ASL • PELOPONNESIAN WAR • CIVIL WAR

GENERAL

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Featuring:
Victory Games

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I'm sure all of the readership is familiar with the recent terrorist bombing in Oklahoma City which took the lives of so many innocents. Sharing in the national mourning and outrage such a senseless act generates serves to bring us all together a little closer as a people, but that is small solace for those who lost loved ones to such barbarism. It is a shocking reminder of man's inhumanity to man and just what a cruel hard world it is in which we live.

Less than a week after the events in Oklahoma City, we at Avalon Hill were visited by a tragedy that pales in contrast to a terrorist bombing, but nonetheless had devastating effects to those of us who work at the Hill. On Sunday, April 23rd, Avalon Hill was the victim of a burglary in which a thief made off with a computer and an assortment of computer disks and tapes. While such larceny is sad enough, the real loss was not the hardware itself but the information it and the miscellaneous backup tapes contained.

Our thief, probably knowing exactly what it was he was obtaining, had just made off with assorted records of the Avalon Hill Game Company. The mailing list of our customers was his target. Among our losses were the complete records for the AREA rating system.

Industrial espionage may be viewed by some as an exaggeration of what has transpired, but why else would our thief go to such pains to steal the backup tapes as well? It appears that our crook was no petty thief, but someone bent on vandalism of the worst kind. His mission was not just fulfillment of personal greed, but to cripple a company by destroying its ability to serve its customers.

Fortunately, our thief did not make off with the hard copies of our transactions, and thus we are busy reconstituting the stolen files even now. However, no such "hard" records for the thousands of AREA chits processed over the years exist. Therefore, unable to restore the system to full capacity, we have made the painful decision to shut down the AREA rating service.

The Avalon Reliability, Experience and Ability rating service has been around for nearly 20 years. Far from being a money maker, it was viewed as a service to those who enjoyed competitive play of our games. During that time over 5,000 gamers used the system to compare skills and gauge opponents for potential postal matches. While not without its faults, the rating system was useful in holding players to a minimum standard of acceptable postal
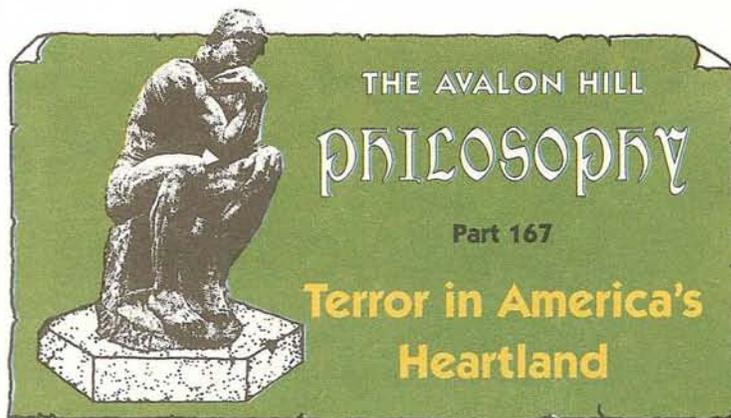
behavior with more than a few bad apples sorted out by trial and error.

No doubt some had a bad experience in AREA encounters with Win At Any Cost types who were more interested in racking up points and recognition than enjoying a friendly contest. However, there are a few bad apples in every barrel, and ultimately the system gained grudging acceptance as a measuring stick of a player's ability. The advent of specific memberships five years ago which allowed players to track their record in a specific game rather than lumping them all together in a single score increased the credibility of an AREA rating. Publication of top player lists for specific games seemed to be catching on—especially with the *ASL* community.

But where AREA really seemed to come into its own was at AVALONCON where it provided an unbiased seeding system for all competitors. The AREA ratings lent a degree of personality to the registration lists and membership badges which allowed players to wear their credentials as a badge of honor on their chest. While some—primarily the multi-player gamers—considered AREA an annoying aspect of the convention, for others it lent a degree of official recognition that made the AVALONCON championships truly national. For those, the end of AREA will surely cause the convention to lose a bit of its luster. Sadly, in the future, AVALONCON GMs will have to resort to random seeds or their own records of past winners in their events to seed their tournaments.

For the original purchasers of the AREA system, AREA was an incredible bargain. Lifetime memberships initially sold for the princely sum of $2. Twenty years later, some of those original members were still plugging away on the same $2 purchase. However, in recent years, the fee had risen to $10 and multiple memberships for different specific games were possible.

Obviously, we did not expect to summarily shut down the service at this point, but are forced to do so by an Act of God (or more accurately, the actions of one of His

less praiseworthy subjects). However, that does not soften the blow for those who have purchased memberships recently. We will be refunding all future membership purchases, including those additional Specific memberships purchased as part of the 1995 AVALONCON admission fee. For those who have purchased an AREA membership of any kind in calendar year 1995, we will extend your subscription to The *GENERAL* two issues upon receipt of your cancelled 1995 check.

We regret any inconvenience this may cause, but are taking this action only after careful consideration of all options. Folding the AREA system at this time seems to be the least painful way of dealing with the crisis. We appreciate your patience and understanding in this matter during this period of transition. Obviously, the AREA NEWS column will no longer appear in these pages. My thanks to Glenn Petroski and his predecessor Russ Gifford* for their efforts in promoting competitive play in these pages and elsewhere. For those of you who shared my view of competitive gaming and enjoyed AREA, I share your grief at the loss of this institution. Nevertheless, AVALONCON remains as the focal point of our hobby and we will continue to keep records of championships won as a means of gauging individual prowess.

Donald Greenwood

We want to officially announce the departure of Charles Kibler, who, after 14 years at the Hill, has decided to pursue other personal and professional goals. To many of you, Charlie was well-known for his work with the *ASL* game system and beautiful boardgame components and maps. In fact, if you look, you'll probably find his name somewhere in the credits of every AH game since the early 1980s. His crowning achievements include *RED BARRICADES* and the soon-to-be-released *ASL SOLITAIRE*. More recently he has gained rave reviews for his graphic presentations in our computer games—*FIFTH FLEET, FLIGHT COMMANDER II* and *STALINGRAD*.

We want to thank Charlie for his dedicated service with Avalon Hill. He will be missed. We wish him the very best!

* *A stroke of luck! Right before the theft, Russ Gifford requested a copy of all ASL ratings to date. With this information at hand, Russ has offered to continue the ASL AREA rating service at his own expense. You may continue to submit AREA game slips for ASL to Russ at this address: Russ Gifford, 320 E. 27th Street, South Sioux, NE 68776.*

With Your Shield or On It! Spartan Strategy in
PELOPONNESIAN WAR

By Paul Norell

Circa 431 B.C.: It is the first turn of a two-player game of *PELOPONNESIAN WAR*. As the Spartan Commander, you face the daunting prospect of the omnipresent Athenian navy, repeated coastal ravaging of the Peloponnese, Helot Rebellions, and economic strangulation. If that isn't enough, even the divine inhabitants of Mt. Olympus have loaded the dice against you. Assuming that your opponent has the good sense to avoid both your hoplites and a repetition of the Sicilian disaster, what are your chances of duplicating history and bringing mighty Athens to her knees? Pretty good as it happens. In this article, I shall examine some of the strategic options available to the Spartan player together with likely Athenian responses.

One of the more fascinating aspects of the Peloponnesian War was that both protagonists tried to exploit totally different strengths: To say that Athens was superior at sea while Sparta was superior on land may sound like an over-simplification, but this concept lies at the heart of the game system and is ignored at the players' peril. For the Spartan player, this means using your strength in hoplites to overwhelm your opponent, conduct devastating raids into his territory and capture key objectives. At the same time, it's vital to keep a reserve force to counter the attempts of prowling Athenian naval squadrons looking to pounce upon an unsuspecting coastal fortress. But, before examining some possible strategies, let's look at some of the game mechanics that affect the Spartan player.

MECHANICS

To begin, the Spartans get the first turn in the full Campaign Scenario, which means that the player can take the initiative instead of having to respond to his opponent. If objectives are carefully chosen, then at worst, the Athenian player will be forced to spend all his resources countering your moves instead of conducting an offensive strategy of his own. At best, he may be unable to do anything at all about them.

Secondly, all Spartan (not Allied) units are activated without cost. This bonus, however, is offset by the *Auguries* die roll which not only limits the number of operations that can be conducted, but gives the Athenian player a theoretical advantage of 55% as opposed to 44% for the Spartan player. Bearing this in mind, it's impor-

tant for the Spartan player to maximize each operation, choosing objectives that allow him to fulfill several aims at once. Some of these will be discussed shortly.

Another game mechanic which bears on Spartan strategy is an errata published in Vol. 28, No. 1 of *The GENERAL* and applies only to the two-player rules (not the Solitaire version): *In a "No Battle" situation where "armies" (i.e., opposing generals) are involved, the side to whom the space belongs stays and the enemy force goes home.* This means, for example, that if an Athenian naval squadron attempts to besiege a fortress on the Peloponnesian coast, the Spartan player need only send in a single hoplite strength point to reclaim the space without a fight. This tactic should pre-empt an Athenian strategy aimed at stirring up a Helot Rebellion, but don't leave it until the next turn. If the Athenian naval SP is allowed to capture the space, it's virtually impossible to dislodge. Why? Because a "force" (i.e., without a leader) always stays in preference to an "army" (i.e., with a leader) unless the space is neutral in which case, naval forces must return home. A Spartan siege would also fail because of the presence of besieged naval units. The message here is quite clear: *Don't let your enemy become entrenched.* Of course, the rule works both ways, hampering Spartan attempts to capture Delian League coastal spaces as well.

Now, I'd like to look at some of the strategies the Spartan player can adopt to gain the upper hand, and which may be summarized under two broad headings: (1) Neutralizing Athenian land forces, and (2) Reducing Athenian economy and Bellicosity.

NEUTRALIZING ATHENIAN LAND FORCES

One of the first objectives should be **Panactum**. Panactum is a vital choke point and an absolute imperative if the Spartans are to neutralize the Athenian land forces. The Spartan player activates five hoplite SPs from Sparta and three Allied SPs from Corinth, proceeding to Thebes to collect two Allied cavalry SPs before returning to Panactum.

By besieging Panactum, the Spartans will, for an activation cost of 1,000 talents, deny the Athenians the same amount due to loss of the Eisphora. The operation will also threaten any attempted sortie, for if the Athenians are foolish enough to come out from behind the Long Walls, the blockading force will have the advantage of 50% Spartan hoplites and cavalry. If the Athenians are fortunate enough to get past Panactum, the Theban cavalry can still attempt to intercept at Megara, Pegae, Plataea or Tanagra. This operation will not only effectively bottle up the Athenian army for the turn, but will also allow any subsequent Spartan expedition to pass through Panactum unhindered, since any Athenian interception will affect all the forces in the Panactum space.

With the Athenian army blockaded, the Spartan player should next target the neutral fortress of **Magnesia** (Auguries permitting). Magnesia's strategic importance lies in the LOC that connects it to both Larisa and Potidaea. **Figure One** shows the set-up.

On the one hand is the Thessalian army, numerous in cavalry but otherwise fairly weak, and on the other is Phormio's combined army attempting to besiege Potidaea. A Spartan army of two Allied Hoplite SPs from Corinth and five more from Thebes, with a cavalry SP for good measure (total cost: 1,600 talents), will be sufficient to deal with both enemy forces, yielding a double victory as well as lifting the siege of Potidaea and assisting the spread of rebellion in Chalcidice. What's more, there's nothing the Athenian player can do to intervene. The army is tied up and a naval force would have to return home in accordance with the errata rule mentioned previously (remember Magnesia is a neutral space). Of course, the Athenian commander could send a combined force, but for every hoplite SP, he would have to activate a naval SP to transport it (a cost that may well prove prohibitive).

The Magnesia operation will yield yet another vital benefit for the Spartans: If Phormio's army is defeated, Athenian hostages will be taken, meaning that Sparta itself will be immune from attack until an Armistice is declared; until then, the player need leave only the Home Guard in the home space.
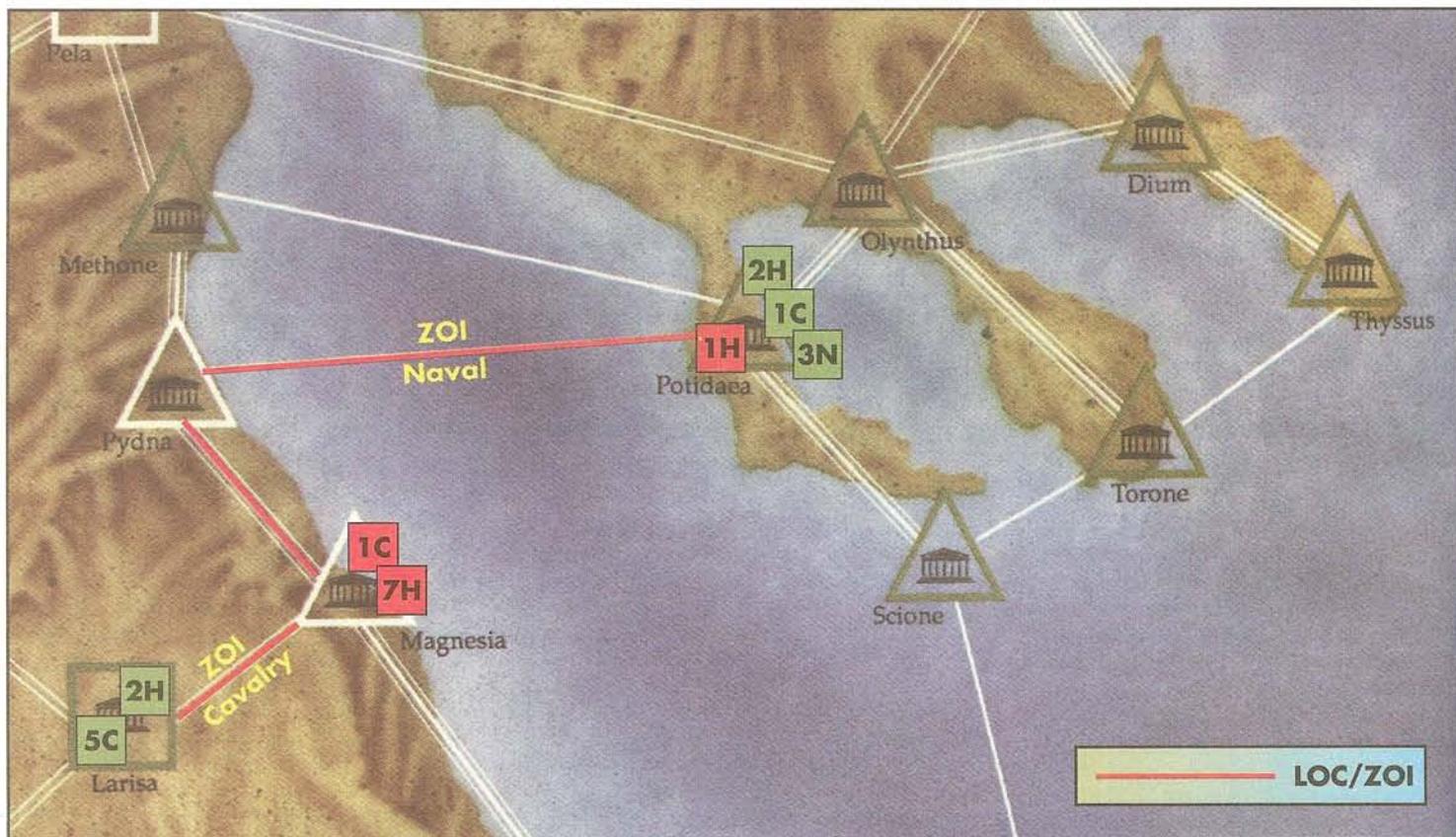
FIGURE ONE—The ZOI at Magnesia allows the Spartan army to battle the Larisans and the Athenians at Potidaea, in the latter instance, both relieving the siege and taking hostages.

REDUCING ATHENIAN ECONOMY AND BELLICOSITY

I have found one of the most effective operations the Spartan player can mount is to **Loryma**, a Delian League fortress space on the coast of Lycia in Asia Minor. A small army of three SPs, (two hoplite and one cavalry) can ravage up to 20 or more spaces of enemy territory, even allowing for successful interceptions. Not only does this reduce Athenian revenue, but, more importantly, it reduces Bellicosity (one level for each ten spaces ravaged) and is thus an effective counter to the Athenian strategy of ravaging the Peloponnesian coastline which—at most—will ravage just over ten spaces. Of course, since Loryma is a coastal space, an Athenian naval squadron can force a "No Battle", but even so, the ravaging mission will have been accomplished, and if combined with Delian League rebellions, Athenian Bellicosity can plummet dramatically.

An alternative to Loryma is **Collophon**, a land space which is immune to Athenian naval interference although not yielding as many possible ravaged spaces. The beauty of the Loryma/Collophon option is that in subsequent turns, it can be used in reverse. That is, the Spartan player can declare an objective space somewhere in Thessaly or Attica with Loryma or Collophon as an Assembly space. The coastline of Asia Minor, the Hellespont, Thrace and Macedonia is thus ravaged on the return trip for a second time, a nice touch guaranteed to frustrate your Athenian opponent.

Historically, the Spartans achieved naval parity later in the war as a result of the Sicilian expedition and Persian gold, and they were consequently able to challenge Athenian hegemony in the Aegean, in particular, the Hellespont through which flowed Athens' vital supplies of grain from the Euxine (Black Sea).

In the game, it's unlikely that the Spartan player will get the chance to achieve naval parity because a competent opponent won't allow his own fleet to become vulnerable. Should favorable conditions arise, however, the Spartan player should attempt to duplicate this strategy provided his land forces are up to strength, as control of Byzantium will sever Athens' LOC with the Black Sea and render her vulnerable to a siege. The problem with attempting this strategy with land forces is that the Athenians can always send in a naval squadron to force a "No Battle". There are two exceptions to this which the Spartan player should be on guard against:

1. The first is that if the objective space is currently in rebellion, it is automatically considered friendly to the Spartans. In this circumstance, the player should seize the opportunity to send in a sizable land force which cannot be ousted as a result of a "No Battle" with Athenian naval units.

2. The second exception occurs when Athens fails the Auguries die roll while Sparta doesn't. Rare though this occurrence is, it should be exploited to the full.

At this point, I would like to suggest a clarification to rule 5.3.1. *The Long Walls of Athens.* The rule states that if Athens is unable to trace a LOC to the Euxine, she may be successfully besieged. Historically, it was the naval LOC that mattered as this was the route the grain ships took, and Athens surrendered after the naval defeat at Aegospotami. Therefore, I suggest that the wording of the rule be amended to read "naval or combined LOC", which eliminates the Perinthus-Cardia route. This means that the Spartans need only control Byzantium, Lampsacus or Abydos to sever the Athenian LOC and besiege the home space.

THE CORINTHIAN NAVY

To conclude this article, I would like to consider one of the major problems the Spartan player must confront during the game. I refer of course to the navy—not the Athenian navy as it happens, but his own, or more accurately, that of his allies.

The Spartans begin the game with only five Allied naval SPs in the form of the Corinthian navy. They are not enough to challenge the might of the Athenians who, in addition to being more numerous, also get a +2 tactical modifier in a battle, so the Spartan player might be forgiven for being fatalistic and leaving them to be systematically demolished. But, as will be seen, if he adopts this course, the Corinthian navy can prove to be a distinct liability. Consider the following scenario:

The Spartan player has taken his first turn—an operation to Panactum, say, or Magnesia. The Athenians respond by sending an expedition of

six naval SPs commanded by Pericles to Corinth. The Spartan player wisely declines to intercept, not wishing to risk a battle during the *Operations Phase* which will inevitably result in defeat for the Corinthians and the return of any survivors to be attacked a second time during the *Combat Phase*.

But now, the Spartans have a problem: If the player attempts to send any more land forces through Corinth, as he must to conduct subsequent operations, they will be subject to interception by Pericles' fleet. If successful, a battle will automatically result with the Corinthian naval units which are present in the space even though not part of the moving force, the net result of which will be the failure of the Spartan expedition, all units being moved to the "Going Home Box" (see **Figure Two**).

With the Corinthian navy in the "Going Home Box", the Spartan player is at least free to mount another operation, but he has had to waste one to clear Corinth. With the prospect of a failed Auguries roll hanging over him like the sword of Damocles, he can hardly afford this luxury. In addition, any surviving Corinthian naval units must return during the first *Going Home Phase*, to face a second thrashing.

The only consolation is that—in the event that the Corinthian fleet is totally destroyed—then, during the first *Going Home Phase*, the Corinthian hoplite units will return to their home space, forcing a "No Battle" with the Athenian navy and thus saving Corinth from capture. (As "control" of a space is determined during the *Administration Phase*, the presence of the

Athenian fleet at Corinth does not prevent the hoplites from returning during the first *Going Home Phase*—at least that's my interpretation of the rule.)

Is there anything the Spartan player can do to avoid the above situation? One possible solution presents itself: *Activate the Corinthian fleet during the first turn*. There are advantages and disadvantages in doing this.

The **advantage** is that the Spartan player is at least taking the initiative rather than leaving it to his opponent. If he targets Cephallenia, for example, the fleet will threaten both the Corcyran navy and the Athenian squadron at Naupactus. The Athenians have to respond to this, and even if the Corinthians are defeated, the sacrifice may well be worth it in drawing attention away from the Gulf of Corinth. Who knows? An automatic battle may bring you an unexpected victory. It's a case of "Who dares, wins!" being preferable to "Who sits around, gets his butt kicked!"

The **disadvantage** is the expense. At a cost of 2,000 talents to activate the Corinthian fleet, this may well put an end to any further Spartan operations this turn (if the Auguries don't do it first), and many Spartan players may prefer to pursue more profitable goals. In the end, it's up to the individual player to weigh the merits of this option.

While the Athenian player usually gets to activate land and naval forces during the game, I have found it rare for the Spartan player, facing a good opponent, to be able to exploit his own naval forces. The Athenians will invariably

seek to demolish the Corinthian fleet at the earliest opportunity as well as any fledgling Spartan squadrons based at Gythium. Naval parity is hard to achieve in the Campaign game (it only happened historically because the Athenians self-destructed in Sicily and Sparta was aided by Persian funds to build a fleet).

While this may be frustrating for would-be Spartan admirals, the player should not ignore the potential for using his naval forces, even if only in a limited capacity. For example, there should always be at least one naval SP at Gythium. Futile as this gesture may seem, it can reduce the amount of ravaging that occurs along the Peloponnesian coastline and its very existence will provoke an Athenian reaction, perhaps distracting your opponent from other objectives. If a battle does result at Gythium, you can always send in a general to even the odds (perhaps even Lysander or Gylippus), and throw an over-confident opponent off balance.

Above all, remember that if at any time the Athenians have six or less naval SPs at Piraeus, the Spartans can attempt to get into the Aegean with a single SP. Once there, the islands are open to ravaging and if this is combined with a land-based operation to Asia Minor as described earlier, the result can be devastating for Athens.

CONCLUSION

While no strategy is flawless and much ultimately rests with the Gods (literally!), I hope the above has been thought-provoking for those players wishing to emulate the exploits of Archidamus and Brasidas. ☆
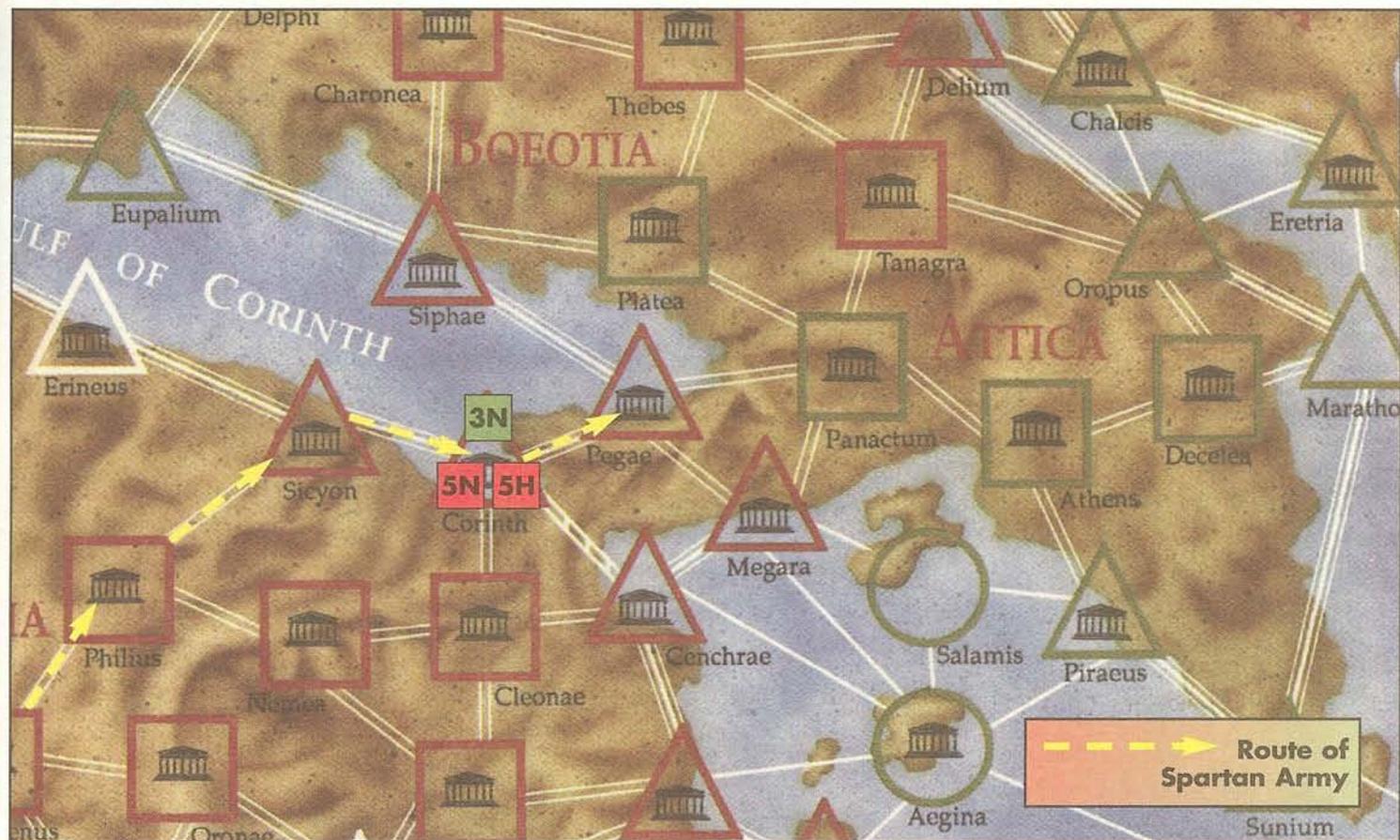
FIGURE TWO—The Athenian naval squadron at Corinth attempts to intercept a Spartan army moving north. If successful, a battle will result with the Corinthian fleet with the possibility of the Spartan expedition being aborted. Note that if the Athenians targeted Sicyon instead, a Spartan land force could force a "No Battle".

The Generals in Blue and Gray
An Analysis of the Leaders in
CIVIL WAR

By Charles E. Duke

Gen. George B. McClellan

Gen. "Stonewall" Jackson

The American Civil War represented the transition from Napoleonic to Modern warfare, fought with tactics that were outmoded by the new weaponry available. Strategy hadn't changed much either, but it was affected by the greater communications and intelligence granted by the telegraph and the greater mobility given by the railroad. The game *CIVIL WAR* depicts this war in a peculiar, but most successful, manner.

Every game turn (representing from two to four months of actual time) is divided into an indeterminate number of "pulses" which may range from a minimum of one to any number; players never know beforehand how many pulses a turn will have. Usually, it's to the advantage of the Confederate player to have turns with short pulses, while the Union player would wish that game turns never ended. This is especially so in the ending turns of the game.

PULSES and ACTIONS

During every pulse, each player rolls two dice. The difference between both rolls represents how much activity there will be in that pulse, meaning how many reinforcements you can bring into the game and/or the number of Command Points (CPs) you may spend to activate your units. The number applies to both sides, but the higher roller moves first. The differential tends to be small (see **Table #1**), which causes the number of actions to be quite limited in most pulses. When the differential is zero, there's no pulse and two things may happen: either the players receive extra Command points, or the turn ends.

TABLE #1 PULSE DIFFERENTIAL PROBABILITY	
Differential	**%**
0	11.2
1	21.2
2	19.0
3	17.7
4	11.9
5	8.4
6	5.2
7	2.9
8	1.4
9	0.6
10	0.2

LEADER ATTRIBUTES

You are limited by the unique game system as to what and when you can move, and therefore it's most efficient to move a large force once than several smaller forces separately. To move large forces, however, you need a leader; the generals give the game a great part of its flavor.

FRONT

Grant ¹

Current Star Rank → ★★★★

Initiative Rating → 2 2 2 ★★ / ★★

Seniority among Leaders of same Rank

Maximum Star Rank

Tactical Combat Rating

Army Command Rating
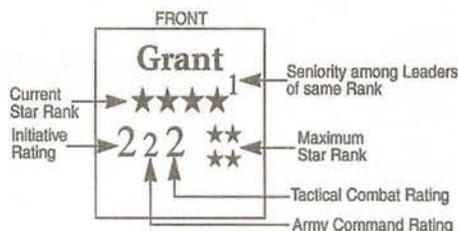
Initiative

Leaders have several ratings. First is Initiative, which represents the number of CPs you must spend to activate him and any troops under his command. This value ranges from two to four. The difference is more important than it seems, since even if you have the CPs to activate a leader with a high Initiative factor and you are willing to spend them, the pulse differential can curtail that spending. Let's see Table #1 again; 51% of the time you can only spend two CPs or less. This implies that generals with an Initiative of three or four cannot be activated at all! The value of leaders with an Initiative of two becomes obvious; those with a rating of four aren't worth the cardboard they are printed on, since you can activate them only about 30% of the time provided that you have the four CPs available, which is not usually the case.

Rank

Leaders also have a Rank which goes from one-star (division commander) to four (army group commander). It isn't efficient to use one-star generals to move troops, since they can only lead one or two Strength Points (SPs) at a time. It's cheaper to move the troops by themselves (you can move one SP at a time without a leader, at a cost of one CP). Two-star generals (corps commanders) are better; they can lead up to six SPs. Three-star leaders (army commanders) may also lead only six SPs unless they are in command of an Army, in which case they may move up to

25 SPs at the same cost. The Union player has two generals (Grant and Sherman) that can be promoted to four-star (army group), meaning that more than one Army can be led by them at the same cost in CPs. In practice, however, armies are rarely used as a group.

Tactical

All commanders have a Tactical rating, which affects combat in a favorable, neutral or detrimental way depending on the leader's quality. This number is used as a positive die roll modifier applied to your own die roll, but not your opponent's. This has an interesting implication—a favorable modifier means you do greater damage to your enemy, but it does nothing to protect your own troops. Another remarkable characteristic of the Tactical rating is that unfavorable ratings are not subtracted from your roll; instead, they are added to your opponent's roll! All this adds up to greater losses for both sides, which is appropriate in a Civil War simulation.

Army Command

Finally, three and four-star generals have an Army Command rating, which represents the number of times you may re-roll your die (or your opponent's) if you don't like the result. General Robert E. Lee can re-roll dice up to three times. Similar to Tactical ratings, detrimental Army Command ratings don't affect you directly; instead, the opponent gets opportunities to roll again based on your negative number.

Die re-rolling is not such a boon as it may seem at first glance; it's quite a gamble. The only time when you are sure that rolling again is entirely advantageous is when an extremely unfavorable result (a 6 for your opponent, a 1 for you) has been rolled. In other cases, there is a chance that the new roll will actually be worse than the original and it must be kept (see **Table #2** for the probability of a worse result.)

TABLE #2 PROBABILITY OF WORSE RESULT IN A RE-ROLL		
Original Roll **friendly**	**/ enemy**	**%**
1	6	0
2	5	16.7
3	4	33.3
4	3	50.0
5	2	66.7

LEADER RATINGS

Based on the information above, I've attempted to rate the leaders by a practical point system. Generals with an Initiative of 2 are given three points; this is probably the best characteristic a leader can have in the game, and it can redeem other deficiencies. An Initiative of 3 receives zero points, and an Initiative of 4 (minus two).

One-star generals get zero points, except for Watie who gets a minus two since he can lead only very unreliable Indians. Two-star leaders are a leap ahead of them, so they get two points. Three-star generals may lead Armies, a very important feature, so they get four points. Four-star commanders have the advantage of being able to lead more than one Army at a time, but since this is rarely used they are given only one

point more than three-star commanders. All cavalry leaders are rated one star below their actual rank because of the limited number of troops they can command. I also gave leaders points equal to double their Tactical value and equal to their basic Army rating (this number was not doubled because of its unpredictability). **Table #3** below lists all the data for the leaders in the game.

The simplest way to interpret the ratings is this: *any general with a positive number has something good about him, however small.* A leader with zero points is neutral (the "doing my job" type, if you wish). Those with negative values are actually detrimental to the troops they command. It must be noted, however, that this is only an analysis of the overall performance of the leaders; a general that has a lower point

value than another may be better suited for a given mission than the latter, depending on the circumstances. For instance, notice that, in the Confederate side, Jackson 3 comes up better than Lee. This is because of his excellent Tactical rating which increases his overall value. However, three-star generals will usually be found leading armies, where their Tactical is ignored. **Table #4** lists all army commanders without their Tactical value.

The point values can be useful to reveal facts that you would discover only after much playing. For instance, the first reaction of a player would be to remove such generals as Van Dorn or Hood because of their poor Army rating. However, experience will show that it's so advantageous to have a leader with an Initiative of 2 in command of an army, that his other defects can be "mercifully" overlooked. Of course, you wouldn't want a general like Van Dorn or Hood in the Army of Northern Virginia, but they are a good choice for the army of the West. These facts are reflected correctly by the point values in Table #3. Also, using generals such as Bragg, Pope and McClellan, though inept, isn't such a great sin as it may seem. They still get three points, which qualifies them as "positive" leaders; play demonstrates this.

TABLE #3
POINT VALUES OF LEADERS IN *CIVIL WAR*

Union	Rating		Rating	Confederate	Rating		Rating
Banks	−2	Meade 1	2	Beauregard	6	Morgan	2
Blunt	0	Meade 2	4	Bragg	3	Pemberton 1	0
Buell	0	Meade 3	7	Breckinridge	2	Pemberton 2	2
Burnside 1	0	Ord 1	0	Cleburne	4	Pemberton 3	3
Burnside 2	1	Ord 2	2	Early 1	5	Polk	0
Butler	−4	Ord 3	4	Early 2	5	Price 1	0
Curtis 1	0	Pleasonton 1	1	Ewell 1	2	Price 2	2
Curtis 2	2	Pleasonton 2	0	Ewell 2	2	EK Smith 1	2
Curtis 3	4	Pope 1	0	Forrest 1	6	EK Smith 2	4
Farragut	9	Pope 2	3	Forrest 2	7	EK Smith 3	4
Foote	7	Porter	7	Gordon 1	2	Stuart 1	4
Fremont	−5	Reynolds 1	2	Gordon 2	4	Stuart 2	5
Grant 1	9	Reynolds 2	4	Hardee 1	2	Taylor 1	2
Grant 2	13	Rosecrans	3	Hardee 2	4	Taylor 2	4
Grant 3	14	Schofield 1	0	AP Hill 1	7	Van Dorn	3
Grierson	2	Schofield 2	4	AP Hill 2	7	Wheeler	4
Halleck	−2	Sedgewick 1	0	DH Hill 1	5	S. Watie	3
Hancock 1	2	Sedgewick 2	4	DH Hill 2	4		
Hancock 2	6	Sheridan 1	4	Hindman	0		
Hooker 1	4	Sheridan 2	5	Hood 1	7		
Hooker 2	3	Sheridan 3	9	Hood 2	7		
Howard 1	−2	Sherman 1	3	Hood 3	8		
Howard 2	2	Sherman 2	7	Huger	−6		
Logan 1	0	Sherman 3	13	Jackson 1	7		
Logan 2	4	Sherman 4	14	Jackson 2	9		
Lyon 1	7	Sigel	−4	Jackson 3	13		
Lyon 2	9	Steele 1	0	AS Johnson	4		
Lyon 3	12	Steele 2	2	J Johnston	7		
McClellan	3	Stoneman	−1	RE Lee	12		
McClernand	−2	Thomas 1	2	SD Lee 1	0		
McDowell	1	Thomas 2	6	SD Lee 2	4		
McPherson 1	2	Thomas 3	10	Longstreet 1	4		
McPherson 2	4	Wilson 1	4	Longstreet 2	6		
McPherson 3	6	Wilson 2	5	Magruder	2		

TABLE #4
ARMY COMMANDERS WITHOUT TACTICAL VALUE

Union	Rating		Rating	Confederate	Rating
Grant (4)	10	Burnside	3	RE Lee	10
Sherman (4)	10	Hooker	3	Jackson	9
Grant	9	McClellan	3	Hood	6
Sherman	9	McDowell	3	J Johnston	5
Lyon	8	Pope	3	Van Dorn	5
Thomas	6	Rosecrans	3	Beauregard	4
Meade	5	Banks	2	AS Johnston	4
Curtis	4	Buell	2	EK Smith	4
Howard	4	Butler	0	Bragg	3
McPherson	4	Halleck	0	Pemberton	3
Ord	4	Fremont	−1		
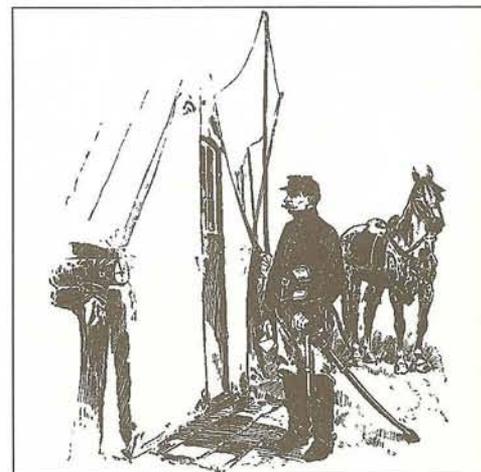
LEADER REMOVAL and DEMOTION

All this brings us to the question of leader removal and demotion. You must always place the best man available in command, of course; but what do you do with the general you are kicking out of office? The game gives three choices:

1. Send the general away.
2. Remove the general from the game entirely.
3. Demote the general back to two-star rank, if possible.

The Confederate player really has no reason to remove any three-star leaders from play; he should only send any currently undesirable ones away (he would probably like to remove Huger, but it cannot be done because he is one-star).

On the other side, the Union player has a whole bunch of incompetents that he's only too willing to remove. However, before throwing away any leader, he must consider a need for

them later. The Union wants to make a lot of amphibious invasions; these require a naval leader plus a ground leader. Since the good leaders cannot be spared for all these operations, all those "incompetent" commanders come in handy. The advantage in an amphibious invasion is that you need not pay the Initiative cost of the ground leader; he travels for free after the naval commander spends his CPs. Another reason why you want a leader (even a bad one) in command of an invading force is to give that force the potential to move inland. Even if it never does so, the Confederate player will be forced to take some kind of counter-measures, like sending in troops that are needed elsewhere.

LEADER SURVIVAL

Leaders that apparently get worse as they are promoted usually gain some other advantage, such as the greater number of troops they can move or their increased survivability. The latter is important to consider. **Table #5** shows the probability of a leader being killed or wounded in battle, depending on his rank.

TABLE #5
CHANCES OF A LEADER
BEING KILLED/WOUNDED

Stars	% killed	% wounded	% combined
1	8.5	11.1	19.6
2	5.5	8.3	13.8
3/4	0.5	2.3	2.8

As you can see (and have probably experienced through play), one-star generals die with an annoying frequency. What you possibly haven't noticed is that two-star generals don't fare much better, with only a 3% advantage over one-star generals. On the other hand, three and four-star generals have a quite small chance of dying in battle; this is another reason why you don't want to demote them. (In my opinion, the chances of injury should be a function of the number of troops; in the game, a three-star general can be commanding only one or two SPs and still enjoy his increased survivability.)

It's a good idea, then, to move your good leaders away from danger once they qualify for promotion, bringing them back only when their new rank is attained; there's nothing more frustrating than to lose Sherman or Jackson as one-star generals when they were just about to receive a two-star promotion. Unfortunately, the requisite for promotion is participation in a battle, so you have to risk your nice leaders at least once per rank increase.

CONCLUSION

I hope that this article has shed some light on the subtleties of the adequate use of leaders in *CIVIL WAR*. The player who uses his generals the best during a game will certainly have an enormous advantage over his opponent, since the generals are verily the heart of the game. Good luck and watch those probabilities!

☆

BACK ISSUES

Only the following back issues of The *GENERAL* remain in stock; price is $5.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of any issue). Article type is indicated by the following abbreviations: A–Analytical, DN–Designer's Notes, H–Historical, Q–Questions, P–PBM (postal), S–Strategy, Sc–Scenarios, SR–Series Replay, V–Variant. The featured game for each issue is always the first one listed.

14–5: *SQL*–DN, A, Q; *WSM*–A, V; *TRC*–A; *M64*–S; *SST*–A; *3R1*–A; *Games Guide*

16–1: *ANZ*–S, Sc, V, DN; *3R1*–S; *NAP*–S; *PZB*–SR; *176*–S, A; *DIP*–S, *SQL*–Q
16–4: *MRM*–DN, A, S, V, Q; *SQL*–A; *3R1*–S, A; *TRC*–SR

17–4: *FSE*–S, P, DN, V; *MD*–V, Q; *SQL*– SR; *VIP*–S; *176*–Sc; *WZQ*–A; *SST*–V; *NAP*–S
17–5: *CMS*–S, V, Q; *RFN*–V; *SQL*–V; *SGD*–V; *PZL*–S, SR; *CAE*–V; *KGM*–S; *MRM*–S
17–6: *SGD*–S; *WSM*–V, Sc; *WAS*–V; *3R2*–SR; *SQL*–S; *CSL*–S; *VIP*–S; *TRC*–S

18–1: *FIW*–A, Q; *BM7*–S; *SQL*–S; *DUN*–V; *DIP*–S; *AFK*–A; *PZB*–SR; *ALX*–S; *W&P*–S
18–2: *AFD*–A, Sc, Q; *AFK*–V; *3R3*–DN; *TOB*–V; *SQL*–S; *AIW*–V; *VIP*–S; *DIP*–S; *D77*–S
18–3: *GOA*–S, DN, V, Q; *AOC*–V. Sc; *AFK*–S; *VIP*–V; *SQL*–S; *WSM*–SR, P; *DIP*–S
18–4: *GLD*–H, V, A, Q; *SQL*–A; *LFW*–V; *W&P*–SR; *AOC*–A, P; *FSE*–V; *WAS*–S; *AFK*–S
18–5: *3R3*–S, A, V, DN, Q; *SQL*–S, A; *TRC*–V; *TOB*–V; *RFN*–V; *CSL*–A; *DUN*–V
18–6: *FTP*–A, Sc; V, DN; *VIP*–V, Q; *M64*–S, Q; *SNL*–A; Q; *SUB*–Sc; *BZK*–V

19–2: *B81*–H, Sc, S, DN; *TLD*–A, Q; *SQL*–V; *3R3*–S; *SOA*–SR
19–3: *GSL*–A, Sc, V, SR, Q; *DIP*–A; *RFN*–Sc; *G77*–V; *176*–Sc; *LRT*–V, Q; *SQL*–A
19–5: *SON*–A, S, H, Q; *W&P*–S, Q; *DIP*–A; *WAT*–V; *WSM*–Sc; *SQL*–A
19–6: *VIP*–P, SR; *3R3*–V, Q; *DIP*–A; *FTP*–V; *BM7*–V; *NVW*–A; *SQL*–A, Sc; *SUB*–V, Sc

20–1: *SQL*–S, A, DN, V, Q; *VIP*–SR
20–2: *TTN*–A, DN, S, Q; *MRM*–V; *RHD*–A; *SQL*–Sc; *W&P*–V; *GOA*–S, Q; *DIP*–A; *PZL*–V
20–3: *FRG*–S, V, Sc, Q; *PZB*–A; *176*–Sc; *DWK*–S, V, Q; *DIP*–A; *CQD*–V, S
20–4: *FIG*–A, Q&A; *SST*–V; *AMW*–A; *DUNE*–V; *DIP*–V; *SL*–S; *BL*–S,A; *KGM*—V
20–5: *BRN*–SR, S, H, Q; *LRT*–S; *DIP*–A; *GSL*–Sc; *G77*–A; *WSM*–Sc
20–6: *B17*–A, V, SR, Q; *AFD*–V; *LFW*–S; *AFD*–S; *FSE*–S; *DIP*–A; *M64*–S; *BRN*–SR; *GOA*–Sc; *SQL*–A; *PZL*–Q

21–1: *UPF*–S, A, SR, DN, Q; *SOA*–S; *SQL*–H, S; *TRC*–S; *D77*–S
21–2: *NAB*–S, DN; *W&P*–S, A, Q; *NAP*–S, Q; *DIP*–A; *FR4*–S; *FSE*–S; *3R3*–S; *BFI*–S; *176*–S; *SQL*–A
21–4: *PGG*–S; SR; *PZB*–A; *3R3*–S; *TRC*–S, V, Q; *DIP*–A; *SGD*–V, S; *SQL*–Sc
21–5: *HWR*–S, V, A; *MRM*–S, Q; *OW2*–A; *DIP*–A; *3R3*–A; *RBN*–S; *CQD*–V; *CIV*–S; *SQL*–A
21–6: *FPR*–H, V, SR; *AIW*–S, Sc; *BZK*–V; *TAC*–V, Q; *SQL*–A

22–1: *PAA*–A, S, Q; *TB*–A, V; *DWK*–DN; *TRI*–V; *GSL*–P; *DIP*–A; *AOC*–V; *WAS*–S, Q; *AFK*–V; *CIV*–S; *3R3*–A, Q
22–2: *UPF/BNZ*–A, SR, Q; *FTP*–A, S; *SUB*–Sc; *VIP*–S, Q
22–3: *PZB*–SR; *PZL*–Sc, V, Q; *SOA*–S; *3R3*–V; *DIP*–A; *CIV*–A; *UPF*–Sc, Q; *AIW*–S; *GOA*–A, Q; *TLD*–A
22–4: *RFT*–A, V, S; *TRC*–V; *PZK*–S, Q; *DIP*–A; *3R3*–V; *SUB*–V; *PGG*–S
22–5: *DEV*–S, A, Q; *GSL*–Sc; *BRN*–S; *DIP*–P, A; *SC*–V, *FIG*–A; *SQL*–Sc, Q

23–1: *FLD*–A, V; *AFD*–V, B17–V, DN; *HWR*–S, Q; *VIP*–V; *3R4*–S; *TTN*–V; *LFW*–S; *SST*–V; *RFN*–V
23–2: *ASL/BEYOND VALOR*–A, S, Sc, Q, SR; *UPF*–S; *DIP*–A; *PZL*–A
23–3: *SUB*–V, Sc; *ASL*–S, SR; *HWR*–V; *BZK*–V, Q; *B81*–A
23–4: *EIA*–S, DN; *W&P*–V, S; *WSM*–Sc; *SC*–V; *NAP*–S; *YLW*–S; *3R4*–S, Q
23–5: *KTA*–DN, Sc, Q; *WAT*–V; *B17*–V, Q; *3R4*–S; *RFN*–V; *ASL*–V; *VIP*–S
23–6: *183*–DN, S, V, Q; *FPR*–Sc; *RBN*–S; *TRC*–S; *DEV*–P; *PXB*–S; *CIV*–S; *MRM*–S

25–3: *PTB*–S, H, V, Sc; *TPS*–DN; *AFK*–V; *3R4*–Sc, Q; *ASL*–S; *PGG*–P; *PZB*–A; *UPF*–V; *SOA*–V; *PZL*–S; *B81*–S
25–4: *EIS*–S, H, V, Sc; *WSM*–V, P, Sc; *EIA*–V, Q; *VIP*–S; *NPB*–DN; *176*–V
25–5: *GBG*–SR, V, H, Q; *176*–S; *ASL*–H; *FPR*–Sc; *RBN*–V; *ODS*–V; *DEV*–S; *GOA*–DN, Q; *W&P*–S, Q; *BRN*–DN; *LVG*–Sc
25–6: *ASL/WEST OF ALAMEIN*–H, S, V, A, Sc, Q; *PAA*–S; *RSN*–V; *UPF*–S; *FPR*–Sc; *SPF*–A

26–1: *MOV*–S, DN, V, SR, Q; *DKE*–V; *DUN*–V; *DLW*–S; *KGM*–S; *STC*–S; *ASL*–A, Q; *KRM*–V, Q; *ROR*–DN; *CIV*–V
26–2: *TPS*–S, DN, SR, Q; *PZB*–Sc; *ASL*–H, A; *3R4*–S, Q; *HWR*–S, Q; *UPF*–V; *RFT*–S
26–3: *MBT*–H, S, SR, Q; *FLD*–V, Sc; *FPR*–Sc; *ACQ*–S; *TCA*–S
26–4: *SOJ*–H, DN, S, Sc, Q; *KGM*–V; *TTN*–V; *CIV*–S; *DIP*–S; *MRM*–A; *ASL*–A
26–5: *UPF*–S, V, SR; *AFD*–V; *FTP*–Sc; *B17*–V; *FPR*–V; *ASL*–H, Q
26–6: *NPB*–DN, S, H, Sc, Q; *EIA*–Sc, V; *183*–S; *WSM*–Sc; *DEV*–S; *W&P*–Sc

27–1: *TRC*–S, H, V; *ASL*–H, Q; *KRM*–V, Q; *RFT*–S; *TPS*–S
27–2: *3FT*–V, Sc, A; *6FT*–S; *2FT*–V; *EIA*–S, Q; *ASL*–S, D, Q; *WSM*–S; *FTP*–V; *VIP*–S
27–3: *3R4*–S, DN; *TLD*–S, V; *ASL*–S, DN, Q; *FSE*–S
27–4: *ROR*–A, SR, DN, Q; *CIV*–DN; *KRM*–V; *EIA*–S; *DIP*–P
27–5: *B91*–A, S, V; *B81*–DN; *ASL*–H; *DIP*–P; *TCA*–D; *ROR*–SR, Q; *D77*–S
27–6: *BKB*–SR, S, DN, A; *SCT*–V; *GSR*–V; *MOV*–V; *ATS*–A; *W&P*–V, *NWD*–V; *WRS*–S; *S&B*–S; *CRR*–Sc; *WSM*–V

28–1: *PPW*–SR, S, DN, H, Q; *ASL*–Sc, *FPG*–DN; *PCW*–V, Sc; *CIV*–V, S; *Game Rating System*
28–2: *ASL/GUNG HO!*–A, Sc, H, DN; *ROR*–A; *FPG*–A, Sc; *B17*–Sc, –Q; *ACV*–V, Q; *SPF*–V; *AvalonCon II*
28–3: *RFT*–A, S; *PZB/PZL*–V; *PZB*–Sc; *ASL*–A, Sc; *TRC*–A, S; *UPF*–Sc, Q; *RBN*–V; *GOX*–A; *AFD*–V; *TPS*–Q; *SPF*–V
28–4: *B17*–V; *D91*–A, Q; *PZL*–Sc, P; *ACV*–V; *ASL*–A, Sc; *UPF*–H, Sc; *WAS*–A, S; *LRH*–V; *ACQ*–A, S
28–5: *M92/GDC*—V, Q; *TOX*—V; *MUS*—V; *VIP*—SR, V; *AFD*—Sc; *UPF*—H, C, Sc; *SAM*—R; *HOW*—R
28–6: *A3R*–A, S, V; *ASL*–A, Sc; *GOA*–V; *UPF*–Sc, Q; *3R4*–V, S; *CIV*–A; *RSN*–R; *BKN*–R

29–1: *AVC '93*–A; *HOW*–Vx3, Preview,Q; *WTP*–Preview; *RKL*–S; *ASL*–V, Sc; *ASN*–Preview
29–2: *WTP*–A, SR, DN; Q; *Marquis de Lafayette*–H; *ACQ*–V; *ASL*–Sc, DN; *BKN*–Preview; *KGM*, PC Preview; *UPF*–V
29–3: *BKN*–A, S, SR, Q; *GUR*–Preview; *ASN*–V; *HOW*–V; *CIV*–V; *OC*–PC–S; *ASL*–Sc, A, DN
29–4: *SJW*–S, V; *WaW*; *ST*–Preview; *MAH*–Preview; *5h Fleet*–Preview; *GBG '88*–V; *BKN*–SR; *ASL*–Sc, A
29–5: *NWD*–A, V; *SJW*–S,V; *EIA*–S; *TTN*–V; Myths of Pearl Harbor Attack–H; *AVC '94* Report; *OC*–SR; *BB '91*–S; *CDIP*–Preview; *FC2*–Preview; *ASL*–Sc

Iron Bottom Sound!
Advanced Campaign Rules For
TOKYO EXPRESS

By Alan R. Arvold

Back in Vol. 28, No. 5 of The *GENERAL*, we were introduced to the campaign rules for *TOKYO EXPRESS*. The author of that article, Fr. Nigel Hodge, is to be congratulated for what is—in my opinion—the most definitive set of campaign rules for the game. No one can approach Fr. Hodge's rules in terms of cohesiveness and completeness. In the campaign game, the player is actually occupying two positions. One is that of the Task Force commander who is actually fighting the battles depicted in the scenarios. The other position is that of the Area or Theatre commander who must decide which ships in his fleet to commit to fighting in each battle, as well as keeping track of ships which are temporarily down for repairs. After playing the campaign rules through several times, I found that the Area commander's position is rather simplified and limited. So, to make the Area commander's position more historically accurate, I've written this article.

The rules presented here build upon the campaign system devised by Hodge and are not intended to replace it; indeed, those rules are required when playing with the rules presented here. Hodge's rules should be viewed as "Standard Rules" whereas the rules in this article should be considered the "Advanced Rules" of the same campaign system.

ERRATA

Before going any further, there are a few corrections I believe should be made to the campaign system as presented by Hodge.

Scenario Determination: On the Scenario Table, change the Special section to read as follows:

Die Roll	Scenario
1	15.1 "Cape Esperance"
2	15.2 "1st Guadalcanal"
3	15.3 "2nd Guadalcanal"
4	15.4 "Tassafaronga"
5	15.5 "Savo Island"
6-10	16.0 Standard Randomly Generated Scenario.

The Savo Island Scenario: The Savo Island scenario can be found in the *TOKYO EXPRESS* article in 25-4. Note that this scenario has no US Admirals for the US forces. To preserve the essence of this particular battle, do not determine the cohesion level, presence of transports, scenario lighting, or surprise. Instead, use the information provided in the scenario instructions.

Admiral Availability: To the Fate Table, add the following DRM:

−3 if the Flagship's final Damage Level is 3.

Sunk Admirals: While the DRMs for the Fate Table work well for US Admirals, the last four DRMs give Japanese Admirals an unfair advantage. Therefore, when rolling to determine the fate of sunk Japanese Admirals, use the following DRMs in place of the last four on the Fate Table.

−2 if US Substantial Victory.
−1 if US Marginal Victory.
+1 if Japanese Marginal Victory.
+2 if Japanese Substantial Victory.

Campaign Game Ship Rosters

American Ship Roster: The following "ahistorical" ships are not available at all during the campaign; *California*, *Iowa*, and *Baltimore*. (The *Iowa* and *Baltimore*—which are listed as available in March of 43—were "historically" doing their shake-down cruises in the Atlantic. The *California* spent the whole Guadalcanal Campaign on the US West Coast undergoing repairs and modernization. While the US Navy did keep two old battleships in the South Pacific Area during the Guadalcanal Campaign, they were stationed well away from the Guadalcanal area to provide a last ditch defense in case the Japanese won the Guadalcanal Campaign.)

Japanese Ship Roster: *Add* the following ships:

CA *Kako* (Furutaka)
DD *Fubuki* (Fubuki)

Both of these ships are in the countermix and listed on the Japanese Ship Log Roster as "historical" ships.

Change the DD 28 *Kamakaze* to the "Hamakaze."

Delete the BB *Yamato* and the BB *Musashi*. While both of these ships were available, "historically" both of them spent the entire Guadalcanal Campaign in Japan or at Truk with the main Japanese battle fleet.

SHIP AVAILABILITY

During the campaign, the ships on the roster did more than just lurk around Ironbottom Sound waiting for the Tokyo Express to arrive. They performed other wartime missions in their area, such as patrolling, convoy escort, and carrier escort. Sometimes, during the course of these missions, a ship may be damaged or sunk by Japanese submarines or aircraft. Sometimes, a ship was taken out of the area and sent to Pearl Harbor or the West Coast for a scheduled maintenance overhaul. During the autumn of 1942, the US Navy even sent ships from the Pacific fleet to the Atlantic fleet to participate in the Operation Torch landings in North Africa (despite the ongoing Guadalcanal Campaign). Thus, an Area Commander was faced with the possibility that some undamaged ships would be temporarily or permanently unavailable for battle. To reflect this, use the following rule:

Ships Removed From Roster Each Month

1. At the beginning of the month (before determining the number of battles to be fought) the US player determines the number of ships to be deleted from his roster (either temporarily or permanently) to support other missions. This is done by rolling a ten-sided die and comparing the result to the following table. (There are no DRMs.)

Die Roll	No. of Ships Unavailable
1-4	None
5-7	1
8-10	2

If the result is "None", no ships are removed from the roster that month and this procedure is concluded until next month. If the result is a number, proceed to the next section below.

2. The player must now determine which type of ship or ships will be unavailable. Roll the die once or twice (depending on the result from the previous table) and compare the result(s) to the following table.

Die Roll	Ship Type
1	BB
2-4	CA
5-6	CL
7-10	DD

The result of each roll is the ship type that becomes unavailable. The player randomly picks a ship of the type indicated from his roster. If there are no available ships of the required type on the roster that month, ignore the result.

3. The player now determines how long each chosen ship will be unavailable. For each ship chosen, roll one die on the following table.

Die Roll	Months Unavailable
1-3	1
4-6	2
7-8	3
9	4
10	Sunk

The result is the number of months that a ship is unavailable during the campaign. A "Sunk" result means that the ship fell victim to Japanese submarines or aircraft while on another mission and is permanently unavailable.

Restrictions: The following restrictions apply to this procedure.

1. The Japanese side does not score victory points for ships made unavailable by this procedure.

2. A player may not substitute a ship of another type to fulfill the loss requirements.

3. A player may not use ships that are unavailable due to being repaired to fulfill the loss requirements.

4. A player may not use temporary reinforcements (see next section) to fulfill the loss requirements.

TEMPORARY REINFORCEMENTS

During a campaign, a player may find himself short of certain ship types because of losses, damage and ships taken away on other mission requirements. Area Commanders had this same problem during the war, and while they usually had to make due, sometimes—when faced with an upcoming Japanese offensive—they would request the temporary "loan" of ships from other Area Commanders or from the carrier task forces within their area. While this helped in the battles around Guadalcanal, it temporarily weakened the naval forces in other Areas, a situation which the Japanese could have taken advantage of had they been aware of it. The following rules (which simulate this situation) also allow a player to "circumnavigate" the campaign rule which states that a player must substitute a ship of the next "lowest" type if the type required isn't available, at a cost of victory points to the Japanese.

General Rule: At the beginning of a battle when determining which ships to use, a player may—if he does not have enough or has no ships of a particular ship type available—use ships that are listed in the next column to fulfill the requirements of the scenario. These vessels are ships of the same class as those listed on the ship roster. These ships served in the South Pacific area at one time or other during the Guadalcanal Campaign but did not "historically" participate in the surface battles in Ironbottom Sound. The list below shows the name of the ships available and the corresponding game ship counter or ship class of which any ship of those classes may be used to represent the tem-

porary reinforcement. These ships may be used in any month of the campaign except those with an availability date requiring those ships to be used on specific months and any time thereafter.

Ship Type	Ship Name
BB	*North Carolina* (Use Washington)
	Indiana (Use South Dakota)
	Available Dec. '42
CA	*Australia* (Use Canberra)
	Louisville (Use Northampton or Chicago)
	Chester (Use Northampton or Chicago)
	Indianapolis (Use Portland)
	Witchita (Use any Astoria Class CA)
	Available Dec. '42 *(Note: The Witchita was not of the Astoria Class but for game purposes is functionally similar to ships in that class.)*
CL	*San Juan* (Use Atlanta or Juneau)
	St. Louis (Use Brooklyn Class CL)
	Available Nov. '42
	Nashville (Use any Brooklyn Class CL)
	Available Nov. '42
DD	*Chevalier* (Use any Fletcher Class DD)
	Nicholas (Use any Fletcher Class DD)
	Raford (Use any Fletcher Class DD)
	Grayson (Use any Livermore Class DD)
	Meade (Use any Benson Class DD)
	Stack (Use any McCall Class DD)
	Henley (Use any Craven Class DD)
	Shaw (Use any Mahan Class DD)
	Smith (Use any Mahan Class DD)
	Phelps (Use any Porter Class DD)

Restrictions: The following restrictions apply when using temporary reinforcements.

1. Each ship on the list above may only be used in one battle during the campaign, regardless of its fate in the battle.

2. A player may only use ship counters of ships that are either lost, being repaired, or are unavailable for other reasons to represent ships from the list above. (For example, a player could

not bring in the *Indianapolis* as a temporary reinforcement if the *Portland* is available for combat, or bring in the *North Carolina* if the *Washington* is available.) Thus, a player does not have to make new counters and ship logs for temporary reinforcements, just use the corresponding sister ship and rename the ship on the ship's log sheet for that particular battle.

3. A player may not use temporary reinforcements until he has completely exhausted his supply of ships of the ship type in question.

4. To bring in temporary reinforcements, the US side must give victory points to the Japanese side for each temporary ship brought into the scenario, using the table below. These victory points are in addition to whatever points the Japanese may earn for damaging or sinking these temporary ships during the scenario.

Ship Type	Japanese Victory Points
DD	1
CL	2
CA	3
BB	5

Example of Victory Points Awarded: It's December 1942 and one battle is to be fought. The scenario called for is *17.3 Chase from the North.* During the scenario generation, the US side receives five CL/CA. The US has only three CAs and no CLs available on his campaign roster, the rest being repaired, lost, or on other missions. He takes those cruisers and picks two cruisers from the temporary list: the *Indianapolis* (the Portland being lost) and the *Wichita* (all Astoria Class cruisers are unavailable). Neither of these ships were previously used in any scenario. Note that if this battle was occurring in November 1942, the US player could not pick the *Wichita* as it would not be available yet. The Japanese side is awarded six victory points, three for each cruiser picked. During the course of the scenario, the *Indianapolis* is sunk and the

Japanese troops on Shortland Island in the Solomons prepare to board barges that will carry them south through "The Slot" and deposit them on Guadalcanal. Barges, cruisers and destroyers delivered troops and supplies at night to avoid American planes and ships; Marines nicknamed the clandestine nocturnal runs "The Tokyo Express."

Wichita receives enough hits to put it at Damage Level 2. The Japanese receive nine additional victory points for these two cruisers, six for the *Indianapolis* and three for the *Wichita*. Neither of these ships may be used in any future scenario in the campaign.

US DOCTRINE

The US Navy entered the Guadalcanal Campaign with an outdated doctrine dealing with surface combat at night. Many American naval officers knew this and were looking for better night fighting tactics, eventually adopting those practiced by the Japanese. Seriously hampering their efforts were senior naval commanders who were trying to make the old doctrine work in combat rather then developing a new one. While the use of the old doctrine did contribute to the American victory at the Battle of Cape Esperance, it also led to the disastrous debacles at the Battle of Tassafaronga and the first night of the naval battle of Guadalcanal. By the end of the Guadalcanal Campaign, the US Navy had transferred its more conservative commanders to desk and staff jobs, thus leaving the more progressive commanders such as Ainsworth, Merrill, and Mooseburger free from upper level interference in their pursuit of a better doctrine.

General Rule: The basic effect of US Doctrine is that American ships must operate in long column formations. In most scenarios where there is one American force, this means one long column formation. In scenarios where there is more than one US force (like Scenario's 15.5 and 17.4) each force will be deployed in a column formation. Each column will have the following makeup:

1. Cruisers and battleships will be in the middle of the column in any order the player wishes. Destroyers will be deployed evenly divided between the front and rear of the column with any odd destroyer going to the front or rear at the player's option.

2. Ships in the column will stack one or two ships per hex at the player's option but there are no empty hexes between ships in the column.

Effects of US Doctrine: Columns may operate using both column and regular maneuvers. However, when empty hexes develop in the column (from ships sinking or retiring due to damage) the remaining ships must close up the formation in the next game turn to eliminate the empty hexes in the column. Use the following procedure:

1. At the beginning of a turn when a column has empty hexes, the player treats each section of the column created by these gaps as a separate formation. Each of these sections will be given an order and speed that will result (by the end of the game turn) in one long column forming again. Note that in columns where two ships are stacked per hex, one ship leaving the hex will not create a gap; a completely empty hex creates a gap in the column.

2. Although each of these sections are part of the column, each section will have to roll on the Freedom of Action Table unless there is an Admiral present in the section. Any section that is given a new order by the Freedom of Action Table will follow that new order and leave the column. (**Note:** This could cause a column to take several game turns to close up.)

3. Any section that leaves a column now becomes its own formation and is free to operate as such for the rest of the scenario. Note that these independent formations may adopt any formation grouping as defined in Rule 3.2. The section may, at the player's option, rejoin its parent column on a later turn in the scenario. It must, however, be in a column formation when it does so.

The old US doctrine was rather rigid and inflexible when it came to night combat. In battle, ship-to-ship communications invariably became jammed with multiple messages. The commanding admiral could not react to the changing situation. Although ship captains would try to keep their ships in formation, when these formations broke up, if the ship captains found they could not stay with the formation, then they tended to operate on their own until communications could be reestablished with the fleet commander.

When US Doctrine is in Effect: US Doctrine is in effect when one of the following Admirals is the Task Force Commander: Admiral Scott, Admiral Callaghan, or Admiral Wright. In scenarios where the Americans have more than one admiral, if one of these three admirals is present, then he's automatically the Task Force Commander. If two of them are present, then it's the player's choice of which one is the Task Force Commander. If the Task Force Commander is killed, his ship is sunk, or his ship retires then US Doctrine is no longer in effect when the Replacement Commander takes over. (*The Replacement Task Force Commander is assumed to be one of the ship captains who has been in the Guadalcanal area for awhile and has some combat experience.*) However, if the Replacement Task Force Commander is one of the other admirals listed above, then US Doctrine remains in effect until he's killed, his ship is sunk or retired. On the game turn between when the Task Force Commander is killed and when the Replacement Commander takes over, US Doctrine is still in effect. When US Doctrine is no longer in effect, the US player is free to group all of his ships in any type or size formation in accordance with Rule 3.2. When using US Doctrine, the Flagship may not retire until it has reached Damage Level 3. Note that a killed or sunk admiral's ultimate fate as determined by the campaign rules has no bearing on this rule. *It's assumed that damage has destroyed communications and that the admiral can no longer effectively command.*

Admiral Lee: When the US Player has battleships in his force, he still gets Admiral Lee (unless Lee was killed earlier in the campaign) and Lee becomes Task Force Commander even over Admiral's Scott, Callaghan, and Wright. If Lee is killed during a scenario and one of these admirals takes over as the Replacement Task Force Commander, US Doctrine does not take effect. *It's assumed that Admiral Lee set these admirals straight on their use of outdated tactics before the battle.*

Detection Attempts when using US Doctrine: A formation uses the detection rating of the Task Force Commander when making detection attempts. Any other admirals in the formation may not apply their detection rating (even if

it's better than the Task Force Commander's) to the attempt. A formation that's closing up during a turn (i.e., eliminating its empty hexes) still counts as one formation when making a detection attempt and not as separate sections.

US Doctrine in Scenarios: Certain scenarios have unusual set-ups which need explaining when using US Doctrine.

Scenarios 15.5 "Savo Island" and *17.4 "Waiting on Station"*: each have separate US forces. Each of these forces will operate in column and may not combine into one big formation while US Doctrine is in effect. Note that as the "Savo Island" scenario has no Task Force Commander for the Americans, they are assumed to use the doctrine throughout the whole scenario.

Scenario 15.4 "Tassafaronga" has the following change made to the American set up. The American force deploys all of its ships at the start of the scenario in the following manner:

Ship Type	Set-Up Hex
Fletcher (DD)	1004
Maury (DD)	1004
Perkins (DD)	1104
Drayton (DD)	1104
Minnpls (CA)	1203
N Orlns (CA)	1303
Penscol (CA)	1402
Honolulu (CL)	1502
Northhn (CA)	1601
Lamson (DD)	1701
Lardner (DD)	1701

All other deployment instructions apply to the American set-up. (This set-up allows the American force to turn back into a column formation should the player desire.)

US Doctrine in the Campaign: When using US Doctrine in a campaign, use the following procedures:

1. In the very first battle of the campaign, US Doctrine is in effect no matter who the Task Force Commander is. (The US Navy had no combat experience in night fighting going into the campaign. Although one of its cruisers, the *USS Houston*, was involved in a night sea battle earlier in the year, it was sunk and no one made it back to tell the US Navy about the inadequacies of its doctrine.)

2. All US Admirals are available at the beginning of the campaign. Ignore the availability dates for the admirals.

3. Starting in January 1943, Admiral's Scott, Callaghan, and Wright are removed from the campaign if they've survived. (They have been moved to desk jobs.)

TWO PLAYER GAME

The *TOKYO EXPRESS* Campaign can easily be played by two players, one player taking the Americans and the other taking the Japanese. The Japanese player maintains his fleet and his Campaign Ship Roster in the same way as the Americans. At the beginning of each month of the campaign, the American player rolls to see how many battles will be fought in that month. Either player can roll for each scenario to see which one is being fought. The Japanese player determines the Strength Level of his force and reveals that information to the American player. The rest of the scenario preparation follows the

rules established in Rule 22.1 During a battle, the Japanese player determines the fate of his admirals that are either killed or sunk.

The Japanese player follows the same procedures for ship availability as do the Americans. This includes the additions set forth in this article. The Japanese, however, do not use the doctrine rules in this article. Although the Japanese could conceivably take advantage of an American force using doctrine, it will not become apparent to the Japanese player that the Americans are using doctrine until they deploy their detected forces. (Remember that the identity of the admirals in the opposing force is kept secret until the end of the scenario.)

The Japanese player may also use temporary reinforcements using the rules in this article. (Although the Japanese kept their naval forces in the Solomons area at the naval base at Rabaul, they frequently borrowed ships from the main naval base at Truk during critical operations.) The following chart lists ships which were in the Solomons and New Guinea area during the Guadalcanal Campaign but did not participate in any of the surface actions in Ironbottom Sound.

Ship Type	Ship Name
BB	*Haruna* (Use Hiei or Kirishima)
	Kongo (Use Hiei or Kirishima)
CA	*Ashigara* (Use Myoko or Haguro)
	Maya (Use Atago, Chokai, or Takao)
	Nachi (Use Myoko or Haguro)
CL	*Abukuma* (Use Nagara))
	Isuzu (Use Nagara)
	Naka (Use Jintsu)
	Natori (Use Nagara)
	Tatsuta (Use Tenryu)
	Yura (Use Nagara)
DD	*Asashio* (Asashio Class)
	Hayashio (Kagero Class)
	Maikaze (Kagero Class)
	Minegumo (Asashio Class)
	Nowake (Kagero Class)
	Oshio (Asashio Class)
	Tanikaze (Kagero Class)
	Tokitsukaze (Kagero Class)
	Yamagumo (Asashio Class)
	Yugumo (Kagero Class)

To bring in temporary reinforcements, the Japanese must give up victory points to the American player. Use the following table.

Ship Type	American Victory Points
DD	1
CL	2
CA	4
BB	6

CONCLUSION

I hope this expansion of the campaign rules gives players a better idea of what the Area Commanders had to deal with when conducting a campaign. I'm not claiming that this expansion is for everybody; most people will probably stay with the standard rules. But if you want to have more complexity and historical accuracy, then this is the campaign for you.

☆

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.

JUNE 22-25
D-DAY

This is the 2nd annual San Diego County Boardgame championships. Held at Game Towne in Carlsbad. Over 50 game tournaments, including a special D-Day tourney. For more information, write to: D-Day, Game Towne, 2933 Roosevelt, Carlsbad, CA 92008.

JULY 13-16, 1995
ORIGINS '95

The convention will be held at the Pennsylvania Convention Center in Philadelphia, PA. Events include wargames, War Games College, the National Magic: The Gathering Tournament, Roleplaying Games, Family Boardgames, a huge dealers room and much, much more. For registration information, write to: Origins '95, Andon Unlimited, Box 3100, Kent, OH 44240. Please direct Email inquiries to: andon@aol.com.

AUGUST 4-7, 1995
AVALONCON '95

Marriott's Hunt Valley Inn, Hunt Valley, Maryland. The fifth annual Avalon Hill championships convention sponsored by Avalon Hill. Hundreds of AH games, dozens of tournaments. 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 or 1-800-WKND for the special AVALONCON room rates.

AUGUST 10-13, 1995
GEN CON

Join over 25,000 people at the GEN CON Game Fair August 10-13, 1995 in Milwaukee, WI. This is the world's biggest multi-media game convention featuring four days of non-stop games and events. This includes 1,500 computer, military, role-playing, strategy, miniatures, virtual reality, video, arcade, board, and card games and events! Make plans to attend now! Fees for all four days are just $40, and advance registrations may be made for single days ($10.00/day). For registration and discount hotel information, call (414) 248-3625, or fax (414) 248-0389, or write: GEN CON Game Fair, 201 Sheridan Springs Road, Lake Geneva, WI 53147.

AUGUST 25-27, 1995
RAILCON '95

The Train Gamers Association presents Railcon '95. Held at the Sheraton Hotel west of Lakewood, Colorado. The only convention dedicated solely to train gaming, Train gamers from the US, Canada, and Australia will compete in the invitational international Puffing Billy Championship and the Railcon '95 Open Puffing Billy Championship. Empire Builder, Eurorails, 1830, 18XX Variants, RAIL BARONS, and many others. No other convention will run as wide a variety of train games. Guest of honor will be Darwin Bromley. Pre-registration of $30 covers entrance fee and all event fees. For more information, contact the Train Gamers Association, P.O. Box 461072, Aurora, CO 80046-1072, or call (303) 680-7824. For special convention rates for rooms, call the Sheraton Hotel of Lakewood at (303) 987-2000.

NOVEMBER 11-12, 1995
FALL CLASSIC '95

The New Jersey ASL open, sponsored by the Central New Jersey ASL club. The Fall Classic is a five round Swiss-Style tournament. All pre-registrants receive event patch and scenario list. Pre-registration is $10.00 by November 1; Saturday night dinner is $6.50 in advance. To register or for more information, contact Daniel Zucker, 416 Pleasant Ave., Piscataway, NJ 08854-1836, or call (908) 754-3358.

Letters

A Few Corrections

Congratulations on *The GENERAL*, Volume 29, Number 5. The variety of articles made it one of the best in recent memory. Of course, since my article, "Walk a Mile for a Camel," was included, I'm a little biased. Concerning the article, I would like to make two clarifications for the readership:

1. Under Optional Rule #8, a sentence erroneously reads 1805 "scenario." It should read 1805 "campaign."

2. The biography for *History of the Ottoman Empire and Modern Turkey* is incomplete. The book was published by Cambridge University Press in 1976.

Keep up the good work. Your tenure as editor is off to a good start. I look forward to more issues with such a diverse array of articles.

William Sariego, Kentucky

★★★★★

Politically Correct?

I read Michael Anchors' article, "Native Policy in *NEW WORLD*" in Volume 29, Number 5 of *The GENERAL* with interest. In the second paragraph, the author expounds on the politically correct (or, as he puts it, politically-acceptable) phrase of "natives" used in the game. He then proceeds, six paragraphs later, to use the politically incorrect term "Frogs" to refer to the French. I see that Mr. Anchors is familiar with the concept of political correctness, but neither he, nor the editor, use it. Please be more careful in the future.

Daniel W. Farrow, Pennsylvania

[Daniel: One thing you fail to show the readership is the use of the exclamation mark (!) at the end of the word frog (Frog!). Michael also uses the word "intrepid" to help qualify the use of the "politically" incorrect "Frog." In my opinion, Michael is purposely violating the term, political correctness, for effect. An exclamation point in the middle of a sentence is not standard grammatical form, although it is acceptable for emphasis.]

Conspiracy—A Myth?

Congratulations on your Volume 29, Number 5 issue, which was the most interesting of all I've read to date. In particular, Greenwood et al.'s account of AvalonCon '94 fully captured the spirit of face-to-face competition, and it will encourage many to attend next year's event. It also supported my view that board gaming, as opposed to those games that are computer-based, will continue to assume an important role, especially if the annual gathering is to retain some aspect of the human element.

"Myths of the Pearl Harbor Attack" was also unique, with the added surprise that author Richman failed to disprove all the theories in his otherwise well done article. In fact, the author, by his own words, added credence to the "conspiracy" theory. If "there is little doubt that Roosevelt wanted the U.S. in the war...", as Richman said, then it is quite logical the U.S. would find a way to get our country involved. In any event, the issue was not so much of "conspiracy" as "involvement," and Richman's statement indicates there is more than sufficient grounds to believe Roosevelt encouraged a Japanese attack, somewhere! And as to the statement that Roosevelt was "as surprised as anyone else," the article provided insufficient evidence to confirm or speculate what Roosevelt, especially as a politician, was thinking. "So much for the conspiracy myth"? I don't think so! It's clear that the article is going to create even more discussion on this subject, if it hasn't already.

Perhaps it would be appropriate for a future issue of *The GENERAL* to locate those researchers in the UK who several years ago announced they had secured documentation to show clear U.S. intent in the early days of the war. Unfortunately, little was heard in the news after their announcement. You may find they uncovered a bigger tiger than could be handled by the free press!

Vincent Biancomano, New Jersey

[Vincent: Are you suggesting another conspiracy? Shh, there may be bugs under my desk! Just kidding, but thanks for your comments. I don't believe you're alone in thinking that the myths are far from being resolved. But I'm of the opinion of why does it matter? I suppose you'll find the

truth of the Pearl Harbor attack next to a jelly donut and an autobiography titled, Why I Decided to Parade in Dallas. Sometimes, it's better to just let things die.]

★★★★★

Rank the Articles!

Thank you for doing such a fine job of editing my article "Native Policy in *THE NEW WORLD*" in this last issue and framing it so well with art work. There was a time when my articles would go in with egregious errors that weren't caught by the editor, e.g. one error apiece in each article of my trilogy on *THIRD REICH* (but then who can really learn that game—there are so many rules).

I personally regret that so much of *The GENERAL* now is taken up with articles on computer games and historical articles. Although I personally enjoyed the pieces on Pearl Harbor and Lafayette, there are other books and magazines where I could read that stuff. But there is only one magazine devoted to AH games. Since so much of your 'zine must be taken up by articles plugging computer games and your newest releases (for $$ reasons), I wish that the remainder would be packed with your best strategy articles on boardgames. Such articles are the reason 90+% of your subscribers pay their subscription fee.

If you doubt what I say, I have a suggestion for you: ask your readers what they would like to read. Ask them to rank the following in terms of preference:

___ strategy & tactics ___ game variants
___ series replays ___ history
___ game puzzles ___ humor
___ intro. to new games ___ philosophy

I ranked these in order of my preference, greatest to least, but how would the readership rank them?

Michael Anchors, Maryland

[Okay, reader! Here's your chance to select your favorite article types. If you want to contribute your two cents, fill out Michael's chart and mail it in.]

March Madness

(1995 NCAA Basketball Final-Four Teams)

By Curtis Milburn

There's a tradition here on the Hill. Each year, a couple of us meet with local sports fans to replay the 64-team MARCH MADNESS tournament. We use this time to add new team cards to the game. Below are the 1995 NCAA final-four teams for play with the advanced rules. I hope you enjoy, and remember: Hoop and Harm!

The 1995 NCAA Basketball Championship Tournament had many interesting aspects that makes it an ideal replay for Avalon Hill's *MARCH MADNESS*. UCLA was attempting to return to the glories of the past while Arkansas was trying to become only the second repeat champion in years. Michigan State's Jud Heathcote was coaching in his final tournament while Kentucky's Rick Pitino continued his search for a national title. When the Final Four convened in Seattle, UCLA found itself playing "Big Country" Reeves and Oklahoma State while Arkansas faced 1993 champion North Carolina.

Below are the advanced game ratings for each Final-Four Team using the suggestions made by Jim Burnett in *The GENERAL* (Vol. 26, No. 4). I have also included the 1995 seedings for those interested in replaying the entire men's tournament.

PERMISSION TO PHOTOCOPY FOR PERSONAL USE ONLY!

UCLA	1995
C George Zidek	D
LF Ed O'Bannon	B
RF Charles O'Bannon	D
LG Toby Bailey	D
RG Tyus Edney	C
Bench	B
Team Defense	B
Coach Jim Harrick	4
Bruins	90

Oklahoma State	1995
C Bryant Reeves	B
LF Terry Collins	E
RF Scott Pierce	F
LG Randy Rutherford	B
RG Andre Owens	E
Bench	C
Team Defense	A
Coach Jim Harrick	4
Cowboys	88

Arkansas	1995
C Elmer Martin	F
LF Corliss Williamson	B
RF Scotty Thurman	C
LG Clint McDaniel	D
RG Corey Beck	E
Bench	AA
Team Defense	B
Coach Nolan Richardson	4
Razorbacks	92

North Carolina	1995
C Rasheed Wallace	C
LF Jerry Stackhouse	B
RF Dante Calabria	D
LG Donald Williams	C
RG Jeff McInnis	D
Bench	D
Team Defense	B
Coach Dean Smith	4
Tarheels	86

EAST	WEST	MIDWEST	SOUTHEAST
#1 —Wake Forest	#1 —UCLA	#1 —Kansas	#1 —Kentucky
#2 —Massachusetts	#2 —Connecticut	#2 —Arkansas	#2 —North Carolina
#3 —Villanova	#3 —Maryland	#3 —Purdue	#3 —Michigan State
#4 —Oklahoma State	#4 —Utah	#4 —Virginia	#4 —Oklahoma
#5 —Alabama	#5 —Mississippi State	#5 —Arizona	#5 —Arizona State
#6 —Tulsa	#6 —Oregon	#6 —Memphis	#6 —Georgetown
#7 —N. C. Charlotte	#7 —Cincinnati	#7 —Syracuse	#7 —Iowa State
#8 —Minnesota	#8 —Missouri	#8 —W. Kentucky	#8 —BYU
#9 —St. Louis	#9 —Indiana	#9 —Michigan	#9 —Tulane
#10—Stanford	#10—Temple	#10—Southern Illinois	#10—Florida
#11—Illinois	#11—Texas	#11—Louisville	#11—Xavier
#12—Pennsylvania	#12—Santa Clara	#12—Miami (Ohio)	#12—Ball State
#13—Drexel	#13—Long Beach	#13—Nicholls State	#13—Manhattan
#14—Old Dominion	#14—Gonzaga	#14—Wisconsin-Green Bay	#14—Weber State
#15—St. Peter's	#15—Tennessee-Chattanooga	#15—Texas Southern	#15—Murray State
#16—North Carolina A&T	#16—Florida Int.	#16—Colgate	#16—Mt. St. Mary's

Opponents Wanted

FTF opponents in N.E. Arkansas and S.E. Missouri area: ASL, SJW, WTP, and many more. Contact William Sanders, 9739 HWY 49 N., Brookland, AR 72417. (501) 935-8179.

Opponents wanted! Adult gamers looking for FTF players in the Hope, Arkansas area. Contact Michael Marks, 1103 S. Elm, Hope, AR 71801. (501) 777-5982.

Really good ASL player tired of whimps who can't take losing. Ready for some real competition? See me! Contact Earl Ryan, P.O. Box 398, Corona, CA 91718.

Opponent wanted for PBM WAT, WP. Contact John Phillips, 2780 Creston Drive, Los Angeles, CA 90068. (213) 463-8188.

Unrated adult seeks FTF MBT, GUAD92, SJW, BKN, or others. PBM 1776, FE. Contact Charles Ryder, 448 Alegra Terrace, Milpitas, CA 95035, (408) 945-1450.

Attention Denver Area Wargamers! The Colorado Commisars is looking for recruits to fill its ranks. Contact Scott Johnson, 2039 Shiloh Dr., Castle Rock, CO 80104. (303) 660-2029.

The CDD Medical Journal, a monthly gaming 'zine for the play of COLONIAL DIP, DIP, DIP variants, ACIV, PAX, and others. Free sample available. Contact Thomas Pasko, 73 Washington St., Bristol, CT 06010. (203) 589-4223.

I'm tired of games sitting on shelf collecting dust. Need FTF opponent for ASL and others. I'm willing to travel. Contact Dean Leferink, 13326 Lee St. #7, Dade City, FL 33525-5109. (904) 523-2817.

FTF opponents wanted in Tampa Bay area interested in TPS, PPW, IDF, and other AH/VG titles. Please call, leave a message or write: Kosts K., 5241 Merlin Ct., Land O' Lakes, FL 34639. (813) 996-2520.

Look for some players of WWII navy, German surface raider actions. Send SASE to TRG 18022 U.S. 441 S., Micanopy, FL 32667.

Retired war gamer has plenty of time to play FTF. Anyone in Palm Beach County interested? Contact Dave McFarland, (407) 622-3035.

Send SASE for sample of *Akrasia*, a postal gaming 'zine for the play of DIP variants and other games and the exchange of different views. Contact Phil Reynolds, 2896 Oak St., Sarasota, FL 34237.

Looking for ASL opponents in Athens and Atlanta areas. Will travel resonably. Contact Christopher Spell, 600 Riverbend Pkwy. #F-2, Athens, GA 30605. (706) 546-8059.

Come learn from some of the best in the US. ASL, VIP, BKN, TPS, DIP, A3R, and more. Contact Louie Tokarz, 5724 W. 106 St., Chicago Ridge, IL 60415. (708) 857-7060.

Unlimited CIV elevated from demo. to AvalonCon Tournament for '95. 2-3 hour qualifying heats. '95 variant rules and designer notes free from G.M.: Jared Scarborough, RR1 Box 160, Payson, IL 62360.

ASL players wanted; will train qualified wannabes. Will consider any Eastern Front games. Contact Kelly Bastin, 1950 Payton Road, Martinsville, IN 46151. (317) 349-9705.

Experienced gamer seeks opponents in the Iowa City/Cedar Rapids area to play ASL, EIA, WSM, BRI, CIV, or others. Contact Randy Yates, 78 Amhurst, Iowa City, IA 52245. (319) 358-6681.

ASL Players Association of Kansas City—The Lead Hill Gang wants you. Contact Larry Maxwell, 1419E E, 125 Terrace, Olative, KS 66061. (913) 829-8718.

Opponents wanted for PBM AK, BB91, TRC, A3R, 3R4, W&P. Area rated. Contact John Herrington, 109 Whaley Lane, Nicholasville, KY 40356.

FTF ASL wanted in New Orleans area. Contact Bryan Vieages, 77370 Pete Richardson Rd., Bush, LA 70431.

Need AREA rated PBEM opponents. WaW™ OC, ST. On-Line at CIS: 72510,3215; GENIE: V. Alfonso. Contact Vincent Alfonso, 1605 Charlotte St., DeRidder, LA 70634. (318) 463-3295.

Westbank group looking for 2 more players for multi-player games. We meet every other Wednesday, 6:30PM-11:00PM. Contact Greg Schloesser, 3800 Briant Drive, Marrero, LA 70072. (504) 347-7145.

Interested and ignorant. Have few games, no one to play. Can you answer the call for help? Then please do. Contact Philip Sokolowski, 1003 Vanderwood Rd., Baltimore, MD 21228. (410) 744-0067.

Adult gamers wanted to join gaming club. We meet alternate Wednesdays at 7:00 PM. We play TT, HWD, CIV, and many others. Contact Keith Levy, 7310 Kathydale Rd., Baltimore, MD 21207. (410) 653-2735.

Avalon Hill Club being formed in Laurel, MD. Tournament AH games each Sat. as well as other AH game play. Interested? Write to: AH Club, 878 Elmhurst Rd., Severn, MD 21144.

Attention! Avalon Hill gaming clubs in the VA, D.C. and the MD areas. Possible tournament AH games between clubs. Interested? Contact: AH Club, 878 Elmhurst Road, Severn, MD 21144.

FTF opponents wanted for A3R, EIA, BKN, ROR. Contact Michael Johnson, 1414 Commonwealth Ave., Boston, MA 02166. (617) 859-4818.

Veteran gamer with free mornings looking for FTF ASL, A3R, SOJ opponents. Contact Paul Sidhu, 60 Wadsworth #22E, Cambridge, MA 02142. (617) 577-7449.

Battle Harden to Fanatic status with the Southern New England ASL Players Association. We meet most Saturdays, so call/write Vic Provost, 1454 Northampton St., Holyoke, MA 01040. (413) 536-9661.

FTF opponent wanted for ASL and UPF in greater Boston area, Contact John Winslow, 110 Pearson Road, Somerville, MA 02144. (617) 625-1224.

Thirteen year old looking for FTF ACV, A5A, SJW, HCR. Will learn any Civil War game. Contact John Hattrem, 1251 Kimberly Dr., Lansing, MI 48912. (517) 372-3154.

Opponents wanted for ROR, DIP, KM, 1830, W&P; willing to play/learn others. Contact Chase Bramwell, 7 Heritage Lane, Fords, NJ 08863. (909) 750-8714.

Join the Officers Club: A multi-player blind SL Campaign PBM. Also, BKB, M92, A5A, B91, SOA. Contact Larry Balawender, 608 Huff Ave., Manville, NJ 08835.

The Jersey Association of Gamers (JAG) meets twice monthly. All types of games played, with emphasis on wargames and miniatures. Club newsletter and library available. Contact Keith MacFarland (President), 80 E. Prospect St. Apt. 2, Waldwick, NJ 07463. (201) 612-9411.

I've just relocated to Santa Fe, New Mexico. Opponents wanted for PBM or FTF for CD, EIA, PB, PL, SST, SOA, TPS, WRAS. Contact Tom Hastings, 663 Washington, Ave. #48, Santa Fe, NM 87501. (505) 988-4056.

Wanted: Adult gamers for PZB, PZL, UPF, WSM, ASL. Prefer PBM where applicable, but FTF ok. Contact Tom Reed, 23 Division St., Baldwinsvulle, NY 13027.

The Metropolitan Wargamers, Inc., New York's foremost game club invites you to our spacious loft, with facilities and members to play any game, anytime. Conveniently located in Brooklyn with ample parking and access to public transportation. Key members enjoy 24 hour access. Miniatures and boardgames. Contact Joe Brophy at 1-800-683-1111 (day time), or Bill Chin at (212) 628-6609.

Wanted: Rated/Unrated players PZB and other games PBM. Contact James G. Grotto, 317 Amber St., Brooklyn, NY 11208. (718) 348-0211. Leave message on machine; will answer.

Queens resident looking for NYC area opponents for serious, FTF FL, AF, UP, WSM, RW, and other games. Adults, please. Contact David Angus, 98-17 H.H. Expressway, #8-C, Corona, NY 11368. (718) 271-4428.

PBM rated/unrated GBG88 (including optional rules as per GENERAL 29-4). PBM AK, BB91. FTF A5A. Contact Willie Voll, 2810 Moreland St., Yorktown Heights, NY 10598. (914) 245-4636.

35-year old with 17 years experience. Not rated, looking for FTF or PBM for SL, COI, COD, GI. Contact Kenny Smith, P.O. Box 7, Barium Springs, NC 28010.

Looking for FTF opponents for ASL. Call after 5 PM. Contact David Stephens, Rt. 1 Box 39A, East Bend, NC 27018. (910) 699-8647.

Attention Warriors! Become a commander in some of the most important battles in history. Join the only wargaming club in Bismark, North Dakota. Contact Kevin Kiconas, P.O. Box 1037, Bismark, ND 58501. (701) 663-2244.

Adult gamers wanted for FTF in PZN, PZL, RF, TRC, TPS, and many more. Contact Keith Althouse, 519 Bicker Drive, Hamburg, PA 19526. (610) 562-2089.

FTF GE88, FT, 3R in own home or Spring City area. Can't travel too far. Contact Mark R. Rogers, 273 Broad St. Apt. 3, Spring City, PA 19475. (610) 948-0336.

PBM multi-player TCA game mod rules and units. Excellent system. Unusual opportunity. Contact Mike Combs, 1927 Lorick St., Cayce, SC 29033. (803) 939-0116.

New house with huge basement only lacks FTF gamers. Own over 20 AH games. Contact Hank Burkhalter, 1314 Miriah Dr., NcMinnville, TN 37110. (615) 668-8706.

Hello Rio Grande Valley gamers! ASL and WSM FTF opponents wanted. Also play other games. Contact John Garlic, 4402 Glassock #518, Harlingen, TX 78550. (210) 412-3288.

Interested in multi-player PBM games? Pontevedria is a listing of 'zines and GMs in North America. Send SASE for a sample issue to: W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

Richmond area gaming enthusiasts (RAGE) meets regularly for TAHGC, miniature, and boardgaming. Contact Gerry Germond 5333K Huntmaster Dr., Midlothian, VA 23112. (804) 744-4903.

Virginia Beach area: I play WSM, GE, CAE, DEV. Also need additional players for weekly 1830 game. Contact Mark B., 521 Springlake Cr. #101, Virginia Beach, VA 23451. (804) 422-9115.

Wanted: Basic to intermediate any naval game. Plus, TAC2, AK, BB, DD. Contact Dave Brosnan, P.O. Box 1651, Yelm, WA 98597.

Experienced ASL player seeking FTF ASLers in the mad city. Contact Greg Barness, 4403 Crescent Road #2, Madison, WI 53711. (608) 274-2682.

ASL opponents wanted FTF. I especially enjoy designing and playing DYO scenarios. Contact Harold Moye, P.O. Box 428, Pinedale, WY 82941. (307) 367-2732.

FOREIGN

PBM AREA opponents wanted for FE; AHIKS welcome. AREA Rating 1800 (verified). Contact Major Terence Zuber, Box R #1, Unit 26224, APO AE 09036.

Any other ASL players here in Korea? Please give me a call at 736-8175 or 753-3942. Contact Jeffrey H. Musk, 52nd Ord Co., Unit #15230, APO AP 96271-0166.

Looking for people to play BP by mail. I'm a beginner, but will play an opponent. Contact Sandy Ardern, RR #5, Shawville, QUE, Canada J0X2Y0. (819) 647-5094.

After 15 years of gaming, new PBM opponents wanted: SL, COI, AFK, D77, TRC, PZL, BL. New to ASL. Serious, reliable adults only. Contact Richard Van Vugt, P.O. Box G2345, Amsterdam Holland 10go AH.

Stand by players for PBM PXB. Contact Kevin Burnd La Kasa Inoue #105/Wahara 144-3, Minami Ashigara, Kanagawa 250-01. 0465-748767.

Experienced ASL player, beginner A3R, seeks FTF/PBM opponents. Speak English/Spanish.Contact Richard Garcia, Canovas Del Castillo 5, Malaga, Spain 29016.

BKN or E-Mail; Rated or not. Compuserve: 100431, 70. Contact Murray Cowles, 6 Chafford Gardens, West Horndon, ESSEX UK, CM13 3NJ. (0277-811540).

Help! Opponents wanted for PBEM: OC, FC2, and WaW™ ST. Contact Steven Gertsch, Fed. of Germany. Compuserve: 100344,3033.

EIGHT STEPS TO ASL
A Programmed Instruction Approach

By Jim Stahler

ASL Annual '90 *is out of print. We believe the reason for this is the article below, which lists the rules you must know and when. A number of people have asked us to reprint that issue, but we haven't had enough response to justify a reprint—yet. So, in the interim, we can use this publication to offer those articles most wanted from that* Annual.

While Mr. Stahler's article is bent on moving SQUAD LEADER *aficionados to the* ADVANCED SQUAD LEADER *system, his information is vital to anyone wanting a more concise approach to the ASL system, new or old players. Even I have taken on the mammoth task of learning the system front to back. Chapter K gave me a little insight, but I have a feeling I'm in for quite a ride. But I'm up to the challenge. So, here's Mr. Stahler's article, reprinted here in its entirety from ASL Annual '90.*

★★★★★

In the beginning, there was *SQUAD LEADER*. Fourteen years ago I was a playtester for the original game, way back in 1976. After reading the rules for the first scenario, I thought that this was too complex a game system, and that it would never catch on. I admit I was wrong. It did catch on—and in a big way. *SQUAD LEADER* went on to be one of the most popular and successful titles in the history of wargaming. Part of the reason for this success lies in the "Programmed Instruction" format of the rules, which made the system accessible for most wargamers. The novice *SL* player could absorb the large mass of detail in 12 scenario-sized bits. Then along came *CROSS OF IRON, CRESCENDO OF DOOM* and *GI: ANVIL OF VICTORY,* which expanded and refined the original game system. All the gamettes continued the Programmed Instruction format of the rules, giving players a total of 47 small, bite-sized chunks which, when all taken together, added up to a nearly indigestible feast.

While ideal for learning an innovative new game system, the Programmed Instruction format is less than ideal for reference when you have to search the rulebook hunting for that elusive rule. Out of *SQUAD LEADER* there arose *ADVANCED SQUAD LEADER,* with its comprehensive rulebook designed as a reference to all the updated rules in the *ASL* system. With its use of color, cross-references and superb glossary/index, it is the best reference that I have seen, of any type. However, the problem with the reference format is that it made it difficult to learn *ASL;* in fact, it is a lot like taking a drink of water from a fire hose running at full blast. Luckily, most of the *ASL* rules deal with specific terrain units, weapons and circumstances that don't appear in many scenarios. It is possible to master the system by just reading the rules needed for the next scenario, and playing the scenarios in order of difficulty. This is the approach that this article will take: how to learn to play *ASL* (in only eight easy lessons).

This article makes use of the first five scenarios from the original *SQUAD LEADER* as updated in The *GENERAL (Vol. 22, No. 6 and Vol. 23, No. 2),* the ten scenarios published in *BEYOND VALOR* and the eight scenarios found in *PARATROOPER.* The *PARA* scenarios require the counters and Board 24 that come with that module, plus Boards 1-4 (which were included with *SL).* These four boards are also required for the five updated scenarios, along with the counters from *BEYOND VALOR.* The first *ASL* module itself

contains all the counters and boards needed for its ten scenarios (except for Board 8, originally in *GI,* which is required for two of the scenarios). And, of course, you must have the *ASL Rulebook* at hand.

I recommend this Programmed Instruction approach to anyone seeking to move from *SL* to *ASL,* whether they have played just *SQUAD LEADER* or kept up with the system all the way through *GI.* Even if learning *ASL* from scratch, it is a useful method—although I'd heartily recommend first approaching the system by reading Chapter K (the "Squad Leader Training Manual" found in *PARATROOPER)* which I authored. Veteran *SLers* be warned: even though *ASL* evolved out of *SL,* and despite a strong family resemblance, there are major alterations and innovations throughout. Everyone meeting the *ASL* system is in for a lot of surprises, so read every rule carefully.

LESSON 1:
The Basic Infantry System

We start with that familiar first scenario from *SQUAD LEADER,* "The Guards Counterattack", as updated into ASL Scenario I in The *GENERAL.* It is short, straightforward, and fun. It is the first scenario that I played as a playtester for *SL,* and the first scenario that I played using the new *ASL* rules. It is, in fact, the first scenario that most of us played way back when, and I think that much of *SL's* popularity arose from this simple scenario getting people hooked on the tactical system.

It uses only half of Board 1, having only four types of terrain with which to be concerned: open ground, roads, woods and buildings. It introduces the basic infantry units: squads, leaders and machineguns (although half-squads may appear during play as a result of casualties).

I am purposely keeping this first lesson as easy as possible by temporarily ignoring some of the complexities introduced in *ASL,* but it remains the biggest chunk of rules to digest at one sitting. Even if you are a *SQUAD LEADER* expert, I suggest that you first read all the rules sections listed below. Much is familiar, but much has been changed. Then play the scenario, read the rules sections again (the rules will now make more sense, and you may note a few things that you did wrong the first time), switch sides, and play the scenario one more time. Then it is time to move on. I also strongly recommend that you really do skip the rules sections not mentioned or that I ask you to pass over; there is plenty to learn in Lesson 1 without being overwhelmed.

Start with the following rules:

Introduction
See what Don Greenwood has to say about his creation.

A.I-A.18
These are general rules about the game with a few new concepts and a few old ones. Skip A.6, which refers to Depressions not found on Board I; A. 14, which is not needed until vehicles are introduced much further down the road; A. 16 and A. 18, which only apply to rules which won't be introduced until later. *SQUAD LEADER* players will note that A.7, A.8, A.9, A. 11 and A. 15 introduce new terms and concepts.

A1.1-1 .5
Meet the troops. Squads and leaders are familiar from *SQUAD LEADER.* Heroes were introduced in *COD,* but the scouts are gone. Half-squads first came with GI. Skip I.1 23 since crews won't make their debut for awhile, and skip 1.31-.32 to keep things simple in this first lesson.

A2.1-2.3; A2.8-2.9
This section introduces you to the mapboard. Skip the sections relating to mapboard entry, exit and overlays—none of which apply to Scenario A. Rule A2.8 brings an important *ASL* concept. And, regarding 2.9, to keep things simple squads may not be deployed in Lesson 1.

A3
The Basic Sequence of Play is virtually the same as that in *SQUAD LEADER,* but pay attention to the abbreviations and to the Movement and Defensive Fire phases. These reflect the biggest changes from the original *SL* system. No longer is there any tracking of moving units. Infantry is fired upon as it moves, the same as vehicles always were.

A4.1-4.13
Infantry movement is about the same as in *SQUAD LEADER.* I am skipping many of the sections that add detail to the infantry movement system. We will experience them in the next lesson.

A4.14
Enemy units still block movement. Ignore the exceptions for now.

A4.2
The "Mechanics of Movement" are the same as in *SQUAD LEADER,* but spelled out more precisely here.

A4.4-4.44
Portage and possession of support weapons. This is a refinement of the rules introduced in GI.

A4.6-A4.61
The movement modifiers to Defensive Fire replace the old—2 DRM for moving in open ground. Assault Movement was first introduced in GI.

A4.7
Advance Phase. Note that units no longer can advance into a building and then upstairs in one bound. Skip A4.71 since there is no armor in sight yet, and A4.72 because Board I has no Difficult Terrain.

A5.1-5.11; A5.45.5
Stacking limits are virtually the same as in *SQUAD LEADER.* Overstacking is now allowed, however, but with a penalty imposed.

A6.1-6.11; A6.2; A6.6
The Line of Sight (LOS) rules are the same as in the original system. For this first lesson, all buildings will be treated as having a ground level only, so you can ignore references to Blind Hexes. Board I has no half-level obstacles, depressions, or any terrain that provides for LOS Hindrance.

A7.1-7.33
Fire attacks should be familiar to any who have played *SQUAD LEADER. Skip* A7.211 and 7.307-.309 since there are no vehicles introduced yet. To keep things relatively simple, I am shipping many of the fire attack options here and in the next rules section. Don't worry; we will get to them in Lesson 2. Note that Opportunity Fire and Pin Task Checks are *ASL* innovations.

A7.35-7.353
Support weapon usage is slightly different from what you may be used to.

A7.4
Target determination is the same as in *SQUAD LEADER.*

A7.5; A7.52-7.531-7.55
These rules all concern Fire Groups.

A7.6
TEM and LOS Hindrances. TEM is the same as in *SL,* but LOS Hindrance is a new concept that will be important in future lessons; since it figures prominently and is an adjunct of TEM, you may as well assimilate it now.

A7.8-7.81; A7.83-7.831
"Pinning" was introduced with *COI.* This is expanded upon now with the possibility of a Pin Task Check (PTC) on the IFT.

A8.1-8.14
The way we handle First Fire is the most important single major change in *ASL.* This section will have the biggest effect on play of all the deviations from *SL.*

A8.2-8.221; A8.23; A8.26
Residual Fire is brand new with *ASL.*

A8.3-8.31-A8.4-8.41
Subsequent First Fire, Final Protective Fire, and Final Fire complete the new First Fire rules. This is undoubtedly the most complex, innovative, and important section in Lesson 1. It is worth a second reading, and careful examination of the examples.

A9.1-9.2
Machineguns have multiple Rates of Fire (ROF), which replaces the old Penetration rules from *SL.* Machineguns seem to keep on firing forever in *ASL.*

A9.3
Sustained Fire goes hand-in-hand with the First Fire rules found in A8. This is very different from "Sustained Fire" in *COI* and *GI.*

Train, Train...
Coming Down the Track!

Preview of *1830* for the Personal Computer

By Robert Waters

The first time I played *1830* (the boardgame), I was beaten thoroughly. Being a money game, and not being very good with cash, what could you expect? Every time I bought a train, it went obsolete; every time I bought stock, it went belly up. So, when I was asked to participate in the production of *1830* for the PC, I accepted gracefully; not because I'm good at the game, but because of my desire to be something I'm not: a financial genius. *1830* gives me that opportunity, if only for a short time.

If you're familiar with the boardgame, this computer version will suit you well. With the exception of a few small changes (to accommodate programming), the mechanics of the game are the same. The beauty here, however, is that you don't have to keep up with all those paper certificates and cash, and whatever else you have to keep up with during play. The computer does all the tedious work for you. The computer will even run your trains; you don't have to sit there and glean over the game map trying to find the best routes. All you have to do is sit back and wait your turn. *1830* is not a train game where "micro-management" rules the hour (unlike other computer rail games on the market). You have one basic goal: Make more money than your rivals.

As a player of *1830,* you play dual roles: an independent Entrepreneur (a **Baron**) and Railroad Corporation **President**. This dual role is tough to balance. To win the game, you must be the richest "Baron" at the end of play. To earn money as a Baron, you must become President of one or more of the Railroad Corporations. As President, you must decide to pay out dividends earned by your Corporation or withhold the earnings. If you pay out, you (the Baron) will earn money necessary to win. If you withhold, you will deprive yourself and other shareholders cash needed to win. But sometimes you must withhold to further the success of the Corporation. It's a tough decision, and this electronic version of *1830* juggles the dichotomy beautifully.

INITIAL OPTIONS

Like most computer games, *1830* opens with an Initial Options Screen:

Initial OPTION Screen

NEW GAME BUTTON
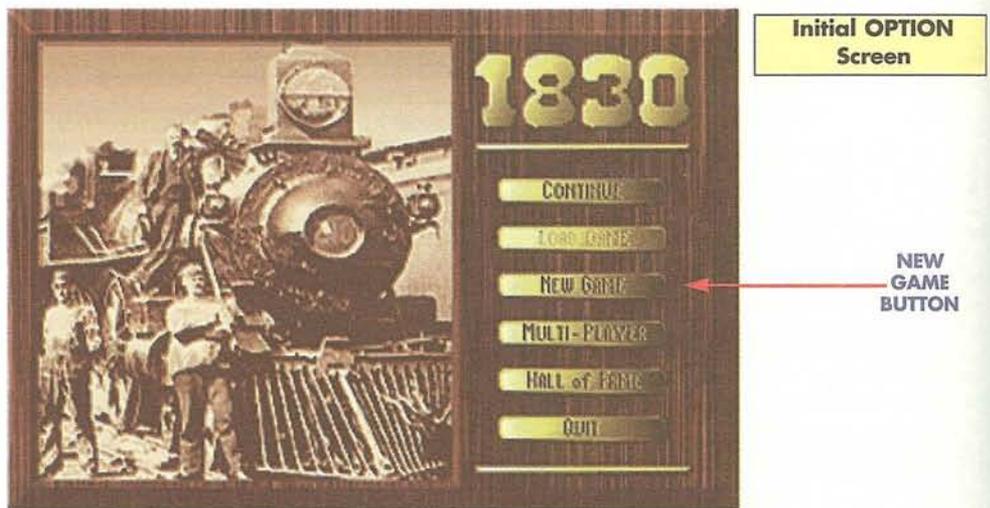
On this screen, you will choose one of six options displayed on the right of the train. Naturally, if this is your first game, you'll select **NEW GAME**. The game moves to the Baron Gallery.

THE BARON GALLERY

Look at these guys! What did their momma feed them for breakfast? Gold Bullion?

BARONS

Play Level Buttons
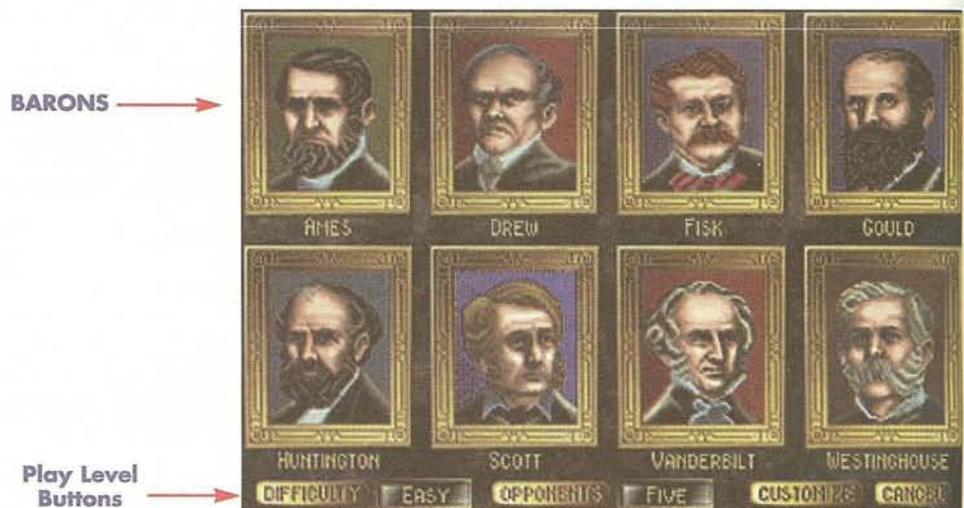
One of these proud cutthroat capitalists will represent you during play. I recommend choosing the one you resemble the most. I prefer Gould myself. I don't look like him, but I once heard he cheated his own mother in a Real Estate deal. This is the kind of capitalist you can send Christmas Cards. But before choosing your alter ego, you must set the play difficulty level and custom options.

There are four play difficulty levels to choose from: EASY, AVERAGE, HARD, HARDEST. Game play isn't effected by level, save that your computer opponents are much, much more difficult to beat at the higher level. You must also choose the number of opponents to play against. You can choose up to five opponents. Once you've selected the play difficulty level and number of opponents, you must select a Baron to represent you during play. This is quite easy—simply move the mouse arrow over a portrait, click the left mouse button once, and rename the Baron. Once this is completed, the game will officially begin by moving to the purchase of Private Companies.

THE PRIVATE COMPANY BIDDING ROUND

There are two business entities in *1830*: Private Companies and Railroad Corporations. During this portion of the game, each Baron in play will buy Private Companies. Historically, the Private Companies were the predecessors to the major Railroad Corporations. Before the game moves any further, all Private Companies must be acquired.

Your goal then is to acquire those Private Companies that best fit within your ultimate play strategy. Each Private Company has a Revenue Value. At the beginning of each Operating Round, all Private Companies will operate and pay their owners that revenue. As you can see, the Baltimore & Ohio Private Company pays the highest revenue; the Schuylkill Valley the lowest. In addition to paying revenues, many of the Private Companies offer their owners play benefits during the Stock or Operating Rounds. For example, the Baron who purchases the Mohawk & Hudson can close the M&H during his Turn of the Stock Round and receive one share of the New York Central Railroad (NYC). So, if you're interested in becoming the President of the NYC, you might consider trying to acquire the M&H Private Company. Why would I want to become President of the NYC, you ask? Well, read on.

THE STOCK ROUND

After all Private Companies are acquired, the game moves to the Stock Screen and the first Stock Round:

As *1830* is a money game, how could the stock market be ignored? Well, it wasn't. What better way for the inspiring capitalist to earn money than to buy and sell stock in the eight major Railroad Corporations represented in the game? During a Stock Round, you will buy and sell stock in an attempt to (1) affect the value of the stock on the stock market, (2) control the most valuable stock and thus increase your personal wealth, and (3) buy enough stock in one or more Railroad Corporations to become their President. By becoming their President, you conduct their business, and thus earn revenue for yourself (the Baron) and for the Corporation. Sound simple? It's not.

A Railroad Corporation is "floated" (i.e., it can begin operating) as soon as six shares (60% of the Corporation) of its stock have been purchased. To become President of a Corporation, you must own the President's Certificate (the 20% share) and more shares of that stock than any other Baron. The first share purchased from a Corporation is its President's Certificate. When you purchase this certificate, you'll be asked to set the "Par" value of that stock.

The Par Value is important, because this determines where the Corporation's stock token begins on the stock market screen. The higher the "Par" Value, the more valuable the stock. However, as the game progresses, the value of the stock will be determined by its buy/sell rate. The more stock purchased in a Corporation means the closer that Corporation comes to operating; the more stock sold in that Corporation means the closer that Corporation comes to economic hardship. If you're sitting on a load of stock with a very low value, you won't earn much money (for yourself and the Corporation). This is where the competition in *1830* excels. The computer Barons are ruthless; it takes all of your skill as a strategy gamer to even keep up with their play tactics. I can't tell you how many games I've played where I've been on the receiving end of a stock dump. Westinghouse or Vanderbilt dumps all the certificates of a Corporation I control and force its market value to plummet. When that happens, you know it's going to be a tough game. I've played games of *1830* where I was completely taken out of commission. During a game on the HARDEST level, for example, I floated the NYC with the hopes of winning (how presumptuous!). The NYC is a really good company to control, especially during the latter stages of the game. Everything was going smoothly, cash was coming in, dollar signs flashed before my eyes. Then, Huntington decides to dump all his shares of NYC, driving the value down to $50 a share. My wallet dropped out of my back pocket, and I finished a cool fourth in a 4-Baron game.

THE RHETORIC OF GAMES

Attacking Natives: Rule 8.31 in *NEW WORLD* re-analyzed

By John David Galt and Robert Waters

One of the toughest things I've encountered during my tenure as editor is deciding whether to comment or not to comment. By this I mean—whether to recognize a flaw in logic of an article or whether to just let the author speak his mind, right or wrong. Aristotle believed that every writer has his own personal voice (his "ethos") and projects that ethos into his writing. Every writer has a right to his own voice. I've always believed this and have tried to keep my personal prejudices or beliefs out of the articles. I've taken some flak for that from readers who "expect" me to find every little questionable argument in an article and react to it. I try hard to catch the flaws, but I find it difficult sometimes when faced with so many titles and so many miniscule bits of data. But I continue to improve with each day.

On January 19, 1995, I received an E-Mail letter from a John David Galt, a gamer and fan of *NEW WORLD*. His letter addressed a portion of Michael Anchors' article "Native Policy in *NEW WORLD*," printed in Volume 29, No. 5 of *The GENERAL*. This is the letter in its entirety:

*"Michael Anchors' article has some interesting things to say about strategy, but he has made a fundamental error in interpretation of the rules. His flat statement, "The number of soldier casualties equals half the number engaged," assumes that once you declare an attack with a given number of soldiers, you must roll a die for each of them (and take the chance that they die) even if you have already killed all of the opposing force. This is not true. I quote from rule 8.31: "The battle continues until each attacking unit has rolled **or** all defending units have been eliminated."*

This correction sounds minor, but in fact it blows away Anchors' "Rule of Two" and some of his strategy ideas. Here are the correct tables.

Notice that:

a) *The highest cost per kill is one soldier ($13.25–Table 2); the lowest is 5/6 of a soldier. The difference is that, with one native, a soldier who rolls a 6 won't get a chance to kill more than one; while in the lower left corner, where you're very unlikely to kill all the natives, a soldier who rolls a 6 will nearly always get the full benefit of it. (5/6 is actually a theoretical limit, and is approached within five decimal places but not reached.)*

b) *To minimize the cost per kill, only one soldier should be used, unless there is only one native, in which case it does not matter how many soldiers you use. The "rule of two" is all wrong.*

c) *Since the range of cost-per-kill values is so narrow, it is usually not as important as other factors (such as the chance of Native Uprisings) when you are deciding whether and how to attack. The corrected Table 3 on page 23 shows an example of this.*

This agrees with Anchors' other main point, that attacking natives will, on average, lose money on that turn; but it shows that attacking with one soldier gives you the best chance of political control.

Note also the effect of small changes: If you started with two or four soldiers, then attacking with even one soldier might cause greater losses to uprisings, because losing one soldier would cause a column shift on the Native Uprising Table. On the other hand, if you started with more or fewer colonists (so that losing PC is less likely), then attacking does not cost you as much.

Attacking natives can pay, but only if you can count on keeping the area for at least three turns; I would not try it in an area someone else may attack. For this reason, it's worthwhile keeping the peace with your neighbors, or settling inland and hard-to-reach areas."

John's interpretation of **Rule 8.31** is, I'm sure, the most widely accepted interpretation by most *NWD* players. Even I've played the game that way. If so, one can argue that—based on this interpretation—Michael Anchors' argument is false (as John suggests). So, why wasn't this "obvious" flaw in Michael's interpretation identified and corrected? Well, let's look at rule 8.31 in its entirety:

8.31 *RESOLUTION:* **The attacking player specifies how many of his Soldiers are participating.** If he wants any Prospectors in the Area to attack also, he must flip them to their Soldier side. Regardless of the outcome of the battle, they may not prospect in the next Discovery Phase (4.32), although they may still take possession of a captured mine. Soldiers of the attacking player in the same Area who were not part of the attacking force, may move onto any vacated mines as Prospectors. **He then rolls a die for the first attacking Soldier.** If he rolls an ODD number, the attacking Soldier is eliminated. If he rolls an EVEN number, a defending Soldier is eliminated. If he rolls a "6," not only is a defender eliminated but that attacking Soldier may immediately roll again—this time

Table 1: Expected number of NATIVES killed when soldiers attack natives.								
No. of Natives	Number of Soldiers Attacking							
	1	2	3	4	5	6	7	8
1	0.5000	0.7500	0.8750	0.9375	0.9688	0.9844	0.9922	0.9961
2	0.5833	1.0833	1.4375	1.6667	1.8073	1.8906	1.9388	1.9661
3	0.5972	1.1736	1.6875	2.1007	2.4071	2.6211	2.7639	2.8559
4	0.5995	1.1944	1.7697	2.2975	2.7501	3.1143	3.3915	3.5930
5	0.5999	1.1989	1.7925	2.3691	2.9087	3.3901	3.7984	4.1285
6	0.6000	1.1998	1.7983	2.3915	2.9702	3.5197	4.0230	4.4657
7	0.6000	1.2000	1.7996	2.3978	2.9911	3.5722	4.1298	4.6502
8	0.6000	1.2000	1.7999	2.3995	2.9975	3.5912	4.1746	4.7390

Table 1.5: Expected number of SOLDIERS killed when soldiers attack natives.								
No. of Natives	Number of Soldiers Attacking							
	1	2	3	4	5	6	7	8
1	0.5000	0.7500	0.8750	0.9375	0.9688	0.9844	0.9922	0.9961
2	0.5000	0.9583	1.2917	1.5104	1.6458	1.7266	1.7734	1.8001
3	0.5000	0.9931	1.4479	1.8229	2.1059	2.3060	2.4408	2.5282
4	0.5000	0.9988	1.4884	1.9473	2.3490	2.6774	2.9308	3.1170
5	0.5000	0.9998	1.4976	1.9862	2.4504	2.8711	3.2332	3.5297
6	0.5000	1.0000	1.4995	1.9966	2.4854	2.9547	3.3899	3.7776
7	0.5000	1.0000	1.4999	1.9992	2.4961	2.9856	3.4594	3.9059
8	0.5000	1.0000	1.5000	1.9998	2.4990	2.9958	3.4863	3.9630

Table 2: Expected Cost Per Native Killed (at $13.25 per soldier killed).								
No. of Natives	Number of Soldiers Attacking							
	1	2	3	4	5	6	7	8
1	13.25	13.25	13.25	13.25	13.25	13.25	13.25	13.25
2	11.36	11.72	11.91	12.01	12.07	12.10	12.12	12.13
3	11.09	11.21	11.37	11.50	11.59	11.66	11.70	11.73
4	11.05	11.08	11.14	11.23	11.32	11.39	11.45	11.49
5	11.04	11.05	11.07	11.11	11.16	11.22	11.28	11.33
6	11.04	11.04	11.05	11.06	11.09	11.12	11.16	11.21
7	11.04	11.04	11.04	11.05	11.06	11.07	11.10	11.13
8	11.04	11.04	11.04	11.04	11.05	11.05	11.07	11.08

NOTE: These charts are exactly as John supplied them to me. Tables 2 & 3 are, in my opinion, the most important for the discussion.

Table 3. Expected Results of Attack Options in the New England Example. (Assumes that it is an early turn (R1, PC20) and you don't already have Political Control of the area.)					
Number of Soldiers Attacking	Battle Loss (Soldiers/ Natives)	Colonists Lost in Uprising	Survival Loss (Colonists/ Soldiers)	Chance of Political Control	Profit = Income minus Cost of Lost Soldiers
0	0.0000 / 0.0000	0.6667	0.3333 / 0.3333	0.4444	+7.47
1	0.5000 / 0.5833	0.6481	0.3333 / 0.3333	0.4506	+0.99
2	0.9583 / 1.0833	0.7778	0.3218 / 0.3391	0.4306	−5.68
3	1.2918 / 1.4375	0.9468	0.3316 / 0.2977	0.431	−10.27

ignoring any ODD die rolls. If the attacker again rolls a "6," he may attack yet again, and so on until he fails to roll a "6." The battle continues until each attacking unit has rolled or all defending units have been eliminated. **The attacker cannot cancel an attack prior to its conclusion, no matter how badly it goes, unless the defender agrees.**

The sentences I've highlighted are those I want to discuss. These sentences were the key to Michael's article and his interpretation, as well as my decision to leave Michael's interpretation alone. Let's analyze the rhetoric of this rule and see the conflict:

The first sentence sets the precedence: *"The attacking player specifies how many of his Soldiers are participating."* Immediately, I'm led to believe that the number of soldiers I do commit to the battle are **IN THE BATTLE**, and that if I bring them in, they must participate. This falls right in line with Michael's statement that all soldiers must roll in the attack. John's interpretation implies that the attacking player is allowed to stop: *"The battle continues until each attacking unit has rolled or all defending units have been eliminated."* His argument is based on the either/or construct, implying that the attacker can stop when the defenders are killed. His interpretation of "or" is sound, but there are too many conflicting statements in the rule that confuse the issue.

Later in the rule, there is this statement: *"He then rolls a die for the first attacking Soldier."* There is no "literal" interpretation that can be rendered from this statement. What exactly is the sentence saying? By saying **first**, I immediately assume that more attacks **MUST** follow (regardless of the outcome of the battle). This really confuses the statement John quotes because if the player can stop the attack, why wasn't there a qualifying statement along these lines immediately afterwards: "He then rolls a die for the first attacking Soldier and so on; as soon as these attacks eliminate the defender(s) in the space, the battle is over." This would have clearly qualified and confirmed John's argument. But no, what happens is that three sentences fall between this statement and the one John quotes (which, in my opinion, was a rhetorical flaw that allows the confusion to build).

The last sentence in the rule, however, is the nail in the coffin: *"The attacker cannot cancel an attack prior to its conclusion, no matter how badly it goes, unless the defender agrees."* Again, I interpret this to mean that the attacker

MUST roll for all Soldiers that he brought into the battle. I mean, how can the rules say "no matter how badly it goes..." and in the previous sentence state what John bases the whole rule on? I'm not criticizing his interpretation, but this statement flies in the face of reason. "The attacker cannot cancel an attack prior to its conclusion." How should we interpret the word "attack"? If we define "attack" as the whole attack of all units participating, then the statement, "cannot cancel the attack" means that all Soldiers must roll, even if the defender has been eliminated. If we accept the notion that all Soldiers in the battle comprise "the attack," the attack must be completed, which means, again, that all Soldiers must roll and risk elimination. If we interpret that statement as such, then we believe that the statement John quotes is false; or, in the least, open for personal interpretation.

Another thing that helps force varying interpretations is the fact that **Rule 8.33** is too brief. Combat versus Natives is virtually the same as against other players, but the rule makes the distinction that the Natives can't retreat. To tell the truth, I think that rule is poor. It's an obvious game mechanic that allows the wholesale slaughter of the native population, but to tell me that the Indians can't retreat, again, flies in the face of reason. On one hand, the rule is saying that the mechanical nature of battle against natives is exactly the same as battles against other European countries. And on the other hand, it's saying they are different. But are they really? The ODD/EVEN rule implies to both. Now, you may argue that the ODD/EVEN rule (a rule that implies simultaneous combat) takes into account the "give and take" in a battle, but the rule of "6= reroll" gives the attacker a distinct advantage in combat. Why, then, can we not counter this rule by forcing all Soldiers brought into a battle to stand in the firing line? I believe that the rhetoric of the rule allows for that interpretation.

I do not believe that **Rule 8.31** allows such an iron clad interpretation as John suggests. There are too many other statements in the paragraph that conflict with his quoted line. But, I humbly accept his interpretation as his, (as I accept Mr. Anchors' interpretation as his). I've played *NEW WORLD* many times, and each time I play it, I find another interpretation of the rule that I hadn't thought of before. It's one hell of a great game!

☆

A Preview of Advanced Civilization for the PC

By Donald Greenwood

The movement screen weds the beauty of the boardgame with the speed and convenience of the computer.

I still remember the day when Alan R. Moon burst into my office on Read Street (that was ten years and two offices ago) exclaiming that he had just played the greatest game he had ever seen. The then-most-recent object of his passing fancy was Francis Tresholm's *CIVILIZATION*. Like everyone else in the vicinity, I was soon roped into a seven-player all-nighter to experience this wonder. About 14 hours later I toddled off to bed saying "never again." *CIVILIZATION,* for all its innovations and cleverness, was just too long for this kid. It's hard enough getting seven players together for a game, let alone one of marathon proportions.

Then along came Bruce Harper and his modifications to the original game in the form of *ADVANCED CIVILIZATION.* Bruce's variation created a reasonable solution to the extended playing time dilemma by allowing the game to end at any pre-determined time with a winner determined by points. Weekend struggles to reach the end of the AST scoring track were now a thing of the past. A reasonable game could now be played in the course of an evening. In addition, the new version eliminated the only real design element I did not like: the limitation on the number of Civilization cards. No longer could a player be painted into a corner from which further advance was impossible. Now every facet of civilization was available to every player—just as it was in reality. The game was no longer a race to acquire the magic combination of cards that awarded victory. Now it was a matter of constantly shifting priorities to determine the most efficient way of meeting the needs of the moment. And to top it all off, these improvements were accompanied by a wide assortment of interesting new Civilization and Trade cards which clothed the game in an entirely new look. I took an instant liking to *ADVANCED CIVILIZATION,* but it still required seven players and a long evening. Sure, you could play a shorter game but that was like playing *THIRD REICH* until 1942. You really wanted to experience the end game of a product with such a rich tapestry.

In between came Sid Meier's CIVILIZATION for Microprose. The latter was (and still is) one of the best selling computer games of all time. The Microprose version had nothing in common with our boardgame other than the theme and the name—and maybe Bruce Shelley who worked on both versions. To put down this product is to insult the Holy Grail. With 600,000 copies sold (and still counting), it has more rabid fans than any three boardgames I've ever done. Yet, for me, this game had no appeal. Historical absurdities such as nuclear carriers attacking Aztec fortresses or militias besieging cities for centuries relegated this to the category of Power Rangers stuff as far as I was concerned. Despite the testimonials of many of my friends, I was non-plussed.

But now we have *ADVANCED CIVILIZATION* for the PC and I may finally have become a convert. The programming talents of Jim Synoski and Norv Brooks have created a game that is extremely faithful to the boardgame while using the capabilities of the computer to accomplish the mundane accounting chores that made the former such a chore to play. Variations

that allow more than two calamities per victim, trade purchases from any stack, or two Trade cards per city add spice. Players are no longer a problem since the game's AI provides all the opposition you'll ever need whenever you want it. But most importantly, you can now play to the end of the AST by saving games in progress for continuation at your convenience.

And if you're hankering for human competition, you can play by EMail or hot-seat a game during breaks between other games. The EMail version is particularly noteworthy because it introduces an entirely different way of playing the game; i.e., semi-blind. Due to the need to reduce the number of mailings in an average turn, population expansion, ship maintenance and construction, and movement are all resolved simultaneously. This means that the order of movement which is such a major aspect of the original design takes on a decidedly lesser role in the PBEM version as players must guess the intentions of their neighbors. As I've always preferred games with an element of bluff and educated guesswork, I found this aspect of the game refreshing and, in many ways, superior to the sequential movement resolution. The only change to the game required by this was to replace the Military's ability of moving last with the power to extract another Token in losses before the normal resolution of conflict when playing by Email. Now tactics that are suicidal in a live game are simply daring. And there are very few sure things. A bit of daring is required to contemplate and invoke any winning strategy. The Playback feature of the PBEM version allows you to watch the move unfold as it really took place—not necessarily how you envisioned it. Once Roadbuilding enters play, your planned moves can be truncated and result in some nasty surprises.

The mini-movie effect of watching the Movement Phase unfold is ample reward for the added time it takes to play by EMail. However, the interaction of real human players should provide impetus enough to keep the on-line services humming with civilizations on the go.

One of the major attractions of computer games of course is that the program keeps track of the rules and prohibits illegal moves or creative accounting. The constant counting of tokens and points required in the boardgame is done instantly and painlessly by the computer and is displayed in graphic form at the touch of a button. Want to know how many tokens Illyria has in stock before you attack her city? A simple click displays her inventory. Another click displays the Civilization cards acquired or the current score.

Ever finish your Movement Phase in a boardgame to find yourself one factor short of the desired attack? Just click the "Start Over" button and redo your phase from scratch. Trying that in a boardgame is usually either impossible or at the very least grounds for argument.

Top it all off with great graphics, sound effects and animations, and you get a package that is hard to resist. Just how good *ADVANCED CIVILIZATION* will be is largely a matter of the quality we can build into the AI between now and its release date. If we can succeed in making it play a challenging game, I think you'll be impressed. I know I was.

ADVANCED CIVILIZATION is a DOS program requiring a minimum of four megs of memory and a 386 or better. Six megs and a 386/33 or better is recommended for optimum performance. The product will be available only on CD-ROM as disk versions are falling out of favor with retailers. ☆

SERIES REPLAY
FIFTH FLEET
Scenario: Action in the Bay of Bengal (Days 2 & 3)
Green Player: Thomas Chick
Red Player: Alan Tetkoskie
Final Comments: Joe Balkoski

In Volume 29, Number 6, we began this replay and completed Day One of hostilities. We now continue (and finish) with Days Two and Three.

NOTE: In Volume 29-6, an Order of Battle was provided for the forces in the game and an explanation on how the article was formatted. Space restrictions keep me from going into these details again. If you're just starting to read this replay, please order a copy of 29-6 so you'll have a clear understanding of the current situation.

DAY 2; 0000 HOURS
GREEN SUBMARINE PHASE

AS-4 Kitchens were launched at the Indonesian FF *S Riyadi* and the SC *Fairchild*, a Panamanian/Liberian flagged tanker. The *S Riyadi* sinks; the *Fairchild* gets away.

A barrage of SS-N-12 Sandbox and SS-N-19 Shipwrecks sink the Australian frigate's FFG *Adelaide* and FFG *Canberra* and damage the Indonesian frigates FF *Y Sudarso* and FFG *Nala*.

In reaction to the heavy losses, flags fly at half-mast throughout Australia today and anti-American demonstrations erupt into riots in the teeming cities of Indonesia's islands.

The *Nogin* is damaged by the *Honolulu*. The *Key West* loses contact with the *Kuznetsov* group (TF6) and the *Seawolf* cannot find the *Oppokov*. The *Orion* trundles north.

Since there's no longer a defensive screen of Australian and Indonesian ships, the feasibility of proceeding to Phase Two (Straw Bristles) will have to be reconsidered as the day progresses. We may launch all cruise missiles at Car Nicobar this afternoon in an attempt to destroy it early and widen the buffer zone between our carrier task forces and his air power.

RED AIR, SUBMARINE and SURFACE PHASES

The SSN *Nogin* was damaged by ASW. Well, if this isn't what I need. . . Whatever has been harassing the *Nogin* is still on his tail. Probably another submarine.

I have ordered yet another massive airstrike against the Banda Aceh airfield. We must have it neutralized.

Air Phase

This time I'm gonna throw everything I can into sacking that airfield, including the kitchen

Russian air missions.

sink. This will involve some risk, since I'll be leaving my carrier groups without their protective CAP.

Looks like we have another one of those darned "?" groups just south of Sumatra. I figure it has to be one of the enemy surface groups. <Sigh> Here we go again. Hope this one works.

Orders:
- 10 FS at Car Nicobar airfield ordered to bomb Banda Aceh
- 4 FS at Port Blair ordered to bomb Banda Aceh
- 5 FS at Port Blair ordered to escort strike at Banda Aceh
- 11 NFS from CV *Varyag* ordered to bomb Banda Aceh
- 4 NFS from CV *Varyag* ordered to bomb Banda Aceh
- 101 NFS from CV *Varyag* ordered to escort strike at Banda Aceh
- 1 NBS from Calcutta airfield ordered to strike unknown contact

- 1 EW from Calcutta airfield ordered to provide electronic warfare
- 5 NBS from Yangon airfield ordered to strike unknown contact
- 2 EW from Yangon airfield ordered to provide electronic warfare
- 3 NFS from CV *Kuznetsov* ordered to attack DD *Darwin* with ASMs
- 100 NFS from CV *Kuznetsov* ordered to provide escort

Battle Results:
- 10 FS from Car Nicobar utterly destroyed. All other aircraft assigned to the Banda Aceh strike are driven away by CAP.
- 1 EW and 1 NBS are utterly destroyed. All other aircraft assigned to attack unknown contact were damaged and driven back by CAP. Looks like I might have located one of Green's CV groups, but the price to find it was paid in blood.
- DD *Darwin* destroyed by ASMs.

CAPTAINS LOG: DAY 2, 0200 HRS (Captain A. Rozan, SSGN Balkhash)
We have received nothing but bad news about our comrades in the surface fleets and air forces. But we also have been ordered to proceed to another sortie point due west of Sumatra. Intelligence has assigned a high probability that an American carrier group is operating south of that area! Now perhaps, we may play a part in this conflict.

Submarine Phase

All submarines have been ordered to close in on the suspected carrier group. We're closing in on the end of the game, and if Green plans on meeting his mission objective, he needs to have a CV group within airstrike distance of Port Blair.

Surface Phase

Next phase is mine again; time to move the surface vessels. I order all surface groups to move directly south to get some open sea room and to try to get clear of the Banda Aceh airfield, which seems impregnable.

The Indian CV group is now getting within range of the action. Hopefully I'll be able to maintain its secrecy and pop it up as a surprise.

GREEN SURFACE and AIR PHASES

Major air strikes were launched against one or both of my carrier task forces. In surface actions, the remaining Australian and Indonesian ships were sunk.

None of the air strikes succeeded in penetrating the F-14 squadrons flying CAP. Furthermore, the land-based air assets in Calcutta were destroyed. The Tu-26 Backfire bombers and the Tu-16 Badgers stationed there were all shot down, leaving Calcutta with only a recon squad. Now only Yangon poses a threat with its air force (and its Tu-16 jamming aircraft are now damaged), and it's within easy reach of cruise missiles. The Russian long range bomber threat will soon be over!

The best news out of these reports is the list of aircraft turned back, aircraft that aren't performing CAP this turn. Included are the Su-33s of 101 NFS, the Yak-141s of 11 NFS, and the MiG-29Ks of 4 NFS, meaning there are no planes flying defensively over Russian TF7 and her two carriers, the CV Kiev and the CV Varyag!

The Su-27Bs of 5 FS and the Su-24 of 4 FS were also turned back, leaving Port Blair undefended. The previously damaged MiG-23s of 10 FS were downed, leaving Car Nicobar defended only by the MiG-29A Fulcrums of 7 FS with their anti-air value of 9. Once I secure the waters around my carriers, these air bases will be able to afford themselves only minimal defenses.

On the down side this morning, the FFG Darwin, the last of Australia's ships in the region, was sunk by AS-17 ASMs. The FF Ahmd Yani and FFG Nala survived torpedo attacks, but were sunk by Sandbox, Shipwreck, and Sunburn SSMs, as was the FF Y Sudarso.

Best of all, I know that I now have a surface and air phase, one after the other, so I can maneuver my ships into position and launch air strikes without fear of reprisal.

Russian TF7 has slipped out of contact, but there is an unconfirmed contact in the area that I'm certain is her; certain enough to attack since I know TF7 has no CAP this turn and I'd hate to miss this opportunity. If the contact turns out to be a neutral, my apologies in advance to the crew.

Surface Phase

I am in a position to strike the unconfirmed sighting with assets from Banda Aceh and the carriers Lincoln and America. However, Russian TF6 with the Kuznetsov is drawing near, so for my surface phase, I skirt my carrier task forces around to the east of my prey. I can't quite bring TF1 close enough to launch her Tomahawks, and only the DD O'Bannon is armed with these longer ranged missiles. So, I launch eight at the unconfirmed sighting and from TF1, the CG Anzio, DDG Barry, and DD Foster let loose with 24 TLAM's at Yangon's airfield in Myanmar, where a squadron of Russian Badgers are waiting on the tarmac.

Battle Report:
- The eight Tomahawks from the DD O'Bannon were all misses
- The 24 TLAMs from TF1 managed to inflict two levels of damage on Yangon, putting her out of operation for the remainder of the scenario! With Yangon out and Calcutta's offensive aircraft scattered in pieces across the Bay of Bengal, the Russian land-based bomber threat is neutralized! If only I could see her subs…

Air Phase
Orders:
- Since TF1 with the CVN Lincoln is very close to being within striking range of the Kuznetsov should she draw any closer, I'll leave both squadron of F-14s on CAP.
- Over the America, only one of the two F-14 squadrons is put on CAP. The C variant Hornets, having better anti-air capabilities, will remain on CAP over Banda Aceh.
- An all-out airstrike is launched consisting of the following:
  From Banda Aceh: VMFA-121 (F/A-18D Hornets), VP-26 (P-3C Onions), and VMAQ-2 (EA-6B Prowlers).
  From the CV America: VA-102 and -103 (F/A-18E Hornets), VAQ-134 (EA-6B Prowlers), VF-11 (F-14A Tomcats), VFA-15 and -151 (F/A-18C Hornets), and VS-29 (S-3B Vikings).
  From the CVN Lincoln: VA-100 and -101 (F/A-18E Hornets), VAQ-131 (EA-6B Prowlers), VFA-146 and -147 (F/A-18C Hornets), and VS-28 (S-3B Viking). Most of the aircraft are assigned a direct bombing mission, while some can only attack with Harpoons.
  The P-3C Orions squadrons Nr.10 from Banda Aceh and VP-23 from Diego Garcia are sent on ASW operations against the damaged SSN Nogin (which is being trailed by the SSN Honolulu).

Battle Reports:
The DD Kulakov was sunk, as was the CGN Ushakov armed with SS-N-19 Shipwreck mis-

siles. However, the Varyag has Shipwrecks of her own, not to mention the air assets on board the Varyag and the Kiev. I should have left both F-14 squadrons on CAP over the America. The Kuznetsov is approaching from the west and I still have two enemy carriers afloat directly to the north (not to mention unseen subs). This is not good.

DAY 2; 0800 HOURS
GREEN AIR and SUBMARINE PHASES
Air Phase

It is some small consolation that I get to move first this turn. Hoping that a repeat airstrike will seal the fate of the Varyag and the Kiev with their air attack capabilities, I opt to begin with the air phase. I launch a repeat strike, exactly as last evening's, but this time, since I've lost contact with the SSN Nogin, I throw in two P-3C Orion squadrons with Harpoons.

Battle Report:
- The Kiev is sunk.
- The Varyag and DDG Boyevoy are damaged. Russian TF7 has now been reduced to a damaged Kuznetsov Carrier and a damaged Sovremenny Destroyer. I can only whistle in admiration at the air defense of Russian ships after they've weathered two concentrated airstrikes.

Submarine Phase

My turn continues. I hope to seal the fate of the remains of Russian TF7 with the mighty SSN Seawolf. The Honolulu moves in towards the Kuznetsov and the now lost Nogin, while the nearby Key West investigates a contact in the middle of the Bay of Bengal. The Orion chugs north, hoping to run into the Indian fleet.

After movement, the Key West has fortuitously stumbled onto the Indian Navy. She lets loose with eight torpedoes divided between India's two carriers, the CV Vikrant and the CV Viraat, both carrying Harriers and Sea King helicopters. The Vikrant is sunk, while the Viraat escapes bloodied but unbowed…for now.

The Seawolf, deciding to save her torpedoes for the Kuznetsov, launches all eight of her Harpoon SSMs, five at the Varyag and three at the Boyevoy. None of the missiles find their targets.

Meanwhile, the Honolulu can uncover neither hide nor hair of that wounded SSN Nogin.

RED SURFACE PHASE

The report isn't too surprising.
Damage:
- CV Varyag undamaged by 2 Harpoon SSMs
- CV Varyag damaged by bombing
- CV Viraat damaged by torpedoes
- CV Vikrant destroyed by torpedoes
- CV Kiev destroyed by bombing
- DD Admiral Kulakov is undamaged, missed by 6 Tomahawk SSMs
- DD Boyevoy damaged by 5 Harpoon SSMs
- Yangon airfield damaged by 16 cruise missiles

Well, that settles the question about what to do with the Indian carriers. I wonder if the Green player had as much of a problem locating my subs. So far, it's looking poor; that's the third gamble I've made that ended up in losses.

Surface Phase

Into harm's way we sail, as the USN likes to say. I've moved all of my remaining surface fleets toward the area south of Sumatra for a massive strike against what has now been identified as the CVN *America* and her escorts. And whaddaya know? There's another one of those "?" fleets, lying just to the southeast of the *America*. It'll have to wait for the air phase (if I have any planes left, that is).

Orders:
- CV *Varyag* fires 6 SS-N-19s at the CV *America*
- CV *Kuznetsov* fires 8 SS-N-19s at the CV *America*
- CGN *Admiral Nakhimov* fires 8 SS-N-19s at the CV *America*
- CG *Slava* fires 8 SS-N-19's at the CV *America*

Battle Result:
- CV *America* is damaged

Rats! For all of that ordnance, you'd think she'd sink. In any event, that is one less "airfield" for Green to operate from.

GREEN SURFACE PHASE

The *America* has survived a hailstorm of Russian SSMs! A total of 16 SS-N-19 Shipwrecks and eight SS-N-12 Sandboxes were launched at her; of these, nine Shipwrecks and six Sandboxes hit. She sustained extreme damage, but remains afloat, limping along at a speed of one hex/turn.

This is my last turn for the phase. I'm dreading the report from the Russian submarine phase, for I fear there must be many subs nearby!

Orders:
- TF1 is commencing Phase Two (Straw Bristles) on schedule, heading at full speed into the Sumatra Zone to smash Port Blair with cruise missiles and then launch airstrikes against Car Nicobar and her weakened fighter defense, a sole squadron of MiG-29 Fulcrums. The ships of TF1 handily dispatched the damaged CV *Varyag* and DDG *Boyevoy* with guns after evacuating the surviving crew members.
- I've detached the DD *O'Bannon* to join up with the advancing TF1 so as to keep all my cruise missile assets together and to enhance the offensive capabilities of my sole battleworthy task force.
- The crippled *America* is hemmed in by the approaching *Kuznetsov* and will try to swing around the east end of Simeulue, the small island south of Indonesia. My primary goal now is to keep her afloat and away from the fighting.

The *CV America* takes a beating, but stays afloat.
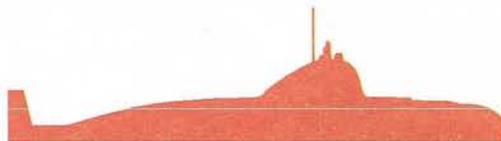
RED SUBMARINE and AIR PHASES
Submarine Phase

I continued to move the submarines in the general direction of the CV contact, which has now disappeared. No combat.

The Russian side has a couple phases in a row. The "?" contact must be the *America*. Or is it?

Air Phase

Yep, this was one of those rare moments when I received a bunch of phases in a row. The CV *America* took a licking in that missile strike, and fled; it's now an unknown contact, but I'm pretty sure it's the *America*. Let's go for the silver and see if we can't get the gold.

This time, I think we'll send a few SSMs into the *America* and send her to the bottom!

Orders:
- 4 FS at Port Blair airfield assigned to bomb the unknown contact
- 5 NBS at Yangon airfield assigned to strike the unknown contact with SSMs

• 3 NFS at CV *Kuznetsov* assigned to bomb the unknown contact
• 2 EW at Yangon airfield assigned to provide electronic warfare support

Battle Result:
• All aircraft returned by CAP

Combat Air Patrol? From a damaged CV? Guess what? The unknown contact was not the CV *America*; it was the CV *Lincoln*. In Green's last surface phase, he cleverly retired the *America* and moved the *Lincoln* to engage. Now I know where all of Green's CV groups are. Pity it's too late to do much more than scratch and kick at him.

DAY 2; 1600 HOURS
RED SUBMARINE, SURFACE and AIR PHASES

Submarine Phase

My submarine forces are beginning to get within good striking range of Green's damaged CVs. SSN *Oppokov* managed to launch eight torpedoes at the *Lincoln*; all of them missed.

Surface Phase

Red surface phase found the remaining elements of my fleets closing on the CV *Lincoln* carrier group. A volley of SS-N-19 missiles actually found a target; the *Lincoln* herself was damaged. This makes two mission kills against the carrier forces, but the price was steep.

Air Phase

Red air forces sortied once more against the airfield at Banda Aceh, and were once more turned back by CAP. But at least no more planes are operating from the American CVs.

GREEN SUBMARINE, AIR, and SURFACE PHASES

Red had all three phases in a row this turn. Air strikes from the *Kuznetsov* were successfully turned back and a submarine attack on the *Lincoln* failed to do any damage.

A barrage of incoming Shipwrecks and Sandboxes sank the DDG *Barry* and the DD *Ingersoll*. The *Lincoln* took nine Shipwrecks and remains barely afloat, reduced to a speed of 1, and the *Anzio* took three Shipwrecks but is still going. The immediate consequence of this is that there is no way either of the carriers can reach their objective in the allotted time: now that Phase Three (Sweeping Motion) is impossi-

ble, Operation Island Sweep is officially aborted. My new primary objective is to inflict as much damage on Russian and Indian units as is possible. I should be able to maintain a margin for victory if I can preserve my two carriers, which should be difficult: there are submarines about and I have a full day to go with no speed to run away. I fear the *Lincoln* and *America* will end up sunk off the coast of Indonesia. Hitler renamed the *Deutschland* for fear of the effect on national moral if she were to be sunk; I think it may be an appropriate time to re-christen the CV *America* the CV Admiral So-and-So.

The Su-33s and MiG-29s from the *Kuznetsov* joined by Su-24s from Port Blair were turned back by CAP. The 5 NFS from Yangon was also turned back by CAP, so damage to Yangon was repaired more quickly than I'd anticipated. The Tu-16 Badgers from Yangon's 2 EW were destroyed by CAP.

Submarine Phase

The SS *Orion* and the SSN *Key West* tear into the Indian fleet (see picture on pg. 30), firing a spread of torpedoes at the many smaller frigates and destroyers.

Battle Result:
• The CV *Viraat* goes down with the FF *Gomati* and the DDG *Rana*
• The DDG *Ranjit* and the DDG *Mysore* are damaged
• The *Seawolf* fires eight torpedoes at the CV *Kuznetsov*, damaging her, while the *Honolulu* speeds eastward to join the fray

Air Phase

Much to my dismay, I am unable to launch air missions from either of my carriers! My only option is to take the crippled ships out of harm's way.

Orders:
• VP-23s P-3C Orions prosecute the newly contacted SS *Linj*, an old Russian diesel sub. The Orion succeeds, damaging her quarry.
• Meanwhile, I prepare an air strike against the *Kuznetsov's* task force, TF6, using planes from Banda Aceh: VMFA-121s F/A-18D Hornets load up with bombs, VP-26s P-3C Orions mount Harpoon SSMs, and the EA-6B Prowlers of VMAQ-2 run EW interference.

Battle Result:
• The CG *Slava* is sunk and the DDG *Burny Sovremenny* is damaged. Unfortunately, the Russians may get another attempt to inflict damage with the *Kuznetsov's* or the *Nakhimov's* SS-N-19 Shipwrecks.

Surface Phase

The DD *Foster*, CG *Anzio*, and DD *O'Bannon* launch Harpoons and Tomahawks at the *Kuznetsov* group. This time, the coup de grace is delivered:

• The CV *Kuznetsov* is sunk, along with the DDG *Burny*.
• The *Nakhimov* is damaged and will shortly be sunk, hopefully before she can do any more damage.

Seawolf
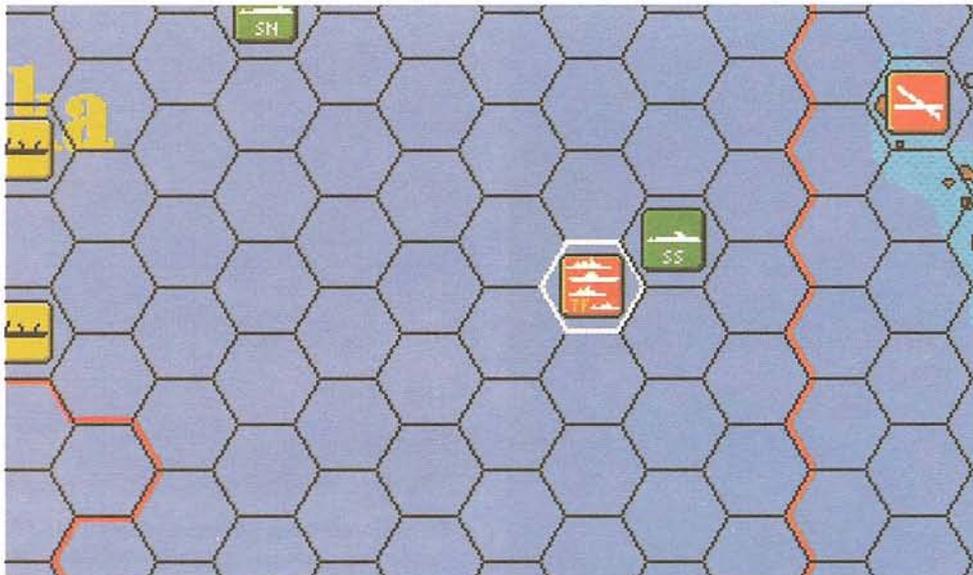
SS *Orion* and SSN *Key West* tear into the Indian fleet.

QUAYLE MEAT

Secretary of Defense Gingrich and Secretary of State Quayle flank Chairman of the Joint Chiefs of Staff T. Wesley Chick as he sets up several charts on an easel. Speaking briefly, Quayle had announced that he had met with Russian officials ("They told me vodka's made from potatoes!" he'd said as an aside) and Gingrich had admitted that there were, indeed, some American casualties and General Chick would elaborate.

As the General, (obviously not used to the bright light of media exposure), tentatively explains his charts and diagrams, pointing out that although both American carriers had been damaged, they were still afloat and, posed a significant threat. Secretary of Defense Gingrich leans over and whispers under his breath to Secretary of State Quayle.

"So what'd the Russkies say, Danny-boy?"

"Well, Newt, they said they're in this thing for the long run. They want those air bases and they're not gonna budge."

"Rat Finks!" Newt hisses quietly.

"Yep. So what happened to our carriers, Newt?" Quayle asks, turning his head to feign a cough.

"Good as gone," Newt says through clenched teeth, holding a somber and attentive jaw for the cameras, "We don't have a snowflake's chance in hell to reach Port Blair. We'll be lucky to keep those Russkie subs off our bruised and battered tail. How's Marilyn?"

"Fine. Fine. How's, uh, what's her name?"

"Marianne."

"Marianne. Yes, how's Marianne?"

"Fine. Fine. Hey, you're up."

"Secretary Quayle?" General Chick was asking.

"Huh?" He blinks.

"We were wondering how the Russians reacted to the sinking of their carriers."

"Oh, yes, the sinking of their carriers. Well, they weren't too happy, but it serves them right. The way I see it, we're kind of even now. They've hurt both our carriers, but we've hurt both of theirs."

"Didn't we hit three Russian carriers Secretary Quayle?" barks a reporter.

"And didn't we, in fact, actually sink them?" offers another.

"Oh. Well then, I guess we're ahead."

Secretary of State Quayle flashes the thumbs up sign and a grin as Secretary Gingrich rolls his eyes.

Day Two Score		
	Green	**Red**
Ships destroyed	69	28
Planes destroyed	27	
Scenario margin		22
TOTAL	96	50

★★★★★

DAY 3; 0000 HOURS
RED SUBMARINE PHASE

Green played his submarine and air phases next, and the damage was horrendous.

Battle Damage:
• CV *Viraat* destroyed by Harpoon missiles
• DD *Ranjit* damaged by Harpoon missiles
• DD *Rana* destroyed by Harpoon missiles
• CV *Kuznetsov* destroyed by torpedoes
• SS *Linj* damaged by ASW
• CG *Slava* bombed

I opened Day 3 with my sub phase.

CAPTAINS LOG: DAY 3, 0135 HRS (Captain, M. Boromin, SS *Grif*)

We are almost within striking range of the CV *Lincoln* and his escorts! Two miles to the west, we have detected the *Oppokov*. With a coordinated attack, we may yet be able to deliver a savage blow to the American navy! Coordination is the key. If the *Oppokov* can approach from the other side of the CV group, the confusion of being surrounded with torpedoes will help them find their targets.

By this time, SSN *Nogin* and SSGN *Balkhash* should be within striking distance of the airfield on west Sumatra.

Submarine Phase

Looks like I've got him lined up this time: I have two submarines within long range of a torpedo attack on the *Lincoln*, and two more ready to fire cruise missiles at Banda Aceh.

Orders:
• SS *Grif* attacks CV *Lincoln* with four torpedoes, the CGN *Anzio* with four torpedoes
• SSN *Oppokov* attacks CV *Lincoln* with the last of her torpedoes—all four at CV *Lincoln*
• SSN *Nogin* launches four cruise missiles at the Banda Aceh airfield
• SSGN *Balkhash* launches six cruise missiles at the Banda Aceh airfield

Battle Result:
• CV *Lincoln* destroyed by torpedo attack
• CGN *Anzio* destroyed by torpedo attack
• Banda Aceh airfield damaged by cruise missile attack

It's about bloody time!

GREEN SURFACE and SUBMARINE PHASES

The *Lincoln* and *Anzio* are sunk. I still lead by points, but the *America* is particularly vulnerable if the Russian subs find her. And her death would tilt the balance. Banda Aceh is damaged by cruise missiles, but not enough to impair air ops.

Surface Phase
• The surviving members of the CV *Lincoln*'s task group (DD *Foster*, CG *Fox*, CG *Gates*, and DD *O'Bannon*) scatter and retreat south into the West Sumatra Zone, letting fly a Parthian volley of Harpoons.
• The DD *Karlanov* is sunk and the CG *Nakhimov* is damaged further, now alone and crippled, left to my submarines.

Submarine Phase
• The *Seawolf* draws near the severely damaged CG *Nakhimov* and puts the Russian cruiser out of her misery with her last eight Harpoons, securing the retreat of the bedraggled American survivors from Russian surface forces.
• The *Orion* and the *Key West* fire eight torpedoes, six Harpoons, and two Tomahawks at the Indian fleet, sinking a DDG *Ranjit*, and damaging a DDG *Mysore* and a *Ganga*.
• The *Honolulu* races after the SSN *Nogin*, which must be Russian for "You Can't Kill Me."

In the combat phase, the *Key West*, the *Honolulu*, and the *Seawolf* launch 22 cruise missiles at Car Nicobar, but are unable to damage it seriously enough to impair air operations.

RED SURFACE and AIR PHASES

Damage Report:
• CGN *Admiral Nakhimov* destroyed by Harpoon and Tomahawk SSMs
• DD *Ranjit* destroyed by torpedoes
• DD *Ganja* damaged by torpedoes
• Car Nicobar airfield damaged by cruise missile attack

My next phase was a surface phase; with little left in the way of surface fleets, there was nothing more to do than pursue with the remaining Indian destroyers while also trying to flee from the American submarines.

AVALONCON 1995 ✴ HUNT VALLEY, MD

AUGUST 2nd   AUGUST 6th

❑ I am not yet an AREA member. As a paid registrant to AVALONCON, I will receive my free Generic AREA membership which will allow me to play rated games in any tournament. I understand I'll receive AREA membership materials in the mail before the Convention program.

❑ I am already an AREA member. My AREA Membership Number is: _____

❑ I've lost my AREA number. I believe my Zip Code at the time I entered the AREA system was: _____

❑ I am already an AREA member and already have a Specific Game membership rating in the _____ game which I would like printed on my badge for use in that tournament.

❑ I enclose $10.00 to purchase a Specific AREA membership for use at (or before) AVALONCON for the _____ game.

OFFICIAL USE ONLY:

Membership Number: _____   Current AREA rating: _____   Specific rating: _____

❑ **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) prior to July 31st. Our team members and the game each will play are listed below:

Official AH Use Only:

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 $8.00 each:

❑ XXL ❑ XXXL ❑ XXXXL
There is a $4 surcharge for these sizes.

T-Shirts: ❑ Small ❑ Medium ❑ Large ❑ Xtra Large   ❑ AVALONCON cap

❑ Please reserve _____ additional hats for which I enclose $8 each.

❑ Please reserve _____ additional t-shirts in sizes _____ for which I enclose $8.00 each (or $12.00 each for size XXL or larger).

❑ I enclose $30 in check or money order made payable to The Avalon Hill Game Company to register for AVALONCON.

❑ Charge my: ❑ VISA   ❑ MASTERCARD   ❑ AMERICAN EXPRESS   Expiration Date _____

Account Number _____   Signature _____

Name _____

Address _____

City _____ State _____ ZIP _____   Total Enclosed: _____

HURRY! Registrations postmarked by July 1st, 1995 will receive a free $10 credit toward any merchandise purchased at AVALONCON.
Make your check or money order payable to: The Avalon Hill Game Company and mail to 4517 Harford Road, Baltimore, MD 21214.

or to FAX it, ☎ (410) 254-0991.

✦ **Be sure to register for your main event(s) on the reverse side.** ✦

☛ **SMOKING POLICY:** There is a No Smoking policy in effect in all public areas of AVALONCON which will be strictly enforced.

DISQUALIFICATION: AVALONCON reserves the right to eject without refund anyone deemed guilty of unsportsmanlike conduct in the opinion of the presiding Game Master and two designated Assistants should such behavior persist after one official warning.

REFUND POLICY: Refunds of Pre-Registration fees are obtainable as listed on Page 2.

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 $30 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 July 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 left. Early arrivals may register, engage in Open Gaming and preliminary heats of certain events as early as 6 PM Wednesday.

WHAT YOU'LL GET: Pre-registrants of record on July 1st will receive a $10 credit towards game purchases which will be printed on their badge. *Those who are not already members of the AREA Player Rating System will receive a free membership and explanatory materials by return mail.* Any game played is subject to rating in the AREA system *if any participant requests it at the start of play.* Refusal to submit to rated play in any event is not allowed. Pre-registrants on July 1st will have the program mailed to them shortly thereafter. This is the only confirmation you will receive. Those registering after July 1st must pick up their convention program at the site.

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.

REFUNDS: Pre-Registration fees will be refunded upon receipt of written notification of your inability to attend. Such requests must be received by August 20, 1995 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. There is also a $10 surcharge to those who received an AREA membership as part of their registration fee since such memberships are non-refundable.

TEAM TOURNAMENT: You may pre-register any four players as a team if each plays a different title for which they have pre-registered. Team entry and substitutions of players or game choices are allowed ONLY by pre-registration. You may make such changes by mail or phone only if they are received by July 31st. Call (410) 426-9600, ext. 103 to make last-minute changes. Players in the Team Tournament play individually for themselves, but also score in the event they have entered as a Team Tournament entry for their team's total score.

EVENT DESCRIPTIONS: Events are listed in chronological order at 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:* All entrants play an equal number of preliminary rounds to determine a number of 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. *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 two 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 the 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 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 of five hours each 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 is summarized by these time blocks. However, those advancing to the Final round or participating in larger-than-expected events may experience overlapping schedule conflicts. The final round of long events is 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 not required to play in most events, 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.

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 their children with the game beforehand.

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Acquire (ACQ), B, Swiss Elim, Continuous, two preliminary 1-hr rds. 16 advance to SE. B. Rademaker, 5625 Trego, The Colony, TX 75056. Su 9. [0]

Across Five Aprils (A5A), A, Swiss Elim, Continuous, 6-hr prelim rd of round robin Bull Run, Pea Ridge, & Bentonville. Top four Rebel and four Union players advance to Bentonville; then top two advance to Pea Ridge, and finalists play Bentonville. Play same side throughout entire event. A. Lewis, 102 Corn Tassel Ct, Rehobeth Beach, DE 19971. Th 10. [1-3]

Adel Verpflichtet (ADV), B, Swiss Elim, Continuous, 3 prelim 1-hr rds, 15 advance to Semi, 5 advance to Final. J. Bouffard. Sa 21. [9]

☞ Adel Verpflichtet Jr (AVJ), B, SE, Continuous, 1-hr rds, top two players in each game advance to Semi; five advance to Final. S. Davis. Th 18 [2-3]

Advanced Civilization (ACV), A, SE, Continuous, two 10-hr rds. Uses Western Map Extension for an 8-player game. C. Hickok. Sa 9 [7-0]

Advanced Squad Leader (ASL), A, Swiss, Continuous, seven 6-hr rounds. R. Gifford, 320 East 27th, South Sioux City, NE 68776. Th 11. [1-0]

Advanced Third Reich (A3R), A, Other, Scheduled, non-elimination format with all players expected to complete the event. J. Brophy, 16 Beachfront Ln, New Rochelle, NY 10805. Th 15. [2-9]

Afrika Korps (AFK), A, SE, Continuous, five 4-hr rds. T. Graf. Th 15. [2-4]

AFTER ACTION MEETING: Beat your chest or sing our praises. Your chance to critique AVALONCON 95 and influence next year's championships. Su 8.

Anzio (ANZ), A, SE, Continuous, four 6-hr. rds of the 15-turn Basic Game. Optional SRT and 1st Para initial deployment options. P. Fletcher. Th 12. [1-4]

Assassin (ASN), B, SE, Continuous, two 2-hr. rds. S. Kershaw. Sa 9 [7]

Attack Sub (ATS), B, DE, Continuous, two rds of DE followed by SE semis. Scenarios A-H. S. Rugh, 16 Country Club Rd, Norwalk, CT 06851. Su 9. [0]

Auction aka The Collector (AUC), B, SE, Continuous, two 1-hr prelim rds. K. Good. 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]

Battle of Bulge '81 (B81), A, SE, Continuous, four 5-hr rds using Race to Bastogne 8-turn scenario revised for balance with SS allowed to attack on first turn and German selecting Stavelot or Trois Ponts prior to start. R. Heller, 138 Osprey Dr, Groton, CT 06340. Fr 15 [5-6]

Battle of Bulge '91 (B91), A, SE, Continuous, four 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. [1-3]

Blackbeard (BKB), B, SE, Continuous, three 2-hr rds. Sa 13. C. Villeneuve [7-8]

Breakout: Normandy (BKN), A, Swiss, Continuous, six 5-hr rds. Bid for sides, drop out at any time. A. Applebaum, 12 Gibbs St. #3, Brookline, MA 02146. Fr 9. [4-8]

Britannia (BRI), A, Swiss-Elim, HEAT, five 4-hr qualifying Heats. Must play in 2 but not more than 3 Heats to qualify. 16 advance to 2nd Rd Sa 15. Ranked by number of wins in fewest Heats. C. Dunn, 4025 Newstead Pl, Prince George, VA 23875. We 19, Th 10 [1], Th 19 [2-3], Fr 10 [4], Fr 19 [5-6].

Candidate (CDT), B, SE, Continuous, two 2-hr rds. All states unresolved after two hrs will be Undecided entering the convention. K. Gutermuth, 14 Hillside Dr, Clinton, NJ 08809. Th 10. [1]

Circus Maximus (CMS), B, SE, three prelim 3-hr Heats. Score both for order of finish and damage caused. Highest scores advance to Su final. B. Smith, 9E Squire Village, Walden, NY 12586. Fr 20 [6], Sa 15 [8], Sa 20 [9]. S

☞ **Circus Maximus Jr** (CMJ), B, SE, 3-lap race. 8 advance to final race. T. Hitchings. Sa 10. [7]

Civil War (CVW), A, SE, Continuous, five 5-hr rds of short scenarios with bids for sides. D. Johnson, 604 Thornhill Dr, Pleasant Valley, NY 12569. Fr 9. [4-7]

Colonial Diplomacy (CDP), B, two qualifying 6-hr Heats for Sa 10 Final. T. Pasko, 73 Washington St., Bristol, CT 06010. Th 12 [1-2], Fr 9 [4-5].

D-Day '91 (D91), B, SE, Continuous, four 3-hr rds. T. Arnold. Sa 9 [7-9]

Decathlon (DEC), B, Meet, one 2-hr track meet with handicaps. R. Cox. Fr 23 [6]

☞ **Dinosaurs of Lost World JR** (DLW), B, SE, Continuous, three 2-hr rounds. R. Stakenas. Fr 18. [5-6]

Diplomacy (DIP), A, Swiss, three 7-hr Heats. Traditional DIPCON XXVIII prizes augment merchandise credit. Best 2-out-of-3 rd scoring system. J. Yerkey, 4 Dutton Ave, Baltimore, MD 21228. Fr 17 [5-6], Sa 10 [7-8], Su 9 [0].

Dune (DUN), A, SE, Continuous, two 4-hr rds. J. O'Donnell, 74 W. Oakland Ave, Columbus, OH 43201. Fr 14. [4-5]

1830 (183), A, SE, SPLIT, two prelim 5-hr Rds with winners advancing to SE semis Sa 9. B. Reiff, 2207 Smokey View Blvd, Powell, OH 43065. Th 17 [2-3], Fr 9 [4]

Empires in Arms (EIA), A, Other, Continuous play of 1805 Campaign Game; win based on % of VP. W. Jaffe, 1602 Mary Ellen Court, McLean, VA 22101 Th 14. [1-0]

Enemy In Sight (EIS), B, SE, two 3-hr rds by designer Neal Schlaffer. Sa 14. [7-8]

Facts In Five (FI5), B, SE, Continuous, three 1-hr rds, S. Greenwood. Th 21. [3]

Fifth Fleet (5FT), A, DE, Continuous, five 4-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 11 [4-7].

Firepower (FPR), A, Swiss, Continuous four 2-hr rds. Single-squad scenario. Victory by accumulated scenario points. A teaching demonstration (FPD) will be held We 19. J. Krauss, 7459 Schayer Ave, Pittsburgh, PA 15218. Fr 17. [5-6]

Flight Commander 2 (FC2), B, Swiss Elim. Continuous. Heats. Play against the computer anytime Thursday. Top 8 scorers advance to SE matched play with human hotseat opponents Fr 10. Basic game unless players agree on options. C. Moylan. Th 10+

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, four 3-hr rds of the 33.3 Invasion scenario. M. Newman, 111 Main Rd, Colrain, MA 01340. Sa 14. [7-9]

Gangsters (GSR), A, SE, Continuous 3-hr rds of 4-player games. J. Vroom. Th 19 [2-3]

Geronimo (GER), A, SE, Continuous, three 3-hr rds of four-player Basic Game. R. Berg. Fr 10 [4-5]

Gettysburg '88 (GBG), A, Swiss-Elim, Continuous, five 4-hr rds of Scenario 1 (6B) playing each side twice with all options except 10d. Eight finalists advance to SE rds of Scenario 5 (6F). D. Zimmerman, 4 S. Railroad St, Myerstown, PA 17067. Fr 20. [6-9]

Great Campaigns of the ACW: A, DEMO. Vie to become ranking officer amongst players of this series. Promotions achieved by play in SJW, HCR & RTG events plus demo games of Stonewall in the Valley. Players eliminated from HCR & RTG will earn promotion via play in Campaign Games conducted concurrently with the elimination rounds of these events.

Guerrilla (GUE), A, SE, Continuous two 3-hr rds. 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. J. Yerkey. Sa 19. [8-9]

Here Come the Rebels (HCR), B, Swiss Elim, Continuous, two 1-hr rds of South Mountain; top 8 advance to SE Harper's Ferry-Crampton's Gap, McClellan's Opportunity, and Battle for Washington. Bid VPs for sides. T. Bender, 1001 S. Frederick St #1012, Arlington, VA 22204. Th 10. [1-3]

History of the World (HWD), A, Scheduled 6-hr rds. 36 advance to 2nd rd Sa 18. G. Bliss. Fr 19. [5-6] S.

History of the World with Bidding (HWB), B, one 5-hr DEMO of GENERAL variant. J. Lux, c/o Jerry Ohlinger's MM, 242 W. 14th St., NY, NY 10011. We 18.

☞ **History of the World Jr** (HWJ), B, SE, two 3-hr rds of four epochs with all odd epochs played but even epochs to be played determined by chance only as they occur. C. Foster. Th 14. [2-3]

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. [1-2]

Kremlin (KRM), B, Swiss-Elim, Continuous Heats We 18 and restart Sa 9 until Sa 16. Anyone winning a game advances to Sa 19 SE Semi-Final. P. Stein, 199-30 28th Ave, Flushing, NY 11358. We 18+, Sa 9 [7-8]

☞ **Legends of Robin Hood Jr** (LRH), B, Swiss Elim, Continuous, two 1-hr prelim rds with five advancing to Final. J. Ferich. Sa 9 [7]

Maharaja (MAH), A, SE, Continuous, two 4-hr rds with top four players advancing to Final. W. Sariego, 405 Rosemont Garden, Lexington, KY 40503. Th 14 [1-2]

March Madness (MMS), B, SE, Scheduled Heats, four 6-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. New twin regionals allow 32 players/heat J. Ellman. We 20, Fr 9 [4], Fr 15 [5-6], Sa 15 [8-9] 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, 17.7 and 17.7. R. Schoenen, 937 W. Trenton Ave #A10, Morrisville, PA 19067. Sa 9. [7-9]

Merchant of Venus (MOV), B, SE, Continuous 2-hr rds to $2000. 25 advance to 2nd rd. Five finalists will play 3rd rd game to $3000. G. Mayer, 736 Charleston Oaks Dr., Ballwin, MO 63021. Sa 9. [7-8]

☞ **Merchant of Venus JR** (MVJ), B, SE, Scheduled two 3-hr rds. E. Wrobel. Th 10. [1]

Mustangs (MUS), B, Swiss Elim, Continuous five 1-hr rds with options 13a, 13b, 15a, & 16. Choose Allied or Axis for prelim rds of Corsair vs George, P47B vs FW 190, or Hellcat vs Zeke. Top two pilots of each side advance to SE. C. Hansen, 4714 Flower Ln, Alexandria, Va 22310. Th 18. [2-3]

Naval War (NVW), B, SE, Continuous 2-hr rds of six-player games to 75 pts. J. Sharp. Th 16. [2-3]

New World (NWD), B, SE, Continuous two 3-hr rds of the Basic Game. M. Anchors. Fr 17 [5-6]

Panzerblitz (PZB), A, DE, Continuous, six 3-hr rds. C. Harris. Sa 9. [7-0]

Panzergruppe Guderian (PGG), A, SE, Continuous four 6-hr rds. Bid VPs for sides. P. Rennert, 7135 Kurth Ln, Seabrook, MD 20706 Fr 19. [5-8]

Panzer Leader (PZL), A, Other, Continuous qualifying Heats will run We thru Fr. Any winner may advance to SE rounds Sa 9. B. Scott, 2317 Barracks Rd, Charlottesville, VA 22901 We 19+ [7]

Pax Britannica (PXB), A, Other, one 7-hr rd. Duplicate Tournament: all random events pre-rolled. 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), B, 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. D. Baumgardner, 3621 Wayland, Ft Worth, TX 76133. AFC: Th 17 [2-3], NFC: Fr 15 [5-6] S

Peloponnesian War (PPW), B, SE, Continuous, four 2-hr rds, using the Decelean War scenario in opener and advancing to Peloponnesian War scenario. F. Hamrick, 558 Avent St, Rocky Mount, NC 27804. Fr 11. [4-6]

Platoon (PLT), B, SE, Continuous, three 2-hr rds using options a-d. Scenarios 1, 3 and 4. R. Knowles, 564 Crescent Dr, Willowick, OH 44095. Su 9 [0]

Pro Golf (PGF), B, Other, two 1-hr rds. Play one round on both the Augusta and Pebble Beach courses. Top four advance to 18 hole skins game. J. O'Donnell. Th 22 [3]

Rail Baron (RBN), B, SE, Continuous, two 4-hr rds. 25 advance to 2nd rd. C. Foster, 4058 Riveridge Ct, Fort Worth, TX 76109. Fr 9. [4-5] S

Republic of Rome (ROR), A, two 6-hr Heats of the Middle Republic. Best single scores advance to Fr 10 Final using Late Republic. W. Wible, 1228 Goldfinch Dr, Harrisonburg, VA 22801 or wodan@genie.geis.com. We 18, Th 18 [2-3].

Roadkill (RKL), B, SE, Continuous, two 3-hr rds with 8-Section Final. Finalists may purchase four points of upgrades. M. Fitzgerald. Fr 9. [4]

Roads to Gettysburg (RTG), B, Swiss Elim, Continuous. Three 1-hr rds of First Day at Gettysburg; top four advance to SE Meade Moves North. Bid VPs for sides. Demo for beginners We 18. M. Arnold, 13880 Racine Ct, Dale City, VA 22193. Sa 9 [7-9]

Russian Front (RFT), A, Swiss, Scheduled, three 5-hr rds of 4-turn Barbarossa scenario. Two finalists advance to 6-turn Final. Advanced Game with no options. Bid Objectives for sides. J. Falling, 7129 Sandringham Dr, Raleigh, NC 27613. Th 20 [3], Fr 20 [6], Sa 20 [9]. S

1776 (176), A, Swiss Elim, Continuous, four 2-hr rds of Yorktown and Saratoga. Two finalists play CG scenario 3. M. Miklos, 7106 Old Jacksonboro Rd, Ravanel, SC 29470. Fr 13 [4-6]

Slapshot (SST), B, SE, Continuous, two 1-hr rds with all optional rules. B. Reiff, 2207 Smokey View Blvd, Powell, OH 43065. Sa 23. [9]

Speed Circuit (SCT), A, Other, Scheduled three 4-hr prelim Heats. Best two results determine winner as in Formula 1. Winner must enter at least one Heat plus the Final. 1:55 scale cars. Modified Chance, Breaking, and Acceleration Tables, plus a forced passing rule. Spa, Hockenheim, and Osterreichring 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 Elim, Continuous, five 6-hr rds. S. Romanowski, 12 Stonehedge Circle, Billerica, MA 01821. Fr 13. [4-9]

Statis Pro Basketball (SPK), B, SE, Continuous, four 3-hr rds. Draft one of 29 NBA championship teams and coach it to victory in a "dream" tournament of championship teams to determine best team of all time. B. Grabow. Sa 9 [7-8]

Stocks & Bonds (S&B), A, Swiss Elim, Continuous two 1-hr rds. Most earnings wins. G. Sauer, Fr 14 [4-5]

Stonewall Jackson's Way (SJW), A, Swiss Elim, Continuous, four prelim rds using scenarios 1, 3, 4 & 6. Top four advance to SE in scenarios 2 & 5. A DEMO game of Stonewall in the Valley will run concurrently as part of the Great Campaigns of the ACW series competition. K. Lee, 99 West St, Tunkhannock, PA 18657. FR 9 [4-6]

Storm Over Arnhem (SOA), B, SE, Heats, 3-hr rds. Must win in one of the prelim Heats to advance to SE Th 14. S. Koleszar. We 19, Th 10. [1]

The Russian Campaign (TRC), A, SE, Continuous, five 4-hr rds. Ten-turn '41-'42 scenario. Bid for sides using Kursk line as reference. Cumulative Weather DRM for bal-

ance. R. Beyma, 109 Brentwood Circle, Pocomoke, MD 21851. Th 19. [2-4]

Third Reich, 4th Edition (3R4), A, SE, Continuous 10-hr rds using '39 scenario or mutual choice. GM provides variant substitutions. D. Bowman. Th 10. [1-0]

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 20+.

Titan 2 (TT2), A, SE, Continuous, five 4-hr rds of two-player Titan. D. desJardins, 375 Nassau St., Princeton, NJ 08540. Th 10. [1-3]

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, 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. Fr 16. [5-6]

☛ **TV Wars Jr** (TVJ), B, SE, Continuous, two 2-hr rds. S. Vessey. Sa 19 [8-9]

Tyranno Ex (TYX), A, Swiss Elim, three 4-hr Heats. Most wins in prelim picks 4 finalists with highest VP as tie breaker. T. DeMarco Th 20 [3], Fr 18 [5-6], Sa 18 [8-9] S

☛ **Tyranno Ex Jr** (TXJ), B, SE, Continuous, two 3-hr rds. K. Stroh. Su 9. [0]

Unlimited Civilization (UCV), B, SE, a quick Civilization variant featuring unlimited number of cards in hand, tokens on the board and cities built. Also metropolises, iron/bronze weaponry, and trade/card marketplace. 5 advance to Th14 Final. J. Scarborough, RR1 Box 160, Payson, IL 62360-9743. We 18, Th 10 [1].

Up Front (UPF), A, Swiss Elim, Continuous, 75 min. rds. 5 qualifying rds; 3 wins needed to advance to SE. Qualifying scenarios are D/Q, F/U, L/S, W/X, N/R. No scenario restrictions in SE. A. Maly. Th 10 [1-3]

Victory In the Pacific (VIP), A, Swiss, Continuous, seven 5-hr rds. G. Petroski, 210 W. Hunt, Twin Lakes, WI 53181. Fr 9. [4-0]

War & Peace (W&P), A, SE, Continuous four 3-hr rds of the first (1805) scenario using 2nd Ed rules. B. Jackson, 1332.Standard Ave, Elmont, NY 11003. Fr 10. [4-6]

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. Accelerated US entry. B. Monnin, 177 S. Lincoln St, Minster, OH 45865. 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 number of reinforcement factors lost. L. Lingle, 4307 N. Carolina Ct, Harrisburg, PA 17112. Th 19 [2-4]

We The People (WTP), A, DE, Continuous, eight two-hr rds. Bid Controls for sides. Draws count as half a loss. G. Seary, 2307 Tracy St, Endwell, NY 13760. Sa 9 [7-9]

Win, Place & Show (WPS), B, SE, Continuous, two 2-hr rds. J. Burnett. Sa 19. [8-9]

☛ **Wizard's Quest Jr** (WQJ), B, SE, Continuous, two 3-hr rds. B. Navolis. Fr 9. [4]

Wooden Ships & Iron Men (WSM), A, League, Continuous. six 2-hr rds. W. Rohrbeck, P. O. Box 741, Goffstown, NH 03045 Fr 9. [4-6]

World at War (WAW), B, SE, Continuous, three 4-hr rds using Manstein's Solution scenario from STALINGRAD. Hot-seat human opponent and all default options. Limited to first 8 pre-registrants. V. Alonso. Sa 10 [7-8]

Wrasslin' (WRS), A, SE, Continuous. Elimination bout. Each player receives a stable of three wrestlers. R. Waters. Sa 9. [7]

Wrasslin' Battle Royal (WBR), A, SE, Continuous. GM selects wrestlers. R. Waters. Su 11. [0]

☛ **Wrasslin' Jr** (WRJ), A, Swiss Elim, two 1-hr prelim rds with top eight advancing into another two-rd session to select two finalists. Most wins advance with ties broken by damage inflicted. S. Duncan. Sa 14 [7-8]

Wrasslin' Tag Team (WTT), A, SE, Continuous. Best 2 of 3 falls per match. Form your own teams. GM selects wrestlers. R. Waters. Fr 10. [4]

Interfaith Religious Service hosted by J. Poinske, F. Hamrick, and G. Petroski. Su 7:30

5TH FLEET...
(Continued from pg. 30)

Air Phase

Okay, Green seems to be disregarding the airfield at Port Blair. The CV *Lincoln* is on the bottom, but the *America* is still out there somewhere; it's disappeared again, and there's another one of those "unknown" counters where it should be.

We're close to the end of the game, I don't think he's going to miss out on putting a CV within the mission objective range.

Orders:
• 5 NBS at Yangon airfield ordered to strike the unknown contact
• 4 FS at Port Blair ordered to bomb the unknown contact

Results:
• CG *Fox* destroyed.

Well, better than nothing.

GREEN AIR PHASE

The CG *Fox* is sunk by AS-6 Kingfish missiles from Yangon's Tu-16 Badgers. If only the *America* could still conduct air operations, I might have been able to provide the retreating ships with some air cover. Damn! I was so sure I'd neutralized that air field.

Banda Aceh and Diego Garcia are the only remaining bases for air power. I want to keep VP-23's P-3C's Orions ready to prosecute any sub contacts, so I won't use them for recon.

Banda Aceh's VP-26 (Orions with Harpoons) and VMFA-121 (Hornet Ds with iron bombs) wreak further damage on the crippled Indian fleet: the FF *Ganga* and the DDG *Mysore*, both already damaged, are sunk.

DAY 3; 0800 HOURS
GREEN SUBMARINE PHASE

Orders:
• The *Orion* launches her last two Harpoons at the DDG *Delhi*, sinking her. The rest of the Indian ships have scattered and fled. The *Key West*, firing her last cruise missiles at Car Nicobar to no avail, is now depleted of weapons.
• The *Honolulu* attacks the damaged SSN *Nogin* and the *Seawolf* moves to attack the newly contacted SS *Grif*. Unfortunately, neither sub is successful. I'm beginning to suspect that the SSN *Nogin* is the undersea equivalent of an indestructible Flying Dutchman.

The *Orion* launches her last harpoons at the Delhi.

RED AIR, SUBMARINE and SURFACE PHASES

Damage Report:
• SS *Grif* and SSN *Nogin* were undamaged by ASW attacks.
• DDG *Delhi* was damaged in the attack. I took the next phase for my surface groups to move the remaining vessels south as fast as they could steam.
• CG *Gates* was hit by torpedoes. If I can just get lucky enough to stumble across the *America*, I can close this victory point gap and ensure a draw, if not outright victory.

During Green's sub phase at 3:0800, DDG *Delhi* was finished off by torpedo attack. Funny how I haven't seen an American submarine since the start of the game.

At this point, the game was pretty much moot as far as my forces are concerned. With only a few submarines and minor surface escorts, and her air assets reduced to approximately 15% strength, it was just a matter of Green mopping up the stragglers and damaging the airfields.

GREEN, SURFACE, and AIR PHASES

I had been tempted to use both squadrons of Hornets out of Banda Aceh in last turns air strikes on the Indian fleet, especially since there are no more Russian carriers. But it's a good thing I left the Hornet C variants on CAP: Su-24s of 4FS, MiG-29As of 7FS, and Tu-16G of 5NBS were turned back (the Badgers were damaged to boot!).

The CG *Gates* takes seven torpedoes, but remains afloat.

In full flight south into the West Sumatra Zone (but bearing slightly westward, so as to draw any pursuing subs as far as possible from the wounded America), the DD's *O'Bannon* and *Foster* fire a dozen cruise missiles at Car Nicobar. The damage is negligible.

From Banda Aceh, the Orions of VP-26 and the Hornets of VMFA-121 attack the remnants of the Indian fleet, sinking DDG *Rajput*. As long as he doesn't stumble upon the *America*, I'm bound to win this bloodbath on points.

DAY 3; 1600 HOURS
RED SUBMARINE PHASES

Where is the *America*? A *Tico* and *Spruance* were sunk! So where is the ship they're supposed to be escorting?!?

GREEN SUBMARINE PHASE

My margin of victory narrows: his submarines find and sink the CG *Gates*, and the DD *Foster*. And I still can't see them!

The *Honolulu* sinks the last visible Indian ship, the *Ravnir*, with a flurry of Harpoons, while the *Seawolf* searches for Russian subs, hoping to set up a final blow. The phase ends with no contacts. God, how I'd love to sink the *Nogin*!

RED AIR PHASE

Surely I cannot go wrong yet again attacking a "?" contact. However, the law of probabilities is against me. In a repeat of the *Fairfield* incident, my planes attack the SC *Mayaguez*. This time, however, they manage to sink the neutral ship.

The next day, a small article in the Russian Military Journal notes that the Commander of Theatre Air Operations, General Kolonya, was arrested and placed under mental evaluation for opening fire with his sidearm on Tupolev pilots returning from this sortie.

GREEN SURFACE PHASE

As sad a day as it is for the crew of the SC *Mayaguez*, a tanker flying the Panamanian flag, we're overjoyed that Russian planes have sunk the neutral tanker! World opinion will be turned against the perpetrators of this brutal and indiscriminate attack (and Alan will be penalized ten points!). We're silently thankful that no such misfortune befell us when we gambled that an unidentified contact was one of Russia's carrier task forces. The CV *America* and her sole escort, the DDG *Chandler*, limp southwards, while the DDG *O'Bannon* looses her last four TLAMs at Car Nicobar. The airfield is damaged slightly.

RED SURFACE PHASE

The final result was a victory for the Green Player; however, it was pyrrhic. The points were close in the end, and based on losses of assets. Green failed to achieve its mission objectives.

GREEN AIR PHASE

Since it's the last turn of the game and there is no threat of reprisal, both Hornet squadrons (VMFA-121 and -122) and a squadron of EA-6B Prowlers (VMAQ-2) attack Car Nicobar, further damaging the airfield and securing a victory point bonus.

Final Score		
	Green	**Red**
Ships destroyed	100	60
Planes destroyed	27	18
Bases damaged	2	
Neutrals destroyed		−10
Scenario margin		22
TOTAL	129	90

END GAME REPORT

Although the three day conflict was bloody for both sides, the Russian military presence in the area was utterly decimated. As Banda Aceh was reinforced with more fighters and bombers, American air superiority was quickly established and ASW patrols drove out Russian submarines. The area was secured for the damaged carrier CV *America* to anchor off Port Blair, where a sole helicopter landed and was given command of the base by a high-ranking Russian military official, Marshall P. Ivanov, who departed with the last Tupolev recon plane.

President Buchanan's approval rating shot to an all-time high as relations with Tokyo warmed considerably over the securing of this strategic point along Japan's line of supply.

Secretary of State Quayle went on to become one of history's most successful statesmen and Secretary of Defense Gingrich was soon known as the leading geo-political strategist next to Henry Kissinger. Chairman of the Joint Chiefs of Staff T. Wesley Chick, despite impassioned public pleas to run for public office, retired to a quiet life of writing for wargaming journals.

☆

Neutral Commentary
from Joe Balkoski

The following is a transcript of an ABC "Night-line" interview with noted military historian Percy Dovetonsils, which took place on April 1, 1999. Dovetonsils, the author of the acclaimed work *Dunderheads! An Impartial History of the Gulf War,* has recently released his new book, entitled *They Blew It! An Impartial History of the Indian Ocean War.*

NL: Welcome, Mr. Dovetonsils. President Buchanan now enjoys the highest approval rating among the American people since President Clinton sent Jimmy Carter to Iraq as his "Ambassador of Goodwill" four years ago. I take it you regard President Buchanan's popularity as something of a sham?

PD: You bet I do! The Battle of the Bay of Bengal was one of the Navy's worst defeats since Pearl Harbor. For the first time since World War II, we lost an aircraft carrier. A second carrier was on the verge of sinking, and was saved only by the valor of its crew and Russian incompetence. We also lost several escorting cruisers and destroyers, and the Australian and Indonesian Navies were virtually annihilated. Some victory!

NL: But isn't that something of an exaggeration, Mr. Dovetonsils? After all, warfare is a dangerous occupation. Yes, we lost ships; but we accomplished our mission in the end. And how can you take away from President Buchanan that marvelous "media moment" when the Russian flag at Port Blair was hauled down and the American flag was raised?

PD: Big deal! We bask in the glory of a so-called military victory without examining whether or not we could have done better or whether we achieved everything that we wanted to. Let me point out the following facts. At the beginning of the war, President Buchanan ordered the Navy to fulfill two relatively easy tasks: first, destroy the enemy airfields in the Andamans and Nicobars; second, establish a "no-fly zone" and naval blockade around the islands so that enemy reinforcements could not be transported there. We had two carrier battle groups to accomplish this task, and guess what? Neither carrier group ever got close to the islands! They never even launched an air strike against them! Heads should have rolled! Our modern admirals seem to carry out naval warfare more like Mr. Peepers than Bull Halsey.

NL: Are you saying that the Navy lacks aggressiveness?

PD: You're damn right I am! If it hadn't been for the jugheads…er, Marine pilots at Banda Aceh and a few aggressive submarine captains, our butt would have been Russian goulash! Our whole strategy in the war was flawed. In the original secret operations order for the campaign (I obtained a copy from a highly reputable wargame company in Baltimore), our admirals frequently discuss "phase lines" and "Protective screens." Hell, they've always said our carriers are unsinkable. We should have gone straight for the objectives and bombed the hell out of them! Instead we waited for the carriers to rendezvous while they "skirted" the edge of the battle area. The delay caused by this strategy was disastrous. We hit the two airfields—our major objectives, mind you— only with a weak cruise missile attack, not the full force of two carrier air wings. John Paul Jones is rolling over in his grave! We worried more about

what the enemy was going to do rather than focusing all our efforts on what *we* wanted to do. We should have…

NL: Excuse me for interrupting, Mr. Dovetonsils, but you've made your point. Let's move on. You've said that we had nothing to fear from the enemy. Isn't that a rather bold statement considering the enemy very nearly annihilated our fleet?

PD: No! The only reason we managed to hold on in this war is that the Russian and Indian admirals were even dumber than yours! The whole Indian Navy calmly sailed into the middle of this thing with no air cover except for two crummy little VSTOL carriers. And you know what? They got creamed big time! Big surprise! I hear that Indian Navy admirals have learned the art of war from the writing of General Burnside. And how about the Russian bomber pilots, who attack first and ask questions later? They sank a neutral ship, the *Mayaguez,* and very nearly sank another one, the *Fairfield*. If it hadn't been for that, who knows how world opinion would have gone after this war. Finally, the Russians lost practically their entire Indian Ocean air force by insisting on pressing their attacks against the Marine air base at Banda Aceh when it was clear that it should have been softened up with cruise missiles first. They lost a hell of a lot of good pilots and aircraft that way.

NL: Quickly, Mr. Dovetonsils, we have to go to a commercial break soon. What does the Navy have to learn to do better next time?

PD: A lot. First, focus plans more directly on the objective. Second, become more aggressive in fulfilling those plans. Third, modify and improve tactical performance. I haven't talked much yet about this last problem. In the recent war, we saw American and Allied ships dispersing or operating individually. This was obviously done to enhance detection capabilities and to confuse the enemy. This is a no-no! Ships operating individually on picket duty, as well as those of the *Abraham Lincoln* battle group—which scattered and retreated after the *Lincoln* was sunk—turned out to be dead meat. The Australian and Indonesian task forces were also lost due to this faulty tactic, and now the newspapers in those countries are blaming the American admirals for this disaster. And you know what? They're right. In the teeth of enemy air power and modern SSMs, surface ships should group together. Don't they teach that at the Naval Academy anymore, or are they too busy with their latest sexual harassment case? I also detected a certain timidity in the use of our shipborne weapons. If we have 'em, why not use 'em? Holding off on attacking the enemy airfields with cruise missiles on the first day was a fatal mistake. And when we did finally let loose with Tomahawks on the second day, it was at Yangon, not at Port Blair or Car Nicobar! When I was in the Navy as a Deck Swabber First Class, we used to say "Shoot first and shoot a lot, and they won't get to shoot back." Unfortunately, it turned out it was the Russians who successfully achieved this tactic. We hardly even got a chance to use our vaunted Harpoons!

NL: Thanks Mr. Dovetonsils, we're out of time. Now let's give our callers a chance. Caller, are you there? Go ahead, caller.

Caller: Hi, Ted. Love your show. This is Boris calling from Siberia…

One Man's Play of
ACROSS FIVE APRILS

By John S. Wamboldt

INTRODUCTION

Let me start by saying that I found *ACROSS FIVE APRILS (A5A)* a pleasure to play. I've been gaming for 25 years and as much as I enjoy it, at this point in my life (with an intense job and young family) I just don't have the time or the patience to hack my way through a 50 to 80 page rule book. I want something that's quick, playable, fun and intelligent. *A5A* filled those requirements. The basic rules are roughly 10 pages long with perhaps an additional one to two pages in special rules for each of the five historic Civil War battles featured. Yet, as easy as it is to pick up, *A5A* has sufficient variables to keep an experienced gamer interested.

In particular, the game has a phased movement system, wherein each game turn the player never knows which side gets to move first, second, or third or when combat will occur. This innovation more closely resembles real combat which—as many of you know in playing the great struggles of our past—never unfolds in a nice and neat orderly manner. Sometimes, your soldiers attack or are attacked before they're ready. This feature of random phases of movement and combat also makes this game a very strong solitaire candidate. No matter how you may plan both side's strategies, the randomness of the battlefield will cause each game to play differently and force you to change strategies in mid-flight.

The game system is also true to Civil War combat in two other aspects:

1. The combat is usually attritional. Rarely does one side completely wipe out the other, without taking its own lumps.
2. If all factors are equal, the advantage generally goes to the defender. In this game, as often displayed in the "real" Civil War, commanders try to attack at a 2-1 advantage.

PREGAME COMMENTS

I've chosen to replay the First Battle of Bull Run. This was the first major battle of the Civil War. Held about 20 miles south of Washington, both sides rushed into combat before they were fully trained and ready. Public opinion on each side was convinced that they would crush the other in this one major battle, after which the war would be all but over.

General Irvin McDowell of the Union Army with his 37,000 troops marched down to face General G.T. Beauregard of the Confederacy with his 20,000 troops. The wild card was General Joseph Johnston's Confederate Army of the Shenandoah which, with 13,000 men, was 40 miles away and rushing to the scene by rail. Therefore, within this game the Union player has

to strike hard and fast and hope to roll up as much of the opposition as possible before General Johnston evens the odds. The Confederate player has to hold out, retreat strategically, grab the best terrain and allow time to be his ally. On the map, there are three strategic hexes that the two sides will attempt to control. At the beginning of the game, the Confederate player controls all three.

GAME TURN ONE

7:00 am—Union General Tyler has over 12,000 troops and 20 cannon massed within striking distance of Stone Bridge (a key strategic bridge). Rather than spread them out and ford Bull Run Creek in several locations, to keep the Confederate troops from concentrating, Tyler decides to lightning-strike the Stone Bridge with his entire force. His hopes are to steam roll the 1,200 Confederate troops there and "acquire" Henry House Hill; from there, he can control the surrounding area. Unfortunately for General Beauregard, his forces are strung along the Bull Run and have no idea where the strike will be. While this occurs, 5,000 troops from General Johnston's Confederate Army of the Shenandoah rush northward before it's too late. The turn ends with the Stone Bridge about to become a killing ground.

NOTE: These maps display end of turn positions.
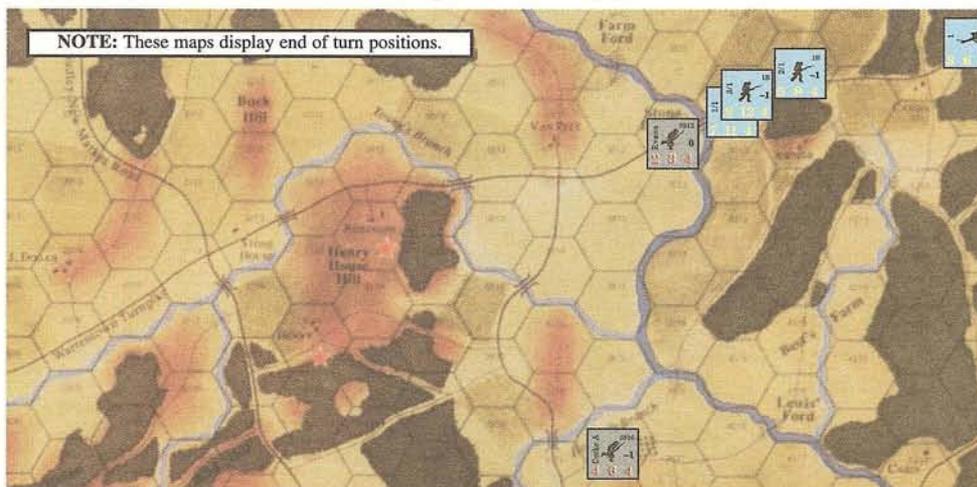
GAME TURN TWO

8:15 am—General Beauregard has a tough decision—what does he do with the 1,200 men holding Stone Bridge? The random marker system gave him the opportunity to move first. Does he retreat his brigade to Henry House Hill—in which case the Union Army will come pouring across Bull Run—or does he keep them there? If they stay, and the random marker system first gives the option of a Confederate attack, the Confederate Brigade can make a strategic fighting retreat without loss. If, however, the Union forces attack first, Confederate General Evans Brigade will face massive odds.

TURN THREE

TURN FOUR

TURN FIVE
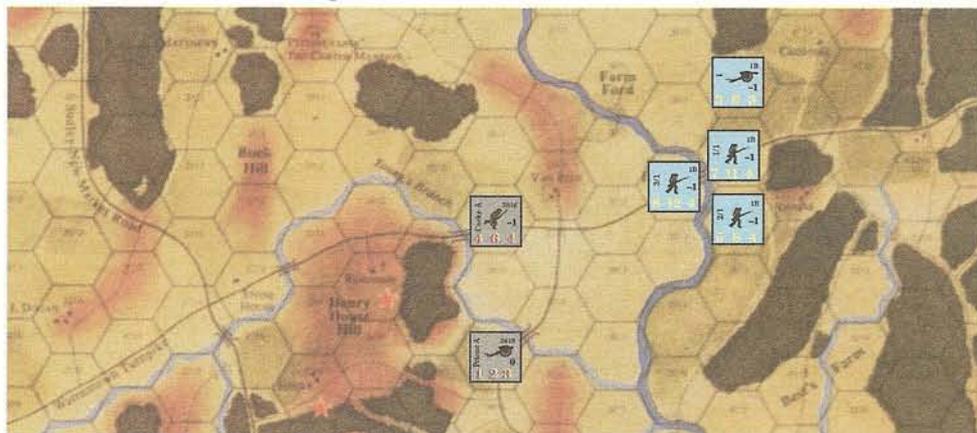
Beauregard couldn't allow free access across the Bull Run. Evans stayed and the odds went against them. General Tyler's army smashed across the bridge, taking out Evans Brigade, and now it's a foot race to the Hill. Generals Bee and Bartow are just 1,200 yards to the Hill from the south, as the Army of the Shenandoah rushes to assist. But suddenly 8,000 Union troops enter the map at the North border under General Hunter. If they move down unimpeded, the Hill will be between Union pincers.

GAME TURN THREE

9:30 am—This time it's the Confederates that catch a break. Being allowed to move first, Beauregard's troops reach the Hill, on the Eastside with Johnston's troops grabbing hold of the West. Had Tyler's Union boys been able to move first, the Army of the Potomac would have been caught out in the open and this could have been a very short game. As it is, General Tyler, rather than rush into a gauntlet of cannon and infantry in a wooded hill, has massed his troop again to rush the cannon position. He hopes to pick off the Confederate Brigades one by one. He'd better hurry though; General Thomas E. Jackson and 3,000 more Confederate troops are about to enter the map from the South, while General Heintzelman and 7,000 more Union troops enter from the North.

GAME TURN FOUR

10:45 am—A rout is in the making, the Rebs gained strong defensive position and then inexplicably chose to attack. Far outnumbered, and caught between the pincers of General Tyler and Hunter's Division, the Rebs lost two cannon brigades and 4,000 men in an hour. The Union forces are within a hair of gaining the hill with infantry from both forces charging in from North and South.

This game so far is a perfect example of how the phased marker system can affect a game and closely resemble genuine combat. As in real battle, the chaos of the moment can cause armies to attack or be attacked before they're ready. In this game, the random order within each turn, forces a commander to think quickly and often causes momentum to switch several times within a battle.

GAME TURN FIVE

12:00 pm—The Union Army has gained Henry House Hill, wiping out the last 1,600 men who were surrounded. In the five hours that this battle has raged, virtually everything has gone the Union's way. The Rebs have lost 6,000 men without any serious loss to the Union Blues. The steamroller has crushed forward under the weight of its numbers. However, General Thomas E. Jackson and 3,000 troops have reached the Southern base of the Hill. He must hope to be given the opportunity to attack before the Blues can amass more defense.

GAME TURN SIX

1:15 pm—General Thomas E. Jackson drew first blood. Rallying the remnants of General Bee's Brigade, the 6,000 infantry men stormed and decimated the full cannon brigade of General Hunter's Union First Division. From a quality standpoint, General Jackson is the highest rated soldier in the battle and remains

the Confederate's most potent weapon. A full skirmish line develops with Generals Jackson, Bee, Bartow, Hamilton and Sheth lined up against virtually the complete power of General Tyler, Hunter and Heintzelman's divisions. Over 37,000 infantrymen and three cannon brigades are about to unleash their fury at point blank range. No one can go anywhere except right at each other.

GAME TURN SEVEN

2:30 pm—In the actual battle, General G.T. Beauregard looked out across the battlefield and seeing General Jackson withstand tremendous odds, exclaimed "Look at Jackson's Brigade! It stands there like a stone wall!" In my recreation, "Stonewall" Jackson lived up to his name. The battle exploded immediately with Bartow and Sheth's Confederate Brigade being swept off the map before the onslaught. Hampton was forced into strategic retreat twice. This left General Stonewall Jackson to face practically the full force of the Union line with just his and Bee's brigades, and he did so magnificently. The first attack by the Union caused them to be thrown back in retreat. They came at him again, from two sides. Jackson took a hit but again stood

strongly. At this point, more reinforcements are hurrying from the South. They may well be too late. Still, the Union Army is now 5,600 infantrymen lighter than they were an hour and two attacks ago, as Stonewall demonstrates the sizable difference between a top general and the green (but eager) Union troops.

As we enter the next turn, the Rebs must hope that they are allowed movement (to bring up the reinforcements) before combat. A reversal of that order may well end this game.

GAME TURN EIGHT

3:45 pm—General Johnston is able to move the remnants of his army up and then full combat is launched. The battle becomes truly attritional which is a war the South cannot win. General Stonewall Jackson is thrown back at the loss of Bee's Brigade but at the same time causes even further damage to Hunter's 1st Division and Heintzelman's 3rd. Yet, this battle becomes a microcosm for the entire Civil War as the North keeps throwing numbers at the South. General Jackson caused damage, but Heintzelman had 4,000 more troops and a full cannon brigade to throw at him. General Beauregard finally brought up reserves; but General Tyler moved

his forces across, to cut them off. Barring a battlefield miracle, this game is all over, whether the fat lady feels like singing or not.

GAME TURN NINE

5:00 pm—The game has come to a close. Heintzelman's 3rd took one last run at Stonewall Jackson (folly at best with Jackson having a hill at his back and a stream protecting his front), took his lumps and backed off. The Union Army, having accomplished its goals with complete control of the strategic objective hexes, drew a line of defense across the map and challenged the Rebs to come at them. The Southerners, down to their last 8,000 troops and facing two and one-half times that many, lost heart and decided to fight another day.

As are the rules of this battle, if either side should achieve victory at this point, the battle ends. The Union Army has won decisively.

POST GAME COMMENTS

I've played this battle many times and have never had the Union Army take control of as many as two strategic hexes, much less sweep the Confederacy right off the hill. Historically, the Rebs controlled all three hexes with great loss of life on both sides. My battle was bloody enough (9,000 Union soldiers lost, 11,000 Confederates) but with the different conclusion. Yet that's the fun and beauty of this game. You could play the exact same strategy repeatedly with very different outcomes and it's not because of a dice roll. It's because the game system recreates the havoc that happens within each well-planned campaign, when the plan hits the battlefield.

In real life, both sides walked away from this battle with the cold realization that the Civil War was going to be a long and bloody affair, and I believe *you* will walk away from *A5A* with the realization that it's a lot of fun. ☆

Eight Steps... *(Continued from pg. 19)*

A9.7-9.74
Support weapons break down, but you can fix them. Nothing lasts forever.

A10.1-10.72
Morale, Rout, Rally, and Leadership. This is another involved but critical section of rules. Skip 10.533 until Concealment is introduced later. Note changes to the rout restrictions and the new ways to become DM. There are a couple of new concepts here, including interdiction, low crawl, and a terrain bonus for Rally attempts.

A11.1-11.16
This introduces the basic infantry Close Combat procedures. More details will be added later.

A17
A leader who is Casualty Reduced becomes wounded instead of eliminated. This concept was introduced with *COD*.

A21.1-21.12
Use this section should you capture an enemy MG in Scenario A.

A26.1-26.13; A26A
Hex and building control Victory Conditions are what you need to do to win the scenario. Note that, if you don't win, your opponent does.

You have now read *almost* enough to play Scenario A. There are only a few remaining rules in Chapter B that apply to Board 1. These are essentially the same as the corresponding terrain rules in the first *SQUAD LEADER:*

B.1; B.2; B.7
These are some general terrain rules you should be familiar with.

B1.1-1.11; B1.2-1.3
Open Ground. Pay attention to those three lines dealing with FFMO.

B3.1-3.4
Roads. The road bonus introduced in *COI* is retained in *ASL*.

B13.1-13.2; B13.4
Woods. There are a *few* trees in Stalingrad.

B23.1-23.2; B23.3-23.31; B23.4
Buildings. For simplicity's sake, treat all buildings in your first playing as having a ground-level only. It will get more complicated soon enough.

Congratulations! You have now ingested the biggest block of rules in *ASL*. And you are now ready to play ASL Scenario A. For those of you who don't have Scenario A, simply modify Scenario I from *SQUAD LEADER* as follows: Remove one LMG from building F5. Remove one LMG from building I7. To "completely occupy" a building, it must be Controlled as per A26.12.

If you are using the published Scenario A, disregard the Balance Provisions, ELR, SAN and Special Rule #2. In either case, treat all the buildings as having ground levels only, ignoring the stairwells. They lead to places that will just confuse you at this point.

Play ASL Scenario A once; re-read these rules sections; switch sides and play it again. Then you (and your opponent, of course) will have mastered the basics of *ASL* and you will be ready for:

LESSON 2:
The Advanced Infantry System

You have at this point digested the essence of the *ASL* system. Now, onward to your next objective—the more advanced concepts that bring the flavor to it. These rules build upon the rules introduced in Lesson 1. They add more variety, options, and weird possibilities to the stew. Some of these rules are brand new with *ASL*, and others are based on rules introduced in the original system.

A18
There is a limit on morale. A number of these advanced rules can increase a unit's morale (Commissar, Human Wave, and Battle Hardening for example).

A1.31-1 .32
Deployment and Recombination of half-squads was first seen in *COD*.

A1.6
The "Unit Size Number" is needed for Concealment purposes in this lesson; and it has some other uses that you will run into later.

A4.134
Minimum Move is a handy rule to remember in some rare situations. It sometimes is needed when a tired squad is dragging that heavy Russian MMG into a building in this scenario.

A4.15-4.152
With Infantry Overrun, no longer can a solo leader block the road to victory on the last turn.

A4.34.34
Infantry Bypass Movement was introduced in *COD*. You should remember it well by the time you are through.

A4.5-4.52
Double Time (huff, puff) is very little changed from the days of *COD*.

A4.63
This rule makes it safer to dash across those narrow city streets. The roads in European cities and towns are rarely 40 meters wide, as on these boards. This rule partially compensates for this anomoly.

A4.72
A building can be Difficult Terrain if you are dragging a Russian MG.

A4.8
Units can be Temporarily Immobilized (TI) when searching and mopping-up, as well as for many other actions introduced in later lessons.

A6.12
A typical LOS is traced to other points than the hex center dot. This is now needed for Bypass Movement and Snap Shots.

A6.4-6.5
Blind hexes can be formed by buildings or woods (now that our buildings suddenly have upper levels). It is possible for some units to see over woods and lower buildings. It is unlikely that 6.41, 6.42 or 6.43 will come into play in Scenario A, but they will be important later.

A6.8
This rule can apply to units on different levels in a building.

A7.34
Squad Spraying Fire can be used by German squads and the Russian Guards. This rule is a generalization of the Spraying Fire introduced in *COI* and *GI*.

A7.36
Assault Fire, introduced in *GI* for the Americans, can be used by the Russian Guards in this scenario.

A7.54
Berserk units, which you will run into occasionally (always at the least convenient times), are restricted in joining a Fire Group.

A7.7-7.72
Encirclement is another innovation in *ASL*. In Scenario A, it makes it tough if you get trapped defending the upper levels of a building.

A7.9
Cowering was first brought to us in *COD*. It doesn't often have an effect, but it provides a real reason to put an 8-0 leader on the line.

A8.15
Snap Shot (nothing to do with taking pictures) is another innovation. It can be used to nail that squad sneaking from building to building.

A8.223-8.224 A8.24
How Residual Fire interacts with the Snap Shot, Cowering and Spraying Fire.

A8.311-8.312
Triple Point Blank Fire can occur against Berserk units in this scenario, and against cavalry and vehicles in later ones.

A9.21
Some MG in some terrain have a limited Field of Fire.

A9.22-9.223
MG Fire Lanes. This rule is the real replacement for Penetration from *SL.*

A9.4
Mandatory Fire Direction for long-range MG fire is not too important in city-fighting, but can be crucial once you reach the hills and fields of the countryside.

A9.5; A9.52
MG Spraying Fire is a modification of Spraying Fire rules introduced in *COI.*

A9.8
Dismantling of Support Weapons to make them easier to transport was first introduced in *GI.*

A10.533
This rules section covers the effects of Concealed units on routing units.

A11.17
The effect of Stealth on Close Combat resolution may come into play in this scenario if a Hero is created.

A11.18
The effect of Lax on Close Combat resolution may come into play in this scenario if a Conscript unit is created (which is far more likely than Hero Creation).

A11.19
This covers the case of Concealed units in Close Combat.

A11.2-11.22
Withdrawal from Melee and Infiltration add yet more options and possibilities to Close Combat.

A11.3-11.41
Ambush is an innovation new with *ASL*. It certainly makes things more interesting. Also, the case of prisoners attempting to escape is first mentioned here (and treated in more detail later). Skip A11.31 until vehicles are introduced to your play.

A12.1-12.6
Concealment was first instituted way back in the original Scenario 2 of *SQUAD LEADER*. Mopping Up and Searching are new actions. Note that there are no "Scouts" in *ASL*.

A14
Snipers. This procedure replaces the sniper counters introduced in *COD*.

A15
The Heat of Battle section replaces the old rules covering Berserk, Battle Hardening and Hero Creation (rules that seemingly changed constantly in the old system). Here, too, is one of the ways to surrender.

A18
Field Promotions were also introduced in *COD*, but in *ASL* this rule also gives units without a leader a chance to rejoin the battle.

A19.1-19.13
Unit Substitution replaces units that roll badly enough on a Morale Check with inferior substitutes. Watch your brave troops turn into wimps before your eyes.

A19.2-19.36
These rules detail how your Conscripts will act once they are created. Skip A19.34 until the appearance of vehicles.

A20
This covers a couple of ways of taking prisoners, and the rules covering those unfortunates. Prisoners can try to escape, and they can be massacred. The most important rules to study here are 20.21 and 20.3. Concentrate on the rest of this section only when a unit is actually captured.

A25.2
The Russians are coming.

A25.22-25.223
The Russian Commissar is an *ASL* innovation.

A25.23-25.231 .422
The Human Wave is also new with *ASL*. The Russians are really coming! These rules grant the Russians some of their special flavor.

Now for the architecture lesson, as you master the intricacies of some of the different types of buildings in *ASL* and visit the upper floors.

B4
It is now possible to see over buildings and woods.

B23.21-23.26
Different types of buildings. Skip B23.211 (lumberyard) and 23.24 (third-level structures), which aren't needed in this scenario's playing .

B23.42-23 .422
Upper levels of buildings. This has important implications in Scenario A, as you will soon learn.

C.5-C.5C
The *Vertex Aiming Point* is an exception to LOS traced to the center of a hex. It applies to Bypass movement and to Snap Shots.

Play ASL Scenario A again, using all the rules that you have just read. You will find that it feels much different, the problems more complex and the solutions to them less obvious. You are starting to polish your tactical skills if you can come to consistently win Scenario A with all these rules in force.

If you do not have the updated Scenario A from The *GENERAL*, modify the old *SQUAD LEADER* Scenario I as described at the end of Lesson 1. Also, give the Germans an ELR of "4" and SAN of "6" the Russians have an ELR of "3" and SAN of "6".

By this point, you have encountered most of the infantry rules for *ASL*. The remainder of the rulebook deals with additional terrain types, weapons, artillery, and vehicles. They all build upon the foundation that you have acquired in these first two lessons. If you are unsure of any of the procedures re-read the lessons and rules, and play Scenario A until you are comfortable with all of the concepts.

LESSON 3:
Special Infantry and Terrain Rules

The first two lessons have introduced the fundamental *ASL* infantry rules, which are needed to play nearly every *ASL* scenario. This third lesson presents a number of rules that apply only to particular scenarios. Adding these to what you have learned from the first two lessons, you will have enough knowledge to play five more scenarios: ASL Scenario B from The *GENERAL*, and ASL Scenarios 1-4 from *BEYOND VALOR*. Taken together, these scenarios include more types of troops—Combat Engineers, SS, Partisans, Finns—and many more types of terrain, and some additional infantry weaponry.

You can read all of these rules and then play the five new scenarios; but it is easier to pick one of the scenarios and then read just the new rules that apply to

that scenario. The new weapons, troop types and scenario-specific rules are covered in Chapter A of the rulebook:

A6
This applies to Gullies in *ASL* Scenarios 2-4.

A16
SMOKE, including Smoke (yes, there is a difference), is important in ASL Scenario B.

A1.123
Crews show up in ASL Scenario 3. The weapons that require crews will appear later.

A2.5-2.52
Mapboard entry is necessary for the SS in ASL Scenario 2. This rule clears up some of the confusion found in the original *SQUAD LEADER* method.

A2.6
Mapboard Exit is the key to victory in ASL Scenario 1.

A4.131
Hexside movement costs apply to walls and hedges found on most mapboards, and in ASL Scenarios 1-4.

A4.132
This rule applies to the road entering the building in hex IX6 and to the road passing through the orchard on Board 20. It is important in the play of Scenarios B and 2-4. Its most significant application occurs in woods-road hexes (found on Boards 5, 19, 32 and 33).

A4.133
Elevation change applies when leaving a Gully (which a unit may wish to do in Scenarios 2-4), as well as when going up a hill.

A4.62
Hazardous Movement applies to stomping out fires (which a unit might attempt in Scenario 1) and to Sewer Movement (which is a distinct possibility in Scenarios 2-4).

A5.6
Location restrictions to stacking apply to units in the Sewers and Trenches found in Scenarios 2-4.

A6.21
Half-level Obstacles include walls, hedges and rubble (found in Scenarios 1-4).

A6.3
Depressions include gullies (found on Board 20).

A6.7
LOS Hindrance is an innovation in *ASL* that consolidates a lot of the terrain rules found in *SQUAD LEADER*. It applies to the orchards, factories, graveyards, brush and Smoke found in all five of these scenarios.

A8.26
Note the effect of LOS Hindrance on Residual Fire.

A9.22
Note the effect of some LOS Hindrances on Fire Lanes.

A10.8
Fanaticism will apply in ASL Scenarios B and 2. This is essentially the same rule as found in *SQUAD LEADER*.

A12.3-12.32
Hidden Initial Placement is little changed from *SQUAD LEADER*. It is used in the first four scenarios of *BEYOND VALOR*.

A12.33
Trenches may be set up Hidden in Scenario 4.

A16
Battlefield Integrity is an optional rule very different in method from the corresponding rule in *COI*. Use it if you like, but it does complicate matters.

A19.131
Ammunition Shortage is new with *ASL*. It is used in Scenarios 1-3.

A19.132
This rule applies to the SS in Scenario 2.

A22.1-22.5
The deadly flamethrower is little changed in usage from *SQUAD LEADER*. It first appears in Scenarios B and 4. Skip A22.34. since there are no AFVs on the same battlefield as flamethrowers (yet).

A22.6-22.62
The Molotov Cocktail counters of *COI* have been replaced with this method. They are used in Scenarios 2 and 3. Skip A26.612 until you have some vehicles to play with.

A23
Demolition Charges blast their way into *ASL* in Scenarios B and 4. These rules have some significant differences from most of *SQUAD LEADER*, with a few new options introduced. Skip A23.5 until vehicles are present.

A24.1-24.2; A24.424.8
The infantry Smoke placement rules of *GI* have been generalized and now apply to all nationalities. These rules can, theoretically, come into play in Scenario A, but smoke grenades are not very important in the play of that scenario. They are, however, very important in Scenarios B and 4. Smoke from a Blaze is present in Scenario I, and can play a role in Scenarios B and 4 if a Blaze results from a flamethrower attack.

A25.1-25.12
This section presents more details on the German infantry. The SS are found in Scenario 2, and the Combat Engineers appear in Scenarios B and 4.

A25.24-25.242
Partisans appear in Scenarios 2 and 3.

A25.7-25.73
The Finns make their debut in Scenario 1.

A26.2-26.3
Casualty Points and Exit Points determine victory in Scenarios I and 3. The concepts are unique to *ASL*.

A26 .5
The Balance Provisions are another *ASL* innovation. If you and your opponent feel that one side in a scenario has a decisive edge, or that one of you is a better player, and you wish to even up the game some, use the Balance Provision that comes with every scenario to help one nationality.

The new boards have a lot of new terrain types which means you need to review a number of rules from Chapter B:

B.2
Cost of Terrain is important when moving in Smoke or onto hills or across walls and hedges. It will play a role in all five of these scenarios.

B.5
Continuous Slope applies to the hills on Board 8 (used in Scenario 3), as well as to many of the boards you will use later.

B6
Inherent Terrain includes orchards and graveyards, found in Scenarios 1-4.

B8
Random Direction; required by a few rules.

B9
Artificial Terrain applies to Smoke. It is most important in Scenarios B, 1 and 4, but it can appear in any scenario now.

B10
It isn't likely that LOS will be blocked in this group of scenarios— but it can happen (especially with the smoke from the fires in Scenario 1).

B1.15-1.17
Bridges, walls and hedges, and smoke can negate Open Ground.

B3.5
This rule applies to the trenches in ASL Scenario 4.

B6.1-6.31; B6.4; B6.5
Bridges cross the gully on Board 20 and the canal on Board 23, but stone bridges don't burn. Bridges are found in Scenarios 2-4.

B8.1-8.5
Sewers can be used in Scenarios 2-4. They can also be used with the Balance Provision instituted in Scenarios A and B.

B9.1-9.4
Walls and hedges are very similar in effect to those in *SQUAD LEADER*; but pay careful attention to the Wall Advantage rule. These appear on nearly all the boards (and here in Scenarios 1-4).

B10.31
Height Advantage applies to fire from that gully (Scenarios 2-4). The hills on Board 8 can be ignored in Scenario 3.

B12
Brush appears on Board 21, used in Scenario 1.

B13.5
Kindling woods is not too common a tactic (especially in these urban fights) but here is the rule for it.

B14
Orchards appear in Scenarios 1-4, and there is even an orchard-road on Board 20.

B18
If you have just been dying to fight in a graveyard (sorry) ASL Scenario 1, set on Board 21, is for you.

B19.1-I9.4
There is a gully on Board 20, used in Scenarios 2-4.

B20.9-20.98
Units in the gully on Board 20 can be in Crest status.

B21.1-21.122; B21.2; B21,3-21.4
There is a river and a canal to deal with in Scenario 3.

B23.5
No trenches are allowed in the house. This applies to Scenario 4, the only one with trenches thus far.

B23.6
Now you can be a real "barnburner". This rule is especially important for play of Scenario 1.

B23.7-23.711
Rowhouses are found on Boards 20, 21 and 23. They figure prominently in Scenario 2, but they have a role in Scenarios 1, 3 and 4 too.

B23.74-23.742
The factory makes Scenario B very interesting, and very different from the original Scenario 2 in *SQUAD LEADER*. It is a new innovation with *ASL*.

B23.8-23.86
Rooftops may be used in Scenario 2.

B23.9-23.94
Fortified buildings are crucial in Scenarios 2 and 4.

B24.1-24.6
Rubble is a distinct possibility whenever there are Demo Charges and buildings in the same scenario. Examples are found in Scenarios B and 3. Rubble also exists, by decree, in Scenarios 3 and 4.

B24.7-24.721; B24.75; B24.8
The Clearance rules apply to rubble, fire, and set Demo Charges. Labor status is a innovation new with *ASL*. This rule can be important in Scenarios B, 1, 3 and 4

B.25
The elementals enter *ASL* in this section, which introduces fire and wind. This meshes well with the Smoke rules in Chapter A. The Wind DR should be made in every *ASL* scenario. It is extremely important whenever there are flamethrowers (as in Scenarios B and 4). Buildings start the game ablaze in Scenario 1.

B27.1-27.54
Foxholes and Trenches are similar in play to those in *SQUAD LEADER*. Foxholes can be dug in nearly every scenario (but are not likely in these urban ones). Trenches appear in Scenario 4. The foxhole rules will become very important later on (the *PARATROOPER* scenarios and the updated ASL Scenarios D and E).

Now play the scenarios, maybe even play Scenario A again. (If you wish to add the Balance Provisions to Scenario A but have only the original version, these are—

Russians: Allow Sewer Movement by Russian units.

Germans: Add one Hero to any German group.

Also, Environmental Conditions for Scenario A are "Moderate with no Wind at start."

SQUAD LEADER Scenario 2 has been converted to Scenario B as follows. The Environmental Conditions, Balance Provisions, ELR and SAN are the same as those for Scenario A. Delete the Smoke counters from Company A (these are replaced by the squad inherent smoke capability). Remove two LMGs from "'Kampfgruppe Stahler". Replace the three LMGs of "'Kampfgruppe Tienham" with one MMG. Replace those 27 Russian 44-7 squads of the 295th Infantry Division with 26 5-2-7 ones. Also, the Tractor Factory (Building X3) is considered a Factory (B23.74) now.

Enjoy these five scenarios to their fullest. When you feel ready to tackle something new, move on to Lesson 4.

LESSON 4:
The Offboard Artillery System
It is time to leave the smoking city and head into the country for a breath of fresh air. Hear the birds sing, the mortars whoosh, and the soldiers croak. This lesson brings you some rural terrain types (notably, hills). But the major focus is on Offboard Artillery. This is one of the more complex systems in *ASL*, encompassing major changes from the methods used in *SQUAD LEADER*. Read the OBA rules in Chapter C carefully.

Lesson 4 features only one scenario (Scenario D), but the OBA rules are used extensively in Scenarios 9 and 10 in *BEYOND VALOR*, plus many others in later modules.

A2.4
This rule applies only to hexes 2I9 and 3I1 in Scenario D.

B1.13; B2
Shellholes are found on Boards 2, 3 and 4. Their impact is essentially unchanged since the days of *SQUAD LEADER*.

B1.14; B10,1-10.4
Hills are crucial in the play of this scenario. Rule 10.211 is a rarely invoked option.

B9.34
This rule section, which deals with Indirect Fire and walls/hedges, should make more sense now that there is indirect fire occurring (in the form of OBA).

B11
Cliffs are not too important in Scenario D, but they are found on both Boards 2 and 3.

FLIGHT COMMANDER 2

By Charles Moylan (Designer of FLIGHT COMMANDER 2)

In the months following the release of my tactical air combat computer game, *FC2*, I've received a good number of electronic mailings from players who have had questions about the game. With this article, I've tried to answer some of the more common ones for the sake of all interested *FC2* players. In addition, I've included some exciting news about upcoming add-ons for the game and a *new* tactical air combat computer game that we have in the works.

All's Fair in Love and *FC 2*

One of the most frequent questions I receive is:

"How do I build a balanced scenario using the battle generator?" For pure air-to-air scenarios, just use C-Points when selecting forces. For an air-to-ground attack mission, it's a bit more complicated, but a good rule of thumb is to give the attacker roughly three times the resources of the defender. It's also better to measure force size using C-Points rather than number of aircraft because twelve MiG-17 fighters attacking a city would be horribly outclassed by even *four* F-22 Advanced Tactical Fighters! The reason for the seemingly large 3:1 imbalance is much the same as it is for ground combat: the attacker is more vulnerable than the defender and has the obligation to seize territory (or, in this case, destroy something on the ground). The attacking force actually has three separate missions to perform:

Attacking Force

1. *Destroy enemy fighters.* A portion of the attackers must deal with defending fighters, hopefully destroying them but at least keeping them too busy to shoot down the bombers.
2. *Destroy antiaircraft units.* Another group of attackers must be the "iron hands" whose job it is to knock out antiaircraft units like AAA and SAM sites.
3. *Destroy "primary" target(s).* Only once these first two objectives have been met (at least partially) can the remaining aircraft destroy the primary target on the ground.

Defending Force

In contrast, the defenders have but one goal: **destroy the attacking force.** If you've tried your hand at a few air-to-ground attacks against targets defended by fighters, I'm sure you've experienced that sinking feeling as a bandit swings onto your bomber's six. Most strike aircraft are so heavily loaded that once an enemy missile is in the air, it's already too late to maneuver effectively to defeat it. Bye-bye striker! The way to survive is to have friendly escort fighters keep the defenders so occupied that they never get the chance to line up on a striker for a lethal shot. Now you know why Allied air forces in the Gulf War didn't (with a few exceptions) risk attacking targets that were likely to have Iraqi fighter cover until clear air superiority was established.


```
U.S. Air Force (#0)         Altitude
F-15E Strike Eagle          0

                laser pod
4 x AIM-7M
10 x cannon     ECM pod     Maneuver
2 x 3000lb. bomb            2%
6 x rocket
1 x ARM                      ○  Burner

Systems   Weapons       ○   Brakes
```

Good luck trying to pull high-Gs with a full bomb load.

Of course, certain targets are tougher than others. You may find that it takes a four- or even five-to-one ratio of attack to defense to balance an attack on the airfield, city, air defense battery, or either of the naval targets. These sites are ringed with powerful antiaircraft defenses and a larger portion of the attacking group is forced to deal with "iron hand" duty.

Finally, keep in mind the technology levels of the combatants in play and adjust your force levels slightly. This is especially relevant for the defender, as his antiaircraft defenses' effectiveness is directly related to his technology rating. I guess this makes me an anarchist, but I love to have the US Navy square off against the US Air Force in scenarios that I play, each taking turns as attacker. The antiaircraft fire at tech level 4 is formidable to say the least!

Are You Sure This Is Right?

Another question I'm frequently asked is: *"Are the restrictions placed on the firing of missiles by United States pilots in the Vietnam scenarios too severe?"* The answer is **no**. The rules of engagement (ROEs) that US pilots labored under at the time were extremely limiting, requiring both visual contact *and* visual identification to a target before missiles could be fired. The reasoning was that most of the jets in the air over Vietnam were friendlies, and since the use of beyond-visual-range (BVR) missiles was relatively new and untried, it was feared that a number of friendly-fire incidents would occur with unrestricted missile launchings. But this arrangement effectively defeated the purpose of the AIM-7E Sparrow medium-range BVR missile, and in *FC2* can make fighting on a cloudy day, when visual spotting ranges are reduced, really tricky—especially when your adversary is a small, hard-to-spot aircraft like the MiG-17. The best tactic to use is to split one aircraft away from your main force and fly him up ahead as a "scout." The scout should fly close to the bogeys, spotting and identifying them visually so that his friends in the rear can let fly with their AIM-7E missiles. Then use AIM-9B Sidewinders when the combat closes to shorter range.

And now a technical note: Both in real life and in *FC2*, there is no *direct* way to tell if an incoming missile is radar-guided or heat-seeking, even though the seeker type makes a big difference when it comes to the tactics you should use to evade the missile. Given the scant seconds that a pilot would have to identify a (relatively) tiny supersonic missile several miles away (from a head-on angle), it's expecting a bit much to have him read the serial number on the side of the thing or count the fins or even to identify a general shape other than "airborne missile." Also, there's no such thing as a magical "incoming missile indicator" (regardless of what some flight simulator programs would have you believe). Remember that heat-seeking missiles (HSM) are *passive,* meaning that they home in on infrared waves emanating from the target but emit no radiation themselves in the tracking process. Target aircraft can tell when an attacker has locked a radar onto them, but this does not indicate whether a radar-homing missile (RHM) has been fired. Once the RHM is in the air it is also effectively passive, tracking the target by the radar waves that originally emanated from *firing aircraft* (and then bounced off the target). Thus the firing aircraft is not passive and can be detected by its outgoing radar waves, but the missiles it fires, both HSM and semi-active RHM, are passive and as such can only be detected by spotting them visually.

A good rule of thumb is to check your radar warning receiver (RWR) to see if you're locked onto from the general direction from which the missile is coming. If not, it's probably a heat seeker (though it could be an active-radar homer). Also, if the missile is approaching from the front and you're playing an obsolescent foe who lacks all-aspect heat-seekers, you know it must be an RHM. Shots taken from long ranges also tend to be RHMs, since very few heat-seekers have long-range motors.

Quick Tips on a Few Campaigns

In case you haven't already learned your lesson the hard way, here's a little real-life story that might ring a few bells. The famous Than Hoa Bridge withstood literally years of attacks from American strike planes during the Vietnam war. "Dumb" iron bombs simply lacked the accuracy to do the job, and it wasn't until 1972 that a laser-equipped F-111 destroyed the bridge with "smart" bombs.

The lesson? Don't be discouraged if you have a tough time knocking out that very same bridge in the *Dragon's Jaw* campaign! There's a historical basis for the relative ineffectiveness of standard bombs, even when you fly a perfect bombing run. Actually, *FC2* makes hitting the bridge a little easier than it would be in real life, for the sake of playability: you can use rockets pretty effectively. They're more accurate than iron bombs, so give them a try and watch those spans crumble.

The only good bridge is a crumbled bridge!

Similarly, in the desert skies over Iraq in the *Tank Busters* campaign, you might have noticed a sneaky scenario or two where you thought you were going to shoot some fish (actually Iraqi T-72 tanks) in a barrel, but suddenly found yourself airborne with a pair of supersonic MiG-29A Fulcrums bearing down on your six with no tanks in sight. Welcome to a surprise attack!

At that moment, you're either breathing a sigh of relief that you brought along those AIM-9L Sidewinders for self-defense, or you're sweating…profusely. If you got cocky and loaded up entirely with rockets and laser-guided bombs you're in for a very rough ride. I suggest jettisoning all air-to-ground ordnance and holding on for dear life until the MiGs run low on fuel and are forced to break off combat. Make use of that powerful 30mm cannon on your A-10 because it's your only way to strike back. Try to maneuver for head-on passes with the MiGs so you can fire your cannon.

On the other hand, if you wisely took a few AIM-9Ls along for the ride, you stand a very good chance of bagging a few MiGs. Split up your A-10s so you can get a good rear shot on someone and let the Sidewinders fly. You probably don't have enough missiles to waste on low-percentage head-on shots, so save your 'winders for better angles after some maneuvering. Use team tactics and you'll probably win this one. But take care: the A-10 is nimble but extremely heavy and loses airspeed quickly in a twisting, turning dogfight. Don't get too low and slow or else the MiGs will shoot you down in a hurry.

Speaking of low and slow, just how slow can you go in a Harrier in the *South Atlantic '82* campaign? Zero, actually. You can hover in mid-air if you want to, but I wouldn't recommend this. The Argentine Mirage fighters aren't as deadly as the aforementioned MiG-29s, but a stationary target is pretty easy to hit. So make sure you don't get lazy in your Harriers and allow your airspeed to bleed off too low. You'll never stall which is a nice advantage, but if you abuse it and go too slowly you'll be meat on the table for an Argentine Magic missile and too slow to catch any Argentine bombers that are blowing past you at 500 MPH on their way to bomb your fleet.

Any Aspiring Designers Out There?

Good news for all you creative types: The *FLIGHT COMMANDER 2 Mission Builder* is nearly complete. This program will allow you to create your own campaign games and set-piece battle scenarios. In the campaign module, you can create campaigns from the story line to mission descriptions to participants' identity, training, and tech levels. If that's not enough, you'll also be able to set the munitions availability, aircraft squadron profiles (both enemy and friendly), chronological mission links, and more. The battle module will let players create battles with precision, facilitating the recreation of historical engagements or combats gleaned from the pages of popular fiction (lots of people have told us they want to recreate dogfights from Tom Clancy novels). You can implement whatever you dream up, and then trade your creations with your friends. We'd like to see players creating all sorts of scenarios and then uploading them to computer BBSs and online services for other players to download. If that happens, *FC2* players everywhere will have a nearly unlimited (and free!) source of new campaigns and battles to play. I'm very curious to see what *FC2* fans will come up with once they have the tools to build their dream scenarios.

But Wait, There's More!

Looming on the horizon is a new game to take *FC2* fans back to an earlier era, where super-charged propeller-driven aircraft and wing-mounted machine guns ruled the skies. Big Time Software is continuing its successful partnership with Avalon Hill to create *Over the Reich*, an operational and tactical air combat game set in the skies over Germany from 1943 to 1945. It is based on the boardgame of the same name created by renowned game designer and ex-military aviator J.D. Webster. Computer *Over the Reich* will be available for both Windows™ and Macintosh and will be an extension of the boardgame in that it will include many of the popular features that were successful in *FC2*: a fully graphical interface (flight stick, control switches, etc.), an expanded campaign game, a system of combat options allowing players to tailor complexity to their own personal taste, an on-line photographic database, and more. Computer *Over the Reich* will have an underlying engine that is every bit as realistic as the boardgame but an interface that completely hides all of the bookkeeping inherent to boardgames. Computer *Over the Reich* will "fly" a lot like *FC2:* set your throttle, position your flight stick and go!

As with *FC2*, the emphasis in *Over the Reich* will be to get players into the heat of action quickly and enjoyably, maintaining realism and focusing on the real-life challenges faced by the pilots who flew in that era. Players will be rewarded with victory for using tactics that worked in the war, and will end up trailing smoke and flames if they ignore the lessons of history. The game will feature "combat advisors," a pair of on-screen pilots who will share their experiences and strategy tips with you. And of course players will constantly be faced with the fog of war which can be presented so naturally on a computer platform.

Computer *Over the Reich* will feature a whole host of famous fighting machines from the United States Army Air Force, the Royal Air Force, and the German *Luftwaffe*. You'll see diehard fighters like the P-47D Thunderbolt and Messerschmitt Bf-109, strategic bombers including the B-17 Flying Fortress and B-24 Liberator, and even some unconventional German "wonder-weapons" like the rocket-powered Me-163B "Komet" Interceptor: the aircraft that was so fast it was practically immune to Allied fighters but had only enough fuel for eight minutes of powered flight! The aircraft and weapons in *Over the Reich* have been painstakingly researched to provide maximum realism and enjoyment.

But, *Over the Reich* will provide more than just twisting and turning high speed air combat! Players will be given the ability to fly entire missions from start to finish, planning and fighting out the strategic, operational, and tactical phases of each mission. Strategic issues like target selection take place first and the flight to the target is handled in a somewhat abstract fashion, getting players into the action as quickly as possible. When the enemy is contacted, the game switches to the operational level, where squadron positioning and formation choice take place. If combat ensues (and it usually will!) play then proceeds to the tactical level where pilots hunt for the kill. Structuring the game like this not only gives a player the opportunity to fly combat directly, but also to find himself over eastern France with one engine shot out, no ammunition left, no wingmen in sight, a damaged compass, and the challenge of picking his way through the marauding Focke-Wulfs to make it back to England! The entire mission is simulated, with the focus on the decision-making that will bring victory or defeat. You're thrown straight into the action and only your wits and your trusty Spitfire can save you.

Bringing Up the Rear

One last note: If you're looking for a place to talk online to other *FC2* players, try logging on to CompuServe or GEnie. On CompuServe, type GO GAMEPUB and then select section C. There's an Avalon Hill section there where people discuss all of Avalon Hill's computer games. On GEnie, when you log in, type SCORPIA. This arcane command takes you to the place where people talk about games. Then "set category" to 21 (Avalon Hill) and look for message topic 50 (Flight Commander 2).

Have fun and don't forget to check six!

☆

Eight Steps… *(Continued from page 43)*

B13.3
Air Bursts make OBA especially deadly in the woods.

B15.6
Grain is out of season during ASL Scenario D; but it becomes important in many other situations.

B23.32.
Indirect Fire against buildings can come into play in this scenario.

B27.1-27.44
I know—you already read these rules for Lesson 3. But you didn't dig any foxholes then and have probably forgotten how. This rule is more important among the hills and fields of Scenario D. I suggest that you re-read this section, noting 27.11 especially.

C.l; C.6.
Indirect Fire is getting closer.

C1.1-1.72.
Indirect Fire arrives with a thump. This is a complex procedure, so take it slow. You may even want to practice calling in OBA a few times before actually playing the scenario. Set up a board, a spotter with a radio, and try getting an FFE into a hex a few times. Skip rules 1.23, 1.54-1.55, and 1.63 since there are no Field Phones, vehicles nor Off-board Observers in this scenario.

C6.4-6.44.
Bore Sighting can be applied to MMGs and HMGs as well as to the ordnance that you will see later. The Germans qualify for it in this scenario, for instance.

Those are all the new rules you will need to play Scenario D. I suggest that you review the rules for Russians entrenching (A25.21), Conscripts (A19.2-19.36), Commissars (A25.22) and Human Wave (A25.23). If you don't have Scenario D from The *GENERAL*, note the following changes from the original version:

Balance Provisions—Germans: Replace one 9-1 leader with a 9-2 leader.

Russians: Replace eight 4-2-6 squads with eight 4-4-7 squads.

Remove the 9-2 leader, one squad, one LMG and one MMG from the German OB. The Germans must set up at least eleven (not ten) hexes from the east edge. Replace the 32 Russian squads with 16 4-4-7 and 16 4-2-6 squads. German ELR is "4" and their SAN is "4"; Russian ELR of "2" and SAN of "2". Environmental Conditions are "Moderate with no Wind at start." The German radio represents one battery of 81mm MTR OBA with Scarce Ammo limitations (Cl.211). These changes will allow even those without Scenario D to experiment with the new rules.

LESSON 5:
The Basic Ordnance System
We return yet again to Stalingrad (not "Stahlergrad", as some might be thinking) to have our first taste of on-board ordnance—the Russian 76mm Infantry Gun in Scenario 5 of *BEYOND VALOR*. Now that crew has a real weapon to man. Ordnance usage involves a bunch of new rules, but it is very similar to the systems from *SQUAD LEADER*. There are many weapons that make use of ordnance rules (tanks, AT guns, mortars and bazookas are the most common). The only new rules you'll need from Chapters A and B are those dealing with ordnance. Note that there are often special rules concerning each specific make of ordnance. Be sure to check the weapon description in Chapter H when you first play with a new gun.

A7.51
Ordnance cannot form fire groups, just as in *SQUAD LEADER*.

A8.25
Ordnance must get a Hit to leave Residual FP.

A12.2; A12.34
Guns and their crews can start Hidden and can gain Concealment.

A21.13
Ordnance, as well as all SW, can be manned by non-qualified infantry.

B6.33-6.332
It is possible (but not real likely) to destroy a bridge with a gun.

B6.6
A trench may not be placed on a bridge.

B23.423.
Guns aren't normally allowed upstairs.

So much for what you can't do. Here are the main ordnance rules:

C.2-C.4; C.9
This is some basic information about your new toy.

C3.1-3.75
The To Hit process should be familiar to those who have played *SQUAD LEADER*, but there are some important differences. Skip 3.31, 3.332 and 3.72, all of which apply to vehicles.

C4
Your Infantry Gun in Scenario 5 has a short barrel, but can fire smoke. There are many other types of guns and ammunition that may come into play.

C5.1-5.12
Rule C5 discusses all the To Hit DRM based on the firer's status. This first case refers to the gun being turned when it fires.

C5.2
Guns can fire in the Advancing Fire base, but with a penalty.

C5.4-5.63; C5.8
Other cases that affect the To Hit resolution include a pinned crew, fire within your own hex, Intensive Fire, and captured guns.

C6.1; C6.13-6.14; C6.17
Rule C6 discusses the To Hit DRM based on the target's status (natural compliment to C5). The first one refers to a moving target something you will encounter quite often.

C6.2-6.9
Other cases that affect the To Hit resolution include Concealment, point-blank fire, target acquisition, Hazardous Movement, TEM and LOS Hindrance. Skip 6.55 and 6.7, which do not apply in this scenario.

C8.5-8.52
The Russian Infantry Gun can fire Smoke.

C8.9-8.92
This applies to Smoke as well as the other types of special ammunition listed.

C10.3
It is possible, but not easy, to push a gun around.

C11.5
Gunshields serve to protect the crew of some gun types, including your Russian Infantry Gun in Scenario 5.

This is the smallest block of reading thus far. It enables you to play one more scenario (Scenario 5), which has but one gun as the object of all this new knowledge. Don't fret; these same principles are used in most *ASL* scenarios. Learn them now, while the situation is simple.

LESSON 6:
The Advanced Ordnance System
The next batch of rules enable you to greet a new nationality and to play five more scenarios, all found in *PARATROOPER*. These build on the ordnance rules you have read in Lesson 5. You will meet the Americans, and learn to use their mortars and bazookas and white phosphorus. Foxholes become more important, since three of the scenarios start with some onboard. There are also a few new terrain types found on Board 24: Bocage, grain, paths, valleys and split-level buildings. Read the following rules and you will be ready to play Scenarios 11-15:

A24.3-24.32
Americans can, and do, use White Phosphorus.

A25.3-25.34
Here come the Yanks.

B9.5-9.55
Walls and hedges become "Bocage" in several of the *PARATROOPER* scenarios. If you really want lo know what it was like to fight in Normandy, I recommend the deluxe module *HEDGEROW HELL*.

B13.6
Paths appear on Board 24, used in Scenario 12.

B15
Grain was out of season when you played Scenario D for Lesson 4. It covers much of Boards 2, 3, 4 and 24 and is an important consideration in four of these five scenarios.

B16.1-16.41; B16.5
Marsh replaces the hill hexes in Scenario 14 by way of a Special Scenario Rule ("SSR").

B22.
There is a valley on Board 24.

B23.72-23.722
Building 24U4 is a split-level building. This can be important in ASL Scenario 12.

B27.1-27.44
I bet you need another review of the foxhole rules. You haven't really used them yet, have you?

Chapter C brings the rules for the real stars of this lesson: the bazookas and the mortars.

C5.34
Bazookas, Panzerfausts, and Panzerschrecks can fire in the Advancing Fire Phase as LATW, but with a penalty.

C8.31
BAZ, PF and PSK all use HE Equivalency when they fire at infantry.

C8.6
The American bazookas and mortars can fire White Phosphorus. This can be rather nasty when it hits the target.

C.9
Mortars are used a lot in *ASL* play, including nearly every *PARA-TROOPER* scenario. The small mortars don't seem very effective, but they can be deadly, especially if firing White Phosphorus, or HE against a target in the woods. Don't discount them.

C11
This rule is needed for Scenario 14, just in case a bazooka fires at the AT gun.

C13.1, C13.3-13.5, C13.8-13.9
These rules bring us the LATW (which includes the Bazooka, Panzerfaust and Panzerschreck). Note that the *PARATROOPER* scenarios all take place after September 1943 and that the Germans can use their PF. (Note also, that now the Germans can use PF in Scenario 3 of *BEYOND VALOR*; why not play it again and see how it affects play?) You can use the optional rule C13.311 if your opponent agrees.

Although this lesson has relatively few rules, it enables you to play a lot more scenarios. At this point, you can play every *ASL* scenario in any module that does not involve vehicles. Enjoy the *PARATROOPER* Scenarios 11-15. Play them until you are comfortable with the new rules learned here.

LESSON 7:
The Basic Vehicle System
Vehicles add a new dimension to *ASL*, and of course require a lot of rules. This is the second largest chunk you will need to digest (after Lesson 1). With the basic vehicle rules, you can now play the other three scenarios from *PARATROOPER*. This opens the door to many more *ASL* scenarios. But first, you have to go back to Chapter A and read all the rules that were skipped earlier because they only applied to vehicles. Now is the time for the tanks. Note, as with ordnance, there are often special rules concerning specific types of vehicles; be sure to check the description in Chapter H for each new one you encounter.

A14
Collateral attacks occur when there are troops exposed on the vehicle being attacked, or in the same location.

A4.71
It takes gusto to tackle a tank with your bare hands.

A5.132-5.4
Stacking limits apply to vehicles as well as to troops.

A7.211
It is dangerous to stick your head out of a hatch when too close to infantry.

A7.307
On the other hand, you are pretty safe if you keep that hatch closed.

A7.82
But if you do stick your head out, this is one possible result.

A8.222
Yet, if you are buttoned up, you need not fear Residual Fire.

A9.51
And, if buttoned up, Spraying Fire has no effect either.

A9.6-9.611
Just when you were feeling safe, you find what a mere MG can do in a tank if the armor is thin enough.

A11.31; A11.5-11.8
Infantry firepower has no effect against your tank, but watch out when they get too close with their AT can-openers. Even the thickest armor can't save you. Skip A11.622 until you have a scenario with a panzer with *Nahverteidigungswaffe*.

A12.4-12.42
What happens when a vehicle enters a hex with Concealed infantry? The infantry may not like it, but they may not care.

A19.34
Conscripts and Green troops can jump enemy tanks too, but they usually won't want to.

A21.2-21.22
This explains how to use a captured vehicle (you should be so lucky).

A22.34
Flamethrowers can attack tanks in Scenario C, in the heat of Stalingrad. You'll have your chance in the next lesson.

New Scenarios for FLASH POINT: GOLAN

By Mark H. Walker

*F*LASH POINT GOLAN (FPG) is a clever blend of the interaction of units, the random activation of formations, and the ability to reach out and touch the enemy far behind the "line of scrimmage." The game is fairly solitaire-friendly and the rules, although complex, are well written and easily understood.

I do have, however, a couple problems with *FPG*. First, Who (besides college kids without a life) has time to play it? I mean, there are only three of the "short" Battle Scenarios playable in an evening (*The Battle of Armageddon*, *Battle Day on the Golan*, and *The Karamesh Operation*). Secondly, I want to play with the Americans, Iraqis and Soviets (err . . . CIS guys) without investing the time for a campaign game. My solution to these problems was to design my own scenarios.

I wanted to design scenarios that were short (playable in one evening) and used the full spectrum of units. Well, one out of two isn't bad. These scenarios have a tendency to grow. Below is a brief description of each scenario:

URGENT RESPITE is fairly plausible futuristic historical fiction. I enjoy the opportunity to use an amphibious assault and paradrop the 82nd Airborne (I'm a sucker for chrome). The semi-artificial intelligence nature of the PLO activation and movement reflects their unpredictability. Only one thing is certain; they don't like Americans.

THE GUARDS REVENGE gives someone a chance to play with the Russian paratroops (you gotta love that SU-85 armored unit). As a matter of fact, this scenario has about everything except the kitchen sink. The handcuffs put on the "coalition" units by the special scenario rule for surprise, and the increased Arab first turn activation capability give the Jordanians and Iraqis a real chance to do some damage early in the game.

THE ROAD TO DAMASCUS is the only historical scenario of the three. The Syrians put up some of their best fights of the war during the period covered by this scenario. I had to fudge with the counters a little to make this work. Historically, the Syrian 5th and 7th Mechanized Division left most of their mechanized equipment on the "heights" and were basically leg infantry at this stage.

I hope you enjoy playing these as much as I enjoyed designing them. One more thing: Does anybody have ideas for pitting the Russian paratroops against the 82nd?

25.16 URGENT RESPITE

Situation: Marked disagreements over the Arab-Israeli peace talks have forced rival PLO factions to begin warring bitterly in late 1995. Beirut rapidly became the focal point of their armed disputes. After the shelling of a Beirut motel—where numerous Americans were staying—President Clinton authorized a "Security

and Evacuation" mission using elements of the Sixth Marine Amphibious Brigade and the 82nd Airborne Division. The military forces were to secure and prevent the shelling of Beirut and Beirut International Airport. Once the area was secure, American and western civilians would be evacuated.

SCENARIO PARAMETERS

Scenario Length: 4 Game Turns
Initial Air Superiority Level: The Air Superiority Level is "Israel 1" for the entire course of the scenario.
Play Area: The area in play is limited to that part of the Northern map west of hex row 33XX (inclusive) and north of the XXll hexrow (inclusive).
Initiative: United States +10.
Special Munitions: The US player receives five special munitions points per turn. The Arab player receives three special munitions points for the Syrians for the entire scenario. These points may only be used by the Syrians when and if they enter play.
SOF Points: The US receives two SOF points per turn. The PLO receives one SOF point per turn and may *not* use the "target designation" mission. No other Arab forces receive SOF points.

INITIAL DEPLOYMENT

UNITED STATES

6th Marine Amphibious Brigade: Enters turn one per amphibious assault rules (9.2). The 6th MAB is augmented by the 82nd Abn attack helicopter battalion to represent the AH-l's in the Amphibious Readiness Group. Use the counters reduced side at normal morale. Disorganized morale halves that factor. The battalion is considered to be based five hexes west of the coastline.

82nd Airborne Division: HQ, 1st Regiment (1/504/1, 1/504/2, 1/504/3) and 3/319 may enter turn one at Beirut International Airport if all three hexes are US controlled or enter as per paradrop special rule.

PLO

Sets up first on Arab side.
Yarmuk Brigade: Set up per PLO placement Special Rule. Artillery battalion is placed in hex 2302. Mar Yusuf (2303) is the base hex.
Karameh Brigade (plus PLO tank battalion): Set up per PLO placement Special Rule. Artillery battalion is placed in hex 2205. Base hex is Ash Shuwayfat (2105).

LEBANON

2nd and 6th Infantry Brigades: In or adjacent to any hex in Beirut not containing a PLO unit. May not be set up adjacent to each other.
11th Infantry Brigade: Sets up in Damour (1907).

SYRIA

55th Special Forces Brigade: Any hex of Beirut not adjacent to a Lebanese unit. May set up in the same hex with a PLO unit only if no other hex is available.
8th Armored Division: In or adjacent to hex 2611.
Arab Peace keeping Force HQ: In Riyaq (3403).
3rd Attack helicopter Battalion: Riyaq Airport (3303).

TROOP QUALITY

United States: The 6th MAB and 82nd Airborne Division Training Level is Elite.
PLO: PLO guerrilla battalions have a permanent Troop Quality of 3. All other PLO battalions have a permanent Troop Quality of 4.
Lebanon: All Lebanese units have a permanent Troop Quality of 4.
Syria: The 8th Armored Division's Training Level is Reserve. The 55th Special Forces Battalion has a permanent Troop Quality of 6.

REINFORCEMENTS

Turn #3 United States: 2nd Regiment, 1/319, and 3/73 of the 82nd Airborne Division enter at Beirut International Airport or as per paradrop special rule. The M551 Sheridan Battalion (3/73) must enter at the airport.

Syria: The Syrians may enter at any time as per their special entry rule.

SPECIAL RULES

82nd Airborne Division Paradrop: Units of the 82nd Abn may parachute into a hex by using the following procedure. During the Movement Phase of the 82nd Abn's Activation Segment, the US player chooses a clear/desert or hill hex he wishes to parachute a unit into. Only one unit may be dropped in a hex. The US player must then trace an air transport "flight path" of hexes from any coastal hex in play to the drop hex. ADA fire may be conducted by Syrian HQs if they are currently at war with the US. Each hit on the Air Transport reduces the morale level of the unit it is carrying by one. When the unit reaches its target hex roll a ten-sided die and consult the Paradrop Table.

PARADROP TABLE	
Die Roll	**Result**
0 or < 0	4*
1	4
2	3
3	3
4	2
5	2
6	2
7	2
8	1
9	1

EXPLANATION:
"2": # of operation points lost for this movement phase.
"*": unit loses one level of morale.

MODIFIERS:
−3: drop hex is hill hex.
−1: each enemy unit adjacent to the hex. (include Syrian units even if not currently at war with US)

PLO Activation and Movement: Make separate activation chits out of spare counters for the Yarmuk and Karameh PLO Brigades. When a PLO brigades activation chit is selected, the manner in which each unit in the brigade may be employed is dictated by the PLO ACTION TABLE. Refer to the table below and roll a ten-sided die once per brigade. Apply the results as applicable to its units (in ZOC, not in ZOC, and artillery units). Use the artillery category for artillery units regardless of their ZOC status.

PLO ACTION TABLE												
Die Roll	-2	-1	0	1	2	3	4	5	6	7	8	9
Units in ZOC	C1	C1	C1	C2	C2	H	H	W	W	R	R	A
Units not in ZOC	A	A	A	A	R	R	R	H	H	H	H	A
Artillery	A	A	A	A	S	S	S	SP	SP	SL	SA	A

Modifiers
-1 : If any unit is adjacent to a rival PLO brigade.
-1 : Per unit located in any hex of Beirut.

Explanation
A: Unit may expend operations points as per Arab player's wishes.
Cl: Unit must attack adjacent enemy units during Movement and Exploitation Phase.
C2: Unit holds position during Movement Phase. Attacks adjacent enemy units during Exploitation Phase.
R: Unit moves in direction dictated per Random Placement and Movement Special Rule. Unit must spend its entire operation point allowance (for both phases if eligible) moving in the direction indicated. Units may conduct meeting engagements or hold position (Arab player's wishes) on contact with enemy units.
H: Unit may expend no operation points. Must hold position if adjacent to enemy units.
W: Unit withdraws, direction is Arab player's wishes as modified by rule 9.5.
S: Conduct a set piece strike against any eligible unit of Arab player's choice.
SP: Conduct a set piece strike against any eligible rival PLO brigade unit of Arab player's choice.
SL: Conduct a set piece strike against any eligible Lebanese unit of Arab player's choice.
SA: Conduct a set piece strike against any eligible United States unit.

Notes on the PLO Action Table
1. Rule ll.1 Detection is amended as follows: Stationary units in city and hill terrain may be detected for set piece strikes by PLO artillery units (only) if there is a PLO unit of the same brigade as the artillery unit adjacent to the target unit.
2. PLO guerrilla battalions attack rival brigade guerrilla battalions (or other bracketed AF units as if their attack factor was not bracketed. For example, two Yarmuk Brigade guerrilla battalions attacking one Karameh Brigade guerrilla battalion would be resolved on the 2-1 odds column. However, if any unit a PLO guerrilla battalion (or group of guerrilla battalions) attacks has a non-bracketed attack factor, resolve the attack as if it is a raid (rule 24.2).
3. PLO units will never attack Syrian units.
4. The PLO ambush rule is not in effect for this scenario.

PLO Random Movement and Placement: When executing initial PLO placement, roll a ten-sided die for each unit and consult the Random Direction Table (RDT) below:

RDT	
DR	DIRECTION
0-2	North
3-5	Northwest
6	Southwest
7	South
8	Southeast
9	Northeast

Place the unit one hex away from the brigades listed base hex in the direction indicated. When a "R" result is obtained on the PLO Action Table, the units direction of movement is also determined on the Random Direction Table.

PLO Artillery: When a PLO brigade is activated, its artillery fires as directed by the PLO Action Table. However, upon completion of movement of a US/Lebanese/Rival PLO unit or if a US/Lebanese/Rival PLO unit artillery piece fires, the Arab rolls a six-sided die to determine if there is any PLO artillery reaction fire to the just completed action (call it a "Reaction Fire Die Roll"). If the die roll is 2 or less, eligible PLO artillery units must reaction fire. The following modifiers apply:
- -l: Moving unit/firing artillery piece is from rival PLO brigade.
- -l: Unit moves within two hexes of PLO artillery unit which is eligible to conduct reaction fire.*
- -l: Unit moves adjacent to PLO artillery unit which is eligible to conduct reaction fire.*

* Modifiers are cumulative. For example, if an infantry battalion of the Yarmuk Brigade which began its movement phase three hexes distant moved adjacent to the Karameh artillery battalion there would be a -3 modifier to the Karameh artillery battalion's Reaction Fire Die Roll.

PLO Artillery Resupply: Before Syria's entry into the scenario (if ever), PLO artillery battalions may be replenished once per turn. After Syrian scenario entry, PLO artillery battalions may be replenished as often as the rules and APF HQ capabilities allow.

Syrian War Entry: Syria is not initially at war with any nationality in the scenario. However, there is a likelihood that Syria will join the Arab side. During the Initiative and Political Events Phase of each turn the Arab player rolls a die (ten sided) if the die roll is 0 or 1 Syria enters the war and the Arab player immediately controls all Syrian forces. The die roll is modified as follows:

- -1: Each time the US player uses an artillery or airstrike against any city hex.
- -1: Each PLO or Lebanese unit eliminated.
- -1: Each turn past turn 1.
- -1: Per US unit that moved adjacent to a Syrian unit the previous turn.

Rival PLO Factions: The Yarmuk and Karameh Brigades are considered rival PLO factions.

VICTORY CONDITIONS
The scenario ends and the US player wins at the completion of any game turn in which no Arab unit (currently at war with the US) has occupied any hex of Beirut or Beirut International Airport, and no PLO artillery unit in normal morale has been within range of any hex of Beirut or Beirut International Airport for the *entire* game turn. If the US player has not accomplished this by the end of the fourth turn, the Arab player wins.

25.17 THE GUARDS REVENGE
Situation: The completion of the Arab-Israeli peace talks in May of 1994 returned the West Bank to Jordan. However, what should have been a joyous occasion for the Jordanians was somewhat tainted. The accords dictated that the West Bank would be patrolled by a large multinational peace keeping force and the Israelis would still be allowed to settle there. As Israeli settlers continued to pour into the West Bank, incidents of violence against Palestinians and Jordanians increased. The multinational peace-keeping force, with its hands tied with political twine, was ineffective at stopping the civil chaos. Later that year, King Hussien decided peace could only exist if the West Bank was under Jordanian control. But he knew he would need some help, his first call was to Baghdad.

SCENARIO PARAMETERS
Scenario Length: 4 Game Turns.
Initial Air Superiority Level: The Air Superiority Level is "Neutral" for the first game turn. US, CIS, Iraq, and Jordan receive 1/2 X DR airstrikes. On the second and subsequent turns the Air Superiority level is "Israeli 1" (i.e., a new Air Superiority Level is not determined during the Air Superiority Phase of each turn. US and CIS receive 1 X DR airstrikes each. Iraq and Jordan receive 1/4 X DR airstrikes each.
Play Area: Only the southern map is used. All hexes west of hexrow 29XX (inclusive) and south of hexrow XX13 (inclusive) are in play.

Initiative: Iraq/Jordan +10
Special Munitions:
  US: 5 points per turn.
  CIS: 3 points per turn.
  Iraq: 1/2 X DR (total per game)
  Jordan: 5 (total per game)
SOF Points:
  US: two per turn. Beginning on turn two.
  CIS: two per turn. Beginning on turn two.
  Iraq: one on each odd numbered game turn.
  Jordan: one on each even numbered game turn.
  PLO: one per turn. Cannot use target designation mission.

INITIAL DEPLOYMENT

United States

  82nd Airborne Division: Sets up west of the Jordan river within four hexes of the river. The attack helicopter battalion may set up on any airport in the West Bank or Nablus (1415) which functions in all respects as an airport although it may only fly helos.

Confederation of Independent States

  98th Airborne Division: Sets up west of the Jordan river within four hexes of the river. The attack helicopter battalions may set up on any airport in the West Bank or Nablus (1415) which functions in all respects as an airport although it may only fly helos.

  Southern Lebanon: *1st, 2nd, 3rd Mechanized Infantry Battalions*—Set up west of the Jordan river within four hexes of the river.

  Iraq: *Tawakalna, and 3rd Armored Divisions, and III Corps HO*—Set up on any hill hex on the playing area in Jordan.

  PLO: *Kastel PLO Brigade (+420 tank battalion)*—Set up on any hex in the playing area in Jordan. No more than two battalions may be placed in a hex. PLO units may not stack with any other nationality.

  Jordan: *1st Armored Division, 1st attack Helicopter Battalion, 1st and 2nd Parachute Battalions*—A task force from the 1st Armored Division must be placed in hex 2327, 2325, and 2319. No other unit may be placed adjacent to the Jordan river. All artillery must be placed in hill hexes and no unit may stack except in hill hexes. Except for the above restrictions, 1st Armored Division units may be placed anywhere in the Jordan playing area. The 1st Helicopter Battalion is placed in As Salt (2721). As Salt is considered to have a Helo Airbase (like Nablus). The 1st and 2nd Parachute Battalions may be placed in any hill hex in Jordan.

REINFORCEMENTS

Turn 2: All units of the 6th Marine Amphibious Brigade enter as per rule 9.2 on any coast hex of Israel in play.

TROOP QUALITY

United States: All formations Training Level is Elite.

Confederation of Independent States: All formations Training Level is Elite.

Southern Lebanon: The 1st, 2nd and 3rd Mechanized Battalions are independent and have a Troop Quality of four.

Iraq: The Tawakalna Armored Division's Training Level is Reserve. The 3rd Armored Divisions Training Level is Militia.

Jordan: The 1st Armored Division has an Initial Troop Quality of five. The 1st and 2nd Parachute Battalions have a permanent Troop Quality of six.

PLO: The Kastel Brigade is Independent. Guerrilla battalions have a permanent Troop Quality of three. All other PLO battalions have a permanent Troop Quality of four.

Yemen: The Yemen Mechanized Brigade is Independent and has a permanent Troop Quality of five.

SPECIAL RULES

Jordan HQ Special Capabilities: Besides its listed capabilities, the 1st Armored Division's HQ has the following capabilities for this scenario: Aerial Resupply and Transport Helicopters (R32). Additionally the 1st, 2nd Parachute Battalions and 1st Attack Helicopter Battalion are attached to the 1st Armored Division HQ and activated when it is activated.

Increased Arab First Turn Activation Capability: At the beginning of the first turn (only) operations cycle, the Arab player may set aside *two* formations activation chits. Both of these formations may then be activated before the next activation chit is randomly selected.

First Activation Segment Surprise: During the first activation segment of the first turn, US/CIS forces cannot conduct reaction strikes (air or artillery) against Arab units or conduct counterbattery fire. US/CIS artillery units supporting meeting engagements must fire at half strength (fractions rounded up). US/CIS helicopter battalions cannot fly during the first activation segment. US/CIS/So Leb cannot employ reserves in the first activation segment.

Southern Lebanon Mechanized Brigade Activation: The Southern Lebanon Mech Brigade is activated with the 82nd Abn HQ. So Leb units trace supply identically to 82nd Abn units. So Leb units may not stack with units of any other nationality.

US/CIS Supply: US/CIS units trace their LOC/supply to Tel Aviv, Herzlia, or Netanya.

US/CIS Air Strikes: US/CIS air strikes may only be utilized for their respective countries when used for set piece strikes and battles. When used as a reaction strike to enemy movement or HQ detection the nationality wishing to call the air strike must actually have detected the unit in question.

SRBMs: SRBMs may not be used for movement reaction strikes.

VICTORY CONDITIONS

There are 14 city/town/airport/highway bridge hexes in the playing area. The Arab player wins a major victory if he captures 12 of these hexes; a limited victory if he captures ten; a draw if he captures five. The US/CIS player wins a limited victory if the Arab player only captures two; a major victory if the Arab player captures zero.

25.18 THE ROAD TO DAMASCUS

Situation: 11 October 1973, after repulsing the Syrian attacks on the Golan Heights, the Israelis were ready to take the war to Syria. In the northern Golan, two Israeli divisions were poised to launch the offensive. Facing these troops were the remnants of your Syrian divisions somewhat bolstered by sporadic reinforcements from Iraq and Jordan. Both Israeli and Syrian forces were worn down from the battles of 6-10 October.

  Design note: Obviously the only counters in the mix are for current formations, so the OOB is not letter perfect. But Hey, this ain't rocket science either.

SCENARIO PARAMETERS

Scenario Length: 6 Game Turns.
Initial Air Superiority Level: The Air Superiority Level for the entire course of the scenario is "Israel 1."
Play Area: The portion of the map outlined as follows (all hex references are inclusive): From hex 252C Northwest along the Syrian border to hex 3611. East on the XXII hexrow to 4511. South on the 45XX hexrow to 4524 west on the xx24 hexrow to 2724. North to 2524.
Initiative: Israel +5.
Special Munitions: None
SOF Points: Israel receives 1 SOF point per turn, Syria Receives 1 SOF point per turn.

INITIAL DEPLOYMENT

Israel

Moshe Armored Division—Set up within two hexes of 2721. Both task forces of the 7th Armored Brigade are set up at disorganized morale. Both task forces of the 188th (we'll call it the Barak) Armored Brigade set up at broken morale.

Geva Armored Division—Set up within two hexes of 2827.

35th Parachute Brigade—Set up within one hex of Quneitra (3023).

NORCOM HQ—Set up in Wasit (2723)

Syria

7h Mechanized Division—Set up within two hexes of 3218. Only the following units are used. Both mechanized infantry brigades. However, they are permanently dismounted for this scenario. All artillery units, the tank battalion, and the HQ.

5th Mechanized Division—Set up within two hexes of 3322. Only the following units are used. Both mechanized infantry brigades. However, they are permanently dismounted for this scenario. All artillery units, the tank battalion, and the HQ.

1st Armored Division—Set up in or adjacent to Kiswa (4117).

3rd Armored Division—Set up in or adjacent to hex 3614.

  Note: All units (except HQs) of the 1st and 3rd Armored Divisions are set up at cadre morale.

44th Special forces Brigade—Set up in hex 2915.

High Command HQ—Set up in any hex of Damascus.

  Note: The Syrian player may place ten hasty fortifications in hexes occupied by Syrian units.
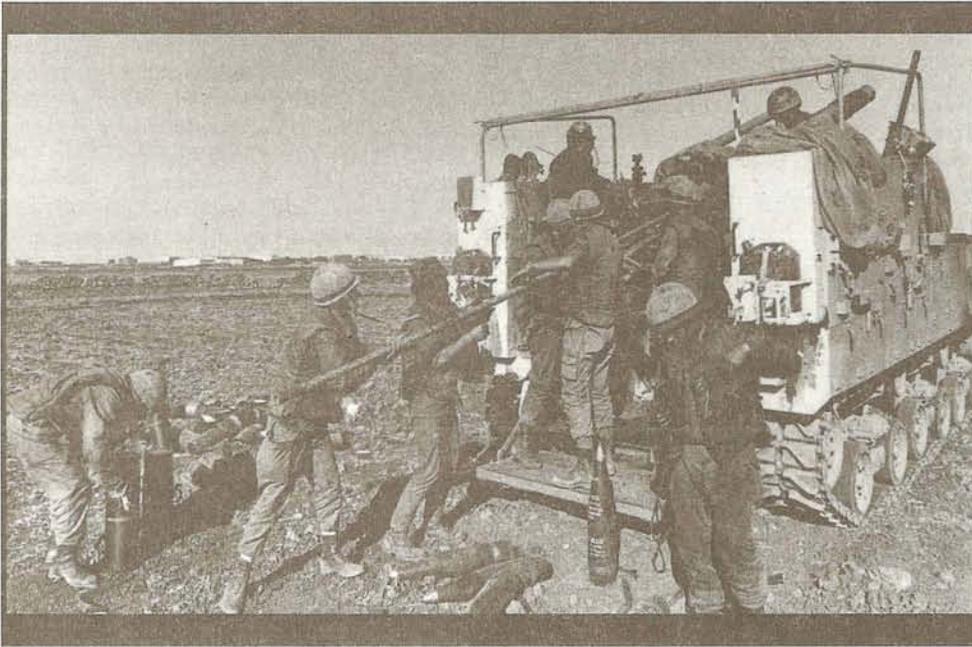
Israeli artillery in the Golan Heights.

Iraq:
3rd Armored Division—1st Armored Brigade, 3rd Mechanized Brigade, and Recon Battalion set up in or adjacent to any hex of Damascus. The 3rd Armored Division is activated and attached to the Syrian High Command HQ until turn 5, when its own HQ enters play.

REINFORCEMENTS

Turn 3 Iraqi: Both artillery battalions of the 3rd Armored Division enter on or within one hex of 4511. One Special Force company enters on hex 4013.

Turn 4 Jordanian: Both Task Forces of the 40th Armored Brigade of the 1st Armored Division enter anywhere on the southern edge of the map that is in play. The 40th Armored Brigade is activated identically to the units of the Iraqi 3rd Armored Division (i.e., attached to the Syrian High Command Until 3rd Armored HQ arrives).

Turn 5 Iraqi: 2nd Armored Brigade of the 3rd Armored Division and 3rd Armored Division's HQ enter on or within one hex of 4511. Second Special Forces company enters on hex 4013.

Jordanian: Any mechanized artillery battalion of the 1st Armored Division enters anywhere on the southern edge of the map that is in play.

TROOP QUALITY

Israel: The Geva and Moshe Armored Divisions Training Level is 1st Line. The 35th Parachute Brigade Training Level is Elite.

Syria: The 5th, 7th Mechanized, 1st Armored and 3rd Armored Divisions Training Level is Reserve. The 44th Special Forces Brigade is Independent and has a permanent Troop Quality of 6.

Iraq: The 3rd Armored Division's Training Level is Militia. The two Iraqi Special Forces companies (represented by the two Jordanian parachute companies) are attached to the 3rd Armored Divisions HQ but have a permanent Troop Quality of five. These units are activated and controlled by the Syrian High Command HQ until the 3rd Armored HQ enters play on turn five.

Jordan: The 40th Jordanian Armored Regiment's Training Level is 1st Line. The 40th Armored Regiment and attached Artillery Battalion are attached to the Syrian High Command HQ until the Iraqi 3rd Armored HQ enters play. At that point the 40th Armored is attached to the 3rd Iraqi Armored Division HQ.

SPECIAL RULES

Air Strike Aircraft types: Because aircraft types currently serving in the middle east were not available in 1973, make the following adjustment to the Air Aircraft Type Table:

- If the die roll indicates that an air strike consists of F16As conduct it with A4Ns instead.
- If the die roll indicates that an air strike consists of Su24s conduct it with Su22s instead.

VICTORY CONDITIONS

The Israeli player wins a decisive victory if a supplied Israeli mechanized unit controls any hex of Damascus at the games end. A major victory if a supplied Israeli artillery battalion is within range of Damascus at games end. A limited victory if Israel controls the summit of Mount Hermon (2916) and 10 other hexes west of the United Nations Treaty Observer Zone (for example 3121 would count for this victory condition 3021 would not). The Syrian player wins if no Israeli unit is east of the United Nations Treaty Observer Zone at the games end. Any other result is a draw.

☆

Not Back by Popular Demand!

Criticism that doesn't kill you makes you stronger. If so, I must be the strongest man in the world. Upon my arrival on the Hill, I made one big decision: Change *The GENERAL*. This was necessary for a number of reasons; some very obvious, others not so. Thus, I made decisions that have shocked the bourgeois. On the other hand, I've also received a ton of positive press, and in weighing it all together, the prevailing sentiment is that *The GENERAL* is far better now than it was a few years ago. There is, however, one change that has created more negatives then positives: FIRE TEAM. In 29-3's Philosophy, I said I'd try some things and would be flexible to dump them if they proved fruitless. Well, this little feature has put me in the running for "lynching of the month" club. Put your nooses away, gents! FIRE TEAM has been fired, sent off to Siberia until they can learn how to be "funny." Enough said.

And there was much rejoicing!

Reader Feedback

In this business, you never know what will make someone mad. Case in point: I received a letter about a month ago from a southern subscriber to *The GENERAL*. In it, he criticized us and Lt. David Ray Bowman for this statement in 29-6's installment of The Rhetoric of Games (page 23): *"The Union lines, so close to where I now lay trembling, had held the day. And, with their victory, a new birth of freedom, which I today enjoy, was brought into the world."* This harmless phrase was interpreted by this reader as Avalon Hill's attempt to "devalue" its southern constituency. After reading the letter, I was compelled to ask this guy if he still had his Confederate uniform—but I refrained.

Held Back for One Issue

In 29-6, I said that this issue would include a *FLIGHT COMMANDER II* paper plane insert. Well, that's been held up one issue because we can only stitch two inserts into the center of the magazine. The pre-reg form for AVALONCON '95 had to be in this issue for obvious reasons. We'll have the plane in Volume 30, Number 2.

TACTICS 101

13 Steps Closer to Improving Your ASL Game

By Mike McGrath

There you are sitting across from the legendary Bill "Fish" Conner in the finals of the AVALONCON *ASL* tournament. You are the fluke, out of No-name, Montana, no one else has ever heard of, you've crushed the likes of Mark "call me Irwin" Nixon, Guy "Chainsaw" Chaney, Mitch "Balicquidator" Baliki, Steve "Elvis" Pleva and other assorted *ASL* rabble. You have also badly beaten Eric "Barker" Baker but no one is really impressed by that. This is your first tournament and you're having a great time. You have been playing *ASL* for 72 hours without a break; with no food for at least 64 hours, and you have been listening to Pat Jonke whine about his luck for what seems like forever. You think to yourself, "Poor Pat, from the sound of it, he hasn't rolled less than a ten in three days."

You snap out of it as Fish asks you what scenario you want to play. Your attention focuses on the "Fish"–the scraggly beard, the keen eyesight, the stupid t-shirt "The Grofaz." What the hell is a Grofaz?! He asks you again what you want to play. You think to yourself, "I don't know, I have only been playing *ASL* for about a week, I just don't know." After much circling and sniffing, you and the "Fishman" finally agree on the big scenario. As you are setting up, you think "I'm going to get smashed, I've only been playing a week and Fish has been playing *ASL* for almost 60 years." Well, never fear because after reading this article, you'll have taken Tactics 101.

Okay *ASL* fanatics, I often read in letters to the editor about people who are just starting the game or have only been playing *ASL* for a short time wanting *basic tactics*. Here are 13 suggestions to rapidly improve your game. I must stress that not all players will agree with them. All of these suggestions have hundreds of exceptions to them. That's the great thing about *ASL*; every situation is different, even in repeat playings of the same scenario. Most of these are valid 80-90 percent of the time but there are always situations where they will not be.
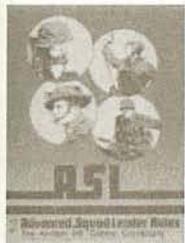
1. KNOW THE RULE-BOOK. I cannot stress how important it is to know the rules. I try to read the rulebook cover to cover once a year. Keep a copy of the list of *ASL* questions and answers which clarifies the rulebook. The rulebook itself will tell you a lot of the tricks of the trade and let you know when your opponent is violating them. A friend of mine recently lost two games in a tournament because he didn't know that you can breach a fortified building with a DC. He lost another because he didn't know SMOKE negates FFMO from a firelane attack.

2. DON'T STACK. Contrary to what you read in *ASL* articles for scenario setup, never stack units. Unnecessary stacking is a recipe for certain disaster. Never stack squads when possible, always spread out and form firegroups. It is better to have one squad in a stone building and another in the woods than to have both together in the same location in the stone building. Use upper levels when possible to avoid stacking. By not stacking, the most your opponent can hurt with a single attack is one squad. My rule of thumb is one squad with a –1 leader and two squads with a –2 or better leader. Situations may dictate changes in this policy, but players who constantly stack their squads are asking for trouble.

3. BE AGGRESSIVE. This is as valid for the defender as it is for the attacker. Being too passive is the most common mistake the beginner makes. I have seen many games where the attacker sits at his starting point and prep fires every unit every turn until the end of the game, then loses because he hasn't taken enough ground even though he has killed 10 times what he has lost. I have also played games where my opponent has the chance to really hurt me by taking a small risk, but doesn't because he has conditioned himself to never take a chance. Always be on the lookout for opportunities to nail your opponent. Being able to decide when a risk is worth taking is the mark of a good player.

4. DON'T BE TOO AGGRESSIVE. This is especially important with armor. Someone much wiser than myself once said "Remember, tanks don't rout". If you don't need to take a chance then don't. Foolish recklessness is a sin. Each move you make during the game should bring you closer to winning. Don't do something "for the hell of it." Think before you move. Before moving that big stack through the open, make sure it's safe to do so. Be sure the line of sight to that enemy HMG is blocked. If you are not absolutely sure, find another route or move one unit at a time. If you have a lot to gain, then take risks. Otherwise, play it safe.

5. MOVE. Moving is perhaps the single most important feature of the game. Before you move any unit, know where it is going and how it is going to get there. Always move units individually, never move in a stack unless you need the leadership bonus. If you are attacking, try to move so that the defender in his turn cannot move without being fired upon in the DFPh. Attempt to limit the defender's defensive fire opportunities. Get a unit close to his firegroups so that they will not be able to use SFF against your units which are further away. Recognize when you may be able to overwhelm a defending unit with sheer numbers. Sometimes you can take out a position by running at it instead of shooting at it. This can be dangerous though and is not always the right answer.

6. REDUCE THE LUCK FACTOR. As a player you can reduce the importance of luck considerably; don't stack, this helps reduce the possibility of one lucky roll taking you out; try to retain concealment, assault move if you are only moving one hex, always use terrain; use smoke; don't move in the open if possible, etc. Don't rally units that need a "2" to rally unless you must have them in the next phase. This is especially true for broken conscripts under DM. Even if you rally them with that "2", they will most likely disrupt, or berserk and charge to their death. Never try to fix a tank's MA unless you need it to shoot at another tank. Tanks have too many other valuable functions to risk losing them to a single dr.
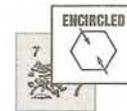
7. WHEN YOUR OPPONENT IS DOWN, KICK HIM. When I play, I'm always looking for a way to screw my opponent. As soon as one of his units break, the first thought through my head is "how can I kill this guy through failure to rout"? If possible, when prep firing shoot at units you can eliminate or take prisoner after the MPh if possible. Whenever there is a broken enemy unit on the map, always try to put it under DM if it can rally in the next RPh. If you can't kill a broken unit with a fire attack, try to put it under DM in your APh instead—so that it can't rout away.

8. PICK THE CORRECT TYPE OF ATTACK. There are several different types of

attack. Matching the correct one to the scenario greatly increases your chance of winning. Sometimes you want to concentrate your forces to attack at a single point (Scenario 8—The Fugitives), other times you want to attack on as wide a front as possible to force the defender to spread out (Scenario 9—To The Square) and still other times you want to grind slowly forward mostly prep firing and advancing (DASL 1—Guryev's HQ).

9. INFANTRY. Always look for an advantage. If your squads are stealthy, try to get into CC. If your range is better than the enemy, try to get into firing positions where you are at full FP and he is halved. Never move into a hex where if you break you will surrender or die unless you really have to. If you have a lot of leaders around, 8-0's make great FT and DC units. When on the attack, always set up a prep fire attack group with your best modifier/lowest morale leader (i.e., 9-2 or 8-1 instead of 10-2 or 9-1, unless you expect to be shot at a lot, then use your highest morale leader) and most of your high ROF MG. The logic behind this is that the higher morale leader should be out in front with the assault troops. His higher morale will help him pass the MC the enemy will surely force him to take. His Leadership DRM will then help the squads with him to pass their MC as well. Meanwhile, the lower morale leader with the firebase still has the same modifier to direct attacks with. When stacking, always make correct stacks–everyone but Germans should stack HMG with HMG and MMG with MMG. Germans should mix and match to achieve higher firepower columns. When setting up firegroups, try to get correct columns (i.e., 2 squads and 2 LMG to get a 12 column). Don't forget to use spraying fire, assault fire, dash and snap shots where applicable. Spraying fire is especially useful for placing residual firepower. It can also be deadly when directed by a –2 or –3 leader. A good leader like this can direct his boys to mow down two enemy stacks at once if using spraying fire.

10. ARMOR. Having been taught the ins and outs of armor by the finest *ASL* armor commander I've ever known (Guy Chaney), I shall attempt to pass along some of the lessons I've learned at great expense. The most important thing about armor is its immunity to small arms. Tanks should always be used most aggressively (except against Germans with PFs) to drive into opponent's locations, use sD and grenades, cut off broken units rout paths, bounding fire, etc. When you drive into a unit's location and survive, the enemy can't fire out enabling your infantry to move forward blasting away in the AFPh. Stay in motion with the vehicle as this adds +2 to any reaction fire attack. If you prep with a tank, that is all it does. If you move with him, you can first try a smoke grenade or sD, then bounding fire, and then move into his hex all in one MPh. The ability to prevent enemy units from firing out of an AFV occupied location is the single most important factor in a com-

bined arms attack. A potent stack can be neutralized if a single vehicle can enter their location and remain alive. When on the attack, look for opportunities to hose people with this. You may not want to risk a Panther in this manner, but lesser tanks should not hesitate to volunteer for this mission. On the defense, look to minimize the chance of someone pulling this on you. Have AT weapons near your good stacks or place the good stacks in terrain which AFV's cannot easily reach.

11. MORTARS. If possible, always use light mortars in the direct fire mode. Use heavy mortars (81mm) in direct fire if you can, but only if they are relatively safe from return fire. If you can, always shoot at units in woods. Remember that even the light mortars can be very effective against armored vehicles. Mortars can also be very effective at laying SMOKE because they can lay SMOKE and still retain their ROF.

12. MISCELLANEOUS.
A. Always take prisoners except a 9-2 leader +. Shoot those guys.
B. Never shoot a broken unit that is not eligible to rally in the next rally phase or will die in the rout phase—you could rally them by HOB.
C. Always DM units if they will be able to rally the next rally phase.
D. Never take off dummy ? counters even if your opponent knows that is what they are. They can do two things–deny enemy ? gain and go search out the enemy sniper counter to absorb an attack.
E. Rarely shoot enemy ? counters if you don't know what they are. Bounding fire your heavy groups and run forward a couple of HS into the enemy unit's location. This comes under being aggressive. Don't allow a couple of ? counters stop your attack.
F. Never search a ? counter because you can very easily end up dead. Instead, run into its hex. You may die, but it's more likely you'll end up only broken and the ? will be removed.
G. Suppose you have two concealed squads two hexes away from an enemy squad with terrain between you. My favorite way to attack this guy is to assault move one squad next to him. If he shoots, you are concealed and assault moving–about as good as it gets. If he doesn't, move the next squad into his hex to force him to lose concealment–then jump on him in CC if you have the ambush advantage or 2:1 or better odds.
H. Never get into CC unless you have the advantage. CC makes for a very chancy affair. Also remember if he ambushes you he can withdraw to a hex within PF range of the tank you may have parked nearby.
I. Shoot into melees if it is your turn and you can Advance more units into it; unless you already have an overwhelming advantage.
J. Use SMOKE a lot. The only exception is a unit with a SMOKE exponent of 1. These units get SMOKE so rarely you will probably never want to waste the MF to throw SMOKE; unless

you're crossing a bridge or other choke point.
K. If you are trying to throw SMOKE on an enemy unit throw WP instead. The number is one less, but you just might break him. I would only try this if I needed a two or less for WP or if I really didn't need the SMOKE that badly. If you have a tank, gun or mortar and you are putting SMOKE in an enemy unit's hex always try for WP first.

13. MORALE. Last but not least is your morale as a player. Every player at one time or another has broken and started to try rash maneuvers in hopes of salvaging an apparently lost cause. As things start to go poorly, some players, rather than regrouping and reevaluating the situation, begin whining about their luck and trying reckless things. They then seem amazed that their 4-3-6 didn't stand up to that 30(-4) IFT attack. His morale has broken. When a player's morale breaks, he starts contemplating and doing things that are incredibly risky. Ten percent of the time it will get him back into the game; 90 percent of the time he will dig his own grave. Many an IF shot, thrown out in anger over the inability to get a hit, has come back to haunt the firer. This is not to imply that at some point you may have to do very risky things, but it is not on turn 2 after a bad turn 1. If you ever start doing things and hoping your opponent rolls an eleven or twelve, your morale has been broken. The best thing to do is get a fresh coke or beer, take a bathroom break and when you get back pretend you are starting a new game in which you have a disadvantage. I know it's hard to do, but don't be reckless when things go sour, it just makes it that much harder to get back into the game. Regroup and try again on the attack. On the defense, cut your losses and fall back to the next line of resistance.

Well that's it for Tactics 101. I hope this proves to be of some help to the "FNG". I am not sure that these tactics are valid against "Fish" though, since he has beaten me the last 37 times we've played. I strongly hope that you will try to attend as many *ASL* tournaments as you can, as they really are a great time.

Good gunning and remember "Just Say No" to stacking! Commander, out.

☆

Eight Steps...(*Continued from page 47*)

A23.5
Demo Charges can also be used against tanks in Scenario C.

Many terrain types in Chapter B have special movement rules for vehicles. There are a few new terrain types to meet, to play these three scenarios too:

B.3
Vehicles use MP costs.

B3.41-3.42
Vehicles move faster on roads.

B6.32
Those little mortars can attack the bridge in 24F6 in Scenarios 16 and 18. Don't get too excited about the prospect though; they can't do much to it.

B6.43
Vehicles can be restricted on bridges.

B10.5-10.51
These rules apply to movement between hexes D2 and C3 on Board 24, which could occur in Scenarios 16 and 18.

B13.41-13.4212
Tanks must tiptoe through the trees.

B17
Crags appeared on the half of Board 24 that was off-limits in Scenario 12. They come into play at last in Scenarios 16 and 18.

B21.13
There is also a pond on Board 24.

B23.211
And there is a lumberyard on Board 24, another terrain type missed in Scenario 12.

B23.41
Tanks bravely bashing through a building may end up in the basement.

B24.76
How to unblock a roadblock.

B29
Roadblocks are used in Scenarios 16 and 18 of *PARATROOPER*. They are very similar to the ones in *SQUAD LEADER*.

There are a lot of rules in Chapter C also that only apply to vehicles. You didn't have to worry about these earlier. Now you have to worry about them.

C8
Moving vehicles are harder to hit.

C1.54-1.55
This rule applies to mortars as well as to OBA firing at vehicles. It is possible for a small mortar to hit a tank in *ASL*. (I have never done it, but I have seen it done!)

C2.2401
Gun Duels are a new concept.

C3.31; C3.332
Vehicles can be targets too (and they usually are).

C3.72
A Critical Hit usually blows away a vehicle.

C3.8
Those little 37mm guns on the Renault tanks in Scenarios 16 and 17 can get multiple hits.

C3.9
A vehicle can be hit high or low, as well as from the front, side or rear.

C5.13; C5.3-5.35
Vehicles can fire as they move and while in motion, as well as stationary, when in the Advancing Fire Phase.

C5.64-5.72; C59
Other To Hit DRM that may apply when vehicles fire or are targets.

C6.11-6.12; C6.15-6.16
Some To Hit DRM may apply when firing at a moving vehicle.

C6.7
This DRM applies when firing at giant or tiny targets.

C7
This rule is crucial once you hit your vehicular target.

C8.1-8.3; C8.8
Some AFVs have special ammunition (such as APCR and HEAT) and some AFVs can run out of HE or AP rounds.

At long last, we get to the heart of this seventh lesson. This is your first dip into Chapter D; it won't be your last.

D.l; D.3; D.4; D.6-D.7
These are general rules that apply to all vehicles.

D1
This section describes the various types of vehicles found in *ASL*. Pay special attention to the comments on Fully-Tracked Vehicles (including tanks). These are the only vehicles to appear in the three scenarios for Lesson 7.

D2
Vehicles move very differently from infantry. There are a number of innovations in *ASL* not found in *SQUAD LEADER* (such as MP expended in starting, stopping and turning). Read these rules carefully; then re-read them even more carefully.

D3.1-3.32
AFV combat is the whole purpose of having AFVs. Bounding Fire is new with *ASL*.

D3.5-3.54
AFV MG fire is similar to that in *SQUAD LEADER*, but there are some clarifications not found in the original system.

D3.7
AFV weapons can break down, just like any ordnance or SW.

D4
Vehicles get some protection from terrain. They can also be Hull Down behind walls and roadblocks; but they are vulnerable to underbelly hits as they cross walls or bocage, or climb out of a gully.

D5
Vehicles have crews, who can be affected by any enemy fire if they don't keep the hatches closed. D5.7 applies mainly to Shermans, but can also apply to the Marder I in Scenarios 17 and 18.

D7
Vehicles are dangerous when they overrun infantry.

D8
Vehicles can bog down if they go blundering through woods, buildings, and other inconvenient obstacles. Skip 8.23 since Mud doesn't appear in any *ASL* scenario prior to *YANKS*.

D9.1; D9.3-9.4
An armored vehicle can serve to protect its crew and friendly infantry hiding behind it.

D10
All good things must come to an end. An AFV's end is a wreck counter.

D13.1-13.31
A number of German AFVs (Pz IVC, StuG IIIB, and StuG IIIG in these scenarios) can hide behind their own smokescreen.

Now that you have read these basic rules governing AFVs, you are equipped to play three more scenarios: 16-18 from *PARATROOPER*.

LESSON 8:
The Advanced Vehicle System
Back to Russia. This, the last lesson, introduces some other types of vehicles, and some variations for the use of tanks. Tanks can suffer disadvantages from the lack of a radio, they can haul infantry around as Riders, or they can be dug in to become Armored Cupolas. In addition, there are the vast array of armored cars, trucks, halftracks and motorcycles. Lesson 8 also brings in two new types of fortification: barbed wire and pillboxes. And two new types of terrain: the third-level building and the stream. With these rules, now there are seven new scenarios that you can play:

A7.308-7.309
These rules apply to the Trucks in Scenarios 6 and 8 from *BEYOND VALOR*. Trucks are vulnerable to everything.

A7.821
Riders and Passengers may be pinned.

A11.622
This is an effective weapon against infantry in Close Combat. The Pz IVJ in Scenario 9 is equipped with the Nahverteidigungswaffe.

B13.43
The branches sweep riding infantry right off the tanks. Quite a sight to behold I'm sure, so not allowed in *ASL*.

B19.5-19.52
This applies to the gully on Board 24, in use for Scenarios 16 and 18.

B20.1-20.6
A stream is found on Board 22, found in Scenario 6. Of course, crossing at a bridge is the civilized alternative to splashing through the water. Who needs a bath in the midst of a firefight.

B23.24
There is a tall, third-level building in Scenario 9.

B24.73
Where there is a will, there is a way to clear 8. This is very similar to rules on clearing rubble, flames, and roadblocks.

B26
Wire, which was extremely common in World War II makes its first *ASL* appearance in Scenario 9 from *BEYOND VALOR*.

B30.1-30.7
The dreaded pillbox helps the Russians defend The Citadel in Scenario 10.

C.7
This can come into effect in Scenarios E and 10 if one of those big guns (or OBA) of 100mm or more gets a critical hit.

C2.29
Several small guns in Scenarios 6, 8 and 10 have the option of using IFT resolution instead of the usual To Hit procedure.

C2.3
There is an AA gun in Scenario 10 that has a 360° mount.

C10.1-10.23; C10.31
The halftracks in Scenario E can haul around the German AT guns.

C13.7
Like PF, ATMM are abstracted in *ASL*. The Germans can use ATMM during 1944 or 1945 (Scenarios 7-9 and E).

D3.4-3.44
Armor leaders, which were introduced in *COI*, are found in Scenarios 6 and 9, one on each side.

D3.71
Low Ammo rules apply to the SU-152 in Scenario E. This is new with *ASL*.

D6.1-6.72, D6.9, D9.2
Trucks and halftracks can carry passengers, and tanks and assault guns can carry riders on top. Read all about the procedures in D6 before you play Scenarios 6-9 and E. Infantry can ride the tanks in Scenarios 16-18 and in C, but they never do.

D9.5-9.53
Armored Cupolas appear in Scenario 10, and are not to be seen again until *RED BARRICADES*.

D11.2-11.23
Various German AFV can have the added protection of Schuerzen in Scenarios 8 and E.

D13.34
This applies to that same old Pz IVJ in Scenario 9.

D13
The lack of coordination caused by the lack of radios is simulated by this rule, which inconveniences the Russians in Scenarios 6 and C.

D15.1-15.7
Motorcycles are used in Scenario 6, very early in the war in the East.

This completes your working introduction to *ASL*. You can now play Scenarios 6-10 from *BEYOND VALOR* and Scenarios C and E from The *GENERAL*—giving you some 23 scenarios (23 separate games) in all. Equally exciting, these lessons form a firm foundation for the rest of the *ASL* system—which numbers well over 100 scenarios now. For those of you who have *SQUAD LEADER* but do not have the updates of Scenarios C and E, here is the detail for you to enjoy them:

Scenario C: The Russians have three T-34 M41 and one T-34 M43. The Germans have three StuG IIIG and two StuG mB. Environmental Conditions are Moderate, with no wind at start. All the Russians in the Tractor Works (Building X3) get the Fanaticism benefit while in the building only, which is a Factory (B23.74). Use the Sniper numbers and ELR, and the Balance Provisions, found in Scenarios A and B.

Scenario E: Replace the 48 Russian 44-7s that start on Board 3 with 24 4-4-7s and 24 5-2-7s. The Russian Turn 3 reinforcements consist of six T-34 M43. Delete the LMG from the Russian Turn 5 reinforcements, and the .50 HMG starts Dismantled. The two halftracks are replaced with two ZIS-5 trucks.

For the Germans in Scenario E, start them with three LMG instead of four. Their first turn reinforcements consist of a 2-2-8 crew, SPW 251/1 and a 75L AT gun in tow. Four Pz IVH panzers enter as the Turn 2 reinforcements. The force that enters on Turn 4 includes an 8-0 leader, the MMG and HMG are initially Dismantled, the halftracks are SPW 251/1, and the PF counters are ignored (due to the inherent PF of the Germans). The Turn 5 reinforcements consist of three 2-2-8 crews, a Pz IIIN, two StuG IIIG(L), one SPW 251/sMG, one SPW 250/1, and a 50L AT gun. Finally, a StuH 42 arrives for you on Turn 8.

Environmental Conditions are Moderate, with no Wind at start. The German radio that starts onboard represents one battery of 81mm MTR OBA; the radio that enters with the Turn 4 reinforcements represents one battery of 100mm OBA. Russian E~LR is "4" and SAN is "3"; German ELR is "3" and SAN is "4". The Balance Provisions are straightforward (at least for

you experienced fellows who have mastered all the rules)—

German: the radio that enters on Turn 4 represents 150mm OBA with Plentiful Ammo (C1.211)

Russian: add an 8-1 leader to the initial onboard forces.

Enjoy these seven scenarios. And, of course, play the previous ones too. As often as is necessary for you to feel that you have mastered the intricacies of this most marvelous tactical wargame.

LESSON X:
More to Come

You have now read through most, but not all, of the ASL rulebook. What remains, you ask? Oh, the few odds and ends, as well as a few more modules, some offering additional specialized rules: YANKS, PARTISAN!, WEST OF ALAMEIN, THE LAST HURRAH, HOLLOW LEGIONS and RED BARRICADES. And don't forget the two Deluxe modules, STREETS OF FIRE and HEDGEROW HELL. There are also plenty of new and updated scenarios published in The GENERAL and in the ASL Annuals, many of which you can play with just the rules you have studied here.

YANKS offers the new rules dealing with a host of special features that were in the original SQUAD LEADER system, but were not included initially in ASL: Night, Weather, Aircraft, Paratroop Drops, Gliders, Boats and much more. WEST OF ALAMEIN introduces the desert environment and rules to play therein, which was never seen in SQUAD LEADER. HOLLOW LEGIONS brings us a new nationality, the Italians. RED BARRICADES features more urban combat and brings the first campaign games (and rules). And we will soon see the warfare in the Pacific and Asian theaters, with the Japanese, Chinese, Marines, jungle fighting, pack animals, amphibious landings, and so much more. The system can truly be all things to all who may be interested in World War 2 tactical combat. A lot of rules that we have skipped over or lightly touched upon in these lessons will become important in these later modules. A brief listing might suffice:

A2.7
Overlays were introduced in GI. They become very important in the desert scenarios found in WEST OF ALAMEIN and HOLLOW LEGIONS, and will figure prominently in the Pacific/Asian scenarios.

A4.132; B13.31-13.32
Woods-road hexes appear only on Board 5 (used in several of the updated scenarios) and on Board 32 (which is used in several scenarios in PARTISAN).

A13
Cavalry rides again in Scenario 33 and in three scenarios in THE LAST HURRAH.

A22.612
Molotov Cocktails find their best use against AFVs in STREETS OF FIRE, Scenarios A7 and A11 (ASL Annual '89), and in RED BARRICADES. You'll probably want to review the rules when you next see them in a scenario. Then there's the Molotov-Projector (O10.) that is featured in RED BARRICADES.

A25.3-25.34
You will likely want to review this section when you meet the full American Order of Battle in YANKS.

A25.4-25.46
The British debut in WEST OF ALAMEIN and figure in several HOLLOW LEGIONS scenarios, as well as some scenarios published in the pages of The GENERAL and the ASL Annual.

A25.5-25.52
We haven't seen the French yet, but they are on their way. Look for them in the not too distant future.

A25.6-25.65
The Italians are the stars in HOLLOW LEGIONS. They take on the British, the Americans, the Russians, the Germans and anyone else they can find. Just look at the scenarios in this issue of the ASL Annual.

A25.73
The Finnish Sissi, the best infantry in World War 2, appear in Scenario A11 found in last year's ASL Annual.

A25.8-25.82
The Axis Minors, representing the Rumanians and Bulgarians, first appear in PARTISAN!

A25.9-25.92
The Allied Minors are introduced in THE LAST HURRAH. They include the Poles, Norwegians, Dutch, Belgians, Yugoslavs and Greeks.

B1.12;B7
Scenarios A2 and A3 from the '89 ASL Annual include the runway on Board 14; Scenario 22 from YANKS turned the canal on Board 22 into a wide boulevard.

B4
Sunken roads appear on DASL Boards e, f and g in HEDGEROW HELL and on Board 32, which is used in several PARTISAN! scenarios.

B5
Thus far, only the first scenario in this year's ASL Annual makes use of the elevated roads. An elevated road may also show up in Scenario A19 during the FSSF mini-campaign.

B6.41-6.42, B6.431-6.45
These rules refer to special bridge types that are rarely found. We have the rules for them, to be able to cross that river when we come to it

B8.6-8.62
Tunnels can be very important in many of the RED BARRICADES scenarios, if the defender is imaginative. Also review the sewer rules (B8. 1-8.5) when you get ready to play RED BARRICADES.

B10.211
This is an optional rule that can he used in any scenario that includes hills. Warning: this has a severe impact upon the play of the scenario.

B10.5-10.52
This is very important in any scenario making use of Boards 9, 15 or 25. Board 25 is featured in several scenarios in WEST OF ALAMEIN and HOLLOW LEGIONS.

B13.7
Forest rules have yet to appear in any ASL scenario published to date. But you'll see a variation of them with the jungle scenarios in the next module.

B16.42-16.8
These are rarely used variations on the Marsh rules.

B20.7-20.82
Now we have some rarely used variations on the Stream rules.

B21.14; B21.21; B21.41-21.6
These are the variations on Water Obstacles in general. Fording (B21.41) actually plays a role in one HOLLOW LEGIONS scenario (Y54).

B23.424
You'll need this if you take the German role in the scenario "Contest in the Clouds" (YA23) in this issue of the ASL Annual.

B23.73
The marketplace only exists on Board 12 (hex R7). In ASL it makes its appearance with Scenario Y55.

B23.74-23.9
When you play RED BARRICADES, be sure to review the rules for Factories, Rooftops and Fortified Buildings. They get a lot of use in that module.

B27.55-27.56
Trenches and vehicles mix in WEST OF ALAMEIN. And we finally see the effect of AT Ditches with play of RED BARRICADES.

B28
Mines make a sudden appearance in HEDGEROW HELL and WEST OF ALAMEIN, as well as a number of GENERAL and ASL Annual scenarios.

B30.8
The Bunker rule is used In Scenario 49 of THE LAST HURRAH, and trenches can connect to all sorts of interesting things in RED BARRICADES.

C1.23
A Field Phone is first used in DASL Scenario 4 in STREETS OF FIRE, and then shows up occasionally in scenarios in the later modules.

C1.63
Offboard Observers appear in at least three unpublished scenarios I have playtested. One does appear in WEST OF ALAMEIN (Scenario 41) and one in HOLLOW LEGIONS (Scenario 58).

C1.73
Pre-registered Fire can be called in by that field phone in DASL Scenario 4; it is used occasionally in later scenarios as well.

C1.8
The Germans are victims of a Bombardment in DASL Scenario 10 of STREETS OF FIRE, a fate they share with others in later scenarios.

C6.55; D11.1
American tanks have Gyrostabilizers in YANKS and in HEDGEROW HELL. A most useful tool at times.

C8.4
Cannister is used by several U.S. AFVs, including the Stuart (M5AI). It is also available for several British vehicles, primarily those built in the States. Stuarts appear in a few scenarios (HEDGEROW HELL and WEST OF ALAMEIN).

C8.7
Illuminating Rounds are only relevant during night scenarios (but then, you knew that). Night rules are first introduced in YANKS and are used in several scenarios thereafter.

C10.24
Limbered Fire is allowed for several German guns (mainly the AA guns and the 88LL AT gun), but they rarely appear in the same scenario as their transport. This rule is first used in WEST OF ALAMEIN (Scenario 37) for a British 40L AT gun. It could play a part for the towed German 88 AA gun in Scenario M (which appeared in The GENERAL).

C10.25-10.26
These rules apply only to very large ordnance, which rarely show up in ASL's tactical scenarios. Nevertheless, you have the rules for them if you ever do see these RFNM/NM weapons in play.

C10.4
Trailers also are fairly unusual to see in play. A SdKfz 6/2 shows up in Scenario 26 in YANKS; a L3 appears in Scenario 58 in HOLLOW LEGIONS; and Crocodiles appear in Scenario A25 in this issue of the ASL Annual.

C12
You have the rules and counters for Recoilless Rifles. Maybe some day they will appear in a scenario.

C13.2
ATRs are used extensively in STREETS OF FIRE, early in the war in THE LAST HURRAH, and in the deserts of WEST OF ALAMEIN.

C13.6
The PIAT was used by the British later in the war (from April 1943). Play with it in "Cold Crocodiles" and "The Island" in this ASL Annual.

D.2; D12
All but the American and British armies in World War 2 were primarily horse drawn, but wagons rarely appear in the front lines. The Poles have wagons in THE LAST HURRAH scenarios, and the Germans have them in Scenario G7 in The GENERAL. A wagon is also used by the Russians in Scenario A12, and the Finns have sledges pulled by reindeer in Scenario A11—both found in last year's ASL Annual.

D.5; D8.23
A Secret DR is required only in Mud or Deep Snow. These inconvenient ground conditions do not occur in any published ASL scenarios yet.

D3.45
This is a very little used rule. It can be found as a Balance Provision in Scenario A7 in '89 ASL Annual if you want to try it.

D3.6
Luckily for the infantry, you don't see flamethrowing vehicles very often; but every major nationality had at least one type. This rule will apply to the Italian L3 Lf (Scenario 58) the German Pz m(Fl) (DASL Scenario 7), the German SPW 251/16 (Scenario A9 in last year's Annual), and the British Crocodiles (Scenario A25 in this year's Annual).

D6.8
You don't need to read up about Carriers until you play WEST OF ALAMEIN, since these are unique to the British Army.

D13.32-13.33
Smoke Mortars were common on U.S. and UK-built tanks. The Axis don't have them, and the Russians only had them on the lendlease vehicles. Some American vehicles have Smoke Pots. You will use these rules in various scenarios, beginning with those in YANKS.

You can see that there is a lot left to experience in the world of ASL still, and plenty to look forward to in the future. Between the scenarios published in the modules, in the magazines, and elsewhere, there is enough to keep you gaming for a long time once you have mastered the basics in these eight lessons above. How many games offer such endless variety? And, should there be some rule that you are just itching to try (bicycles maybe, or DD tanks), you can always craft your own DYO actions. With such flexibility, I am sure that ADVANCED SQUAD LEADER will be played for many years to come.   ☆
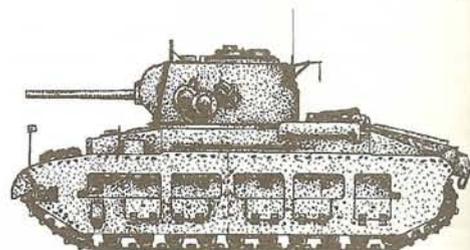
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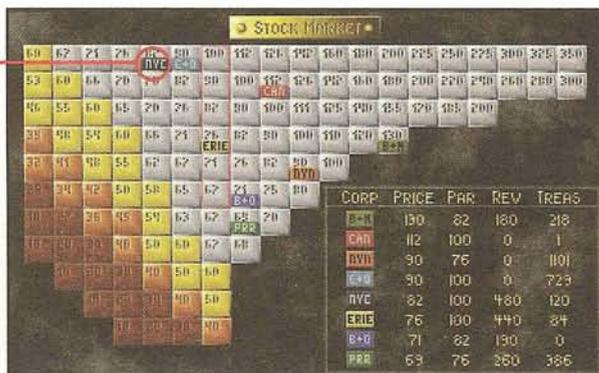
THE OPERATING ROUND

After a Stock Round is completed, the game moves to the Operating Round:

Corporate Base City

Corporation Operating

Corporate Treasury

Trains Holding Area

Operating Buttons

This is where you (as President) will conduct Corporate business and try to earn money for yourself and for your Corporation. The game map represents the northeastern United States and southern Canada. When the first game of *1830* begins, a hex grid is superimposed over the land and the city revenue values (printed in yellow) are displayed. Under the GAME button on the top of the screen is a toggle on/off button where you can remove these features and play the game on a clear map. However, as any veteran *1830* player will tell you (and as I've experienced), it's vital that you keep these features in place. The hex grid is color-coded to show the three different colored track tiles (yellow, green, brown), and the city values are important also as they show you where the highest revenues can be obtained by trains running.

Let's discuss the three major Presidential goals in the Operating Round.

Lay Track

One major responsibility as President is to decide where to lay track for your Corporation. During your Turn, the LAY TRACK button will light up on the right hand side of the screen. To lay track, press this button and one or more hexes on the game map will shimmer:

Lay Track Here

These are the hexes where you can place track tiles.

Click Mouse Key and Lay Track

Laying track is easy; deciding how to lay track and where is the hard part. At the beginning of play, each Corporation begins with one station (called its "Base" city) on the map. From these bases, you will construct train Routes (by laying track) between the various cities strewn across the congested northeastern United States and Canada. When you lay enough track to connect two or more cities, your Corporation will be able to run its trains and earn revenue.

Buy Trains

There are six different types of trains available in *1830*. At the beginning of the game, only the 2-Trains are available; as play progresses, other trains appear. What is a 2-Train? Well, a "2" Train is a small locomotive that can run a "Route" between two adjoining cities (including its starting city); a "3" train can run a Route between three adjoining cities, and so on. Each train represents an improvement in speed and power, and each train becomes available as soon as the previous train has been sold out from the Bank (with the exception of the diesels). So, you can imagine how quickly the game changes as soon as the 4- and 5-Trains come up. And the arrival of new trains affect the sequence of Operating Rounds and the kinds of track tiles you may place on the map. And, the arrival of certain trains forces the obsolescence of older trains. For example, as soon as the first 4-Train is purchased, all 2-

Trains are immediately removed. Now imagine yourself as President of the B&O. At the beginning of play, you're able to buy a total of four trains. You decide to buy three 2-Trains (which cost $80 apiece—chicken feed), and forego the purchase of a 3-train when they become available. The other Corporations operate and all the 3-trains are bought up. The next Operating Round begins and the first 4-Train is purchased by the Canadian Pacific Railroad. Suddenly it's your turn and you don't have any trains. You can still conduct business, but you have no trains and therefore the B&O won't earn revenue this Operating Round. The only way to earn revenue is to run trains between cities. No trains, no revenue.

These are the kinds of purchase decisions you'll have to make as President of a Corporation. Make the wrong decision and...well, you'll be run out of the boardroom on a rail.

Earn Revenue

The third and perhaps most important decision you'll make as President is deciding whether to pay out dividends to shareholders or withhold the earnings and reinvest in the Corporation. This is where your dual roles of Baron and President conflict. To earn money as a Baron (which is what you *must* do to win), you must make dividend payments. If you're President, you probably own a great deal of stock in that Corporation, which means that every time you pay a dividend, you put money in your pocket. However, as President, you must understand that the health of the Corporation is necessary for your overall survival in the game. Sometimes, you'll have to withhold the total revenue earned in order to buy trains. Every time you withhold dividends, the value of the Corporation's stock goes down on the stock market. It's a difficult decision, and the time will come when your brow will begin to sweat and the clock starts ticking louder and louder and louder, and the ticker-tape is ticking and ticking in the background and the "Board" is waiting for your decision (J.B., your right hand man, is waiting to hear your decision to determine if little Jimmy will get his Polio shots this year), and your mistress is waiting out in the stretch limo, cooly dragging from a Benson & Hedges™ and you'll move that mouse arrow over the "WITHHOLD EARNINGS" button and all hell will break loose. Cries on Wall Street, "Extra! Extra! Read all about it—B&O withholds dividends; stock value plummets, shareholders outraged!"

The life of an entrepreneur is a tough one. Do you have what it takes?

CONCLUSION

All of these decisions makes *1830* one of the most challenging games I've ever played. The Artificial Intelligence is supreme. It's one of the toughest AIs I've encountered. Russ Williams (lead programmer) and Symtex have done a splendid job in capturing the flare and strategy that has made the *1830* boardgame a classic. If you're the kind who loves the brutal arena of Wall Street and railroading, this is definitely the game for you. Strap on your portfolio and go at it. Next train leaves at high noon.

☆

THE STALINGRAD TACTICAL TRAINING SCHOOL (1942 SEMESTER)

By Eric Sposito

Few would deny that STALINGRAD (Avalon Hill and Atomic's newest release in the World at War™ series) is a monster game, with scores of units and vast amounts of territory in which to maneuver these units. Figuring out the best moves can be difficult. In the following article, Eric Sposito (a playtester of the game) discusses some of the best methods of movement and attack across the steppes of Russia.

★★★★★

I have seen many articles that have attempted to inform the newer *World at War™* player as to game mechanics. There have also been articles that have given very vague tactical advice such as "use combined arms tactics" or "artillery and air power need to be combined with ground assaults." That is all very good and it's necessary to use all arms tactics in the attack. The one thing that I have not seen, however, is anything on tactical deployment. Tactical deployment is just a fancy word for "how in the heck am I going to use my forces to achieve the goals that I have laid out for them"?

In the following article, I hope to show some of the less experienced players of *STALINGRAD* how to deploy their forces and how to use them in some very difficult circumstances. The Russian steppe leaves few hiding places, no oceans to use as flanking cover, and the rivers and lakes are all frozen. There's only the city of Stalingrad in which forces can benefit from a large industrialized area.

The situation is very hard to master and I hope that this article shows the newer player how to deploy in the various circumstances he will encounter. Below is an overview of each section:

Sections 1, 2, and 3:
Attacking the Start Line, Sword & Shield, and Breakthrough Operations
These sections will show you how to deploy and execute in the attack.

Section 4: Defensive Operations
This section gives you some idea on how to deploy in the face of vastly superior forces and the reinforcement of critical areas.

Section 5: Advancing Into a Void
This section gives a quick overview on how a formation should move in the open in anticipation of contact with the enemy.

Section 6: Coup de Main
This section shows a standard military deployment in an outflanking maneuver when faced with a strongly fortified and strongly occupied objective, probably the most difficult military situation of all.

As you read these sections, look at the screen shots provided. They're pertinent to the discussion and will show how the correct deployment and usage of your forces will make your future play in *STALINGRAD* a much more enlightening experience.

SECTION 1: Attacking the Start Line
In this example, using the scenario *Quiet Flows the Don*, we find the Russian infantry deployed in a forward position. It's accepted practice for the infantry to go in and punch a hole for the armor to roll through. When planning your initial moves, it's very important to take stacking limits into account. You are only allowed three Regimental/Battalion size counters per hex in the 3 Kilometer scale games.

When planning my initial assault, I'm going to put my infantry to their best use. They will assault the Rumanians in their fortifications, but my Russian infantry will be given orders to attack with no advance (**Figure 1a**). This will allow me to pass my strong armor through the attack so I can attempt overrun attacks on the first turn. Even if the Axis player rushes anti-tank units up to reinforce his front line infantry on the first turn, I will be in an excellent position to smash the Axis lines on the second daylight turn of the first day.

FIGURE 1A—Russian infantry attack sets up overrun.

In this example, I have given two battalions of the 47th rifle orders to attack with no advance. The other battalion of the 47th rifle is given orders to move through the Rumanian unit that's going to be under assault. On the immediate right of the 47th rifle division, I have ordered the two battalions of the 14th rifle to attack with no advance. The 8th Guards tank regiment deployed with the 14th rifle is ordered to move through the target hex in a southerly direction, in tandem with the one battalion or the 47th rifle on its right. The 26th Tank corps will contribute one heavy tank battalion to the attack (**Figure 1b**).

The attack by the infantry forced the Rumanian infantry unit to retreat. A Rumanian anti tank

FIGURE 1B—Tank and Infantry combined arms overrun executed.

company that rushed into the fortified hex after the infantry attack was then overrun by the two follow up tank regiments and one infantry unit. You can see the positions at the end of turn 1 (**Figure 1c**).

FIGURE 1C—Russians are set to widen the breach.

The Russian player is now in a position to widen the gap with additional overruns as the adjacent Rumanian unit is devoid of strength and extremely vulnerable.

On the next turn, I plot for the two forward tank regiments and the one rifle unit to overrun the two Rumanian units on their flank. The overrun attack is set up by heavy artillery attacks (**Figure 1d**). The overrun is then executed (**Figure 1e**). I then plot to feed the remaining units of the 26th tank corps and the units of the 10th tank corps through the breach and complete the breakthrough (**Figure 1f**).

Artillery strikes set up the overrun attacks and the units advancing in strategic mode run into ambush south of the breakthrough site. The ambush attacks cause me no worry as the units that I've sent into ambush are of high quality in attack supply and well rested. They will suffer little from the Rumanian units that are fatigued and in poor supply on turn one of the game.

The Russian player is now free to roll up the Axis right flank and possibly co-ordinate with another breakthrough to the east that will allow for an envelopment.

FIGURE 1D—Artillery sets up overrun attack.

FIGURE 1E—Double overrun.
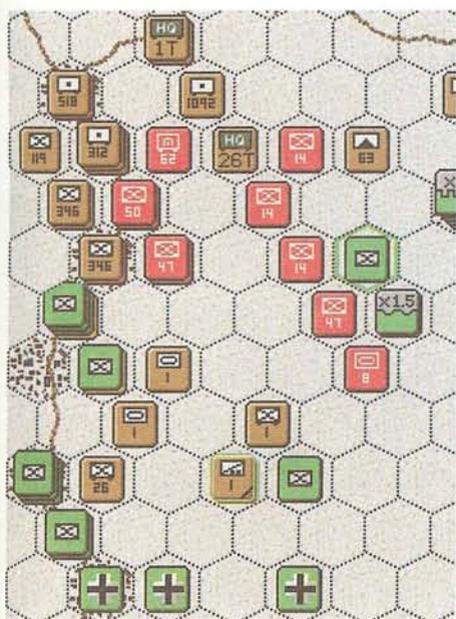
FIGURE 1F—Breakthrough is achieved.

SECTION 2: Sword and Shield (Schild und Schwert)

The operational theory of Schild und Schwert is what is more commonly known as the double envelopment or pincers movement. Sword and Shield is a variation that uses either a geographic feature, water, mountains or a river, or a strong immobile force that an attacker can thrust towards and pin his enemy against. Once contact is made between the spearhead (Sword) and the immovable object (Shield) the forces caught in the trap are cut off from their source of supply and can be easily defeated.

In **Figure 2a**, you can see how the lead elements of the 5th and 8th Rumanian cavalry have punctured the Russian lines in the south. In their present position, they make the perfect "shield." They have used up a good deal of their strength in breaking through the Russian line and now the German 23rd panzer, immediately to their north, can start to close the trap.

FIGURE 2A—Southern thrust.

In **Figure 2b**, you can see the lead units of the 23rd panzer division that have just eliminated three Russian units to their front. The division can now funnel through more mobile forces who can then flow to the southeast to pin the Russian infantry to the Rumanian shield.
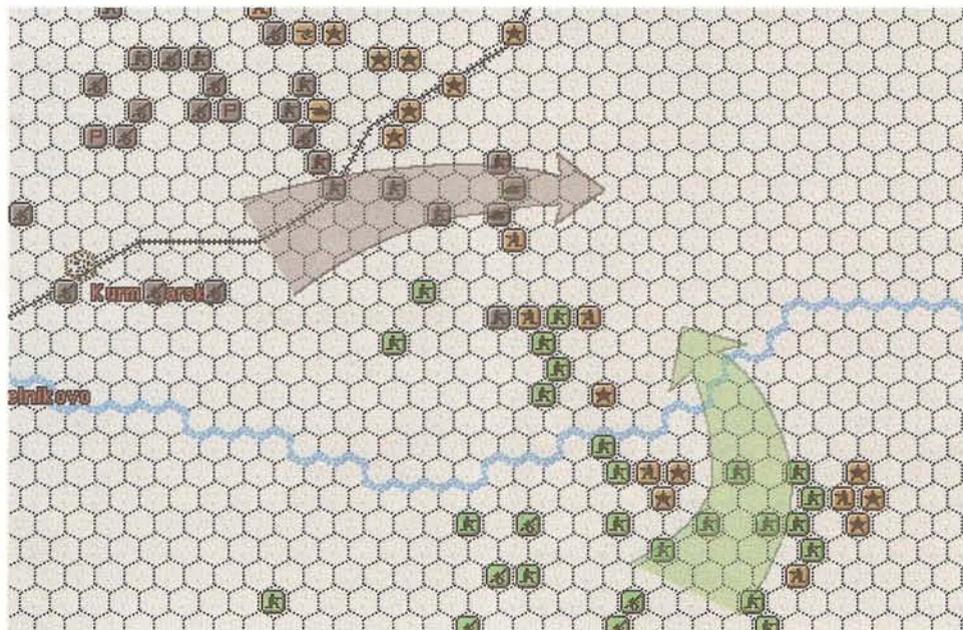
FIGURE 2B—Onward to the Rumanian shield.

In **Figure 2c**, the 23rd panzer and 8th Rumanian divisions have joined hands in the Russian rear, trapping the Soviet units in a vice from which the only escape is either surrender or annihilation.

This encirclement is what is called a "small solution." It's not very deep and as such carries no great risks. As your encircling movements get larger and move to trap larger forces you, as the attacker, will take on a much greater risk.

The best rule of thumb when employing Schild und Schwert tactics is to evaluate the forces you have on hand and estimate what can be realistically expected of them. In my example, the Rumanians performed much better than I expected so my operation became a joint effort between the German and Rumanian units. There will be times when your units perform better or meet with inferior opposition, and there will be times when your units will not perform as you have expected. Be careful to maintain some type of reserve whenever performing envelopments like the one described here. If you are up against a crafty opponent, he can turn the tide against you and you could end up the one encircled.

In *OPERATION CRUSADER* (The first in the WaW™ series), you will have much more of an opportunity to employ the Schild und Schwert. The escarpments that line the battle field offer the imaginative commander many opportunities to pull off a pincer movement, and with terrifying results. The Large solutions (i.e., great encircling movements), are open to you in *OC*. Use this tactic wisely and you will be able to accomplish a lot. Use it unwisely and you might find yourself knocked down to buck private.


FIGURE 2C—The Noose is closed

SECTION 3: Breakthrough Operations

After the initial breakthrough, you must make a decision on (1) what your objectives are and (2) what forces you are going to make available for the different jobs that must be accomplished to make the breakthrough succeed.The game objectives will give you the objectives for your spearheads. Just like in real life the towns, cities, railroads, and main roads are all good areas to send a spearhead.

Initially, your strongest tank units will make the breakthrough. They will advance through the infantry assault, hopefully overrunning the Axis forces on the first turn. As shown in the previous segment, once they have broken through the Axis front lines they will have to widen the breach so the second echelon troops (your motorized infantry and cavalry groups), can flow through the hole and proceed on to the first objectives.

Seeing how your tank forces will be thoroughly exhausted from their work on the first day, it is best to advance with your armored infantry (**Figure 3a**), if available, forming the tip of the spearhead. You can see on the southern flank (**Figure 3b**) that I have placed two tank battalions and an anti aircraft and artillery battalion. They have been ordered to entrench in those positions. These are weak screening units that are scheduled to receive stiffening from the follow up infantry group located on the southeastern portion of the map. If the Axis attempts to counter attack anywhere along the southern

flank, I will be able to send the cavalry to their aid. Cavalry or mechanized infantry is much better suited to this stiffening roll than regular infantry due to their increased mobility.

An important thing to remember is that if a unit is fatigued you should let them rest a turn, especially a night turn, before ordering them to

dig in. Once the forward support elements have entrenched, you can rest them with the knowledge that if any armored force engages them they will be able to defend against attack for the one turn needed to rush in the cavalry (or infantry) reinforcements.

FIGURE 3A—Armored infantry in the van.
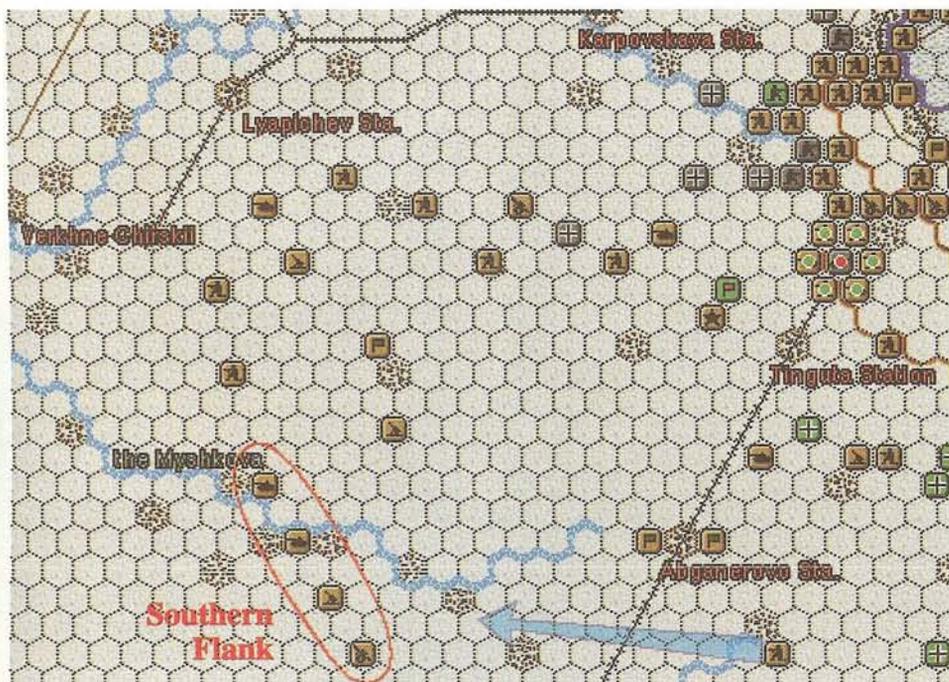
FIGURE 3B—Southern flank reinforced by cavalry.

SECTION 4: Defensive Operations

When playing the axis in Stalingrad you must attempt to build a line of entrenchments to allow your infantry positioned in the front line to fall back. There are going to be breaches made in the Axis front no matter what the Axis player does. With the supply situation so poor on the first day of game play, the Russian player will succeed in effecting a breakthrough somewhere.

A trick employed by wargamers when playing hex-based wargames is called the "one hex between units" ploy. Using this trick will help you determine where and on what axis you will attempt to build a defensive line.

You can see how the Headquarters and artillery units are deployed behind the line, one hex in between each and every one and with a conscious attempt to have no more than two hexes directly in front of them. On these positions they will begin digging in.

As the Russian forces begin to break my front, I withdraw as many units as I can, (**Figure 4a**), with my armored reinforcements, the 22nd panzer and 1st Rumanian panzer divisions,

plugging leaks and keeping the retreating forward units in contact with their HQ, and so in supply. I do not attempt to stem the tide of Russian units, I merely attempt to direct their flow in a manner that allows me to extricate as many of my battered front line infantry units and direct his attacks onto ground of my own choosing. In **Figure 4b** (see page 62), you can see how I have inserted elements of the 129th regiment into two spots on either side of my strong infantry of the 11th infantry Corps. This has allowed me time to rest a battered infantry regiment, the 376th, and to isolate a Russian unit cut off behind my lines. As I bring up more of the 22nd panzer, I will be able to order my infantry of the 11th Corp to retreat to a more defensible line, now being formed by the Headquarter and artillery units behind the line. Some would say that I am committing my mobile reserve to the battle piecemeal and they would be correct, but in *STALINGRAD* you can and must do everything and anything to maintain a cohesive front line as the Axis player.
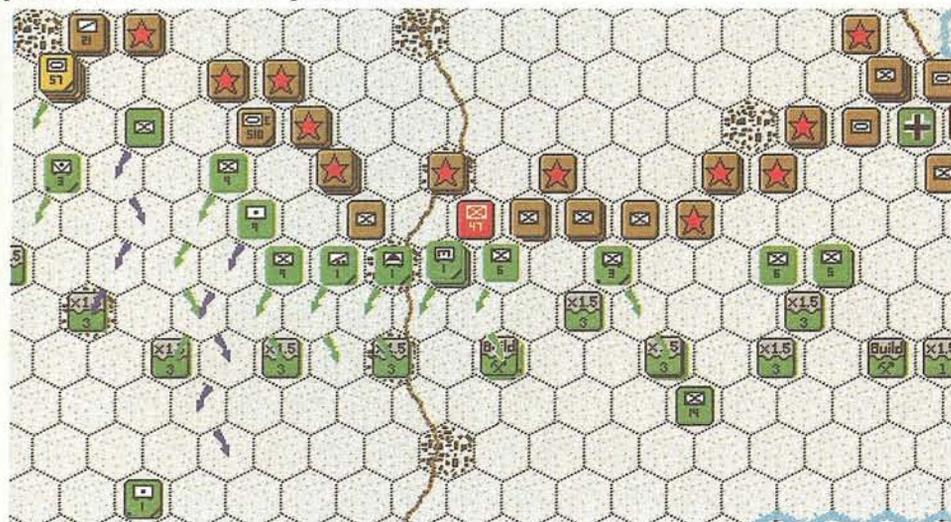
FIGURE 4A—Retreating Rumanians.
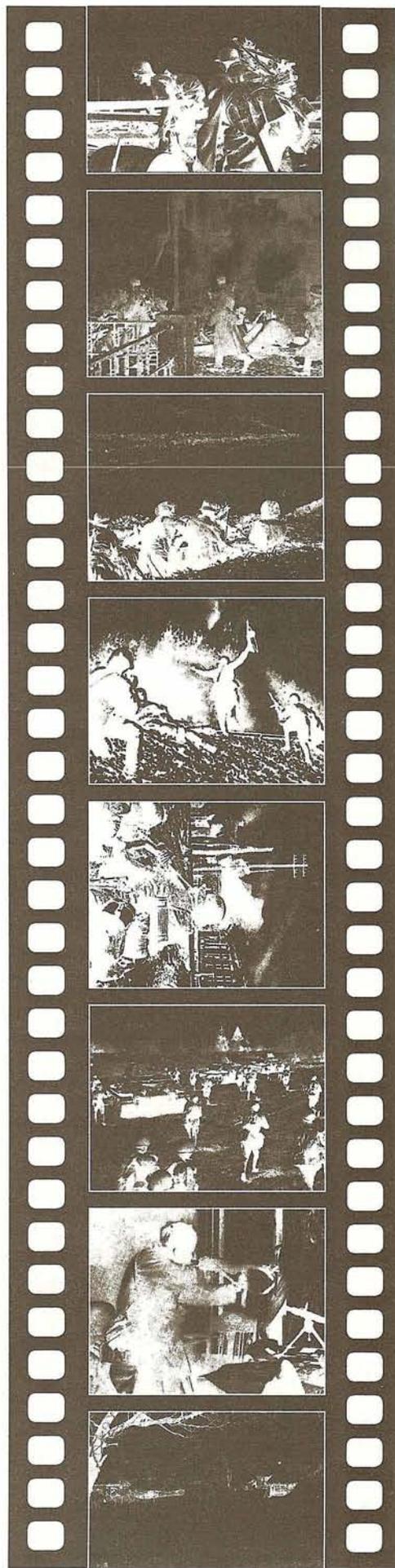
FIGURE 4B—Mobile reinforcements stiffen the line.

On the morning of the second day, I have achieved my goal. The Russians have broken my line in three places (**Figure 4c**), but I only have lost two Rumanian units. I consider this a major success. I will now retreat the units under the Rumanian engineers to the west while moving the 9th and 11 divisions into the entrenched positions constructed by my artillery and HQ units.

With the arrival of the 30th Korps infantry and the 14th panzer division on the second day, I am able to "peal" back my front line units, who by now are heavily fatigued, and increase their supply levels. Attack supply will help in slowing the Russian advance.

CLASS DISMISSED!

We've run out of room in this issue for Sections 5 and 6. We'll finish the class in Volume 30, Number 2. In the interim, give Mr. Sposito's ideas a try.

FIGURE 4C—Retreating to a fortified line.

TECH TIPS

This issues Tech Tips could be easily called "Patch Awarness." These Q&As don't so much provide tips as they make you (a person who has recently bought one of the computer games below or planning to) "aware" of the common problems encountered and to give you a frame of reference when encountering like problems. By making you aware of the availability of patches, you will have a better chance of defining exactly what your problem is and then acting to fix it. For example, if you have an ATI Mach 64 video card and are are planning to buy OC, you now know that there is a compatibility problem, but that the problem is being fixed.

OPERATION CRUSADER
Q: I have an ATI Mach 64 video card and am unable to run the game. Why?
A: The ATI Mach 64 was released after OC, and thus it isn't compatible. However, there will be a patch available soon that will make the game compatible with this video card.

Q: Why do I sometimes have a problem with PBEM games?
A: There has been some problems with PBEM gaming. The patch will also update the PBEM system and make play easier.

5TH FLEET
Q: I get a PCX-22 error when I try to run the game. Why does this happen?
A: The game requires 2 megs of EMS Memory. If you are using a boot disk, change the second line in your CONFIG.SYS file to read: DEVICE=C:\DOS\EMM386.EXE RAM

Q: The game runs fine except for the last scenario. Why?
A: The last scenario requires much more memory than the others. A patch to fix the problem is in the works.

STALINGRAD
Q: Why am I unable to play the game with sound?
A: There is currently a conflict between the SB16 and the game on some computer systems. There is a patch in the works that will fix the problem.

FLIGHT COMMANDER 2
Q: Why am I unable to play a PBEM game from a PC to a MAC?
A: A patch has been released that will fix this problem. You can download a copy from Compuserve or GEnie. You can also get a copy from us by calling our Technical Support line.

1830
Q: Why does the game not run and tell me I need 2700K EMS when I already have over 2700K EMS?
A: The game actually requires 2900K EMS Memory. However, a patch is available that will enable you to run the game with only 2700 EMS memory.

In keeping with my statement in 29-6, Volume 29, Number 5 of The *GENERAL* certainly was one of the most controversial issues in some time. The overall rating for the issue was 5.0. The rating mixture was—indeed—the most diverse in recent memory. Even my "Circus Stupidus" managed to beat a few *real* articles. Below are the individual ratings for the articles:

Beginning with this issue's readership feedback, the columns will not be included in the ratings. Only the features will be rated.

★★★★★

Contest #170 was hard fought. I'm delighted at how well everyone knows their military films. No entry listed less than four correct responses. The quote most of you answered incorrectly was #7—"You know our standing orders…" The correct response was *The Beast* (a film I consider to be quite obscure). The quote receiving the most correct responses was #2—"No bastard ever won a war by dying for his country…" The correct response was *Patton*. I guess everyone knows the staples.

Since I didn't call for an exact number of correct responses, I decided to take all those entries with eight or more correct answers and select ten winners. Here are the winners:

> Wayne Smith
> Andrew Phillpotts
> Daniel Zucker
> Paul Bolduc
> Jack Purciful
> Richard Simakowicz
> James Gilbert
> Scott Johnson
> Roger Cox
> Stephen Pacios

Congratulations gentlemen! You each receive a $10 credit voucher redeemable with any mail order purchase from Avalon Hill.

The Infiltrator's Report

★★★★★
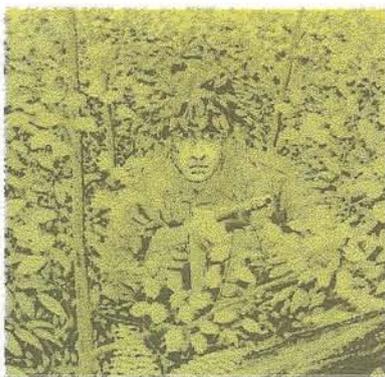
The answers for Contest #171 (printed in the last issue) are as follows:

1. *MBT*
2. *TITAN*
3. *ACROSS 5 APRILS*
4. *HISTORY OF THE WORLD*
5. *UP FRONT*
6. *KINGMAKER*
7. *REPUBLIC OF ROME*
8. *THIRD REICH*
9. *SIEGE OF JERUSALEM*
10. *SQUAD LEADER*

The names of the winners (if any) will be printed in Volume 30-2.

★★★★★

I have the pleasure to announce the addition of two new faces to our game design and development staff: Ben Knight and Mark Simonitch. These two guys are probably well known to many of you, but I'll spout their achievements:

Ben has several published games, including XTR's *Across the Potomac, Seven Seas to Victory, Victory in Normandy, Victory in Midway* and *Jutland: Duel of the Dreadnoughts,* and GDW's *The Normandy Campaign.* His game development credits include GDW's *To the Sound of the Guns, Johnny Reb,* 2nd ed., *Air Strike* and *Air Superiority.* He was also the past editor of GRD's *The Europa News,* and he won the 1992 Charles S. Roberts Award for Design Elegance.

Mark was the designer and publisher behind The Rhino Game Company, whose titles included *The Legend Begins* (North Africa), *Campaign to Stalingrad,* and *Decision in France.* He's also an artist, with nearly 100 game maps to his credit. He's designed game maps for *Command Magazine, S&T, 3W, GMT,* and *Avalanche Press.*

We welcome them both to the Avalon Hill family and wish them great success. Now boys, get busy and make those great games.

★★★★★

COMING ATTRACTIONS

The "Coming Attractions" column is returning to The *GENERAL* after a short absence, and we hope to make it a regular feature in the magazine. *We run it here in the Infiltrator's Report to reintroduce the column.* Your caffeine-boosted editor, Bumpkin' Bob, recently managed to armlock a stray developer here at The Hill. With tears in his eyes, the developer was soon convinced how the readers would enjoy knowing what we're working on as much as we enjoy working on these projects. Therefore, what follows is a quick view of our coming attractions.

By the time you read this, *STONEWALL IN THE VALLEY* should already be out. Two other boardgames are in final production: *GERONIMO* and an improved edition of *ACQUIRE.* The new edition of *ACQUIRE* features a beautiful board and five new variations to provide new challenges to veterans of this "classic." *GERONIMO* strategically re-creates the Indian wars in the American West from 1850-1890. The game is full of historical information and great graphics, and it can be played by one to five players. We also have *SOLO ADVANCED SQUAD LEADER* in final production. Chapter S of the *ASL* rules provides 14 one-player missions and randomization charts to make each mission replayable. *See the advertisement in this issue for more details.*

In pre-production we have the long-awaited *RISING SUN,* which brings the *ADVANCED THIRD REICH* game system to the Pacific Theater. *RISING SUN* can be played by itself or in combination with *ADVANCED 3R* for a global war of grand strategy. We also have a variant for *WE THE PEOPLE* in pre-production, and we're dusting off *MACHIAVELLI* for a new edition.

That's enough update for this issue. As mentioned above, we plan on featuring this column on a regular basis to keep you informed of our projects here at The Hill. *(Ben Knight)*

COMING UP NEXT ISSUE

Maharaja

READER FEEDBACK

With Mr. Greenwood taking on the task of writing this issue's philosophy, I've decided to write a personal note to our subscribers and discuss the readership feedback received so far (in a sort of impromptu, laid-back kind of way).

I left the "Comments" section on the RATE THIS ISSUE! feedback slip wide open, not asking for an address or a name. You'd be surprised what kinds of comments you get when there's the freedom of comment without obligation.

Most of your comments have focused around what you want to see in the magazine, the kinds of articles, and the types of games to be covered. The diversity here is myriad. Everyone has a favorite game. For example, one person suggested more articles on BLACKBEARD and TYRANNO EX; others suggested more coverage on MBT and IDF. Just about every other game we've published falls between these four and has gotten a plug in the feedback.

In addition to specific game coverage, there seems to be a certain segment of the audience a little "distressed" at the loosening up of the content, and the ASL community has definitely taken offense at the diminishing coverage of "the greatest game in the world" (as one player defined it). On the latter, I can provide some encouragement. Recently, a set of articles from a common contributor to the Annual and The GENERAL fell into my hands. If all goes well, you'll see a rise in the amount of ASL pages very soon.

Many of the comments received are issue specific, and these opinions/suggestions are just as varied as the kinds of game coverage demanded. For example, a reader of 29-6 stated that he liked the "idea" of the cover, but that it was a bad rendition. One person flat out thought the cover was ugly and wondered aloud if Avalon Hill was still producing the magazine (assuming, I suppose, that the Hill wouldn't dare do a cover like that). Well, it wasn't the Hill's idea but mine. All things considered and weighing the content, I saw no alternative but to design a cover that captured the spirit of card games without giving the impression that one game dominated the pages. The original idea of the cover was to have several of the great generals playing one of our card games: Napoleon, Bobby Lee, Rommel, Ghengis Khan, all sitting around a table. Imagine it—great military minds rubbing elbows in a fight to the death in ROADKILL or WRASSLIN'. Yes, that would have been the ultimate cover. But the artists were a little apprehensive about getting it right. Oh well, sometimes compromise is the only solution.

Another reader rated the advertisements in 29-6 as the only thing of value: "1. Ads; 2. Ads; 3. Ads. There wasn't anything else worth reading." Now that comment was indeed creative, and taken to heart I can

assure you. Starting with 30-2, we'll have an ad on every other page. Just kidding!

On the flip side of the coin, the ratings are staying consistent. Rarely do we receive a 10 or ashes in an envelope. The ratings usually top out at 5. Indeed, the number of 1s, 2s, and 3s have picked up considerably. I believe this is largely based on the speed with which the magazine is coming out, coupled with the improvements in graphics and content variety. Confidence is certainly growing again, but there are concerns.

The concerns are basically around the smaller articles and (as I alluded to last issue) the lack of deep and intense strategy analysis indicative of the "hardcore" wargaming community. Why the change? Why the sudden shift from boardgames to computer games and smaller articles? To answer that question, we must look at what The GENERAL is suppose to do. This is what I believe: The GENERAL is Avalon Hill's house publication (or "house organ"). As such, it has the responsibility to promote the company's full line of games (computer, board wargames, leisure, beer and pretzel, and—dare I say—fantasy role-playing). Now, don't panic! Just because I believe in this doesn't mean that I'm going to start publishing articles on RUNEQUEST. However, if an article were to zoom by my desk post-marked Glorantha, I wouldn't discard it. One complaint I received On-Line was from a reader exasperated at my call for fiction in 29-6: "Now he wants fiction!" No, Mr. Reader, I'm not going to start publishing fiction! Just because I'm calling for it, doesn't mean I've made it a permanent part of the schedule; but I'm not going to discount the possibility to bring something new to these pages simply because it's never been done before or because it (supposedly) doesn't belong. But why do I have to bring new things to the magazine? And why am I trying to "fix" something that wasn't broke to begin with? Read on...

I'm the first person to tell you that if the old ideology was working, I would have stayed with it. This is not to say that the wargaming hobby as we know it is in shambles. No. It's just in a state of transition and faces some tough decisions. The other day, I was surfing the Net and came across a statement by a fellow gamer. This guy was responding On-Line to a survey that appeared in another gaming magazine. The survey question was (and I paraphrase): "What is your favorite gaming magazine?" Unfortunately, this person didn't think The GENERAL was his favorite, but he qualified his answer by saying this (again, I paraphrase): "But, if I had one magazine to show the uninitiated, it would be The GENERAL. Why? Because every page screams 'This is a great hobby!' There's so little of that these days with the constant navel-gazing." This comment hit the nail on the head.

What I have found in this hobby is a desire to satisfy a very small clientele. Some of the game analysis and discussion you read these days is so "heady-intellectual" or border-line "pseudo-intellectual" that the point is missed entirely. The navel-gazing you find in many publications—while it may help stroke the brains of the initiated—scares the hell out of the uninitiated, the guy straddling the fence, the guy who wants to belong but doesn't feel he can because the conversation is so exclusive it's intimidating. Intense analysis and excessive use of poly-syllabic words and multi-faceted concepts limit your audience appeal, and forces you to cater to only a select few. I really don't want this to be the course of The GENERAL.

If this hobby is to build upon its glorious past, we must make a concerted effort to attract a broader audience, the kind of audience computer gaming and other electronic media attract. This doesn't mean that we cannot spend time navel-gazing or delving deep into a topic, but it does mean that we should "lighten" up a little and make the whole notion of historical simulation gaming more palatable to the common man. This is my belief and this is why The GENERAL has taken the form you see today. And yet, I'm hear to say that The GENERAL is, indeed, your magazine. It's not mine, nor should it be a platform for my soapbox (all the time). I'm calling on you, subscriber, to contribute your views (as you contribute your deniable feedback) in the form of articles and letters. If you want navel-gazing and intense analysis, write it and send it in. If you want to make a comparison between Panzer tanks and Deconstructionism, write it and send it in. The way to "fix" the problem is to contribute.

Thanks for your time and I hope you find this issue thought-provoking, entertaining, and not so intimidating.

Two more notes: On this issue's "Letters" page, Michael Anchors has suggested and created a simple survey that you should fill out and send in. Since it must be photocopied, you certainly can choose not to do so. However, this would be a good way for us to see just what kinds of articles you really do like. Also, I must apologize for the background pictures on pages 30 and 35 in 29-6. These pictures were far too dark. Many found that article difficult to read. This experience has caused me to be a little more selective with background pictures in the future. The kind of paper used in the magazine soaks up the ink and spreads it around, sometimes darkening the pictures beyond the original intent. We'll have background pictures, but they'll be more carefully positioned.

COMING ATTRACTIONS RETURNS

I'm delighted to announce the return of the "Coming Attractions" column in these pages. We'll keep you up to date on all our current projects, board and computer games. As one reader commented, "We can understand the occasional delay. We just want to know."

See ya' at AVALONCON!

AVALONCON 1994 ★ HUNT VALLEY, MD

TEAM TOURNAMENT STANDINGS

1. Team Dixie: Ralph May ADV 8, Randy Cox SSB 7, Bobby LaBoon ASN 7, Roger Cox DUN 0 = 22 [125]

2. CCWGA: Dave Targonski VIP 8, Jeff Martin TRC 7, Ron Fedin TPS 6, Greg Zepka CMS 0 = 21 [115]

3. Reservoir Dogs: Chuck Kaplan TTN 9, Jim Doughan BKN 8, Mark Frueh 183 1, J. R. Tracy ASL 0 = 18 [331]

4. Doily Dogs: Gary Fortenberry ASL 10, Phill Rennert PGG 6, Paul Toro WTP 0, Robert Rademaker MOV 0 = 16 [244]

5. Bagmen: George Seary CVW 7, John Checchia 183 4, Scott Smith WTP 3, Scott Sirianna BRI 1 = 15 [233]

6. MA Strangers: Bill Norton ACQ 8, Dave Lionett RBN 2, Bill Brunton 183 2, Alan Applebaum VIP 2 = 14 [226]

7. Old Guard: Joe Beard AFK 7, Randy Heller B91 6, Pat Flory TRC 0, John Grant B81 0 = 13 [59]

8. Palmetto Sharpshooters: Scott Pfeiffer BRI 9, Chuck Goodwin CMS 0, Dave Lowall UPF 0, Mike Brannaman WSM 0 = 9 [206]

9. Rigid ZOC III: ⠀ Co⠀an MMS 8, Dave Curry HWD 0, Chris Sasso WTP 0, Chris Bauch ⠀G 0 = 8 [217]

10. Black Bear: Andy Lewis WTP 8, Sean Cousins KRM 0, Caleb Cousins MOV 0, Dennis Mason A5A 0 = 8 [176]

11. Team Delaware: Bill Rohrbeck WSM 7, Vince Meconi GBG 1, Tim Hitchings WAS 0, Kathy Hitchings HWD 0 = 8 [166]

12. Team Doily: Ray Pfeiffer ADV 3, Don Greenwood BKN 3, B. Cleary FBS 0, Mike Schloth FI5 0 = 6 [174]

13. Team With No Name: Mike Sincavage ANZ 6, Mike Crowe A3R 0, Bill Douglas UPF 0, Paul Landry A5A 0 = 6 [166]

14. EPGS: Greg List HWD 4, James Noone DIP 0, Steve Kyle ASL 0, Mike Fischer CMS 0 = 4 [305]

15. The Ninnies: Perry Cocke ASL 2, Ivan Lawson AFK 1, Vince Frattali WTP 1, Christine Frattali ACQ 0 = 4 [256]

16. Koleszar Plat: Steve Koleszar TTN 3, Luke Koleszar MOV 1, Marilyn Koleszar ACQ 0, Dave Platnick SST 0 = 4 [198]

17. Michicon: Raymond Stakenas KRM 2, Ken Whitesell 183 1, Ray Stakenas UPF 1, Chris Villeneuve BKB 0 = 4 [224]

18. Brotherhood of the Main Brace: Paul Risner B17 3, Keith Hunsinger ATS 1, Bruce Monnin WAS 0, Mike McAnnany NVW 0 = 4 [126]

19. Ghosts: Dennis Culhane CVW 2, Lane Hess SCT 1, Charley Hickok ACV 1, Larry Lingle WAT 0 = 4 [98]

20. Foster Children: Chuck Foster MOV 3, Bob Foster RBN 0, Dave Foster KGM 0, Cathy Kratz HWD 0 = 3 [227]

21. Palmetto Irregulars: Bruce Young ATS 2, David Gantt BRI 1, John Emery UPF 0, Earl Anderson WSM 0 = 3 [205]

22. Manly Men II: Robin Barbehenn 183 3, Kenneth Good WRS 0, Mike Puffenberger SCT 0, Ken Mathias DIP 0 = 3 [185]

23. AHIKS Europe: Murray Cowles BKN 2, Tom Oleson ANZ 1, Herbert Gratz UPF 0, Adolpho Coelho TPS 0 = 3 [137]

24. Team Connecticut: Dave Sidelinger RKL 2, Olin Hentz RBN 0, Tom Pasko DIP 0, Vince Galarneau HWD 0 = 2 [265]

25. Kraska's Krusaders: Brian Youse ASL 2, Ed Beach HCR 0, Ed Kraska WTP 0, Tim Autrey MOV 0 = 2 [257]

♦♦♦♦♦♦♦

A record 66 teams took part in the Team Tournament. The scores for the remaining 41 teams not shown above ranged from 2 to 0 points. Ties were broken by total number of entrants which is listed in brackets. All team members are listed, including those who did not attend. Recruiting reliable teammates who will honor their obligation to pre-register is as important as their playing skills. On-site substitutions are not allowed. Group picture Team Plaques will be presented to all the winners of the winning contingent from South Carolina.

1994 NATIONAL CHAMPIONS

EVENT	WINNER
Across Five Aprils 31	Dennis Culhane
Acquire 49	Bernard Norton
Adel Verpflichtet 57	Ralph May
Advanced Civilization 35	Ken Rothstein
Advanced Third Reich 32	Bryan Conway
Afrika Korps 17	Joe Beard ★
Anzio 14	Mike Sincavage ★
ASL 130	Gary Fortenberry
Assassin 30	Bobby Laboon
Attack Sub 46	Dave Kuchta
Auction 32	Ken Gutermuth
B-17 32	Kevin Combs ★
Battle of the Bulge '81 12	Phil Evans
Battle of the Bulge '91 13	Randy Heller
Blackbeard 40	John Kilbride
Breakout: Normandy 50	James Doughan
Britannia 73	Scott Pfeiffer
Candidate 39	Bruce Reiff
Circus Maximus 47	Mike Stanley
Civil War 16	George Seary
D-Day '91 14	Mark Holley
Diplomacy 57	Will Wible
Dune 22	Paul Weintraub
1830 84	Todd Vander Pluym
Empires In Arms 19	Jim Anderson
Enemy In Sight 37	Larry York
Facts in Five 25	Eric Olin
Firepower 18	Charlie Wilmer
Football Strategy 42	Gordon Rogers
Fortress Europa 12	Mike Newman ★
Gettysburg'88 18	Allen Kaplan
Guerilla 40	Kevin LeRow
Here Come the Rebels 24	Trevor Bender
History of the World 102	Gordon Bliss
Kingmaker 24	Paul Toro
Kremlin 42	Caleb Cousins
March Madness 37	Terry Coleman ★
MBT 18	Bruce Young
Merchant of Venus 43	David Thompson
Mustangs 22	David Metzger
Naval War 30	James Fleckenstein
New World 14	Robert Purnell
Panzerblitz 12	Johnny Hasay
Panzer Leader 20	Angelo Valeri
Panzergruppe Guderian 11	Phil Rennert ★
Pax Britannica 16	Franklin Haskell ★
Paydirt 16	Mark Potter
Peloponnesian War 10	Kevin McCarthy
Pro Golf 29	David Walrath
Rail Baron 57	Bill Fellin
Republic of Rome 25	Chris Greenfield
Roadkill 50	Caleb Cousins
1776 12	Steve Packwood
Slapshot 39	Luke Kratz
Speed Circuit 29	Andrew House
Squad Leader 15	Eric Stranger
Stocks & Bonds 17	Ken Gutermuth
Stonewall Jackson's Way 22	Ray Rooks
Storm Over Arnhem 14	Steven Koleszar ★
Superstar Baseball 16	Randy Cox
The Russian Campaign 17	Jeff Martin
Third Reich 4th Ed. 16	Michael Mitchell
Titan 67	Chuck Kaplan
Titan 2 26	Paul Goliwas
Title Bout 20	Terry Coleman
TP: Stalingrad 15	Ron Fedin
TV Wars 40	Don Greenwood ★
Tyranno Ex 21	Tom DeMarco
Up Front 58	Bruce Young ★
VITP 36	Dave Targonski
War At Sea 18	Phil Rennert
War & Peace 11	Robert Beyma
Waterloo 18	Joe Beard
We The People 60	Andy Lewis
Win, Place & Show 20	Stuart Tucker
WS&IM 28	William Rohrbeck
Wrasslin' 16	Megan Brophy
Wrasslin' Battle Royal 12	Kaethe Kibler

Team Tournament: Team Dixie - Robert May ADV 8, Randy Cox SSB 7, Bobby Laboon ASN 7, Roger Cox DUN 0: 22

is number of entrants   ★ is defending champion

THE T-PATCHERS

ASL SCENARIO G25

VICTORY CONDITIONS: The Americans win at game end if they occupy the onboard area north of the 41R6-41T4-41W6-41X5-41EE5-41GG6 road with *more* Exit VP than the number of German Exit VP occupying the same area, provided that the Americans have not lost ≥ 40 Casualty VP.

SAN PIETRO, ITALY, 15 December 1943: Since the 7th of December the American 36th (Texas) Division had been attempting to remove the German strongpoint of San Pietro. The "T-Patchers"—as the Texans were known—and their supporting elements, had made two previous attempts against San Pietro, but they had no success in the face of tough resistance. The Germans, in terrain well-suited to the defense, were able to bring down a murderous fire on any attempt to break into the town. After noon on December 15th, the 143rd Infantry Regiment, with the support of Company A of the 753rd Tank Battalion, renewed the attack. After crossing what had been christened "Death Valley," the Texans rushed across the ceppagna road, and approached the southern edge of the village.

BOARD CONFIGURATION:

BALANCE:

✠ German Turn 5 reinforcements enter on Turn 3.

☆ Delete the German 50L AT and 2-2-8.
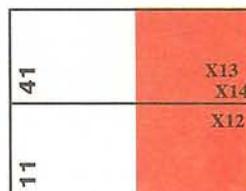
(Only hexrows R-GG are playable.)

TURN RECORD CHART

✠ GERMAN Sets Up First [98]	☆	1	2	3	4	5✠	6	7	END
☆ AMERICAN Moves First [208]									

Elements of Panzergrenadier Division 29 [ELR: 4] set up on board 41: {SAN: 4}

Enter on Turn 5 along the north edge of board 41:
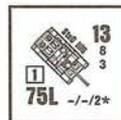
Elements of the 2nd Battalion, 143rd Infantry Regiment [ELR: 4] set up on board 11 in hexes with a coordinate of ≥ 5: {SAN: 3}

Elements of Company A, 753rd Tank Battalion enter on Turn 1 along the south edge of board 11:

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling attempts are NA.

2. All Buildings are stone. The stream is Dry. Place Overlays as follows: **X12** on 11DD2-EE2; **X13** on 41DD6-EE6; **X14** on 41EE8-FF7.

3. The Germans may designate up to three Fortified Building Locations (B23.9); the use of tunnels in lieu of Fortified Locations (B8.6) is NA.

AFTERMATH: Landry, the commander of the 2nd Battalion, identified approximately 100 Germans along with one assault gun defending the town proper, with four more firing from a distance. The small arms, automatic weapons, mortar, and anti-tank fire from the town proved devastating, even though there were relatively few defenders. The "T-Patchers" were not able to penetrate the town, and withdrew with many casualties. Events—such as the loss of Monte Lungo—in the countryside surrounding the town, forced the defenders of San Pietro to withdraw on the afternoon of December 16th to avoid being cut off. On the morning of 17 December the silence in San Pietro was almost eerie. The "T-Patchers" moved cautiously into the town to find it deserted; only the dead remained.

PARKER'S CROSSROADS

ASL SCENARIO G26

BARAQUE DE FRAITURE, BELGIUM, 23 December 1944: Route N15 is the major road from Liege to Bastogne. It also ran through the center of the US XVIII Airborne Corps sector. The Germans, realizing the importance of this crossroads to their Ardennes offensive, sent in the 2nd SS-Panzer Corps. On the American side, one man's initiative proved decisive. Major Arthur C. Parker, withdrawing with remnants of his 598th Field Artillery Battalion, including only three guns, realized the strategic value of the crossroads he was approaching. With the German Army hot on his heels, the Major decided to dig in and make a stand. Bolstered with reinforcements, including AA vehicles and several tanks, Parker withstood everything the Germans threw at him. On the afternoon of the 23rd, having held out for three days, Parker braced for yet another attack.

◀ **N**

VICTORY CONDITIONS: The Germans win if at game end there is no Good Order U.S. MMC, and/or no manned U.S. AFV with any functioning armament, within six hexes of 43N8.

BALANCE:

☆ The U.S. may use HIP for ≤ three squad-equivalents (and all SMC/SW that set up in the same Location with them).

✚ Increase game length to 10.5 turns.

BOARD CONFIGURATION:

42		33
19		43
	35	16

(Hexrows A-Q on boards 19 and 42, and Q-GG on board 35, are unplayable)

TURN RECORD CHART

☆ AMERICAN Sets Up First [264]	✚ **1**	✚ **2**	✚ **3**	✚ **4**	**5**	**6**	**7**	**8**	**9**	**10**	**END**
✚ GERMAN Moves First [180]											

Elements of Battery A, 598th Field Artillery Battalion, of the 203rd AAA Battalion, of D Troop, 87th Mechanized Cavalry Squadron, of Task Forces Kane and Richardson of the 3rd Armored Division, and of Company F, 325th Glider Infantry Regiment [ELR: 3] set up anywhere on board(s) 16/43/33: {SAN: 3}

7³-4-7 (5)	6³-6-7 (3)	6³-6-6 (6)	5²-4-6 (3)	3-3-7 (2)	3-4-7 (3)	2-2-7 (5)	10-2	9-1	8-1	8-8	7-0	HMG 50 cal 8-16

HMG 6-12 (4)	MMG 4-10 (2)	MTR 60* [3-45] (5)	BAZ 44 8-4	Radio 8	9-1 2nd Lt	76L 2/4/4 (4)	37LL 2/4/2 (2)	ART M⑦ 105 (3)	12.7 [16]TH (3)	37L(8)/12* (1)	Foxhole 5 ... 1S OVR, OBA: +4 Other: +2 (9)

Elements of Bataillon II, SS-Panzergrenadier Regiment 4 [ELR: 5] enter on Turn 1 along the west edge of board 35: {SAN: 2}

6²-5-8 (12)	9-2	9-1	8-0	LMG 3-8 (6)	PSK X10 12-4 (2)	9PP AAMG T9 -/-/3 (4)	15PP AAMG T7 -/-/3 (2)	5PP* CMG -/7*/3* (2)

Elements of Kompanie 7, SS-Panzer Regiment 2 enter on Turn 1 along the north edge:

9-1 2nd Lt	75L 3/5/2 (3)	75L 3/5 (3)

Mixed elements of SS-Panzer Division 2 "Das Reich" enter on Turn 2 along the east edge of board 42:

6²-5-8 (2)	8-1	7-0	Radio 8	LMG 3-8 (3)	PSK X10 12-4

9-1 2nd Lt	75L -/4*/1* (2)	75LL 3/5/2 (2)

Elements of Bataillon III, SS-Panzergrenadier Regiment 4 enter on Turn 4 along the east edge of board 33:

6²-5-8 (6)	9-1	8-8	MMG 5-12 (3)	LMG 3-8	PSK X10 12-4

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling attempts are NA. Ground Snow (E3.72) and Mist (E3.32) are in effect.
2. The German Player may roll for Schuerzen (H1.42) for each eligible AFV.
3. The U.S. Player may roll for a Gyrostabilizer (H1.42) for each eligible AFV.
4. The U.S. has one module of 100+mm OBA (HE/Smoke) with one Pre-Registered hex.
5. The German has one module of 80+mm battalion-mortar OBA (HE only).

AFTERMATH: The crossroads were attacked from the North by Panzer IVs, while Panzergrenadiers with halftracks attacked from the West. Eventually Parker's forces were surrounded and attacked from all sides. Obeying a "hold at all costs" order, the US Artillery tubes fired over open sights until they were knocked out one by one. German tanks raked the lines and groups of SS-Panzergrenadiers swarmed over the crossroads. As dusk approached the order to withdraw was given and the position now lay in German hands. Only 44 out of the 116 US infantry defenders made it back to safety behind American lines. The survivors dubbed this piece of land "Parker's Crossroads", paying tribute to Major Parker.

The Army of Northern Virginia

| | R E Lee 2 ★★★ 2₃1 ★★ | Jackson 4 ★★ 2•1★★ | Longstrt 1 ★★ 3•2★★ | Stuart ★ 1 2•1★★ | 16 SP |

The Army of the Potomac

| | McClellan 1 ★★★ 3┃0★★ | Hooker 8 ★★ 3•1★★ | Sheridan ★★ 2 2•1★★ | 18 SP |

CONTEST #172

The Army of Northern Virginia has invaded Pennsylvania and captured Gettysburg. In General McClellan's eyes, the situation is catastrophic, but in President Lincoln's eyes, the situation is ripe for victory. Can you—as the Union Player—eliminate the Army of Northern Virginia using only the units shown above?

The Union player has the initiative, the dice difference is six, and the Union Player has six discretionary Command Points available.

Assume the Confederate Player will always succeed in his reaction attempts and will:

* React to initiate battle if the enemy that triggered the reaction is smaller in SPs.
* React to avoid Battle if the enemy force that triggered the reaction is larger in SPs.
* Stay in place if the enemy force is of equal size.
* React to avoid battle if it becomes disrupted.
* Assume all units are currently in supply and all die rolls will result in 4s.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____