

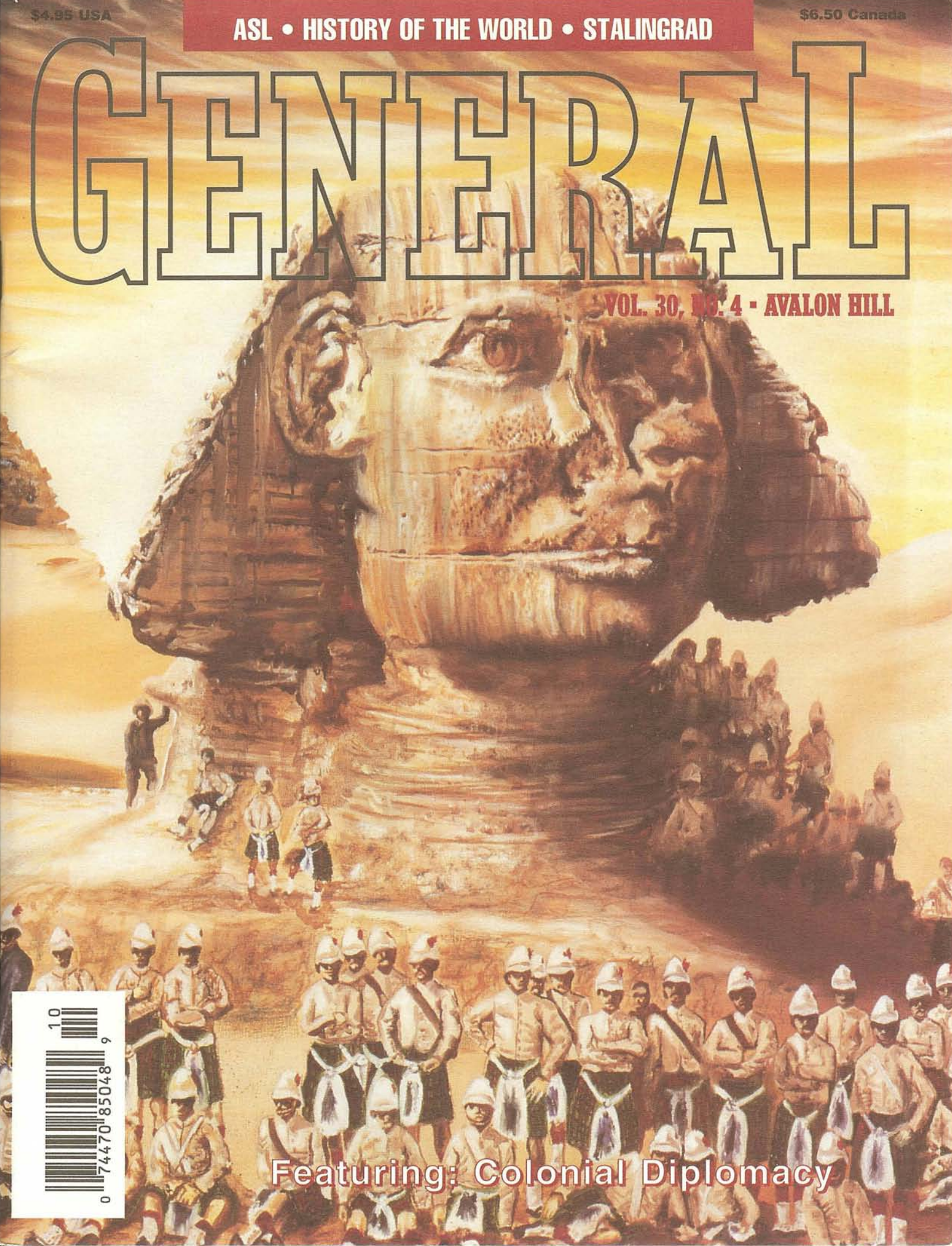
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GENERAL

VOL. 30, NO. 4 • AVALON HILL



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Featuring: Colonial Diplomacy

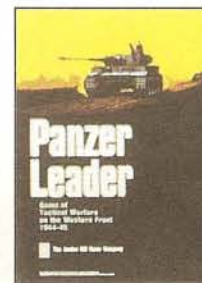
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GENERAL

The Avalon Hill Game Company's *GENERAL* is dedicated to the presentation of authoritative articles on the strategy, tactics and variation of our games of skill. Historical articles are included only inasmuch as they provide useful background information on current AH titles. The *GENERAL* is published by The Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the game buff. The Avalon Hill Game Company is a division of Monarch-Avalon Industries, Inc. The shares of Monarch-Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the Company, write Marshall Chadwell at the executive offices (4517 Harford Road, Baltimore, MD 21214).

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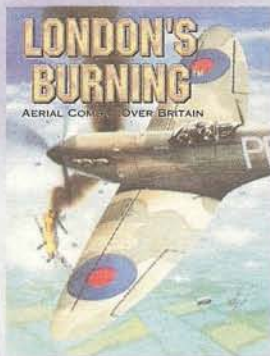
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As Princess Irulan writes in Frank Herbert's *Dune*, "A beginning is the time for taking the most delicate care that the balances are correct." As a gaming article writer, gaming magazine reader and now *The GENERAL's* new editor, I know full well that being the third editor in two years will not make me the instant darling of the readership. You are seeking reliable delivery of this treasured connection that you have to our hobby. This magazine is supposed to be produced six times a year. That is my chief priority and Avalon Hill hired me because they think I can deliver the goods. I must now earn your loyalty by fulfilling this promise in 1996.

Secondly, you deserve a magazine that is chock full of material that you want to read and will give you satisfaction. Avalon Hill has been reliably producing "thinking person's games" for decades. Building upon those creative energies, *The GENERAL* should continue to reach out to the community of players and allow us to feel:

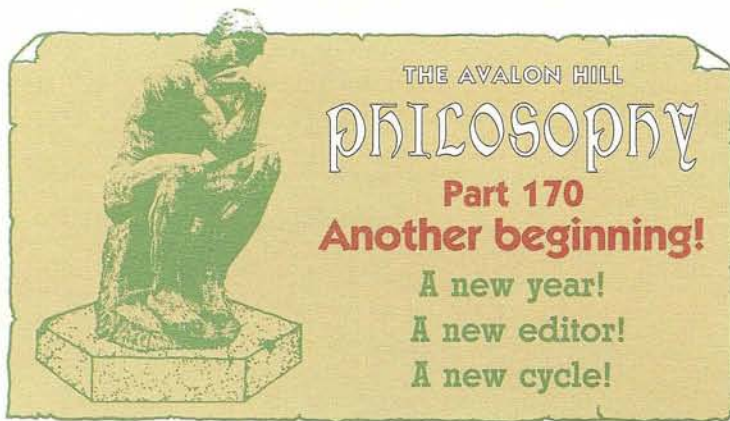
- connected to people with similar interests,
- excited by the challenge of a new game or strategy,
- confident that a tested product and an edited article are being brought to our welcome attention,
- enriched in our understanding of history, human interaction, and whatever else our games portray, and
- pleased by the careful graphics chosen to give us a solid representation of some aspect of our hobby.

In short, you want material that screams out in every issue, "this hobby is great fun." That is why I have read *The GENERAL* avidly ever since age 15 (and I often read articles twice during my well-spent youth).

As Sun Tzu reminds us, before the beginning of war, competition and editorships comes preparation (for more on this philosopher read Hoyt's article in this issue). No doubt you'd like to know a little about my qualifications for this task. As the old saying goes, writers write. The corollary is that editors read. I have done both quite frequently in this hobby and outside of it. Of course, I have been a devoted Avalon Hill fan for about 25 years. I have read more rules booklets (and tomes) than I'd like to admit. You'll find some of my writing in past issues of *The GENERAL*, *Moves and Fire & Movement* (and maybe in a few future issues as well, as my previous efforts trickle into print).

The bulk of my preparation, however, has been as a public policy writer and editor, with formal training in economics. A certain kinship exists between economic modeling and wargame simulation. Of more relevance is my previous career's devotion to making economics understandable to the typical Congressman (all right, not all of my past is filled with success). Believe me, the gulf between economic thinkers and U.S. policymakers is one that must be bridged with prose of high clarity. The current national budgeting fiasco shows how divorced politics is from rational economics. I digress.

This magazine has two major roles to play: 1) fulfilling the desires of current readers and 2) expanding readership. To this end, I must steer the magazine into the 21st Century based upon the firm foundation that much of what was done in the past was working fine. This functioning magazine does not need major "fixing," but perhaps a little fine-tuning and open-minded thinking can improve the service we provide. I have a few ideas that I will relate now and over the course of future issues, but I also want to keep my hand on the



subscriber pulse. The reader survey on the mailing cover for last issue will provide me with valuable input (so if you still haven't mailed it, please do so now).

Fun is one key precept that I have mentioned already. Competition is another. Competition is the basis for most games (although heavy doses of cooperation play a role in most multi-player games). I believe competition predominates in our society. Cooperation is a necessary tactic, but not the only means to achieving societal goals. (I guess I have the mainstream economist's perspective on the healthy role of private sector competition in improving the products and services companies and governments provide.) Organizations always thrive best when endowed with a spirit of cooperation, but let's not forget the lesson of the ides of March—watch your back better than did Julius Caesar.

One of the reasons I like working for Avalon Hill is that it has been pursuing vigorously the goal of playability. The staff takes pride in its development of games that need little or no errata and can be learned and played relatively quickly. Of course, the company has its share of megagames (what auctioneers call a "hobby in a box") with loyal followers. However, if the computer age has shown anything, it is that gamers of today don't want to get bogged down in rule manuals. Game devotees will certainly eat up variants and deeper material, but the first shot at the customer has to be through playability. Mind you, ease of play does not preclude a game from providing a myriad of subtle strategies (just take a look at *We The People* or its soon to be released sister *Hannibal: Rome versus Carthage* to see what I mean). I relish direct face-to-face competition—which usually means playing games that can be easily taught to my friends.

Once we've hooked a customer into the hobby through a readily-playable game, then and only then can we contemplate demanding more of his or her time with our other products. Actually, if we've been successful, the customers will be demanding our products to fill their time. This is where *The GENERAL* fits into the picture. Sure, there are publishing lags, but the magazine still remains the fastest way to supply our customers with the "add-on" material they demand to deepen their gaming experience.

I see the magazine heading in the following directions. Heeding the previous editor's survey of article type preferences, variants and series replays will remain the bread and butter of the magazine. Fortunately, variants tend to come in small packages, so I should be able to publish on a wide variety of gaming interests. Series replays, as popular as they are, cannot be space hogs—as that tends to alienate readers not interested in the game or unable to follow the details of games they do not have yet. I'd love to see two series replays per issue—a goal which will demand much from my outside authors, both in terms of submission rates and in terms of brevity of expression. Perhaps the emphasis on blow-by-blow action will have to give way to a focus on the player's experience in the game.

To maintain a level of interest in each issue for each reader, I will attempt to maintain a balance of article distribution on games by type: two-player, solitaire, multi-player and computer. Sales figures show each type of game to have a solid following. Similarly, the periods covered by historical games shall receive a spread of articles appropriate to the diverse interests of readers.

Historical simulation is what got many of us into this hobby and this must remain at the core of the magazine's efforts. The focus, however, will be playing the games and learning historical lessons from the games. Fortunately, Avalon Hill has a steady stream of exciting new historical game products in line for release in 1996.

With the bulk of company efforts going into designing a variety of quality games, this magazine will not attempt to compete head-to-head with historical magazines or one-topic magazine games. We address a different market need. You can continue to expect a magazine that delivers more substance than style, and the substance will be the enjoyment of gaming.

The featured game generally will receive slightly less coverage as a percentage of usable pages than in the past (following the recent, popular trend towards more articles on a wider number of games). Coverage of new games will come in three major phases whenever possible: 1) a coming attractions mention, 2) a new game short article and 3) more extensive coverage with analysis, Q&A, design notes, etc. This third phase should come faster than it has in the past (playtesters, designers and developers beware, I'll be looking for you to write for me). With Avalon Hill producing roughly a game a month, this bimonthly magazine will have to split its "feature" focus somewhat, and not every game will get a cover.

Readers tend to want to see the human side of the hobby, so the staff briefing (interviews) will return.

Computer games, despite having short shelf-lives, will continue to deserve coverage in these pages. Nonetheless, the unique features of computer gaming will necessarily restrict the amount of writing that can be done.

In this year of the Olympics, I must make special mention of sporting games. The year 1996 is the one-hundredth anniversary of the modern Olympics inaugurated in Athens. Games have been a part of society and war throughout the ages. Yet, today's Olympic games represent an effort to infuse international life with a more civilized form of competition than military confrontation. This ideal has not been fulfilled, but the effort must be applauded. Similarly, sports games provide a version of war simulation and gaming competition that deserves attention. Many of my wargame friends don't touch them and aren't sports fans. Yet, my experiences at AvalonCon confirm that many of you do and are. The sports column is back.

If I haven't gotten the grognards grumbling yet, read on. (By the way, for those who haven't seen the term, "grognards" refers to Napoleon's faithful old guard, who frequently grumbled, but remained totally devoted to the Emperor.) This magazine must help overcome the aging of the hobby. My invitation for youthful war stories in the last issue is an attempt to get material into this magazine that will appeal to the next generation of wargamers. As the grandmasters of the game age, let them not scare away new players. Early returns of the reader survey show a significant number of aging readers, WHO JOINED THIS HOBBY AND SUBSCRIBED TO THIS MAGAZINE IN THEIR TEENS. This magazine should not grow old and die with them. Instead, it should serve to gather into the hobby new blood, the teens of today, while still providing the old guard with new variants and scenarios for their favorite games. *The GENERAL*

(Continued on pg. 62)

THE SUN NEVER SETS

A STRATEGIC ANALYSIS OF COLONIAL DIPLOMACY

By Peter Hawes

This contribution from the game's Australian designer leads off the issue's coverage of COLONIAL DIPLOMACY. Fans of multi-player games will find this game provides a different perspective on global competition. Enjoy these views from "down under."
—SKT

COLONIAL DIPLOMACY (CDP) is a game of grand strategy set during the great age of colonialism in the 19th century when the European powers, bristling with nationalistic fever, sent their forces into Africa, Asia and the Far East to "honorably" carve out their respective empires. It is also a game of intense DIPLOMACY in which the powers negotiate for alliances that will help their military objectives. These alliances come and go as the power balance changes in the colonial world, very reminiscent of the Napoleonic era half a century earlier. The use of DIPLOMACY's game system is very apt in an era when alliances shifted and major powers bartered over colonies and traded concessions amongst themselves. The end result is an intriguing tactical game set amidst a Machiavellian world of trust and treachery.

The great appeal of CDP is the multiplicity of strategy options available. The large board with its diverse geography, more land and sea spaces, more supply centers and more military units (when compared to DIPLOMACY) leads to a more complex game. The average number of units per player in DIP is four to five, whereas in CDP, each power quickly grows to eight or nine; and since the potential number of movement options and interactions between players increases exponentially with the number of units involved, there is an almost limitless number of possibilities each turn which will cause many tactical dilemmas. In addition to the mathematical possibilities, the nature of the geographic set-up leaves many of the major powers with several different grand strategies available (e.g., should Japan attack the mainland possessions of Russia and China or go after the Pacific Colonies using its fleet strength?). Each of these options for the major powers may well be quite sound, but the outcome of each may differ enormously depending on which combination of strategy options the other players have chosen. The Pacific option for Japan works well if the Dutch concentrate on Singapore, the Malay Peninsula and Ceylon, but it might be fruitless if they instead head straight for the Philippines and are aided by the British fleet in Hong Kong.

Since this is one of the features of the game, it is worth analyzing the various strategic options available for each major power in an effort to try and come up with a clearer understanding of the relative strengths and weaknesses of each. Be warned however, that just when you think you have found the right game

plan for a particular power, a new opponent will do the unexpected, forcing you to rethink your options; or worse, you draw a power you have not played before and the whole dilemma starts over again.

BRITAIN

Britain was the most powerful of the colonial powers during the 19th century, and she proudly boasted that the sun never set on her Empire. The British inherits this vast empire which stretches across most of the mapboard from the naval base in Aden, to the great possessions in the Indian sub-continent and on to the island fortress of Singapore and the Crown Colony of Hong Kong. Starting the game with six units when the other major powers have mostly three or four, makes Britain look deceptively strong. Yet, after analyzing the position of these units and her geographical location in the center of the board, you realize that she is not as strong as first thought (see Figure 1).

The two armies in India (Madras and Delhi) are three provinces apart and thus not able to support each other. They need to move inland to capture further colonies and at the same time block the two main routes into India that lie at

both ends of the Himalayan Mountains—which are impassable. This usually means going in different directions and leaving behind the coastal support offered by the fleet starting in Bombay.

The Delhi army often heads toward Kashmir and Central Asia while the Madras army tries to take Bengal and some of Burma before the Chinese. This leaves them both widely separated on the board and forces Britain to deploy on two fronts right from game start. Keeping these two units together, although strengthening one front, would mean not only losing a potential build on the other front but also it would expose that front to an undefended attack. Britain ought to negotiate with the Chinese on the early turns, to avoid a standoff in Bengal and Kashmir, then with the resultant builds it can reinforce both fronts and have a good chance of holding on.

The fleet in Aden situated at the mouth of the Red Sea is also three moves away from the nearest British unit, and its daunting task is to block Turkish naval expansion from the Mediterranean through the Suez Canal into the Red Sea and the Indian Ocean. It may be supported by the Bombay fleet but this unit really needs to block the Persian Gulf and prevent the Baghdad fleet from entering the Indian Ocean.

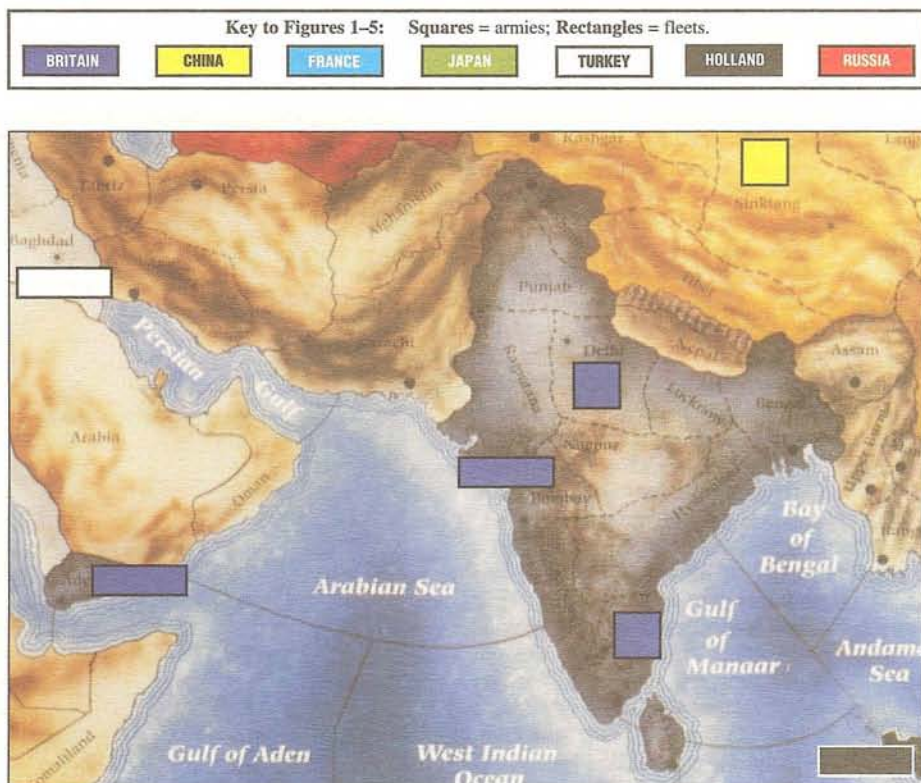


Figure 1. Britain looks to the northwest of India for expansion options.

The two remaining fleets in Singapore and Hong Kong are isolated fleets situated far from the rest of the empire and their survival depends on tactical maneuvering and astute diplomacy.

The intrinsic weakness of the starting locations of the six initial British units often escapes the notice of novice enemy players. The misconceived perception of British strength will be a fact of life for all British players until the game is better understood and may make diplomacy with her neighbors a little difficult. It is important that Britain does not compound her problems by being too aggressive in the early turns by attempting to grab every colony in sight. By the first counting turn, she can expect to pick up anywhere from two to a theoretical maximum of six colonies. Any power that starts strong and then grows alarmingly fast in the early turns is not going to fare too well at the negotiating table.

If six colonies were gained—bringing her total to 12—the five major powers that border on the British Empire would have no trouble stripping her bare after a few counting turns. In the early game, Britain should consolidate, not make enemies and not expand aggressively. Otherwise by mid-game, she will find herself in the center of the board surrounded by five unsympathetic enemies.

There are four main directions in which Britain can expand—two to the east and two to the west, so the British player is not going to be short on strategic options. Should one option be chosen on each front, or can a good ally be found on one front while an all out attack is made on the other?

Western Options

1. To the northwest of India lie Kashmir, Kashgar, Karachi and the Persian Gulf oil states of Tabriz, Shiraz and Persia. Moving in this direction leaves the options open for an alliance with either Turkey or Russia who are also involved in this region. If these two are fighting, Britain will hold the balance of power and an alliance can be made with one of them. Be careful not to antagonize both because a solid alliance between Russia and the Ottomans can be disastrous for Britain.

Karachi and Kashmir are potential gains in this area but neither are certainties, since both attacks can be stood off by the Turks and the Chinese respectively. The Bombay fleet can move to the Arabian Sea and then to Karachi as long as the Baghdad fleet takes Shiraz or Persia. It could cause a standoff in Karachi but both sides would lose a build, so if Turkey did this it would be an ominous sign that a deal had been struck with Russia and the combined aim was to limit Britain's gains as much as possible.

The Delhi army can move to Punjab and then to Karachi, but once again, a standoff is possible with the Chinese army from Sinkiang but the difference here is that China does not miss out on a build since it would remain in Kashgar (which is a supply center). Ascertaining China's intentions in this area is important before committing the Delhi unit to an attack on Kashmir in order not to waste its move on a standoff. If China intends keeping Britain out of Kashmir,

then it is wiser to use the Delhi unit to support the attack on Karachi by the Bombay fleet and be sure of at least one build in the area.

Before giving up on Kashmir, however, China should be made aware that Russia's natural area of expansion is into Central Asia and it is in the common interest of both China and Britain to have an alliance here and take Tashkent before Russia. China should therefore standoff a Russian attack on Tashkent if it is forthcoming rather than a British move on Kashmir.

2. If Russia agrees that Turkey is to be attacked immediately, transporting the Madras army via the Bombay fleet to Arabia and combining with the fleet in Aden, enables Sudan, Egypt and then Turkey itself to be taken. Sudan is a sure build for the Fleet in Aden, but standing off a Turkish unit in Egypt may be more beneficial to the overall strategy because it limits Turkey's builds by one. One less build for Britain is of no consequence at this stage, since there is no shortage of builds elsewhere. Sudan stays neutral but within easy reach for Britain.

Eastern Options

1. To the east of India lie Bengal, Assam and the three provinces of Burma. The Madras army is not guaranteed Bengal as it can be stood off by China, so the Bombay fleet can be brought around to the Bay of Bengal to support into Bengal, Upper Burma or Rangoon. Negotiations with China and French Indo-China will determine the outcome here.

2. The Dutch East Indies can be attacked, especially if France agrees to help. The Hong Kong fleet heads for the Sunda Sea and the Bombay fleet for the East Indian Ocean to combine with the Singapore fleet which hopes to capture Malaya. A fleet should be built in Madras and move to the Andaman Sea, making a total of five British units in the area. This should lead to many gains in the far east.

Special mention needs to be made of the isolated fleets in Singapore and Hong Kong. To a

new player it might look as though these units have no chance of survival isolated as they are in "foreign" territory. However, they are vital units—not only for their ability to capture other colonies, but more importantly, for their enormous potential in the diplomacy phase. What wouldn't a Chinese or French player do to have the Hong Kong fleet's assistance for an attack on Tongking or Canton! Similarly, the Singapore fleet is in a position to help both the French and the Dutch. The latter in particular does not want to be held up by fruitless standoffs in the Java Sea. The good will generated by these fleets can earn Britain some favors in Burma and Malaya.

Britain will do well if she doesn't fight a two-front war. She must make an ally out of China, France or Holland in the east and never take on both Russia and Turkey in the west.

CHINA

China is the second of the centrally located powers on the board and because of its immense size and long frontiers, it can be attacked from the first turn by France, Britain, Russia and Japan. Good diplomacy early in the game is essential until at least two of the four possible invaders are friendly. The notable uniqueness of the Chinese set-up is that it is an entirely land-based power (*Figure 2*). The absence of a fleet reflects the fact that the Manchu rulers had an arrogant disregard for the rest of the world. Travel and trade were of no importance and the once powerful fleets of the 15th century were not maintained. By the time of the invasion by "Western Barbarians," China had no fleet.

For a land-based power with no fleet, a long coastline can present a problem. China needs to move its army units inland to pick up territory, but this leaves the Pacific coast and three of its starting provinces undefended. However, this can easily be rectified if China wants to adopt a "Pacific front" strategy, since she has no shortage of ports in which to build fleet units

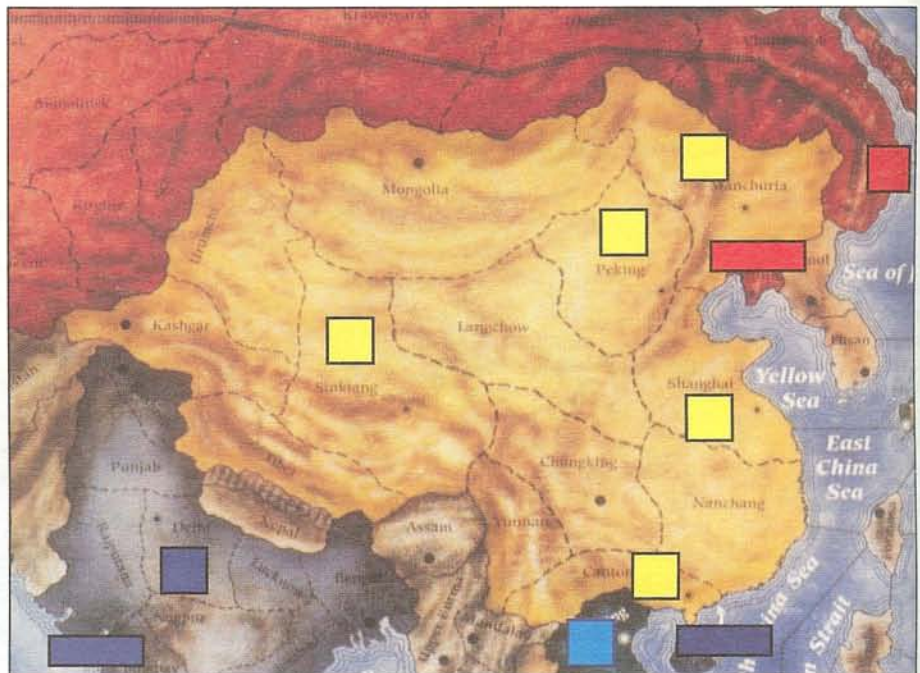


Figure 2. China's borders are hemmed by enemy armies and fleets.

(Manchuria, Shanghai and Canton). An opening known as “the fleet maneuver” leaves these three port cities open on the first counting turn. With China almost guaranteed at least three builds, she can hope to obtain two, if not three, fleets. Canton is the only one that is really in doubt because it depends on both France and Britain not attacking it on the very first turn. Good diplomacy should stop this and the knowledge that the Shanghai army is moving south to Nanchang to support Canton should convince them that Canton won't fall easily.

This strategy will enable China to go on the offensive in the Pacific and to have a chance of taking an array of provinces (Formosa, Seoul, Fusan, Hong Kong, and the Philippines) which otherwise would be left to Japan, Russia, France, and Holland. It also has defensive advantages as well. If all the Pacific colonies are left to foreign powers to mop up, what then is left to attack but the Chinese mainland?

Without any Chinese fleet, the lone Russian fleet in Port Arthur is the only obstacle to the threat posed by Japan with its great fleet strength and it's only a matter of time before Japan takes control of the Yellow Sea (which borders seven supply centers), and then attacks the Chinese mainland. The same applies to the South China Sea which is another very important strategic space. Attacks from here onto the coast usually result in the loss of Canton and then a domino effect up the coast occurs.

Turning now to China's land options, the northeast is the biggest worry. Japan, Russia and China form a deadly triangle in the intriguing battle for the Korean Peninsula and surrounding provinces. Two of the three will eventually form an alliance. China does not want to be the odd man out or it could be all over very soon. A cautious approach is strongly advised here. Take Mongolia with the Army in Peking, but don't attack with the Manchurian army unless Russia offers you Seoul or Fusan. Let Russia and Japan fight over Korea and Vladivostok and, when the time is right, come in on the side which offers you the most. It is hard to say which of the two is the more desirable ally. Russia being a land-based power is always a threat, but a Japan that has eliminated Russia's eastern provinces is equally difficult to stop, particularly with its strong fleet support.

In the south, Assam and the provinces in Burma are a rich prize, but France and Britain feel the same way, so a fair split is the best option for China initially. Avoid making enemies on this front until the northeast is sorted out and any possibility of a combined Russian-Japanese attack is gone. This neutral approach in the south may help Canton survive the first turn because it is vulnerable to a supported attack from Tongking and Hong Kong. The loss of Canton is an undesirable start and every effort must be made to keep France and Britain friendly in the early part of the game. Assam and Upper Burma may be taken with France getting Mandalay and Rangoon and Britain getting Bengal. This should keep all parties happy for at least a couple of turns and will buy China valuable time to gain the two allies it needs.

The Shanghai army is a very useful defensive unit which can be used both in the north and

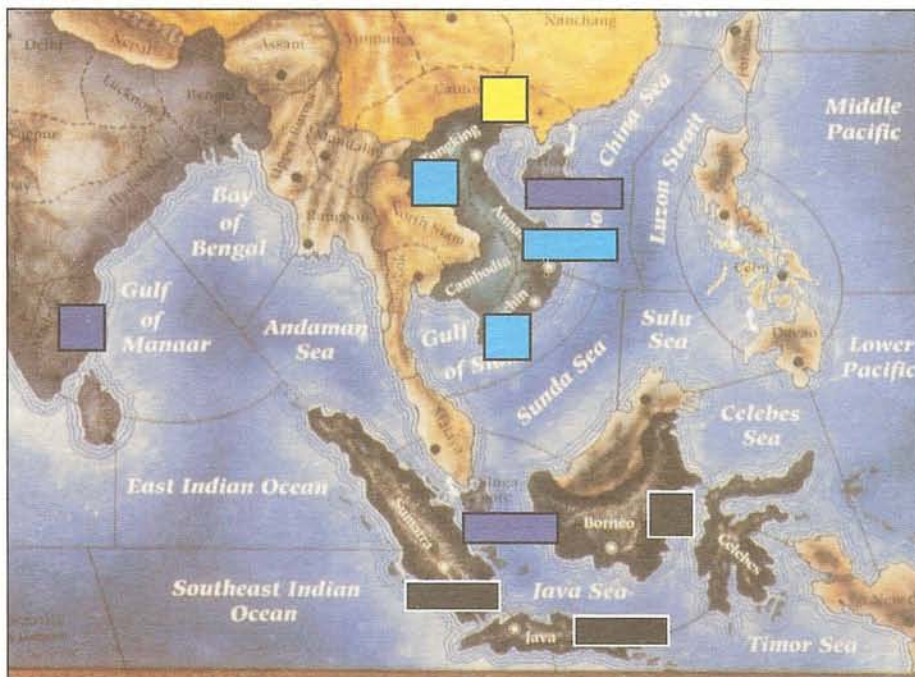


Figure 3. France, Holland and Britain contemplate their Indochina dance partner options.

south. It can support Manchuria, which is vulnerable to a Russian attack from Port Arthur and Vladivostok. This frees-up the Peking Army which can then take Mongolia. If a deal is done with Russia and the Manchurian army takes Seoul (or backstabs Russia and takes Port Arthur or Vladivostok), the Shanghai unit can move to Manchuria and defend it as well as support the Manchurian army in Seoul.

On the other hand, it can be deployed south to Nanchang and support Canton if threatened by Britain and/or France. If the diplomacy has gone well and Canton is safe, this unit can take Chungking as an added bonus.

From Nanchang, the Shanghai unit can cover both Canton and Shanghai if either look threatened by a single unit attacking. If neither are in any danger, then leaving both supply centers open allows two fleets to be built—part of the “fleet maneuver” mentioned above. Shanghai is the least likely to be attacked and if Russia's Port Arthur fleet stands off the Japanese fleet (thus leaving the Yellow Sea empty), then Shanghai is perfectly safe and should be left open for a build. Canton is more at risk since there are two adjacent foreign powers. Good diplomacy here and a modicum of luck may result in a build in Canton, which really strengthens the southern part of China.

The army in Sinkiang can move west to Kashgar or south to Assam and from these provinces it can stand off other powers (Russia in Tashkent and Britain in Bengal and Kashmir). This is an extremely useful unit which by attacking is actually defending China's frontiers and preventing a neighboring power from obtaining a build. Which option it chooses depends on which power China ultimately wants to block: Russia or Britain.

If China remains neutral early and picks up its internal builds (Mongolia and Chungking), it will be strong enough by mid-game with a force of eight or nine units to mobilize to

whichever front is threatened and beat off any single aggressor.

FRANCE

French Indo-China is the third central power and—as such—should adhere to the doctrine that central powers should not be fighting amongst themselves while open to attack from the periphery. Britain, China and particularly France are in the center of the CDP mapboard and each are vulnerable to attack by two or more outside powers (Figure 3). It would be suicide to be fighting on an inner front and at the same time have to take on one or two powers on an outer front.

For France, the outer threat comes from the Dutch and from Japan, but she also has to watch her inner border with China. A trusting alliance with China is essential and neither power can win if an all-out battle occurs early in the game, but the geography makes it extremely difficult to establish this alliance with Tongking and Canton being adjacent. Both powers want to move their units out of these cities toward Burma, but the threat of an immediate stab always hangs over them.

There is also the logistical problem of mobilizing these armies, because Mandalay is adjacent to both Canton and Tongking and is the preferred route into Burma for both armies. If conflict is to be avoided, an even split of the available colonies here is the best option: China gets Assam and Upper Burma with France receiving Mandalay and Rangoon. The Tongking army can move to Mandalay, and China still is able to mobilize the Canton army via Yunnan into Upper Burma.

This “carve-up” suits France better than other possible combinations, because it leaves its units in adjacent provinces which can support each other and they also make a strong defensive line guarding the western approach into Indo-China. Occupying Mandalay is desir-

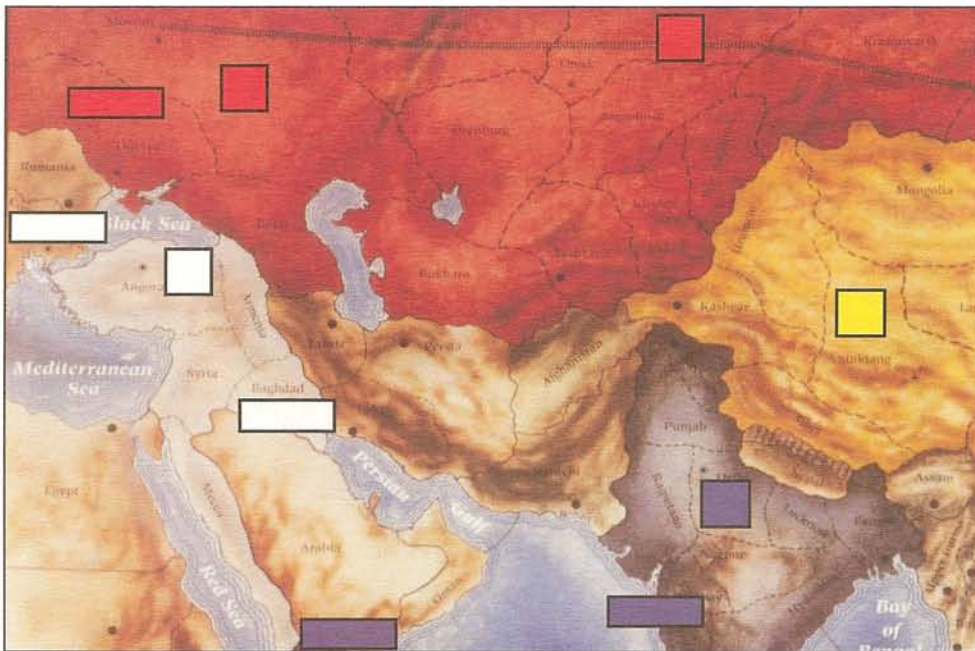


Figure 4. The Russo-Turkish rivalry is complicated by the British.

able because it can guard Tongking and, if necessary, support an attack from Tongking into Canton later in the game (if so required).

Regardless of what deals are made during the Diplomacy Phase, it takes a bold player to be the first to vacate Canton or Tongking. The Chinese player also has the British fleet in Hong Kong to consider, and is likely not to move on the first turn, so France has to be very trusting to order army Tongking to Mandalay without first establishing an alliance with the Chinese. Moving fleet Annam to guard Tongking is sound, but it is a wasted move if China is trustworthy and it is far better to move this fleet to the South China Sea and on to Formosa or the Philippines or to head for the Gulf of Siam and then Malaya.

The importance of capturing Malaya and moving the fleet around into the Andaman Sea cannot be overstated, because this then gives vital support to Rangoon and Bangkok. A deal with the British safeguarding Hong Kong and Singapore, in return for Malaya, is worth trying. In fact, this could be part of an Anglo-French alliance, mobilizing for an attack into the Dutch East Indies.

The remaining army in Cochin heads for Bangkok and hopefully takes it unless the Dutch stand it off from the Andaman Sea, which is unlikely because they have two or three other better targets.

Assuming Britain and China remain friendly or at least neutral, this opening results in two, if not three, builds by the first counting turn and brings the French total to five or six units, which is a strong start. Some French players propose a very aggressive opening which requires an alliance with the British and an immediate attack on Canton by the Tongking army supported by the British fleet in Hong Kong. The justification to the Chinese for this is that Canton is a "sitting duck" entirely undependable, outnumbered 2 to 1...and France wants it. If China accepts this as a quirk of fate and blames the bad geography, a strong reassurance that no more Chinese territory will be taken might be enough to persuade

China to join the alliance and all three allies are then free to tend to their outer fronts (and China in particular has plenty to worry about especially in the northeast). Are the Dutch friend or foe? This is the million dollar question for France. They are probably more interested in getting to the Philippines before the Japanese than attacking Indo-China and initially they have to worry about the British fleet in Singapore. For this reason, it is a good idea to propose an alliance which is in fact very strong. France and Holland with their combined fleet strength can beat Japan to the Philippines and block Japan's southward progress at Formosa.

A second possibility for this alliance is to simultaneously mobilize westward and attack India. Dutch fleets in Ceylon, Gulf of Manar and Bay of Bengal (with the French army attacking out of Burma into Bengal) would be difficult to stop. This is very effective when Britain is facing a Turkish-Russian alliance and has to leave India unguarded. Although an unlikely combination, these two are well suited as allies.

If the idea of having the Dutch at your rear leaves you feeling a little uncomfortable (especially if war with China is a possibility), then an attack into the East Indies with British support early in the game will severely weaken the Dutch if not wipe them out. The French fleet can link up with the British fleets from Hong Kong and Singapore. Malaya is guaranteed and Sarawak will soon be threatened. Two fleet builds each for France (Annam and Cochin) and Britain (Madras and Hong Kong—and possibly a third if Singapore is open) and the pressure is really on the Dutch. The prize is the five colonies in the East Indies and then the Philippines.

By midgame, conflict with Britain or China is likely, so if the alliance with Britain is going well the time is right to attack China. With fleet support from Hong Kong and South China Sea, Canton should fall to the Tongking army. Moves into Nanchang by the French and into Tibet by the British will soon have China outflanked and in trouble.

If Britain is doing too well in the Persian Gulf Area, she may have to be attacked instead of China. A well-timed stab by France makes this quite easy, because the British units in the East Indies are always outnumbered by the French forces there. France can pick up another three or four colonies this way.

France's position on the mapboard demands that she never be fighting with more than one of her three neighbors—China, Britain and Holland, and the other two must be kept as allies well into the midgame at which point she will be able to break out.

HOLLAND

The Dutch East Indies, being one of the two real "board-edge" powers (Japan being the other), is situated in an enviable corner of the board with no threat to its rear and no nearby major power which can attack it en masse on the first two turns (Figure 3). French units are at least four turns away from the nearest Dutch starting center as is the British Fleet in Hong Kong or a fleet from Madras (created on the first build by Britain).

This appears to give the Dutch a great defensive advantage with four turns in which to grab any available builds and consolidate before an enemy power can strike. However the geography of the East Indies makes the true situation a lot more difficult with the three Dutch supply centers all being separated from each other by the Java Sea. Thus, the three home centers are defensively weak and Holland needs to use the first few turns to consolidate its defensive position before any of its centers come under attack.

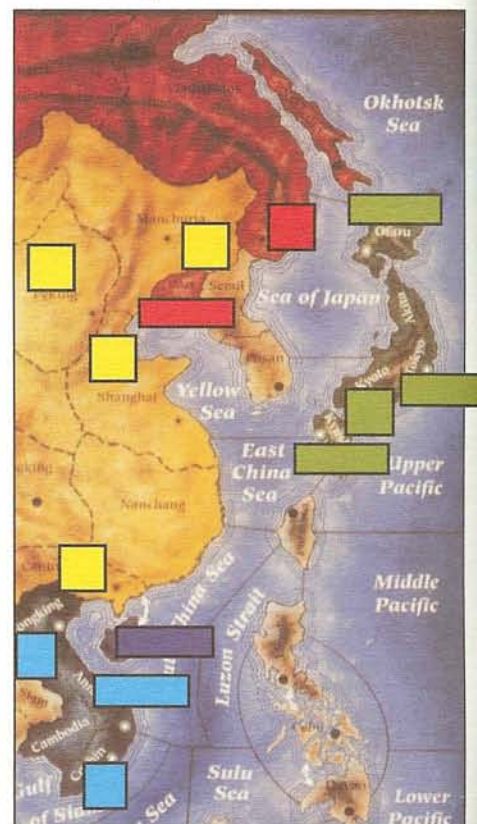


Figure 5. Japan and Russia find room for expansion, but strong enemies in the east. A Dutch fleet (to the south) may also join the race to the Philippines.

The isolated British fleet in Singapore is the only unit that can bother the Dutch, but it shouldn't be underestimated, since it has access to the Java Sea (which is the key to the defense of the East Indies). The Java Sea is of immense strategic importance as it borders six colonies: defensively, it guards all three Dutch home centers and offensively allows attacks into Singapore, Malaya and Sarawak. Once a fleet occupies the Java Sea, the initially weak defensive position is in fact quite strong.

The opening moves for Holland fall into two categories.

1. The Defensive Option (which guarantees the Java Sea). This necessitates one fleet supporting the other into the Java Sea in order to stop a standoff by the Singapore fleet. Then, on the second turn there is a 50% chance of taking Singapore or Malaya by out-guessing the British move with the Singapore fleet. If either of these colonies are taken, the British threat is removed because the isolated fleet is no match for four Dutch fleets especially if the British fleet ends up in Singapore. However there is also a 50% chance, if the wrong guess is made, of Britain picking up Malaya and gaining a fleet build in Singapore. (This occurs if the Singapore fleet is ordered to Malaya on turn one and back to Singapore on turn two, but is stood off in Singapore by the Dutch fleet ordered from Java Sea to Singapore.) If this happens, the British may choose to fortify their position on the Malayan Peninsula by reinforcing the area with the Hong Kong fleet and sending a newly built fleet in Madras to the East Indian Ocean or the Andaman Sea. This brings the British fleet strength to four and evens up the odds with the Dutch.

Sarawak which can be taken by the army in Borneo is the only sure build, so this opening secures the Java Sea and strengthens the Dutch by one or two colonies. For some players, this is not acceptable and a more aggressive and risky option is chosen.

2. The Offensive Option

Renegotiate the "Strait's Settlement" agreement and give Malaya to Britain in return for not entering the Java Sea. Then fleet Java takes New Guinea and army Borneo takes Sarawak. The fleet in Sumatra can take Ceylon (and risk antagonizing Britain) or move to the Andaman Sea and chance taking Rangoon or Bangkok. This opening can guarantee three builds (if Ceylon is attacked) and gets Holland off to a great start if Britain is good for its word.

If Britain does enter the Java Sea on turn one and threatens to take a home colony, it is still better to go for the three builds than to try and guess which of the three home centers the British fleet will attack. A wrong guess loses a home center and the third build. In this situation, the loss of a colony is not too great a disaster since the net gain of two builds brings the number of Dutch units to five which can deal with the two British fleets. If Britain keeps its word and stays out of the Java Sea, this is a much better option than the defensive approach.

French intervention on the British side (regardless of which of the above options is chosen) is a real worry and every effort should be made to keep France as an ally. If this fails, China must be encouraged to attack French

Indo-China from the north which will cause France to pull back in defense.

The three colonies in the Philippines are Holland's major objective and little time should be lost getting there. Japan, France and Holland are equidistant from the Philippines, but Japan wants Korea before the Russians get it and France can be held up getting into the South China Sea by the British fleet in Hong Kong. Therefore, the Dutch have a good chance of getting there first. It may even be worth foregoing the New Guinea build with the Java fleet and plotting Java Sea to Celebes Sea to Davao then to Cebu [*Or Timor Sea to Celebes Sea. . . SKT*]. If Japan does head straight south with the Tokyo Fleet and plots Upper Pacific to Middle Pacific then to Cebu, she can be there before the Dutch, so time is of the essence and a fruitless standoff with Britain in the Java Sea must be avoided or Japan will end up with most of the Philippines.

At this point, an alliance with either Japan or France is beneficial in order to keep on the offensive. With France, the Japanese can be pushed back to Formosa and all further progress south halted. When the Japanese threat is removed, the Dutch can think about expanding up the Malayan Peninsula or across to India.

If Japan is chosen as an ally, French Indo-China, Hong Kong and mainland China can be attacked. This combination may turn out to be the eastern "steam-roller" of the CDP board with the two sweeping westward across the mapboard.

The next task for Holland once Japan is no longer a concern (being either bottled up or a confirmed ally) is to take Singapore and the Malayan Peninsula. Control of the Sunda Sea and Andaman Sea are necessary for this. The latter is also important for attacks into Bangkok and Rangoon, so the Dutch must make the Andaman Sea a priority. Leaving Singapore in British hands may be necessary if an alliance with Britain is required to attack French Indo-China.

When the British alliance is no longer needed and Britain's pleas are ignored, Singapore can be taken followed by an attack on Ceylon and Madras which will end all further Anglo-Dutch negotiations, not that there will be much left of India if a French ally attacks Bengal at the same time. Once India falls, the Dutch can pretty well choose to go wherever they please.

JAPAN

The islands of Japan, tucked away in the northeast corner of the board completely surrounded by water, have an excellent defensive advantage. They can only be attacked by sea, and the nearest fleet is the Russian fleet in Port Arthur, which is two turns away with the next closest being the British fleet in Hong Kong which is four turns away. They have an isolated geographical position which is defensively strong. Even the Port Arthur fleet need not be of any concern because it can be stood off in the Yellow Sea by the Kyushu fleet, so until the foreign powers have mobilized or built enough fleet units, Japan will not be threatened (*Figure 5*).

The most difficult strategic decision for Japan at the start of the game is whether to

attack the mainland or the Pacific colonies of Formosa and the Philippines. Some players choose to send one fleet south to the Philippines and the remaining two to attack the mainland, but a half-hearted effort in either area might not reap any results at all, so Japan must be decisive in her early moves.

1. The Mainland Option. Historically, the Korean Peninsula and Manchuria were viewed as natural spheres of Japanese influence; this knowledge is a good policy for the Japanese player to consider. This will of course, put Japan on a head-on collision course with Russia, whose far east policy is to expand into these very same areas. China as the unfortunate landlord of the hotly contested real-estate in Manchuria is soon going to complete the triangle of powers involved in the intriguing battle that follows.

The Yellow Sea is one of the most important spaces on the board. It borders seven colonies and must be taken if Japan is to make rapid progress in Korea. The Kyushu fleet should be ordered there and the Otaru fleet to the Sea of Japan. If the Russian Port Arthur fleet causes a standoff, support from Sea of Japan will guarantee the Yellow Sea on the second turn. Admittedly no builds are achieved with these two units by the first count but owning the Yellow Sea is far more valuable at this stage and will ensure further gains.

Not all players are this conservative and by moving the Tokyo fleet to the Okhotsk Sea (instead of south to the Philippines), one or more of the coastal provinces can be picked up. Fleet Sea of Japan can try to outguess the Russians and attack Fusan, Seoul or Vladivostok. It can also support the Okhotsk fleet into Vladivostok. This is a nightmare for the Russian and predicting the exact point of attack is virtually impossible, so if Japan wants to gamble it may come up with one or two builds. On the other side of the coin, however, it may get none and again be stood off in the Yellow Sea. If this happens, you will wish you had taken the conservative approach because your job is now that much harder, especially if Russia has gained a build and you can bet it will be a fleet!

Sakhalin is there for the taking but at what price if Russia is able to build a fleet in Vladivostok? Although an easy build is tempting, pressure on Vladivostok is more important. Sakhalin can be picked up later.

Although Japan is a major naval power, the army unit in Kyoto is also extremely useful. It can be convoyed to the mainland for attacks on Fusan, Seoul and Vladivostok (which leaves the two fleets in the Yellow Sea and Sea of Japan respectively). This means that subsequent attacks will have two supports instead of one and it will expedite the taking of the Korean Peninsula. To make large territorial gains in Asia, army units have to be built and convoyed across. The sooner this process is started the better. The outcome in this prized part of the board is always going to be determined by alliances and Japan should make an ally very early. A solid alliance between Russia and China can totally block Japan's expansion onto the mainland and every effort must be made to prevent its occurrence. The choice between China and Rus-

sia as the preferred ally is academic, since either can serve Japan's purposes and the decision may come down to how well they are both doing on their other fronts. The importance of the Yellow Sea can be seen again in this context since it allows attacks onto either enemy.

Once an alliance is established, the third party should be taken out as quickly as possible and then Japan will be in a position of strength on the mainland and will not be dislodged easily.

2. The Pacific Option. By negotiating a non-aggression pact with Russia and taking one province each in Korea, the remaining two fleets can steam south immediately. Fleet Tokyo can pick up Formosa and fleet Kyushu can be in Cebu on turn 3 and possibly Davao on turn 4, thus securing all of the Philippines (just get the British to stop Holland's Java fleet from entering the Java Sea for one turn). By correct maneuvering, the two Japanese fleets can mount a supported attack on Davao by turn 4 and take it regardless of the Dutch move.

The situation is slightly more complicated if a British or French fleet is in the Luzon strait and capable of attacking Formosa, Manila or Cebu, but the diplomatic tensions surrounding Canton, Tongking and Hong Kong usually preclude such an early excursion into the areas of the Philippines by these two powers.

The army unit in Kyoto has a defensive role in this Pacific option and should not be convoyed away. When the Kyushu fleet steams south toward the Philippines, the Yellow Sea can be entered by the Russian Port Arthur fleet (thus exposing Kyoto and Kyushu to attack). Despite Russian reassurances that there is no threat to Japan by such a move, the risk of a backstab is always there and although the Kyoto unit can only defend one of the two home provinces, it will at least keep the Russian guessing if he intends to break his word. (Kyushu is connected by a "land bridge" to Kyoto so the army can defend either space).

Japan has three potential allies in the Pacific region:

1. CHINA—for an attack into French Indo-China. Hong Kong can be taken on the way.
2. FRANCE—for attacks into China or the Dutch East Indies.
3. HOLLAND—for an attack into French Indo-China and then China itself.

All three of these are good options and diplomacy will determine which alliances are formed and in which direction the Japanese attack will subsequently go. This Pacific option does not, of course, rule out a mainland attack at a later stage but making enemies on that front has to wait until the Philippines are secured. Regardless of which strategy is chosen, Japan's natural defensive advantage brought about by being a corner power combined with the offensive power of three fleets, make it a power with which to be reckoned.

RUSSIA

Russia's immense size means that it starts the game in a unique position and must fight a two-front war (Figures 4 and 5). The defensive advantage of having no great powers to the north is negated by having four to the south: China and

Japan on the eastern front and Turkey and Britain on the western front. The Trans-Siberian Railroad is the key to Russia's success as it allows for the rapid mobilization of a unit from one front to the other. It helps to quickly plug a hole in what may appear as a weak defensive line, and its value should not be underestimated. (This advantage does not pass on to other powers which invade Russia since only Russian units may use the railroad.)

1. The Eastern Front. The two Russian units in Port Arthur and Vladivostok are isolated at game start and are defensively weak, so moving the army in Vladivostok to Seoul where it can support Port Arthur is advised. The Omsk army can be railed east to defend Vladivostok and give Russia three units in the area.

The Port Arthur fleet should move to the Yellow Sea and at worst standoff the Japanese; this space is just as crucial for Russia as it is for Japan. If Japan heads south and doesn't contest the Yellow Sea, many options become available. Fusan or Manchuria can be attacked but the latter should only be done if it appears likely that two builds are possible in the east. In fact this is the challenge for Russia on the Pacific coast, to leave one or both of its home centers open to enable a build because this would bring the number of Russian units in the east to four or five which is enough to not only survive but also to go on the offensive.

After the first builds, if another unit can be spared and railed to Irkutsk, then the immediate threat to Vladivostok will have passed. Then it's time to establish a good ally and debate over what is better for Russia; an alliance with China that assures that the Japanese never get a foothold on the mainland, or one with Japan that allows the conquest of China and seven of its tempting supply centers (not counting Canton which will be in French hands if China gets into trouble).

Many players feel that to invite Japan onto the mainland is inviting trouble and that eventually you will have to contend with your ally! As a result, encouraging Japan to go after the Pacific colonies is often the main thrust of Russian propaganda. Russia starts to sweat when Japan begins building armies.

The advocates of an alliance with Japan point out that China is Russia's natural enemy; they are both land-based powers and share an enormous common border, so why delay the inevitable? If Japan and Russia divide Korea between them, the fruitless Yellow Sea standoffs can be avoided, Russia can attack China, and Japan can take the Philippines (maximizing the builds for both sides).

The outcome in the east is always in doubt, so the west appears to be the main theater for Russia but if she can do well early and consolidate in the east, the platform for a Russian win will be laid.

2. The Western Front. The fleet, which starts in Odessa, must do what all fleets do—SAIL, and where can it sail but south toward Turkey's home centers Constantinople and Angora? Add to this the fact that Rumania lies tantalizingly between Odessa and Constantinople and the seeds of mistrust are already sewn between Russia and the Ottoman Turks.

So what does the Odessa fleet do if war with Turkey is to be avoided? Take Rumania is the obvious answer, but since Turkey will not agree to this, the promise of Tabriz and Shiraz to Turkey should be enough to placate her. If a more aggressive opening is desired, a move to the Black Sea is perfect as it borders all three targets: Rumania, Constantinople and Angora. A trusting Turkey (which has gone south) would then be in a difficult position.

The army in Moscow is capable of taking Tabriz, Persia or Tashkent by the first counting turn and the choice depends on how negotiations with the neighboring powers have gone. Taking Tabriz upsets the Turks. Persia is a neutral option, as is Tashkent, but both of these bring Russia closer to conflict with Britain and later China. War with Britain is ill-advised unless a firm alliance with Turkey is formed. It is better to let Turkey annoy Britain first and hopefully Britain's efforts will be channeled up the Red Sea or the Persian Gulf, thus leaving Russia alone.

The fate of all three (Russia, Britain, and Turkey) will ultimately be decided by alliances, so keep out of trouble early. For Russia, taking out Britain or Turkey are equally good options which will therefore keep the other two guessing.

The army in Omsk deserves special consideration. To which front does it belong? There are convincing arguments for its use on both fronts. By using the Trans-Siberian railroad, it can quickly strengthen the east and prevent Vladivostok from falling. It can then give support to help take (or hold onto) Manchuria or Seoul. On the other hand, if it heads south and takes Tashkent it strengthens Russia's "center" against China and Britain; the Moscow army can then take Persia or Tabriz. The two builds (both armies) thus achieved should further strengthen the Russian "center" and enable central Asia (Kashgar, Kashmir, and Karachi) to be attacked. This option also allows the build in Omsk to be railed east on the third turn if the situation on the Pacific coast calls for it. So it can be seen that this is indeed a very versatile unit that has the ability to drastically increase Russia's strength on either front.

TURKEY

The Ottoman Empire's location on the western edge of the mapboard appears to have all the advantages of a "corner" power, but this belies the real geographical truth. Just to the north, Russia is poised to attack south toward Turkey and the Persian Gulf oil states. And the British fleet in Aden can take Egypt and the Sudan, thus bottling Turkey up in the Mediterranean Sea and forcing her to fight with Russia (Figure 4).

Historically, Russia wanted control of the Balkans and the Black Sea and this is usually what happens in the game. The importance of the Black Sea to both powers is obvious as it borders four supply centers, two of which are Turkey's home centers. The only way to prevent another "Crimean War" is for intense negotiations with Russia on the first turn, pointing out that there is more to be gained in the Persian Gulf oil states and Central Asia than there is fighting over the Black Sea and Rumania.

Unfortunately, even if Russia agrees to keep the Black Sea neutral, the burning question of who gets Rumania remains. If it is to remain neutral, Russia will argue that its Black Sea fleet might as well be in dry-dock as there is nothing left for it to do (Russia generally doesn't agree that patrolling the Baku coastline is a worthy mission). Some very trusting Turkish players may allow the Russian fleet to sail into the Mediterranean Sea and through the Suez Canal into the Red Sea area to join Turkish forces there and help break through a British blockade of the Red Sea.

If Russia can be trusted, at least for the short term, maximum gains can be made on the first two turns. Fleet Constantinople sails to Egypt, army Angora heads for Tabriz and fleet Baghdad enters the Persian Gulf and then has the choice of attacking Karachi, Persia or Shiraz. This gives three builds and makes Turkey not only defensively strong but gives her the ability to then take on Russia or Britain.

This raises the question of how to handle Britain, which appears very strong (starting the game with six units). However, only three British units (Delhi, Bombay and Aden) are anywhere near Turkey and even these are fairly remote and do not support each other. The initial urge to "go fight the British" must be restrained since leaving your home centers unguarded while fighting in Persia and the Red Sea could be too much of a temptation for your Russian ally (who can quickly seize Constantinople and Angora).

Once again there is a triangle of powers here and the non-aligned power will almost certainly be wiped out if it can't get assistance from China, France or Holland. Both Britain and Russia make a perfect ally for Turkey and the choice

is arbitrary and will depend on the prevailing game circumstances.

A Russo-Turkish alliance would certainly constitute a western "steamroller", and unless China sends units west to help Britain, they may be difficult to stop. This option works best if Britain has sent the bulk of its force north into Central Asia and Persia, because Russia will have to face the brunt of the British attack as it advances on Tashkent. In this instance, the fleet in Aden and its build obtained from Sudan may be the only units blocking Turkey's passage down the Red Sea and out into the Indian Ocean.

Once the blockade is broken the Indian sub-continent is only two moves away, and if Britain is engaged on its northern frontier, it will have trouble coming back to defend the southern tip of India. Ceylon, Madras, and Bombay may be taken leading to the collapse of the British Empire.

The one problem with this alliance is that Russia always remains menacingly close on Turkey's northern border, and if Turkey fails to make a build on a particular turn and Russia does, Constantinople and Angora are likely to fall in a very effective back-stab, dealing Turkey a death blow. A Russian fleet stationed in the Black Sea will always be tempted to take the Turkish home centers no matter how good the alliance is and the potential for a stab is greater when Russia owns Rumania, thus having two units threatening Constantinople at all times.

An alliance between Turkey and Britain (if successful) has a great advantage in that it eliminates the Russian threat to the north, leaving Turkey in control of the entire western edge of the board and with no major powers on three of its fronts. If this option is chosen, a good

opening ploy is to suggest to Russia that the Odessa fleet take Rumania and then move fleet Constantinople to the Black Sea and army Angora to Constantinople. This gives a 2:1 attack onto Rumania and the extra build would give Turkey three units around the Black Sea (which is enough to then take Odessa and perhaps Moscow). The Baghdad fleet can forego its build and stand off the Moscow army attempting to move to Persia. The result is four units to two in Turkey's favor and if Britain is able to take Tashkent, Russia will soon be eliminated on this front.

With Russia gone the only major power to worry about is Britain, and if war with the former ally occurs, Turkey is better placed to win than Britain which has to fight on two other fronts. Either of these options suits Turkey which in fact can be a very strong power.

CONCLUSION

Of course, success in implementing these options is based on careful diplomacy and planning. Application of these strategies may fail miserably, but don't discount the few threads of ideas proposed above. Even in a game like *CDP*, where victory is based on the kindness and cooperation of your allies (and enemies), careful order writing and sending your fleets and armies into the right direction can force issues that may have otherwise rested just below the surface. Weighing the pros and cons of these ideas will take time, but soon you'll discover the fleet/army move combinations that will bring victory to the throne of your empire. Good luck and don't let the sun set on your shores!



CLARIFICATIONS REGARDING TRANS-SIBERIAN RAILROAD RULES

PBM play of *COLONIAL DIPLOMACY* over the last 12 months has raised a few difficult questions regarding the Trans-Siberian Railroad rules. The adjudicated verdicts in these cases have been accepted within the hobby and should be passed on to all interested players.

TRANS-SIBERIAN RAILROAD

9.21 Only the Russian player may use the TSR. The Russian player may not allow another power to use it.

9.23 This rule restricts the attack capability of units using the TSR. A unit using the TSR may attack:

(1) a province that is unoccupied at the start of the turn. Normal rules of conflict would apply,

(2) a province that is occupied at the start of the turn but was made empty during the current turn as a result of that unit moving out. Normal rules of conflict would apply, or

(3) a province that is occupied at the start of the turn, but if the unit remains in place then the attack will be unsuccessful (even with support) and the unit will have to stop in the nearest empty province along the line of the railroad before the enemy-occupied province (e.g. An army in Moscow with orders A MOS-TSR-VLA with an enemy unit holding in Vladivostok results in the Moscow army stopping in Irkutsk—the order is legal, in the hope that the province will be vacated, but unsuccessful).

Note: So long as an enemy unit remains in place it may not be successfully attacked that turn by a unit using the TSR. This still applies even if that enemy unit is attacked by a third power that turn and forced to retreat, for example:

Russia A MOS-TSR-VLA
China A VLA HOLD
Japan A SEO-VLA, F O S A SEO-VLA

The Russian unit stops in Irkutsk. The Chinese unit retreats (not to Irkutsk or Seoul). The Japanese unit from Seoul takes Vladivostok.

9.24 The presence of a foreign power in a province along the line of the TSR blocks its use beyond that point. However, if the unit later moves off this province thus unblocking the line, the TSR may again function normally, that is, control of the province reverts to Russia (it is assumed the partisans rebuild the line).

EXCEPTION: If a supply center on the line of the TSR (Moscow, Omsk, Vladivostok) is captured by an enemy power and later vacated, ownership remains with that power and the TSR is out at that point until Russia is able to recapture the province. Only then is the line "open" again. For example, if China owns Omsk but has vacated it, a Russian unit using the TSR from Vladivostok could move to Omsk, but no further that turn.

9.25 A curious example of this rule applies if an enemy unit attacks from one province to another along the line of the TSR at the same time that a

Russian unit is railed through these provinces in the same direction such as:

Russia A VLA-TSR-OMSK
China A KRA-OMSK

This results in a standoff in Omsk. The Chinese unit stays in Krasnoyarsk and the Russian unit stays in Irkutsk. The logic being that Krasnoyarsk is left empty by the Chinese at the time the Russian unit moves through. Thus both units attack Omsk and cause a standoff.

NOTE: The above result would also have occurred if the Russian unit had been ordered to Perm or Moscow because the same standoff would still occur in Omsk.

SUGGESTED ADDITION TO MAP

The island of Sakhalin is contained entirely within the Okhotsk Sea and a unit there cannot be eliminated, so it is suggested that a "land bridge" arrow should connect Otaru and Sakhalin thus allowing a supported attack from Otaru and Okhotsk Sea to take Sakhalin.

CEBU

Cebu is one space containing both land and sea. It can be occupied by either an army or a fleet. An army can use the "land bridges" to move from Manila to Cebu and Cebu to Davao (and vice versa). The game spaces adjacent to Cebu are: Manila, Middle Pacific, Lower Pacific, Davao, Sulu Sea and Luzon Strait.

In The Colonial Stew

An Analysis of the Hot Spots in COLONIAL DIPLOMACY

By Greg McCaskill

As a lover of strategic wargames I was pleasantly surprised to find that Avalon Hill's new game of intrigue in the Colonial Era was far more than the name suggested. The title *COLONIAL DIPLOMACY* infers that it is a sequel to or a variant of the successful *DIPLOMACY*, but it is far more than just a game for diplomats as I found out very quickly in my very first game. The large board contains 58 colonies that are fiercely fought over in a colonial world that stretches from Imperial Japan and Manchu China in the east to Tsarist Russia and the Ottoman Turks in the west. The diverse geography containing multiple continental areas, peninsulars, barren deserts, impassable mountain ranges, isolated seas, open oceans, single islands and larger island groups, land bridges, the Suez Canal and the mighty Trans-Siberian Railroad, creates a game environ rich in strategic options. Add to such a battlefield seven warring powers with Empires which quickly grow to eight or nine armies each and you have a challenging game of strategic warfare on your hands combined with the uncertainties of Napoleonic style diplomacy. The game is really "Advanced *DIPLOMACY*" or "A Wargame for Diplomats," so anyone that is not totally "sold" on *DIPLOMACY* but likes strategic level games should give this one a go. It goes without saying that *DIPLOMACY* fans will find the expanded format of their favorite game set in the unfamiliar world of 19th century colonialism, a fascinating if not demanding experience.

A feature of the game for me is the fact that many of the 29 neutral colonies at the start of the game are grouped together into areas that are bounded by three or four of the major powers thus creating what I have termed Hot Spots. The colony-rich areas themselves or a single land or sea space that borders the colony-rich area may constitute the Hot Spot. Each will be fought over not only for its intrinsic colony value but also for its offensive or defensive military value. As the major powers converge on these areas they will become a quagmire of embattled units (a meat-grinder for some) with the outcome dependent on diplomatic as well as tactical skills. A sound strategy coupled with a good ally might result in the swift destruction of another power's units, but on the other hand with no firm alliance or a tactical error (simply a wrong guess of your opponents moves in some cases) the contest may continue for many turns and tie up the units of several of the major powers. For some powers a Hot Spot will be the main area of expansion or perhaps a breakout point and then a protracted battle is a disaster. However, if it can be used as a defensive block to potential enemies while territory is gained elsewhere, then keeping the Hot Spot hot for as many turns as possible is the main aim.

In the games I have played so far, I have identified seven major Hot Spots that have a great bearing on the game. This is not to say that other players will not find others as different strategies are used. We will now focus on each of these areas to see why they become so hotly contested.

Yellow Peril

The Yellow Sea region is, perhaps, the hottest of Hot Spots in the game. It has the potential to tie up two of the largest Empires on the board (China and Russia) and one of the most dangerous (Japan). This region incorporates at its center the Yellow Sea which is the single most strategically important space on the board. Surrounding this sea are seven provinces all of which are supply centers: Shanghai, Manchuria, Port Arthur, Seoul, Fusan, Kyoto and Kushu. What's more, these include two Chinese, one Russian and two Japanese home centers, so it is easy to see why this area is so hotly contested. These three powers are so geographically entangled that they are destined to become embroiled in a huge battle for each others home centers. To the victor goes the spoils in the Korean Peninsular.

The Yellow Sea being the center of the whole area is strategically invaluable. For Japan it is the key that opens the door to the mainland and provides access to the Korean Peninsular which is a stepping stone for an all-out invasion of Russia or China (or both!) Without the Yellow Sea any Japanese mainland strategy will be put seriously in doubt and a "lucky" attack from the Sea of Japan onto Vladivostok, Seoul or Fusan would be needed to gain a foothold on the mainland. Russia has only one fleet here to Japan's three and in the early turns views the Yellow Sea as the defensive door that must stay locked to a possible early Japanese invasion.

Along with the armies and navies already stationed here, this area can drag in units from Peking, Otaru, Tokyo, Vladivostok and Omsk (via the TSR), which ties up a large part of these three powers' military units for many turns. The outcome will be the destruction of units in the middle of the action as they get caught in the "meat grinder." For each power involved, a defeat can have dire consequences that can greatly reduce their chance of victory at best, but more likely cause their elimination from the game. Whilst busily feeding units into the area, Russia will be weakened in central Asia, China will be vulnerable to attacks from France and Britain in the South, and Japan will lose the initiative in the Pacific and so have her options severely limited.

Whether China, Russia and Japan come to some sort of agreement on this region or fight furiously for it, the outcome here is always

going to influence the outcome for the entire game and the Yellow Sea area will always keep its rating as the number one Hot Spot on the board.

The Black Sea Circle

This region with the Black Sea at its center contains four supply centers including two Turkish home centers (Constantinople and Angora) and one Russian home center (Odessa). Rumania lies directly between Odessa and Constantinople and whoever gets to control it probably will get the upper hand at this end of the board, but at what price? To fight for too long over it would be detrimental to both as Britain grows strong. To leave it neutral is a satisfactory solution but how long can each be trusted not to take such an easy grab, particularly when the other would then be in no position to do anything about it. If an alliance is formed that gives it to one power then that power is always in a position of strength on the home front to pull off a very effective backstab that would severely weaken the other.

Then there is the question of the Black Sea itself. If a fight is on from the outset then controlling the Black Sea is a must because it allows for a supported attack onto all four supply centers. If an alliance forms between Russia and Turkey, should it be left neutral as a buffer zone and what if either side enters without permission? The situation is tense enough but the Russian Black Sea fleet must also be added to the equation just to complicate things. If Turkey demands a neutral Black Sea, what is the Russian fleet going to do all game—stay in dry-dock? Not likely...so this area has the potential to explode at any point in the game and make life very uncertain for players of Russia and Turkey.

Beware the British Triangle

The next three Hot Spots form a geographical triangle of British units upon which the survival of the British Empire depends. In each of the three areas one British unit stands alone deep in "Enemy Territory," outnumbered and without any prospects of support for a few turns facing annihilation unless each can pull a military or diplomatic rabbit out of the hat.

(1) Singapore.

This region with the Java Sea at its center has an array of six supply centers around it (Java, Sumatra, Borneo—Dutch, Singapore—British, Malaya, Borneo—neutral) and is the second most crucial sea zone in the game. The three Dutch home centers are scattered around the Indonesian Islands and consequently are all unsupported. The one space that links them all is the Java Sea which must be viewed as the key to the defense of the Dutch East Indies. In the center of this sea lies the solitary

British fleet in Singapore which seems harmless enough by itself but which has the capacity to tie up the Dutch for many moves. Diplomacy between Britain and Holland at the start of the game is intense and Holland needs a non-aggression pact from Britain but if a stab occurs on the first run and the Singapore fleet enters the Java Sea the Dutch are in trouble. Similarly if the British take Malaya and get to build a second fleet in Singapore they are very hard to dislodge.

By the next few turns other British units will be dragged in from India as will French units as the battle spreads up the Malayan Peninsular. If a British-French alliance develops, a major campaign follows which last many turns and keeps all three Empires tied up well into the game. On the other hand a bad tactical move by Britain results in the loss of Singapore by turn 4 or worse still, turn 2.

(2) Hong Kong.

The second corner of the triangle finds three home centers Canton, Tongking and, of course, Hong Kong, side-by-side all belonging to different Empires. Once again the isolated British unit is in a position of power with France and China needing its help. The South China Sea is the center of this region with access to five supply centers (Annam and Formosa as well as the three already mentioned). It is a desirable area to control especially by mid-game when France is breaking out into the Pacific or the Japanese or Dutch are closing in on French Indo-China.

The cause of the nightmare here is three home provinces being adjacent and France and China wanting to move units into Burma and Thailand. If China and France don't trust each other and quickly grab the neutrals here, they can't grow fast enough to keep up with the surrounding powers. The risk is the loss of either Tongking or Canton which is a disaster for both of these powers. The chance of this happening is made greater by the British who only stand to benefit by such a fight and will be very willing to lend support to ensure that trouble occurs. Who will take the gamble and move? Who will stay put and can they be trusted not to take your home center on the second turn? Who will ally and who will get stabbed in the back? All very interesting questions with each game producing a different answer.

(3) Bengal and Burma.

The third corner of the triangle is Bengal and the adjacent four supply centers in Assam and Burma. Britain generally owns Bengal (but not always) and for the very good reason that it is situated at the end of the impassable Himalayan Mountains. Extending to the Bay of Bengal, it is the only road into the heart of India and the British Empire from the northeast. Britain's fortunes therefore depend heavily on what happens in the Bengal region. The combined forces of France, China and Britain come together in Burma and their supporting fleets take position in the Bay of Bengal and the Andaman Sea. An enormous military and diplomatic struggle follows that makes or breaks these powers. Britain may find an ally and invade China or Indo-China. On the other hand, the British can fall to the "yellow hordes" from the north or the rampaging French from the east. Either way this

area determines the balance of power for these three central powers.

Crossroads of the Pacific

The Philippines lying several moves away from the major powers in the Pacific region does not immediately strike you as being a Hot Spot but it has certain qualities about it that usually lure several of the nearby Empires into what is often the largest and most protracted fight in the game. With the resource areas of Manila, Cebu, Davao (in the Philippines) and Formosa, Sarawak and New Guinea on the perimeter there are enough carrots here to attract fleets from the Dutch, French, British, Japanese and even Chinese if they have used their port cities to build a navy.

The lure of the Philippines is its remoteness at game start with no power really laying claim to it. Any power that can break away from its other commitments has a chance to stake a claim here. The race is on between four or five powers to sail there first, but for the French, Dutch and Japanese a foreign power dominating this area becomes a threat to their homeland and they will try to ensure that this does not occur. The set-up of the board and the many alliances that can form between all the parties involved makes for a full scale battle here that will even involve fleets along the Chinese coastline (it is not unusual to have up to ten fleets from different powers all involved in the taking of one crucial space). For the Japanese to attack south or the Dutch to move north on Japan, the battle of the Philippines must be won first. For the French and British, ownership of the Philippines protects the back door and keeps two major threats away. This area remains a Hot Spot until the entire Pacific end of the board comes under one power's control.

The Top of the World

In the mountainous desert region in the center of the *COLONIAL DIPLOMACY* world lies the quiet province of Afghanistan. Quiet at first...but wait a few turns and you will see one of the most turbulent areas on the board develop. Russia, China, Turkey and Britain are ultimately drawn here for a "Battle Royale" that takes place for control of the hottest non-resource center on the board. Ownership of Afghanistan allows moves into five adjacent supply centers (Tashkent, Kashgar, Kashmir, Karachi and Persia) and gives great flexibility in attack. Defensively it is just as valuable because it can be readily given support from the many adjacent provinces making it difficult to take and its location at the crossroads of four major powers guards entry into each of the Empires. A defensively strong area that can yield up to five supply centers is a very tempting target.

Diplomacy here for an ally is fast and furious as the four powers fight for survival. The benefits of a well-timed stab are so great that it is almost an inevitable occurrence. Once the dust has settled, the victor is then in a position to go on and conquer the rest of the region.

Conclusion

Hot Spots—each with their own unique set of problems, combatants and diplomatic struggles, all occurring at various different stages of

the game, and all having a major influence on the eventual outcome of the game—adds to the intrigue and intensity generated by *COLONIAL DIPLOMACY*. The variable results in each area with diplomatic and military fortunes fluctuating right to the end of the game make it a challenging experience time and time again.

★

Analyzing the Neutrals in

Colonial Diplomacy

By Peter Breyder

COLONIAL DIPLOMACY (CDP) is a game of grand strategy in which the players compete with each other to form the largest colonial empire. This involves the acquisition of certain provinces which are important for military, economic or strategic purposes. These colonial provinces or colonies (supply centers in *DIP*) are the "currency" of the game and all diplomacy and strategic maneuvering of military units is geared toward gaining more of them.

Their vital importance to the game is two-fold. Firstly, victory at the end of the game goes to the player with the largest empire—the greatest number of colonies. Secondly, each colony that is taken over by a player entitles that player to build a new military unit and add it to his forces on the board. This also means however that each colony lost by an empire means the loss of a military unit by that empire, so it is obvious that the game revolves around their ownership.

There are two ways of expanding one's empires: (1) by capturing the neutral colonies around the board and (2) by capturing other players' home territories. The latter option can be more difficult because home centers are within other players' "home countries" and are usually better defended. There is also the great attendant risk of precipitating a diplomatic—if not military—crisis with that empire. This discussion will therefore concentrate on the neutral colonies and examine each power's potential for growth by attaining these.

At game start there are 29 neutral colonies scattered around the board. These are unowned and unoccupied, so just as their historical counterparts did, the players race each other to capture these colonies either through diplomatic channels or open warfare. Players need to have a good understanding of each of the seven major powers; their respective geographical locations on the board, resultant offensive and defensive strengths and weaknesses including home center vulnerability, proximity of the available neutrals and the probability of successfully gaining each of these.

All these factors need to be taken into account so that a reckless grab for the nearest

	PROBABLE GAINS	POSSIBLE GAINS	POSSIBLE HOME CENTER GAINS	HOME CENTERS THREATENED
BRITAIN	Sudan Bengal or Kashmir Karachi	Egypt, <u>Malaya</u> <u>Formosa</u> or <u>Manila</u> or <u>Cebu</u> or <u>Davao</u>	Canton or Tongking or Annam Java or Sumatra or Borneo	Singapore, Hong Kong
CHINA	Mongolia, Chungking Kashgar or Assam	Mandalay, Upper Burma Rangoon, Kashmir <u>Seoul</u> , <u>Rusan</u>	Port Arthur, Vladivoslok, Tongking or Hong Kong	Canton, Shanghai Manchuria
FRANCE	Bangkok	Mandalay, Rangoon, U. Burma <u>Malaya</u> , <u>Formosa</u> or <u>Manila</u> or <u>Cebu</u> or <u>Davao</u>	Canton, Hong Kong	Tongking, Annam
HOLLAND	Ceylon, Sarawak New Guinea	Davao, <u>Malaya</u> or <u>Rangoon</u> or <u>Bangkok</u>	Singapore	Java or Sumatra or Borneo
JAPAN	Sakhalin	Formosa, Manila or Cebu <u>Fusan</u> , <u>Seoul</u>	Vladivostok, Port Arthur or Manchuria or Shanghai	Kyushu or Kyoto
RUSSIA	Tashkent	Rumania, Tabriz, Persia <u>Seoul</u> , <u>Fusan</u>	Kyushu or Kyoto or Shanghai, Manchuria, Constantinople or Angola	Odessa, Vladivostok Port Arthur
TURKEY	Shiraz	Rumania, Tabriz, Persia Egypt, Karachi	Odessa	Constantinople, Angora

Underlined provinces are contested by three powers not two.

colonies in sight does not yield a short-term gain that soon ends in disaster. Even a good knowledge of which neutrals each power can realistically expect to take isn't enough sometimes and before a decision is made on which neutrals to target, an examination on a strategic level is necessary. Take into account the unfolding alliances. For example, Turkey may view Egypt as a likely gain and make every effort to beat Britain there. This is fine if Russia is neutral or allied but if she is an enemy, mobilizing south could be a disaster resulting in the loss of a home center.

Taking all this into account, it is possible to construct a table outlining which of the neutrals are potentially able to be captured first by each of the major powers.

Colonies which are guaranteed to go to a particular power by virtue of proximity or an attack by superior forces are in the "probable gains" column. This means that if the power listed wants to take that province no other power or alliance can prevent it. If there is any possibility of a stand-off or a supported attack by two other powers which could prevent the listed power from taking the colony, then it is not listed in the probable column.

Nothing is certain in *CDP*, and although some colonies are listed as and appear to be definite gains for a major power it doesn't always work out that way. New Guinea is guaranteed to the Dutch by the first counting turn (turn 2), if they so desire, but in many games they go straight to the Philippines in order to get there before the Japanese, British or French. In the subsequent struggle the Dutch may lose and the Japanese, for example, may be the first to take New Guinea.

The remaining colonies are found in the "possible gains" column. For each power, only the colonies that it has as good a chance of taking as any other power are listed. The purpose of this column is to show the theoretically possible gains of each power. It does not take into account the numerous different strategies available to each power and the effect that different alliances can have on the outcome as this would

be impossible. The outcome during play may in fact be very different from what is "predicted" here, but this is after all highly desirable and an important feature of the game.

The final column lists which home or starting provinces may come under attack by other powers by the first counting turn. While attempting to analyze the potential gains for each power, this factor must be taken into account. It's all very well knowing which neutrals are "easy pickings" but what if you lose half your home country in the process. Potential home center losses therefore, must temper one's expansionary zeal and may further cast doubt on some of the possible gains listed.

As mentioned already the diversity of strategies available and innumerable combinations of alliances possible make the play so different each time the game is played so some explanations are necessary to explain why some colonies have been placed where they have been. These will be discussed under the heading of the relevant empire.

BRITAIN

Sudan is a certainty, but sometimes Britain attacks Egypt with the Aden fleet first and if Turkey has been drawn into a Crimean conflict with Russian then Egypt and the Suez will become British. A build in Aden is usually able to take Sudan later or if it is left neutral and Turkey overruns the British position. From Egypt the fleet can retreat to Sudan. However, if it is a non-counting turn or if Aden is under siege by Turkish armies the fleet may have to fall back to the Red Sea and defend Aden, so that Turkey could be the first to take Sudan.

The Chinese army in Sinkiang can cause a standoff in either Bengal or Kashmir so only one of these colonies is certain—the other being only a possible gain. Britain should see to it that China is friendly at least for the first counting turn and this will guarantee both colonies.

Karachi has been put in the probable column (despite the fact that Turkey can reach it in two turns just like the British), because it can be taken by a combined attack using Army Delhi

and Fleet Bombay, which justifies this classification. Britain tends not to do this, however, because this would risk losing Kashmir to the Chinese and severely weaken the northwest frontier. It is unlikely that Turkey would risk a standoff in Karachi and give up a certain build in Shiraz or Persia, but it has been done.

Fleet Hong Kong is as close to the three colonies in the Philippines and Formosa as the French, Dutch and Japanese so one of these four colonies is a possible gain for Britain. Access to these areas for both Britain and France is via the South China Sea and if a dispute arises between them their chances will diminish.

Hong Kong is very vulnerable to attack. It is highly risky vacating this home center until a deal is made with China and France. Singapore is also very isolated from the rest of the British Empire and can be lost to the Dutch on turn 2 if it takes Malaya and has wrongly guessed the move of a fleet in the Java Sea.

These two fleets in Hong Kong and Singapore, due to their remoteness, have been termed the "isolated fleets." Although they are extremely vulnerable, they are challenging units to deploy. In skillful hands, they can either frustrate the nearby powers or join in an alliance with them, making "diplomatic" if not territorial gains. Britain should not give up on the Pacific colonies.

CHINA

The Manchu Empire has the luxury of three certain builds which at first glance seems excessive but her position in the center of the board surrounded by four opposing powers (which could take three of her home centers by the first counting turn) completely negates this. There is enormous pressure on Canton, Shanghai and Manchuria at game start such that China may not be able to take Chungking or Mongolia until later. It often happens that Chungking is taken in as a result of a retreat from Canton.

The army in Sinkiang has the choice of Kashgar or Assam. The decision depends on China's game plan and from which direction the



threat might come—Russia in the west or Britain and France in the south.

The three colonies in Burma (Rangoon, Mandalay and Upper Burma) are an even battle with France and some gains will be made here, but the position in Korea is extremely complex. Seoul and Fusan (rarely both) can be won by China in the three-way struggle here with Japan and Russia, but the outcome will depend on which alliances are formed in each particular game.



FRANCE

French Indo-China is located close to the colony-rich areas in Thailand and Burma. In the initial diplomacy phase this area must be claimed as France's natural sphere of influence and a strong claim made to at least three of the five colonies there. Bangkok is the only certainty (two French units can mount a supported attack there). Rangoon could have been classified as such if it were not for the possibility of the Dutch fleet from Sumatra causing a standoff here. Of course, the Sumatra fleet has three other more important tasks on its list of priorities: take Ceylon, support fleet Java into the Java Sea or take Malaya. The proximity of Mandalay and Upper Burma all but guarantee one of these two bringing France's probable gains to three, but adherence to the listed criteria requires that only Bangkok be regarded as a certainty.

All players of French Indo-China need to be aware of the potential in the Philippines and not give these colonies up to Japan and the Dutch.

Formosa, Manila Cebu and Davao are all just as close to Indo-China as they are to any other power. The only snag is the need to negotiate a passage through the South China Sea from Britain's Hong Kong fleet.



HOLLAND

It is possible to take three certain builds by the first counting turn (Ceylon, Sarawak and New Guinea), but this option means that the Java Sea is left open and it is very likely that the British fleet in Singapore will enter it and thus threaten all three home centers with the loss of one of them. So three certainties may result in only a net gain of two builds and what's worse a strategically bad situation with Britain occupying a Dutch home center and building a new fleet in Singapore.

If the Sumatra fleet enters the Andaman Sea instead of taking Ceylon, either Malaya, Bangkok or Rangoon becomes a possibility, but there are many scenarios possible here and what alliances are formed between Britain, France and Holland will affect the outcome particularly in Malaya which could be taken by any of these three powers. The Dutch chances in Malaya are improved if they can get into the Java Sea and take Malaya directly or with support from the fleet in the Andaman Sea.

Bangkok, although listed as a certainty for France must still be included on Holland's possible list because the Sumatra fleet is equally close to it. France may not choose to make a supported attack here. By turn 3, Holland could well have her own supported attack into Bangkok (from Malaya and the Andaman Sea) and be the first to take it.

Note: Davao is not underlined because although three powers contest it, only one of France or Britain can be in a position to challenge for it and Holland's chances are 50%.



JAPAN

Sakhalin is there for the taking but some Japanese strategies require quick mobilization toward the Philippines and/or Korea and a unit can't be spared to take it. Then if Russia builds a fleet in Vladivostok, Sakhalin is suddenly not so certain.

Despite Britain and France being just as close to Formosa, Manila and Cebu as Japan, the Japanese chances here must be slightly greater than the other two powers. If agreement can't be reached on who should enter the South China Sea first or if one deliberately intends to obstruct the other, Britain and France will stop each other. Assuming no such conflict occurs then either Britain or France can be in Manila or Cebu on turn 3, so Japan can only be in the race if it gets a fleet into the Upper Pacific on turn 2. This means foregoing either Sakhalin, Formosa or the Yellow Sea; what a decision to have to make!

Seoul has been listed as a possible gain based on game statistics which show Japan taking it first in about 30% of games. It appears that Russia should be able to take it easily but this is not the case. Russia is able to move to Seoul on turn 1 from Vladivostok or Pt. Arthur (with support from the other if needed). China may stop this by moving Army Manchuria to Seoul, thus leaving Seoul empty or she may attack Vladivostok. Meanwhile Japan can have maneuvered into the Yellow Sea, Sea of Japan and the Okhotsk Sea, so that she threatens Pt. Arthur, Seoul and Vladivostok. This often leads to Russia charging back to defend its home bases. The situation is even worse for Russia if China has allied with Japan in which case two of the three threatened provinces could be lost.

Note: Fusan is not underlined because only one of China or Russia can challenge Japan for it.



RUSSIA

Tashkent can be taken by either of the armies starting in Moscow or Omsk, but also by the Chinese army in Sinkiang, so it will require a supported attack by these two Russian armies in order to be sure of it. The problems facing Russia on the Pacific coast often dictate that the Omsk army be railed across to support Vladivostok which would then cast doubt on Tashkent's status as a certain Russian gain.

The situation in Korea, as mentioned already, is quite complex and impossible to predict, but both Seoul and Pusan are even chance bets. The odds are even better if China is committed against Japan.

Rumania is a desirable gain for Russia to strengthen the rear before railing east to fight on the Manchurian front.



TURKEY

The possible gains for Turkey are fairly clear cut but which ones are actually taken varies enormously from game to game. Shiraz is a sure thing because no other unit can get there before

the Baghdad fleet, but Rumania, Tabriz, Persia and Egypt are each fifty-fifty chances and will depend not only on Turkey's game strategy but also on that of Britain and Russia.

The tactics adopted by Turkey and Russia in the crucial area around the Black Sea and Rumania will set the stage for what happens in this region of the board. If the two are fighting, then Turkey may not be able to spare a unit to take Egypt, because Angora and Constantinople would be left unguarded. In this instance Britain will easily claim Egypt.

Similarly, anything can happen in the Persian provinces, depending on what alliances can be formed among the three powers concerned.

Karachi must be included as a possible for Turkey because it can stand off an unsupported British attack here and then on, subsequent turns with support from herself or Russia, she can get there before Britain.

OTHER POSSIBLE GAINS

Having concentrated thus far on the 29 neutral unoccupied colonies in the game, it would be remiss in any discussion on empire building in *CDP* not to mention the possibility of capturing enemy home centers in the first few turns when most players are concerned with snatching the neutrals. These represent an even greater prize. Not only does your own empire grow, but also the bonus is that one unit is removed from the defeated empire as well. The drawback of this is that one of your neighboring powers becomes hostile and will counter-attack. This will then affect your ability to chase the neutrals that would normally be in your domain. The outcome, in terms of ownership of the neutrals, may well be very different and can be the subject of another discussion.

This notwithstanding, the table shows which enemy home centers are capable of being captured by the first counting turn for each of the major powers and this should be contemplated in one's overall "neutral" strategy.

CONCLUSIONS

The table was constructed in order to give players an overview of all the possibilities for each of the seven powers and not for the purpose of predicting the outcome. The geographical complexities of the gameboard, the numerous strategies available to each of the great powers, the number of potential alliances between the seven players and the unpredictability of the stab in the back all combine to ensure that *COLONIAL DIPLOMACY* plays differently each time.

Many factors have to be considered when chasing colonies: Should the possible gains be taken before the certainties in order to stop other powers getting them first or, by taking the certainties and building new units will your task of capturing more colonies be made easier? Is it worth risking the loss of a home center to pick up some nearby neutrals? Do you stab an ally or create an enemy by overrunning other home centers?

All this makes for an intriguing and challenging game that plays differently every time, so take this into account when studying the tables and remember nothing is certain in *COLONIAL DIPLOMACY*.



Letters



The Demise of Sports

It has been disappointing to see that Paydirt has been discontinued and put on the discontinued list with Statis Pro Baseball, Football and Bowl Bound. Paydirt is one of my favorite games, so you can understand my disappointment with my returned order form.

I do understand though with the competition from video games, the greed of sports owners and players with high fees for the use of names of teams and players, it must be very difficult to impossible to keep prices reasonable.

Even though I will miss the updates for these sports games, I can still enjoy what I do have. Thanks for providing these items for as long as you did.

I still remain a faithful customer and look forward to doing business with you in the future.

John T. Butler, Pescott, AZ

★★★★★

Another Hooked Customer

Recently, I purchased "GETTYSBURG" and "D-DAY" from you...I still haven't played "D-DAY" because I'm too immersed with the Battle of Gettysburg!!! I have to hide it in order to get other things done. I've only played it solitaire thus far and I can't remember when the Union has won last in the July 1-3 scenario.

If "Gettysburg" is anything like your other games, I cannot wait to expand my historical battlefields.

Christopher M. Beres, Lawrenceville, NJ

★★★★★

In Praise of History

It took quite a while to sink in, but now that it has, I must write to congratulate you on *HISTORY OF THE WORLD*. Its success speaks for itself, of course, but I'd just like to add my voice to its praises. This game truly breaks new ground and opens up a whole new realm of possibility.

I've been playing wargames for some 27 years, but one thing has always been missing: the history. Sure, *GETTYSBURG* comes with a historical summary for those who are interested; but by the time you play a few turns, your game always spins off into something completely ahistorical. Pickett's Charge never happens unless the players go out of their way to recreate it.

But in *HISTORY OF THE WORLD*, the general lines of history are always there. Because of that, the game is as educational as it is fun and challenging. No matter what the players do—even though they're free to do some wild and wonderful things—history marches on in a strikingly true-to-life manner. Here is one case where your game experience is sure to coincide with what you read in the history books. That's truly a novelty in the field of wargaming. And for me, it comes as a breath of fresh air...

...Congratulations on leading the gaming world in another major step forward.

Patrick Carroll, New Hope, MN

★★★★★

The Thrill of Competition

I wanted to write and tell about my first attendance at an AvalonCon convention.

Since I am from California, attending AvalonCon is a significant investment in time and money. I have never attended a convention before so I thought that this would be the best one to attend. I registered for some wargames (*HERE COME THE REBELS, 1776, ATTACK SUB*) and some leisure games (*GANGSTERS, ASSASSIN*).

All the people I played against were very friendly and patient since I really was a beginner for most of the games I played in. I came away from each event with a complete understanding of the rules and some knowledge of basic strategy and tactics for each game. I made it into the semifinals for *GANGSTERS* and the finals for *ASSASSIN* (I took fourth place in *ASN*). I encountered very few people who seemed only intent on winning. I do not know how much they enjoyed the games or the convention as a whole if they did not win. I know that my most enjoyable times were the earlier rounds when the intensity was not as great.

My only concern about the future of AvalonCon is that more and more events will become "A" events (for experienced players only). Perhaps in the future, there could be an area similar to the open gaming area where people could be taught the game and play a few scenarios before the tournament begins.

Will I return to AvalonCon VI next year? You bet, if only to enjoy meeting new people and enjoying the play of some of my favorite games.

Charles Ryder, Milpitas, CA

★★★★★

I wanted to let you know that I enjoyed the review of AvalonCon and think it is a mistake to reduce its coverage.

Don's sketch reviews of each tournament gave me a window into games that I'd never known about.

I have attended the last two conventions and I came to my first AvalonCon because of the coverage in *The GENERAL*. If it hadn't been for articles on Avaloncon, I wouldn't have come and had a great time as I did in 1994.

Avaloncon is a great event and deserves coverage in *The GENERAL*. It seems to me that over 1,000 people coming to AvalonCon should tell you that this is an important event for gamers and thus should have coverage in the magazine that is for Avalon Hill gamers.

John W. Clere, Flatwoods, KY

P.S. Balkoski's American Civil War series is one of the best in the industry.

★★★★★

Historical Truths

Gerald Prokopowicz's letter in 30-2 about the quality—or lack thereof—of the historical articles appearing in recent issues of *The GENERAL* could have been my own...

...The merit of the gaming articles is in their ability to teach the player how to play the game better, and here your authors usually excel; the merit of the "pure history articles" is in how well they describe and explain historical phenomena and

support these explanations with evidence, and here your authors need improvement, to say the least. These are two distinct kinds of articles, and are judged by two distinct sets of criteria...

... Any good historian will tell you that *all history* is subjective, and that any "historical truth," whether asserted in a *THIRD REICH* article or saluted forth in a doctoral dissertation armored in footnotes, is open to question. The first thing I tell my students is that all history is someone's *interpretation* of the past, and that history books offer not black-and-white truths but (hopefully) informed interpretations of the past and are thus subject to question by the reader...

...What I ask of you is if you do indeed continue to publish history articles, to be more judicious in your selection. Do what any student of history, whether "amateur" or "professional" should do: be a critical reader. Ask yourself if the article in question explains *why* the event happened, and, if so, is the conclusion supported by adequate evidence?

Mike K. Goosens, Nashville, TN

[The following issues are among the key factors that I see as important when deciding whether or not to publish an historical article in *The GENERAL*:

- Does it explain why the event occurred?
- Is it supported by adequate evidence?
- Does it include a "reading" list?
- Does it add enjoyment to the play of an Avalon Hill game?
- Does it substantiate or challenge a game design choice?
- Does it help teach a player how to make decisions in the game?
- Does it provide information that is useful for generation of scenarios and variants? —SKT]

★★★★★

Info Highway Traffic Stop

[Look for more of this kind of email chat with the new editor.]

Stuart—

The best part of winning any campaign game I've played is the social interaction and sense of being with like-minded individuals that goes along with it. I have lost far more wargames than I've won. I've lost so bad it should be humiliating, but it hasn't been because my opponent hasn't also insulted me personally and so I've always been willing to lose to the same guy again. I once played a game of Anzio so badly the guy I was playing against started giving me re-rolls so I wouldn't quit the club.

Wargaming is not an extension of the military, most guys in it are pacifists, some are even PC, just arrogant ones. It's hard to make friends in a hobby, any hobby, if you insist on insulting the guy next to you, wargaming should be and is no different. Most games are played solitaire which just isn't right (barring distance) for what should be a very social hobby. Maybe the reason it isn't is we don't like the general population, I hope that isn't true.

D.Hunter, cyberspace

AZ: Read rules, but never played. Would like PBM DD '91. My chance to learn and improve. Andy Vilorio, P.O. Box 772, Apache Jct., AZ 85217.

AR: Adult player looking for players in the Hope, Arkansas area. Michael C. Marks, 1103 S. Elm, Hope, AR 71801, 777-5982.

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ID: ASL, KM, RB, SUB, UF WSIM, know many more. Prefer ASL. Kevin Knoell, 506 Chestnut St., Mtn. Home, ID 83647, (208) 587-2354.

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CA: ASL Club seeking new members. New ASL players can enter ASL University. Contact Phillip Manoff, 1853 Delancey Dr., Salinas, CA 93906, (408) 442-0433.

CT: Connecticut Game Club hosts Game Auction March 9, 1996. Monthly meetings, 2nd Saturday of every month from noon to midnight at the Comfort Inn of Darien, CT. Contact Phillip Spera, (203) 332-0410, or email CGCSBS@aol.com, or write POB 403, Fairfield, CT 06430-0403.

CT: Connecticut ASL Players Open Gaming Days, Sunday, March 16, 1996; Sunday, June 2, 1996; Sunday, September 8, 1996. My office is located in the Little Italy section of the city of Hartford. Can accommodate 10-12 ASL players. Scott Brady, (860) 871-8740.

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The PANZER LEADER At Arracourt (Part II)

Situation 28-4/2–Ommerey: Duel of Commanders

By Steven B. Wheeler

Here's Part 2 of Steven Wheeler's analysis of the three Arracourt PANZER LEADER scenarios that appeared in Volume 28-4 of The GENERAL. In this installment, Mr. Wheeler analyzes Situation 28-4/2.

This aptly named situation is fun to play, but rarely results in anything other than a draw. The reason can be seen from the opposing forces and can be summed up in one word: balance. As strong as both forces are, neither side has a dominating edge. With this being the case, it's no wonder that both commanders fought with their vehicles in the front line in the historical action. Both sides need every gun in this struggle of equals.

Of course, the Germans have their Panthers with their long reach, but they also have the comparatively weak MkIVs. And, they have only the heavy mortars, which means the 111th Panzer Brigade will have a tough time dealing with the American mechanized infantry.

As we have seen in the first meeting of these opponents, the US infantry can be very destructive. Even though there are only two companies without engineer support in this situation, the Germans still cannot duke it out with these guys in open terrain. Not only are they capable of disrupting the Germans on their own or with half-track support, but they soon call in the artillery.

The German Strategy

Let's carry on with taking the German side first and determine what are the German objectives for this situation. Curiously, the victory conditions are not the typical mirror image. The panzer leader must control the two Artains while the combat commander need capture only one of these, but also needs to occupy St. Athan. While the German player couldn't care less about the latter town in one sense, he must include it in his plans if only to deny it to the enemy. [Note: for the sake of clarity, let's use a prefix device to

easily distinguish between the two Artains. The northern village will be written as N.Artain, the southern as S.Artain.]

Since the enemy enters anywhere along the north edge of the field, St. Athan is not an immediate concern. Highest initial priority must be the denial of N.Artain to a quick opening thrust. This is an easy proposition because you have enough anti-tank weaponry on hand to thoroughly discourage a bold opening charge on N.Artain. Just be sure to move your 88s off of any hilltop hexes after the initial turn. Relocate them to slopes where they can use their superior range to good effect. For initial placement, I like the north end of the N.Artain-Nece ridge. This allows these deadly weapons to cover both towns. However, once the Americans enter elsewhere, move them to the western slope where they can still cover the plain in that direction and have a good field of fire toward St. Athan. 88s in high open places are too readily killed via artillery strike before they can do sufficient damage.

Initial placement of the MkIVs gives you another pause for concern. These thin-skinned units must be ready to retire to protected terrain after their initial salvos, even if their gunnery is largely successful. One Sherman platoon at half range will at least disrupt a MkIV platoon. One M4/76 at half range will kill. Just get sloppy with your medium tanks for a couple of turns and see how dim your chance for even a draw will become.

The "good" panzer leader should be able to protect N.Artain with the 88s, a platoon each of Panthers and MkIVs, and two companies of infantry. The rest of the MkIVs and one Panther platoon can make life miserable for any Americans trying to enter north of Nece. All remaining units form a delaying force in Grancelles.

The reasoning here is this: if the Americans are dissuaded from a headlong charge into N.Artain, they must enter on either of the flanks. One look at the eastern flank is all any combat commander will need to ditch that possibility. I

mean, would you like to spend most of the game bottled up in the woods, far from either of your objectives? Not unless you are bent on losing. So the Americans will opt for the western flank. This is a much more sensible course of action as they can roll up to S.Artain in force and run you off from the high ground. You have no engineers, so the bridge will not be a problem. Once he has that town, he can maneuver forward behind the screen of the high ground.

It is inevitable that the enemy will take S.Artain. As soon as his artillery is set, he can use it to provide a smoke screen into which his tanks can advance onto the forward slopes or even the crest. You will be stuck either waiting around and letting him have the first shot, or withdrawing from the vicinity. If you stick around and take the first round lumps, the enemy will then use his howitzers to strike any of your stacks that remain stationary for too long. You may inflict some casualties among his tanks, but he will score some hits too and carry the town long before twenty turns are up.

The next contest becomes St. Athan. This area offers your troops a bit more room to maneuver, and affords a potential trap for the armored infantry, provided you have not allowed too many (say, two platoons or more) panzers to be lost in the S.Artain skirmish. Station eight infantry platoons in northern St. Athan and put your tanks into positions from which they can cover the town, the hill to the south and the ridge north of S.Artain. Thanks to your delay from Grancelles through S.Artain, the US force shouldn't be able to fully occupy the hill south of St. Athan before turn 11 or 12. You might even send a company of Panthers into a delaying position on the southern slopes of that hill to slow the American approach to these heights. Eventually, the American infantry will force your armor to evacuate, but you may gain an extra turn or kill some Shermans. Don't lose any panzers here.

The Americans again lay down a smoke screen on the hilltops overlooking St. Athan and

Germans set up			
NorthEast D Board:			
2x MkIV	@ ff4, t3	3x Inf	@ cc5
1 MkIV	@ s3	2x 88mm	@ z5
2x Panther	@ ff7	1ea 120mm	@ cc8, bb8
1 Panther	@ s3	1 81mm	@ aa10
3x Inf. (incl. Gren)	@ dd6	2x Trucks	@ cc6

OPENING MOVE AT OMMEREY

Board A:	
1ea Panther	@ v6, w5, y6
1 MkIV	@ y6
1ea Inf. in Trucks	@ z8, y7, x6

The Americans have entered to the following hexes—all Board A:

1ea stack of 3x M4 + 1 M4/76	@ q2, r2
1 M4/76 + 1 M4/105 + 2x Stuart	@ cc3
3x M7 sp 105s + 1 Stuart	@ dd4
1ea dyssvk og 3x Inf. in hfrks	@ u2, q1
2x 57mm in hfrks	@ r1

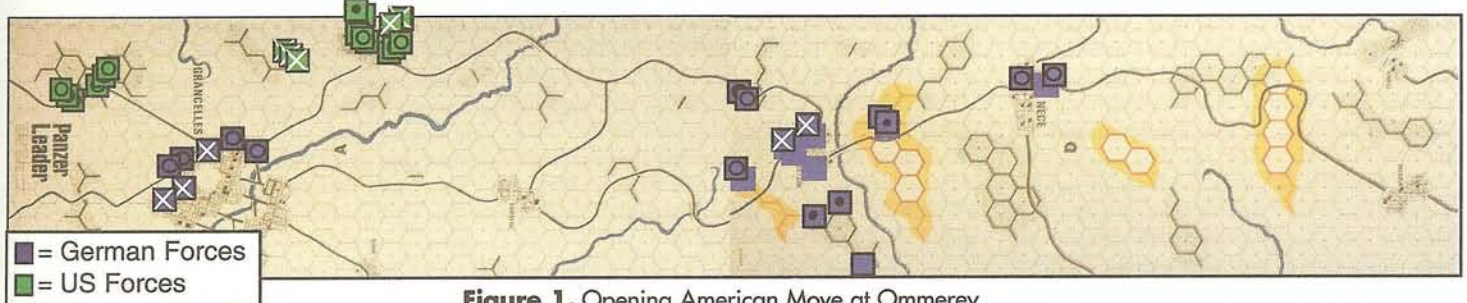


Figure 1. Opening American Move at Ommerey.

roll their tanks into them. This time, you have no choice but to make a stand. The Panthers can face the American Shermans from the slopes northeast of town, but the MkIVs do not enjoy the range advantage of the heavier tanks. One company can move behind the trees west of town where they can still cover the tip of the village. The other company must shelter behind the buildings with the infantry. Here, they will be exposed to long-range Sherman fire from the slopes north of S.Artaim, but that is better than half-range fire from the tanks on the hill.

I highly recommend that you move out of town. You are not strong enough to take a barrage of 105mm shells and then a close assault of heavy infantry. Neither do you want them exposed to concentrated tank fire. Let the Americans enter the town, blast them with your panzers, then hit them with a close assault. You must knock off one of his companies and this is the surest way to do it.

The balance of the game is given to resolution of the St. Athan struggle. Chances are not quite even that you can completely deny it to the Americans. His tanks must duel with yours and cope with the 88s, but his artillery keeps him in the game and will eventually mangle your infantry. You will destroy some of his tanks, he will shoot up some of yours, but at the end of the game, possession of St. Athan will remain contested.

The American Strategy

The American combat commander at Ommerey can hand the game to his opponent with rash action, and similarly, he can only win if his opponent makes some blunders. In the face of an opponent of equal power, your best strategy is to keep everyone together and ready to take advantage should fortune smile upon you.

As discussed earlier, there are only two worthwhile avenues to reach your objectives. One is to storm onto the field straight for N.Artaim. This will produce an immediate clash with the enemy's main body, but it also allows his forces to open up on yours from the high ground at half-range as you enter. I doubt even Custer would go for that deal. Include any entry between the two northern rivers as an immediate attack on N.Artaim because the area is covered by the same forces, just not initially at half-range.

The second avenue is to enter around Caverge or the extreme western corner. This has the disadvantage of starting farther away from your objective, but it also provides ingress during which your forces will not be shot to pieces. If you entertain a notion that it's okay to lose even a pair of tank units before the main engagement begins and still win the game, have someone pinch you. You're dreaming. Maneuver is your strategy for gaining the best position from which to assault both objectives. Working the enemy off of the commanding terrain will save you casualties both in the approach and the attack.

You must first deal with the German outpost in Grancelles. Enter Caverge with two stacks of four armor platoons to immediately threaten the enemy. Have a third stack enter to the west and motor into the woods ready to enter Grancelles

as soon as possible. Make sure the third stack is strong enough to survive a 2:1 attack (say, the third M4/76, the M4/105s and two Stuarts). He will be able to engage two stacks, but must then withdraw to avoid fire from the other. You would be lucky, if the enemy allows a couple of Panthers to become disrupted in Grancelles. He can't afford dopey losses, either.

After several turns of your one-two, one-two-three advances, the Krauts will be pushed back beyond the S.Artaim ridge. But they'll be set up on the far side of S.Artaim, reinforced to dish out some half-range salvos. This could be fatal to your plan for the capture of St. Athan. Even if it means pausing for a turn, get the M7 Priests into a position from which they can indirectly lay down two hexes of smoke. Then move two full tank stacks into the screen. If the Krauts are still around for your next turn, let 'em have it! Chances are, they will decline to give you the first shot and depart. The panzer leader will probably conclude that the risk is too great that you will disrupt and eventually kill enough of his armor to seriously weaken his ability to withstand an attack on St. Athan.

But just because you've made the enemy pull back doesn't mean he's chicken. Charge after him and you'll run into a haymaker, maybe even experience a panzerblitz assault from the worst perspective. Go ahead and occupy the reverse slopes of the ridge north of town, though. Bring up the infantry, and the anti-tank guns, maybe even move the howitzers to the slope above the bridge. You have to keep moving now, because it's getting to be turn 9 or 10.

Meanwhile, the enemy is setting up a little welcoming party for you around St. Athan. He might move a company of Panthers onto the southern slopes below town from which he can shell S.Artaim and engage units attempting to move up. This will slow your movement to that hill unless you are prepared to use another (one hex) smoke screen. The stretch of open road between the boards is liable to be covered by other panzers to the north. There could be a full stack of MkIVs just waiting for Shermans to come poking their tubes over the low ridge or carelessly park in the open between the boards. Direct-fire smoke cover into the appropriate road hex to enable your troops to keep moving forward. By the time your infantry unloads on the southern slopes and works their way into position on the hill to force any panzers to leave for healthier positions, it is getting to be turn twelve or thirteen. Time to launch the final assault.

Again, hit the forward hilltops with smoke and move up the tanks. That's the nature of offensive smoke screens, you see. You have to fire them into open hexes (clear of your own troops, that is). You can stay hidden in them until you start firing out of them. Repeat this tactic now to gain the heights and get in the first shots. The enemy can't back up any more and he'll take advantage of rough terrain, too. Make your shots count. You'll have to decide when to concentrate for a sure kill and when to go for a series of disruptions as the doughs advance into the town.

If you are lucky, you'll find the German infantry waiting for your attack and you'll get in

the first shot here, too. However, a cagey panzer leader will work it so that his infantry jumps yours first, maybe even after he's shelled them with some of his tanks. Hope your GIs can take it and hang on, because it gets very chancy trying to secure the town with just one company. Fortunately, the odds are in your favor, especially if you've sent some half-tracks along to beef up the stack. Then, too, someone can get on the horn to the artillery. Next turn, the guns can start pumping barrages into the Krauts for a real fun time.

Do not forget to bring up your M4/105s. These are the perfect weapons for disposing of his 88s (provided they are in range). If you can't reach them with direct fire, by all means call in some 105mm indirect fire. WWII tank jockeys did not fear the 88mm gun for nothing. If you let them survive even one turn longer than necessary, you'll see why.

It is an interesting phenomenon in this situation that the German heavy tanks don't really need to care about your artillery. If you shower them with high explosive shells, that just means his infantry gets a break. He will have to watch out with his lighter tanks, though, and you might catch a stack with a telling concentration if he's not careful. But in the main, your tanks will be trading shots with the panzers, unless your infantry needs some immediate help from massed fire.

The end result, barring extremely bad luck or ineptitude on your part, is that you will wear down his infantry. He'll wear down yours—maybe not as badly—you'll kill a few of his tanks—maybe a few more of his than he gets of yours—since he has those rather frail MkIVs, and at the end of the game, both of you will still be in St. Athan.

Well, it's a draw, but it is not a loss... I guess it depends on your philosophy. ★

STAFF BRIEFING...

(Continued from pg. 38)

SKT: I have noticed that *TAHGC* has been "discontinuing" a number of games recently, yet I see you are planning to redo *WATERLOO*. Can we expect the re-emergence of other favorites? Of the Sports line?

MSS: When we discontinue a game, it simply means we will not reprint it. The game may last many years in inventory. *WATERLOO* will get the *GETTYSBURG '92* treatment, although I've not decided what system I'll use yet. *VICTORY IN THE PACIFIC* may get redone, but if it is, it will only receive new graphics. Sports games? They are not my job.

SKT: One of my duties is finding people to answer game questions. I am happy that I can dole this one out to you: In *Candyland*, do you have to get the last color (purple) or just a color that would get you beyond the final space and into the castle? My 4-year-old and I need to know.

MSS: Yes, you must get a purple to finish. Furthermore, if you are within the last six spaces, it must be a single purple—a double purple will not work. If you are required to play this game more than once a night (as I am) I suggest you hide the Mr. Mint and the Plumpy card so that games end quickly. [And yet another game variant is born in the pages of *The GENERAL*.] ★

All Kingdoms Great & Small

By Scott M. Smith

HISTORY OF THE WORLD is without doubt one of the finest games on the market today. It is a veritable feather in Avalon Hill's cap. The game's scale and focus seems to be its major appeal. This game does not simply dwell exclusively in traditional European history with its origins safely ensconced in the Classic world. *HISTORY OF THE WORLD*, true to its moniker, focuses on WORLD HISTORY. The first turn sees the origins of recorded history emerge not just in Mesopotamia, but also in Harappan India and Shang-Yin China. From a world history buff's perspective, this is quite refreshing. Also noteworthy is the turn scale. Each turn represents an "epoch" which spans upward from 1600 years in the first turn and gradually decreases to 350 years in the last turn (the fifth turn, epoch V, reverses this trend by increasing slightly, nicely simulating the Dark Ages). With turns encompassing such sweeping time periods, it is easy to assume that a significant amount of historical flavor and detail would be lost, but this is simply not so.

Inherent to the system is the event card deck, where an empire derives much of its character. Each player's hand consists of one card from each of the nine event categories. One card from each category does not see the daylight for any particular game (assuming that six players are present). This system keeps the players guessing, as no one will know which card is sitting out. Such a randomizer is one of the reasons that *HISTORY OF THE WORLD* keeps from repeating itself (apologies offered to Mr. George Santayana). But here's the rub: many players do not give their event cards a second thought, and feel as if they exist to exclusively augment their current empire's strength, thus haphazardly playing them. These cards provide a wealth of detail behind their placement if one is familiar with its historical origins. This essay will focus on the "kingdoms" event cards (you know, the purple ones), their optimal usage and some historical background. Historical timing of the play of these cards can give players a significant edge.

The North American Migrants

Approximate VP Value: 5

This card represents the Native Americans. The play of this card at the earliest moment (epoch II) depicts the archaic (or foraging) indians. These peoples were those that had crossed the Beringia land bridge and had adapted to the Post-Glacial Ice Age. The card represents these cultures coalescing into political entities somewhere in the neighborhood of 6000 to 1000 BC. Playing this card in epoch III could represent the proliferation of southwestern cultures (Ansazi or Hohokam) or even the famed moundbuilders of



the Great Lakes. However, the settlement of Cahokia (near St. Louis) wasn't completed until epoch V (around AD 1150). This encompassed six miles of Illinois River real estate and probably sustained a population upwards of 75,000. An "army" and a fort would probably best represent this settlement! Later playing of this card could easily depict large political representations that were not so easily dismantled or scattered by European encroachment. The Iroquois League of Five Nations, the Powhatan Confederacy, and the Abnaki Confederacy are good examples of such.

Cautious play dictates that early placement is best avoided so as to not alert others of your intentions; however, opportunities may persist in the future that render this card to the periphery, thus potentially squandering it. This card can be played as early as epoch II. Epoch III may see the introduction of the Mayans. Ideally, these cards would be played in conjunction, but what if the player was also playing Macedonia (or the Romans)? Would it be ideal to consolidate holdings in North America, exhausting both event card plays for the turn, forgoing any help for the current empire? Imagine the Romans without a leader or superior weapons technology! Please note that North American presence does not score any points until epoch V. Perhaps it IS best to play this migrants card as early as possible. Such a placement may eliminate the player's chance to be passed the Incas & Aztecs empire card. This empire card is generally viewed as the "wimpiest" of the epoch VI cards. As compensation, this empire can actually place the player in a prime position for the epoch VII empire drawing. In this case, playing this empire in conjunction with the American migrants would only consolidate North America while passing it would give a better opportunity for the likes of Spain or Portugal.

The two "armies," which this card yields, should be placed carefully. The ideal location for the first one is the West Indies (or if the player requires a greater sense of permanency, he or she can use the second army for a fort therein). [This editor has argued until he was blue in the face in his own games that when a card says army or fort, the player may not convert it, because it is not explicitly a strength point—the concept that embodies conversion. Many players play more liberally, however. You should seek agreement before the specific cards come into play.] Rarely does another player land an army here if it is occupied. More often than not, your enemies try to establish dominance in North America, with the Deep South being the ideal beginning location as it borders six of the seven remaining Lands. The other army is best placed according to the lesser of its constituent evils. Appalachia can be taken over by the Vikings in epoch V, or by Europeans in epoch VI or VII. The Deep South, as mentioned above, is the quickest route for later invaders to get to the valuable resource in the Pacific Seaboard, and thus should be avoided. Central America is a poor choice, as the Mayans will give them no place to retreat. The Mexican Valley and the Pacific Seaboard are generally occupied by the Aztecs with the latter generally being bitterly contested in epoch VI. Thus, to avoid assured extinction, only the Great Plains and the Great Lakes remain. Both are vulnerable to attack from the Deep South, but only the Great Lakes are adjacent to Appalachia. The Plains are generally safer, at least until the United States enters the fray in epoch VII. Also of note, the separation of the two armies makes them less vulnerable to a single barbarian event card. This migrant card can also be extremely valuable when used in conjunction with any of the above strategies. For example, Aztec, Mayan, and migrant armies together can dominate North America with five lands, effectively outnumbering all other occupants combined. The migrant armies can ally with the Vikings or the Europeans for dominance, too.

Optimally, this card (barring any extinction due to plague, barbarians, enemy attacks, etc.) will yield five points with a consecutive presence in North America. Ideally, it will assist in hegemony for upwards of ten points. Fourteen points are possible (yet rare) with control established in epochs VI and VII.

The Sub-Saharan Migrants

Approximate VP Value: 6

This card can represent a myriad of migrations from Northern Africa to Sub-Saharan Africa. The Sahara region began its great desertification by 4000 BC. By 1500 BC (epoch II), it had all but become a barrier to migration, save for the occasional caravan route. The play of this card in epoch II could represent the Ethiopian and Kenyan regions developing agricultural techniques (without Mesopotamian influence!) However, this is difficult to depict accurately, as this occurred around 5000 BC (pre-epoch I) in the area between East Africa and the Upper Nile on the mapboard (East Africa would be the better choice of the two). Playing this card in epoch

Epochs II-VII
play before turn

**SUB-SAHARAN
MIGRANTS**

Place two armies (of the type used by a past Empire) in Sub-Saharan Africa. They must occupy a vacant Land or Lands. They may not build Monuments or attack.



III represents Bantu migrations from Nigeria and Cameroon to the central African forests (Gold Coast to Central Africa or the Congo Basin on the mapboard). These migrations were quite peaceful and were needed to support an increasing population and politicization. Players that wait until later epochs (V or VI) can use this card to depict the Knogo/Luba kingdoms (located in the Congo Basin) or even the Mwanamutara and Changamire Empires (East Africa). These nations flourished in the 15th through the 18th centuries (epochs VI and VII), fusing traditional Black African and Islamic cultures. The island of Madagascar was even subjected to Indonesian migrations from the time of Christ until the AD 1400s (epoch III to VI). These migrations were responsible for introducing cinnamon to the island.

The ideal locations for this card's armies are easily discovered through a process of elimination. Since Sub-Saharan Africa yields no points until epoch VI, it is generally wiser for these armies to sit on the periphery. Things are usually quiet here until epoch VI ushers in the scramble for Africa. The Congo Basin and Southern Africa usually fall in one fell swoop to the Portuguese or, in their absence, the Spanish. It is not uncommon to see an empire gain African entry in an occupied Congo with a treachery card followed by an invasion of Southern Africa. Most players are willing to fight for these areas (apparently their proximity to each other makes them irresistible). Avoid these lands with migrants. The Gold Coast, although ideally out of the way, can see the rise of the Gold Coast Kingdom in epoch IV. This would leave the Migrants with no place to retreat. East Africa, although well protected against incursions from Southern Africa and the Congo Basin is also adjacent to both. Any ambitious European may opt for Sub-Saharan dominance, thus making East Africa attractive due to its accessibility. Madagascar is the logical choice, being surrounded by difficult terrain, with Central Africa receiving honorary mention. Unfortunately, Central Africa is not totally safe, as it is accessible from the Congo Basin. As with the North American migrant card, separation of the two armies makes them less vulnerable to a single barbarian event card.

This card, like its North American counterpart, is ideally used in conjunction with Europeans in epoch VI or VII. At worst the Migrants

will yield the player three points, while optimally they can be integral to the collection of six points. Even upwards of nine points are possible, with this card making the Europeans' job all the easier.

The Upper Nilotic Kingdom

Approximate VP Value: 11

Epochs II-VII
play before turn

KINGDOM

Place one army (of the type used by a past Empire), City, and fort in the Upper Nile. Any army already there must retreat.



This card, when played at its earliest opportunity (epoch II), represents the kingdom of Kush, an important cultural junction between northern and southern Africa. This kingdom existed as early as 2000 BC and interacted with both Egypt and Assyria. The Kushites were absorbed into the Egyptian empire around 1500 BC. This card represents Kushite 'independence' following the relocation of their capital farther south in 670 BC, following Assyrian hegemony in Egypt. Holding this card until epoch IV can represent the kingdom of Aksum (or Axum), which destroyed Kush in AD 350. Aksum culture survived the Islamic invasion of the seventh century (epoch IV), albeit diminished, and ultimately became the precursor of modern Ethiopia. Play of this card as late as epoch VII can even depict the kingdom of Haile Selassie's Ethiopia.

Early play of this card generally sees the kingdom's rapid extinction at the hands of one of the great Mediterranean empires (Persia, Macedonia, the Romans or the Arabs). It is best played in epoch IV after (or in conjunction with) the Arabs. The Arabs are generally the last to occupy North Africa in its entirety as world attention begins to shift away from the region.

As this kingdom can easily survive until the end of the game (assuming it wasn't exterminated by the Arabs), it can usually bring in an average of eleven points: seven for a consecutive presence in North Africa and four for a city (epochs IV through VII). Please note that this city is situated next to a sea, and thus is vulnerable to four of the disaster event cards. This kingdom can be instrumental in controlling North Africa or for simply gaining a foothold in an otherwise inaccessible area.


The Southern Iberian Kingdom

Approximate VP Value: 11

Epochs III-VII
play before turn

KINGDOM

Place one army (of the type used by a past Empire), City, and fort in Southern Iberia. Any army already there must retreat.



This card can represent a multitude of independent political entities. In epoch III, prior to Roman entry, it can depict Phoenician or Carthaginian trade centers such as Cadiz or Malaga. This could also represent Greek trading posts along the eastern coast. If played after the Romans in epoch III or early epoch IV, it could be representative of Spanish holdouts against Roman rule or even a particularly powerful Roman client state. Epoch IV saw the Germanic takeover of the Roman empire, and a Visigothic kingdom was established in Southern Iberia in AD 573. This card could represent such an establishment. The eighth century (still epoch IV) saw the Arabs conquer the peninsula bringing Arab culture, science and religion to the area. The play of this card after this point, up until epoch V, can portray an independent Moorish kingdom brought about by the internecine Arab conflicts of the eleventh century. Thereafter, this card can be used to depict Spanish and/or Portuguese separatists.

As this kingdom is also a resource square of value to the Romans and the Arabs, it is usually best played after both of those empires have run their course (late epoch IV or V). Both of these empires will usually contest the area in the hopes of gaining a second monument and Southern Europe hegemony. Note that the Iberian peninsula is comprised of three areas. They may be just enough for the Arabs to obtain dominance. In epoch V, the Franks tend to end their southern adventures in the Central Massif, as this gives them access to the Western Mediterranean and makes a Frankish inclination toward Southern Iberia unlikely. However, the Vikings may feel just the opposite! The kingdom is also irresistibly close to both Portugal and Spain in epoch VI and therefore frequently succumbs to outside Iberian interests.

Surviving the Arab onslaught can usually yield eleven points: eight points for a consecutive presence in Southern Europe and three points for the City. Unlikely survival into epoch VII can yield an additional three points. This is a particularly short-lived kingdom. Its glory and grandeur are usually cut short by another player's ambitions. It is also situated on a coast and therefore more vulnerable to natural disasters, too.

The Gold Coast Kingdom

Approximate VP Value: 7

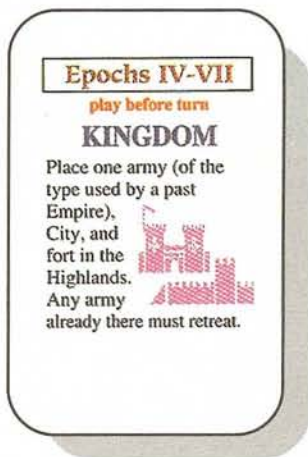


Trade across the Saharan desert brought great wealth to the Gold Coast. Play of this card at the earliest opportunity (epoch IV) depicts one of the first great West African kingdoms: Ghana. This kingdom existed from the fourth through the 11th centuries (epochs IV and V). It was later eclipsed by the Mali empire in the AD 1200s, and ultimately incorporated into the Songhay empire during the 16th century (epochs V and VI, respectively). Cities such as Gao, Agadiz and Timbuktu flourished from the 11th century onward and became synonymous with the caravan routes and all things exotic. This card could also represent Kanem, an independent state to the east that existed from the eighth through the 11th century (epochs IV and V).

It is usually best to play this card at the earliest available opportunity. Typical point yields from its play are seven: four for the City and three for a consecutive presence in Sub-Saharan Africa. Generally this kingdom is left to its own devices as the colonial scramble leaves a myriad of other areas ripe for exploitation; the Gold Coast is less than ideal to attack via sea invasion as it comes complete with a fort! This card can be a nice supplement to a major European power, as dominance in the Area is easily obtainable with only two more areas, thus potentially increasing the spoils by three additional points.

The Highlands Kingdom

Approximate VP Value: 14



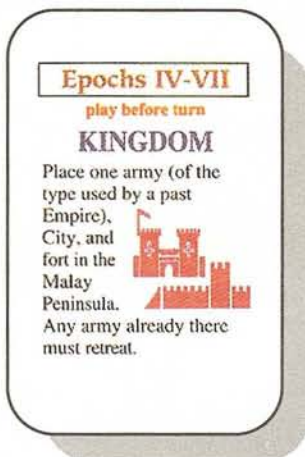
Played at the first opportunity, this card represents the Celtic tribe of Scots from Ireland settling into the region during the sixth century (epoch IV). The kingdom of Alba was effectively established in AD 844 (epoch V), thus uniting Scotland under one ruler (Kenneth MacAlpin) for the first time. Play of this card in epoch VI best represents the rise of the House of Stuarts and/or the consolidation of the Presbyterian Church's power. Holding this card out until epoch VII depicts nominal Scottish "independence" under James I in AD 1603 and Charles II in AD 1660 although ruled under the British crown.

Ideally this card should be played at the first available opportunity. Most of the empires involved in the struggle for Northern Europe halt at Albion, content with its resource, thus the Highlands create a frontier of sorts, which is strengthened by its inherent fortifications. Due to the large size of the area, only France and Britain have a significant shot at Northern European control, which essentially ensures the Highland kingdom's survival.

This card can yield the holder upwards of fourteen points: ten points for a consecutive Northern European presence and four for the City, barring its destruction due to any natural disasters. This kingdom is also situated on a coast. This however can be offset by an ambitious player's drive to control Northern Europe in epoch VII. This is rare, however, as most invasions tend to eventually lose momentum with the player settling for dominance.

The Malayan Kingdom

Approximate VP Value: 6



This card best represents the medieval trading empire of Sri Vijaya. This empire, though located on Sumatra, effectively controlled the Straits of Malacca. With its capital at Palembang, it dominated the region from the seventh through the 13th century (epoch IV through VI). The Chola did, however, manage to wrest control of the Straits from the Malaysians for a short period during the 11th century (epoch V). Playing this card in epoch VI depicts the development of Ayuthia (better known as Siam) beginning in AD 1350. Holding this card out until epoch VII represents Siam under the Chakri Dynasty, specifically under Mongkut (of *The King and I* fame) in AD 1851. Mongkut's

kingdom holds the distinction of being one of the few independent nations that managed to avoid European domination.

As Southeastern Asia is sandwiched between India and China, the great empires of those areas tend to make detours through here to parts unconquered. The terrain in the area is generally favorable to the defender, but not in the Malayan Peninsula's case with respect to Mekong. This land is the home for the Khmers, who debut in epoch IV. A popular Khmer strategy is to expand into the Malayan peninsula, the South China Sea, the East Indies and Chekiang. This yields a monument, making epoch IV placement for this card unsafe. This card can be used in conjunction with the Khmers, but effectively reduces the opportunity for a monument. It is inadvisable to play this card and then immediately reoccupy it with a Khmer army. Wanton destruction of the city can result in a lost potential of four points, while at the same time making the capital/monument combination in Mekong quite attractive to the Chola, the Sung Dynasty, the Mongols (the Yuan Dynasty), the Ming Dynasty, the Mughals, and the Manchus (the Ch'ing Dynasty). However, this card makes for a nice "speed-bump" to keep the Khmers honest. The player possessing them is usually still riding high from epoch III. This kingdom is also situated on the fringe of the Pacific Ocean, making it a nice prize for an ocean going empire in epoch VII and particularly suitable for a natural disaster.

This card is best played in epoch V, once the Khmers are on the wane and before the Mongols arrive on the scene. The optimal point yield is nine: six for a consecutive presence in Southeast Asia and three for a city. This kingdom, much like the Southern Iberian kingdom, rarely survives until the end of the game as it is situated on a resource. It typically yields three to six points. However, with the area's small size, this Land represents one-fifth of Southeast Asia, making dominance, or even control all the easier; this is obtainable with a bit of foresight and/or luck.

★★★★★

Hopefully this essay has provided the casual student of *HISTORY OF THE WORLD* with a sound insight into the machinations of the lesser kingdoms, their optimal strategies and a bit of history behind them. Too often a passionate decision denies the player the prospect of reaping the best possible point yield, which is the key to victory. One to three points per turn for a relative backwater may not seem like much, but they certainly add up. In addition, what player doesn't enjoy pointing out historical parallels as they unfold during the course of the game? And for those that do not, this is a good way to annoy them.

★



Easy PBEM *FC2* across the Internet for PC users

By Mike McMMain

Michael McMMain has become the impromptu standard bearer for our FLIGHT COMMANDER 2 computer game. He's all over the on-line services playing games, discussing strategy, setting up game ladders, and you name it. Mike returns to The GENERAL with a small piece about how to send FC2 files across the various services.

★★★★★

Interested in playing *FLIGHT COMMANDER 2 (FC2)* by EMAIL, but feel stuck inside a provider? Do you like the automated mail feature of GEnie, but want to get your turns to people on CompuServe or America On-line? Perhaps you simply want to play someone in France or Greece through the Internet. Although all of the providers now give pretty complete access to the Internet, it is often cumbersome to use the direct file transfer methods we need to PBEM. An easy way around this is to use regular mail, and let the provider handle getting it there for us.

FC2 uses a text based file instead of the binary file type used by most games. This means a turn file can be read into any editor or mailer just like a normal message. But there are a couple of reasons we do not really want to do that.

First, there is the file size. Although *FC2* outputs some pretty small files, they can get quite large when playing big scenarios. Any chance to cut-down on the transmission time would be an advantage. Secondly, there is file integrity. When a file is transmitted by E-Mail, a small chance exists that characters either get lost, changed or added in. The longer a MSG is, the more chance it has to get a wrong character. Aside from that, many mail readers will add spaces to the beginning or end of the message. Any of these situations would spell disaster for the PBEM game.

To avoid this, we will use a concept common to most computer users called "File Compression." This single step will actually help us in both file size and file integrity. Although there are many different compression methods, the most widely used is the PKZIP type compression, which outputs a binary file. Of course, this means we end up with a compressed file that we cannot pull into our E-Mail document (back to square one it would seem). The solution to this has been around on the Internet for awhile; UUEncode. UUEncode is a program that will take a binary file, and convert it to a text file. We can then take UUDecode to convert the file back to binary.

Now that we have the issue sufficiently muddled, let's make things simpler. This is the whole reason we play the computer games anyway, right? Listed below are some suggested guidelines, and a couple of batch files to use in a PBEM game of *FC2*.

1. Put each game's file in a different directory to keep them separate.
2. The standard naming convention used by *FC2* is EM001a.TXT for the first player, and EM001b.TXT for the second (these examples are turn 1 files). We will change this to use 4 characters of each players name in place of the 'EM'. Get with your opponent before you start to start to see what to use (for example, I might say "Call mine MIKE001a.TXT"). The

main reason for this is to improve the readability of whose file you are supposed to load from within the game.

3. Secure a copy of PKZIP and UUEncode / UUDecode. PKZip is usually very easy to find in the standard PC Utility recommendation of your online service. UUEncode might be a little harder, so here are some locations you can try:

UUEncode / UUDecode

GEnie	PBM games lib in Scorpia
Internet	http://www.ts.umu.se/~achenar/files
CompuServe	INETRESOURCE, PC Internet SW Library

Note that these files can be found in many different places. If you do not find them in the area listed here, use the search utilities to locate them somewhere else. You will also find some versions specific to Windows and OS/2 that are preferable.

Once obtained, place these files somewhere in your path.

4. Create the following batch files.

GETFC2.BAT

```
@echo off
delete mail.zip
UUDecode mail.uue
pkunzip mail
```

Note that this file is not really specific to a game, but will work for any game you have in progress. You may want to make one copy of this and place it in your path.

USAGE EXAMPLE: getfc2 003a

SENDFC2.BAT

```
@echo off
del mail.zip
pkzip mail MIKE%1.txt
UUEncode mail.zip [normal font]
```

Rename the MIKE to the prefix used to send to your opponent. Since this is a file specific to your game, it should be placed in the same directory as your turn files. You need a new batch file for each game played.

USAGE EXAMPLE: getfc2 003b

If you want to reduce the typing even further, you can add the turn file letter (a or b) to the batch file and eliminate the need to type it at the prompt. If your opponent does not use these batch files, simply request that the name MAIL.ZIP be used for the zip file and the above convention used for the turn file names.

To send a file, simply run the SENDFC2 and import the generated MAIL.UUE into the EMAIL document. You can add some notes to your opponent at the top or bottom of the UUEncoded text, but do not change any of the text itself. When the opponent's file arrives (embedded in his mail message), export it to MAIL.UUE in that game's turn file directory and run the GETFC2 batch file on it. Load the turn into *Flight Commander 2* and you are ready to fly!

If you find yourself looking for PBEM opponents, just drop me a note at mmcmmain@mindspring.com and I will get you setup on our Internet ladder.

★

TECH TIPS

Original and Current Versions By Ken Robinson

This edition's column gives you a rundown of the current versions of Avalon Hill computer games.

KINGMAKER

IBM PC
3.5" disk
Original v1.50
Current v1.52
Available upgrade v 1.50 to 1.52

OPERATION CRUSADER

PC and Mac
Original version 3.5"disk
Current version CD ROM only
Original v1.0 (Mac 3.5" disk)
v 1.1(PC 3.5" disk)
Current v2.35 (Mac and PC CD Rom)
Available upgrade v1.x to 2.35

5th FLEET

IBM PC
3.5" disk and CD Rom
Original v1.0
Current v1.2
Available upgrade v1.0 to v1.2

FLIGHT COMMANDER 2

IBM PC and Mac
3.5" disk and CD ROM
Original v1.0
Current v1.04
Available upgrade v1.0 to v1.4

STALINGRAD

IBM PC and MAC
3.5" disk and CD ROM
Original v1.0
Current v1.85
Available upgrade v1.0 to 1.85

1830 RAILROADS AND ROBBER BARONS

IBM PC
3.5" disk and CD ROM
Original v1.0
Current v1.2
Available upgrade v1.0 to v1.3

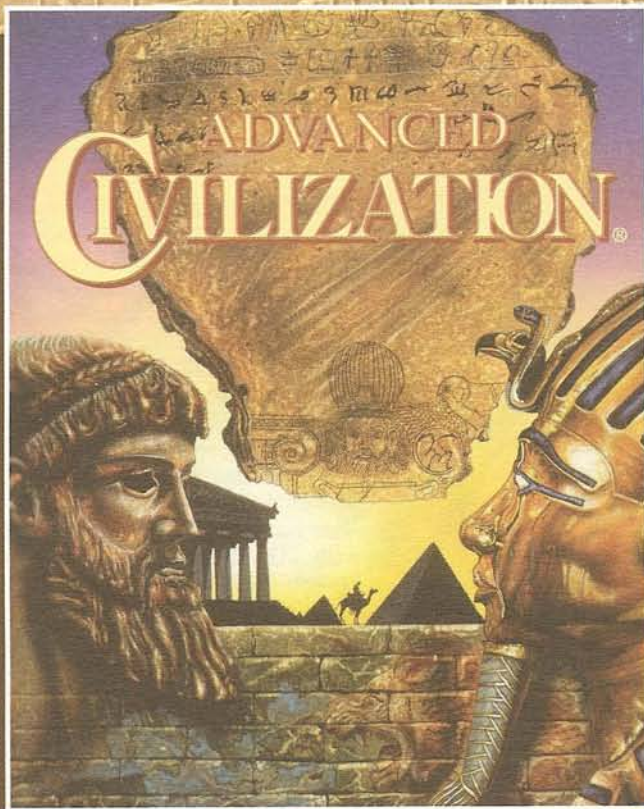
D-DAY: AMERICA INVADES

IBM PC and MAC
CD ROM only
Original v1.0
Current v1.0
Available upgrade (1) IBM PC only

ADVANCED CIVILIZATION

IBM PC
CD ROM only
Original v1.00
Current v1.01
Available upgrade v1.00 to v1.01

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ECONOMICS: Balance your degree of urbanization with the availability of resources to prevent inflation or stagnation. Trade the production of your cities for the tools of civilization.

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SVGA card, GENERAL MIDI,
SOUNDBLASTER and compatibles,
ULTRA SOUND, AD LIB or
ROLAND card.



ADVANCED CIVILIZATION can be found in computer game stores near you.

For order information or for the name of a retailer near you, call 1-800-999-3222 Dept. GEN



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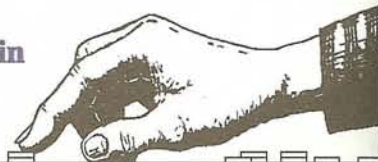
SERIES REPLAY

STALINGRAD (for PC)

AXIS PLAYER: Vince Palonso

SOVIET PLAYER: Michael Dwyer

NEUTRAL COMMENTATOR: Michael McMain



Manstein's Solution is one of the more manageable scenarios in STALINGRAD, Volume II of the WORLD AT WAR series. Here's a Series Replay of the battle as seen through the eyes of some highly recognized on-line gamers.

* * * * *

COMMENTATOR'S INTRODUCTIONS

The Players

I have known Michael Dwyer for a while from our ladder on GENIE. He has consistently been in the top three, and a good number of his wins are from me. He is known for creating new ways to win scenarios, so I always treat him as a formidable opponent.

Vince is a newcomer to the ladder, but not to WORLD AT WAR. He was one of the original playtesters. Since he joined, he has not experienced a loss and a couple of his opponents (myself included) conceded quite early in the matches. Vince has a great deal more experience in this scenario than do Michael or I. We expect him to show us what the Germans should do.

Situation Analysis

Manstein's Solution quickly became one of my favorite scenarios for a variety of reasons. The first is the level of mobility involved for both sides. Although there are a couple of key moves that must happen for both sides, you can still see a lot of variation for secondary objectives. With the limited intelligence offered by the computer medium, players can keep the opponent guessing at the attacker's intent as the forces are assembled.

Although the real objective in this looks to be Kalach (because of the high VP award), this is misleading. The reason is any competent German player has a pretty simple time protecting it (at least in my experience). Because of this, the real Soviet objectives are Nizhne Chirskaya and one of the other Western objectives.

OPENING COMMENTS

AXIS

Situation. This is my first confrontation with Mike Dwyer, and he is evidently not an opponent to be taken lightly. As number one on the GENIE WORLD AT WAR ladder, he has amassed an impressive record. Yet I am not aware of his experience in this particular scenario. I'll utilize my standard Axis strategy

against him, which has been a winner against every opponent to date. It is focused on countering the only valid Soviet strategy for success in this scenario—an all out drive to link up 5th Tank Army and 51st Army at Nizhne Chirskaya. This is the most probable, and most dangerous, course of action, because it achieves objective victory point parity and denies the Axis a corridor between their two armies and thus the central position.

Mission. Army Group Don defends to deny enemy forces Kalach and Nizhne. On order, attack to establish a corridor between the two villages to facilitate the relief of 6th Army in Fortress Stalingrad.

SOVIET

Situation. The general situation for the Soviets is not good, the Germans will receive large reinforcements by the end of the second day. If I am going to win, I need to upset the German position by the middle of the third day. After that, the Germans will have too many forces and I will be on the defensive.

Plan of attack. The main thrust of both armies will be Kalach. It is the key to the game and to the German position. I have put 26th TC (Tank Corps) and 13th MC (Mechanized Corps) in attack supply, and they will drive directly toward the city. 4th TC will move to the north of Kalach and try to outflank the city to the north, 4th MC will support 13th and try to interfere with the German opening moves. 3rd CC (Cavalry Corps) will try to hold Osinovka and block 11th Korps. 4th CC will support the right flank of the 51st Army. Independent units of the 51st Army will move to capture Nizhne Chirskaya. 1st TC will move to the southwest to threaten Oblivskaya and cut off 11th Pz if it moves too far east. This will leave my flanks mostly undefended, I should have no trouble until the Germans get their reinforcements. If I have not been able to secure Kalach and establish a defense by then, I am doomed. I am putting all my eggs into one basket, and gambling that I can smash through or encircle Kalach quickly. If that is not possible the tide will turn quickly against me.

Divisions. 61-11 Motorcycle Infantry Battalion infiltrates north to Malaya Donshchinka. 24th Panzer Division (24 Pz Div) defends Kalach to the north and west. 24th Panzer Regiment established as reserve. 29th Motorized Division (29 Mot Div) defends Kalach to the south and east. Detached units move expeditiously to link up with 11th Panzer Division in the vicinity of Nizhne. I-29 Panzer Battalion (I-29 Pz Bn) and the HQ units from 24 Pz Div, 29 Mot Div, and 14th Korps screen behind the Don north of Kalach. 11th Korps attacks to seize Osinovka.

After Action Report (AAR). The enemy has made contact southeast of Kalach along the Don. 29 Mot Flak Bn is intercepted en route along the rail south of the Don.

SOVIET

Everything has gone well in the first turn.

NEUTRAL COMMENTARY

Very interesting. I see Michael has made what looks thus far to be a push for Kalach. This is very risky in that he must take it very fast. Still, he is not completely committed to this yet.

Vince has made a move to link Nizhne and Kalach. This would prevent any attempt by the Soviet to take Nizhne early.

TURN 2

AXIS

AAR. 29 Mot Flak Bn is eliminated. The Soviet forces close, with his main effort evidently directed at Kalach. 13th Mech Corps is in the south, 4th Mech Corps is southwest, 26th Tank Corps is northwest, and 4th Tank Corps is north. My HQ screen is in trouble. 11th Korps moved adjacent to Osinovka, meeting no resistance. 1st Tank Corps is sighted north of Oblivskaya, seemingly unsupported. This may pose an opportunity, as all other enemy assets appear to be close to Kalach.

SOVIET

In the south two motorized battalions of Germans have moved to block my units from Nizhne Chirskaya. 4th TC has units next to 14th Korps HQ and another HQ (probably 29 Motor). With any luck I will crush them and weaken the German greatly. 8th GTB is only 2 hexes from Kalach and it is held by another HQ (24th?). I feel very good about the position here. I have cut the German in the east off from those in the west. I am concerned about 11th Korps. Those units are strong and the 3rd GCC (Guards Cavalry Corps) cannot hope to hold them.

TURN 1 (DAY 1)

AXIS

Orders. 11th Panzer Division (main effort) defends Nizhne and Oblivskaya and receives attachment of three motorized infantry battalions, one reconnaissance battalion, and two Flak battalions from 24th Panzer and 29th Motorized

4th TC has run into 11th Pz just north of Oblivskaya. I do not feel too good about this either. I could attack the units in front of me, but he can get around my flanks easily. If I attack at night, my units will be tired in the morning. If I withdraw, I may miss a good opportunity to press on. If the entire 11th Pz is here, I am in trouble; if it is only partially here, I can probably handle it.

The units sent toward Nizhne hit the Brandeburgs and two motorized infantry battalions. They have succeeded in keeping me out of Nizhne. I should be able to cut their supply this turn, so they will fall easily in the morning.

NEUTRAL COMMENTARY

Michael is definitely committed to Kalach. His 26th Tank and 4th Tank are pushing hard from the North/Northeast. He is running into troops at Nizhne now which will deny him this objective.

The Soviet push to Oblivskaya has met the front line resistance. The Germans have the objective covered, but the Soviet 4 Tanks Corps has little behind it.

Near Kalach, the 29 Motor HQ is in real trouble. Vince is fortunate he can reassign all units to these guys next turn (night) or they would be in a world of hurt.

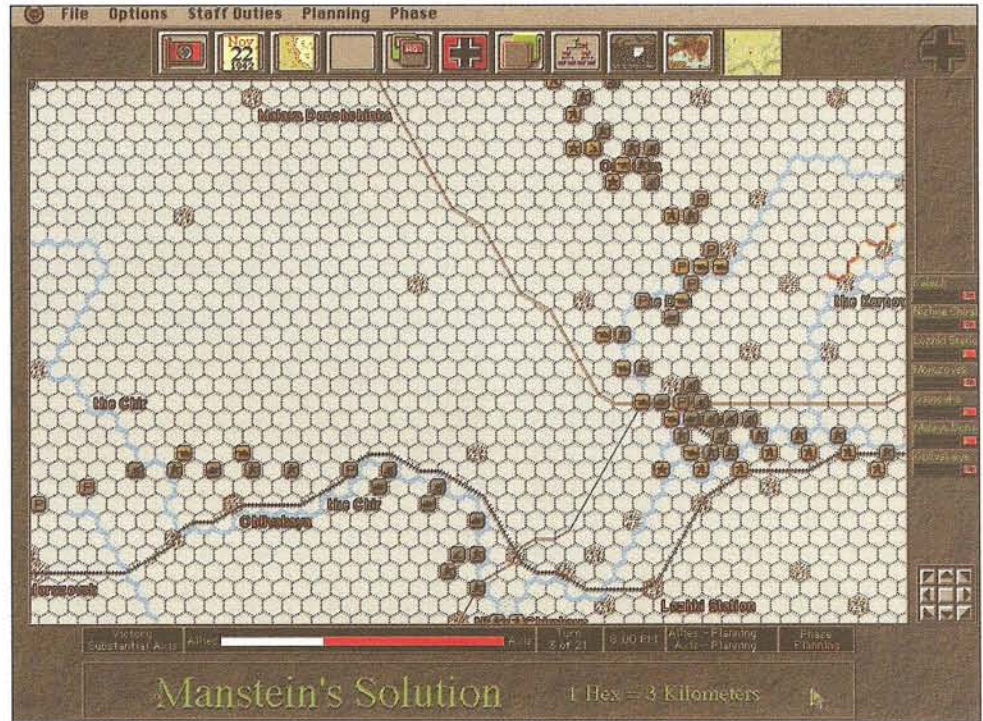
TURN 3 (NIGHT)

AXIS

Orders. 11 Pz Div is to isolate 1st Tank Corps by a risky night double envelopment using 119 Arty Bn and II-110 Inf Bn. In the east, all artillery battalions from 24 Pz Div and 29 Mot Div establish an emergency screen to the south of the HQ screen northeast of Kalach to facilitate the arrival of the Kalach reinforcements and protect the eastern supply source. The HQ screen must withdraw to prevent being overrun by enemy heavy armor. 29th Mot Div HQ is isolated and may be finished. All its units are reassigned to other HQ.

AAR. 14th Korps HQ is overrun to the east, while 29th Mot Div HQ is attacked and withdraws remaining in isolation. 4th Tank Corps may be moving northeast to isolate 11th Korps attacking Osinovka instead of south to cut off Kalach and intercept 6th Army's reinforcements. This would certainly be a lost opportunity for my opponent, for only one tank brigade made contact with my emergency artillery screen to the south. Enemy units are becoming heavily fatigued by ill-advised attacks on Kalach and on the village southeast of Kalach (both repulsed). In the west, my gamble pays off! 1st Tank Corps is successfully isolated by the bold move around the enemy's unprotected flanks. North of Nizhne, 254th Tank Brigade is ambushed by the 11 Pz Div defenses.

Daily Summary. My main error in this opening was not to defend further forward west of Kalach. The enemy's bold move on the village penetrated my lines and engaged the reserve panzer battalions immediately within the village. I should have also retained at least one Flak battalion in reserve. 6th Army HQ within Kalach proper was saved by the withdrawal of 29th Recon Bn into its location immediately



TURN 3. The Axis perspective as night falls.

before the night attack. His probe upon that unit combined with its "retreat if attacked" order was most fortuitous. The enemy's night moves north of Kalach averted a potential crisis. He must not have realized the weakness of my screen there, for in a series of overruns I could have lost most of the HQ units and his tanks could be posed to attack or overrun the weak emergency artillery screen and cut the trail to the east. Because the Soviets did an excellent job of fixing all other forces in the Kalach vicinity, I would have been in a precarious situation. Instead the majority of the enemy armor moved east. Now my reinforcements will arrive without hindrance and I am confident Kalach will hold. It is extremely difficult to invest once the 16th Panzer Division arrives.

SOVIET

Good and Bad news. 1st TC is big trouble. Units of the 11th Pz are stationed North of Oblivskaya and Nizhne. They were able to cut my supply by running across the rear of my units and cutting them off from the HQ. On the other hand the 11th is also defending Nizhne from my independent units. Since 11th is divided I may be able to get the better of Vince, but only until his reinforcements arrive.

I am still making headway around Kalach. Vince has attached most of his units to 6th Army. I was able to destroy 14th K HQ, and 29th Mot HQ is next, but since there are no units attached to them it will have little effect. 6th Army is in Kalach, I cannot attack it this turn but hope to surround it today. That will cause major supply problems. I will try not to kill 6th but force it to retreat behind my lines and leave it alive. If I kill it will only come back.

NEUTRAL COMMENTARY

The 1st Tank Corps is cut-off. A bold move by the 11 Pz takes advantage of the big hole Mike

left behind them. If he reacts quickly, they can recover, but that will put them out of any chance to fight for several turns while they reorganize and rest.

Mike was making some impressive progress on Kalach. He must not have realized just how close he came because the whole thrust moved East, instead of trying to move to cut Kalach off from its supply and soon-to-arrive reinforcements. He must not know that most of what is defending there is just artillery.

TURN 4 (DAY 2)

AXIS

Orders. 11th Korps is to conduct a direct all out assault on Osinovka led by Manstein. 11th Korps southern flank will withdraw to prevent envelopment. 29 Mot Div reinforces the screen with I-29 Pz Bn and 29-29 Recon Bn. Hold the southern line along the river at all costs. 24 Pz Div adjusts the front north of Kalach. I will commit I-24 Pz Bn adjacent to 6th Army HQ. III-15 Inf Bn will withdraw to Kalach. The 11 Pz Div front east of Nizhne is to hold at all costs and assault to destroy the tank battalion and rocket regiment in contact there. All forces north of Oblivskaya are to attack to eliminate 1st Tank Corps. 15 Pz Rgt attacks its eastern flank. HQ and artillery battalions provide a screen to the northeast of the Panzers, but no enemy contact is likely as all enemy formations have been identified in contact in the vicinity of Kalach and Osinovka, and enemy maneuver reinforcements arriving today are not motorized. 61 Motcy In Bn continues to infiltrate north to Malaya and awaits the passage south of the Guard infantry reinforcements.

AAR. 1st Tank Corps heavy tank brigades are successfully surrounded. The solitary tank and rocket battalions north of Nizhne are elimi-

nated. 11th Korps is repulsed (3.1 to 1 odds) at Osinovka despite Manstein's assistance. Again, the enemy does not appear interested in driving south to Kalach although I am still weak there. If his aim is to cut off 11th Korps, I shall let him. This scenario is oriented to capturing terrain, not destroying the enemy. Without Kalach or Nizhne, the Soviets cannot win, even if I lose over half my forces. My only setback before Kalach is the withdrawal of I-21 Arm In Bn before a determined attack by 26th Tank Corps.

SOVIET

1st TC is now out of supply, the units are cut off from the HQ, and 11th Pz has half the Corps surrounded. They do not have the strength to breakout and there is no chance of reinforcements for several turns.

4th TC has run into blocking units north of Kalach. There is one panzer battalion and some artillery. I may be able to bypass them, but that will mean moving farther east. I cannot afford to do this, because it will open a gap between 4th TC and 26th. I am already concerned about the Gap between 4th TC and 3rd GCC. If Vince puts major units of the 16th Pz into this gap, 4th TC will end up just like 1st TC.

My plan has been to keep the tempo of my attack high to try to break Vince's lines. I knew this would mean high fatigue and disruption values for my units, but I did not realize how high. For calculating effective unit performance the game only uses values up to 15. But looking at the units from the Order of Battle screen, we see actual values: 26th TC has a Tank Bde at 16-18 and 4th TC's MRB is at 18-13. Maybe I have pushed too hard.

NEUTRAL COMMENTARY

1st Tank Corps is in real trouble now. It is doubtful they can break out by themselves.

Mike should really make an all-out drive into Kalach. This is obviously his objective, but I think he underestimates the ability of his Armor for overrun, or overestimates what Vince has in the way. They could still drive through a lot of what is there.

TURN 5

AXIS

Orders. 11th Pz Div is to complete the destruction of 1st Tank Corps. 11th Korps continues the attack on Osinovka. 16th Panzer Division send its reconnaissance and motorcycle infantry battalions to reinforce the boundary between 11th Korps and the HQ screen. 100th Jager Division is to defend north of Kalach. 2nd Panzer Regiment is in reserve and receives replacements. 16 Pz Div infantry and engineers accompanied by the 369th Croatian Regiment reinforce Kalach. In Nizhne, the recently arrived 23rd Panzer Division reinforces the lines there, except for the 201st Pz Rgt and 128 Recon Bn who will augment the attack on 1st Tank Corps.

AAR. Continued success is reported versus the isolated 1st Tank Corps. Enemy Guard infantry reinforcements are sighted massing on 11th Korps' northern flank. The attack on Osinovka failed again. In retrospect I should have had 11th Korps work the flanks before embark-



TURN 5: In the west, the Soviet 1st Tank Corps is surrounded.

ing on a direct assault of Osinovka. At Kalach, the 29th Mot HQ was finally overrun and I-21 Armored Infantry is isolated to the north. I-15 Inf Rgt is eliminated by a combined arms assault, including 47 artillery factors, in the south. A slight blunder in planning the 29 Engr Bn attack on an infiltrating enemy cavalry unit causes the enemy to retreat into my main supply route, delaying the 16 Pz Div infantry reinforcements near their start point. The enemy's numerous 5th Tank Army rocket artillery reinforcements are clearly massing west of Kalach.

SOVIET

26th TC attacks 1/21st PzGr Bn, it retreated north behind my lines. I should be able to kill it in the morning. I may also be able to cut the supply of one of his infantry battalions south of the city. My advance is slowing to a crawl. Kalach is held by the 6th Army HQ still. To the northwest is a Pz Bn in a city hex. This unit is the one stopping my advance. It's anti-tank value is too high for me to attack with tanks and I have very little infantry.

NEUTRAL COMMENTARY

Vince is showing some dedication to Osinovka. I figured he was just trying to cause some diversion for Mike, but instead it looks like he is really trying to take it.

Mike's Kalach attack is failing. He must take this, or the Soviets cannot hope to win. His Cavalry retreat into the 16 Pz entry area is interesting. I think this delays their entry, but it might only shift the point of entry.

TURN 6 (NIGHT)

AXIS

Orders. Not all may rest, because an active defense is necessary to defend Kalach against a determined attack. 16th Flak Bn advance to

block any tank threat due north of the village. The last of the artillery screen units withdraw behind 100 Jager Div south of Kalach. The 16th Engr Bn and 16 Pz Div HQ reinforce the 15th Inf Rgt to prevent a breakthrough by enemy mechanized forces. 11 Pz Div continues attacks throughout the night on 1st Tank Corps. I must eliminate this threat ASAP before the Guard reinforcements arrive. 11 Pz must be free to begin the drive to link with 6th Army via Lozhki to Kalach. Perhaps this threat will relieve some of the pressure on Kalach. 30th Korps and 11th Korps rest. II-64 Inf Bn attack the cavalry brigade on my supply route in the east.

AAR. The 1st Tank Corps heavy armor brigades are eliminated! I-24 Pz Bn holds at all costs north of Kalach (20% losses). But in the south, the 13th Mechanized Corps advances in a night attack, isolating II-15 Inf Bn. The pesky cavalry brigade is forced off the main supply route.

Daily Summary. All objectives were achieved. A successful defense of Kalach resulted in some lost ground north and south of the village and the loss of one infantry battalion and two isolated. But none of the village property is lost. The best results were the maintenance of the northern screen. Again the enemy evidently did not appreciate the weakness there and failed to force the line. Now 100 Jager is in place and with the arrival of the three engineer battalions and artillery reinforcements on day three, Kalach will certainly hold.

The destruction of 1st Tank Corps was an unexpectedly early success. With this threat now eliminated, 4th Panzer Army can turn east and focus on linking up with 6th Army. The Soviet 51st Army will have no option but to commit forces to contain this threat, which will relieve the pressure on 6th Army south of Kalach. The time of crisis is over and, barring grave misfortune, victory is assured.

SOVIET

I am running out of time. 23rd and 16th Pz will be in action today; that will spell the end of my offensive. In order to concentrate units on Kalach I have left my flanks open or only lightly defended. Vince should have no trouble in hitting them today and forcing me back.

NEUTRAL COMMENTARY

The 16 Pz is O.K. since Vince got that troublesome brigade off the supply route. Mike's plans are really in trouble. With the new reinforcements, there is almost no way the Soviets can take Kalach now. The Soviet flanks are weak and the loss of 1st Tank frees up the 4th Panzer to help push back the attack on Kalach.

TURN 7 (DAY 3)

AXIS

Orders. The Luftwaffe bombs concentrated enemy rocket artillery regiments west and south of Kalach and conducts air reconnaissance of Malaya Donshchinka. 6th Army defend Kalach at all costs. 16 Engr Bn counterattack the 13th Mech Corps advance units south of Kalach, while 29 Recon Bn and 2nd Panzer Regiment reserve are available to exploit any success there. 16 Recon Bn advances west of Kalach to stiffen defenses there. 4th Panzer Army attacks towards Lozhki using 11 and 23 Pz Divs plus 387 Inf Div. Meanwhile, 385 Inf Div attacks to destroy remnants of 1st Tank Corps. Then it will assume the defense of Oblivskaya.

AAR. The flaw of concentrating artillery in the face of Luftwaffe air superiority is aptly demonstrated by the devastating losses (three regiments are eliminated — close to sixty attack factors — and the rest suffer 70% or greater casualties). I lose the I-24 Pz Bn north of Kalach to a determined attack and the Panzer Grenadier battalion in isolation is overrun nearby. 30th Korps continues to reduce 1st Tank Corps (only two weak units remain). An error in orders causes 11 Pz Div's Mark IV battalion to set off solo on reconnaissance north to Malaya! During the previous planning session an alternate plan to drive on Malaya with a strong detachment from 11 Pz Div concurrently with the drive on Lozhki was considered and aborted. This unit never got the word. Now my most powerful Panzer unit is alone and in contact with Soviet artillery between Malaya and Oblivskaya. The air reconnaissance reveals a unit in Malaya. And the Guard infantry may be to the south. North of Kalach, the enemy 4th Tank Corps adjusts its front to the east and continues to fail to focus its attacks. 4th Pz Army achieves great initial success by penetrating the Soviet line west of Lozhki.

SOVIET

I am now completely stalled in front of Kalach, 1st TC is destroyed, and the independent units I sent toward Nizhne are being overrun by 23rd Pz. 4th TC will attempt to flank Kalach to isolate it. However, there are many German units in front of me, and I doubt I will make much headway. I will pull off units to move to block 23rd Pz on my flank, but it is only a matter of time before Vince breaks through

them into my rear area. I have an independent Tank Bn north of 4th TC. It advanced this turn only to end up surrounded by German units. They are probably 16th Pz Div and headed to the gap between 4th TC and 3rd GCC. In the north 15 GRD will attempt to turn the right flank of 11th Korps. This may cause Vince to pull some units away from the attack on Osinovka.

NEUTRAL COMMENTARY

An amazing German air strike eliminates 3 whole Soviet artillery regiments at one time. Those units play a significant part in the attack. I know I will never stack them again after seeing that.

The Soviets are becoming very fragmented. Vince is doing a good job of breaking them up, and eliminating the isolated troops.

TURN 8

AXIS

Orders. With Malaya occupied, the 61 Motcy Bn and Brandenburger Commandos move to reconnoiter the northern supply source. 11th Korps attacks Osinovka again. The eastern engineer reinforcements reinforce north and northeast of Kalach to counter any 4th Tank Corps flanking maneuver. 79 Inf Rgt reinforce the Croats north of Kalach. North of Oblivskaya, the II-15 Pz Bn attempt to overrun the adjacent artillery while 385th Inf Div and KGL cavalry move north in support.

AAR. In the vicinity of Oblivskaya, the last units of 1st Tank Corps are eliminated, but the disorganized move north by the Mark IV battal-

ion has placed it in jeopardy. The enemy Guards infantry reinforcements have materialized and isolated the battalion. I erred in attempting the overrun of the artillery and should have ordered an immediate withdrawal. Now, a rescue operation is in order, but the assets cannot be diverted from the drive on Lozhki. I may lose the battalion. Yet the 11 and 23 Pz Divs have broken through the weak Soviet line before Lozhki and are adjacent to the village. Units exploiting south and east around the village have isolated it and intercepted Soviet reinforcements, but a motorcycle infantry battalion is, in turn, isolated northeast of Lozhki. Kalach holds against determined but increasingly fatigued attackers. And finally, the Osinovka attack succeeds (6.5 to 1 odds) and routs the defenders, but 11th Korps failed to advance! It will be a race for the vacant village.

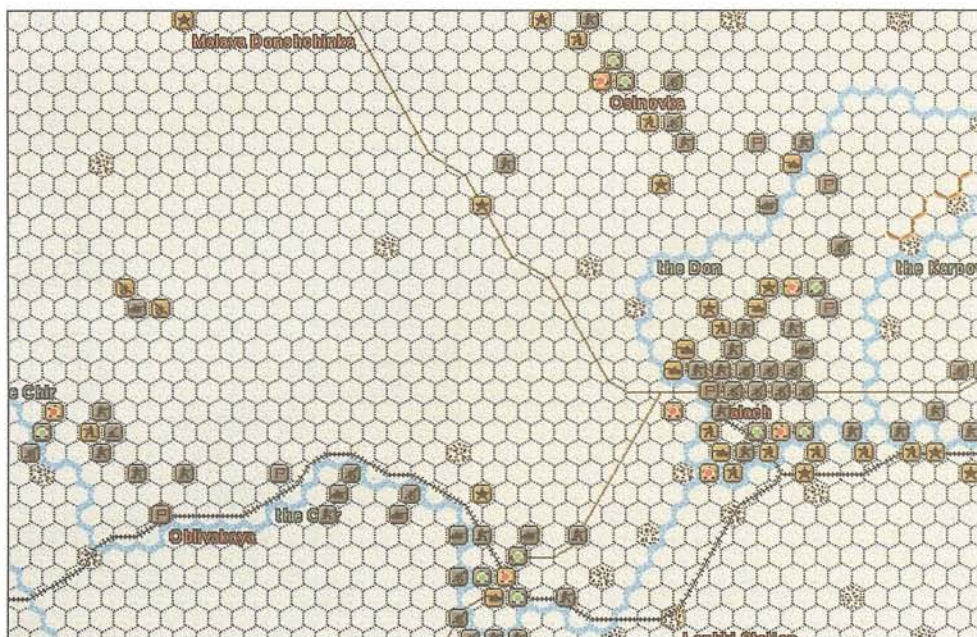
SOVIET

German units are now moving into the gap between 4th TC and 3rd GCC. Two counter attacks in the south have driven back my units from Kalach and freed the motor infantry unit I was trying to destroy. The left flank of 51st Army is being overrun. These units did not appear on the map last turn. That was a well executed attack, coming out of nowhere!!

NEUTRAL COMMENTARY

Osinovka is empty after a tough German attack. It will be interesting to see who gets there first. I imagine the Soviet troops are too fatigued to hold, even if they can get there before the Germans.

It appears that Vince is poking into the northern Soviet supply source. Mike will be in real trouble if he leaves that undefended.



TURN 8: The Germans attack Osinovka in the north, mop up in the west, hold Kalach solidly, and breakthrough at Nizhne.



TURN 8: The Axis calls in artillery (A) and fighter bombers (F) support.

TURN 9 (NIGHT)

AXIS

Orders. KGL Cav Rgt and elements of 30th Korps night march north to assist II-15 Pz Bn and attempt to isolate the Guard infantry in a double envelopment in the same manner that 1st Tank Corps was destroyed. Further east, I will complete the isolation of Lozhki by turning the flank from the south and attempting to link up with the isolated motorcycle infantry in the northeast. North of Kalach, I order a night march of 16 Motcy Inf Bn to isolate 4th Tank Corps which is threatening the eastern screen. 11th Korps must race an infantry regiment into Osinovka. The remainder must rest and replace the infantry of the 44th Inf Div which bore the brunt of the Osinovka assaults. The northern supply point appears unoccupied and 61 Motcy Inf Bn will move to occupy. Brandeburgers move to interdict the northern supply road to support the capture of the supply source.

AAR. Osinovka is captured, but at the expense of an additional 33% casualties from ambush. Around Lozhki, the relief of the 128 Motcy Inf Bn fails and the two units (128 Rec Bn and I-128 Inf Bn) move into isolation themselves. Yet, Lozhki is now most assuredly contained. Had the enemy any uncommitted forces for a relief attempt of the village, I'd be concerned. However, taking this risk should result in a rapid capture of the village and an early drive on Kalach. Axis forces have the initiative everywhere now and can afford to take greater risks. The northern supply source is successfully cut. The Soviets seriously erred by not garrisoning it. If these two units are not dislodged, the Northwest Front will run out of supply in two days. In the northwest, the elements of 11 Pz Div and 30th Korps isolate the Guards infantry but II-15 Pz Bn remains surrounded.

SOVIET

The infantry sent to try and rescue 1st TC have themselves been surrounded. I am starting

a general retreat of all units, if I move fast enough I may escape with some of my units, but that is all. 11th Korps finally forced me out of Osinovka, all I hold now is Lozhki Station and Malaya Donshchinka. Neither will hold long once the Germans get to them. 11th Korps has pushed my units out of Osinovka but failed to take it.

NEUTRAL COMMENTARY

Osinovka is in German hands, and the Soviets are on the run. There is really no place to go since the main supply source in the North is cut. Mike tries to pull back in the South, but the Germans are everywhere. It is like a scene from Aliens.



TURN 9: In the west the Axis advances, searching for the Soviet line.

TURN 10 (DAY 4)

AXIS

Orders. Elements of 30th Korps and 11 Pz Div continue isolation of the Guards infantry and advance north. 111 Inf Rgt screens their flank. 48th Pz Korps attacks to link up at Kalach along the Kalach/Nizhne trail. Infantry reduce the Lozhki pocket, while I-110 Inf Bn attack the enemy HQ at Lozhki proper. 14th Pz Korps armor attack southwest to link up with 48th Pz Korps. 16 Recon Bn again attempts to turn 4th Tank Corps' northern flank. 11th Korps reinforces Osinovka.

AAR. II-15 Pz Bn is eliminated. The isolation of the Guards infantry was not of lasting enough duration to affect their combat power, as these foot soldiers need much less logistical support. Thus, the relief attempt of the wayward panzer battalion ends in failure. The relief attempt of 6th Army, however, is a success that far overcomes this slight setback. 14th Pz Korps and 48th Pz Korps link up southwest of Kalach and the corridor is effectively established. Lozhki Station is captured by I-110 Panzer Grenadiers, and the portions of 4th and 13th Mech Corps that were attempting to reinforce may now face isolation. North of Kalach, a 4th Tank Corps attack versus the 100th Jager Div is repulsed inflicting over 10% casualties. 4th Tank Corps is finally attacking south in force but it is too late.

16 Recon Bn enters the 4th Tank rear area. 11th Korps faces determined counterattacks and holds except in the far north against the Guards. A 6 Km breach is forced here and 6th Army has no mobile reserve to react. Fortunately, the enemy likewise has no mobile forces remaining to exploit this breach. Finally, the units in the vicinity of the enemy northern supply point still appear to be undiscovered.

(Continued on pg. 36)

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 4 Year Olds and Up
 1st \$9,000 2nd \$5,500 3rd \$3,000 4th \$500

6 7 6 8 8 8 5
 RUNNING STRENGTH
1
 ODDS 8-1
R.T. Rise N Shine
 VETERAN Tucker's 91-102
 CLASS-43 SPEED-35

7 9 8 7 8 4 10
 RUNNING STRENGTH
2
 ODDS 5-1
Natural Disaster
 VETERAN Tucker's 95-102
 CLASS-43 SPEED-39

6 10 9 7 10 5 11
 RUNNING STRENGTH
3
 ODDS 4-1
Rambo Phil
 VETERAN Tucker's 97-106
 CLASS-47 SPEED-42

8 7 7 7 9 6 4
 RUNNING STRENGTH
4
 ODDS 6-1
Grace Ave
 APPRENTICE Tucker's 94-103
 CLASS-44 SPEED-38

4 5 7 10 9 9 7
 RUNNING STRENGTH
5
 ODDS 2-1
Trap Line
 VETERAN Tucker's 92-105
 CLASS-44 SPEED-35

7 8 9 8 8 7 2
 RUNNING STRENGTH
6
 ODDS 3-1
Lord Maniac
 VETERAN Tucker's 95-105
 CLASS-47 SPEED-40

② SECOND RACE
 Allowance
 PURSE: \$18,500
 3 Year Olds and Up
 male & female
 1st \$10,000 2nd \$4,500 3rd \$3,000 4th \$1,000

9 9 8 6 6 5 3 2 1 11
 RUNNING STRENGTH
1
 ODDS 20-1
Dianna's Demon
 APPRENTICE Tucker's 87-94
 CLASS-49 SPEED-48

4 5 6 8 7 4 6 6 7 9
 RUNNING STRENGTH
2
 ODDS 7-1
Snowberto
 VETERAN Tucker's 86-98
 CLASS-53 SPEED-46

7 8 8 8 6 5 6 7 11 8
 RUNNING STRENGTH
3
 ODDS 2-1
Indian Paradise
 VETERAN Tucker's 96-111
 CLASS-66 SPEED-55

7 8 8 8 7 6 6 5 6 7
 RUNNING STRENGTH
4
 ODDS 7-1
Foreign Film
 VETERAN Tucker's 97-107
 CLASS-61 SPEED-55

5 6 9 10 6 7 6 6 6 5
 RUNNING STRENGTH
5
 ODDS 4-1
Wild Rumor
 VETERAN Tucker's 96-106
 CLASS-61 SPEED-51

4 5 8 10 8 5 7 8 9 6
 RUNNING STRENGTH
6
 ODDS 3-2
Bella Selene
 VETERAN Tucker's 96-109
 CLASS-64 SPEED-55

③ THIRD RACE
 Winners of 3 Races
 PURSE: \$32,000
 3 Year Olds and Up
 1st \$15,000 2nd \$9,000 3rd \$5,000 4th \$3,000

7 7 10 8 5 4 6 8 8 7
 RUNNING STRENGTH
1
 ODDS 7-2
Ballet Buff
 VETERAN Tucker's 92-104
 CLASS-63 SPEED-55

8 8 7 6 5 6 6 8 10 6
 RUNNING STRENGTH
2
 ODDS 2-1
Flying Katuna
 VETERAN Tucker's 90-104
 CLASS-64 SPEED-54

10 9 9 8 7 5 6 5 2 8
 RUNNING STRENGTH
3
 ODDS 5-2
Tricky Squaw
 VETERAN Tucker's 95-101
 CLASS-61 SPEED-59

8 9 9 9 6 4 6 6 5 10
 RUNNING STRENGTH
4
 ODDS 7-1
Empress Tigere
 VETERAN Tucker's 92-101
 CLASS-62 SPEED-57

5 6 7 7 4 5 9 10 4
 RUNNING STRENGTH
5
 ODDS 10-1
Grand Creation
 APPRENTICE Tucker's 84-97
 CLASS-58 SPEED-48

6 7 6 6 5 6 7 8 10 5
 RUNNING STRENGTH
6
 ODDS 5-1
Mint Cooler
 VETERAN Tucker's 86-101
 CLASS-61 SPEED-51

④ FOURTH RACE
 Allowance(non-winners of 3
 races other than claiming)
 PURSE: \$23,000
 3 Year Olds and Up
 1st \$11,000 2nd \$6,000 3rd \$4,500 4th \$1,500

10 9 6 5 7 8 7 8 5 7
 RUNNING STRENGTH
1
 ODDS 3-2
Ima Smarten
 VETERAN Tucker's 97-106
 CLASS-65 SPEED-60

13 12 9 6 7 6 4 3 5 12
 RUNNING STRENGTH
2
 ODDS 10-1
Edelarg
 VETERAN Tucker's 93-102
 CLASS-65 SPEED-60

4 5 7 6 9 11 10 9 8 9
 RUNNING STRENGTH
3
 ODDS 4-1
Kalli
 VETERAN Tucker's 96-109
 CLASS-69 SPEED-61

9 10 8 4 6 8 7 7 7 5
 RUNNING STRENGTH
4
 ODDS 6-1
Jove By Jove
 VETERAN Tucker's 94-106
 CLASS-66 SPEED-59

11 11 8 7 8 8 5 4 8 10
 RUNNING STRENGTH
5
 ODDS 8-1
Mountaineer Miller
 VETERAN Tucker's 97-109
 CLASS-70 SPEED-62

8 9 7 7 6 6 7 10 4 8
 RUNNING STRENGTH
6
 ODDS 3-1
Finder's Delight
 VETERAN Tucker's 94-104
 CLASS-64 SPEED-60

5 FIFTH RACE 5

Winners of 2 Races
PURSE: \$21,000
3 Year Olds and Up

1 1/8 MI.

1st \$10,500 2nd \$6,000 3rd \$3,500 4th \$1,000

RED	6	6	5	5	6	7	9	12	7
ODDS	MISS RUSTY								
3-2	Tucker's 87-103 CLASS-62 SPEED-50								
BLACK	8	7	5	4	4	5	9	11	9
ODDS	SHEBATIM								
3-1	Tucker's 88-102 CLASS-62 SPEED-53								
BLUE	7	6	4	5	6	6	7	8	13
ODDS	SALISBURY SAL								
6-1	Tucker's 85-102 CLASS-62 SPEED-49								
GREEN	2	4	5	6	7	8	7	8	10
ODDS	ASKRAWHY								
8-1	Tucker's 84-97 CLASS-57 SPEED-47								
BROWN	3	5	5	6	6	6	8	9	10
ODDS	DANCE PRETTY SIS								
20-1	Tucker's 82-96 CLASS-58 SPEED-48								
WHITE	5	5	4	4	6	8	8	10	13
ODDS	WHAT'S ON THE MENU								
7-2	Tucker's 86-103 CLASS-63 SPEED-50								

6 SIXTH RACE 6

Winners of 1 Race
PURSE: \$26,000
3 Year Olds and Up

7 FURLONGS

1st \$13,000 2nd \$7,000 3rd \$4,500 4th \$1,500

RED	10	10	10	9	4	3	7	7	9
ODDS	HIGHLAND SPRINGS								
10-1	Tucker's 96-107 CLASS-53 SPEED-46								
BLACK	5	8	8	11	9	8	6	6	6
ODDS	BOLD SUMMIT								
2-1	Tucker's 99-109 CLASS-55 SPEED-49								
BLUE	6	5	7	10	7	9	6	6	3
ODDS	AMERICAN ARTIST								
20-1	Tucker's 93-103 CLASS-50 SPEED-44								
GREEN	7	8	10	10	5	3	6	6	5
ODDS	APRIL'S RAINDANCER								
15-1	Tucker's 93-103 CLASS-49 SPEED-43								
BROWN	7	8	9	9	7	7	9	9	7
ODDS	MIDNIGHT CALL								
1-1	Tucker's 98-111 CLASS-56 SPEED-47								
WHITE	10	10	10	10	9	4	4	5	10
ODDS	INTENT TO FLY								
10-1	Tucker's 96-105 CLASS-52 SPEED-47								

Bonus No. 2
VETERAN

Bonus No. 3
VETERAN

Bonus No. 4
VETERAN

Bonus No. 5
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Bonus No. 7
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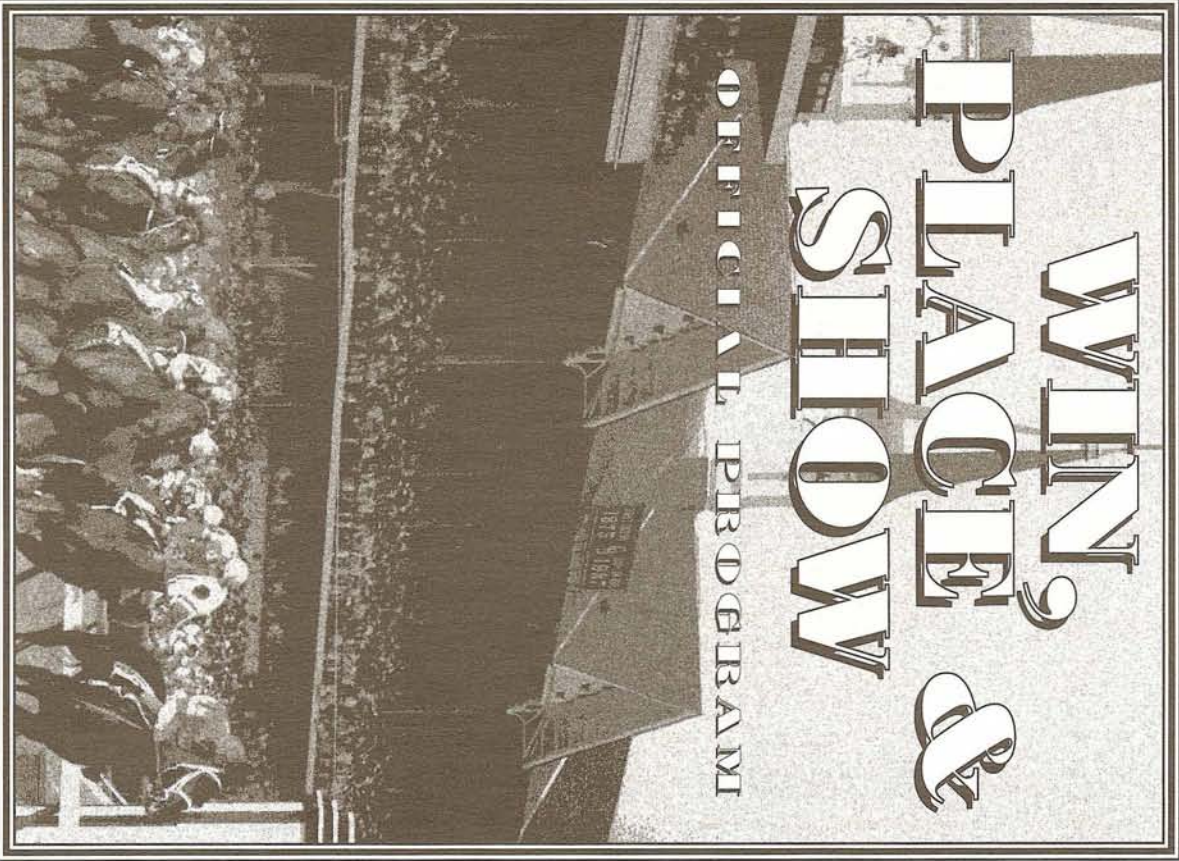
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VETERAN

Bonus No. 9
VETERAN

Bonus No. 10
VETERAN

Bonus No. 11
VETERAN

Bonus No. 12
VETERAN



1 FIRST RACE 1

CLAIMING \$30-35,000
PURSE: \$18,000
4 Year Olds and Up



1st \$9,000 2nd \$5,500 3rd \$3,000 4th \$500

RED	6	7	6	8	8	8	5
ODDS	R.T. Rise N Shine						
8-1	Tucker's 91-102						
CLASS-43	SPEED-35						
BLACK	7	9	8	7	8	4	10
ODDS	Natural Disaster						
5-1	Tucker's 95-102						
CLASS-43	SPEED-39						
BLUE	6	10	9	7	10	5	11
ODDS	Rambo Phil						
4-1	Tucker's 97-106						
CLASS-47	SPEED-42						
GREEN	8	7	7	7	9	6	4
ODDS	Grace Ave						
6-1	Tucker's 94-103						
CLASS-44	SPEED-38						
BROWN	4	5	7	10	9	9	7
ODDS	Trap Line						
2-1	Tucker's 92-105						
CLASS-44	SPEED-35						
WHITE	7	8	9	8	8	7	2
ODDS	Lord Maniac						
3-1	Tucker's 95-105						
CLASS-47	SPEED-40						

2 SECOND RACE 2

Allowance
PURSE: \$18,500
3 Year Olds and Up
male & female

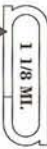


1st \$10,000 2nd \$4,500 3rd \$3,000 4th \$1,000

RED	9	9	8	6	5	3	2	1	11
ODDS	Dianna's Demon								
20-1	Tucker's 87-94								
CLASS-49	SPEED-48								
BLACK	4	5	6	8	7	4	6	6	7
ODDS	Snowberto								
7-1	Tucker's 86-98								
CLASS-53	SPEED-46								
BLUE	7	8	8	8	6	5	6	7	11
ODDS	Indian Paradise								
2-1	Tucker's 96-111								
CLASS-66	SPEED-55								
GREEN	7	8	8	8	7	6	6	5	6
ODDS	Foreign Film								
7-1	Tucker's 97-107								
CLASS-61	SPEED-55								
BROWN	5	6	9	10	6	7	6	6	5
ODDS	Wild Rumor								
4-1	Tucker's 96-106								
CLASS-61	SPEED-51								
WHITE	4	5	8	10	8	5	7	8	9
ODDS	Bella Selene								
3-2	Tucker's 96-109								
CLASS-64	SPEED-55								

3 THIRD RACE 3

Winners of 3 Races
PURSE: \$32,000
3 Year Olds and Up



1st \$15,000 2nd \$9,000 3rd \$5,000 4th \$3,000

RED	7	7	10	8	5	4	6	8	8	7
ODDS	Ballet Buff									
7-2	Tucker's 92-104									
CLASS-63	SPEED-55									
BLACK	8	8	7	6	5	6	6	8	10	6
ODDS	Flying Katana									
2-1	Tucker's 90-104									
CLASS-64	SPEED-54									
BLUE	10	9	9	8	7	5	6	5	2	8
ODDS	Tricky Squaw									
5-2	Tucker's 95-101									
CLASS-61	SPEED-59									
GREEN	8	9	9	9	6	4	6	6	5	10
ODDS	Empress Tigere									
7-1	Tucker's 92-101									
CLASS-62	SPEED-57									
BROWN	5	6	7	7	4	5	5	9	10	4
ODDS	Grand Creation									
10-1	Tucker's 84-97									
CLASS-58	SPEED-48									
WHITE	6	7	6	6	5	6	7	8	10	5
ODDS	Mint Cooler									
5-1	Tucker's 86-101									
CLASS-61	SPEED-51									

4 FOURTH RACE 4

Allowance from winners of 3 races other than claiming
PURSE: \$23,000
3 Year Olds and Up



1st \$11,000 2nd \$6,000 3rd \$4,500 4th \$1,500

RED	10	9	6	5	7	8	7	8	5	7
ODDS	Ima Smarten									
3-2	Tucker's 97-106									
CLASS-65	SPEED-60									
BLACK	13	12	9	6	7	6	4	3	5	12
ODDS	Edelarg									
10-1	Tucker's 93-102									
CLASS-65	SPEED-60									
BLUE	4	5	7	6	9	11	10	9	8	9
ODDS	Kalli									
4-1	Tucker's 96-109									
CLASS-69	SPEED-61									
GREEN	9	10	8	4	6	8	7	7	7	5
ODDS	Jove By Jove									
6-1	Tucker's 94-106									
CLASS-66	SPEED-59									
BROWN	11	11	8	7	8	8	5	4	8	10
ODDS	Mountaineer Miller									
8-1	Tucker's 97-109									
CLASS-70	SPEED-62									
WHITE	8	9	7	7	6	6	7	10	4	8
ODDS	Finder's Delight									
3-1	Tucker's 94-104									
CLASS-64	SPEED-60									

Bonus No. 2 APPRENTICE

Bonus No. 3 APPRENTICE

Bonus No. 4 APPRENTICE

Bonus No. 5 APPRENTICE

Bonus No. 6 APPRENTICE

Bonus No. 7 APPRENTICE

Bonus No. 8 APPRENTICE

Bonus No. 9 APPRENTICE

Bonus No. 10 APPRENTICE

Bonus No. 11 APPRENTICE

Bonus No. 12 APPRENTICE

FIFTH RACE

Winners of 2 Races
PURSE: \$21,000
 3 Year Olds and Up
 1st \$10,500 2nd \$6,000 3rd \$3,500 4th \$1,000

1 1/8 MI.

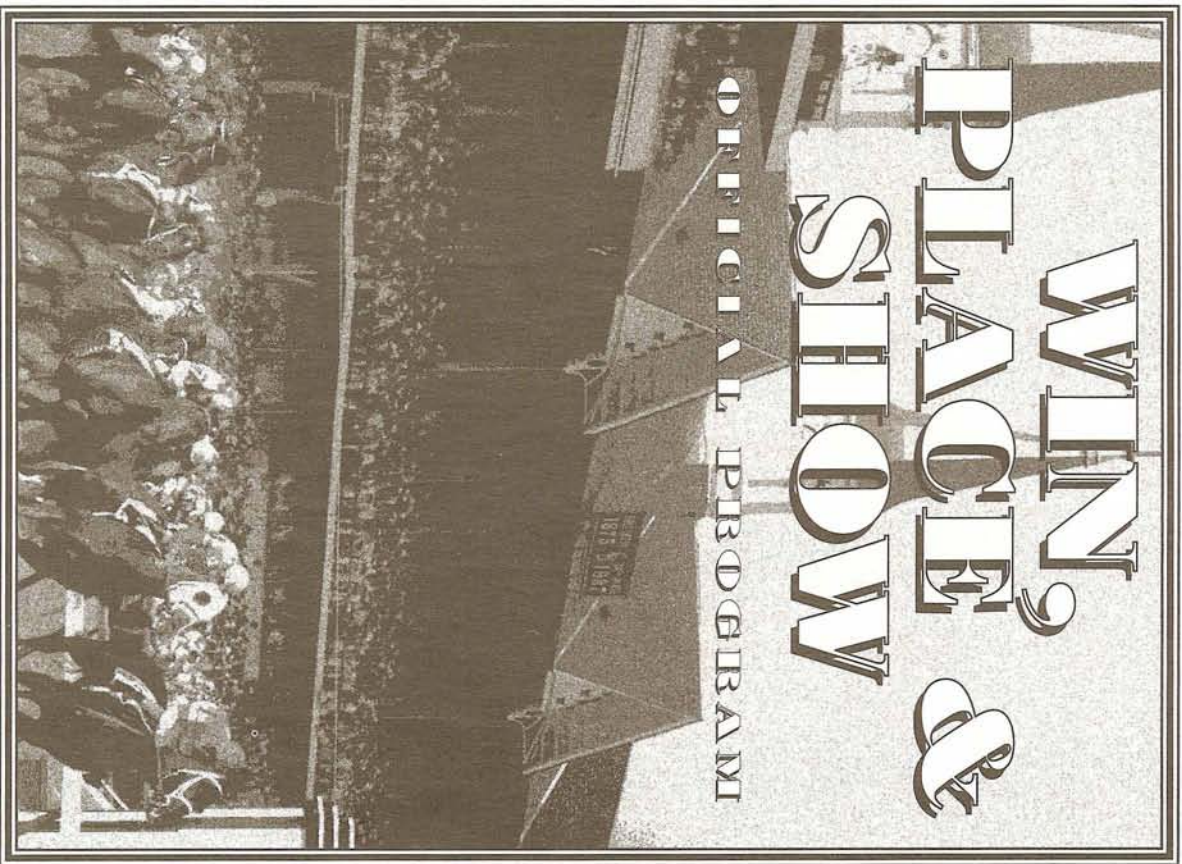
1	RED	6	6	5	5	6	7	9	12	7
ODDS		MISS RUSTY								
3-2		VETERAN Tucker's 87-103								
	BLACK	8	7	5	4	4	5	9	11	9
2		SHEBATIM								
ODDS		VETERAN Tucker's 88-102								
3-1		SHEBATIM								
	BLUE	7	6	4	5	6	6	7	8	13
3		SALISBURY SAL								
ODDS		VETERAN Tucker's 85-102								
6-1		SALISBURY SAL								
	GREEN	2	4	5	6	7	8	7	8	10
4		ASKRAWHY								
ODDS		VETERAN Tucker's 84-97								
8-1		ASKRAWHY								
	BROWN	3	5	5	6	6	6	8	9	10
5		DANCE PRETTY SIS								
ODDS		VETERAN Tucker's 82-96								
20-1		DANCE PRETTY SIS								
	WHITE	5	5	4	4	6	8	8	10	13
6		WHAT'S ON THE MENU								
ODDS		VETERAN Tucker's 86-103								
7-2		WHAT'S ON THE MENU								

SIXTH RACE

Winners of 1 Race
PURSE: \$26,000
 3 Year Olds and Up
 1st \$13,000 2nd \$7,000 3rd \$4,500 4th \$1,500

7 FURLONGS

1	RED	10	10	10	9	4	3	7	7	9
ODDS		HIGHLAND SPRINGS								
10-1		VETERAN Tucker's 96-107								
	BLACK	5	8	8	11	9	8	6	6	6
2		BOLD SUMMIT								
ODDS		VETERAN Tucker's 99-109								
2-1		BOLD SUMMIT								
	BLUE	6	5	7	10	7	9	9	6	6
3		AMERICAN ARTIST								
ODDS		VETERAN Tucker's 93-103								
20-1		AMERICAN ARTIST								
	GREEN	7	8	10	10	5	3	6	6	5
4		APRIL'S RAINDANCER								
ODDS		VETERAN Tucker's 93-103								
15-1		APRIL'S RAINDANCER								
	BROWN	7	8	9	9	7	7	7	9	9
5		MIDNIGHT CALL								
ODDS		VETERAN Tucker's 98-111								
1-1		MIDNIGHT CALL								
	WHITE	10	10	10	10	9	4	4	5	5
6		INTENT TO FLY								
ODDS		VETERAN Tucker's 96-105								
10-1		INTENT TO FLY								



STALINGRAD Series Replay...
(Continued from pg. 30)



TURN 10: In the west, the Axis surrounds the Guards infantry, while the Soviets creep forward on the northern flank of Kalach.

SOVIET

The withdrawal in the south is going poorly. Vince got past my lines before they could form and things are now very confused. The Guards infantry fighting to the west were able to destroy 2/15 Pz Bn and should be able to break out of their encirclement this turn. I am a little annoyed that I was unable to attach them to 1st TC which has only a Motorcycle Bn at this point. The HQ should have lots of command span and supply but would not allow the attachment of Infantry. I will try again next turn. Lozhki Station has fallen.

3rd GCC with the help of some Guards infantry has turned the flank of 11th Korps. I will attempt to envelope them. This will at least take some heat off my withdrawal as Vince will hopefully divert some units to free them. 122nd Tank Bde of 4th TC moved to secure my flank but Vince went wide around it. He was only stopped by bumping into a unit from 26th TC. 122nd Tank Bde now has Fatigue/Disorder of 22/22 on the OB chart.

NEUTRAL COMMENTARY

The Germans are in command of the map at this point. The Soviets seem to be reacting to the German moves.

The Soviet supply source in the North is gone if Mike cannot get someone up there quickly.

TURN 11

AXIS

Orders. 11th Korps holds at all costs. The reserve of 132 Rgt, 44th Inf Div moves north. In the 4th Tank Corps rear, 16 Recon Bn and 16 Motcy Inf Bn attack to isolate the enemy armor. All Panzers near the Nizhne/Kalach trail attack southeast to destroy the Lozhki relief force. I withdraw the 30th Korps and 11 Pz Div rescue force north of Oblivskaya.



TURN 11: The Axis southern forces link up with Kalach, while the fight for Osinovka continues.

TURN 12 (NIGHT)

AXIS

Orders. I shall probe 4th Tank Corps to fatigue the armor. II-26 Inf Bn advances to ensure the isolation of 90th Tank Brigade. Otherwise, it is time for rest and refitting.

AAR. 4th Tank Corps withdraws from the pocket and successfully reestablishes its lines of communications at a high cost in fatigue. North of Oblivskaya, a Guards night attack eliminates an artillery battalion. This northern foray has proven costly. Soviet units are sighted moving north towards their supply source. The day ends with the field firmly in Axis hands. The Soviets only hold Malaya Donschinka and have broken off offensive operations against Kalach.

NEUTRAL COMMENTARY

The Soviets attempt to withdraw to the North, but there is nowhere to go.

TURN 13 (DAY 5)

AXIS

Orders. Brandeburgers intercept the Soviet unit moving north. 30th Korps continues its withdrawal to the defensive positions formed by the 385th Inf Div at Oblivskaya, retaining the II-110 Inf Bn, 231 Engr Bn and I-119 Arty Bn attached. 283 Flak Bn returns to 11 Pz Div zone. Southwest of Kalach, the panzer battalions conduct an all out attack to destroy 61-13th Mech Bde and cut off 90 Tank Bde's withdrawal attempt. 126 Inf Rgt envelops the Soviet southern flank. I attack 4th Tank Corps from all directions. 11th Korps moves to attack positions to close off the Guards infantry penetration by attacking north. 369th Croat Rgt move north to reinforce 11th Korps.

AAR. Two units from 4th Tank Corps are eliminated north of Kalach. The panzer assault southwest of Kalach eliminated one unit, but the brigade from 13th Mech Corps holds at great loss. Ultimately, the envelopment of the Soviet southern flank is successful — the remainder of 51st Army will soon be isolated as well.





TURN 11: The Axis plans its artillery support (A) for reducing the pocket.

SOVIET

The 4th TC has been too slow to escape and is suffering the same fate as 1st TC. I expect an attack on the right of 26th this turn. That will end the game. I have no chance of extracting my forces. The guards rifle divisions to the west have escaped and I hope to extract two units in the south. These last two will probably be attack before they can move and will get nowhere. I have put all my air attacks but one in support of this breakout, but I no longer feel any of my troops will respond to orders in time to escape the Germans. It may be possible for 4th TC to break out to the northeast since they are still in supply, and that route is only guarded by a motorcycle battalion. Considering their general state of fatigue and disruption, this is not too realistic. At some point in the last two turns, the Brandeburgers have cut the supply line of SW Front.

NEUTRAL COMMENTARY

The Germans continue to mop up stranded Soviet units. It is only a matter of time before they are all carted off to the work camps.

FINAL COMMENTS

AXIS

Mike put together a terrific first day assault on Kalach. His armor and mechanized infantry gained significant successes and the remainder of my Axis forces were fixed. All he needed was for 4th Tank Corps to assault south and complete the constriction. But this attack failed to materialize until day four. The opportunity was lost and my forces steadily gained the initiative. Had Mike conducted an all out assault with 4th Tank Corps and succeeded in isolating Kalach on day two, it would have been a most difficult fight to relieve the Kalach garrison before their supplies ran out.

A Kalach assault is extremely difficult against a competent opponent. If unsuccessful by day three, Kalach may turn into a Soviet version of the Axis assault on Stalingrad. In

Manstein's Solution, the Soviets have no choice but to look elsewhere for victory.

SOVIET

This was my second game of Manstein's Solution. In my first game I played the Germans and my opponent attacked the 11 Korps with all three of his Tank Corps. The advantage here is that you gain the map edge to anchor your left flank and 3rd Guards Cav Corps can guard your right. This attack failed though, because 11th Korps can fall back on Kalach, and is easily reinforced at any time. This leaves 11th, 24th and 29th Div free to deal with the 51st Army. By the time my opponent reached Kalach his units were weakened and easily handled by 23rd and 16th Pz Div. With that in mind, I chose a rapid attack on Kalach. Looking back on the game, there are several things that I would like to have done differently.

Because this scenario will be used for competition at future AvalonCons, here are some tips. Using the same basic strategy, 1st Tank Corps should support the right flank of 26th. 26th should try to link up with 51st Army as soon as possible. 13th and 4th Mech Corps should drive along the east map edge to cut the German supply for 6th Army. This will FORCE the Germans to respond and draw units from Kalach. 4th Cav Corps should head for Nizhne. This still leaves 11th Pz free, so 1st Tank Corps must be prepared to deal with it.

Taking all three tank corps west to attack 11th Pz and grab the western VP hexes is probably a better strategy. Once this is done, they should move east to link up with 51st Army. 51st must take Nizhne early to delay the reinforcements which come in there, and buy time for the 5th Tank Army to arrive. With all the VP hexes but Kalach, the Soviets can go over to the defensive. I arrived at this strategy on about turn 5, just as I was realizing that I could not take Kalach from a determined defense and did not have enough to surround it.

NEUTRAL COMMENTARY

Mike did a tremendous job threatening Kalach. If he realized just how close he came, the whole game would have been different. If he was playing anyone but Vince, he might have made it happen. Vince made some quick moves to keep Kalach looking strong, thereby thwarting that threat.

Once it was evident the attack on Kalach had failed, the Soviets had lost. An attack on Kalach is putting all the eggs in one basket. If it is going to happen at all, it has to be before the reinforcements come in. Otherwise the troops just sit there facing an impenetrable wall of Germans until they find themselves surrounded with no way out.

Both players did an excellent job. It would have been neat to see the Russians in Kalach on turn 4. Vince would really have had a tough nut to crack then.

★



TURN 13: The 11th Korps and 24th Panzer press back the Soviet forces threatening Kalach from the north.



Staff Briefing

An Interview with Mark Simonitch

By Stuart K. Tucker

Vital Statistics: Mark Steven Simonitch; Born December 30, 1957; Married for 13 years; Has two boys—ages 10 and 4; Childhood home was Ross, (northern) California. [*Sometimes we, the native sons of California, are just as bad as Civil War buffs when it comes to regional classification.*] Started employment at Avalon Hill in early spring, 1995.

SKT: When did you begin wargaming?

MSS: Oh, around 1966. My older brothers purchased *JUTLAND*. I was only allowed to observe and call a few of the ships my own. I think the first game in which I actually played was *GETTYSBURG* (the square version).

SKT: What are your favorite wargames to play?

MSS: I enjoy divisional or regimental scale WWII games the most. My early favorites were TAHGC's *BATTLE OF THE BULGE* (1960's version) and *AFRIKA KORPS*. Through the years I've been very pleased with *THE RUSSIAN CAMPAIGN*, *VICTORY IN THE PACIFIC*, *PANZER GRUPPE GUDERIAN*, and Victory Games' *CIVIL WAR*. My current favorite is *WE THE PEOPLE*.

SKT: Some readers like the "Gone But Not Forgotten" articles about discontinued or older games. I gather from your list of favorites that you might favor such coverage in *The GENERAL*. How does this jive with your 120-page analysis of your upcoming design, *HANNIBAL: ROME VS. CARTHAGE*?

MSS: I am a strong advocate of the "Gone but Not Forgotten" articles. But not every discontinued game should be worthy of such coverage. What gets played at AvalonCon would be a good method to judge interest. I noticed that *PANZERGRUPPE GUDERIAN* and *THE RUSSIAN CAMPAIGN* are still played there. If those types of articles crowd out the space for my *HANNIBAL* analysis—that's O.K. (less for me to write).

SKT: Oops, did I exaggerate? I guess my own enthusiasm for the game got out of hand. What I like about the *HANNIBAL* design is its simplicity combined with many tactical and strategic choices. What caused you to hit upon the idea of adapting the *WE THE PEOPLE* system to the Second Punic War?

MSS: I just love the system and wanted to use it again in any type of game. Fortunately, it adapted beautifully to the 2nd Punic War where good generals and gaining allies is the key to victory.

SKT: Do you have any other plans for this game system?

MSS: Yes, the clean way in which leadership and interception work, along with the chaos that the cards

bring, make the system ideal for many topics. I'm currently working on a fantasy board game using the system. It's too early to give any details, except that scale will focus on armies, generals, sorcerors and the kings that lead them.

SKT: What is your favorite non-wargame?

MSS: I'll play any game if it's good. *CIVILIZATION* is fun, although I've never finished a game. I'd never pass up a game of *Junta* or *1830* if I have the time.

SKT: Do you have any interests outside the hobby?

MSS: This is hardly allowed if you are a game designer, are married, and have two young children. I love to travel and some day I hope to get back into backpacking.

SKT: What did you do prior to being hired by Avalon Hill?

MSS: I've done about 100 game maps in my short career as a freelance graphic artist. My clients included *Strategy & Tactics*, *Command Magazine*, GMT, 3W, and Avalanche Games. While I was a freelance artist, I started Rhino Game Company to fill up my down time. I published three games from 1991 to 1994—*The Legend Begins*, *Campaign to Stalingrad* and *Decision in France*.

SKT: I loved your maps for the *Trajan* system games published by S&T. With magazine games coming out so frequently, did you find yourself facing short deadlines? Did you go through the typical freelancer hell of feast or famine?

MSS: The amount of freelance map work never got to be too much, because I would simply turn down the work, if I didn't have the time. I would schedule about two maps a month (more if the maps were easy)—and that would consume a few weekends and evenings. For a couple of years (about '92 to '94), I always had about two months of work ahead of me.

SKT: What was your first wargame design?

MSS: The first game that I designed that was actually played (albeit by my brother and I) was an area movement game about the Civil War in Virginia and Maryland during 1862. It had simultaneous movement, forced marches, incremental step losses and fog of war.

SKT: You used to live in my native state, California. Why were you living there prior to making the Eastward migration to wargaming's Mecca, Baltimore?

MSS: I was born and raised in California and all my relatives live there. Moving to Maryland this year is the first time I've lived outside of California. So far, I've really enjoyed Maryland—lots to see and the climate and people are very similar to northern California.

SKT: What got you interested in military history?

MSS: Hmm, TV probably. Vic Morrow and John Wayne might have had some influence. I used to read a lot of science fiction and fantasy. In college, I started reading history books and found out nothing is more unbelievable and fantastic than real history.

SKT: What is your favorite period for wargaming and why?

MSS: WWII and Civil War. I'm most familiar with those two areas.

SKT: What part of game designing is most time-consuming? Most difficult?

MSS: The whole process is time-consuming for me. Game designing is like art—there are no right ways to solve a problem. I usually end up trying all possible ways and ultimately pick the one that grows on me. This can take a long time and usually frustrates those around me.

SKT: With the pressures of family life, do you get much time to game outside the office? How do your wife and children view your devotion to this activity?

MSS: I have little time to play outside the office. Anytime when I do, I'm careful to balance it with special attention to the family before or after. I play *Magic* a lot with my 10-year-old son and I've played *Candyland*, *Sorry*, *Chutes and Ladders* and *Trouble* with my 4-year-old more times than I can remember. While we're on the subject, why do children's games require you to land at the finish space on exact count? That drives me nuts!

SKT: What do you think is the most important aspect of a game that the designer has to consider for today's gaming market?

MSS: Box art. After that I would say complexity. My feeling is that the era of time-consuming, complicated games has passed. My guideline for game design recently is 8 or less pages of rules and a playing time of two to four hours. A simple game can have as much decision making and flavor as a complicated one.

SKT: How do you view the evolution of the wargame market? Do you tend toward the doom-and-gloom view? Or do you think the hobby is adapting well to changing consumer demands?

MSS: I hope it's a cyclical thing and that historical board gaming will grow again in popularity. I play an occasional computer game and I still much prefer the board game.

SKT: What do you see as the most worrisome trend?

MSS: The loss of middle-income jobs and the decreasing amount of leisure time for the average person.

SKT: What do you see as the most hopeful sign?

MSS: The *Magic* phenomenon was actually a good sign—here was a non-computer game that did very well. I also think it is very clever how it is marketed. The best part of the game is customizing your deck.

SKT: I am glad that you mentioned *Magic*. My theory is that it gets younger gamers into the stores and eventually they will diversify their interests into boardgames. However, the current trend seems to be that every game company adapts collectible card gaming to their own genre. Are there any plans for such at TAHGC, such as...Panzercards, or The Gathering of Squad Leaders, or perhaps Advanced Civilized Magic?

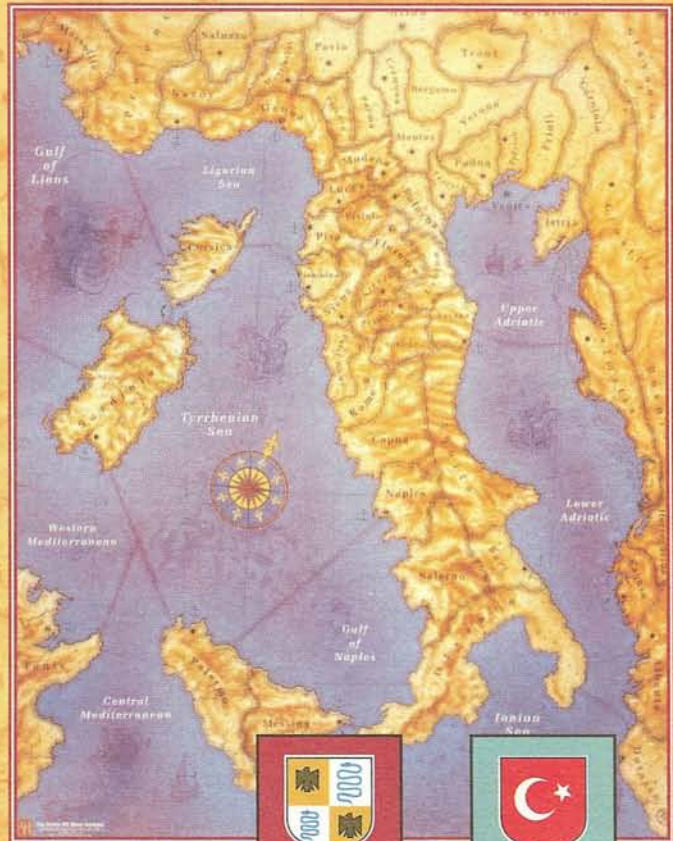
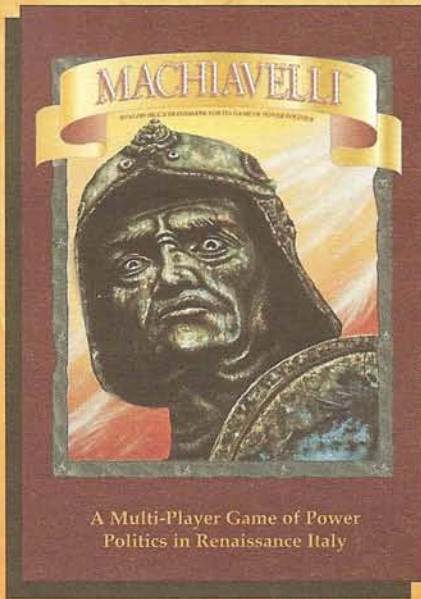
MSS: We did play with the idea of making Hannibal the Gathering. Actually, we have no plans, as yet, to make a collectible card game.

SKT: Can you give us a glimpse of your ongoing activities at Avalon Hill right now?

MSS: My duties include game design and development. My first design is *HANNIBAL*. In the future I'd like to work on a fantasy game and a redo of *WATERLOO*.

(Continued on pg. 20)

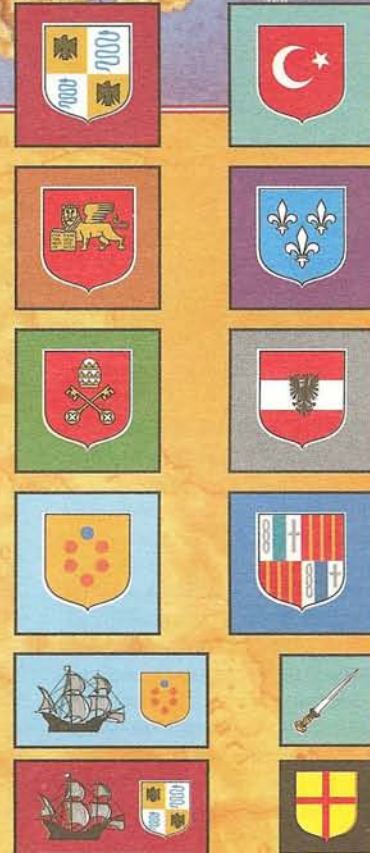
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A Day at the Races

By Stuart K. Tucker

[The author won the WIN, PLACE & SHOW tournament at Avaloncon '94.]

Foul! Oops, too late. Oh well, according to the rules, I'd have lost my foul claim and \$2,000 anyway. Good thing I did not remember the foul claim rules well enough to care during the AvalonCon Finals, but now that I have read them again, I am steamed. Not only did another player's maneuver cost me (and others) a potential \$47,500 on a daily double bet, but he would have gotten away with costing me another \$2,000 had I had the audacity to point out the fraud to the judge, because the owner did not bet on any other horse and therefore no foul claim could be upheld. Thankfully, I still won the day and could claim that justice prevailed. However, my experience at AvalonCon '94 indicates that the foul claim rules in WIN, PLACE & SHOW need serious reconsideration, if our horse racing is to stay relatively clean. [The author participated in another such racing fraud at AvalonCon '95, wherein numerous owners allowed a jockey to replay his move to allow us all to profit together—nobody cried foul this time either.] Below, I offer my suggested changes. However, having embarked upon writing this article in response to a peeve, I cannot resist providing some broader insights and other optional rules for players of WIN, PLACE & SHOW.

★★★★★

Nothing beats experience at the track when it comes to winning a game of WIN, PLACE & SHOW. In track terminology, there are very definite overlays and underlays among the horses. Translation for the layman: some favorites will perform poorly and some of the longer shots will be in the money far more frequently than the odds would suggest. Therefore, these longer shots are the better bets, while the favorites are often sucker's bets.

A casual inspection of the Class and Speed figures provided in the program will reveal some of these odds discrepancies. However, I found that some of my competition at AvalonCon '94 did not have sufficient experience with the game to bet in ways that would yield the highest return over the long run.

After frequent replays of the 3M version of the game in my youth, this knowledge was once almost second nature. Unfortunately, I have forgotten most of that experience by now, and therefore must rely upon a tried and true horse-playing method: "buying" speed figures from an expert. Since Andy Beyer (famous handicapper) has not yet taken up the cause of WIN, PLACE & SHOW, Tucker's Speed Figures will have to do.

The key question in any race often boils down to this: Will Speed or Class win this race? Many players will beg the question and simply use place and show bets as "saving" bets to offset losses if they guess wrong. Of course, guessing is part of the game, as nobody can predict how the speed dice will fall. However, there are ways to judge the competition in a race more clearly than those provided in the program. Specifically, a horse's chances are a function of horse ability (running numbers), pace (white die), jockey (bonus number and type of jockey) and turn luck (movement order entering the turn). The Speed and Class numbers in the program only catalog the horse's ability (running numbers). Since the other factors can be quantified, and would make betting a little easier, I have endeavored to do so, and hereby publish Tucker's Speed Figures.

Much akin to purchasing the Daily Racing Form, reading the next few paragraphs and tables will give you an advantage at the WIN, PLACE & SHOW track over the majority of horse players. Since winning at the track is largely a matter of having better information than other bettors and banking on average luck in the long run, these figures should help you win more of your games.

Tucker's Speed Figures, as provided below, will give you that slender edge that means the difference between losing 18% of your money to the track (the average "take" of the management at most tracks) and winning. (Note: the track management in WIN, PLACE & SHOW is generous in limiting its overall profits to 6 per cent.)

The principles behind Tucker's Speed Figures are fairly direct. The length of a race is a fixed amount of spaces. A horse has a known set of running numbers. The white die has a probable average of 3.5 each round. The bonus num-

ber for each horse has a known probability of occurrence. The ground lost when going wide in the turns is quantifiable, even if the lane position taken will change from race to race.

Tucker's Speed Figures are all normalized to the length of the race involved, with 100 signifying a horse that, on average, will just barely cross the finish line in the round. Each point below 100 signifies the number of spaces the horse will fall short of the finish line (given an average set of white die rolls in the race) and each point above 100 signifies the number of spaces beyond the first space past the finish line. Each horse is given two figures: the first number signifies its rating in a fast race (one round short of the number of running numbers provided) and the second number signifies its rating in a slower race (in which the winner must use all of its running numbers).

Caveats

The two most variable factors are the potential of any horse being blocked in a turn (related to movement order) and the chances that an apprentice jockey will run into trouble in the stretches (usually due to maneuvers of veteran jockeys). These last two factors are difficult to quantify, since they depend primarily upon player expertise in jockeying their horses. Therefore, these are not factored into Tucker's Speed Figures. However, if you are concerned about these potential problems (and they are significant concerns), the best thing to do is subtract a point or two to account for either the need to go wider to avoid problems or the probability of disaster when taking the inside of a turn. Tucker's Speed Figures already allow for some precaution in the turns, by deducting two spaces per turn, to allow for holding up to passing spaces on the inside lane or going wider without such slowdowns.

As for the apprentice bonus, it must be considered only partial compensation for the potential disasters that can befall an apprentice. Furthermore, the apprentice will always lose a tie to a veteran, so some of the bonus is used to offset that disadvantage. I have found that apprentices hold up at passing spaces in locations where veterans need not bother.

Of course, the first horse to move into a turn has a big advantage in determining how the turn will be taken by other horses. However, since each horse in a 5- or 6-furlong race has about the same chance of entering the turn first, there is no need to alter the Speed Figures. Even slow horses may move first and reach the turn before the faster horses. In a 1 & 1/4 mile race, the front-running speedsters have a tremendous advantage going into the second turn. Yet, even here, the routers (late chargers) may present them with problems, since the slowest of the routers have probably saved ground on the inside lane for both turns. As a consequence, both the speedsters and the routers may deserve a 2-point addition relative to the horses racing in the middle of the pack for these longer races.

Table 1. Tucker's Speed Figures

Race 1: Speed Can Win		
Gunsmoke	97-102	←Good speed and value
Rotunda	95-108	
Hold on Harry	95-101	
Lucky Old Sun	98-111	←Deserved Favorite, No Profit
Mustard Seed	95-105	
Eight Ball	94-109	

Race 2: Speed Wins

Corn Plaster	97-102	
Spelling Bee	95-105	
Sammurai	90-106	
Nothing Special	99-112	
Peace Corps	95-103	
Indian Giver	101-105	←Will not need last round

Race 3: Class Wins Often Enough

Stampede	93-105	
Bone Bruise	93-108	
Egg Yolk	98-104	
Little Miss Muffet	93-105	←Great Value Long-shot
Dunce Cap	98-108	
Numerator	89-104	←Great Value Long-shot

Race 4: Class Wins—in a Photo

Crime Wave	96-106	←Hidden Speed
Red Caboose	96-105	
Hot Spook	95-109	
Adam's Apple	95-108	
Born Loser	96-108	
French Twist	98-104	←Goes Too Wide

Race 5: Speedsters with Class

Lobster Tail	95-110	←Classiest
Cockroach	98-106	←Best Jockey
Slow Molasses	98-108	
Dying Ember	97-108	
Hung Jury	95-106	
Traffic Cop	98-104	

Race 6: Class Wins Hands Down

Swami	93-99	
Hannibal	92-103	
Captain Ahab	92-101	
Jungle Monarch	93-104	
Mona Lisa	88-105	←Saves Ground on Turns; Crushes
Leyte Gulf	90-104	

These Tucker Speed Figures give you a reasonable way of evaluating the likelihood of a fast race ending early. Obviously, any horse with a 97 is a threat to win a round early if it manages to get one bonus more than expected. If several horses are so highly rated, then the routers don't have a chance.

Even without unusual luck with bonus numbers, fast horses can hold on for victory if the white dice outperform the expected average of 3.5. Table 2 provides a summary of the chances of the sum of the white dice exceeding the expected average (as used in Tucker Speed Figure calculations). While an average of 4.5 over the course of seven rolls is unlikely (6.1%), it is quite conceivable. Furthermore, an average of 4 or 4.5 is more likely in a shorter race. Thus, the 5-furlong race (race 4) may appear to be a slow one (with only one horse at 97 or higher), but looks can be deceiving. If the first four dice average 4.5 (about a 15.8 per cent chance of occurrence), then we should expect four of the horses to finish before the final round, as each would gain four extra spaces. Even if the white dice average less, one of those four horses could easily get an extra bonus and win early.

Table 2. Probability of Speed (Sum of White Dice)

Rounds:	4	5	6	7	8	9	10
Expected Sum =	14	18	21	25	28	32	35
	(percentages)						
-1 or less	44.3	50.0	45.3	50.0	45.9	50.0	46.3
Average or less	55.6	60.0	54.6	58.5	54.0	57.6	53.6
+1 or above	44.3	39.9	45.3	41.4	45.9	42.3	46.3
+2 or above	33.5	30.5	36.3	33.2	38.0	35.0	39.2
+3 or above	23.9	22.1	27.9	25.7	30.5	28.1	32.3
+4 or above	15.8	15.2	20.5	19.1	23.7	22.0	26.1
+5 or above	9.7	9.7	14.4	13.7	17.8	16.7	20.4
+6 or above	5.4	5.8	9.6	9.3	12.9	12.2	15.6
+7 or above	2.7	3.2	6.0	6.1	9.0	8.7	11.6
+8 or above	1.1	1.6	3.5	3.7	6.0	5.9	8.3
+9 or above	0.3	0.7	1.9	2.2	3.8	3.9	5.8
+10 or above	0.0	0.2	0.9	1.2	2.3	2.4	3.8

Race by Race

The debate between Speed versus Class for each race is simplified with Tucker's Speed Figures. In race 1, we have two horses in easy striking distance of victory in five rounds and one of them has the maximum bonus capability. Neither horse is jockeyed by an apprentice. The apprentices are on speedsters as well, giving those horses greater opportunity to avoid disaster. In short, it's a safe gamble that this will be a fast one. Consequently, Gunsmoke at 6-1 is the moneymaker, as Lucky Old Sun is only slightly better, but (at 3-2 odds) pays very little. If the race does go slow, then the best paying horses are the ones that have decent second Tucker Speed Figures and still have decent odds: Rotunda at 4-1 and Eight Ball at 10-1. A safe spread of bets would cover both the possibility of a fast race and a slow race and still make money.

In race 2, my speed figures reveal the most unusual occurrence in the program: a horse that actually should finish before the last round more

than 50 per cent of the time it runs this race. Furthermore, given its post position and speed, it should never get hung up behind others. Sure, it will run wide. But the apprentice bonus covers you. In this case, Indian Giver is a 1-1 horse to win, but its payoff odds are 3-1 . . . like taking candy from a baby. It should beat the favorite in fast races. The favorite, Nothing Special, should smash the others in slow ones. If you bet any other horse, you are playing the lottery (with its fool's odds).

The implication for the daily double is obvious: bet the 1-6 combination for \$5,000 and take a decent shot at winning \$47,500. The payoff far exceeds the approximate 1 in 5 or 6 chance of occurrence. Of course the 4-4 combination is much more likely to occur, but its payoff is pathetically low. Don't bet with the crowd on that one. If you fear your opponents are going to bet this way, or suspect foul play will occur (more on that below), then the 1-4 combination is a decent one too, paying better than 7-1. In any case, if your daily double bet is still alive during the horse auction for race two, you should buy it to ensure a smooth running of the race.

Run, don't walk, from race 3. The two horses with speed are both suspect, having relatively low bonus numbers for speedsters, plus Dunce Cap has an apprentice for a two-turn race (a risky endeavor). As for class, well, you will not find a more even bunch on the program. In a slow race, these six will be heading for a photo finish, with the higher-probability bonus horses making the money (with low odds, unfortunately). If you feel you must bet, Egg Yolk is an okay payoff for its chances of victory. Of course, all this said, a speculative gamer can see a big bonanza in the 15-1 horses. They are the worst at any speed, but they are not that far off the pace. Bonus numbers of nine and ten could easily be repeated in seven or eight rounds of racing. Alas, I prefer higher certainty for my bets in a tournament, where these two only have one chance to win for me. If you are playing your buddies repeatedly and counting money over the course of several games, then the long-shots become moneymakers. However, a good seven out of eight times you will be riding a loser.

Interestingly, this and the sixth race are the only races in which the track management fails to take a profit. If you were allowed to bet on every horse evenly, you would make three per cent, as their summed odds are not low enough for the number of horses in the race. Since *WIN, PLACE & SHOW* doesn't allow such across-the-field betting, you have to make guesses.

From the standpoint of the state's cut, race 4 is a loser for horse players as well. The track stands to make a whopping 25 per cent profit from bettors. There are no long-shots and the spread among Tucker Speed Figures is pretty small at both fast and slow speeds. This race has a slow bunch of horses, with the only decent speedster having a horrible post-position that will require taking the fast-arriving turn way to the outside. However, Crime Wave's got the speed, inside turn position and apprentice bonus where it counts, and would pull the upset in the case of a fast race. As I note above, a fast race is not inconceivable in this 5-furlong race. At 6-1,

Crime Wave is a worthy bet. Any other bet is no better than the payoff and should be passed. Betting the routers (Hot Spook, Adam's Apple, and Born Loser) is too much of a coin-toss for me. Warning: this is a race that is especially prone to disaster for the apprentice jockeys. Know the owners before you bet.

Race 5 is a speed-burner's delight. Four of the horses have Tucker Speed Figures of 97 or above. A fifth horse has an apprentice and high bonus number to help boost his chances in a fast race as well. For the bettor, unfortunately, this hare's race will be difficult to predict. The odds on most of the fast horses are definitely good considering their chances. As for the one router, Lobster Tail, odds of 2-1 aren't very palatable for a horse that may never get to use its last running number of 11. This is another race in which the track management gets a fair profit, and bets on Lobster Tail are the bulk of that profit. Nonetheless, if the race does not end early, no horse is likely to hold off Lobster Tail's crushing stretch drive. Compared to the 3-2 favorites of the first two races, Lobster Tail is a good value . . . as favorites go. My strategy is to try to win money with the long-shot speedster Cockroach, while betting Lobster Tail to Place or Show as a saving bet to recoup some of my losses. At 10-1, Cockroach is the best value among the three horses with 98s. Of course, its bonus number is less likely in a fast race. On the plus side, this race has three apprentices, not the usual two. With subtle maneuvering, Cockroach can screw-up the 3, 4, and 5 horses as they enter the turn.

Of all the races on the program, race 6 is most likely to last through all the running numbers (and for some, they may even get to re-use one). This race has no speed. Swami is such a poor horse it may never reach the finish line. Captain Ahab pays great odds, but with a Tucker Speed Figure of 92 in seven rounds, you cannot honestly expect Ahab to cross the line early. He may get lucky and be in the money, but if you bet him to win, you won't. This is a classic routers race. And the classic router on the program is Mona Lisa. This horse crushes all opponents, coming from way back with a blistering charge through the final turn and down the stretch. Mona Lisa has slightly stronger ability than Jungle Monarch and Leyte Gulf, his chief opposition. Yet, Mona Lisa does not have an apprentice jockey in a two-turn race as a handicap. To top things off, Mona Lisa pays 5-1, whereas his chief opponents pay only 4-1. In the long run, Mona Lisa will make you money hand over fist. He did for me at AvalonCon '94, coming in first and second in the two games I played. I bet him at the maximum to win, place and show in both, gaining \$85,000 from \$30,000 in bets in the two games. Even more stunning was the lack of auction opposition. As his owner, I also grabbed \$37,500 in purse money in the two games. [Alas, my Mona Lisa was nosed out by a Bonus-Happy Hannibal to keep me out of the AvalonCon '95 final.]

Calculating Other Races

Whether you have created your own races, drawn some from the newspapers, or like to run the Great Thoroughbreds (variant cards avail-

able from Avalon Hill: 1860's-1910's for \$1.25 and 1920's-1970's for \$1.25), at some point you may want to calculate your own Tucker Speed Figures for your upcoming betting. Tables 3 and 4 provide the basics of the calculation.

Table 3. Speed Normalization

Subtract appropriate number below from Class and Speed figures in Program and add 100 to yield preliminary Tucker Speed Figure. Then modify with Probable Bonus Modifier in Table 4.

rounds:	4	5	6	7	8	9	10	11	12
aver. white sum:	14	18	21	25	28	32	35	39	42

length	spaces	turns							
5f	51	1	36	32	29				
6f	61	1	46	42	39				
7f	71	1			49	45	42		
1m	81	2			57	54	50	47	43
1-1/16	86	2			62	59	55	52	48
1-1/8	91	2			67	64	60	57	53
1-3/16	96	2			72	69	65	62	58
1-1/4	101	2			77	74	70	67	63
1-1/2	121	2			97	94	90	87	83

Assumes receiving one bonus number and the average white sum rounded up.

Bold applies to race lengths in WIN, PLACE & SHOW.

Underlines apply to race lengths on "Great Thoroughbreds of the Past" (game part available from Avalon Hill).

Other lengths assume 10 gameboard spaces per furlong.

Table 4. Probable Bonus Modifier

Add the appropriate number below to preliminary Tucker Speed Figure (which already assumed the 3 spaces earned from one bonus).

spaces per round	Bonus #	4	5	6	7	8	9	10	11	12
0.08	2 or 12	-2.7	-2.6	-2.5	-2.4	-2.3	-2.3	-2.2	-2.1	-2.0
0.17	3 or 11	-2.3	-2.2	-2.0	-1.8	-1.7	-1.5	-1.3	-1.2	-1.0
0.25	4 or 10	-2.0	-1.8	-1.5	-1.3	-1.0	-0.8	-0.5	-0.3	0.0
0.33	5 or 9	-1.7	-1.3	-1.0	-0.7	-0.3	-0.0	+0.3	+0.7	+1.0
0.42	6 or 8	-1.3	-0.9	-0.5	-0.1	+0.3	+0.8	+1.2	+1.6	+2.0
0.50	7	-1.0	-0.5	0.0	+0.5	+1.0	+1.5	+2.0	+2.5	+3.0

For example, let's take Mona Lisa in the sixth race. The race is 1-1/4 miles and the horses have eight running numbers. Consulting Table 3 we find that we subtract 77 from Speed and 74 from Class and add 100 to each. For Mona Lisa, the preliminary Tucker Speed Figures are 90 (67-77+100) and 106 (80-74+100). However, Mona Lisa's Bonus Number is not that great. Consulting Table 4, we see that we must add negatives (-1.3 and -1.0, respectively) to each figure. Since a fraction of a space may mean the horse falls short of the finish, we shall consider the -1.3 to be a -2. (This assumption is especially necessary, since the seven rounds of white dice do not average to an integer.) Hence, the final Tucker Speed Figures for Mona Lisa in the sixth race are 88 and 105. Of the six races, this horse has the least chance of winning one with high white dice, but has a very respectable figure for a normal length race.

Jockey Tendencies & AvalonCon

Of course, insider's information helps as well. Knowledge of jockey (player) tendencies can be crucial. This, alas, can only be found through experience playing against the other player,

although early races with a new player can yield useful information for the late races. As a newcomer to the WPS tournament at AvalonCon '95, I was at a considerable disadvantage. Four of the finalists were extremely familiar with each other. Of course, they did not know my tendencies either (it cuts both ways).

Some players will hold horses back on passing spaces well before a turn where there is little need for any jockey but an apprentice to do so. Others never take risks of getting blocked in the turn and instead throw away their chances by giving up three or four spaces by going too wide. Clever owners will bet other horses and use valid pretexts for taking a horse wide or holding back. Others are ruthless in their efforts to cut off apprentices.

Where I may have edged my competition most was in taking the inside lane behind another horse without having the safety of a passing space. In each case, the horse involved would not have won by going wide anyway and in each case, the chances were less than 33 per cent of getting blocked. The results of such track-saving positions were spectacular, yet apparently not expected by some of my competition. I quickly learned from this experience that I preferred to be managing the routers, since my opponents would be too timid with routers on which I wished to bet. On the other hand, their racing tendencies with speedsters suited me fine, so they were "safe" owners of speedsters upon which I would bet also.

Tricks of the Trade

There is an old saying at the track: "Drugged horses win every day." In short, foul play is very common in horse racing. Fortunately, the game of WIN, PLACE & SHOW is not as susceptible as real racing to this kind of problem. Yet, while it is impossible to "drug" a horse to victory (short of loaded dice) in WIN, PLACE & SHOW, it is quite possible to steer one to defeat. Under the current foul claim rules, a player need only bet on no horse or on other horses to finish behind his or her own horse in order to avoid successful foul claims, no matter how the horse is raced. By observing the betting requirements, a horse owner can run a horse wide or hold it up three spaces or skip bonuses in order to ruin its chances of victory. This is a tactic that hurts other player's bets, and at times can be just as profitable as trying to predict a winner. This technique is likely to only advance a player's chances if the horse in question is a heavy favorite among the other players.

Within the rules, it is still possible to bet against your own horse and slow up your own horse — by going wide when there is the slightest chance of being caught behind another horse in a turn or by holding up one or two spaces to stop on a passing space. Thus, a skillful player might wish to own a favorite, bet another, and slow the favorite down ever so slightly to cash the big payoff, while his opponents tear out their hair.

However, a skillful player can also get superior performances out of long-shot horses, by taking chances in the turns. Since a long-shot horse has little chance anyway, why not take the inside lane when there is a 50 or 67 or even 83

per cent chance of being blocked? Also, players should be aware that if their horse is running behind in a turn, the white die may be small enough so as to make a blocked horse's losses acceptable. Each situation has to be judged both by the chances of a bad movement order, and the implications of the white die value for total spaces lost in case of blockage. Usually any blockage is a defeat, but cases do exist when this is not so.

Foul Play

My personal gripe with the current foul claim rules revolves around the daily double. The particular case in point at AvalonCon '94 was Indian Giver in the second race going wide and not using an apprentice bonus. Since the horse rarely can make lane three anyway, the foul claim can only be lodged on the issue of the apprentice bonus. However, a successful claim requires that the owner bet another horse ahead of Indian Giver. Since the owner was just trying to trash daily double bets, he had no bets at all. If I had cried foul, the claim would not have been successful, and I would have lost another \$2,000.

Personally, I think that when a jockey holds back a horse so blatantly, other players should have recourse, regardless of the bets involved. Furthermore, since cheating at the track does have consequences in real life, why not enforce stiffer penalties on players?

My suggested changes in the foul claim rules are as follows:

1. On daily double races, any justified foul claim will be successful regardless of the bets of the owner.

2. Any player against whom a successful foul claim is lodged may not bid on any horses in the auction until all other players have received horses and may never bid above \$500 for a horse for the rest of the game.

These rules still allow for dirty tricks, but at the cost of losing the chance to control the best horses in the more important races late in the day.

Other Changes

A. Instead of using the white die for both the movement order and the addition to the running number, I suggest making the colored die determine movement order. This will produce more variation in your races by de-linking movement order from race speed.

B. Instead of holding secret bids for horses, conduct open auctions. My preferred approach is to photocopy the back page of the rulebook and cut out the stable cards for use in randomly determining horse auction order. Another approach was used at AvalonCon: bid on the horses starting with the favorite and proceeding in order of increasingly longer odds. In case of ties, the horse with the Veteran is auctioned first. In case of tie again, inside post position goes up on the block first.

C. When nobody bids on a horse, push it to the back of the line for re-bidding after all other horses have been purchased. Do not force an unwanted horse on a player until he or she has had a chance to bid on his or her favorite.

Choosing A Jockey

For those of you wishing to spice up your WIN, PLACE & SHOW game without creating entirely new programs, I suggest introducing a little more control to the ownership roll each player assumes. For the purposes of this rule, we shall assume that the bonus number represents the relative skill differences among jockeys. Now, as the owner should have, you have some control over jockey assignments. The following rules govern unseating the jockeys assigned in the program and replacing them, altering the horse's odds as a result.

[See insert. Cut out jockey markers and use to mark jockey changes during each race.]

1. The program bonus numbers and jockey types represent a jockey that has already accepted the honor of riding your horse. You, as the owner, have the right to keep that jockey to his/her contract to ride your horse. However, you may decide for a variety of reasons to free this jockey from the contract and instead allow other players to contract for his services, while you seek another jockey.

2. When acquiring a horse, the purchase price includes the jockey contract for the jockey on the program. Therefore, if another player purchases this jockey's services in this race, the player pays the owner of the horse originally assigned to the jockey.

3. The Bonus No. 7 Veteran jockey is not the same jockey as the Bonus No. 7 Apprentice, etc. However, jockeys with the same bonus number may not ride in the same race. Consequently, any player may replace their Veteran with an Apprentice or vice-versa without resorting to the bidding process in rule 6 below. However, the owner must pay the new jockey's full fee to the bank (and receives no compensation for the displaced jockey).

4. If you desire a new jockey, you may choose from bonus numbers not yet in use for this race or attempt to get another player to release his/her jockey to you.

5. If you are the only owner desiring a certain jockey, then you immediately pay the Jockey Fee listed at right in Table 5 (to the original contracting owner, or to the bank if the jockey was unassigned).

6. If several players desire a jockey, then they bid openly against each other until only one player will pay the Extra Fee for the jockey. Extra Fee bids must be in even \$500 increments, but may never start below 2 per cent of the race's purse (e.g. \$1,000 bids for the sixth race). Note: the original owner with the contract on the jockey only receives the payment of the Jockey Fee; the Extra Fee goes to the jockey (the bank).

7. The jockey on a horse will alter both the horse's chances and the opinions of the pool of bettors. Thus, when there is a jockey change, the odds for the horse will improve one odds level (up one line on the payoff chart on the gameboard) for every 2-pt. bonus number change towards 7 (that is, 3-1 becomes 5-2). The odds level will drop on the payoff chart one line for every 2-pt. bonus number change away from 7. Thus, switching from the No. 8 jockey to the No. 10 jockey for a 4-1 horse will make it a 5-1 horse. Also, changing from a Veteran to an

Apprentice will drop the horse one line on the payoff chart, while a switch from an Apprentice to a Veteran will raise the horse one line on the payoff chart.

8. The daily double cannot be played with these rules without complicated mathematical procedures or an overly simplistic rule. I suggest dropping it. However, if you wish to continue to bet the daily double, I suggest any or all of the following options:

8a) Lower the payoffs by 20% for each winning horse with a jockey improvement (of any magnitude). Thus, if both winning horses of a daily double have jockeys that are better than the program's, the payoff would be 40% less.

8b) Hold the second race horse auction before the first race is run and before daily double betting and then have the owners announce their final jockey selections for both races prior to the running of the first race.

8c) Do not allow jockey changes for the second race.

Table 5. Basic Jockey's Fees

Bonus #	Veteran	Apprentice
2	\$0	\$0
3	\$0	\$0
4	\$500	\$0
5	\$500	\$500
6	\$1000	\$500
7	\$1000+1%	\$500+1%
8	\$1000	\$500
9	\$500	\$500
10	\$500	\$0
11	\$0	\$0
12	\$0	\$0

Note: +1% refers to the jockey's fee relative to the race's purse. The 1% (rounded up) is only paid when the purse is higher than \$25,000. Cutout the markers included on the insert and use them as a reminder of jockey changes while running a race.

A Second Day at the Races

For those of you desiring yet more variation in your play of WIN, PLACE & SHOW, here is a whole new card [see magazine insert]. These are actual races run in Maryland during 1988 through 1994 with running numbers matching performance with a particular set of dice rolls. In other words, if you roll the same dice as I did in generating this card (and your jockeys all try to win) you would end up with the historical outcomes. The odds have been slightly modified to fit the payoff chart of the game, but represent the betting odds at post time of the race, not the actual chances of the horses.

Note: 1/16 of a mile is five spaces, while 1/8 of a mile is one furlong and is ten spaces. For the 7-furlong race, use the shute (that is, start 10 "spaces" back from the starting line for the 6-furlong race). For the races over a mile but under 1 & 1/4 miles, start them near the 1 & 1/4 mi. start line, altered by the variation in distance (1 & 3/16 mi. would be started five spaces away from the 1 & 1/4 mi. start line).



AT THE KIOSK

By Glenn E. L. Petroski

THE PEOPLE I SERVE

The stories you are about to read are true. The names have not been changed. The places and times are as they really occurred. No one is innocent, least of all myself.

There is a collection of traits which dominate this hobby. It goes by the name of good sportsmanship. Most often this is seasoned with a liberal dose of equally good humor.

When my wife speaks to me about any number of you she refers to "characters of your own caliber." This phrase accurately portrays both the humor and the honor to be included as one of you. I wear it with pride!

Being a GM has made me a target which many of you have found irresistible. As I write this, I am planning on GMing at our sixth AvalonCon ('96) and my tenth or twelfth local event. I won't claim to have "seen it all." Yet, I do have a pretty good taste of how this works, and have had the opportunity to "set myself up" more times than I am willing to count. I do not think for a moment that gamers have exhausted their ingenuity, but I remain undaunted in my efforts to improve the gaming experience at conventions. Indeed, I return to AvalonCon expressly to see what happens next!

GM loses by 29!

Round four of the *VICTORY IN THE PACIFIC (VIP)* at AvalonCon '93 required an adjudication (due to the time limit) between Greg and Dan, two players in the top slots. I gathered my assistants and we hashed out the situation. It was a good game—well played and hard fought. A decision was reached. Greg won, admittedly by a narrow margin. The game was scored, the winner was entered on the roster, and the next round began on time.

Neither player questioned the decision. The ruling stood and the tournament went on. However, it was such a good game that both players requested that we save the game, so that they could finish it later. Furthermore, while they agreed to abide by the first decision for purposes of the tournament, they would like to leave the AREA chit victory determination until the final outcome of the game. The two players decided on these terms on their own and, then, approached me for approval. I could see no objection to anything here, so I gave my consent.

To make a long story short the loser won, and the adjudicated winner lost in the complete playing by a narrow margin. The GMs had made a tiny mistake with the prediction and adjudication. One piece played differently, one more beer the night before, just a bit of luck? Heck if I know! Dan cannot resist ribbing me about it to this day. Then again, I razz Greg for "letting me down." Yet, no one is really thought of or spoke of worse for it

GM overruled!

Mike is from England. He plays with a group that has its own set of house rules. These have become so second nature to Mike that he didn't realize that we might do it differently at Hunt Valley!

The particular VIP game under scrutiny pitted a player who was admittedly still learning, against one who had been shocked by all kinds of new revelations in earlier rounds. Such a winning combination is not an infrequent occurrence at conventions.

When time ran out, these two players respectfully asked me to adjudicate. In this game, the two of them thought that the Japanese should win by about seven points of control, but they wanted my "expert" opinion.

The positions on the board made me cross-eyed! Both players were very anxious to explain their respective strategies to me and why the result should be as they expected. I can clearly quote myself. "That's bizarre! The Allies should win by five." Since no one objected, including myself, and this was a life or death struggle for LAST place, the opponents shook hands and both entered "Japanese by 7" on their score sheets. It still boggles me.

Our next Champion . . .

At the beginning of VIP round two, my attention was drawn to Dave throwing a temper tantrum. (This should have tipped me off. Dave doesn't have a temper.) Wes was growling at him across the board.

It seems that Wes placed his raiders off the board next to Hawaii, instead of the technically proper placement for a turn 1 air raid. Dave now insisted that the best of the Japanese Navy is actually sunk and out of the game. They are demanding a GM ruling!

Technically, Dave is right, but, before they are done explaining, I realized that I am being taken in. I reprimanded Dave for harassing his GM. Wes was scolded for "aiding and abetting." My infinite GM wisdom placed the Japanese Navy where I knew Wes intended it to be, and I penalized them 29 points each!

1/2 Point

Dave is responsible for marring my perfect record.

It is my personal policy to give my opponent his own choice of sides—always. I never bid. I never force an opponent to bid.

Dave bids only to tease his opponents. Of course, he is only too happy to accept any advantage that anyone will give him.

This time, I play Dave. He has his board set up and waiting when I get there.

Before I sit or speak, Dave bids 1/2 point for Japanese. I know he's up to something. He won't tell me. He can have Japanese for nothing, or the Allies, for that matter. No go. It's in the rules. Once a bid is out, I can accept or raise. I can't refuse or lower the bid. Dave is grinning from ear to ear, but he's adamant: accept or raise. Whatever it is, he's got me confused. I accept, hoping that this will be the least damaging to myself.

Dave had three objectives: 1) Throw me off. 2) Put it on record that I had accepted a bid. 3) Be able to razz me about it forever after. He succeeded at all three.

In all of these cases, as well as in the 100 more that I would like to add (but they'd be cut for space), good sportsmanship was never compromised, nor was any doubt raised about anyone's integrity, the tournaments, or AREA. I would encourage all of us to "lighten up," but make sure that everyone is in on the gag.

This hobby needs serious play, serious players, tight run tournaments, AREA ratings and good GMs. Nonetheless, we are here to have fun. A sense of humor is needed as much as anything else. Our hobby is basically made up of people—all kinds of people. To many of us, this hobby gets pretty serious. It should. Yet, we should never lose our perspective or sense of humor.

REPORTING IN:

- **ADVANCED CIVILIZATION:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

- **ADVANCED SQUAD LEADER:** A PBM ladder has started by my famous predecessor, Russ Gifford. Contact Russ at 320 E. 27th Street, Sioux City, NE 68776. (402) 494-8746.

- **AFRIKA KORPS:** Well known Joe Beard is the GM for this continual PBM favorite. 3822 E Sahuaro Drive, Phoenix, AZ 95028.

- **BATTLE OF THE BULGE:** Mark Poulson wishes to GM a PBM competition. He needs prospective players to express their interest. P.O. Box 562, Corvallis, OR 97339. (503) 753-1743.

• **GETTYSBURG (*88):** Chuck Synold has begun a PBM competition. Prospective players need to contact Chuck at 408 Annie Glidden Blvd., #4. Dekalb, IL 60115. (815) 756-7314.

• **PANZER LEADER:** GM Jim McAden consistently keeps me up on what is happening on his ladder. He caters to a small but devoted group of advocates to the game.

• **PANZERBLITZ:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **RUSSIAN FRONT:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **STALINGRAD:** John Grant GM's a long standing PBM competition. Contact him at 198 Brookdale Road, Stamford, CT 06903. (203) 329-7837.

• **THE RUSSIAN CAMPAIGN:** Current Champion is C. J. Sorbello. 35 players on the roster. New players welcome in what is a tightly run, no excuse, competition. James H. "BJ" Bjornum, 4029 Rooney, Corpus Christie, TX 78413.

• **THIRD REICH (4th edition):** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **VICTORY IN THE PACIFIC:** We have a thriving competition going here, and more are always welcome. Contact me for more info.

• **WAR AND PEACE:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

At your service,
Glenn E. L. Petroski
210 W. Hunt
Twin Lakes, Wisconsin
53181-9786 (414) 877-4178



The juniors tournament of *HISTORY OF THE WORLD* begins. This game is becoming a favorite of both young and old gamers.

A.R.E.A. LADDER

Game: **ADVANCED SQUAD LEADER**

Date of Standings: November 1, 1995

Rank	Name	Rating	Rated Games
1	Michael McGrath	2307	67
2	Gary Fortenberry	2288	66
3	Richard Summers	2128	45
4	Omar Jeddaoui	2078	14
5	Scott Drane	2061	72
6	Yves Tielemans	2055	14
7	Perry Cocke	2053	73
8	Louie Tokarz	2038	46
9	Russ Gifford	2012	140
10	Steven Pleva	2003	36
11	Bob Bendis	1981	20
12	Raymond Woloszyn	1961	58
13	Phil Petry	1930	159
14	Chad Cummins	1920	7
15	Bruce Rinehart	1894	62
16	Guy Chaney	1893	15
17	Brian Youse	1890	109
18	Jeff Kelley	1875	6
19	Lawrence Halpern	1860	10
20	Bill Bird	1829	34

For more information about the **ASL** Ladder, contact:

Russ Gifford
320 E. 27th Street
South Sioux, NE 68776

A.R.E.A. LADDER

Game: **UP FRONT**

Players on List 135

Active Players 111

Date of Standings: December 1, 1995

Rank	Name	Rating	Rated Games
1	Dave Laufle	2048	FH-B4
2	Herbert Gratz	2028	DHAA5
3	Jeff Paull	1904	GKDA5
4	Don Hawthorne	1862	GI-B5
5	Nick Cascone	1823	GI-B5
6	Stephen Buchholz	1781	BCC-5
7	Larry Davidson	1777	EF-B5
8	Jim Murphy	1749	IK-B5
9	William Edwards III	1690	FKDA5
10	Paul Lebowitz	1680	BE-A5
11	Richard Mello	1669	BD-A5
12	Bruce Young	1662	BD-A5
13	Craig Tenhoff	1649	KK-B5
14	Mike Fitzgerald	1645	AC--4
15	John Emery	1631	BD-45
16	Ray Stakenas, Sr.	1623	BD-A5
17	Ray Stakenas, Jr.	1612	BD-A5
18	Bill Connor	1611	CF-A5
19	Philip Coveney	1610	BB--4
20	Jim Vroom	1607	AC-A5

Qualifiers refer to quantities of Games played, Opponents played, PBM games, Tournament participation, and Year of last activity with later letters indicating greater quantities and the number being the last digit of a year.

For more information on the A.R.E.A. rating system, contact:

Glenn Petroski
210 W. Hunt
Twin Lakes, WI 53181-9786

ASL Crossfire

The Kiwi's Attack

(DASL Scenario B)

By Robert Banozic and Rich Summers



GERMAN
(Rich Summers)
Rating: 50-50

Advantages: Rubble; AT Weapons; Fortifications; 9-2; Rain

The Kiwis have a fairly short distance to go and ample time and firepower to support their move. Because of this, the Fallschirmjäger are going to have to rely on more than sheer guts and determination to win this contest. Rubble, which neither breaks nor routs, is a potent tool in the German arsenal. Hexes with a printed stairwell symbol have an upper level, and rubble counters placed in these hexes during the pre-game 'Rubble Phase' will automatically fall into a randomly determined adjacent hex (SSR 3). This allows a particularly destructive German to generate at least 10 rubble counters on the board (more if rubble tumbles into an adjacent stairwell causing a domino effect). Ruin of this magnitude will slow Kiwi movement, block the attacker's LOS, and, if concentrated around the board b north-south road, channel the Allied AFVs into prepared positions on board d. The AT weapons that bristle about the German defense are the Fallschirmjäger's second threat. Not only do these elite defenders tote their standard complement of 18 PF (albeit with just one hex range since it's only March '44), but they also have two Psks, a 75L AT gun, and a StuGmG. Just as important as the high "To Kill" probabilities that these weapons enjoy over the Sherman V's paltry 8 frontal armor is the fact that all but the 75L AT gun are mobile. Furthermore, German Close Combat and Street Fighting against the AFVs will benefit from ATMMs. The fortifications, particularly the fortified buildings, also figure prominently in the German plan. With their immunity to Close Combat (provided that the occupants are at least an unpinning, unbroken full squad equivalent), these buildings will allow the Fallschirmjäger to make a protracted stand at a key spot on the board. A 1+5+7 pillbox, two trenches, and a tunnel round out the available fortifications, and each will help to delay the Allied advance. The 9(-2) leader will start out making Kiwi lives miserable by directing the fire of a German HMG/MMG combo. Twelve FP with multiple minus modifiers and the potential for ROF is a good source of K/ and KIA results. Later in the game, the 9(-2) may find himself directing a Psk or PF to take out a rampaging Sherman. Either way, this guy is going to have an impact. Finally, no doubt about it, the German wants to fight this contest in the rain. Unreliable as the

weather can be, there is only a 9 per cent chance that it won't start raining at some point during the scenario, and while it is raining the Kiwis can't place Smoke (except for grenades placed within a building). Entry and exit of the board d gully will also be more difficult (E3.54), even if the rain stops. I didn't list the Sniper, but he'll help too.

Disadvantages: Outnumbered; Smoke and Close Combat; Game Length

I don't think it's sour grapes to complain about the relative squad ratio, 2:1 in favor of the New Zealander, or the absolute number of New Zealand squads (24). These are significant Allied advantages. Never mind that they also have a 10-2 leader, some DC, a couple of PIATs, an FT and AFV support, the sheer number of Kiwis gives the attacker the unusual ability to build very strong support and maneuver elements. The German will have to be at the top of his game to deflect the many barbs that the Kiwi can throw at him. Adding insult to injury is the New Zealander's Smoke generating capability. The Shermans have s8 and sD6, there's a 51mm mtr with s7, and the squads all have a smoke exponent of 2. Nothing would delight the New Zealander more than to move forward unmolested under a shroud of smoke, hoping for a chance to engage in a little Close Combat. With their numerical superiority and ANZAC stealth, these guys can afford a few bad CC DRs, but the German can't. In fact, under most circumstances I will voluntarily break and rout rather than risk Close Combat against anything stronger than a CX HS. Broken Germans can still obstruct Kiwi progress, dead ones can't. Lastly, even with a good defense, 6 and a half turns is going to seem like a long time when you're up against so many well-armed adversaries, and the final one and a half turns are where this game will be won or lost. The key is to maintain an orderly withdrawal in the face of superior firepower, realizing that on the last turn, even broken units on the exit hexes can deny victory. It's not going to be a pretty finish for the gallant Fallschirmjäger, but the win doesn't have to be pretty.

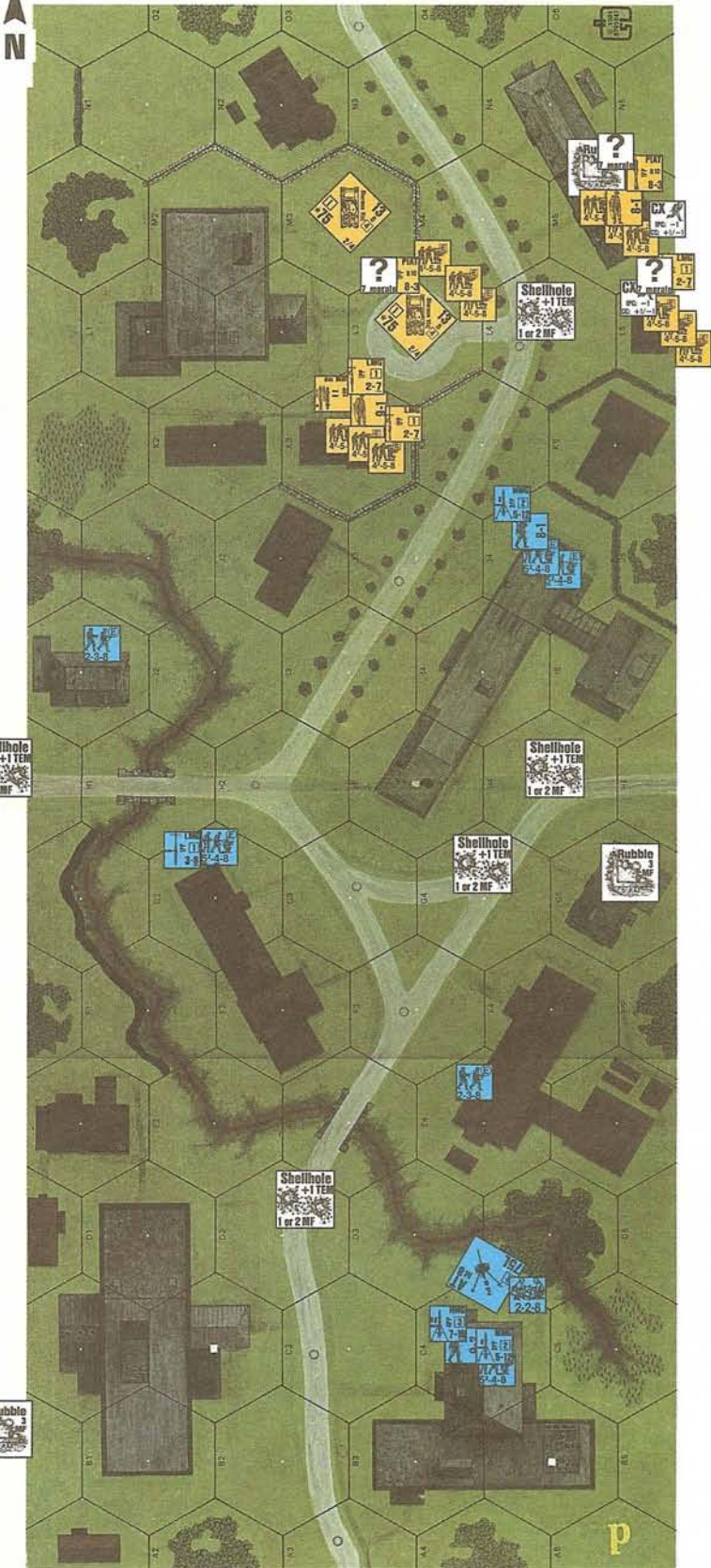
Rubble and Shellhole Placement: Players alternate placing 4 rubble (R), 4 shellhole (S), and then a final rubble counter on the board. German goes first: G: R-dM5; NZ: R-bH2; G: R-bD2 falls bE3; NZ: R-bG3; G: R-bJ1 falls bK2; NZ: R-bF3; G: R-bE1; NZ: R-bE4; G: S-dL4; NZ: S-bJ3; G: S-dD2; NZ: S-bJ4; G: S-dH4; NZ: S-bI5; G: S-dG4; NZ: S-bH5; G: R-bB4 falls bB5; NZ: R-dG5.

German Set Up:

bI3: 5-4-8, LMG, Fortified Location
bI4: 5-4-8, LMG, HIP: StuGmG (VCA: 2, BS: bJ3), Fortified Location
bH2: 5-4-8
bH3: Trench
bH4: 5-4-8
bG1: 1+5+7 Pillbox CA: 2
bG4: 5-4-8, Psk
bG5: 8(-1), HIP: 2-3-8
bF0: Trench
bF1/I: 5-4-8, LMG
bF3: HIP: 2-3-8, Psk
bF4: 8(0)
dJ4/0: 2 x 5-4-8, MMG, 8(-1) BS:dK4
dI1: HIP: 2-3-8
dG2: 5-4-8, LMG
dE4: HIP: 2-3-8
dC4/0: HIP: 2-2-8, Pak40 (CA: 2, BS: bO5)
dC4/1: 5-4-8, MMG, HMG, 9(-2) BS: bJ4, BS: bJ4
bA4-dB1: Tunnel

When I first saw The Kiwis Attack in issue 29, no. 6 of *The GENERAL*, I was intrigued by both sides potent orders of battle, but wondered if the scenario wasn't an Allied blowout—the tanks alone are worth enough points for victory, and then there are all those Kiwi squads. Nevertheless, the challenge to craft a defense around the well-armed Fallschirmjäger was overwhelming, and now, two playings later, my Fallschirmjäger have yet to lose. Mind you, the victories have been close and my respect for the numerical superiority of the New Zealanders has not faded, but it is obvious that the German has what it takes to stand up to the Kiwi's attack.

The game starts with a rubble and shellhole placement phase. Because rubble is key to the German defense, this phase is quite important, no matter how unrealistically it reflects the heavy bombardment that Cassino received prior to this attack. For the Fallschirmjäger, all rubble is good, but rubble blocking at least one of the north-south roads is best. This will corral the Allied tanks, making placement of the 75L AT gun that much easier. Board d, because of the gully and a fair amount of open ground, is the easier board to defend, so the board b road should be the focus of German destruction. Stairwell hexes bC4 and bD2 are the obvious first choices since each has a 50 per cent chance of falling into the road (bC4 actually gives better odds—if the rubble doesn't fall directly into the street, there is still a 33 per cent chance it will fall into bB4 which might itself fall into the street). If these hexes don't fall as desired, then bF1 offers a 33 per cent chance of success.



The illustration shows German set-up positions and New Zealander positions after their first move. Hidden Germans are shown. New Zealander positions assume no effective defensive fire.

Finally, the stairwells in bJ1 and bK3 provide a last ditch opportunity to muck things up, but rubble this far forward can work to the Kiwi's advantage—the Shermans can usually find a route around it and rubble here provides some cover for the opening stages of the Kiwi assault. Nevertheless, in a 'falling rubble frenzy' before this match, I turned bJ1 into rubble even though the road had already been blocked farther back. Hopefully I won't have to pay too dearly for this mistake. Once the road is blocked, the German can focus the remainder of his destructive energy on sealing the flanks or blocking some key LOS.

I am fairly happy with the destruction that I have wrought. Rubble in dD2 fell nicely into the road, and better still, linked up with the debris from the bH2-bE4 row house that Rob systematically eliminated, forming an obstacle that cannot be Bypassed. Taking advantage of this, smashing bE1 sealed the west flank and completed the obstruction of board b. On the east flank, the demise of dM5 eliminated a quick Kiwi bypass route to the front line. Two of my choices, however, were less well thought out. The collapse of bB4 into bB5 was nice, but not a priority, and destroying bJ1, as mentioned above, was a bad move given that the road was already blocked. Fortunately, I was spared the horror of having bJ1 fall into either bJ2 or bI2 which would have given the Kiwi infantry excellent cover to cross one of the roads. Hind-sight being 20-20, I should have leveled dK2 blocking the east side LOS from dK3 into bH3.

Players alternate placing their rubble and shellhole counters, so the order of placement can be important. It's a treat if your opponent creates rubble for you, since this frees up a counter to be used elsewhere, and Rob's rubble in bH2 was one of those cases. I had planned to choose this hex to block the LOS from the west side of the board into bH3, but by waiting until late in the phase, Rob saved me the trouble.

Shellholes don't have as dramatic an impact on the board, but because these special shellholes cost double the normal entry price, they can slow things down a bit. Pock marking dL4 will prevent all but cx, leader-led New Zealanders from legging it into dK5 on turn 1, while movement across the dE3 bridge will be slowed by the craters in dD2. Shellholes can also be the difference between life and death for a routing Fallschirmjäger, providing an escape route out of some of the front line positions. Cratering dG4 and dH4 served this purpose, enabling broken units to rout safely out of the dJ4 building. Of course, Rob may also get some use out of these shellholes if he drives down the east flank, but I can't afford to lose any men for Failure to Rout.

The playing area is only fifteen hexes deep, and the Kiwis will cover at least five of these on the first turn. Consequently, the Fallschirmjäger must start out as far forward as possible. Against superior firepower, however, their positions won't last long, so they'll have to be sited to allow easy retreat, even for broken units. A couple of strong points will give the defense a spine, but for the most part I plan to stage a controlled withdrawal, ceding one or two hexes a turn. Conservation of manpower is the rule because the last turn will see every unit mustered along the south edge denying exit to the Kiwis.

The New Zealander's attack almost has to

develop along a broad front since the Kiwis must enter 24 squads, 5 leaders and 4 tanks across a playing area that is only ten hexes wide. This of course means that the German must be prepared to do battle everywhere. The main Allied attack, however, will come just west of the gully through hex grains 3 and 4 of board b (and you thought only the Allies broke codes during the war). Not only has Rob telegraphed this intention of making rubble out of the board b rowhouse and cratering the bJ3-bH5 road, but the terrain more-or-less dictates this axis of attack. In this sector, only one road needs to be crossed at bJ2-bJ4, and the approaches to and exits from the crossing points are well-covered. Moreover, the New Zealanders can reach the bK3 and bK4 jump off points on turn 1, meaning that post bombardment dust will still be in effect to cover their turn 2 crossing attempt (an audacious Kiwi can actually get some of his flock in the road on turn 1). To counter this, the main German line will be established just south of the road, anchored by fortification of the bI3/bI4 building. A squad with an LMG (16 FP Point Blank) will occupy each of the fortified hexes, and the HIP StuGIIG will join the squad in bI4, bore sighting the bJ3 crossing point. The adjacent crossing point in bJ4 will be bore sighted by the 9(-2) directed HMG/MMG combo that will be perched on the first level of dC4. Each of the crossing points are thus backed up by Fortified Buildings and covered with 28 FP (more if the StuG should get a Critical Hit in its bore sighted location or the 9(2) directed MGs retain rate). Against this the Kiwis will only be shielded by the +1 shellhole DRM, and for a brief spell the +1 LV DRM. A good stand here by the Germans, and too much time will have passed for the Kiwis to cut through the remainder of the German defense. To protect the flanks of this position, a squad and an LMG start out on the first level of bF1. Later, they will move into the 1+5+7 bunker in bG1 via the trench in bF0, allowing them to place a firelane down the bH1-bJ2 road. In future games, if I don't turn bJ1 into rubble, these troops will start out HIP directly in the bunker (B30.7), eyeing the bypass vertex of bM4 to prevent any hasty moves by the New Zealander. I might also replace the LMG with an MMG, although I have other plans for the MMG this time. A squad in bH2 and a HIP HS with a Psk in bF3 round out the defense on this side of the strongpoint. On the other side, a squad sits in bH4, backed up by a HIP HS in bG5, and a reserve squad with a Psk is in bG4 ready to replace any casualties. Finally, two leaders, an 8(-1) and an 8(0) in bG5 and bF4 are prepared to Rally the troops that get knocked back, and a nuisance HS is HIP in dI1 to delay any attempts that Rob might make to jump off from here. To prevent the Kiwis from moving up to the start line concealed, the squad in bH4 has instructions to keep an eye on bL4, while the squad in bI3 is charged with looking after bL3. Without concealment, any Kiwi that steps out into the street will be set up like a duck on a pond.

While its task lies elsewhere, the 75L AT gun is hidden on the ground floor of dC4 and has an LOS to everything that the 9(-2)-led MG team can see, which includes buildings bK3 and bK4 and the bJ4 crossing hex. The gun won't lend its punch to the defense right off, however, because its greatest value is to keep the New

Zealander's tanks in line. Not until the Kiwi armor threatens the 9(-2) group will the gun make an appearance. Of course, if the Allied commander discerns that my MG nest is in dC4, he might go after it right away. So much the better. Any tank that tries to engage this position will have to weather two fire phases of 75L attacks—not a likely prospect—and then the gun will be free to turn its attention to the defense of the Fortified Buildings. I've bore sighted bO5, hoping that the tank commanders think this is a 'safe' hex from which to drop Smoke onto the MG nest. The gun also sees the bypass vertex of bN4, and across from the Fortified Buildings, it will nail any Sherman that comes lumbering through the bK3/bK4 bypass hexside.

To the right of the gully, my defense is a bit lighter and more flexible. The muscle of the defense is right up front. Two squads, an MMG, and an 8(-1) leader are positioned on the ground floor of dJ4. With 30 FP Point Blank, these defenders plan to turn back any early thrusts along the east edge. A squad with an LMG in dG2 will support this position by firing down the street in front of the building. The remainder of the defense on this side consists of a lonely HS HIP in dE4. Odd as this location seems, these five men will play a crucial role later on as my frontal positions inevitably crumble under the weight of the Kiwi assault. At some point, the remnants of the two squads in dJ4 will find themselves broken and unsupported around dE5, easily surrounded and eliminated. The HIP HS will prevent this debacle by keeping open a rout route through the gully-woods to the safety of the MG nest in dC4. With only three and a half squads dedicated to the defense of this flank, it might seem like the Germans are asking for trouble. Yet, the terrain itself, especially the gully-woods and gully-brush hexes on the far right flank, provide a considerable impediment to Kiwi progress, and ultimately this flank is anchored by the machinegun nest and AT gun in dC4. It is tough for the Kiwis, no matter how hard they try, to exit many men on this flank.

The German defense is completed by the placement of a trench behind the Fortified Building bH3 and a tunnel that connects dB1 and bA4. The trench was necessitated by my failure to make rubble out of dK2. During the defense of the Fortified Building, bH3 is going to play a central role as a staging area and hiding place. Unfortunately, only a hedge hinders the LOS from dK3, severely compromising the value of this hex. Units entrenched behind the hedge, however, cannot be seen from dK3, so they will be able to hide and gain concealment here. If dK2 had been turned into rubble, I might have placed the trench in the bF5 woods to command the gully. Adding to the value of this position, units in the trench would have been able to slip directly into the gully during their Movement Phase to avoid enemy fire and then reoccupy the trench during the Advance Phase, all without having to enter or exit the trench as a separate action (F8.6). The tunnel, on the other hand, was dug to command the two road exit routes. With luck, the Fallschirmjäger will still control both roads on turn 6, but if one has fallen, the tunnel will allow men to sneak back unhindered to solidify the turn 7 defense.

Because I'm the Scenario Defender, all of my units start out concealed and my front line soldiers will think twice before losing this valu-

able advantage. Indeed, I hope to keep a reserve of concealed squads behind the Fortified Buildings so that I can shuffle these men into the garrison, greatly increasing their staying power. Finally, with no enemy units on the board, the sniper can go anywhere, so I'll start him out in bG3. If I'm right about the main axis of the Kiwi attack, their captain should be showing up over here shortly.



NEW ZEALANDER (Robert Banozic) Rating: 60% Pro-N.Z.

Advantages: Numbers, Tanks, Smoke, Time

The 2:1 advantage which my Kiwis possess over Rich's Fallschirmjäger is a healthy start, particularly as my elite troops are about equal in quality to those of the enemy. The Shermans are a key asset; they are fairly effective anti-infantry weapons, but their real attraction comes in the form of their Exit VP value and generous Smoke potential along the way. Plenty of Smoke will go far toward easing the path for this swarm. With 7 turns to cross only 15 hexes to exit, I can practically crawl across the board and still meet the VC.

Disadvantages: Rain, Thin armor, SSR 3

Rain kills most Smoke (E3.53), so any inclement weather will cancel one of my biggest advantages until the storm passes. And although the offensive potential of my tanks is considerable, their armor is far too thin to dependably ward off any of the various German AT weapons in this scenario. The Rubble and Shellholes placed via SSR 3 are also a serious impediment, notwithstanding that I place half of them myself. The nature of this battlefield is such that I'm even more concerned about finding rubble/shellhole locations that won't hurt me than I am about utilizing hexes that will actually assist my attack.



NEW ZEALANDER ATTACK:

It's tempting to have the Kiwis put rubble into various Level 1 hexes with a view to denying these Locations to the German defenders. However, the important ones are adjacent to the roads, and the risk of having fallen rubble block the later advance of my armor makes this inadvisable (in fact, I think the Germans would be well advised to use all their rubble placements on Level 1 hexes in the hope of spilling as much debris into the roads as possible). I chose to make rubble of the row houses from bH2-bE4 because they are one of the most difficult terrain types to attack through, and these hexes also pose no risk of falling rubble. I shellholed the road where I thought I might be able to take advantage of the TEM while crossing the board without unduly slowing my movement per SSR 3 (note that if a unit begins a phase in a shellhole hex, it can claim the TEM even if it did not expend MFs to enter the shellhole, B2.4). Finally, my last rubble placement at dG5 is intended to deny Rich any Fortification or tunnel in this hex, while also cutting off LOS north from dF5 and from dF4-H4 or J4. Meanwhile Rich's 3 tries at Falling Rubble are all more or less ideal, with two blocking a road and the third covering bB5 to impede last-minute runs down the center to exit.

As I write this portion I don't know the whereabouts of Rich's HIP units or the contents of his concealed stacks. I suspect that either the StuG or the AT gun is at dG2/2, and the other 75L will be at dE4/2. Hex dG2 commands a vital central portion of the board including the Gully approach, while dE4/2 nails down the German right flank and also has a long LOS all the way down the hex grain to bN4. The rubble-free roads of board d appear to be the most inviting route for my tanks, and the apparent lack of infantry on this board suggests that there must be something more threatening there under cover of HIP. If the 75Ls are anywhere else they will take me by surprise, but since I believe that any other placement would be inferior I have planned my attack with these assumptions in mind. Similarly, the concealed unit at bF4 is probably a leader but looks suspiciously like it might be occupying one end of a tunnel that empties into either bI3 or I4, while the unit sheltering in the orchard at bG4 is almost certainly a Psk team.

Because I have 24 squads advancing on a front only 10 hexes wide, there is essentially only one way to attack: across the entire board. Although this is probably mandatory simply because there isn't enough elbow room for a battle of maneuver, this approach also yields the positive side-effect of keeping the pressure on the outnumbered Germans practically everywhere on the board.

I will begin my attack by moving a squad CX dO5-N5-M5. I fully expect this guy to be gunned down in N5 by a HIP MG in dJ4/1, which may be Bore Sighted on N5. But there's only one way to find out, and if that MG is up there I want to know about it, and ideally exhaust its ROF. If that first squad makes it to M5 two other squads will follow with an LMG. Other squads, with a PIAT and an 8-1, move singly O5-N4. If nothing too awful has happened, a stack of 3x458, 9-1, 2xLMG & MMG(dm) move with a Sherman using Armored Assault dO1-N1-M2(bypass)-M3-L3/5. Maybe we'll find out what's in that big German stack at dJ4/0, albeit with a +3 DRM (+1 Orchard, +2 Wall, 1 SSR 6, -1 FFNAM) barring any leadership or Bore Sighting DRMs. Three more 458s with a PIAT Armored Assault O3-N3-M3/5 with another Sherman.

On board b, my kill stack with the 10-2, 3x458, HMG(dm), MMG(dm), & LMG enter O4(bypass)-N3(bypass)-M4-L3. The assault stack with an 8-0 ~T, 3x458 & 2xDC enter O4(bypass)-N3(bypass)-M4-L4. A stack with an 8-0, 3x458 and the MTR (dm) move O1-NO-M1-L1. Three more 458s move O1-NO-M1, and the other two Shermans enter on O3 and park at L2/5 and M3/5. In the Aph my stacks each advance an additional hex (see accompanying illustration).

Perhaps the most unconventional element of my attack is that I have moved most of my force forward in stacks. I have done this because I wanted the leadership MF bonus and/or Armored Assault TEM. But with the exception of the move through dN5 — where I was moving squads singly, not stacked — I don't think I have given any good shots to the enemy. The TEM of stone buildings, or Armored Assault + Orchard Hindrance(s), together with the added protection of SSR 6 (a special 2-Game Turn +1 LV Hindrance) should shield my troops from

too much harm. Notice I have stayed completely out of the dE4-bN4 hexgrain due to the HIP 75L. I expect to find at dE4/2. Of course, if Rich is able to bring some significant FP to bear in my MPh — for example, if a squad does get drilled at dN5 — some of the rest of my movement will be altered to conform to the threat. However, I believe that most of what I've planned is quite safe and Rich can do little to stop it.

By the end of turn 1, I expect to have much of my force on the K hexrow — nearly a third of the way across the board — with nearly all the rest only one hex behind. I expect Rich to skulk (move back, advance forward) in his portion of the first turn to avoid my fire. Therefore, the scene will probably not have changed much when I resume the offensive on turn 2, except that all my dm weapons will now be assembled. Provided it isn't raining, I plan a tank Smoke barrage into hexes like dJ3, dK4, bI3 & bF1, while the MTR might Smoke bI4. The 10-2 kill stack might also suppress some enemy center of resistance, in dG2 for instance. This should pave the way for assaults into buildings dI4, bI3 and bI1. If it's raining, or if the Smoke isn't otherwise available, my attack will depend more on Prep Fire/Opportunity Fire while sacrificial squads move forward to draw fire and force loss of concealment by the Fallschirmjäger. Without Smoke to cover an attack into building dI4, my 9-1 stack at dK3 might shift to the center via K2-J1 and then an advance into dI1. And because I fear a tunnel attack into bI3 or I4, I will try not to end the turn with more than a single squad in either, while other units shelter in the shellholes of bJ3 and J4 until their advance can proceed on turn 3. I particularly intend to avoid hex dJ2, which I fear may be Bore Sighted by a 75L, and VBM movement through bK3/1, because the CAFP at K3/6 would be along the LOS of a HIP 75L at dF4/1. Rich's failure to rubble bK3 makes this opening just a little too inviting, at least until I have learned more about the enemy's dispositions.

By the end of turn 2, I plan to have a foothold as far south as the I hexrow — just one hex short of the halfway mark, and with 5 turns left to go. Of course I expect the enemy to be taking some action to slow this steamroller, and occasionally he might even succeed. With so many units and so much time, I think that the Kiwis will be hard to stop.

New Zealand Positions, End Turn 1A

(assumes no effective Defensive Fire)

dL5:	3x458, LMG (CX and Concealed)
dM5:	8-1, 3x458, PIAT (CX and Concealed)
dK3:	9-1, 3x458, MMG(dm), 2xLMG
dL3:	Sherman V(a) (VCA: 5)
dL3:	3x458, PIAT (Concealed)
dM3:	Sherman V(a) (VCA: 5)
bK4:	8-0, FT, 3x458, 2xDC
bK3:	10-2, 3x458, HMG(dm), MMG(dm), LMG
bK2:	3x458, MTR(dm)
bL2:	Sherman V(a) (VCA: 5)
bM3:	Sherman V(a) (VCA: 5)
bL1:	3x458 (Concealed), 8-0
bH3:	Sniper

GERMAN RESPONSE

Rob has launched a balanced attack with twelve squads and two tanks on each board. While he has not concentrated quite as strongly



on board b as I had imagined, his big money players, the 10(-2), an HMG/MMG combo, the FT and all the DCs came charging down hexrows 3 and 4 of the board as expected. His best men will now go head-to-head with the bulk of my defense. This is good. I should be able to tie up his game breakers for a couple of turns here. On the other side of the board his attack is a little stronger than expected and this has me worried. The terrain over here favors the German, but my front-line units are outnumbered 4 to 1. Time for some quick Deployment. Finally, I guess my AT gun and StuG are going to surprise Rob, although not fatally at this point since he wisely kept his Shermans off the front lines. I obviously disagree with his assessment of possible set up locations, although I suppose either dG2 or dE4 would be okay for the StuG since it might be able to motor out once things got hot. The AT gun isn't moving, however, and any competent Kiwi will make sure that dG2 and dE4 have fallen to infantry long before a Sherman makes an appearance. To a different degree than most scenarios, this one really revolves around the end game, and I want my Pak 40 with its 2 ROF present when the Shermans are finally forced to make their breakout. Moreover, it's not like dC4 is a compromise position. This hex commands a substantial portion of the playing field.

Now for the details. Rob's opening moves are well thought out and safe, but he is wrong to assume that there is little I can do to interfere. First, the three squads and the 9-1 that Armored Assaulted to dL3 will have to weather a 12(+2) shot from the MG group in dJ4. Armored Assault was a nice touch for crossing the open in dM3, but, because the tank's TEM is not cumulative with the wall around dL3, it's not relevant for this attack. This will be my best shot of the phase, and there's nearly a 60 per cent chance that his stack will be rolling some MCs. This attack will give me four chances to activate my Sniper and a good chance to bust some Kiwis.

Next, the three squads and the 10(-2) in bL3 will be treated to an 8(+3) shot from the squad and LMG in bI3. There's a 42 per cent chance of putting the dice in Rob's hands and the possibility of four more rolls to activate the Sniper or maybe generate a fatal boxcars. Not that the 10(-2) took any unnecessary risks, but a plum like that is just too juicy to pass up. I'll also take the 4(+3) shot from bF1/1 versus the units moving into bL1. There's only a 28 per cent chance that Rob will have to roll this time, but I'd be happy with just a Pin back there behind the rubble, and the guy in bF1/1 won't need his concealment once he enters the pillbox anyway (B30.7).

Finally, the StuG comes onboard and acquires bK3. It doesn't look like the StuG's going to have a chance to surprise any Shermans with that Kiwi flame-thrower moving up. If it hasn't started raining by my turn, the assault gun will take a page out of the Allied text book and Smoke bK3 during Prep Fire. That will neutralize the hex for two turns, allowing me to concentrate all my fire on bK4. It will also interfere with the Sherman's fire from bL2 into bI3. Note that Acquisition is needed to get my Prep Fire, Smoke To Hit number up to 8, the StuG's depletion number. This is because the two hex range -1 DRM is not applicable to fire on the Area Target Type (C6.3). The BU +1 and the dust LV +1 negate the TH# increase for firing Smoke. The rest of my boys will sit tight.

During my Rally Phase, the 8(-1) in dJ4 will create some bodies by Deploying one of the squads. The 9(-2) in dC4/1 will also Deploy his machine gunners to give them more flexibility and to increase the number of units in the hex should a sniper make a move. As the game progresses, I will look for other opportunities to Deploy, because having men to occupy terrain is the key to stopping Kiwi forward progress.

Prep Fire will begin with the StuG firing off its Smoke rounds, followed by the MG nest opening up on dK4 with a 12(+2) shot and the chance for ROF. If the flame-thrower team is there, they'll be hit with a 12(+1). That will be the sum of my Prep Fires this turn, and throughout the game most of my men will lay low, minimizing the damage that Rob can do for free during Defensive Fire.

The Movement Phase will see the squad in bF1/1 move into the trench in bF0, advancing into the pillbox later. Next, to avoid the strongest enemy fire, the concealed squad and LMG in bI4 will assault move into the trench in bH3, followed by the concealed squad in bH4, and then the unconcealed squad and LMG from bI3. Rob's men in dK3 could pop off a 4(+1) shot against either of the concealed squads, leaving 1 factor of Residual Fire, or they could hit the last guy with an 8(+1). My failure to rubble dK2 is coming home to roost, and while I'll probably make it through these shots, things could get ugly. Once I'm in the trench, I'll be safe. At least two Good Order, unpinned Fallschirmjäger squads have to end the MPh Adjacent to the Fortified Building so that I can reoccupy it in the Advance Phase. Fortunately, I've got five squads over here, and the likelihood that Rob will break or Pin the first three squads with a 4(+1) and two 1 (even) shots is less than 1 per cent. Nevertheless, I'll do whatever it takes, including overstacking dH3, to make sure that men are available to Advance into the building. On the other hand, Rob may not even take the 4(+1) shot, which is why these guys moved early, forcing him to make his decision before he knows what else is going to happen. Next, the 8(-1) in bG5 assault moves to bG4, and then advances into the trench, turning this position into a backstop Rally point. The 8(0) sits tight in bF4.

My toughest decision revolves around the fate of the men in dJ4. While I've got enough men here to make a one-turn stand, they would probably face Close Combat and death on turn 2, especially with that concealed Kiwi platoon lurking in dL5. I prefer to make my stand behind less inviting terrain for the attacker. I'll abandon the building, pulling a squad and a half, the MMG and the 8(-1) back to dG5. One HS will duck into dH4 via dI5 and then advance to a rearguard in dH3. The Kiwis, of course, will now storm into the building on turn 2, blocked only by the rearguard and the LMG team in dG2 (who will have skulked into dF2 during the MPh). If not already broken by Rob's fire, the rearguard HS will then voluntarily break and rout via the dG4 shellholes to dF4 rather than face sure annihilation in Close Combat. As turn 3 begins and the dust clears, I will prepare for a stand behind the cratered road with the squad and MMG in dG5, a HS in dF4, the 8(-1) in dF5 to pick up any casualties such as the broken rearguard HS, and the HIP HS in dE4. For a while, some flank support will also come from the

LMG team in dG2 or dF2 (who aren't too shy to move into the gully if necessary, even though it means they'll become CX advancing out). Once it gets hot, though, they'll fall back across the gully into the dD1 building. From turn 3 onwards, the Fallschirmjäger will give ground grudgingly on board d. I will try to keep one step ahead of Rob because the German can ill afford to lose men. As soon as it becomes apparent that a unit might get cut off (i.e. be unable to Rout if broken), I'll pull it back to a better spot, only one or two hexes in the rear I hope. If the board d contingent can fall intact back south of the gully, then, even if broken, they will have an excellent chance to stop the Kiwis cold. The MG nest and gun in dC4 will be brought to their aid. Against the dwindling and increasingly impatient Kiwis, a brutal firefight will develop, and the value of the gully in defense will become apparent as the Kiwis find all their maneuver options negated.

On board b, the big fight starts early, as I intend to stand in the Fortified Building until evicted. The front-line men will continue ducking into the trench during the MPh, only to Advance back into the buildings later. Meanwhile, the StuG and the MG nest will pelt Kiwi positions at every opportunity. If I have the luxury, I'll gain concealment in the trench, so that some of my men can take their positions later with this added protection. Of course, Rob's Prep Fires will eventually hammer the heroes in the Fortified Building, but if the Kiwis intend to keep the Fallschirmjäger out, they are going to have to cross the street and occupy the building themselves. The StuG and the MG nest are going to have a few things to say about that. My men Rally pretty quickly, and I've got a short term excess over here. This battle should be a see-saw for a while.

When the Fortified Building finally falls, the defenders will begin a slow, nearly non-fighting withdrawal. The MG nest can't support any of the rear areas and the Kiwis will now be operating from excellent terrain. The Fallschirmjäger's strategy will shift to one of obstruction. Good Order and broken units alike will occupy all of the +3 terrain in front of the Kiwis, flushing them into the open. With -1 and -2 DRMs, even the shreds of my once proud defense will still ruffle a few feathers. Thus begins the scrappy phase of the German defense. With luck, the Fortified Building will have held out long enough to give the survivors a fighting chance. The value of the rear-area HIP HSs now also becomes apparent. My men can fall back and Rally behind this intact and unsuspected screen, gathering a second wind and bracing for the final Kiwi thrust.

The biggest threat to German success is the Allied tanks due to their high CVP value. At least one must be knocked out, but two KOs are recommended. The Germans probably have won the moment the third Sherman goes down. Therefore, the Fallschirmjäger must look for every opportunity to take out a tank. The MG nest/AT gun combo was one trap to sucker the Kiwis. Even though Rob didn't fall for it here, he'll still have to run the Pak 40 gauntlet later. The StuG also must think offensively. Late in the game, if Shermans still abound, the assault gun will have to make a charge, hoping that its small size and decent armor give it a chance to kill one. The Psk teams also should be in hunt mode. Contrary to all other unit orders to duck

fire and hold out, these men should look for opportunities to engage the enemy armor. Suicide missions are not envisioned, but with the Psk's long range, a lucky break or a poor allied move might allow a Psk team to move up and explode one of those big tanks. Lastly, I won't forget my PFs, Street Fighting, ATMMs or APCR.

NEW ZEALAND RESPONSE

I don't blame Rich for taking some of the few shots which I have offered him on turn 1A. Yet, as he notes, the best of these has something like a 40 per cent chance of not even scoring a MC, and the high morale of my troops and favorable leadership DRMs should deflect most possible damage. I can't say that I am too worried about these shots. In fact, I will be pleased to see the Germans lose some of that Concealment. Even the early materialization of the StuG will relieve some of the initial suspense overhanging the Kiwi HQ.

I think that the German HIP placements are less than ideal. The AT gun apparently will remain silent for much of the battle until my own troops close in upon it. By that time, I expect to have knocked-out the 9-2 directed MG teams, which are the only thing that could stop my infantry from overwhelming the gun. Whether the StuG is well-placed will depend on the availability of my Smoke. No Smoke for me, and the StuG will make it very difficult for the Kiwis to get into Fort Summers at b13/14. If I manage to Smoke b14, that StuG will have a net +1 TH DRM on the J3 crossing point (+4 Smoke, +1 BU, +1 SSR 6, -2 Bore Sighting, -2 PBF, & -1 FFNAM). It will need a '7' to hit, which may or may not have any effect with only 12 FP against my '8' morale troops, but would leave no residual FP because of the +4 Smoke. The presence of the StuG will force a PAATC before I can advance into its hex. Once I'm there, the Germans are penalized with a +2 Ambush DRM for the AFV and my Kiwis get to attack first using sequential Close Combat (A11.31), even if I don't get the Ambush. I also have doubts about the wisdom of utilizing the German HIP allowance on four HSs. Although this does allow more coverage, I don't think they have enough sting to be truly worthwhile. I would have preferred two, or maybe only one, HIP position that has the potential to really hurt somebody. The Psk guy at bF3 is a bit curious, since the adverse consequences of backblast/desperation apply to units in rubble (C13.8-.81; for an excellent discussion on the use of SCWs, see Perry Cocke's "Taking Some Heat" article in issue #2 of *Backblast*).

The odds are on my side for good weather, when I prepare to attack on turn 2A. There's a 58 per cent chance that it will not have started to rain when I begin my PFFh. (If rain had started during turn 1, there would have been an additional small chance that it would have stopped by 2A.) If I can't use Smoke because of rain, those storm clouds have a silver lining: the Mist LV Hindrance will affect fire from the German 9-2 directed MG teams from dC4/1 into my bK3/K4 jumping-off point. This could be +2 for heavy rain, in addition to the +1 DRM for SSR 6. If it's going to rain, I hope it comes down in buckets.

Naturally, my turn 2 attack is dependent on the conditions prevailing at the time, namely

whether my men have successfully withstood the few German shots thus far, whether the StuG Smoked bK3, and whether I got the Smoke I wanted, particularly on Fort Summers. If things have gone well, my attack proceeds as planned and I use the Smoke-immune DCs to ideally at least Pin the occupants of Fort Summers and perhaps capture this center of resistance on turn 2. When I do advance into the StuG's hex, an additional advantage, beyond those that I have already mentioned, is the fact that the StuG won't be able to attack back in Close Combat, since its only CC weapon, the AAMG, can't be used while BU. As long as I'm in the AFV's location, it can't fire outside of the hex (A7.212). Meanwhile my 8-0 FT guy advances into bJ3. (Question: If I fire the FT at the StuG while my unit is in Melee with it, do I affect my own unit? I guess not, since the AFV must be pre-designated as the target per A22.34. Presumably, it is no different than ordnance, which would also have to Pre-designate the AFV as the target for a TH attempt and would not affect any other unit in the Melee.) [Correct.—GF]

If things are going badly, my attack will shift its emphasis a bit and I will attempt to outflank Fort Summers from the shattered remains of building b11 via H1, I2 and J2. In this event, my kill stack would advance out to K2, forcing the StuG to change VCA to remain effective (with the possibility of Bog consequences per D8.2) or else to leave the hex. If this approach is necessary, I wouldn't capture the Fort until turn 3, and then only after weathering some 8(+1) or 16(+1) shot(s). To try these shots, Rich will have to stand and fight, and I fully expect to be able to return a much larger volume of fire. Once past this obstruction, the Kiwis should be able to advance solidly on board b, so that even a turn 3 capture of the Fort will not substantially throw me off my timetable. I think it's highly unlikely that the Germans can hold out longer than that in this position. On board d, Rich has conceded me the I4 building. If I get the smoke in the road, all my troops will gather there for a little family reunion before pushing into the shellholes and across the G4/H4 street on turn 3. If I don't get the Smoke, my 9-1 stack will head toward building I1 via K2-J1, as mentioned above. Here, Rich's HIP placement will score its biggest surprise of the game as his I1 HS gets a 4(-1) and a 2(-1) SFF shot at a whole stack, if I needed the leader's movement bonus to avoid CX into the gully due to rain. Yet, even those are not likely to be terribly devastating against my high-quality troops. Any unpinned survivors will still get to I1. If that HS doesn't prudently rout away, it will surely pay with its life.

Through all this my tanks will be hanging back, waiting until my infantry has verified that the AT gun isn't lurking in dG2, E4 or F4. Of course, when I learn that these hexes are gun-free zones, I will know that the 75L must be somewhere else, so the Shermans will still not be too adventuresome until the AT gun is located. At most, the Pak may bag one tank. If I do feel the need to apply pressure with my armor, I wouldn't bunch two tanks together while that 75L is lurking somewhere. However, I really expect my infantry to be able to take it out before my tanks switch into high gear for their final-turn drive off the board.

Although Herr Summers appears to believe that my armor is fairly well blocked from exiting

on board b, I have to disagree. I don't think that the German rubble placement has done enough to block the board b road to my tanks. From my Sherman's position at bL2/5 — where one tank ends turn 1 — I can exit board b in just two turns via K3-I2-I3-E5-D3-A3, using VBM and CE movement as necessary. Of course, I don't expect that my end-game run will be starting from way back at bL2. The rubble is certainly a nuisance, but it is not the armor-blocking engineering feat that it could have been if, say, D4 had been made into rubble, or maybe C4 with rubble spilling into C3, D3 or D4.

I think in the 20 per cent or so of the games where the Kiwis have sufficient Smoke available and the Germans don't have great DRs with their decidedly mediocre attack opportunities in the early going, the New Zealanders should win handily. Even in the remaining 80 per cent of the games, it ought to be a close fight, because the combination of lots of squads, good leadership and favorable attack terrain will be a challenge to the German OB. Thus, I think that my overall evaluation of this scenario as 60 per cent pro-New Zealand is very reasonable, and I'd be willing to listen to an argument that this is a bit low.

GERMAN CONCLUDING REMARKS

Rob and I have very different views regarding how the Germans should take on the overwhelming number of Kiwis. The Kiwi commander seems to advocate a stronger, more aggressive, more forward deployment of the HIP troops. While this would certainly lead to spectacular fireworks at the beginning, such a deployment plays right into the New Zealander's hand by allowing him to bring his terrific weight of fire upon the maximum number of Germans as early as possible. Even with great DRs, the Fallschirmjäger aren't going to win this contest by killing Kiwi infantry, nor are they going to weather too much concentrated Kiwi fire. Instead, German victory rests on having as many men as possible along the south edge for the last couple of turns of the game. Without even firing a shot, a continuous line of German MMC stretched across the board edge would prevent any Kiwi infantry from exiting, and a still functioning AT gun and a few Psk and PF shots would take out at least one tank, guaranteeing victory. While this ideal is difficult to achieve, it is the goal toward which the German should work. The dispersed, backfield placement of all of the HIP units, except for the mobile StuG, is a critical part of this strategy.

Similarly, while it is true that I might have used rubble better to block board b, in this contest my falling rubble DRs were pretty favorable. Many games might not see even this level of success due to the vagaries of building collapse. This shouldn't worry the German player, because any rubble serves to channel the Kiwi units. As long as the Fallschirmjäger are still on the board at the end of the game, blocking the obvious exit routes, victory is attainable. For this playing, the StuG, both Psk and most of the German infantry are on board b (in spite of the concentrated ruin) to take on any tanks that try to weave their way through the wreckage along paths similar to the one that Rob outlined above. Backblast from the Psk and PF is no big deal. A moving Sherman at one hex range will be hit

(Continued on pg. 56)

The Saga Continues

1995 AvalonCon Report

By Bruce Monnin

FRIDAY



BREAKOUT: NORMANDY once again drew a large field as 48 gamers refought the landings at Normandy. William Edwards III of Richmond, VA triumphed, defeating last year's runner-up Don Greenwood in the final round

to edge him in total points in this Swiss format tournament. William, Don, Ron Fedin and GM Alan Applebaum all finished with identical 5-1 records, but William won because his opponents had the greatest combined winning percentage.



The result of the final round of the ten-entrant **CIVIL WAR** tournament was that three time champion George Seary's Union defeated Stephan Banks as the South. Playing the 1861 scenario, George bid seven VPs to play the Union side. The South moved first

by quickly taking Grafton, WV only to see a see-saw battle for the city rage for most of the turn. Joe Johnston went on a raid, causing much havoc in Maryland and Pennsylvania. But the end of turn 1 found both Missouri and West Virginia siding with the Union. Lincoln put Grant in charge of the Army of the Potomac and won a battle, but only took one city in Virginia, while two cities in Arkansas fell to the Union onslaught. On turn 3, Kentucky was the scene of hard fighting, with no one controlling it at the end of the turn but with the Union accumulating five more VPs than was needed for the win.



BARON saw its largest field ever of 63 entrants. Heikki Thoen of Montreal, Quebec was the master magnate this year, with Terry Teller in 2nd, Tim Flanagan 3rd and Bill Crenshaw 4th. Last year's runner-up, Chuck Foster, joined Mark McCandless, Dave Terry and Jared Scarborough in the 5th through 8th places.



Bruce Wigdet of Edison, NJ raced to victory over the other 41 participants in the **ROADKILL** tournament. Daniel Forester, Andy Lewis and Kurt Adam finished 2nd through 4th, respectively. The standings underwent a major change from last year with none

of the three returning members of '94s top four making it into the top eight.



1776 again drew 12 players to relive the American Revolution. In the first round, players competed in the short Saratoga scenario, with Steve Packwood, Mark Miklos, Nathan Kilbert (the only junior competitor), Robert Jamelli and Mike Sincavage advancing with American wins, while Charles Ryder posted the only British win. The Yorktown scenario was played in the second round with the British side allowed two additional strength points of Tory militia (one on turn 4, the other on turn 10) in an attempt to even the play balance. Although the British side won all three games, only Mark Miklos won decisively as Robert Jamelli and Steve Packwood both won tight games (Packwood's game coming down to a final pair of die rolls).

The third round again used the Saratoga scenario for the match between Miklos and Jamelli (Packwood drawing the bye as the defending champ). Jamelli's British were dominant early, but Miklos pulled out the win by taking and holding New York city late in the game (a mandatory British objective). This set up a rematch of last year's final with the players switching sides: Packwood as British and Miklos as the Americans. Unlike the 1994 final, however, which lasted 14 hours, Packwood's opening was absolutely irresistible. American forces in New England were obliterated in a decisive field battle, while Packwood was able to pin all remaining American forces on the board with the sole exception of Washington's army, by passing seven out of eight force march attempts on turn 1. Washington's army was shadowed with a British force over twice as large. In three turns, it was all over with Steve Packwood of Eagan, MN repeating as champion. The players didn't even need the first quarterly interphase and the Americans never got to roll for French intervention.



SPEED CIRCUIT saw last year's 3rd-place finisher, Lane Hess of Mountville, MD top the field of 23 drivers. Kevin Keller drove to 2nd place, while Jason O'Donnell and Matthew Staab also finished out the top four.



Twenty-seven participants took part in this year's **STONEWALL JACKSON'S WAY** tournament. The first day's qualifying rounds resulted in six participants moving into the elimination rounds. Remarkably, of these six participants, five were in last year's elimination rounds and the sixth, Ed Beach, was the tournament's champion two years ago. When the smoke cleared on the fields of northern Virginia, last year's runner-up, Bruno Passacantando of Marlborough, CT was the champion, having accomplished the difficult

task of defeating John Clere in the quarters, Ray Rooks (last year's champion) in the semis and Ed Beach (1993 champion) in the finals. Bruno's hard fought victory over Ray Rooks was especially sweet given his loss to Ray in last year's **SJW** final.



A record high number of **VICTORY IN THE PACIFIC** players (46) once again subjected themselves to a three day, seven round Swiss tournament. The "usual suspects" were missing this year, with none of the three previous champions nor any of last year's final four cracking the top eight this year. Dan Henry of Chicago, IL made his team happy by taking the first place plaque and the eight team points that went along with it by posting a 6-0-1 record. Mike Kaye took 2nd with a 6-1 record, while Tom Johnston's 4-1-2 record was good enough for third over Mike Ussery's 5-2-0 record. GM Glenn Petroski finished 5th. (During the course of the VIP tournament, 96 games were played (lots of AREA chits for Glenn to process) with the Japanese having a 53-38-5 advantage. The highest bid for the Japanese side was 4 POC during two games, with no bids recorded for the Allied side. The average bid was 1.2 POC for the Japanese, although 37 games featured no bidding for either side.)

Brad Garman topped a field of 24 juniors in the **WIZARD'S QUEST, Jr.** tournament. Brad beat out Kim Cresswell, Nicolas Raymond and Scott Garman who finished 2nd through 4th, respectively.



Larry York of El Monte, CA proved to be tops among the 21 admirals participating in **WOODEN SHIPS & IRON MEN**. David Metzger took 2nd place, while Brotherhood of the Main Brace teammates Keith Hunsinger and Paul Risner took 3rd and 4th places respectively, each fell one round short of facing off in the finals. Keith did manage to pull one last point for the team, bringing us up to a total of nine, over doubling last year's effort.



GERONIMO drew 33 entrants in its inaugural AvalonCon. Gregory Stroud of Brooklyn, NY took top honors, with Jeffrey Paul, Joel Tambero and Ralph Coleman all finishing in the top four.



1993 champion Nicholas Frydas bested a field of ten Napoleonic commanders to take the **WAR & PEACE** title back home to Athens, Greece. Marv Rabin was the bridesmaid for the second consecutive year. The 1805 scenario was used for all games this

year, with the added feature that players were able to bid the number of strength points they would give up from their army to obtain the side of their choice. This became interesting in the finals as both players submitted identical strength point bids for five consecutive bidding rounds until Nicholas won the Allied side with a 5 SP bid on the sixth try.

Next year should be interesting as both Nicholas Frydas and 1994 champ Rob Beyma are expected back. Also, the tournament format will be changed to play a different scenario each round. These scenarios will probably be the 1805 scenario, the 1809 scenario, either the 1812 or 1813 scenarios, and possibly the Marengo scenario published in Volume 26, #6 of *The GENERAL*.



WRASSLIN' TAG TEAM was won by the team of Tom Kobrin and John Souders over a field of 14 entrants (7 teams).



AVALONCON '95 saw the reinstatement of a *FIFTH FLEET* after a year's absence due to lack of a GM. The 1992 **AVALONCON** champ, Jim Fleckenstein of Virginia, GMed the renewed event, which drew eight entries. The double elimination type A event's first round saw victories by Fleckenstein, Andy Maly, Tom Juneau (who had learned the game at **AVALONCON**) and David Davis. In round two, Maly's Allied forces eked out a 4 VP marginal victory over Jim Fleckenstein's Soviets, while Davis, the 1993 *Fifth Fleet* GM, posted a victory over Juneau to remain undefeated.

In the third round, Jim Fleckenstein's luck ran true as he was ousted by the newcomer Juneau, while the undefeated Maly continued his streak by besting Davis. The fourth round saw Juneau's luck finally run out as Maly handed him a marginal defeat. Jimmy Fleckenstein advanced to the finals through the loser's bracket when Davis resigned.

The hard-fought rematch of round one ended with the same outcome, as one of Fleckenstein's Allied task forces diverted from their course to pursue one of Maly's fleeing Soviet Indian Ocean wolf-pack subs, and so failed to reach their objective by game's end. The "lost" 25 VP fueled a 10 VP victory and a national championship for Maly of Bel Air, MD, an experienced gamer/GM who nonetheless had only played *5TH FLEET* solitaire prior to **AVALONCON**. Bridesmaid again, the younger Fleckenstein vowed to be back next year. (The game of modern naval combat in the Indian Ocean will appear again at next year's **AVALONCON**, says GM Fleckenstein, who intends to run it as a type B event to increase participation. "The success of relatively inexperienced players this year seemed to show that anyone with gaming experience can play the intermediate scenarios of *5TH FLEET* and be competitive." Fleckenstein noted, "I want to grow this event by letting others give this game a try—I think they'll enjoy it.")



PELOPONNESIAN WAR drew a total of 10 participants this year (growth!) in spite of three pre-registered no shows due to scheduling conflicts. In the first round, Athens won four out of the five games. The only Spartan victory came from John Ellsworth, who had rushed out to buy a copy of the game moments before so there would be enough games for all the players. The second round produced two Spartan victories and one Athenian victory with the three high seeds making their way to the finals. Mark Holley, twice a runner-up; Frank Hamrick, the 1991 champion; and Kevin McCarthy, the defending

champion, squared off for the title. McCarthy was awarded the bye by virtue of being the defending champion, and he watched as Hamrick's Spartans defeated Holley's Athenians, setting up a final match between the two former champs.

The title match was full of excitement with a maximum four-turn Armistice and a Helot Rebellion playing decisive roles in the final outcome. McCarthy drew Sparta for the final campaign and used the old end around operation (developed by Hamrick at the first **AvalonCon**), ravaging over twenty cities from Sparta to Loryma. Hamrick's Athenian navy, led by Pericles, countered by seizing Corinth (a move McCarthy used last year to oust Hamrick). Sparta then captured Larisa, Amphipolis, Pela and Magnesia with only two further operations (using the rules interpretation in *The GENERAL*, Vol. 30, No. 1). The turn ended with Megara falling to Athens in a siege. After turn 1, McCarthy's Spartans led +10 to -40.

The auguries turned against Sparta on turn two, however, and Hamrick took advantage of his opportunity by sieging and winning six fortresses to take a commanding +45 to -70 lead. Both sides had so crippled the other in these first two turns that a four-turn armistice went into effect. Needless to say, the armistice saved Hamrick's Athenians, who were at "2" Bellicosity (and ready to surrender) before the armistice. After the armistice the Athenians were back to "10" Bellicosity and from that point on took control of the game. Athens outscored Sparta 50 to minus 75 in turn seven (giving them a +95 to -145 lead) and capturing four of the five Delian League cities. Athens needed to capture one more Helot city (Prasiae) to trigger a Helot Rebellion and reduce Spartan bellicosity to zero.

At this point, McCarthy considered surrender, but decided to make one last effort, and it almost paid off. Turn 8 found Athens sidelined with an auguries die roll after only one mission, and the Spartans won three quick sieges before rolling auguries. This tightened the score to +10 Athens, -90 Sparta. However, turn 9 proved decisive as Athens captured Prasiae, precipitating a Helot Rebellion and driving Sparta's bellicosity to zero. Final score, Hamrick's Athenians +50, McCarthy's Spartans -170 (not counting surrender victory points).



PAX BRITANNICA drew 14 entrants with Richard Curtin II of Peekskill, NY claiming first place over second place finisher Benjamin Foy and third place James Shacher. Other awards given included Curtin claiming Best US, Foy as Best Britain, Shacher as Best Italy, Mark Franceschini as Best Japan, William Lentz as Best Russia, Vince Battestelli as Best France and Gordon Clay as Best Germany. Last year's problem with the walkaway Belgium victories on both boards was resolved by the Belgium divisor being changed from 1 to 1.5 and by not playing Belgium.



Eight die-hards continue to eschew *ASL* to participate in the *SQUAD LEADER* tournament. Kevin Welsh of Browns Mills, NJ defeated defending champion Eric Stranger to claim this year's title.



Bruce Reiff of Powell, OH continued on his mission to collect one plaque in each event as he topped a field of 13 in *STOCKS & BONDS*, collecting his seventh plaque in seven different events. Bruce went broke in the first round as Stryker crashed, but others also went down, which ensured that all were still alive for

round 2. The Stryker investors returned and defending champ Ken Gutermuth said give me the dice and for three straight turns ran Stryker through the roof. It was then that another player took the dice away. Bruce Reiff sensed a change in fortunes for Stryker and got out. The others all stayed with Stryker. When Stryker suddenly went bankrupt again, Bruce was left ahead of the field. 12-Year old Nathan Kilbert finished in second place.

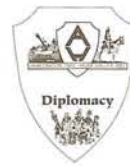


In the *BATTLE OF THE BULGE '81* tournament, Jim Falling nearly dethroned one of the top-seeded players, Randy Heller, in the first round of play by opening an alternate supply line and retreating forward some infantry into the American rear area. This

disrupted the entire defense and caused Randy to "scramble" for a hard fought victory and a trip to the semi-finals. John Grant, Phil Evans and Forrest Pafenberg also advanced to the semi-finals. The semi-finals were not concluded until 4:00 AM Saturday morning. Forrest was able to retain control of Bastogne against Randy's adjacent panzer units. However, the loss of the fuel dump, along with Stavelot, gave the victory to the German player. Randy and Phil, both previous winners of this tournament, met for the third straight year in the final round. As the German player, Phil was severely hampered by a weak start, having killed only one unit on the opening turn. With a stiffening American defense, the German player "threw in the towel," resulting in Randy recapturing the crown.



A field of 28 network executives challenged for the *TV WARS* title. Michele Giannoble of Pinehill, NJ mastered the ratings game to claim the plaque, while John Dunn, Bob Rademaker and Steven Protsch finished 2nd through 4th, respectively.



The **AvalonCon DIPLOMACY** tournament gained increased stature, as it was also the home of **DIPCON XXVIII**. A record field of 73 entrants competed in a best two out of three scoring system under the guidance of GM Jim Yerkey. Sylvain Larose of Montreal, Quebec snagged the prestigious title, with Michael Cunningham finishing in 2nd place, Tom Kobrin in 3rd place and Carl Willner in 4th place. Steven Cooley, Thomas Pasko, Rex Martin and David Webster finished 5th through 8th.

One good story from the tournament from Sandy Wible: Friday night, I went to get drinks from the Pizza Hut for my ally and myself. However, I couldn't figure out what he wanted...some bizarre juice flavor or something and who knows where it was. I came back, and everyone said "Hey, man, you got stabbed!" I looked at him in surprise and he got a sheepish look. "Yeah, I stabbed you," he finally admitted. I shook my head with a wry curl to my mouth. "Well, that's OK," I said. "Because I didn't get you your drink." The whole table lost it. It was hilarious."

A **DIP** Team event was organized for the Saturday heat. Any five people could form a Team. The prizes consisted of a certificate and some non-trivial prestige. Congrats to the Team **GENie** members: Lauren Cain, Dandy Wible, Hugh Turner, Sean Smallman and Greg Geyer. The five members of Team **GENie** did superb. Hugh Turner had an excellent game while everyone else on the team was a part of at least a 3-way draw.



James Garvey of Amherst, NY became the fourth champion in four years of *DUNE* competition. Gregory Crowe finished second in the field of 23, with Jason O'Donnell and Bruce Bernard also finishing in the top four.



After fielding 18 entrants last year, *FIREPOWER* dropped from tournament status by only attracting six players this year. Andy Lewis took the title over second place finisher Rob Schoenon.



GM Michael Anchors ran the *NEW WORLD* tournament as a two-round Swiss event using the basic game (to teach beginners how to play and promote interest in this interesting game). Twenty-four explorers participated in the first round and 14 in

the second. Brett Mungo of Washington, DC and veteran Jim Fuqua tied with first and second place finishes. Since Brett had accumulated more money in his two games, he took home the plaque. 1992 champion Trevor Bender and Kirk Woller rounded out the top four. Winning players concentrated on developing Central America and the Brazilian coast, the former yielding more gold and the latter doubled resource points. The fickle finger of fate award goes to David Gantt whose three ship armada was sunk in a single roll, a 1 in 5,832 chance. The group assured GM Anchors that they were ready to take on the Exploration Variant next year.

Dinosaurs of the Lost World, Jr. remained one of the most popular junior events, attracting 35 junior entrants. John Poniske was the top explorer, beating out Micah Rabin and Brad and Scott Garman.



HISTORY OF THE WORLD drew another record field, once again breaking the century mark with 108 entrants for the three round event. Tim Johnson of Odenton, MD triumphed, defeating Sean Vessey, Stefan Krzywicki, Michael Hart, Tom Scarborough

and Helen Hsieh in the final game. I once again showed my skill by just barely avoiding being lapped on the victory point chart during a first round game, and somehow managing to receive the Incas/Aztecs and Germany in the last two epochs despite being the low man on both the victory and strength point charts.



The *PANZERGRUPPE GUDERIAN* tournament dropped to eight entrants, just enough to retain tournament status. GM Phil Rennert of Seabrook, MD captured his fifth title in as many years by eking out a win over last year's

runner-up Mike Pustilnik during the mech phase of the last turn in a 12-hour marathon. The bid was 71, dropped to 56 by 10 SW reinforcements. Mike's Russian defense line ran through all three cities Phil needed: Smolensk, Yel'nya, and Roslavl. Yel'nya fell on turn 8, but the two best Russian units in the game showed up at Smolensk, rendering it impregnable for the rest of the game. The real action occurred near Roslavl with both sides cutting each other off, resulting in most of both armies being pinned. The game came down to a battle for

Vyazma, where on turn 12 a loose regiment beat a Russian leader to Gzhatsk by one hex, and Phil's Germans managed to get four out-of-supply divisions next to Vyazma. The combat phase reduced the city to one Russian defender, so it was down to out-of-supply overruns. The German 1-1 attack failed, leaving three possible 1-2 attacks where a "1" or a "2" cleared the city for the German win but a "6" resulted in a lost division and a Russian victory. On the first attack, Phil rolled a "2" to pull out the victory.



Perennial favorite *CIRCUS MAXIMUS* drew 72 Ben Hur wannabes for its largest field in AvalonCon history. The charioteers were greeted by a slightly changed tournament format which rewarded the racers not only for their position at

the end of the race but also for the number of damage points they managed to inflict on their competitors. Surprisingly enough, three light chariots managed to slip through in the preliminaries to post victories, as did four normal and five heavy chariots. In the final, Mike Pantaleano of Felton, DE (in a 1-2-2-0 chariot) edged out Steve Cameron (in a 2-2-0-1 chariot) for the win. On the next to last turn, Steve rolled just high enough on his straining roll to move adjacent to Mike and attack his car/driver. However, he decided not to attack and moved one square ahead instead, because he incorrectly believed that the winner of the race would be the player who was farther around the corner after the finish line. Since Steve was on the inside of Mike, he could have won had his belief been the actual rule. Doug Lefevre in 3rd, Joe Abrams in 4th, Tom Stokes in 5th, John Pack in 6th, Scott Sirianna in 7th and Paul Bolduc in 8th finished during later turns. (Twelve heavy, three normal and one light chariot lined up for the final race. Amazingly, 11 chariots finished including all three normals and the one light.)



The *GETTYSBURG '88* tournament drew ten entrants, with Vince Meconi of Wilmington, DE defeating David Zimmerman to win the championship.



TITLE BOUT was the early evening (8 PM) entrant of the sports games with 26 boxers vying for the heavyweight championship of the world (or at least the convention). 1993 runner-up Ken Guteruth of Clinton, NJ again

reached the finals, this time capturing the belt by defeating Ed Okimoto. Steve Kershaw and Joel Ferley were the other two semi-finalists. This helped Ken win the overall AvalonCon sports games championship.



DECATHLON made its AvalonCon debut as the late evening entrant (11 PM) of the sports games for those who were not yet ready to call it a day. Thirty-nine entrants competed for the title of the world's greatest athlete. Bobby LaBoon of Indianapolis,

IN coached Bill Toomey to the gold medal, followed by John Coussis in second with Vasily Kuznetsov, Andy Lewis in third with Jim Thorpe and Tom Johnson in fourth with Milt Campbell.

SATURDAY



This year's *ADVANCED CIVILIZATION* tournament boasted a perfect 40 players in five 8-player games. This year's first round games were much harder fought than previous years and some games barely finished before the time limit. Michael Neal, Doug

Gallulo, Todd Vander Pluym, Michele Sandoe, and Jeff Cornett won their boards and advanced along with the three best second place finishers, Jim Reynolds, Michael Ehler and Jeff Clark. Unfortunately, early departures, fatigue and family emergencies forced four of the finalists to withdraw. Their places were filled by those next in line. Next year, the qualifier round may need to be changed to Friday to ease time constraints.

Michael Neal of Bangor, ME (playing Egypt) finally won after two second place finishes. Todd Vander Pluym (Illyria and 2nd), Joe Lux (Crete and 3rd) and GM Charlie Hickok (Assyria and 4th) were separated by a mere 30 points. Jeff Cornett (Iberia and 5th) was close behind after suffering from prolonged front runner status. Perennial victor Dan Vice (Thrace and 6th) was possibly side-tracked by a desire to repay Jeff Cornett for their first round match. Bill Pennington (Africa and 7th) and Jeff Clark (Babylon and 8th) staggered under much more than their fair share of disaster. The final's highlight was Todd Vander Pluym's sincere and humble announcement in the early midgame that he was amazed by everyone else's level of play and that he was outclassed.



ASSASSIN drew 22 players and resulted in a brand new top four from last year's inaugural event. The final game went fast with only one quarter of the deck used. The top four finalists got approximately the same number of destinations, but Steve Cameron of

Upper Darby, PA was farthest from the assassin and won the event after many close calls in other tournaments during the weekend. Ed Musselman finished in second place, with Beth Benard and Charles Ryder finishing third and fourth. Both last year's GM and Steven Kershaw, this year's GM, tied for last in the finals, neither of them ever getting out of Vienna.



D-DAY '91 started off on a poor note. GM Tyson Arnold was unable to attend the convention, so assistant GM Kevin McCarthy was forced to step in after 1-1/2 hours sleep the night before. Such is the life of an assistant GM. The event was only able to draw eight

participants this year. Although the Germans won most of the games last year, this year the Allies turned it around to claim the majority.

The final game was between Mark Holley playing the Germans and Jack Morrell playing the Allies. Jack invaded in the Normandy area and made slow progress through France. The game was not decided until the last turn when the Allies were able to take Berlin and claim a second plaque of the weekend for Jack Morrell of Palmyra, NY.



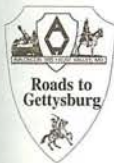
MAIN BATTLE TANK was another tournament to draw the bare minimum of eight entrants to maintain tournament status. Defending champ Bruce Young of Simpsonville, SC secured his fifth overall AvalonCon plaque by besting Dave Sidelinger in the finals.



MERCHANT OF VENUS remained as popular as ever, setting a new record with 56 entrants. GM Greg Mayer of Baldwin, MD won the event over 2nd place Bill Crenshaw, 3rd place Shannon Stuart and 4th place Kevin Welsh. Caleb Cousins, Debbie Otto, Andy Lewis and Chuck Foster all finished in the top eight.



Old, venerable *PANZERBLITZ* continues to draw players back with 10 participants this year. David Giordano of Carneys Point, NJ defeated two time champion Johnny Hasay for the championship. Steve and Joe Sheftic finished 3rd and 4th.



The third installment of the Great Battles of the American Civil War series, *ROADS TO GETTYSBURG*, made its first appearance as an official event at AvalonCon by attracting a solid crowd of 28 participants under the direction of GM Mike Arnold. True to the

newcomer status, two of the four finalists in the tournament were newcomers to the Great Campaigns series: Sean Turner and Steve Katz. Thanks to a fortuitous set of circumstances, Ken Lee of Tunkhannock, PA ended up being a finalist despite having lost decisively in the first qualifying round. This, however, was the last match Ken was to lose as he went on to capture the tournament championship with victories over Tom Constantine, Stan Buck, Sean Turner and Joe Bellas.



As was previously mentioned, the results of the three games of the Great Campaigns of the American Civil War series were compiled to determine an overall champion. Bruno Passacantando's victory over Ed Beach in the *SJW* finals turned out to be decisive as Bruno

edged Ed for the overall championship. Sean Turner was third overall and Ray Rooks claimed fourth. Next year, look for *STONEWALL IN THE VALLEY* to be added to make four tournaments in this championship.



STATIS-PRO BASKETBALL drew one additional player this year with Steve Caler of Petersburg, PA defeating Derek Landel to conquer the field of nine.

Fifty-six entrants entered the *WE THE PEOPLE* tournament, but in the end it was last year's third place finisher, Roger Taylor of Reston, VA, defeating last year's runner-up, Scott Smith in a rematch of their '94 semi-final encounter. George Seary and Bruce Wigdor finished 3rd and 4th, while James Fuqua, Michael

Nagel, John Poniske, and Tom O'Brien rounded out the top eight.



Sixteen grapplers entered the *WRASSLIN'* singles event, with John Souders of Horsham, PA defeating Bruce Harper for the championship belt. This was the second *WRS* win for Mr. Souders during AvalonCon, as he had also won the Tag Team tournament.

Matthew D'Amico and Paul Weintraub were the other two semi-finalists.



A small field of eight allowed *CIRCUS MAXIMUS, JR.* to be run with two preliminary heats with four contestants each to allow beginners to gain experience. All eight entrants then competed in the finals, with 1994 champion Mike Pantaleano once again victo-

rious. This made it a sweep of the *CIRCUS MAXIMUS* events for the Pantaleano family as his father took the seniors event. David Yingling finished in second with the Chilcotes, Philip and Russell, finishing third and fourth.



BLACKBEARD continues to grow in size each year, this time attracting 61 would-be pirates. John Kilbride of Philadelphia, PA repeated his 1994 championship. Chris Greenfield accumulated the second most booty, while John Emery finished third and Charles

Scaglione fourth. Tom Carroll, Laurie Seeloff, Linda Schiffer and Sarge Presser also claimed prizes for finishing in the top eight.



ENEMY IN SIGHT was once again popular, drawing 48 entrants (an increase of 12 over last year). Phil Thomas of Baltimore, MD took top honors, with Steve Cameron again coming close in second place. Gerald Lientz and Wade Fowble were tied for 3rd/4th

place at the end of the final round, with Gerald being awarded third based on points scored in the first round games. Dave Davis, Bill Place, James Hughto and Jonathon Squibb also collected prizes.

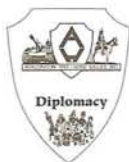


The 12-player *FORTRESS EUROPA* tournament saw one of the great upsets of the weekend as three-time defending champion and GM Michael Newman was defeated in the finals by Trevor Bender of Arlington, VA.



Bruce Reiff of Powell, OH picked up his first duplicate plaque as he repeated his 1993 *AUCTION* championship. Marilyn Koleszar finished second, David Walrath third and Luke Katz fourth in the 28 entrant event. The final was over quickly as Bruce had early

sets of Rare Miscellany and Queen Anne furniture. The real contest was in the semi-finals as last year's champion Ken Gutermuth was denied by Bruce and Marilyn in a hard fought match.



The *GUNBOAT DIPLOMACY* demonstration grew in size as for the first time there was not one, but four gunboat games, which even allowed for cross game press to really confuse things. For those who don't know, Rex Martin's ferrets were the joke at the gunboat game last year, and resurfaced at this year's Gunboat. What exactly that means, I have no idea.



WIN, PLACE & SHOW set a new record with 29 bettors in the early evening entrant in the sports games lineup. Dennis Nicholson turned out to be the best jockey/handicapper of the bunch, followed by Robert Hahn, Steven Rugh and John Cousins, in that order. Perennial finalists Steven Kershaw and Bruce Reiff were denied the finals—Bruce missing by just \$1500.



Fourteen junior network television moguls took part in *TV WARS, JR.*, with 1994 champion Eric Wrobel repeating. Mike Destro finished ahead of third place Lauren Vessey to claim the last prize certificate in the event.



ADEL VERPFLICHTET remained immensely popular with 65 entrants in this year's event. Beth Bernard of Fairview, PA proved the top art collector, with Barry Grabow second, Steven Davis third and Tom DeMarco fourth.

Fifth through eighth places were claimed by Erika Poniske, Jessica Foster, Dave Terry and Bruce Bernhard. Rounding out the final sixteen prizewinners were Terry Telger, Ray Stake-nas, Linda Schiffer, Ray Pfeifer, Ben Foy, Earl Anderson, Greg Mayer and Greg Berry.



SLAPSHOT was the surprise hit of the weekend, as its 11 P.M. start time attracted those who had been eliminated from a myriad of other events. The crowd of 74 hockey fanatics was unable to fit into its assigned room and was forced to march upstairs to find the necessary space.

The procession, led by GM Bruce Reiff, resembled the Pied Piper leading his spellbound followers. Amazingly, enough copies of this long ago out of print game were found to accommodate the crowd. The entrants were informed of the rules by assistant Keith Hunsinger, who informed all that the penalty for breaking the no whining rule was breakfast with a cranky Don Greenwood.

The nine preliminary round winners met in the finals with Peter Staab of Pittsburgh, PA emerging from a tight three-way playoff as the champion. Kirk Harris finished second, Dave Davis third and Bruce Reiff fourth. Keith Hunsinger, Ken Good, Luke Kratz, Dylan Small and Sean Cousins were the other finalists.

SUNDAY

Another AvalonCon tradition continued as the Inter-Faith Religious Service occurred from 7:30 to 8:00 AM. Many of the 26 in attendance had just been seen at 2:30 A.M. the night before, still participating in the *SLAPSHOT* or *VIP* tournaments. The Sunday worship service allowed those in attendance to give their thanks for the almost completed weekend. While nothing profound occurred, voices were lifted in songs of praise and thanksgiving. A number wished to express their gratitude to Avalon Hill for giving a time and place as well as public announcements of the service.

The After Action Meeting is another AvalonCon tradition, as many gathered to provide praise, voice criticisms and to question the direction of Avalon Hill's plans in general and AvalonCon in particular.



ACQUIRE started off the Sunday morning tournaments, as 43 entrants battled it out to build the greatest hotel chains. Steve Koleszar of Charlottesville, VA won in the end, with Wolfgang Peter finishing in second place. Shannon Stuart finished third and

Luke Koleszar fourth while Steve Packwood, Dave Reed, Marilyn Koleszar and David Platnick rounded out the top eight. The finals was the closest game of the tournament, with only \$1800 separating the top three finishers. The tournament may also have set an unofficial AvalonCon record for having three Koleszars in the top 8.



ATTACK SUB drew 40 entrants as this traditional get-away day tournament remains popular. Jack Reid of Pittsburgh, PA defeated 1991 champion Jim Fuqua in the finals, with Ed Musselman and Jeff Lange also making the semi-finals. Brian Conlon, Richard

Trockel, Erick Young and Bruce Wigdor also claimed prizes. This was Jim's second attempt in the finals to become a repeat champion, but so far there have been five different champions in the five years of the tournament.



Peter Stein of Flushing, NY took the **GUERRILLA** title over John Koleszar (how many Koleszars are there, anyway?), Sean Cousins and John Wetherell. Kevin Bungess, Tom Mueller, Michael Livingston and John Coussis finished in the top eight to also claim

prizes. The first round consisted of six six-player games. Each played with two guerilla, government and mercenary loyalty markers. When the first round ended, the government faction won three games as did the guerillas. Five of the first round games had a point spread of 21 points or less. The final round was anything but close. The Rebel forces showed the government who was in charge with a difference of well over 120 points.

PLATOON saw a drop in participation this year, with only six entrants competing for the title. The first round results left GM Roger Knowles as top seed along with Kevin McCarthy and Josh Dunn. The latter two played each side once in the semi-final round with Kevin earning the right to face Roger in the finals. The scenario for the final round was called "Protect the Flank," but this was something that Roger failed to do as the Americans. Kevin was able to exit six soldiers off the side of the board, and along with the one American casualty, scored a total of seven points. During the previous scenario Roger had the NVA and exited only one soldier off the board along with three American casualties for four points. Kevin McCarthy pulled out the hard fought victory by a score of 7:4 to take his fifth career plaque in five different events.



Wrapping up the weekend, the **WRASSLIN'** Battle Royal was the last chance to pick up an AvalonCon plaque. Sixteen wrestlers split into two tables of eight, with the last four survivors from each table advancing into the eight wrestler

final. I thought this would be the perfect tournament for someone like myself who had been victimized by poor dice much of the weekend. A look at my great hand filled with a Reverse and four Blocks gave me more confidence. The first three entrants had been tossed when the attacks started on my wrestler. Once damaged, the other four realized they were in the finals if they just finished me off, which they preceded to do through constant attacks until my valiant wrestler was finally tossed. The finals saw Robert Williamson survive to take the title by tossing Bruno Wolff out of the ring. John Souders was the third last in the ring and Mike Bailey claimed fourth place.

Twelve juniors hung around on Sunday morning to compete in **TYRANNO EX, JR.** Russell Chilcote repeated his victory of a year ago. Robert Navolis finished second in the event.

Team Black Bear won the Team Tournament at AvalonCon 1995. The Maine group scored 17 points total: eight points scored by Seth Cousins in **KREMLIN**, eight points scored by Mike Neal in **ACV**, and one point scored by Andy Lewis in **MOV**. Rounding out the team was two-time 1994 winner Caleb Cousins who failed to score in **ROADKILL**—an event he won last year.

Finishing second was **AHIKS** Europe with 15 points, secured on an 8-point win by Herbert Gratz of Austria in **UP FRONT**, a 6-point win by Greece's Nick Frydas in **WAR & PEACE**, and one point from Tom Oleson in **ANZIO**. England's Murray Cowles, unfortunately, failed to score in **BKN** to round out the effort.

A close third was scored by the Old Guard with wins in **TRC** (Robert Beyma), **WATERLOO** (Joe Beard) and single point performances by John Grant in **RUSSIAN FRONT** and Randy Heller in **BULGE '91**.



AH game designer/developer, Ben Knight (center), teaches a new version of an old favorite, **MACHIAVELLI**.

And, firmly near the top of the pack was the Brotherhood of the Main Brace with 9 points, more than doubling our efforts of the previous year. If we get all four players to Baltimore next year, watch out!

Congratulations are also in order to Ken Lee for winning the Gamemaster Award with a perfect 10.0 rating. Other top finishers were '94 winner Glenn Petroski (**VIP**, 10.0), Russ Gifford (**ASL**, 9.88), Bill Scott (**PZL**, 9.66), and John Ellmann (**MMS**, 9.63). All five of these guys are repeat winners of the top Six GM Award at AvalonCon.

Breaking into the top six this year in the Year of DIPCON XXVIII at AvalonCon is James Yerkey (**DIP**, 9.61). Other top GMs just missing the cut by .1 or less were Dave Terry (**B17**, 9.53), Alan Applebaum (**BKN** 9.5), Neal Schlaffer (**EIS**, 9.57), Trevor Bender (**HCR**, 9.52), Andy Maly (**UPF**, 9.57), and Bruce Monnin (**WAS**, 9.5).

Finally, and perhaps most importantly, congratulations to Ian Lange for winning the Sportsmanship Award in a random drawing of 13 nominees. Ian was nominated for his performance in the **MUSTANGS** tournament. He will be Avalon Hill's guest at **AVALONCON '96** with a free room and an AvalonCon plaque.

So, what does AvalonCon mean to me and many gamers like me? That's simple: it is a chance to both display and improve our skills in a multitude of Avalon Hill/Victory Games without having to face the "win at all costs" attitudes that can so ruin the enjoyment of gaming. The nominees for the Sportsmanship award are full of stories of people sacrificing their own chances for victory to help increase the enjoyment level for another gamer. It is important to remember that this is what is truly important and what can keep our hobby alive and well.

After all of this, there was still one award left to be presented. On Saturday afternoon a large crowd was gathered together to watch Russ Gifford announce that, by unanimous vote of all the GMs, Don Greenwood had been elected to be the initial honoree in the AvalonCon Hall of Fame. Even I, who has never been thrilled with service to the hobby awards and am not sure I would ever even vote a GM into the Hall of Fame of this gamer's convention, could not find a way to vote against this. Don, of course, cursed a few times under his breath, shot Russ a few dirty looks, accepted his beautiful crystalline trophy and went back to his gaming (**BKN**, I believe), which, after all, is what AvalonCon is all about.

See you next year!

ASL Crossfire...(Continued from pg. 51)

with a 7 TH DR from a PF or an 8 TH DR from a Psk. The danger of an MC is immaterial given the good chance to take out a tank. While I am not willing to trade HS or squads with the Kiwi infantry, I am more than willing to trade them for tanks. Furthermore, broken Germans rout, dead Shermans don't.

Finally, Rob has risked many guys by moving in stacks with leaders. At one level, I applaud this aggressive use of infantry, given the good covering terrain and the Kiwi numerical superiority. At the same time, this tactic can lead to disaster, if good German luck meets poor Kiwi fortune. Those stacks will draw fire and whole platoons could be taken out of action, giving the Fallschirmjäger just the breather they need. Big stacks attract deserved attention and I'd look on this tactic guardedly, especially

when the enemy has HIP capability. One case in point is Rob's proposed move into the gully, using a leader-led stack to avoid CX status if it is raining. Not only would these guys have been hammered by the HIP HS without a second thought, but also the big stack would have caught the eye of the 9(-2)-directed MG nest which could squeeze off a 6 (even) snap shot (+1 dust, +1 rain, -2 leader) when the platoon enters the gully. Look out for the DR 2 = IKIA with rate. We all know how that works. In my book, many Kiwis are being asked to take MCs in the opening phases of this game because of the use of stacks.

KIWI CONCLUDING REMARKS

I don't blame the German commander for wanting to fight to a goal-line stand at the edge of the world (er, board). Yet, I don't think that a more forward defense on board d is incompatible with that strategy. Slowing or holding the

Kiwi assault for a turn or two in building d4 should be an integral component of the German plan. I don't believe Rich has enough troops in the immediate vicinity to get the job done. A 75L at dE4/2 could have made a significant contribution to this holding position.

From the foregoing discussion, I think that it is clear that my big-stack movement is only likely to be used much on turn 1, and then with favorable TEMs as discussed above. For the most part, my MMCs will need to average less than 2 hexes of forward progress per turn after that. The leaders' MF bonus will seldom be required later. Of course, I won't hesitate to take advantage of any holes which may be blown in the defensive line. Even if I do run into the wall of Germans that Rich is hoping to construct on the board edge for turn 7, an Ambush or two might allow me to exit the winning VP margin south for the victory. Now, that would be an exciting finish.

We Need to Talk

A Preview of 1995 *MACHIAVELLI*

By Ben Knight



“As far as you know,” I tell my gaming buddies, “the world is flat.”

The eight of us have sat down to play the 1454 scenario of *MACHIAVELLI*. The mounted map of Renaissance Italy lies before us. I remind them of the pre-Columbus view of the world to send their minds back five centuries. It helps my friends get in touch with their grinning, greedy, we-need-to-talk, deceitful natures—which is the best way to play this *DIPLOMACY*-style classic.

The 1995 edition of *MACHIAVELLI* began when the president of Avalon Hill handed Mark Simonitch and me one of the rare, out-of-print copies of the 1980 edition and asked us to revise it. An unpunched copy of 1980 *MACHIAVELLI* is even rarer today because Mark and I punched our copy and started playing it at our first opportunity. The 1980 edition was great, but we wanted to make it more compatible with *DIPLOMACY* and *COLONIAL DIPLOMACY* rules without compromising the unique elements in the game. *MACHIAVELLI* adds many fun elements to the *DIPLOMACY* system—such as sieges, bribes, rebellions and assassinations—which make *MACHIAVELLI* more sophisticated than its parent game.



New Map and Counters

Graphically, the game has come into the 1990s. Artist, Kurt Miller, painted a period-style 32" x 22" map that looks beautiful enough to hang on your wall. Kurt also painted the box cover that shows the scowling face of Bartolomeo Colleoni, a *condottieri* general who willed his large fortune to Venice on the condition they would erect a statue to him in the city. (They obliged.)

We took the opportunity before Kurt painted the map to redesign some of the area borders. The 1980 edition included special rules for five areas on the map: Piombino, Messina, Dalmatia-Croatia, Provence and Venice. By nudging a few borders, we eliminated the special case problems of Piombino, Dalmatia-Croatia and Provence. We kept the Messina special rule but simplified the Venice one. We also borrowed the “land bridge” rule from *COLONIAL DIPLOMACY* to allow direct movement across the straits of Sardinia-Corsica and Messina-Otranto. This ties Sicily to the continent and creates more options for attacks in the sea region of the map.

On the 1980 map, the northern and central parts of Italy were relatively cluttered with areas, so we combined six pairs of small areas into larger ones. For instance, Parma and Piacenza became one province, Parma. That leaves 63 land areas on the map, of which 38 are coastal.

The 1995 map still has the same 44 cities (of which 36 are fortified), but the number of sea areas has dropped from 11 to 10 by combining the two halves of the Tyrrhenian Sea and relocating the sea borders in that region. Naples has gained importance now as a port because two sea areas (instead of one) wash its shores.

We used the same counter tree from the 1980 edition, but Mark Simonitch designed new counters for the 1995 edition. The 520 pieces now include two types of control markers for each power to differentiate between home-province control and conquered-province control. This allows us to provide scenarios with various starting home boundaries, without the former confusion with the map’s base color.

Revised Charts

To keep the price of the game down, we dropped the pad of order sheets that came in the first edition (*DIPLOMACY* and *COLONIAL DIPLOMACY* players are used to providing their own paper for writing orders). The 1980 order sheet imposed unit maximums on the players (unlike *DIPLOMACY*), which we have lifted. You are no longer restricted to a certain number of armies, fleets and garrisons. Consequently, the identification numbers on the units have been removed. Order writing in *MACHIAVELLI* now closely follows the *DIPLOMACY* system of order writing (by using reference to province of origin to identify a unit).

The 1980 order sheet also limited players to a maximum of four expenditures per turn. Again, we lifted this restriction, and players may now write as many expenditures as their coffers allow.

Because some provinces on the first edition map had been dropped for the second edition, we revised the plague and famine tables accordingly. We deleted the six names that were no longer provinces and added the handful that had been left off the 1980 tables. Thus, every province now has a chance of plague and famine.

As players of *MACHIAVELLI* know, plague and famine can ruin your day. At their worst, these natural disasters can dominate play and dictate strategy, which players sometimes complained about. We decided to reduce the occurrence of plague and famine by 25 percent. This was easily accomplished by changing the year chart. Plague and famine are still optional rules, so that players who want a clean game without chance disasters may ignore these rules.

Revised Rules

When it came to the rule book, we had two major objectives: shorten the overall length and make the rules more similar to *DIPLOMACY*’s (while keeping all of *MACHIAVELLI*’s unique

features). We were able to cut down the number of pages from 24 to 20 as well as use a larger-sized type. The result looks very similar to our 1994 *COLONIAL DIPLOMACY* rule book. What follows is a list of the rule changes. I may have overlooked one or two changes while compiling this list, but it should give those who are familiar with the first edition an idea of the direction the second edition has gone.

- In the Basic Game (which is most like *DIPLOMACY*), a player is conquered only when he loses control of all cities (not just his home cities).
- You may not convoy armies through coastal provinces. (The order is now called “convoy,” not “transport.”)
- You may not disband a unit by converting it to nothing (zero). Of course, in the Advanced Game, you may still disband a unit by not paying for it at the start of the year.
- The “Lift Siege” order has been dropped (it was too slow and unnecessary). A besieging unit suffers no delay in advancing elsewhere, and the siege is automatically lifted if the besieging unit is ordered to do something other than besiege.
- A unit may retreat to an unoccupied fortified city in the area (and convert to a Garrison) even if other retreat routes are open to it. In the previous edition, the retreating unit had to retreat to another area if open. It makes more sense to fall back to your fortified city, or at least to have the choice.
- In the Advanced Game, every player uses the *same* die roll on the Variable Income Table. If the roll is low, every player’s variable income is low; if the roll is high, every player’s variable income is high. This reduces the chance element in the game.
- The Pope has the power to excommunicate others. Have you ever seen a game of *MACHIAVELLI* played where the Papal player didn’t threaten another player with excommunication? Well, now it means something! We simply made official what players were already role-playing (one of our computer programmers, David Hiller, deserves credit for this idea). Excommunication can also backfire in the Pope’s face by creating a schism, with the Pope on one side and the remaining players on the other. This is a fun optional rule.
- We imposed more limits on Special Units (optional rule) as suggested by Stuart Schoenberger in the fanzine *Niccolo*, issue #6 (June 1994). For example, Citizen Militia are only available to Florence, Milan, the Papacy and Venice.

- An optional rule for Strategic Movement has been introduced that allows one or two of your units to change fronts quickly. The normal rules of advance do not allow units to move very far in one season, even considering there are three seasons per year (not the two of *DIPLOMACY*).
- The 1385-1425 scenario has been dropped (it was a century before Machiavelli's time). This also allowed us to delete the fortresses found in the first edition.
- Minor adjustments were made to the remaining four scenarios. This included specifying the starting treasuries of every power rather than having players work through the Income Phase on the first turn.
- Yes, the damages disclaimer at the end of the rules is a joke, but Joe Amoral (in the playtest credits) is a real person who is proud of his Portuguese ancestry.

CHOOSING A SCENARIO

Because there are four scenarios in *MACHIAVELLI*, players must begin by choosing which scenario to play. The number of players you have may limit your choice.

# Players	Scenarios
8	I
7	I
6	I, II, III, IV
5	I, II, III, IV
4	I, II, III, IV
3	I, II, IV
2	I, II, IV

In each scenario, certain powers begin the game in a better financial position than others. The table below gives the starting value of each power in terms of ducats (income from controlled areas + cities + treasury).

Scenario:	I	II	III	IV
Austria	10	18	26	31
Florence	15	15	—	12
France	11	32	14	13
Milan	15	—	14	—
Naples	16	—	—	—
Papacy	16	16	16	16
Turks	13	13	15	15
Venice	21	21	21	18

Although you cannot choose which power(s) you will play, you can use this table to determine who the strong powers are at the start of the game. Then put your diplomatic skills to work and team up with or against the leader. Remember, if you can't beat 'em, join 'em.

We hope you enjoy playing this revised edition of *MACHIAVELLI* as much as we have. See you at the *DIPLOMACY* table—we need to talk.

★

MACHIAVELLI ERRATA: Perugia was mistakenly added twice to the Famine Table. Delete the 11, 12 dice roll listing of Perugia but keep the 4, 2 dice roll listing.

The expenses table contains an error. Bribes J and K apply to garrison units, too, and the costs for these bribes are doubled for garrisons in major cities. Rules 9.2 and 9.3 are correct.

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this column free of charge on a space-available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments using Avalon Hill/Victory games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend any of these events.

ITINERARI FANTASTICI

April 12-14, 1996, Turin, Italy

Lords of Dragon Game Club and the Games Centre/Centro Gioco Educativo game shops chain sponsor this tournament featuring the Italian National Championships for RPGs, cardgames, boardgames, live action role-playing with additional features of emos, initiation tables for beginners, dealers space, flea market, game library, comics, animation and more. Admission is 15000 Lire or 7000 Lire per day. This third edition of the event hopes to better the 3,000 participants in last year's event. For more info., contact Itinerari Fantastici Organizing Committee, c/o Games Centre, Centro Commerciale "La Rinascente," via Langrage 15, 10123 Torino, Italy or email Ffaenza@mailbox.icom.it

ASL OPEN

April 19-21, 1996, Chicago, IL

Sponsored by Windy City Wargamers, this ASL tournament combines the ASL Open and Winds of War in a 6-round format. Pre-registration is \$15, \$18 after March 1. For info., contact Louie Tokarz at (708) 857-7060 or 5724 W. 106th Ste., #2E, Chicago Ridge, IL 60415.

MADISON GAMES CON

April 20-21, 1996, Madison, WI

Pegasus Games sponsors this event at the Downtown Arts and Activities Center, featuring dealer exhibits, miniatures, boardgames, cardgames, role-playing and silent auction. Admission is \$8 for both days, \$5 for one and \$2 for spectators. For more info., contact Lorece Aitken, 6640 Odana Road, Madison, WI 53719, 608-833-4263.

MAGE CON NORTH II

May 3-5, 1996, Sioux Falls, SD

Midwest Area Gaming Enthusiasts (MAGE) sponsors this event at the Ramkota Inn, featuring board, miniature, computer, card and role-playing games of all types and an auction. The ASL tournament carries a \$100 prize for 1st place. *DIP*, *TRC*, *1830* and *BKB* also featured. For info., contact Burnie Hegdahl, 737 N.E. 3rd Street, Madison, SD 57042, (605) 256-3909 or Judy Stucky, 820 North Dakota Ave., Sioux Falls, SD 57104, (605) 330-9535 6-10 p.m. weekdays or 12-10 p.m. weekends.

HEXACON X

May 16-19, Braunfels, Germany

The Gessellschaft fuer historische Simulation (GHS) will hold its tenth annual meeting in this medieval village featuring a castle and brewery. Boardgame tournaments include *ASL*, *DIP* and *UPF* among others. For info., contact Rolf-Udo Bliersback, Rathenauplatz 23, 50674 Koeln, Germany.

GAMEX 11

May 24-27, Los Angeles, CA

Strategicon sponsors this convention at the L.A. Airport Wyndham Hotel (formerly LAX Hyatt), featuring all types of family, strategy and adventure games, collectible card games, role-playing, miniatures and computer gaming. Additional activities include flea markets, auction, exhibitor hall, seminars, demos and special guests. For info., contact Strategicon, 333 N. San Fernando Blvd., Burbank, CA 91502 or Jeff Albanese at (818) 848-1748 or fax (818) 848-1098.

DRAGON*CON '96

June 20-23, 1996, Atlanta, Georgia

This event at the Westin Peachtree Plaza Hotel, Atlanta Hilton and Towers and Atlanta Civic Center includes 250 special guests and over 400 gaming events featuring role-playing, boardgames, miniatures, cardgames, auction, comics, workshops, contests, demos, music, dance, videos and more. Weekend passes cost \$60 at the door, \$45 prior to March 15 and \$50 prior to May 15. For info., fax (770) 925-2813 or call (770) 925-0015 or email dragoncon@dragoncon.org or link to <http://www.dscga.com/~dragoncon> or write Dragon*Con '96, P.O. Box 47696, Atlanta, GA 330362-0696.

AvalonCon '96

July 31-August 4, 1996, Baltimore, MD

The sixth annual Avalon Hill championships convention sponsored by Avalon Hill. Hundreds of AH games, scores of tournaments, over 1,000 of the world's best players, dedicated gamemasters, prizes and plaques, and Juniors events. Register for \$35.00; no event fees. For information, call 1-800-999-3222, or write to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. For hotel accommodations, call 1-800-228-9290 and ask for the special AvalonCon room rates.

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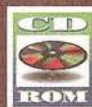
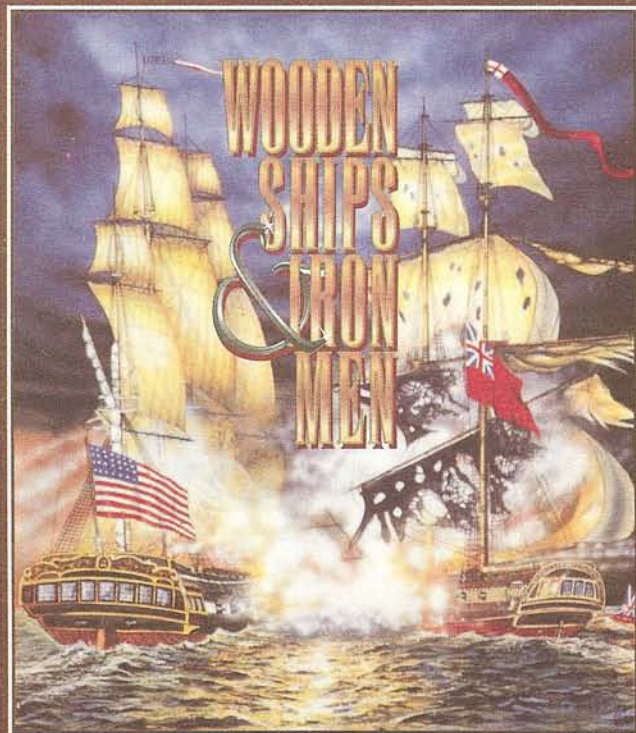
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SUN TZU AND THE ART OF WAR

By Tim Hoyt

Though multi-player games usually have simple rules, the lessons that can be learned are often more deep than those conveyed by complex military simulations. This article, reprinted from *Diplomacy World*, Issue 76, reminds us about the wisdom of an ancient commentator on the prosecution of politics and war. Sun Tzu's work is currently popular reading among business executives due to its transcendent wisdom about competition. Mr. Hoyt provides us with a useful illustration of that wisdom in the context of playing DIPLOMACY. Anybody interested in further exploring the world of DIPLOMACY can get a subscription to *Diplomacy World* by contacting Douglas Kent, 10214 Black Hickory Rd., Dallas, TX 75243 (who also has written a new book *Diplomacy: The Truth*).

—SKT

“War is a vital matter of state. It is the field on which life or death is determined and the road that leads to either survival or ruin, and must be examined with the greatest care.” (Chapter One)

The Art of War represents the earliest existing codification of military and political strategy, and is probably the most widely-read work on strategy in history. (It helps, of course, that the book comes from China, which is undoubtedly the most widely-populated country in history, and which has a long literary tradition.) Sun Tzu's book is widely studied by the business and military communities today. At least seven different translations appeared in the last two decades alone, including an “official” copy of the version used by the People's Liberation Army complete with Marxist dialectic and critique (I know this because I have them on my desk. Isn't it great, being weird and obsessive?).

Historical information regarding Sun Tzu is spotty, and complicated by the existence of a separate text by Sun Pin (apparently a descendant) which is also titled *The Art of War* (to be examined, perhaps, in a later article). The oldest Chinese historical records indicate that Sun Tzu lived at the end of the so-called Spring and Autumn Period (703-481 B.C.). During this period, the ruling Chou Dynasty gradually collapsed and power drifted into the hands of increasingly independent provincial nobles. As these nobles contested for power and influence, China became divided into approximately a half-dozen to a dozen sizable “kingdoms.” The Period of the Warring States (403-221 B.C.) marked the struggles of the largest of these kingdoms to destroy their enemies and unify

China. This period represents the closest parallel in the Asian world to the kinds of “balance of power” politics that dominated Europe from the 18th-20th centuries and which form the basis of DIPLOMACY and, coincidentally, much of modern international relations theory.

Sun Tzu was a contemporary of Confucius (who lived from 551-479 B.C.). The tone of the text, which may be taken as an exercise in Taoist philosophy, is profoundly influenced by both the increasing violence of the end of the Spring and Autumn period and the changes in the prevailing military technology. Warfare was changing from an aristocratic monopoly to a profession and the “butcher's bills” in battle were increasing from the hundreds to the hundreds of thousands. The perfection of an “art of strategy,” which would minimize the disruption and social cost of increasingly terrible and bloody wars, was clearly desirable. The Art of War consistently indicates a marked dislike for warfare. The height of strategy is not to subdue the enemy in battle, but to subdue him without fighting at all. Sun Tzu, unlike many Western analysts, focuses on the period before the war begins as a principle realm for strategy. This pre-war period requires deft manipulation of friends and enemies during the mobilization of military forces, stockpiling of logistic requirements for the initial campaigns, and other preparations for war. Sun Tzu, therefore, pays particular attention to deceit and diplomacy: two topics that should be close to the heart of any serious DIPLOMACY player.

“...the best military policy is to attack strategies; the next to attack alliances; the next to attack soldiers...” (Chapter Three)

There's a reason that DIPLOMACY (DIP) recommends an extra-long period of diplomacy before the first turn. This is the period when most, if not all, players formulate their basic strategies for the game. These strategies may or may not be formulated in cooperation with allies, but in any event they require outside assistance to have any chance of succeeding. Attacking enemy strategies still requires a strategy of your own. Who is likely to be your enemy? Who do you want as an ally? How can you get them on your side? A simple method is to attack a neighbor's strategy. You don't even have to tell the truth, as long as you're persuasive. For instance, “Doug? Doug Kent? He ALWAYS attacks France when he plays Britain. He's been after me as an ally from the word go, but I just don't trust him. Germany and France are natural allies...” Denying an opponent allies at the beginning of the game is

the best way of putting him in a position where you can destroy him.

“A government should not mobilize its army out of anger. . . Act when it is beneficial; desist when it is not. Anger can revert to joy, wrath can revert to delight, but a nation destroyed cannot be restored to its existence, and the dead cannot be brought back to life.” (Chapter Twelve)

“The individualist without strategy who takes opponents lightly will inevitably become the captive of others.” (Chapter Nine)

This is the essence of competitive DIP play. ALWAYS have a strategy. While no strategy is perfect, in the absence of one, you are simply floundering around the board waiting for someone to get organized enough to attack you and take over your territory. Recognize that no strategy is perfect. There are simply too many variables, many of which reside in the individual psyches of your competitors, to plan for everything. Remember to be flexible, too. Plans change, allies stab or are stabbed, former enemies may become fast friends or useful tools. Remember that your enemies have strategies, too.

“In ancient times, skillful warriors made themselves invincible, and then watched for vulnerability in their opponent. Invincibility is in oneself; vulnerability is in the opponent. Therefore skillful warriors are able to make themselves invincible, but they cannot cause vulnerability in an opponent.” (Chapter Four)

The ugly truth is that you can't force someone to be vulnerable. You can, however, sometimes persuade them to weaken themselves. If you can't get them to weaken themselves, and you decide to attack them anyway, be prepared for a long war (see below).

“Warfare is the art of deceit. Therefore, when able, seem to be unable; when ready, seem unready; when near-by, seem far away; and when far-away, seem near. If the enemy seeks some advantage, entice him with it...Attack

where he is not prepared: go by way of places where it would never occur to him you would go.” (Chapter One)

Like it or not, treachery and deceit dominate the game of *DIP*. Players spend most of their time figuring out when and who to trust. Deceiving your opponent is particularly critical just before the stab. Always have an excuse ready, and try not to make the pre-stab move too obvious. Think a turn or two ahead, and come up with clever and nasty combinations. Naturally, you don't have to worry about this if you have lots of pieces and no enemies. But for those of us not graced with those conditions, deceit is a wonderful way to assist our neighbors in becoming vulnerable.

Deceit is not lying: it is more sleight of hand, or, if you prefer, the small con. An example is the Italian opening move of A Ven-Tri. This could be a full-fledged stab of Austria. It also can be combined with a Lepanto to get an extra army into the Balkans against a possible Russia-Turkey combination. The only way to know for sure is to wait until the fall move. Even an Austrian attack on Tri (A Vie S F Alb-Tri, or some variation) is no guarantee that there isn't an Austro-Italian alliance. Perhaps Italy then retreats to Bud or Ser, where it can still be useful against the Eastern powers. A skillful Italian player can keep this up for a couple of turns. Mind you, if he's not allied with Austria, this deception won't do him much good! But if he is and wants to keep it secret, this deceit may forestall a Russia-Turkey alliance, or at least keep it off balance for a couple of turns early in the game.

“Forces are to be structured strategically, based on what is advantageous.” (Chapter One)

The meaning of this should be obvious. In *DIP*, there are only two kinds of pieces: armies and fleets. Each state has only limited resources. Forces must be built to achieve your objectives (which may require complementing your allies' forces) or to defend your possessions against enemy attacks. What's the threat? What's the objective? These are questions which should, but often do not, determine builds. Under what circumstances does Austria need to build a second fleet, especially early in the game. Should Italy build A Rom or F Nap in 1901? When should England build the second army? Should France build F Bre in W1901?

Because builds indicate so much about a state's intentions, they can also be used for deceit. A French W1901 build of F Mar and F Bre could mean an attack on England or Italy. A German build of F Kie can be used against the Brits or the Tsar. If the Tsar avoids the temptation to build F Sev and F Stp (nc), Russia's first builds can be especially enigmatic. Build A War and A Mos and then look at your options. North? Mos-Stp, War-Lvn/Pru. South? Mos-Ukr/Sev, War-Gal/Sil. Steamroll Germany? War-Sil, Mos-Lvn.

“In joining battle, seek the quick victory ...in war, I have heard of foolish haste, but I have yet to see a case of cleverly dragging on the hostilities. There has never been a state that has benefited from an extended war.” (Chapter Two)

Gee, doesn't this seem obvious? In fact, academics have “proven,” either through ponderous statistical research or through more readable history-based analyses (I strongly recommend Geoffrey Blainey's *Causes of War*), that wars almost always start when one, or both, sides think they can win quickly. The problem is that most wars take a long time, both in the real world and in *DIP*, unless you have some way to make the enemy collapse. In *DIP*, there are two ways to do this: 1) have vastly superior resources and position or 2) stab the poor guy when he's most vulnerable. Number one can either be done as a coalition (how long can France last against an England-Germany-Italy?) or later in the game, when you have become a monster. Sometimes it is done to you by someone else who's a monster. Bummer.

Stabbing has its ups and downs. That first-turn Italian stab of Austria, for instance, really looks great. It doubles the potential build for Italy, which gives so many more options for later turns because of the extra units. On the other hand, Austria may have a very hard time forgiving and forgetting. In fact, the stab may drag Italy into a long war with Austria which is both unproductive after the first turn and which allows Russia and Turkey to solve the Balkan dilemma on their own (almost invariably to the detriment of Italy). Stabbing for one center, without a plan or allies to follow up, is a good way (not necessarily the best way, but close) to get yourself in the kind of long war that Sun Tzu abhorred.

Some long wars, however, aren't always such bad things. I was recently involved in a Youngstown variant where France (Kevin Jaekley) put a truly elegant stab on Italy. He didn't gain much initially, but gradually enveloped the Italian position and drove the Italians out of the Mediterranean and the African coast. It took a couple of years and some very careful and well-planned moves before Italian centers started falling, but by stabbing when he did France completely halted Italian expansion (they both had about a dozen pieces at the time) and forced him entirely on the defensive.

As the victim of a stab, you must make a choice. Do you sue for peace quickly, and hope the stabber keeps the deal, or do you try to draw out the conflict, gain other allies, or hope that the stabber's allies eventually desert him? A long war may be better for you, and worse for your attackers, than an immediate peace. On the other hand, a quick peace may allow you to minimize your losses and stay in the game as something other than a minor power or puppet.

“Land that would be advantageous to you if you got it and to opponents if they got it is called contested ground”. (Chapter Ten)

Last but not least, Sun Tzu devotes an entire chapter (Chapter Ten) to the “nine types of ground.” Much of this discussion is tactical, but some of it is still relevant for *DIP* players. The board is a constricted space, and therefore the occupation of certain provinces can be extremely significant. Some of the most important and influential spaces on the board are not supply centers, but provinces or sea zones which allow you to threaten multiple attacks.

Contested ground is, generally, the ground for which powers try to negotiate neutrality pacts in the first few turns of the game. It's great to have if you're there, but it usually means war once you've taken it. Burgundy is a good example (as are Armenia or the English Channel).

“Land that is surrounded on three sides by competitors and would give the first to get it access to all...is called intersecting ground.” (Chapter Ten)

Early in the game, Tyrolia is intersecting ground, as is Belgium. As the game progresses, other provinces and sea areas become critical. Galicia is almost always intersecting ground during Balkan conflicts. Sweden is usually intersecting ground in 1902, and Skagerrak is frequently intersecting ground that holds the key to Scandinavia. Taking intersecting ground without the support or permission of at least one of the other neighbors is likely to lead to conflict. On the other hand, if someone else gets there first, they pose a substantial threat to your position.

“When you will survive if you fight quickly and perish if you do not, this is called dying ground.” (Chapter Ten)

A pleasant thought, that. For Italy, the Ionian Sea is almost always dying ground: if you lose it to an opponent, your chances of winning plummet, and survival doesn't look good. The same is true for England and Nth, for France and Mid (and, often forgotten, Gas), Germany and Sil, Turkey and Arm, and Russia and Ukr (to name just a few).

* * * * *

So there in a nutshell, you have all the secrets <grin>. Naturally, there are no guarantees. If you have a strategy, pursue it through alliances and deception, break the alliances or your enemies, build appropriately, are aware of the critical provinces breaking stalemate lines, and defend your home centers, then you've got a pretty good start on the parts of the game that you can control. Best of luck!

PHILOSOPHY...

(Continued from pg. 4)

should avoid being the Model T of gaming (i.e. the first big-time success that no longer can be found in your neighbor's driveway). Therefore, we—the magazine, the Company and game players alike—must appeal to the new generation. Otherwise we have failed with this most elementary act of hobby procreation.

This is a challenge that I cannot fulfill alone. The grandmasters of the game must help me to reach out to our successors. When was the last time you invited a novice to your gaming group? How often do you peruse the convention calendar and think, "I can be a tournament official or I can lead a van of youngsters to a convention"? A clergyman once said to me that a church should not be like a bus, in which one person drives and everybody else passively goes along for the ride. Similarly, reinvigoration of the gaming hobby is a wide-spread responsibility. (By the way, let's honor Glenn Petroski and Russ Gifford for selflessly keeping the A.R.E.A. ladders alive and tournament GMs everywhere for providing an arena for play.)

Change is inevitable, but the key is to manage it for your benefit. I have talked about continuity and change for the magazine as we enter this new year. For the most part, I expect to be delivering to you what has worked so well in the past. However, the decline (or, at least, dispersion) of the hobby dictates that we cannot stand still.

The *GENERAL*'s author payment rate is one of the things that has stood still despite inflation. The writer, economist and editor in me said this is wrong. Authors should not feel that we value them today any less than in previous decades. Consequently, I am pleased to announce a 50% increase in our payment rates (to \$9 per 10-inch column of text, with the usual 50% increase if payment is taken entirely in merchandise). I recognize that writing for this magazine remains a labor of love. Thank you for past submissions and please send more. Outside authors continue to be the backbone of this magazine and I value your efforts. To honor these efforts, I further promise to have a plan of action for article submissions before accepting them. I know the frustration of awaiting publication of my own articles. You deserve an understanding of the schedule for publication. I will be frank about any doubts that an article will make it into print within one year.

Electronic mail is another thing not standing still. Nobody can say for sure what the future holds for "the information highway" (I think I am, like humorist/sportswriter Tony Kornheiser, "high above" it right now). I have managed to land my feet squarely on the pavement of Avalon Hill's GENIE, CompuServe and America-On-Line accounts. Electronic media will never replace magazines, but it has its uses. If you want to contact me, send Internet traffic to Avalon.Hill@genie@geis.com or send direct on-line email to Avalon.Hill (GENIE), AH General (AOL) or 72662,2443 (CompuServe). I think many would agree that GENIE currently has the best bulletin board activity for wargaming, so you may bump into me there too. I'll be very active on-line (and will keep operative my passive radar as well). I have little patience for unproductive "venting," "flaming," etc., but feel free to send constructive critiques via email or post.

—SKT



Coming Attractions

OVER THE REICH

OVER THE REICH is a strategy and role-playing game of air combat over Germany during World War 2, 1943-1945, when supercharged fighter planes and 20-millimeter cannon ruled the skies. You are the commander of a fighter squadron during the peak of the air war over Europe, serving your choice of US Army Air Force, Royal Air Force, or German Luftwaffe. It's up to you to win the war through air power, flying your fighters on a series of exciting missions such as point interception, bomber escort and raids on V-2 rocket sites. All of the pilots and airplanes under your command have unique characteristics and histories which affect how they fly in combat. It will be up to you as squadron leader to manage your pilots, fighter planes, weapons and resources throughout several major military operations in which you both plan and fly challenging missions.

The overall goal of the campaign game for the Allied player is to end the war in victory as quickly as possible. The German player must delay the Allied onslaught as long as he can, maybe even snatching victory from the jaws of defeat. Battle scenarios are smaller games that showcase especially interesting historical combat engagements, usually involving fighters in either air-to-air or air-to-ground attacks. They are similar in scope to the battle scenarios of Big Time's award-winning *FLIGHT COMMANDER 2*, beginning at guns range and lasting only a few minutes of game time. Game play is turn-based, much like *FLIGHT COMMANDER 2* or SSI's *Panzer General*, with players taking turns moving their airplanes and firing weapons. No reflexes are required, just tactical smarts. *OVER THE REICH* is fully customizable to suit players of all skill levels, and runs on both Windows and Macintosh platforms.

OVER THE REICH has been painstakingly researched and will provide high levels of realism and playability for maximum enjoyment. A comprehensive library of authentic WW2 film footage is included to provide background and enhance the playing experience. What did pilots on low-level strafing runs over northern France see as they dove in on their targets? You'll see it! What did German Me-262 jet fighters look like hurtling past formations of startled Allied airmen? You'll see it and you'll play it!

You fly the whole mission from start to finish. You arm and group your fighter planes, chart your course over Europe, and head for the target. You decide when to send damaged fighters home, whether to select the alternate target or fly full-speed ahead on bomber escort, fighter sweep, airfield raid, close air support, interdiction or reconnaissance.

Airplane types in *OVER THE REICH*:

American

P-38 Lightning
P-47C/D Thunderbolt
P-47M Thunderbolt
P-51B Mustang
P-51D Mustang
B-1 7E/G Flying Fortress
B-24H/J Liberator
B-26 Marauder

British

Hawker Tempest V
Spitfire IX and XIV
Gloester Meteor (jet fighter)

German

Bf-109G/K "Gustav"
Bf-110 "Pulk-Zerstorer"
Me-41 OA-2 "Hornisse"
Fw-190A-4/8 "Focke-Wulf"
Fw-190D "Dora"
Me-262A-1 "Schwalbe" (jet fighter)
Me-163 "Komet" (rocket fighter)
Ta-152 "Hojenjager"
Do-335B-2 "Pfiel"
Ju-88 "Zerstorer"
He-162A "Volksjager" (proposed jet fighter)

Computer Platform Specifications (Windows and Macintosh versions will ship together on same CD-ROM!):

Windows:

Windows 95 or Windows 3.1
80486 or Pentium CPU
4 MB RAM
CD-ROM drive

Macintosh:

68020 or better CPU (including PowerPC)
4 MB RAM
CD-ROM drive

—Charles Moylan

KAMPFGRUPPE PEIPER II

The long wait is finally over. By the time you read this, *KP2* should be on the shelves. This latest offering in the Historical ASL line is the largest yet, with three mapsheets depicting the villages of La Gleize and Cheneux and the surrounding terrain: forested slopes, river valleys and fenced pasture. Two countersheets, featuring three totally new units for *ASL*, and seven scenarios (KGP5 Marechal's Mill, KGP6 Probing the Villas, KGP7 The Bridge at Cheneux, KGP8 Les Montis, KGP9 Carnage in the Night, KGP10 Peiper's Last Gasp and "The Monster," KGP11 Beast at Bay) provide the avid campaigner with many hours of *ASL* gaming fun.

The original *KGP* rules have been reviewed with a very fine-toothed comb and many minor as well as a few major changes have been incorporated. The Campaign Purchase charts as well as the Campaign Purchase Point Allocation Table have been revised to more accurately reflect the relative value of the different reinforcement groups and to correct a pro-American slant to the Stoumont Campaign Game. The US player can no longer afford to let the German dig in while the "Green-Tide" grows to unstoppable dimensions. Many playtestings of the Stoumont Campaign Game with the *KP2* changes have resulted in a near even split. This changes the flow of the game away from the old approach of the American seeking the win by just having the intestinal fortitude to hang in there until the SS ran out of steam.

Counters for SS engineers (8-3-8's with 3-3-8 HS, the SS symbol and a "9" broken morale) and the heretofore ignored M4 Allis-Chalmers high speed tractor have been included. The M4 hs Tractor was a fully-tracked prime mover for the M2 90mm AA Gun.

If all this doesn't have you ready to break out the dice, you must not be an *ASLer*, Too Bad!!!
"Button-up" and "Move out!"

—Gary Fortenberry

The MAHARAJA coverage in Issue 30, No. 2 received a mixed response. The 4.5 overall rating (where 1 is excellent and 10 is terrible) reflects a bit of the disappointment expressed by those with no interest in the feature game. Nonetheless, the series replay article earned an overwhelming number of first place votes for best article. Steve Swann's history of the British commandos (and applications to ASL) was the clear choice for second best. Third place went to Jim Lawler's appealing variant for BRITANNIA. Based upon three points for first place votes, two for second and one for third, and normalized for 200 responses, the articles were rated as follows:

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STALINGRAD TAC. TRAINING SCHOOL ..	29
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ASL SCENARIO G27	10

★★★★★

Responses to the subscriber survey are still flooding my office. A review of the first 350 reveals a strong interest in continuing coverage of computer games and out-of-print games. Since you guys are such loyal readers and game buyers, I have to agree that the "Gone But Not Forgotten" articles do deserve some space, albeit limited by our desire to not frustrate every novice that cannot find a second-hand copy of the game. With regard to the latter topic, we will begin again to publish short "for sale" ads for out-of-print games and magazines in the Opponents Wanted section (<25 words and \$0.50). Of course, as with all transactions, *caveat emptor*. We cannot vouch for the business practices of any advertisers. (After I dig out of 38" of snow, I'll begin to dig into the rest of the responses. I'll let you know what changes your survey responses inspire.)

★★★★★

The December 1995 issue of GAMES magazine contains their annual buyer's shopping list of the best 100 games and the best 100 electronic games. In the Best Games of Conflict category, six of the eight awards, including the top two, went to Avalon Hill games: *COLONIAL DIPLOMACY*, *STONEWALL IN THE VALLEY*, *MAHARAJA*, *WE THE PEOPLE*, *MUSTANGS* and *CIVILIZATION*. Among computer games, *STALINGRAD* earned second place in the Best Wargames category.

★★★★★

Our hats are off for the Desert Rats Boardgames and Strategy Club of Cathedral City, CA. Starting with the noble goal of getting our nation's youth to play Avalon Hill games to "offer an alternative to video games and hanging out in the streets," the members have the ambition of using games in schools, community centers, halfway houses and low-security prisons. "Our prison system is not geared toward educating prisoners," notes Vic Forsyth, founder of the club. "It may not be for

The Infiltrator's Report



everyone, but it's something that can help. What we would like to do is expand the range of education." Now, there is an idea with more clout than an 88. Those of you interested in joining this effort (or just having fun with the members) may contact Vic at 33935 A Sky Blue Water Trail, Cathedral City, CA 92234.

★★★★★

If this issue has turned you on to *COLONIAL DIPLOMACY* and you happen to like France in the Spring, you may want to contact the Strategie, Diplomatie et Negociation (SDN) society at 9b rue Andre Clement, 44 100 Nantes, France. In existence since 1992, they run numerous tournaments and introductory games in Northwest France.

★★★★★

The Internet PC Games Charts offer the opportunity for Web surfers to vote for their favorite electronic games, with emphasis on whether the voter thinks others should buy the game. While not exactly as statistically valid as a Gallup Poll, this worldwide feedback service witnessed a steady rise in popularity this fall of Avalon Hill's World at War games *STALINGRAD*, *D-DAY: AMERICA INVADES* and *OPERATION CRUSADER*. Now that *ADVANCED CIVILIZATION* is on the market, I expect all of you to log on to jojo@xs4all.nl and stuff the ballot boxes for us.

★★★★★

Contest 173 (The Yellow Peril) had only one aspect which befuddled a few contestants: you had to leave an army in each of the original nine Harappan spaces (after all, Ashoka's ancestors want to be Raj). With three Harappans to kill on the second move, all twelve armies, therefore, had a job to do (six in battle and one in each of the six recently conquered provinces). The contest yielded more than ten winners. The following winners were chosen randomly from the correct entries and received \$10 merchandise certificates: Harry Walker (San Diego, CA), Jim Burnett (Clinton, TN), Michael Tsuk (Arlington, VA), Dennis Cain (Quincy, IL), Paul Bolduc (Fr. Walton Beach, FL), Dieter Kempf

(Skokie, IL), Roger Cox (Inman, SC), Philippe Brioux (Paris, France), William Edwards (Richmond, VA) and Stewart Gates (Montrose, NY).

★★★★★

Victoria's Revenge (Contest #174) asked contestants to use the last three Black strength points in the Americas in Epoch VII of a *HISTORY OF THE WORLD* game. As Black had beaten all players but Green, the focus of the move must be on maximizing Black's probable score while reducing Green's scoring potential. Only one strategy is riskless (taking three unoccupied lands in S. America) and the reward of four VPs for such is small compared to riskier strategies of conquest. Contestants, therefore, had to choose a set of moves that would yield the highest probable net VP outcome against Green. With the Jihad card fully active, attacking will be favorable, but not a certainty. The key then is to properly value potential conquests and evaluate the probability of success versus the consequences of failure (and the effects of failure on the Jihad card). Surveying the hemisphere, it is clear that the Mexican Valley is quite lucrative (N. Am. presence, one monument VP, one city VP). It is so lucrative, that Green (whether US or German) will certainly want it too. Therefore, the reduction of the capital also serves Black by denying Green another VP (therefore Mexican Valley is worth six VPs). The Central American capital however is too difficult for the US or Germany to want the fight and therefore is worth little more than face value to Black. The Andean city makes the Northern Andes worth three VPs (including its S. Am. presence VPs for Black). The Caribbean Sea is worth one VP directly, but the elimination of the Green fleet makes it worth another. Destruction of Green presence in N. America is virtually meaningless as the United States gets the presence and Germany will want to take Mexican Valley anyway. The elimination of the Green presence from S. America only forces Green to get one SP into the region again (costing Germany about one VP foregone elsewhere or the United States two SPs to fight back into it — US SPs that may not be able to score elsewhere anyway).

Consequently, the Caribbean-Mexican Valley-S.Andes move can yield a maximum of ten VPs and on average — given probable battle losses — scores over 8.1 net VPs. Two other moves score over seven, but fall short by nearly a whole VP. Bonus credit (tie-breaker, if necessary) will be given to those contestants who recognize that one failure does not change attack priority, but two failures in the Caribbean does (the final SP should take the easy two VPs for S.American presence).

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SHOOT-N-SHOOT



ASL SCENARIO G29

Designed by Peter Shelling



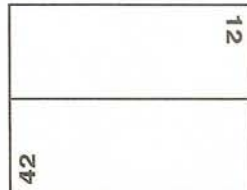
ROCHERATH, BELGIUM, 18 December 1944: In the opening moves of the Ardennes offensive it would be imperative for Dietrich's 6th SS Panzer Armees to make big gains early. Unfortunately, this would mean driving the 1st SS and 12th SS Panzer Divisions and the 277th Volksgrenadiers Division through some of the roughest terrain in the Ardennes. The American 2nd and 99th Infantry Divisions, one tired and battered, the other inexperienced, would take the brunt of the German attack along Elsenborn ridge. Elements of these two divisions entrenched in the twin villages of Rocherat-Krikelt, and in the nearby village of Wirtzfeld, would see almost constant action throughout the first week of *Wacht am Rhein*.

BOARD CONFIGURATION:

BALANCE:

☆ In the US OB, replace the 9-1 with a 9-2.

✚ Add three 6-5-8 squads to the German OB.



VICTORY CONDITIONS: The Germans win if, at game end, they Control 4 of the multi-hex buildings on board 12, *or* by exiting ≥ 70 VP (excluding Prisoners) off the West edge.

TURN RECORD CHART

☆ AMERICAN Sets Up First [160]	✚	1	2	3	4	5	6	7	8	9	END
✚ GERMAN Moves First [210]											

Elements of 1st Battalion, 38th Infantry Regiment, 2nd Infantry Division and 644th TD Battalion [ELR: 3] set up on/west of hexrow Z on board 42/hexrow H on board 12 {SAN: 3}



1 6-6-6	1 3-4-7	2 2-2-7	1 9-1	1 8-1	1 8-0	1 7-0	3 6-12	2 4-10	2 8-4	8	7 morale	11
12	2	2							2		8	24
1 9-2	1 8-1	1 AT 10	37	20	36	36	15	15				
2	2			4	4	2	6					



Elements of 741st Tank Battalion enter on turns 3/4 along the west/north edge, west of hexrow Q.

1 6-6-6	1 3-4-6	1 8-0	1 8-1	20	15
2	2			2	2



Elements of 12th SS Panzer Division [ELR: 5] enter on Turn 1 along the east edge, having expended one-half (FRU) available MF/MP: {SAN: 4}

1 6-5-8	1 9-2	1 8-1	1 8-0	2 5-12	1 3-8	2 12-4	1 9-1	16	16	12	15
14	2	2	8	2	2	4	4	2	2	6	6

SPECIAL RULES:

- EC are Wet, with no wind at start. Mist (E3.32) is in effect. All Water Obstacles are Frigid.
- All board 42 paths are considered Woods-Road hexes. All buildings are stone. No printed stairwell exists [EXC: 12U5]. Building hex 12R7 is a Marketplace (B23.73). Place overlays as follows: X12 on 12T1-S1.
- All US vehicles lose concealment as if Guns. All US units which will set-up/enter as Passengers may be pre-recorded as HIP and are treated as concealed until they are revealed; in which case they are placed on board normally. The US player may set up one squad-equivalent (and any/all SMC/SW which set up with them) using HIP.
- One eligible US AFV may be pre-recorded as having a Gyrostabilizer. The Americans receive one module of 155mm OB

AFTERMATH: The 2nd Division's positions were initially attacked by the 1st SS, led by the soon-to-be infamous Kampfgruppe Peiper. The German spearhead, suffering surprising losses and bowing to the absolute necessity of its time schedule, soon bypassed the area. On the evening of the 17th, soldiers of 12th SS division attacked Krickelt. The *Hitlerjugend* took the village in a night assault. The Americans were not quite ready to call it quits however, and morning found Krickelt back in US hands, the SS leaving several smoking Panthers behind to mark their passing. The exhausted defenders of Elsenborn ridge were to be given no rest this day, as the nearby town of Rocherath would feel the weight of an advancing Panzer column. Company C of the 644th Tank Battalion, led by Captain Harlow Lenon, was awaiting the onslaught. As American artillery separated the Grenadiers from their armor, Lenon and his tankers would ambush the Panthers, quickly moving from position to position, "Shootin' and Scootin'". This in combination with Infantry Bazooka teams of the 1/38th cost the Germans 27 armored vehicles before the *hitlerjugend* decided to follow Peiper's lead and bypass this knot of tenacious Americans. The 2nd Division would soon be relieved by elements of "The Big Red One" having held the northern shoulder of the bulge. This shoulder would hold for the duration of Hitler's offensive and prove one of the many reversals suffered by the Germans in *Wacht am Rhein*.

MORGAN'S STAND



ASL SCENARIO G30

Designed by Dave Sisler

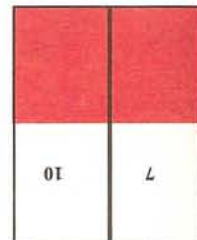


BAR-LE-DUC, FRANCE, 11 September 1944: Lieutenant Allen Morgan's 2nd Platoon (as well as the rest of the 53rd Battalion) had orders to hold an important crossroads west of the Moselle River. On September 10th the Germans counterattacked the junction, but were repulsed in a furious fight, falling back to the village of Bar-le-Duc with Lt. Morgan's unit in close pursuit. Morgan's audacity captured the village, but only after suffering heavy casualties. With the prospects of reinforcement slim for at least two days, Morgan could muster only seventy-one men and two tanks—low on ammunition—for the defense of the village, and he knew that the Germans would be back.

BOARD CONFIGURATION:

BALANCE:

- ☛ Reduce US SAN to 3 and delete SSR#5.
- ☆ Exchange three US 6-6-6 for three 6-6-7 and add a 9-1 to the US OB.



Only hexrows R-GG are playable on both boards.

VICTORY CONDITIONS: The Germans win if there are no unbroken American MMC on board 10 at game end, or if they control 7AA5 at game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First	☛ 1	☛ 2	☆ ☛ 3	☛ 4	5	6	7	END
☛ GERMAN Moves First		①	②	③	④	⑤	⑥	

Elements of the U.S. 53rd Armored Infantry Battalion [ELR: 4] set up within 4 hexes of 10Z6: {SAN: 5}



Reinforcements enter from the east edge as per SSR 3:



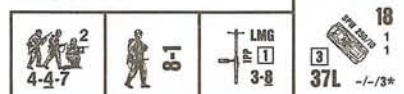
Elements of Fusilier Regiment 312 [ELR: 2] enter from the west edge as per SSR 4: {SAN: 2}



GROUP 1:



GROUP 3:



GROUP 2:



GROUP 4:



SPECIAL RULES:

1. EC are Wet, with no wind at start. All buildings are wooden. A One-Lane wooden bridge exists in hexes 7AA6-7AA8.
2. The American M4A1 and M10 GMC are subject to Ammunition Shortage (A19.131).
3. Beginning on Turn 2, the American player must make a dr at the start of each friendly RPh in an attempt to secure the reinforcements. If the dr is < the circled number on the current turn of the Turn Record Chart, all reinforcements must enter in the upcoming MPH/APh (as applicable).
4. The Germans must enter one Group per turn on Turns 1-4. The Group to be

entered on the current turn is determined by Random Selection during the RPh of the German Player Turn: each Group may be selected to enter only once (i.e. reroll all dr calling for a Group to enter that has already entered).
5. The Germans may fire only three PF (C13.3).

AFTERMATH: Luckily for the GI's the German attack was uncoordinated and was easily held at arm's length. To Morgan's distaste, however, the Germans committed armor to their assault, including a Brummoir that demolished the shop that he was in, leaving him trapped in the rubble. As the crisis approached, the German attack was beaten back by the timely appearance of Sgt. Harnshaw with an SP gun and some infantry that had managed to cross the western bridge under fire. The Germans withdrew, and did not attack again for three days.



TEAM TOURNAMENT: I wish to register my four-person team in the Team Tournament at no additional charge. I realize that all the members of my team must be pre-registered and that we must each play a different title for which we have pre-registered. Substitutions of team participants or game selections *can be made only by mail or phone call to: (410) 426-9600, ext. 103 by July 26th*. No substitutions will be allowed on site. In case of conflicting entries, the last version received will be official. Our team members and the game each will play are listed below:

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

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

WARNING: Team Event choice is printed on badge. Selecting a Multi-Player game as a Team Event may draw undue attention from opposing team members which will hamper individual performance in that event. TEAM NAME: _____

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

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I enclose \$35 in check or money order made payable to The Avalon Hill Game Company to register for AVALONCON '96.

Charge my: VISA MASTERCARD AMERICAN EXPRESS Expiration Date _____

Account Number _____ Signature _____

Name _____

Address _____

City _____ State _____ ZIP _____ Total Enclosed: _____

HURRY! Registrations postmarked by June 1st, 1996 receive a free \$10 credit toward any merchandise purchased at AVALONCON '96.

Make your check or money order payable to: The Avalon Hill Game Company and mail to:

4517 Harford Road, Baltimore, MD 21214. To FAX it, ☎ (410) 254-0991.

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

SMOKING POLICY: There is a No Smoking policy in effect in all public areas of AVALONCON '96.

DISQUALIFICATION: AVALONCON reserves the right to eject without refund anyone accused of unsportsmanlike conduct by the presiding Game Master and two designated Assistants should such behavior persist after one official warning.

REFUND POLICY: Pre-Registration fees will be refunded upon receipt of written notification of your inability to attend. Such requests must be received by August 11, 1996 and will be mailed by September 7th. All such refunds are subject to a 10% postage and handling fee and will be made in non-refundable credits for Avalon Hill merchandise.

WHAT YOU'LL GET: Pre-registrants of record on June 1st will receive a \$10 credit towards game purchases which will be printed on their badge. Pre-registrants residing in the U.S. as of June 1st will have the program mailed to them shortly thereafter. This is the only confirmation you will receive. Those registering after June 1st or living outside the United States must pick up their convention program at the site.

There are absolutely no other event fees required at AVALONCON '96.

TEAM TOURNAMENT: Players in the Team Tournament play individually in their respective events for themselves, but also score in the event they have entered as a Team Tournament entry for their team's total score.

EVENT PRE-REGISTRATION

Chronological Listing

✓ events you will enter. Do not ✓ more than one in each shaded area or in an area of a prior event whose [duration] extends into that shaded area.

Time	Event	Duration	Time	Event	Duration
We 18	ABN 1	[x] S	Fr 9	TYX 3	[4] S
	BKN 1	[x, 4-9]		VIP	[4-0]
	REN 1	[x]		WRS	[4]
	ROR 1	[x]	Fr 10	776	[4-5]
	SOND			W&P	[4-5]
We 19	BRI 1	[x]	Fr 11	GER	[4-5]
	FBS 1	[x]	Fr 12	PXB	[4-5]
	TTN+	[x, 7]		SPK	[4-5]
We 20	PZL 1	[x, 8-9]	Fr 13	BRI 4	[4-5]
	MMS 1	[x] S		832	[4-5]
	SOA 1	[x, 1]		WSM	[4-6]
Th 10	ASA	[1-2]	Fr 14	HCR	[4-6]
	ASL	[1-0]		SCJ	[4-5]
	AFK	[1-2]	Fr 15	B81	[5-6]
	BBS	[1-3]		BKB	[5]
	B91	[1-2]		CMS 1	[5] S
	B17	[1-2]		MVJ	[5]
	BRI 2	[1]		MMS 3	[5] S
	CDP	[1-2] S		WRJ	[5]
	DUN	[1]	Fr 17	SFT	[5-6]
	830	[1-2]		NWD	[5-6]
	GBL	[1-9]	Fr 18	ABN 3	[5] S
	KGM	[1]		DIP 1	[5-6] S
	REN 2	[1-2] S		HWD	[5-6] S
	RFT	[1-3]		ERS	[5-9]
	SOA 2	[1-2]		WAT	[5-6]
	SSB	[1]	Fr 19	ADJ	[5-6]
	SV	[1-2]		BRI 5	[5-6]
	TT2	[1-2]		PGG	[5-7]
	TPS	[1-3]	Fr 20	PZL 3	[6, 8-9]
	TYX 1	[1] S		TBT	[6]
	WAS	[1-3]	Fr 21	FIS	[6]
	WAW	[1-2]	Fr 23	DEC	[6]
Th 11	COI	[1-4]	Sa 9	ACQ	[7]
	HWJ	[1]		CMJ	[7]
	MAH	[1-2]		DIP 2	[7-8] S
Th 12	NVW	[1]		D91	[7-8]
Th 13	PC2+			KRM	[7]
	PPW	[1-2]		LBG	[7-8]
Th 14	ASN	[1-2]		MBT	[7-8]
	CDJ	[1-2]		MOV	[7]
	EIA	[1-0]		PZB	[7-9]
	GSR	[1-2]		PZL 4	[7, 8-9]
Th 15	A3R	[2-9]		PDT 2	[7] S
Th 16	DLW	[2]		RKL	[7]
Th 17	MUS	[2-3]		RTG	[7-9]
Th 18	ABN 2	[2] S		SCT 2	[7] S
	PDT 1	[2-3] S		UPF	[7-8]
	ROR 2	[2-3]		WTP	[7]
	SJW	[2-3]	Sa 10	FSE	[7-8]
	WQJ	[2-3]		SQL	[7-0]
Th 19	ANZ	[2-3]	Sa 14	CMS 2	[7-8] S
	BRI 3	[2-3]		EIS	[7-8]
	FBS 2	[2-3]		HRC	[7-8]
	HWB	[2-3] S		SCT 3	[7-8] S
	TVW	[2-3]	Sa 15	AUC	[8]
Th 20	PZL 2	[3, 8-9]		MMS 4	[8] S
	TRC	[3-4]		PCW	[8-9]
	TYX 2	[3] S	Sa 17	MAC 2	[8-9] S
Th 21	S&B	[3]	Sa 18	ABN 4	[8] S
Th 22	GSL	[3]		WPS	[8-9]
Th 23	PGF	[3]	Sa 19	ADV	[8-9]
Fr 9	ACV	[4-5]		CMS 3	[8-9] S
	BKN 2	[4-9]		LRH	[8-9]
	CDT	[4]		WTT	[8-9]
	CVW	[4-5]	Sa 23	SLS	[9]
	DLJ	[4]	Su 9	ATS	[0]
	GBG	[4-5]		GRS	[0]
	MAC 1	[4-5] S		GUE	[0]
	MMS 2	[4] S		GBD	[0]
	RBN	[4] S		TXJ	[0]
	SCT 1	[4] S	Su 12	WBR	[0]

REGISTRATION INFORMATION: Children under 14 and spectators are admitted free and may participate in Open Gaming, space permitting. They will not receive a badge, program, or free pre-registration credit. Children may participate in free specially designated "Juniors-only" tournaments or pay the \$35 fee and participate fully in any event. All other participation is limited to paid registrants wearing their own badges. Registrants may participate in any number of events at no additional charge, but can only play in one at a time. Most events will not be "sold out", but to *guarantee an opportunity to play you must bring a copy of the game* (to ensure sufficient copies on hand) and be present at the announced starting time. Those registering after June 1st will not receive a free \$10 credit towards purchases. There are no one-day admissions, but at-the-door registrations are discounted based on the number of days remaining. Early arrivals may register and engage in Open Gaming or preliminary heats of certain events as early as 6 PM Wednesday.

LOST ITEMS: Bring your program. There will be a \$2 charge to replace programs. Wear your badge at all times. Replacement badges will not be usable for the \$10 purchase credit.

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

Name, Class, Format, Style, Duration, GM, Starting Time [Pre-Registration Limits].

Name: Lists abbreviated name for the event used on the Chronological Chart & badges.

Class: A: Rules will not be explained; for experienced players only. B: Beginners welcome. Rules will be briefly explained. If you need instruction, be present one hour before the scheduled playing time. The GM is not required to teach the game once the event begins.

Format: *Swiss-Elim:* Entrants play a number of preliminary rounds to determine finalists who will then play in Single Elimination format. *Swiss:* All entrants play same number of rounds, being paired against opponents with similar records. *SE:* Single Elimination; entrants play until they lose a game. *DE:* Double Elimination; entrants play until they lose two games. *DEMO:* No prizes. *■:* Restricted Prize Schedule (Junior and Discontinued Game Events have one tier less prizes). *OTHER:* System to be explained.

Style: *CONTINUOUS:* Play continues round after round until completed with only one-hour breaks. Rounds will not start after midnight and will resume at 9 AM. *The GM may require that rounds begun by midnight be finished that night.* Players must adhere to the schedule or forfeit. *SCHEDULED:* Play has designated, timed rounds with predetermined breaks of three hours or more. *SPLIT:* Multiple qualifying rounds at different times, players may participate in *only one* qualifying round. *HEAT:* Multiple qualifying rounds at different times, players *may participate in any number* of Heats. In all formats, the GM and two assistant GMs may concur to adjudicate games which do not adhere to schedule. Their decisions are final.

Duration: The *expected* number of rounds and length of each. *Some formats will require more or less rounds than planned due to an unexpected number of entrants.* Players should schedule their time accordingly and refrain from entering those events their time constraints will not allow them to finish should they advance. Final rounds may be rescheduled to accommodate finalists solely at the discretion of the GM.

GM: The Game Master who is in charge of the event. If an address is printed, the GM offers additional information in advance to any sending a SASE to that address.

Times: Starting times of the initial round are abbreviated as follows: *We:* Wednesday, *Th:* Thursday, *Fr:* Friday, *Sa:* Saturday, *Su:* Sunday. Hours are given in military time (12 = noon, 13 = 1 PM). The *expected duration of preliminary rounds only* for all events is shown on the Chronological listing. We suggest copying this page before registering.

[Pre-Registration Limits:] AVALONCON has been divided into ten time blocks as follows: 1 = Th 10-14, 2 = Th 15-19, 3 = Th 20-24, 4 = Fr 9-14, 5 = Fr 15-19, 6 = Fr 20-24, 7 = Sa 9-14, 8 = Sa 15-19, 9 = Sa 20-24, 0 = Su 9-14. Each event's most likely duration for the *majority of its entrants* is summarized by these time blocks. However, those advancing beyond the second round or participating in larger-than-expected events may experience overlapping schedule conflicts. The final rounds of long events are not included in the estimated duration. Durations listed with an "S" have a scheduled final round on Sunday morning. You

may Pre-Register for any events that do not have overlapping time blocks. Pre-registration is usually not required to play, but pre-registrants receive preferential treatment for byes and last remaining slots.

Prizes: All winners will receive a championship plaque. The winner and other finalists will receive Credits good for the purchase of our merchandise and plaques according to a standard schedule based on the number of entrants. For example, there are 32 prize-winners in a 128-player event. Juniors and Restricted events receive half as many prizes and this status is shown by a "■" symbol. Events offering only a single plaque prize are shown with a "●" symbol.

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

Acquire (ACQ), A, Swiss-Elim, Continuous, two preliminary 1-hr rds. 16 advance to SE. M. Anchors. Sa 9. [7]

Across Five Aprils (A5A), A, Swiss-Elim, Continuous, 6-hr prelim rd of round robin Bull Run, Pea Ridge, & Bentonville. Top four players from each side advance to Bentonville; then two advance to Pea Ridge, and finalists play Pea Ridge. Play same side throughout event. A. Lewis, 16 Gosling Dr., Lewes, DE 19958. Th 10. [1-2]

Adel Verflichtet (ADV), B, Swiss-Elim, Continuous, 4 prelim 1-hr rds, 10 advance to Semi, 5 advance to Final. R. Pfeifer. Sa 19. [9]

Adel Verflichtet Jr (ADJ), B, SE, Continuous, 1-hr rds. S. Davis. Fr 19 [5-6]

Advanced Civilization (ACV), A, SE, Scheduled, 10-hr preliminary. Top 8 advance to Sa 20 Final. Western Map Extension allows 8-player game. C. Hickok. Fr 9 [4-5] S

Advanced Squad Leader (ASL), A, Swiss, Continuous, seven 6-hr rounds. R. Gifford, 320 East 27th, South Sioux City, NE 68776. Th 10. [1-0]

Advanced Third Reich (A3R), A, Other, non-elimination format with all players expected to complete the event in 2-man teams. '41 scenario used to pare field to 30 and match players for teams. J. Brophy, 16 Beachfront Ln, New Rochelle, NY 10805. Th 15 [2-9]

Afrika Korps (AFK), A, SE, Continuous, four 4-hr rds. T. Graf. Th 10. [1-2]

AFTER ACTION MEETING: Beat your chest or sing our praises. Your chance to critique AVALONCON 96 and influence next year's championships. Su 8.

Air Baron (ABN), B, Swiss-Elim, four 2-hr qualifying Heats for Su 9 SE round. B. Knight. We 18, Th 18 [2], Fr 18 [5], Sa 18. [8] S

Anzio (ANZ), A, SE, Scheduled, four 5-hr. rds of the 15-turn Basic Game. Optional SRT and 1st Para initial deployment options. Free form scheduling of 2nd rd with mandatory Sa 9 restart for stragglers. P. Fletcher. Th 19. [2-3]

Assassin (ASN), B, SE, Continuous, two 2-hr. rds. No options. K. Gutermuth. Th 14 [1-2]

Attack Sub (ATS), B, Swiss-Elim, Continuous, two preliminary rds to determine seeding for SE semis. Scenarios A-H. S. Rugh. Su 9. [0]

Auction aka The Collector (AUC), B, SE, Continuous, three 1-hr prelim rds. K. Good, 2065 Sioux Dr, Circleville, OH 43113. Sa 15. [8]

B-17 (B17), A, Swiss, Continuous, three 3-hr. rds. Players fly all three raids. D. Terry, 7501 Norris Ave, Sykesville, MD 21784. Th 10. [1-2]

Baseball Strategy (BBS), B, SE, Continuous mini-series in league format. Team draft. J. Bell, 7 Casey Court, Baltimore, MD 21228. Th 10. [1-3]

Battle of Bulge '81 (B81), A, SE, Continuous, four 4-hr rds using revised Race to Bastogne 8-turn scenario. R. Heller, 4733 Bartram St, Rockville, MD 20853. Fr 15 [5-6]

Battle of Bulge '91 (B91), B, SE, Continuous, three 3-hr rds. Scenario #1 with all Basic Game and most Optional rules with modified VC. K. McCarthy, 3866 Wallingford, S. Euclid, OH 44121. Th 10. [1-2]

Blackbeard (BKB), B, SE, Continuous, three 2-hr rds. Fr 15. C. Villeneuve [7-8]

Breakout: Normandy (BKN), A, Swiss, Continuous, six 5-hr rds. Bid for sides, drop out at any time. Mulligan rd We 18. R. Fedin, 112 Glengarry Dr, Moon Township, PA 15108. Fr 9 [4-9]

Britannia (BRI), A, Swiss-Elim, five 4-hr qualifying Heats. Must play in 2 but not more than 3 Heats to qualify. 16

advance to 2nd Rd Sa 15. C. Dunn, 4025 Newstead Pl, Prince George, VA 23875. We 19, Th 10 [1], Th 19 [2-3], Fr 13 [4-5], Fr 19 [5-6].

Candidate (CDT), B, SE, Continuous, two 2.5-hr rds. All states unresolved after two hrs will be Undecided entering the convention. K. Gutermuth. Fr 9. [4]

➤ ■ **Candidate Jr** (CDJ), B, SE, Continuous, two 2.5 hr rds. S. Vessey. Th 14. [1-2]

Circus Maximus (CMS), B, Swiss-Elim, three prelim 3-hr Heats. Score both for order of finish & damage inflicted. Winners and top scorers advance to Su 9 final. B. Smith, 9E Squire Vlg, Walden, NY 12586. Fr 15 [5], Sa 14 [7-8], Sa 19 [8-9]. S

➤ ■ **Circus Maximus Jr** (CMJ), B, SE, Continuous, 3-lap race. 8 advance to final race. T. Hitchings. Sa 9. [7]

Civil War (CVW), A, SE, Continuous, five 4-hr rds of short scenarios with bids for sides. D. Johnson, 604 Thornhill Dr, Pleasant Valley, NY 12569. Fr 9. [4-5]

Colonial Diplomacy (CDP), A, Scheduled, 8-hr rd with seven Best Country performances advancing to Su 9 final. J. Yerkey. Th 10 [1-2] S.

Cross of Iron (COI), A, Swiss, Continuous, five 4-hr rds with time limits and force bids. B. Thomson, P.O. Box 3756, Boynton Beach, FL 33424-3756. Th 11. [1-4]

D-Day '91 (D91), B, SE, Continuous, three 4-hr rds. S. Finnerty, 4664 Tangle Ridge Trail, Burlington, NC 27217. Sa 9. [7-8]

Decathlon (DEC), B, Meet, one 2-hr track meet with handicaps. J. Keller. Fr 23 [6]

➤ ■ **Dinosaurs of Lost World JR** (DLJ), B, SE, Continuous, three 2-hr rounds. R. Stakenas. Fr 9. [4]

Dinosaurs of Lost World (Adult) (DLW), B, SE, Continuous, two-hr rds. Demo We:18. V. Ratliff. Th 16 [2]

Diplomacy (DIP), A, Swiss-Elim, two 7-hr Heats. 7 top scorers advance to Su 8 Final. Traditional prizes augment merchandise credit. J. Yerkey, 4 Dutton Ave, Baltimore, MD 21228. Fr 18 [5-6, S], Sa 9 [7-8] S

Dune (DUN), A, SE, Continuous, two 4-hr rds. J. O'Donnell. Th 10. [1]

1830 (830), A, SE, Continuous, three 5-hr rds with only 1st and 2nd place advancing. Player/company money are public. Limited diplomacy. A. Applebaum. Th 10. [1-2]

1830 Two-Player (832), A, SE, Continuous, five 3-hr rds. Special options for handling distribution of private companies. K. Whitesell, 107 Nursery Rd, N. Linthicum, MD 21090. Fr 13. [4-5]

Empires In Arms (EIA), A, Other, Continuous play of 1805 Campaign Game; win based on % of VP. S. List, 57 Begonia Ln, Levittown, PA 19054 Th 14. [1-0]

Enemy In Sight (EIS), B, SE, Continuous, two 3-hr rds by designer Neal Schlaffer. Sa 14. [7-8]

Facts In Five (FIS), B, Swiss, Continuous, three 1-hr rds, Total score wins. V. Frattali. Fr 21. [6]

Fifth Fleet (5FT), B, DE, Continuous, six 2-hr rds of scenarios 3, 4, 6, 7 & 8. Roll for choice of scenario or side. Options 20.1 & 20.5 apply. J. Fleckenstein. Fr 17 [5-6].

Flight Commander 2 (FC2), B, Swiss Elim, Continuous. Heats. Play against the computer anytime Thursday. Top 8 advance to SE matched play with human hotseat opponents Fr 10. Basic game unless players agree on options. M. McMain, 317 Primrose Ln, Auburn, GA 30203. Th 13+

Football Strategy (FBS), B, SE, Continuous, five 2-hr rds. with SPLIT 1st rd. J. Powell. We 19, Th 19 [2-3].

■ **Fortress Europa** (FSE), A, SE, Continuous, three 3-hr rds of the 7-turn Invasion scenario. P. Koenig, 310 Cabrillo St., Costa Mesa, CA 92627. Sa 10. [7-8]

Gangsters (GSR), A, SE, Continuous 3-hr rds of 4-player games. J. Vroom. Th 14 [1-2]

Geronomo (GER), A, SE, Continuous, two 5-hr rds of four-player Basic Game. R. Knowles. Fr 11 [4-5]

Gettysburg '88 (GBG), B, SE, Continuous, five 4-hr rds of Scenario 5 (6F) using all options except 10d. D. Zimmerman, 4 S. Railroad St, Myerstown, PA 17067. Fr 9. [4-5]

● **Global War** (GBL), A, Other, Continuous three-day linked play of A3R and ERS in teams. B. Harper. Th 10. [1-9]

● **Great Campaigns of the ACW** (GCA), A, Continuous Demo Campaign Game. Vie to become ranking officer amongst players of this series. Promotions achieved by play in 1863 Grand Campaign Game using maps from SJW, HCR, SIV & RTG events and augmented by scores

in those individual tournaments. Players assume subordinate commands in the Campaign Game between tournaments and earn promotion based on hours of play. Drop in and out at will. K. Lee. We 18. [1-0].

Greed (GR\$), B, Continuous one hour dice-fest to rack up the highest score. B. Reiff. Su 9. [0]

Guerrilla (GUE), A, SE, Continuous two 3-hr rds. Viva La Revolution! Designer N. Schlaffer. Su 9. [0]

Gunboat Diplomacy (GBD), A, DEMO, one 4-hr rd "Blind" Diplomacy without negotiations. Secret country assignments. GM reads moves and any written press to preserve secrecy. Other variants including WWII, African, and Youngstown available upon request. J. Yerkey. Su 9. [0]

■ **Gunslinger** (GSL), B, Other, Continuous three 1-hr rds of Showdown 4: Thieves Fall Out. Top 7 advance to Final O.K. Corral variant. J. Scivolette, 69 Delafield St, Poughkeepsie, NY 12601. Th 22 [3]. Demo: We 20.

Hannibal; Rome vs Carthage (HRC), A, SE, Continuous, five 2-hr rds. G. Seary. Sa 14 [7-8].

Here Come the Rebels (HCR), A, Swiss-Elim, Continuous, four 1-hr prelim rds (scenarios 1, 3, 4 & 6); top players advance to SE Sa 9 in scenarios 3, 2 & 5. K. Lee. Fr 14. [4-6].

History of the World (HWD), A, SE, Scheduled three 6-hr rds. 36 advance to 2nd rd Sa 18. G. Bliss. Fr 18. [5-6] S.

History of the World with Bidding (HWB), B, SE, Scheduled, two 5-hr rds of GENERAL 29#1 variant. J. Lux, c/o Jerry Ohlinger's Movie Material Store, 242 W. 14th St., NY, NY 10011. Th 19. [2-3] S

➤ **History of the World Jr** (HWJ), B, SE, Continuous, two 3-hr rds of six or less epochs. R. Beyma. Th 11. [1]

Kingmaker (KGM), A, SE, Continuous, two 4-hr rds. Variant cards and optional Parliament rules will be used; Advanced Combat won't. H. Thoen, 6220 Sherbrooke St. W, #510, Montreal, QUE H4B 1M3 Canada. Th 10. [1]

Kremlin (KRM), B, SE, Continuous, two 3-hr rds. P. Stein, 199-30 28th Ave, Flushing, NY 11358. Sa 9 [7]

➤ ■ **Legends of Robin Hood Jr** (LRH), B, SE, Continuous, two 2-hr rds. E. Kirchner. Sa 19 [8-9]

London's Burning (LBG), B, Swiss, Continuous, one 8-hr rd. Players compose an RAF Wing under senior commander to fight the system. Each player has four lives. B. Knight. Sa 9 [7-8]

Machiavelli (MAC), B, Swiss-Elim, two 8-hr Heats. Top scorers advance to Su 8 Final. S. Koehler, 2906 Saintfield Pl, Charlotte, NC 28270. Fr 9 [4-5] Sa 17 [8-9] S

Maharaja (MAH), B, Swiss, Continuous, two 5-hr rds. Play in either or both rds. Highest score counts. Top faction scores place in overall top 4. Overall champ determined by comparison to average score for that faction. S. Cousins, 96 Cedar St #4, Bangor, ME 04401. Th 11 [1-2]

March Madness (MMS), B, SE, Scheduled Heats, four 4-hr Advanced Game Prelim of 16-team Regionals which will each advance a team to Final Four on Sunday. Players draft up to two teams/Region which play till they lose. Players participating in more than one Region draft last. E. Okimoto. We 20, Fr 9 [4], Fr 15 [5], Sa 15 [8] S

MBT (MBT), A, Swiss-Elim, Continuous, three 2-hr prelim rds, top four advance to SE. Specially designed scenarios using all advanced rules and options 17.2, 17.4.2, 17.6 and 17.7 plus GM variants. R. Schoenen, 800 Kimberton Rd #67, Phoenixville, PA 19460. Sa 9. [7-9]

Merchant of Venus (MOV), B, SE, Continuous, three 2-hr rds to \$2000. 25 advance to 2nd rd. Five finalists will play Final to \$3000. G. Mayer, 736 Charleston Oaks Dr., Ballwin, MO 63021. Sa 9. [7]

➤ **Merchant of Venus Jr** (MVJ), B, SE, Continuous two 3-hr rds. E. Kirchner. Fr 15. [5]

Mustangs (MUS), B, Swiss-Elim, Continuous six 1-hr rds with options 13a, 13b, 15a, & 16 and optional aircraft. Choose Allied or Axis for prelim rds. Top two pilots of each side advance to SE. All others may participate in a giant furball Axis vs Allies furball on a large combined board for auxiliary prizes. C. Hansen, 4611 Truman Ln, Virginia Beach, Va 23455. Th 17. [2-3].

Naval War (NVW), B, SE, Continuous 2-hr rds of six-player games to 65 pts. J. Sharp. Th 12. [1]

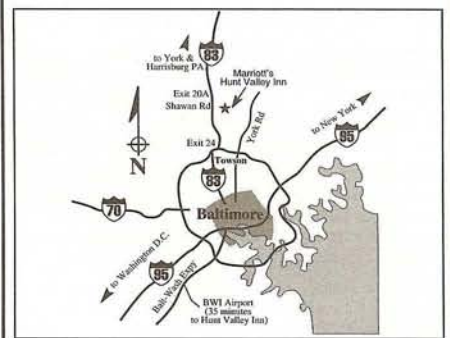
New World (NWD), A, Swiss-Elim, Continuous two 3-hr rds of the Exploration version. M. Anchors. Fr 17 [5-6]

Pacific War (PCW), B, SE, Continuous, three 2-to-4 hr rds. G. Gonzalez, 190 W. Merrick Rd, Apt 4R, Freeport, NY 11520. Sa 15. [8-9]

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USAir has been designated as the official carrier for the attendees of AVALONCON. As our official carrier, US Air offers a 5% discount off First Class and any published US Air promotional round trip fare. A 10% discount off unrestricted coach fares will apply with 7-day advance reservations and ticketing required. These discounts are valid for travel between July 27th and August 8th, 1996 anywhere in the Continental U.S., Bahamas, Canada, and San Juan.

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Panzerblitz (PZB), A, DE, Continuous, six 3-hr rds. C. Harris, 20815 Wallingford Sq, Apt 103, Sterling, VA 20165. Sa 9. [7-9]

Panzergruppe Guderian (PGG), A, SE, Continuous four 5-hr rds. Bid VPs for sides. P. Rennert, 7135 Kurth Ln, Seabrook, MD 20706. Fr 19. [5-7]

Panzer Leader (PZL), B, Swiss-Elim, four 4-hr Heats will run We thru Sa. Any winner may advance to SE rounds Sa 18. B. Scott, 2317 Barracks Rd, Charlottesville, VA 22901. We 20, Th 20 [2-3], Fr 20 [6], Sa 9 [7].

Pax Britannica (PXB), B, Other, one 7-hr rd. Duplicate Tournament: all random events prerolled. Uses improved '93 rules which will be provided. A Demonstration game for beginners precedes this event at Fr 9. R. Sacks, 4861 Broadway 5V, NY, NY 10034-3139. Fr 12. [4-5]

Paydirt (PDT), A, Swiss-Elim, two 5-hr Heats to determine Conference champs to meet in Sunday Super Bowl. Advanced Rule 11 used for balance; must cover the spread to win. Best two teams after 3 games meet in conference finals. H. Flawd. AFC: Th 18 [2-3], NFC: Sa 9 [7] S

Peloponnesian War (PPW), B, SE, Continuous, four 2-hr rds, using the Decelean War scenario and advancing to Peloponnesian War scenario. F. Hamrick. Th 13. [1-2]

Princess Ryan's Star Marines (PRJ), B, SE, DEMO, three 2-hr rds of upcoming AH game. M. McLaughlin. Sa 15 [8]

Pro Golf (PGF), B, Other, Continuous, two 1-hr rds. One round on both Augusta and Pebble Beach courses. Top four advance to 18 hole skins game. J. O'Donnell. Th 23 [3]. Scramble (Best Ball) demo of four-player teams on new courses follows the preliminary rds. B. Monnin.

Rail Baron (RBN), B, SE, Scheduled, three 5-hr rds. 25 advance to 2nd rd, Fr 18. C. Foster, 6809 McCart Ave, Suite 104, Fort Worth, TX 76133. Fr 9. [4] S

Renaissance (REN), B, Swiss-Elim, Scheduled, two 5-hr Heats for TH 18 SE rd. J. Scarborough. We 18, Th 10 [1] S

Republic of Rome (ROR), B, two 6-hr Heats of the Middle Republic. Winners advance to Fr 10 Late Republic Final. W. Wible, 960 Wren Way, Harrisonburg, VA 22801 or wodan@genie.com. We 18, Th 18 [2-3].

Rising Sun (ERS), A, one 18-hr game. D. Casper. Fr 18 [5-9]

Roadkill (RKL), B, SE, Continuous, two 3-hr rds with 8-Section Final. Finalists may purchase four points of upgrades. P. Weintraub. Sa 9. [7]

Roads to Gettysburg (RTG), A, SE, Continuous. Five 2-hr rds. S. Katz. Sa 9 [7-9]

Russian Front (RFT), A, SE, Continuous, three 6-hr rds of 4-turn Barbarossa scenario. Bid Objectives for sides. J. Grant, 198 Brookdale Rd, Stamford, CT. 06903. Th 10 [1-3]

1776 (776), A, SE, Continuous, four 4-hr rds of Saratoga. Two finalists play first year of Campaign Game. S. Packwood, 2170 James St, Eagan, MN 55122. Fr 10 [4-5]

Slapshot (SLS), B, SE, Continuous, two 1-hr rds using all optional rules. B. Reiff, 2207 Smokey View Blvd, Powell, OH 43065. Sa 23. [9]

Source of the Nile (SON), A, DEMO, one non-stop rd. Played at player's convenience throughout weekend until all blank hexes are published. Limited to first 8 pre-registrants who write for rules. M. Puffenburger, P.O. Box 22, Fostoria, OH 44830. We 18.

Speed Circuit (SCT), A, Other, three 4-hr prelim Heats. Best two results determine winner as in Formula 1. Must enter at least one Heat plus the Final to win. 1:55 scale cars. Modified Chance, Breaking, and Acceleration Tables, plus a forced passing rule. Spa, Hockenheim, and Osterreicherung circuits. R. Cunningham, 216 Charing Ct, Sterling, VA 20164. Fr 9 [4], Sa 9 [7], Sa 14 [7-8] S

Speed Circuit Jr (SCJ), B, SE, 3-hr race using big track and 1:55 scale cars. R. Cunningham. Fr 14 [4-5]

Squad Leader (SQL), A, Swiss, Continuous, five timed 4-hr rds. B. Thomson, P.O. Box 3756, Boynton Beach, FL 33424-3756. Sa 10. [7-0]

Statis Pro Basketball (SPK), B, SE, Continuous, four 3-hr rds. Draft one of 29 NBA championship teams for a "Dream" SE tournament. B. Grabow. Fr 12 [4-5]

Stocks & Bonds (S&B), B, Swiss, Continuous two 1-hr rds. Most earnings wins. C. Lewis. Th 21 [3]

Stonewall Jackson's Way (SJW), A, Swiss-Elim, Continuous, three 2-hr prelim rds of Cedar Mountain, Jackson's March, and Scenario 6. Finalists advance to SE. F. Speck, 9230 Throgmorton Rd, Baltimore, MD 21234 Th 18. [2-3]

Stonewall's Last Battle (SLB), B, DEMO. Continuous play of 1-hr Salem Church and Brandy Station scenarios with Chancellorsville Campaign running concurrently from 6 PM to 10 PM. Designer Ed Beach. We 18.

Stonewall In the Valley (SIV), B, Swiss-Elim, Continuous, two 3-hr rds with 8 advancing to SE. T. Bender, 16811 Brandy Moor Loop, Woodbridge, VA 22191. Th 10 [1-2]

Storm Over Arnhem (SOA), B, SE, Heats, 3-hr rds. Must win in one of the prelim Heats to advance to SE Th 12. Uses Hidden AT Guns. S. Koleszar. We 20, Th 10. [1-2]

Superstar Baseball (SSB), B, DE, Continuous, eight 1-hr rds using teams of past superstars. Team rosters supplied but limited to first 16 pre-registrants. H. Flawd, 2826 Blacksmith Way, Lancaster, PA 17601. Th 10 [1]

The Russian Campaign (TRC), A, SE, Continuous, four 4-hr rds. '41-'42 scenario with changes. R. Beyma, 109 Brentwood Circle, Pocomoke, MD 21851. Th 20. [3-4]

Titan (TTN), A, Swiss-Elim, Heats, Continuous 5-hr, 4-player qualifying Heats will run We-Fr. Entry limited to 6 Heats. 16 advance to SE Sa 9. B. Wolff III. We 19+.

Titan 2 (TT2), A, SE, Continuous, five 3-hr rds of two-player Titan. C. Ackman. Th 10. [1-2]

Title Bout (TBT), B, SE, Continuous, four 1-hr, 8-rd heavyweight fights leading to a 15-rd finale. L. Pratt, 5249 Westbreeze Court, Hilliard, OH 43026. Fr 20. [6]

Turning Point: Stalingrad (TPS), A, SE, Continuous, four 6-hr rds. One week games with tie-breakers. Bid VPs for sides. 3rd edition rules. First round segregated into 1500+ and <1500 rated players. H. Jones, 117 Loch Shin Dr., Moon Twp, PA 15108. Th 10. [1-3]

TV Wars (TVW), B, SE, Continuous, three 2-hr rds. R. Stakenas II. Th 19. [2-3]

Tyranno Ex (TYX), A, Swiss-Elim, three 3-hr Heats. Most wins in prelim picks 4 finalists with highest VP as tie breaker. T. DeMarco Th 10 [1], Th 20 [3], Fr 9 [4] S

Tyranno Ex Jr (TXJ), B, SE, Continuous, two 3-hr rds. K. Stroh. Su 9. [0]

Up Front (UPF), A, Triple Elim, Continuous, eleven 1-hr rds. 3 rds of 4-player league play to seed elimination portion. A. Maly. Sa 9 [7-8]

Victory In the Pacific (VIP), A, Swiss, Continuous, seven 5-hr rds. G. Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786. Fr 9. [4-0]

War & Peace (W&P), A, Swiss-Elim, Continuous three 3-hr rds of 1805, 1807, 1809 scenarios with top 4 advancing to SE rds of 1812 & 1813. B. Jackson, 1332 Standard Ave, Elmont, NY 11003. Fr 10. [4-5]

War At Sea (WAS), B, Swiss-Elim, Continuous, five 2-hr prelim rds, 4 finalists advance to SE. Must win by ≥ 2 POC for full win. Bid for sides. B. Monnin. Th 10. [1-3]

Waterloo (WAT), A, SE, Continuous, four 4-hr rounds. A 7 PM turn will be added to first four days for a total of 28 turns. Players may bid for PAA by sacrificing reinforcement factors. L. Lingle. Fr 18 [5-6]

We The People (WTP), A, SE, Continuous, six 2-hr rds. Bid Controls for sides. Draws count as half a loss. Single CU Winter Attrition rule in effect. J. Falling, 605 Jones Ferry Rd, Apt TT10, Carrboro, NC 27510. Sa 9 [7]

Win, Place & Show (WPS), B, SE, Continuous, two 2-hr rds. J. Burnett. Sa 18. [8-9]

Wizard's Quest Jr (WQJ), B, SE, Continuous, two 3-hr rds. B. Navolis. Th 18. [2-3]

Wooden Ships & Iron Men (WSM), A, League, Continuous. five 2-hr rds. W. Rohrbeck Fr 13. [4-6]

World at War (WAW), B, SE, Continuous, 4-hr rds STALINGRAD scenarios. Simultaneous plot with time limit. V. Alonso, 1605 Charlotte St, De Ridder, LA 70634. V. Alonso. Th 10 [1-2]

Wrasslin' (WRS), A, SE, Continuous. Elimination bout. Manage a stable of three wrestlers. P. Weintraub. Fr 9. [4]

Wrasslin' Battle Royal (WBR), A, SE, Continuous. Two 1-hr rds. GM selects wrestlers. P. Weintraub. Su 12. [0]

Wrasslin' Jr (WRJ), A, SE, four 1-hr rds. E. Wrobel. Fr 15 [5]

Wrasslin' Tag Team (WTT), A, SE, Continuous. Best 2 of 3 falls per match. Form your own teams. GM selects wrestlers. P. Weintraub. Sa 19. [8-9]

Interfaith Religious Service hosted by J. Poinke, F. Hamrick, and G. Petroski. Su 7:30



ROOM RESERVATIONS

July 31st - Aug 4, 1996

Complete this form or a facsimile and return it with the required deposit to: Marriott's Hunt Valley Inn, 245 Shawan Rd, Hunt Valley, MD 21031-1099 Or call 1 (800) 228-9290. *Make your reservations promptly, as after July 10th rooms will be subject to availability and may be charged normal rates up to 50% higher than the specially-negotiated AVALONCON rate.* To guarantee your reservation for late arrival (after 6 PM) Marriott requires that you either enclose a check or money order covering the first night's stay, or send them the entire number of your major credit card. Include the expiration date and your signature.

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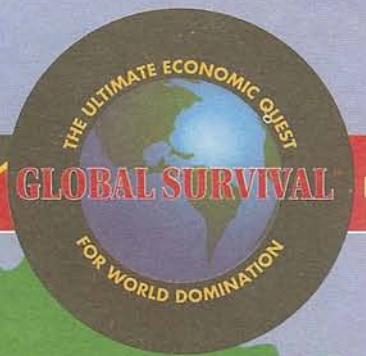
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Registration and Open Gaming will begin Wednesday, July 31st at 6 PM. No tournament will be closed to new entrants before 10 AM Thursday, although some events with multiple heats will begin Wednesday at 6 PM. Reservations requested after July 10th are subject to availability. Rooms may still be available but not necessarily at this rate.

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