining sand clock timer adds challenge to the game as you race to provide the correct answers.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
43452							48K				26.00
43453								48K			26.00
43454										64K	26.00

SPACE STATION ZULU—Humorous strategy game of space station defense. You take the role of the captain of Space Station Zulu, directing your crew of peace loving "Yargs" against an endangering concentration of larva-stage lifeforms. To combat these big, ugly, and slimy creatures the Yargs have a number of weapons at hand: laser guns, fire torches, ice bottles, and grenades to name a few. Trying to stop the ever-growing alien population makes for great fun on board Space Station Zulu.

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
44101		32K									20.00
44152								48K			25.00
44153									48K		25.00

FREDERICKSBURG—Two player tactical level civil wargame recreating the famous first battle of Fredericksburg. The game allows the players to take the roles of General Ambrose Burnsides or Robert E. Lee in leading the Union or Confederacy to victory. A giant 21" x 30" full color mapboard and over 230 illustrated counters are included with an historical rules booklet and software. The actual battle was a debacle for the Union army on that dark December day in 1861, can you uphold or alter the course of history?

	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
42751							32K				35.00

BREAKTHRU (in 3-D)—Fast-action, three-dimensional, high-resolution, machine language, arcade game. But **BREAKTHRU** is more than a mere game, it's like racquetball will be played someday in space! Realistic graphics and sound provide an exciting simulation of motion and perspective. **BREAKTHRU** is as much fun to watch as it is to play. The object is to knock out five consecutive walls at the opposite end of the (racquetball) court using a joystick paddle to strike or deflect the lively ball.
Watch for the Atari VCS 2600 cartridge version available later this spring!
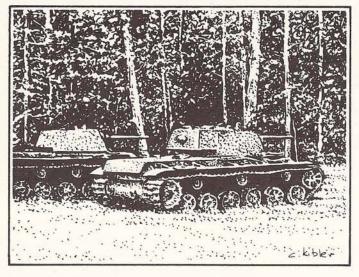
	With Cassette For:						With Diskette For:				
GAME NO.	TRS-80 APPLE I & III II	CBM PET 64*	ATARI 4/800	TRS 80 Color	VIC 20		TRS-80 APPLE ATARI IBM I & III II 4/800 PC				PRICE EACH
43901			16K								20.00

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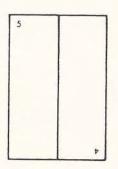
FIRST CRISIS AT ARMY GROUP NORTH

Tournament Scenario 1

RIVER DAUGAVA, June 25, 1941: When Army Group North moved toward the Daugava River, the Russian command responded by detailing the III Armored Corps to meet and destroy Manstein's units. On June 24th, the Soviet armored force made contact with the 6th Panzer Division, the spearhead of the XLI Panzer Corps. Over a hundred of the Soviet tanks were the super-heavy KV models. The size and power of these stunned the panzer crews and baffled the AT gunners: neither seemed to possess a gun which could penetrate the armor of their opponents. The German advance was halted and the 6th Panzer cut off. The following day, the 1st Panzer was ordered to relieve and reinforce the 6th, while the Soviet unit moved to continue its advance. These two efforts immediately collided.

Board Configuration

◄ N

VICTORY CONDITIONS

The Russian player must exit three tanks with functioning main armament off the west edge of the mapboard. The German player wins by avoiding the Russian victory conditions.
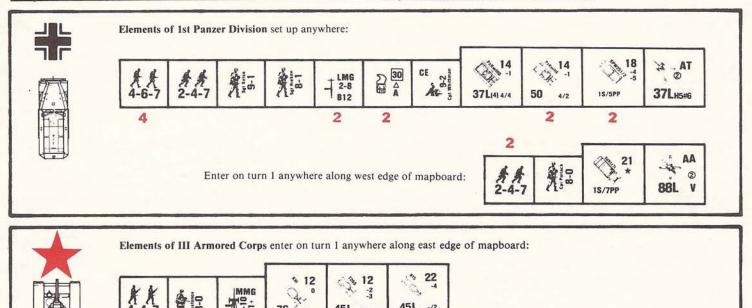
TURN RECORD CHART

| ✠ German sets up first | 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
| ★ Russian moves first | | | | | | | | |

Elements of 1st Panzer Division set up anywhere:

| 4-6-7 (4) | 2-4-7 (2) | Sgt Reise 9-1 | Sgt Netten 8-1 | LMG 2-8 B12 (2) | 30 A (2) | CE 9-2 | PzKpfw II 14 -1 37L(4) 4/4 (2) | PzKpfw III 14 -1 50 4/2 | StuG III 18 -4 -5 1S/5PP (2) | AT ② 37L H5#6 (2) |

Enter on turn 1 anywhere along west edge of mapboard:

| 2-4-7 (2) | Cpt Pollack 8-0 | SdKfz 21 ★ 1S/7PP | AA ② 88L V |

Elements of III Armored Corps enter on turn 1 anywhere along east edge of mapboard:

| 4-4-7 (7) | Lt Lastonov 8-0 | MMG 4-10 B11+ | 12 0 76 4/2x2 (3) | 12 -2 -3 45L -/2x2 (2) | 22 -4 45L -/2 (2) |

SPECIAL RULES

T1.1 There is no road movement bonus.

T1.2 All German infantry and weapons must start and/or enter play loaded in or on vehicles.

T1.3 Units may not utilize Bore Sighting (78.).

T1.4 Battlefield Integrity (93.) is not in effect.

AFTERMATH: The Soviet heavy tanks outclassed the German defense and simply drove through the German units towards their objectives. The German armor commanders responded to this with careful maneuver and precision fire, turning their tanks around to follow the Russian advance while the infantry attempted to close assault the Russian behemoths. These tactics eliminated a few of the Russian vehicles, but the rest continued their steady advance until they ran into German AA and artillery positions in the rear. Unlike the AT and tank guns, these weapons had a fair chance of penetrating the thick armor of the Russian tanks. The Soviet advance ground to a halt. A rapid German counterattack threw the confused Russians back about two miles and relieved the crisis.

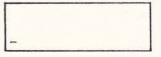*Design by Burt Baker. Development by Jon Mishcon & Joe Suchar.*

PAVLOV'S HOUSE

STALINGRAD, October 20, 1942: At the end of September, units of Rodimtsev's 13th Guards were ordered to seize buildings on Lenin Square and form strongpoints. A damaged apartment building was attacked and occupied by Sgt. Jacob Pavlov and his men, who formed a defensive position with some meager reinforcements. Since it sat astride the German line of advance to the Volga only 250 meters away, his strongpoint came under frequent attack. On 20 October, as part of the general German effort to complete their seizure of the city, one of the strongest attacks to date was launched against Pavlov's house.
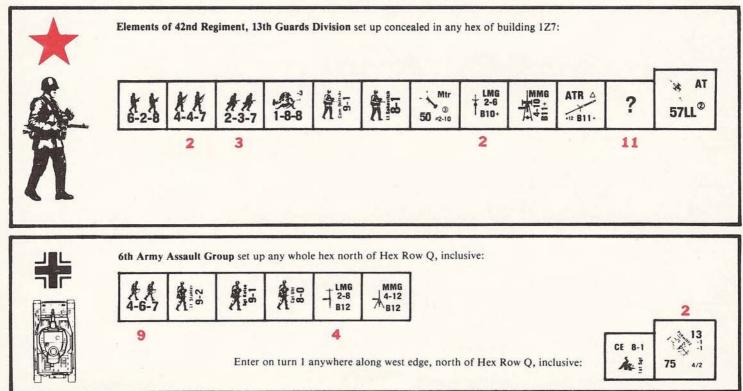
Board Configuration

◀N

VICTORY CONDITIONS

The player with the most unbroken full squads (not crews) in any hex of building 1Z7 at the conclusion of play wins. Should both players have an equal number of unbroken full squads in the building, it is considered a Russian victory.

TURN RECORD CHART

★ Russian sets up first	1 ✚	2	3	4	5	6	7	END
✚ German moves first								

★ **Elements of 42nd Regiment, 13th Guards Division** set up concealed in any hex of building 1Z7:

6-2-8	4-4-7	2-3-7	1-8-8	Com Dtll's 9-1	Lt Sabavich 8-1	Mtr 50 ③ #2-10	LMG 2-6 B10+	MMG 4-10 B11+	ATR △ +12 B11+	?	AT 57LL ②
	2	3					2			11	

✚ **6th Army Assault Group** set up any whole hex north of Hex Row Q, inclusive:

4-6-7	Lt Stahler 9-2	Sgt Koltze 9-1	Cpl Illhi 8-0	LMG 2-8 B12	MMG 4-12 B12
9				4	

Enter on turn 1 anywhere along west edge, north of Hex Row Q, inclusive:

CE 8-1 1st Sgt	75	13 4/2	2

SPECIAL RULES

T2.1 All hexes comprising building 1X4 are considered clear terrain. This is the Lenin Square.

T2.2 Hex 1X7 is considered clear terrain.

T2.3 Hex 1Z6 has been rubbled; place a rubble counter in this hex before play commences.

T2.4 Hex 1AA7 is a third-level building hex (125.).

T2.5 All Russian units are fanatic (26.) regardless of location.

T2.6 The Russian ATG and its attendant crew may be set up using Hidden Initial Placement (42.).
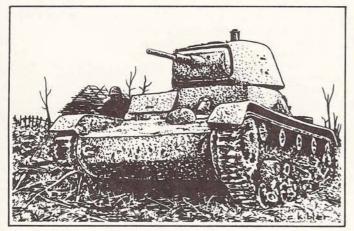
T2.7 Prior to initial placement, the German player must roll a 200mm artillery attack against each hex of building 1U2 and of building 1Q4. Place rubble counters where appropriate but do not place fire markers.

T2.8 Neither side may deliberately set fires.

AFTERMATH: As the German assault group approached the building, Pavlov's men opened fire on the infantry with MGs. When the panzers moved forward to silence the threat, the Soviet AT gun was able to destroy or drive all of them off. Without armor support, the infantry was unable to make any headway. Failure to properly coordinate air and artillery support with such local attacks led to repeated costly failures. This allowed many strongpoints, such as the apartment building that eventually became known as "Pavlov's house", to hold out until the siege was lifted.

Design by Burt Baker. Development by Jon Mishcon & Joe Suchar.

Tournament Scenario 3 — LAND LEVIATHANS

LIPKI, July 3, 1941: Under pressure from Stalin to hold Smolensk, Yeremenko was desperate to halt the German offensive. On 1 July, he committed his sole armored reserve: the 1st Moscow Motorized Rifle Division under Major-General I.G. Kreyzer. It was a crack unit, the pride of STAVKA. Equipped with the new T-34 and KVII tanks, the division moved off to meet and defeat the 18th Panzer Division, the spearhead of Guderian's 2nd Panzer Gruppe. On 3 July at Lipki, six miles east of Borisov, contact was made.

Board Configuration

N

(Board configuration showing boards 2, 3, 4 stacked vertically)
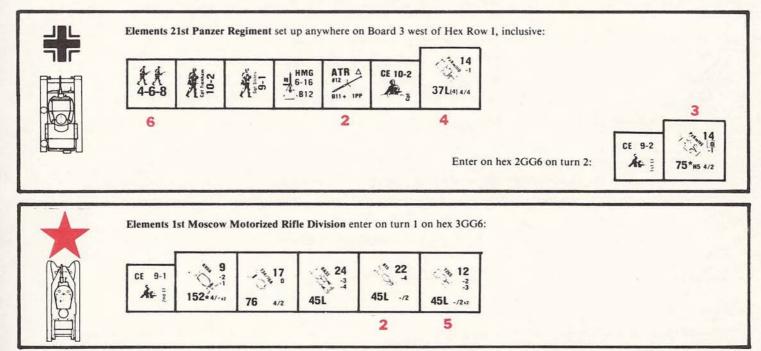
VICTORY CONDITIONS

The Russian player must exit four AFVs (any type) with functioning main armament west off any road hex. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART

		1	2⁺	3	4	5	6	7	END
✠ German sets up first									
★ Russian moves first									

Elements 21st Panzer Regiment set up anywhere on Board 3 west of Hex Row I, inclusive:

| 4-6-8 **6** | Cpl Tennham 10-2 | Sgt Steiss 9-1 | HMG 6-16 .B12 | ATR #12 B11+ 1PP **2** | CE 10-2 Cpt | PzKwIII 14 -1 37L(4) 4/4 **4** |

Enter on hex 2GG6 on turn 2:

| CE 9-2 | PzKwIV 14 0 -1 75*H5 4/2 **3** |

Elements 1st Moscow Motorized Rifle Division enter on turn 1 on hex 3GG6:

| CE 9-1 2nd II | KVIIa 9 -2 -1 152*4/-x2 | T34/76A 17 0 76 4/2 | BA10 24 -3 -4 45L **2** | BT5 22 -4 45L -/2 | T26S 12 -2 -3 45L -/2x2 **5** |

SPECIAL RULES

T3.1 To reflect the effect of the unexpected appearance of the new Soviet armor types, all rules for pre-1942 infantry versus AFVs (105.) are in effect regardless of the presence of functioning antitank weaponry in the hex.

T3.2 Battlefield Integrity (93.) is not in effect.

T3.3 All buildings are of wooden construction.

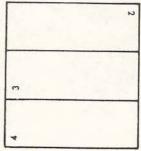**T3.4** All rules for lack of wireless and one-man turrets are in effect.

T3.5 AFVs may not deliberately enter any multi-story building. Bypass in such hexes is allowed. Should an AFV crash into a multi-story as an effect of shock (131.), the building hex is rubbled but the AFV is considered destroyed.

T3.6 All third-level terrain is considered normal second-level hills.

AFTERMATH: A number of light Russian AFVs, supported by a single KVII and a single T-34, advanced on the lead elements of the 21st Panzer Regiment. Stunned by the appearance of the two armored monsters not encountered before on the Army Group Centre front, the German panzerjaegers scattered. A handful of German tanks were all that stood in the path of the Soviet advance. The T26S and BT5 tanks were routed by the PzKw IIIs. The German 37mm shells, however, were unable to affect the KVII or T-34. Two panzers were quickly destroyed. At that point three PzKw IVs arrived to engage the KVII, while the remaining PzKw IIIs concentrated on the T-34's vulnerable tracks. Soon both Russian heavy tanks were out of action, the KVII bogged on soft ground and the T-34 with its treads shot away. Without the threat of the KVII or T-34, the panzerjaegers rallied and were able to hold their position. This incident reveals the cardinal sin of the Russian command: employment of their superior T-34 and KV types not in formation, but individually among light and medium tanks, or as support for the infantry. It was a mistake Soviet Russia was to pay dearly for.
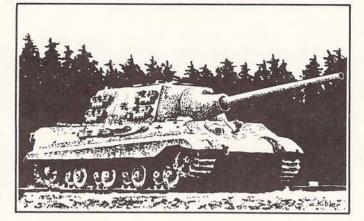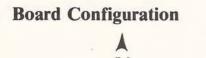
Design by Rex A. Martin. Development by Jon Mishcon & Joe Suchar.

SOLDIERS OF DESTRUCTION

RADZYMIN POLAND, October 10, 1944: The men of the SS Totenkopf Division had stalled the advance of the Fifth Guards Tank Army in late September. Then, silence. No fighting had occurred for the past three weeks. It seemed like a dream. Time to sleep; time to write; time to mend clothing; time to listen to the birds sing. Replacements arrived; weapons were stripped and cleaned. It was too good, too unreal. A feeling of unease pervaded the encampment. There was almost a sigh of relief as the dull thunder of the Russian advance began again.

Board Configuration
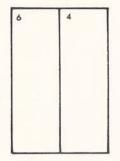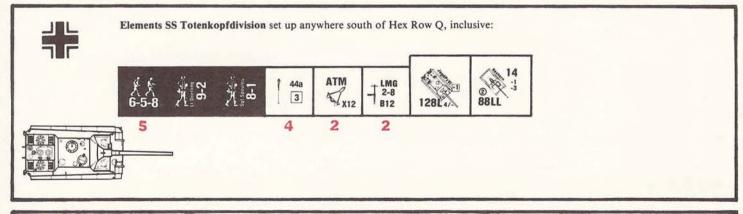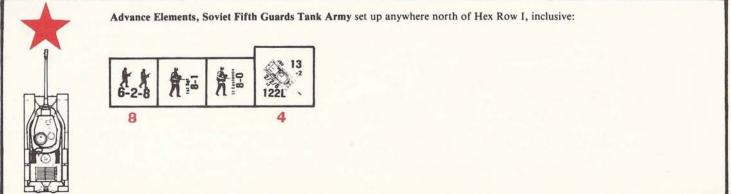

VICTORY CONDITIONS

The Russian player must exit eight squads off the south edge of the mapboard. AFVs with functioning main armament are the equivalent of two squads. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART

		1	2	3	4	5	6	7	8	END
✠	German sets up first									
★	Russian moves first									

Elements SS Totenkopfdivision set up anywhere south of Hex Row Q, inclusive:

6-5-8	9-2 Lt Dreiling	8-1 Sgt Spruins	44a 3	ATM X12	LMG 2-8 B12	128L 4/-	88LL 14 -1 -3
5			4	2	2		

Advance Elements, Soviet Fifth Guards Tank Army set up anywhere north of Hex Row I, inclusive:

6-2-8	8-1	8-0	122L 13 -2
8			4

SPECIAL RULES

T4.1 German AFV crews are SS; all appropriate rules apply.

T4.2 Battlefield Integrity (93.) is not in effect.

AFTERMATH: The three week lull around Warsaw ended abruptly with the fury of the renewed Russian offensive. By sheer weight of numbers, the Fifth Guards Tank Army pressed the SS units back 30 kilometers northwest to the conjunction of the Vistula and the Bug. There, the SS Totenkopfdivision held until the Soviets had exhausted themselves, late in October 1944. Afterwards, another long period of quiet fell as both battered combatants strove to recoup the strength that had once been theirs for the coming effort.