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Avalon Hill Philosophy Part 83

Much to my relief (and I hope yours), I am pleased to report that the accounts of my demise at the hands of some coin jingling midget in the last issue were greatly exaggerated. Frankly, I think Shaw got a bum wrap. I would have fingered the loud mouthed kid from Jersey myself, but then I never was much good at detective games. In any case, it's little ol' me, DJG, back at the helm of the AH *GENERAL* again so any bouquets or brickbats you feel like throwing as a result of this issue should be aimed in my direction. Don't be misled by the ARM by-line on the lead article. It really is me who is putting this issue together, but after that avalanche of ARM manuscripts you were subjected to last time I figured I'd better wean you off the stuff gently lest anybody suffer from withdrawal pains.

This installment of the AH Philosophy really doesn't have all that much to do with Avalon Hill. As many of you know I am active in a group of local Baltimore gamers who got together to form an organization incorporated in the state of Maryland for the express purpose of putting on an annual gaming convention. The name of our corporate group is ATLANTICON, Inc. It gets its roots from the old Interest Group Baltimore which sponsored and ran the first two ORIGINS conventions here in Baltimore. We made a presentation at the GMA meeting at ORIGINS '80 for the purpose of securing the franchise to sponsor a future ORIGINS convention here in Baltimore and were gratified to be selected as the sponsors for ORIGINS '82. At that time it was decided that we should run a regional convention in the summer of '81 as a dry run for our presentation of the national convention the following year. This idea was discussed among many of the principal officers of the various companies attending ORIGINS '80, and the general opinion was

FLIPPING OUT by Alan R. Moon

Analyzing the Winning Edge in CIRCUS MAXIMUS

Darned if Alan hasn't stolen my thunder! You see I wanted to write an article on CIRCUS MAXIMUS too. Working on the Avalon Hill development of this game has been the most fun I've had playing games for years, and that's saying something when you consider I've yet to win a game of the darn thing! That's not to say I've never come close. There was the race I was leading comfortably when a hobbled chariot with one wheel hanging on with little more than rubber bands and a prayer came alongside. A flick of the charioteer's whip and a simultaneous roll of "snakeeyes" later I was being dragged along the arena behind my valiant steeds without benefit of chariot. And then there was my latest escapade, perched just four spaces from the finish with a commanding lead only to finish second. In reconstructing the situation later, I found that my chances of losing at that point were something like .016 of 1%. Quite an achievement. But I'll keep trying and you should too. Period preference aside, if you like enjoyable multi-player games, CIRCUS MAXIMUS is a must.

Having played a lot of the Battleline version of *CIRCUS MAXIMUS*, I was very interested in helping with the AH revision of the game. As it turned out, after trying their first game of it, so was just about every other member of the staff. It's a simple, fun game, and that's the only type of game that the staff as a whole seems to wind up playing, because it doesn't seem like work.

In the Battleline version of the game, the race inevitably turned into a demolition derby. Combat was the rule, not the exception. Not that this didn't make for a fun game. It did. But, this was obviously not what the designer had had in mind.

The main problem was that a player would move adjacent to another chariot and attack over and over, until the other driver was able to evade or brake, or the attacker ran out of movement points, Since a chariot can have as many as 20 or more movement points, this made combat very powerful and much too inviting. There wasn't a rule to prevent such multiple attacks, so everyone did it. Now vicarious bloodshed is fine as long as it is limited to cardboard counters, but when a chariot that is committed to 20 movement points suddenly finds that its planned lane is blocked as it approaches a corner forcing upon him a severe corner strain chance and decides to slow down by throwing out a veritable anchor in the form of 12 consecutive attacks on some poor bystander in front of the corner, it's time to check design priorities.

Another problem was that lash attacks were rarely used because they were ineffective and a poor second choice to ram attacks. Ram attacks were much deadlier, especially considering a chariot could ram another chariot's team more than once, killing an outside horse and then attacking an inside horse. Again, although this seemed unrealistic, nothing prevented it in the rules.

The third major problem was the way the chariots were apportioned during the setup. The system was based solely on luck, and many times one player would wind up with a super chariot while other players would have sub-par ones. This was compounded by the ability of any player to attach scythe blades to his chariot with the only cost being a reduction of three movement points (reducing the team speed by three). Everyone took them if one

person did, or he was just an unstoppable killer on the loose. Though the tendency was to gang up on the best chariot, alleviating this problem to some degree, this seemed an unsatisfactory solution to an unnecessary problem. And ganging up on a chariot with scythe blades if you didn't have them yourself was akin to suicide.

All this led to a game that rarely went the scheduled three laps. Often there would be only one or two chariots left by the second lap. Endurance became negligible because the race never lasted long enough for it to become a factor. And players were knocked out of the race many times after only one or two turns. It was just too bloody.

While I still enjoyed the game, the feel of an actual chariot race was missing. I first brought the game to Don Greenwood's attention shortly after it was released, raving about how much fun it was. So recently, after acquiring the game as part of the Battleline package, he began the development project well aware of the game's problems. The resulting AH version is not only a much better game, but a much more realistic one in the sense that it is now a race. There is still combat and not everyone finishes every race, but it is first and foremost a chariot race, not a demolition derby. And the missing feel of the danger, speed, and strategy that was chariot racing is now present and accounted for.

Luck has been taken out of the setup by using the *SPEED CIRCUIT* system; i.e., allowing players to build their own chariots according to how they wish to run the race. There are four categories, to which players must allocate a total of four preparation points.

The first category is that of the Driver Modifier. If no points are allocated to this the player has a Driver Modifier of zero, if one is allocated the modifier is one, and if two are allocated the modifier is two. Each player then figures the number of Driver Hits his driver has by consulting the Driver Hits Chart, rolling one die and adding the Driver Modifier.

The next category is Team Speed. A Team Speed Chart allows players to choose between a slow team, an average team, or a fast team. If no points are allocated to this, the player uses the bottom row of the chart, if one is allocated the player uses the middle row, and if two are allocated the player uses the top row. Each row has six results that correspond to the number rolled on a die. Each team is put together differently, allowing for some variations in speed and horse makeup in the teams even on the same row. This allows a player who doesn't allocate any points to do almost as well as a player who allocates one point if the die so favors him.

The third category is Team Endurance. This uses the same type of chart system as Team Speed. A player who allocates two points to Team Endurance and rolls a "1" would have an endurance of 74 while a player who allocates no points and rolls a "6" would have an endurance of 21; these two numbers being the extremes with the rest of the chart put together in graduating sequence between the two.

The fourth category is Car Type. A player who allocates no points to this category has a light chariot, a player who allocates one point has an average chariot, and one who allocates two points has a heavy chariot (and is assumed, therefore, to be garnishing scythe blades).

This system works amazingly well, perhaps even better than in *SPEED CIRCUIT* because of the nature of building in combat abilities as well as racing abilities. The tradeoffs in deciding where to use preparation points are most interesting and full of subtle choices enabling the player to exercise different strategies.

Adorning your chariot with scythe blades is no longer such an attractive proposition. It takes two of the four precious preparation points to do so. And it will invariably mean that you will have either a slow team, poor endurance, or no driver modifier. You will be a killer with scythe blades, but you may not be able to catch anyone to attack them, or be skillful enough to maneuver into attack position if you do catch them, or be able to finish the race yourself because your team fatigues prematurely. In the Car Type category, players will most likely allocate either two points or none. Those allocating no points will be stressing speed and emphasizing the racing aspects, not combat. Allocating one preparation point is sort of wishy-washy, and most players will find this middle-of-the-road approach too hard to fit into an overall strategy, so this will be a seldom used allocation.

Perhaps the most important decision is in the Driver Modifier category. The Driver Modifier is used to attack and defend, to help corner safely, and to add overall speed. It is the most versatile factor in the chariot selection process and most players will allocate at least one point to it.

The Team Speed and Team Endurance categories are a lure for lucky players and a trap for unlucky ones. Many times a preparation point in one of these categories will seem wasted by a low or high die roll.

Though the variations in building a chariot are numerous, there are four main types of chariots that can be built during the setup.

1) Thunderfoot: Team Speed—0 Points
Team Endurance—0 Points
Driver Modifier—2 Points
Car Type—2 Points

A player with this chariot will have no friends, but probably no enemies either. The problem will be catching the other chariots to be able to attack them. The driver modifier of +2 is to ensure a profitable number of successful attacks when you are able to catch unlucky opponents. Opponents should show enough horse *scents* to stay away from this beast, and go outside and let him through when they hear the rolling thunder. Endurance is relatively unimportant because Thunderfoot must do his damage early and whether he succeeds or fails in this endeavor, he will then trot along without fear of ram attack. A common variation would be to allocate one point to driver modifier and one to team speed.

2) Flashing Hooves: Team Speed—2 Points
Team Endurance—0 Points
Driver Modifier—2 Points
Car Type—0 Points

This is a horse of a different color and the other players will be seeing red (because of the trailing dust being kicked up in their faces) if this player's strategy works. A player with this chariot will go for the lead immediately and try to stay there the whole race, extending the distance spread between him and the rest of the field till he is completely out of danger of attack. The driver modifier is necessary to add two extra movement points and to aid in avoiding attacks if other chariots do catch up, because the other chariots will attack if they can knowing this is the only way to slow you down and prevent you from virtually running away with the race. This driver should refrain from attacks except where absolutely necessary, and when attacking should make lash attacks, having little to lose if his whip is grabbed. A variation would be to allocate one point to team endurance and one to driver modifier.

3) Lasting Pleasure: Team Speed—1 Point
Team Endurance—2 Points
Driver Modifier—1 Point
Car Type—0 Points

This is for the player who plans to stay out of trouble and just bide his time, hoping the other players will drive their teams or each other's teams into the ground during the race, leaving you the easy pickings of victory. With more than enough endurance for three laps, this driver should use voluntary straining on almost every turn. The major disadvantage is a poor defense with not enough speed or driver modifier to ensure safety. The major advantage may be the low profile look you give. When using this setup, make sure the other players know your stats. When attacking, this driver should only make lash attacks versus teams, because he cannot afford to lose his whip in a lash attack versus a driver because this would prevent him from voluntarily straining (whipping his horses) for the rest of the race.

4) Horse With No Name:
Team Speed—1 Point
Team Endurance— 1 Point
Driver Modifier— 1 Point
Car Type—1 Point

Otherwise known as Whinny Weasel, this is your average chariot, but it is deceptive so watch out for drivers with this type of setup. The player who sees himself as a jack of all trades will try this one. He will have more versatility than any other type chariot, and can become a lesser grade of any of the other types, especially with favorable die rolls on the Speed and Endurance Charts. He will be flexible enough to attack or race.

The combat rules have been changed from the original version to put the emphasis on selective attacks as opposed to unlimited random ones. Allowing only one attack from each space a player moves into corrects some other problems. A player

that has figured his speed wrong going into a corner can no longer use multiple attacks from one space to use up excess movement points. In addition, the artificial feel of standing still while making multiple attacks is completely eliminated. A good attack is worth the expenditure of the one movement point it costs, a bad attack is not. Only one attack is allowed from each space a chariot moves into, but the attacks are more effective in general. The lash attack has been made much more effective, while avoiding attacks has been made more dependent on driver modifiers.

The whole combat procedure is better now and more logical. The defender always has a chance to avoid an attack, and if successful can choose whether to brake or evade. Braking prevents further attacks from the same player because you are moved backwards, but this costs you two endurance factors. Evading costs no endurance factors but leaves you open to another attack from the same player who can follow the path of your evasion route. Evading does cost movement points though, which are taken from your next movement turn.

Lash attacks are now more common than ram attacks. Occasionally a defender will accept a ram attack (because chances are almost as good that the attacker will take damage, either solely or along with the defender) where he would not accept a lash attack, so the lash attack is the logical choice. Since endurance has been made a significant factor, any attack which causes the defender to brake costs him two endurance factors making even an unsuccessful attack valuable. The safest attack of any kind is a lash attack against the team. Nothing bad can happen to the attack. A lash attack versus a driver always carries the risk of having your whip grabbed; lost for the rest of the game.

Some of the Combat Results Tables have been significantly altered to make them statistically correct and logically favorable to either the attacker or defender. Results such as 'Jostled' are now more clearly explained and much more meaningful in regards to its long range consequences. A Critical Hits Table which adds a great deal of excitement in that it can lay low even the most invulnerable player has been added that comes into play whenever the Driver Lash Attack Table yields a Wound result.

A new Log Sheet provides space for marking your speed each turn, once again a la *SPEED CIRCUIT*. In addition, boxes are provided for driver modifier, team speed changes, and whip loss. There are now ten chariots in the counter mix. This is certainly a game which doesn't suffer from adding another player, and players should not limit the field to ten if more players are readily available.

Many other minor changes address rule clarifications or additions in the name of realism or common sense, such as a first turn speed reduction equal to the roll of one die to recreate the need to accelerate from a standing start. Except for the addition of the Critical Hits Table to the Advanced Game and some minor rule clarifications, the Advanced and Campaign game remain basically unchanged.

STRATEGY TIPS

If you care about winning, forget about revenge. Of course, if you are playing for fun and enjoy revenge, go ahead, but forget about winning. Just because someone attacks you, don't go after him. Ignore him or wait till the time is right and you have a definite advantage or opportunity. If you can stay out of everyone's way and still remain in contention, this is the best strategy of all. In our last playtest game, Don Greenwood had led big throughout the race with a "Flashing Hooves" combination which kept him out of harm's way until he started to fall back to the pack entering the final turn due to failing endurance. He still had a commanding lead though and I was able to close the

gap only enough to attack him—not to take the lead. My attacks were largely ineffectual except that he was goaded into responding in kind. The movement points he expended in attacking me during the next two turns enabled a third player to edge him by a nose at the finish line. He had been tricked into attempting revenge at the price of victory.

Chariots in the outermost and innermost lanes are the most vulnerable to attack. If they are forced to sideslip towards the wall, they flip. The best attack is a lash attack which can produce the swerve result. Ram attacks do not have a forced lane change result. Drivers with negative driver modifiers (due, for instance, to 'Jostle' results) are also particularly susceptible to attack. You will have an increased chance of making any type of a successful attack on such a driver. Any chariot caught in a corner lane is in potential trouble. If attacking from the outside, lash the driver. An "S" result can move him into an inside lane where he may have to expend additional endurance and chance the Corner Strain Chart if his last executed move is at a speed above the posted safe lane speed. If attacking from the inside while in a corner, favor a lash attack on the horses which may result in him using double endurance (whip and corner strain) plus the increased likelihood of a flip. Other attacks too good to pass up are any situation in which the defender cannot brake or evade due to the close proximity of other chariots. Lash attacks on the driver are proffered here due to the possibility of a chain reaction involuntary attack spasm caused by a Swerve result. Another optimum attacking situation occurs anytime a chariot has just cleared one of the inside corner lanes. He does not dare brake because to do so would put him back into the corner for his next move. He may be able to evade but that merely allows you to chase him closer to the spina where a lash attack on the driver could cause a game ending Swerve result. He is truly on the horns of a dilemma.

Don't bother with drivers that are hurt or damaged so badly they are already out of the race. That is a waste of time. Such drivers are reduced to the role of spoilers anyway, and you will just be playing their game. Rather, you should recruit their services against the leader on the chance that if they move first they'll be able to make an attack on an opponent who *can* beat you.

Count out the number of spaces it is to a corner during the other player's moves (it is illegal to do so during your own turn). Then, decide whether it is to your advantage to go through an inside or an outside lane. Lane one is the most efficient in terms of allowed MPs per total spaces. This tends to make lane one popular so many times it isn't worth the trouble of fighting for it, especially when you consider how dangerous the inside rail is. In fact, unless the race is on the line, it's not a bad idea to stay away from the inside land altogether unless you feel you are safe from attack. The important thing to remember with regard to corners though is not so much which lane to take as it is being able to get through the corner completely in one turn whenever possible. To this end, it is important to know the board. Lane 1 has only six spaces which means you can safely negotiate the entire corner without straining if you start at the beginning of the corner. Lanes 2, 3, and 4 have the same number of spaces as the safe posted speed which means you must risk two strain points to get entirely through this corner from the edge. Lanes 5 and 6 exceed the posted speeds by one additional space so you must risk three strain points to make it through in one turn. Lanes 7 and 8 are so long that one can't get through them regardless of starting position without a favorable voluntary strain result and therefore should only be attempted by a fast chariot which has been forced to the outside. Similarly, when playing with the reaction rule it pays to know how many squares are in each straightaway. If you know

CONTEST NO. 99

You are driving the red chariot down the homestretch in the last lap of a *CIRCUS MAXIMUS* game and it is now your turn to move. Yellow and Black have already completed their moves for this turn but the other four chariots still in the race have yet to move. The chariot types are listed below along with their current driver modifiers. Your task is to make a move for Red which will give it the best chance of winning the race based on the assumption that all players will make a move predicated on their own highest possible order of finish—rather than playing to deprive someone else of victory. Having done that, predict the most likely winner by checking the box on the contest form corresponding to that chariot. All actual written moves must be made on the official entry form contained in the insert of this issue.

Each chariot has its maximum possible speed (including driver modifier) and remaining endurance listed in the space directly behind the car. This maximum speed is the equivalent of the written turn speed and must be used in solving the contest. To show your move for the Red chariot merely list the grid-coordinates of the final space occupied by the Red team at the end of this turn. Grid coordinates consist of two parts: 1.) the lane—indicated by the maximum safe corner speed number for that lane, and; 2.) the number of spaces away from the start of the turn. [Example: the Orange wreck is located in space 9-6.] Indicate the use of any Voluntary Straining by writing the letter S in parentheses following the grid-coordinate. If your move includes any attacks be sure to specify them by filling out the attack chart on the contest form of the insert with the color of the defending chariot, the type of attack, exactly what part of the chariot is being attacked, and whether or not a defender who holds or successfully evades attack will be pursued and attacked again.

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of Vol. 17, No. 6 and include a numerical rating for the issue as a whole as well as list the best three articles. The solution will be announced in Vol. 17, No. 6 and the winners in Vol. 18, No. 1. When rating the issue as a whole remember the lower numbers equate approval; higher numbers indicate disapproval.

Red Move: _____

Most Probable Winner:

☐ Yellow, Light, +2
☐ Green, Normal, +1
☐ Purple, Heavy, +2
☐ Black, Heavy, 0
☐ White, Light, +2
☐ Blue, Heavy, +2
☐ Red, Light, +2

| 8 | 9 | 12 | 15 | 17 | 20 | 24 | 28 |

there are 34 spaces to a straight and you are only seven hexes out of the last corner, you instantly know you are 27 spaces from the next corner. While the others furiously count out 27 spaces you can be using your five seconds to consider the finer points. Taking that example a step further, assume you have a fast chariot which, through a combination of initial position and good fortune is now occupying lane 7 sixteen spaces from the first corner. If you've prepared yourself for the mathematics of the game you will know instantly that you need to write '22' for the second turn as soon as you ascertain that you are indeed 16 spaces away from the corner. If no one gets in your way this will leave you in the optimum position for turn 3 on the inside rail entering the first turn, because 16 plus six inside lane changes equals 22. Each inside lane change merely adds one to the cost of the forward progress desired. Of course, if someone does get in the way you can use up your extra movement points by attacking him.

Back to the corners again, there is one important rule of thumb to keep in mind which is often ignored. Don't attempt to take the inside lane on every corner. To do so you must slow down in the stretch sufficiently to end your turn next to the corner. By the time you've done that you've squaddered more movement factors than you would gain by taking the inside lane anyway and probably expose yourself to attack in the bargain. The mechanics of the game are such that the most effective way to take the turns is to go wide after every corner taken on the inside. By alternating between the inside and outside approaches you'll gain the most movement. Of course, if you've been slowed by damage this becomes less true and the inside lanes become more of a necessity the slower you get.

When you are in the middle of a crowded race near a corner, write down a speed one or two movement points in excess of what you actually want. This will give you some extras in case you need to brake to avoid attacks or have to change your mind about which lane to go through. You can also use up extra movement points by attacking or changing lanes to the inside and then back to the outside. There are several ways to use excess movement points but none to gain any after your move has begun.

The Corner Strain Chart is now not as drastic. Exceeding the safe corner speed by one, two, or even three MPs is not all that much of a risk.

The game is now race oriented. The thunderfoot approach can be a winner but it is unlikely if all the other players go with speed. One scythe bearing chariot will have a tough time disabling seven speed demons before the survivors move beyond reach. A heavy chariot needs compatriots to be a winner. The heavy chariot becomes a much more worthwhile proposition in the Campaign Game where elimination of an opponent can mean more than winning a race. Heavy chariots are rarely attacked and tend to be survivors. If attrition is high, a heavy chariot can place and score points by virtue of its survival. Much of the combat during a race now takes place in the last lap instead of the first.

Endurance is more important than it seems. It is used when exceeding the corner speed, avoiding and taking attacks, and in straining. You should calculate your remaining endurance to use up the remaining factors on the last turn in voluntary straining.

Using your last movement points to draw adjacent to a chariot which has already moved during that turn can be more advantageous than making an attack if there are other chariots yet to move which may bear a grudge against your person. Such already-moved chariots can become a very effective shield against mayhem-seeking racers to your rear.

OPTIONAL RULES

Despite Don Greenwood's dislike of this section of the article, *CIRCUS MAXIMUS* is the type of game that cries out for more rules *(says he!)*. So, to add the *Hollywood touch*, I suggest one or more of the following optional rules.

A More Detailed Specification Method

As much as I like the simple four point preparation point setup, I'm sure there will be others who will prefer this type of thing. The tradeoff is, of course, playability for realism *(?)*.

1. Each player receives 32 Preparation Points.
2. Preparation Points may be distributed in any manner among the categories on the Specification Chart with the following restrictions:

a. A player must have four horses. Horse Four may not be faster than Horse One, Horse Two may not be faster than Horse Four, and Horse Three may not be faster than Horse Two.

b. A player does not have to have a whip. He cannot have more than one whip. A long whip moves attacks on the Lash Attack Table two columns to the right.

c. A player does not have to have scythe blades. He can have scythe blades on only one wheel or on both wheels and can even have different types of scythe blades on different wheels. When a player has scythe blades on only one wheel or has different scythe blades on different wheels, all die rolls on the Corner Strain Chart are +2 and all die rolls for Flip due to Wheel Damage are –1. Scythe Blades add +2 to all Ram Attack Damage dice rolls and Long Scythe Blades add +4 to all Ram Attack Damage dice rolls.

SPECIAL WEAPONS

POUCH OF DUST: Cost: 1 Preparation Point

Once during the race, a player with a pouch of dust can attempt to throw the dust into the eyes of another driver. His car must be adjacent to the other driver's car at the time the dust is thrown, and this action costs one movement point. When the dust is thrown, the attacker rolls two dice and adds his driver modifier to the total. If the total is '10' or more, the attack is successful and the attacked driver must roll two dice (adding or subtracting his driver modifier) and consult the Dust Attack Table. Whether the attack is successful or not, the player has thrown his dust.

KNIFE: Cost: 2 Preparation Points.

Once during the race a player with a knife can attempt to throw the knife at another driver or team regardless of facing. The range to target is calculated by including the target hex but not the attacker's hex. The knife attack costs one movement point. When the knife is thrown, the attacker rolls one die for each hex of range and subtracts his driver modifier from the total. If the total is '3' or less, the attack is successful and the attacked driver must roll two dice (adding or subtracting his driver modifier) and consult the Knife Attack Table. Whether the attack is successful or not, the player has thrown his knife.

Each player also has a small knife used for cutting horses and himself free during a race. This may be thrown using the procedure above, adding '1' to each To Hit die roll since this knife is not meant for throwing. However, if a player does not have this knife (or another knife instead), he may not cut horses or himself free if the need arises.

SPECIFICATION CHART

(Cost in number of Preparation Points in parentheses)

Horse One	1(0)	2(1)	3(2)	4(3)	5(4)	6(5)	7(6)	8(7)
Horse Two	1(0)	2(1)	3(2)	4(3)	5(4)	6(5)	7(6)	8(7)
Horse Three	1(0)	2(1)	3(2)	4(3)	5(4)	6(5)	7(6)	8(7)
Horse Four	1(0)	2(1)	3(2)	4(3)	5(4)	6(5)	7(6)	8(7)
Driver Modifier		0(0)	1(5)	2(10)	3(15)		
Driver Hits		2(0)	4(1)	6(2)	8(3)	10(4)	12(5)
Regular Whip	(2)						
Long Whip	(4)						
Left Wheel Car Hits		2(0)	4(1)	6(2)	8(3)	10(4)	
Right Wheel Car Hits		2(0)	4(1)	6(2)	8(3)	10(4)	
Endurance		20(0)	25(1)	30(2)	35(3)	40(4)	45(5)	50(6)
		55(7)	60(8)	65(9)	70(10)	75(11)	80(12)
Left Wheel Scythe Blades	(4)	Left Wheel Long Scythe Blades	(6)
Right Wheel Scythe Blades	(4)	Right Wheel Long Scythe Blades	(6)
Both Wheels Scythe Blades	(7)	Both Wheels Long Scythe Blades	(11)

DUST ATTACK TABLE

Dice Roll	Result
2	Defender falls out of his chariot and becomes a dragged driver, except that he is behind his car and team, not just the team. The team and car are treated like a runaway team.
3-5	Defender swerves into the attacker. Treat as if both cars are damaged in a ram attack.
6-8	Eye Wound. Same as '5' on the Critical Hits Table with the following additional result: the defender must move straight for the next two movement turns except to avoid other chariots in which case he must change lanes to the outside where possible.
9-10	Defender swerves away from the attacker. Sideslip two lanes.
11	Defender is blinded and must take two driver hits. In addition, the current team speed is reduced by half and cannot be changed. Each turn thereafter he must roll one die, and cannot regain control and free usage of his team's speed until he rolls a '5' or '6'.
12	A gust of wind blows the dust back into the attacker's eyes. Treat as an eye wound as in '6-8' above against the attacker.

KNIFE ATTACK TABLE

Dice Roll	Result
2	Defender killed. Treat the body and team as a dragged driver and a runaway team as in '2' on the Dust Attack Table.
3-6	Major wound. Defender suffers a number of hits equal to the roll of one die.
7-9	Minor wound. Defender suffers one driver hit.
10	Minor horse wound. Nearest horse suffers one hit.
11	Major horse wound. Nearest horse suffers a number of hits equal to the roll of one die.
12	Horse killed. Nearest horse killed.

SPEAR: Cost: 4 Preparation Points.

During the race, a player with a spear can attack other drivers or teams with the spear. His car must be adjacent to either the other driver or team at the time the attack is made, and this action costs two movement points. He may make only one attack per turn, but may make one attack during each turn he still has the spear. When an attack is made, the attacker rolls two dice and adds his driver modifier to the total. If the total is '10' or more, the attack is succesfull and the defending driver must roll two dice (without modification) and consult the Spear Attack Table. In addition, when a driver with a spear is straining in a corner, ramming another chariot, or being rammed by another chariot, the player must roll two dice (subtracting his own DRM), and if the total is '10' or more, he must then himself roll two dice (without modification) and consult the Spear Attack Table; to see if he has been injured by his own spear.

SPEAR ATTACK TABLE

Dice Roll	Result
2-6	Major Wound. Same as '3-6' on Knife
7-9	Minor Wound. Same as '7-9' on Knife
10-12	Defender killed. Same as '2' on Knife

HORSE CARCASSES

When a horse is killed and cut free, a horse carcass counter (use a blank counter) is placed in that square on the track. Chariots passing over horse carcasses treat them like chariot wrecks with a special –1 DRM. *EXCEPTION:* The horse carcass has no effect on the chariot from which it is cut loose on the turn it is cut loose.

CRITICAL HORSE HITS

Whenever a horse takes a hit, the attacker rolls two dice and consults the CRITICAL HORSE HITS TABLE.

Dice Roll	Result
2-8	No additional effect
9	One more hit
10	Two more hits
11	Three more hits
12	Horse killed

FIRST TURN ACCELERATION

On the first turn of the game, each player must roll *two* dice (subtracting their driver modifier) and reduce their written turn speed by that amount (to a minimum of 0)

VOLUNTARY STRAINING

Players must write an 'S' after their Turn Speed (example: 19S), when writing their Turn Speed each turn in which they wish to voluntarily strain their teams. If they do not write an 'S', they may not voluntarily strain that turn. This replaces announcing voluntary straining at the beginning of the player's move, and creates a more realistic limit upon the drivers, although it does take command of the game away from the players to a certain extent.

WEATHER

After players have built their chariots, but before the race begins, one player rolls one die and consults the Weather Table. If the result is 'Rain', players must consult the Weather Table every other turn during the race beginning with the second turn of the race until the weather clears.

Should 'rain' remain in effect until the first horse completes the third consecutive corner under rain conditions weather conditions change to "mud" for the balance of the race whether the rain continues past that point or not.

WEATHER TABLE

Die Roll	Initial Result	Subsequent Checks
1	Rain*	Clear
2	Clear**	Rain
3	Clear	Rain
4	Clear	Rain
5	Clear	Rain
6	Clear	Rain

*Rain is in effect. Reroll on this column immediately. Another '1' result means that the race *starts* under "mud" conditions as well as rain.

**Reroll on "Initial Result" column at start of each lap.

RAIN

Rain has the following effects as long as it continues to rain:

1. Dust attacks are not allowed in the rain
2. Team speed is reduced by one
3. CORNER STRAIN CHART MODIFIERS are amended as follows:

   Light chariots add '3' to all dice rolls.
   Normal chariots add '2' to all dice rolls.
   Heavy chariots add '1' to all dice rolls.

4. LANE CHANGES are now subject to modification as follows:

   Light chariots must roll one die whenever they change lanes. If the result is a '5' or '6' they complete the lane change and then immediately sideslip one lane in the same direction. There is no movement cost, but all normal rules apply, such as involuntary ram attacks. Normal chariots must follow the same procedure, but only sideslip on a result of '6'.

MUD

Mud has the following effects:

1. Once mud has been declared the effects of Rain on lane changes and corner straining become permanent even if the rain stops.
2. The combined effects of rain and mud increase the Corner Strain DRMs by + 1 for each type of chariot.
3. The safe cornering speed of all chariots is reduced by three when "mud" is in effect.
4. Team speed is reduced by two.
5. A dragged driver suffers only one *third* (as opposed to *half*) the resulting numbers of hits determined by one die roll at the conclusion of each movement phase in which he has been dragged.
6. An individual driver on the track can move one square for each *three* (as opposed to *two*) remaining unmarked driver hit boxes (fractions rounded up) per turn.

☆

ADVANCED RICHTHOFEN'S WAR

by David A. Bottger

Combining Si-Move, Maneuvers and Excitement to Improve RICHTHOFEN'S WAR

Few variant articles are as solidly based as David Bottger's state-of-the-art update of RICHTHOFEN's WAR. Most variants add just that—variety, a new way of playing a game which has grown tiresome from repeated play. Usually, such things are lacking a certain degree of historicity, playability, validity or all of the above. Such is not the case here though.

Eight years later I can still remember the excitement and anticipation as I unwrapped *RICHTHOFEN'S WAR* and opened the box for the first time. Inside, that photographic board and those blueprint-like counters convinced me that this was the game air-war buffs had so long awaited. Here Avalon Hill had captured the chivalry, glamour, color and drama of World War I in the skies.

Or so I thought. But my excitement turned to disappointment as I discovered that *RW* played more like aerial *PANZERBLITZ* than the air battles I had read about. First I move and shoot at you, then I hover there while you move and shoot at me. Enemy on your tail? No problem—just circle around to his tail while he sits there. In fact, the enemy hardest to hit is the one in front of you.

So *RW* found its place on my dusty shelf with other flawed simulations, to rest there until AH's recent acquisition of *AIR FORCE* and *DAUNTLESS* started me wondering whether the *AF/D* simultaneous movement system could be transplanted to *RW*. That, plus other revisions intended to get *RW* off the hobby's dusty shelf, is the purpose of this article.

All Basic, Tournament and Optional *RW* rules apply unless stated or clearly implied to the contrary. Following each advanced rule is a brief statement of its rationale.

SIMULTANEOUS MOVEMENT

Each turn consists of three phases: (1) Joint Movement Plotting Phase: (2) Joint Movement Execution Phase: (3) Joint Combat Phase.

JOINT MOVEMENT PLOTTING PHASE—During the Joint Movement Plotting Phase, each player plots the movement of all aircraft under his control for the immediately following movement execution phase on the revised Aircraft Status Pad (figure 1). All movement is plotted secretly and is not revealed to any other player (friendly or enemy) until the Movement Execution Phase (exception: Tailing).

Each turn, the owning player notes the speed and beginning altitude of his aircraft for that turn in the appropriate columns of the ASP. Next, altitude changes for that turn are inserted, the number of meters preceded by a " + " for climbs and a " − " for dives. Speed plus MP's gained or lost due to altitude changes equals net MP's which must be expended in movement that turn.

The movement plot for each aircraft consists of a series of numbers and/or letters indicating how that aircraft will move that turn. Movement straight ahead is denoted by a number representing the number of hexes straight ahead the aircraft will move.

Turns are indicated by an "R" (right) or "L" (left) for each hexside turned in that direction. Thus, an aircraft plotted "2RR3" will move two hexes straight, turn two hexsides to the right, then move three hexes straight ahead in its new direction.

"Special maneuvers" consist of the maneuvers described in the article entitled "Unexpected Maneuvers" by Michael Turner in Vol. 14, No. 4 of *THE GENERAL*. That article and the Maneuver Cards it describes are available separately from Avalon Hill for $4.00. Figure 2 summarizes the notations, MP costs and altitude changes for special maneuvers.

The movement point cost and end position for loops depend on the size of the loop performed, which in turn is limited by the aircraft's climbing ability. Figure 3 shows the relationship of these factors.

Subject to limitations imposed by accumulated damage and critical hits, any aircraft can perform any special maneuver. However, no aircraft may perform more than one special maneuver per turn and no altitude changes other than those required by the special maneuver may be made during the

Figure 1: Revised Aircraft Status Pad   **(a) Speed** (in movement points)

Turn	Sped.	Beg. Alt.	Alt. Change	Net MPs	Movement Plot
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					

turn a special maneuver is performed. In addition, special maneuvers must be separated from turns by at least one hex of straight movement, both before and after the special maneuver.

Figure 3
Loop Chart

Maximum Climb Per Turn	Cost	MP End Position
up to 50m	2	start hex
100m	4	1 hex behind start hex
150m	6	2 hexes behind start hex
200m	8	3 hexes behind start hex
250m	10	4 hexes behind start hex
300m	12	5 hexes behind start hex

Note—Loop notation is circled number representing MP cost of loop to be performed.

JOINT MOVEMENT EXECUTION PHASE—During the joint movement execution phase, each aircraft is moved in accordance with its movement plot. Any illegal move plotted is disregarded, with any MP's left over as a result of ignoring the illegal move expended in movement straight ahead after legally plotted moves are executed. Any excess climb or dive plotted is also disregarded.

Rationale—The addition of simultaneous movement eliminates the *PANZERBLITZ* qualities of *RW*. Simultaneous movement does not simulate air combat perfectly, of course—no pilot with a 10 second (turn equivalent) reaction time would have survived long. But the alternative, ¾ (average reaction time) second turns, would be completely unworkable.

The restrictions on special maneuvers reflect the usefulness of these maneuvers in combat. With no restrictions on their use, special maneuvers would make firing a rare event.

Although any aircraft can perform any special maneuver, the special rules for loops were felt necessary to avoid the absurdity of an FK/8, for example, looping around to the tail of a Fokker Triplane.

TAILING

An aircraft may "tail" an enemy aircraft if the tailing aircraft: (1) is within four hexes of the aircraft to be tailed, including altitude differences: (2) is wholly or partially within the 60 degree arc extending from the hexside to which the tail of the tailed aircraft points; and (3) has the tailed aircraft in the field of fire of its forward-firing guns (see figure 4).
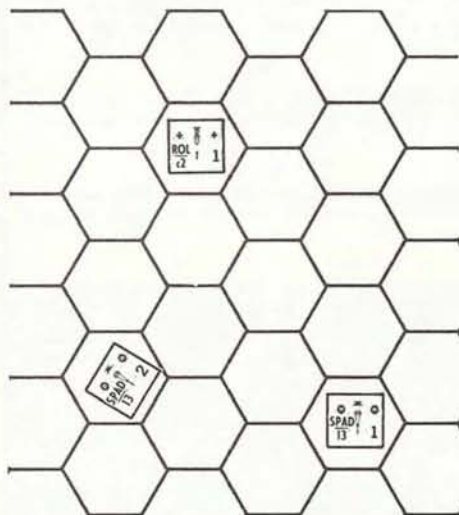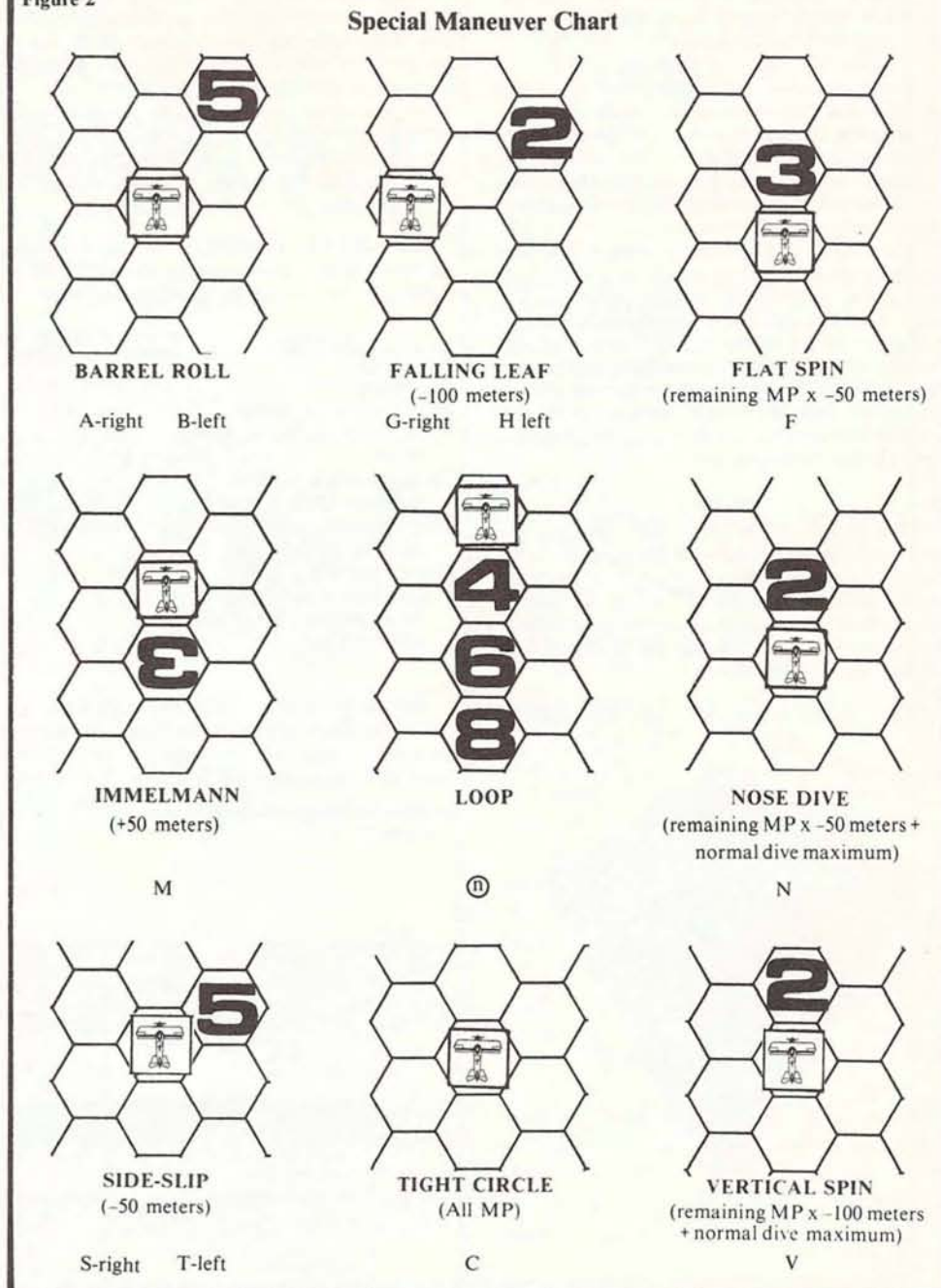
Figure 4: Tailing—Spad 1 is eligible to tail the Rol c2, but Spad 2 is not because the Rol c2 is outside the field of fire of the Spad's forward firing guns.

Figure 2

Special Maneuver Chart

BARREL ROLL
A-right   B-left

FALLING LEAF
(-100 meters)
G-right   H left

FLAT SPIN
(remaining MP x -50 meters)
F

IMMELMANN
(+50 meters)
M

LOOP
(n)

NOSE DIVE
(remaining MP x -50 meters + normal dive maximum)
N

SIDE-SLIP
(-50 meters)
S-right   T-left

TIGHT CIRCLE
(All MP)
C

VERTICAL SPIN
(remaining MP x -100 meters + normal dive maximum)
V

Before the tailing aircraft's movement is plotted, but after movement for all other aircraft is plotted, the owner of a tailed aircraft must reveal a portion of its movement plot to the owner of the tailing aircraft. The portion of the tailed aircraft's movement to be revealed depends on the relative maneuverability of the aircraft involved and the range between them.

For the purposes of this rule, aircraft are assigned a maneuverability index based on their maneuver schedule, as follows:

Maneuver Schedule	Index
A and B	1
C	2
D and E	3

The relative maneuverability of two aircraft is found by subtracting the index number of the tailed aircraft from the index number of the tailing aircraft. Thus the relative maneuverability of a Fokker Triplane (maneuver schedule E) tailing a BE-2 (schedule A) is 2. Were the positions of these aircraft switched, the relative maneuverability would be -2.

The maneuverability index is cross-referenced with the range between the aircraft (including altitude differences) on the chart labelled figure 5 to determine what percentage of the tailed aircraft's movement, in net MP's (rounded to nearest whole MP, with .5 rounded up), must be revealed to the owner of the tailing aircraft.

Figure 5

Tailing Chart

Maneuverability Index	Range in Hexes			
	1	2	3	4
-2	20	30	40	50
-1	30	40	50	60
0	40	50	60	70
+1	50	60	70	80
+2	60	70	80	90

If the MP's to be revealed make up any part of the MP cost of a hexside turn or special maneuver, the entire hexside turn or special maneuver must be

revealed. In addition, a tailed aircraft must announce whether it is climbing or diving, but not the amount of the altitude change.

Rationale—One shortcoming in the *AF/D* system is that it significantly reduces the advantage to being on the enemy's tail, and therefore the player's incentive to get there. This is in marked contrast to actual World War I tactics, where being on the enemy's tail yielded great advantage and thus was much sought after.

The tailing rule effectively reduces the turn length for the tailing pilot, thereby allowing him to react more rapidly to his target's movement. The tailing aircraft's ability to stay on the enemy's tail is a function of the maneuverability of the aircraft and the tailing pilot's ability to react, which may, for simplicity, be considered to depend on the distance between the aircraft. As a result, players will find that the best shooting range (point-blank) is not the best tailing position.

COMBAT

FIELD OF FIRE—The field of fire for forward-firing guns consists of the hexes in the 60 degree arc extending from the hexside to which the aircraft points, to a range of 7 hexes. An aircraft wholly or partially within this arc may be fired at (Exception: Optional *RW* rule VII.1). Figure 6 illustrates the field of fire.
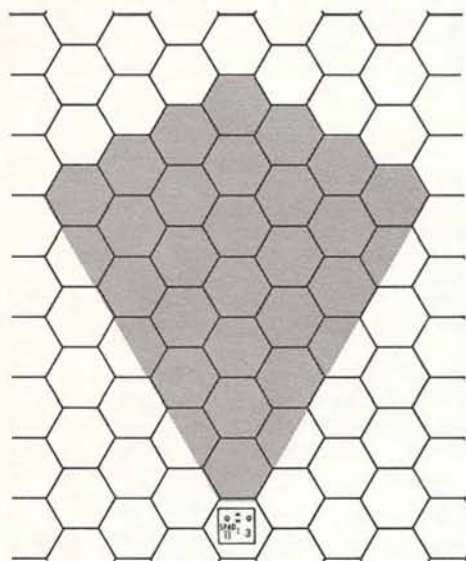

Figure 6: Field of Fire

Rationale—Simultaneous movement makes it more difficult to get into firing position, since the enemy no longer sits still while you stalk him. To compensate, the field of fire is expanded.

RANGE—Range is determined by cross-indexing the distance in hexes between the firer and target with their altitude difference, if any, on the chart labelled figure 7. During the Joint Combat Phase, aircraft are considered to be at their ending altitude for that turn, *i.e.,* beginning altitude plus or minus altitude changes made that turn.

Figure 7

Range Chart
Hex Distance

Altitude Difference	0	1	2	3	4	5	6	7
0	—	1	2	3	4	5	6	7
50	1	1	2	3	4	5	6	7
100	2	2	3	4	4	5	6	7
150	3	3	4	4	5	6	7	—
200	4	4	4	5	6	6	7	—
250	5	5	5	6	6	7	—	—

Rationale— As every geometry student knows, the hypotenuse of a right triangle does not equal the sum of the other two sides, but that is how range is computed in *RW*. Restoring real-world geometry adds almost nothing in complexity.

As the range chart shows, as the distance in hexes increases, altitude differences have less effect on range. For example, at one hex a 200m altitude difference adds three hexes to range, while at six hexes, the same 200m adds only one hex.

DIE ROLL MODIFIERS—The following modifiers apply *cumulatively* to the die roll of attacking aircraft under the specified conditions:

Situation	DRM
Side attack	−1
Tail attack	+1
Attack on aircraft tailed during preceding movement phase	+1
Firing aircraft used 10 or more net MP's in turn	−1
Target aircraft used 10 or more net MP's in turn	−1
Firing aircraft moved in straight line during last ⅓ (to nearest MP) of net MP's in turn	+1

Rationale—The optional *RW* deflection rule reflects the fact that as the relative speed of aircraft increase, accurate fire becomes harder. The +1 modifier for tail attacks reinforces this lesson, as do

the −1 modifiers for the speed of the firer and target. In addition, the speed modifiers help rectify the unrealistic speed-maneuverability trade-off present in the game as published.

The modifier for firing on a tailed aircraft (used in addition to tail attack modifier, where appropriate) represents an attacker's ability in such a situation to line up his shot, as contrasted with fire against an enemy suddenly appearing in the field of fire.

The modifier for movement straight ahead prior to firing simulates the advantage of a stable gun platform. As such it, like the other modifiers, applies to fire by rear as well as forward-firing weapons. To a certain extent, this modifier replaces *RW's* Tournament "sighting" rule, which is not used in advanced *RW*.

CRITICAL HITS—When a critical hit is rolled on the Target Damage Table, the firer consults the Critical Hit Table (figure 8) corresponding to the angle of attack, either front, rear or side.

Rationale—Besides allowing a greater variety of critical hits, the separate tables portray the characteristics of the various attack angles. Head-on (front) attacks present the greatest chance to inflict as well as receive serious damage. The tail (rear) attack can be fatal, but the odds are lower. A side attack can hit any part of the target, and so is the most unpredictable Critical Hit Table.

JAMMING—Any gun which fires two or more consecutive turns is subject to jamming. On the second consecutive firing turn, a gun will jam on a roll

Figure 8

Critical Hit Tables

Roll	Front	Rear	Side
2	Pilot killed; aircraft shot down	Pilot seriously wounded; no forward firing, turns limited to 1 hexside per hex, no special maneuvers	Controls jammed in direction last MP spent; roll 1 or 2 to unjam
3	Fuel line severed; immediate glide, no ff guns	Engine on fire; must sideslip 4 turns and roll 1 to put out, or aircraft destroyed	Engine damaged; max. speed reduced 1 MP
4	Prop hit; immediate glide at min. speed +1 MP	Elevator cables hit; no climb, max. dive 100m per turn	Wing hit; max. climb, dive −100m
5	Engine damaged; max. speed reduced 2 MP	FF guns hit; no further fire	Aileron hit; turns limited to 2 hexsides per hex
6	Aileron hit; turns limited to 2 hexsides per hex	Tail skid hit; +1 on landing roll	Elevator hit; max. climb, dive −50m
7	Landing gear hit; +1 on landing roll	Observer wounded; rear guns use TDT column D	Struts shattered; max. climb, dive reduced ½
8	Wing hit; max. dive −100m	Observer killed	Aileron cables fouled; turns limited to 1 hexside per turn
9	Engine damaged; max. speed reduced 4 MP	Tail hit; max. climb −100m, dive −200m	Observer wounded; rear guns use column D
10	Oil leak; roll each turn, engine seizes on 1, 2, forcing glide	Engine damaged; max. speed reduced 2 MP	Aileron cables hit; no special maneuvers, +1 MP per turn hex
11	Pilot seriously wounded (see above)	Gas tank hit; glide on roll of 1 first turn, 1, 2 second, etc.	Controls jammed; fly straight until 1 or 2 rolled
12	Pilot killed; aircraft shot down	Pilot killed; aircraft shot down	Pilot slightly wounded (see above)

Notes

1. A pilot or observer wounded twice is killed.

2. Forward-firing guns may not be fired by an aircraft in a glide or with its engine on fire.

3. An aircraft with its engine on fire must perform at least one sideslip per turn for four consecutive turns. A single die is rolled each turn and if a '1' is rolled, the fire is out and the aircraft may resume normal flight. If a '1' is not rolled or if the required sideslips are not performed, the aircraft is destroyed. A forced landing may be attempted if the aircraft is able to reach the ground within four turns, but a +2 die roll modification is applied to the forced landing roll.

4. If a "ff gun hit" is scored on an aircraft carrying both wing-mounted Lewis and fixed forward-firing guns, an additional die roll is required to determine which gun is hit. 1-3 = Lewis gun hit; 4-6 = fixed forward-firing gun hit. The gun not hit may still fire.

5. If "controls jammed in direction last MP spent" is scored, the damaged aircraft's movement plot for that turn is examined. If that aircraft's last MP was spent performing a turn, barrel roll, falling leaf or sideslip, the controls are jammed in the direction of that maneuver. The aircraft must continue turning in that direction, at a rate of one hexside turned per hex moved, until the controls are unjammed by a roll of 1 or 2. If the last MP was not spent in any of the listed maneuvers, the controls are jammed straight and the aircraft must move straight until they are unjammed.

of '1'. On the third consecutive turn, a roll of '1' or '2' results in a jam: on the fourth turn, '1', '2', or '3'; and on the fifth and succeeding turns, 1-4.

For each turn that a gun is not fired, the die roll to jam is reduced by one. For example, a gun firing four consecutive turns will jam on a roll of 1-3. After one non-firing turn, the roll needed to jam is 1-2.

Players roll separately for jamming of wing-mounted Lewis and rear-firing guns.

CLEARING JAMS—A jammed gun may subsequently be unjammed. The following table summarizes the die rolls needed to unjam each type of machine gun represented in *RW*.

MG Type	Roll to Unjam
Wing-mounted Lewis	1-2
Fixed forward-firing	1-3
Rear firing	1-4

A gun jammed a second time cannot be unjammed.

Rationale—Jamming and clearing jams apparently occurred more frequently than the standard *RW* rules allow. These advanced rules reflect that fact, as well as the increased probability of jamming as continuous firing heats up the gun. As guns cool, jamming becomes less likely.

The chance of clearing a jam depended on a variety of factors too numerous to simulate. One factor, however, was the accessibility of the gun. Lewis guns mounted on the upper wing were least accessible. Fixed forward and rear-firing guns were about equally accessible, but the pilot could not generally give his undivided attention to the task, since there was an aircraft to fly. The observer had no such distraction—only the enemy on his tail.

RELOADING—Lewis and rear-firing guns must be reloaded after each two turns of firing. Lewis guns are considered reloaded after one complete turn of level, straight movement. Rear-firing guns (including rear-firing Lewis guns) are considered reloaded after one turn without firing.

Rationale—Lewis and rear-firing guns were drum rather than belt-fed, requiring frequent reloading. This rule, in conjunction with the specific rules for Lewis guns, presents players with the choice of continuing combat at reduced firepower or attempting to reload.

LEWIS GUNS—Each ammunition supply (front) box for aircraft having both Lewis and fixed forward-firing guns should be divided in half diagonally, to represent the fact that these guns may fire separately. If both guns are fired, the entire ammo supply box is marked off and fire is resolved normally.

If the Lewis gun is fired alone, only the upper half of the ammo supply box is marked off and fire is resolved by rolling on TDT column B but halving the result (fractions rounded down). Critical hits apply only on a roll of 1-3 on a single die.

Similarly, if the fixed-forward gun is fired alone, the lower half of the ammo supply box is marked off and fire is resolved by rolling on column B and halving the result (fractions rounded up), with critical hits applying on a roll of 4-6.

Aircraft carrying Lewis guns may fire at aircraft directly above in the same hex, using only the Lewis gun.

Rationale—For the sake of historical accuracy, it should be noted that in this rule the term "Lewis gun" refers to wing-mounted forward-firing Lewis guns such as those on the SE5a and some Nieuport 17's. However, the reloading rules apply to all Lewis guns, including fixed forward-firing (*e.g.*, Nieuport 11) and rear-firing (*e.g.*, Sopwith 1½ Strutter).

Wing-mounted Lewis guns had a flexible mounting which allowed them to fire at aircraft above. Players may decide for themselves whether this advantage outweighs their reduced firepower effectiveness and reloading requirements.

FOKKER D-VII—Fokker D-VII aircraft may fire at aircraft directly above in the same hex. This fire is resolved normally on TDT column A.

Rationale—The Fokker D-VII had the unique ability to "hang on its prop," allowing fire at aircraft directly above.

LANDING

After each mission a die is rolled for each surviving aircraft to determine whether it lands safely at its home airfield, using the table in figure 9:

Figure 9

Landing Table

Dice Roll	Result
1-6	Successful landing
7	Add 2 damage factors, crew survives
8	Add 4 damage factors, crew survives
9-13	Aircraft destroyed, crew killed

The following die roll modifications apply to this roll:

DRM	Reason
+4	Pilot seriously wounded
+2	Pilot slightly wounded
+1	Critical hit on landing gear
+1	Critical hit on tail skid
+1	Aircraft has over 50% accumulated damage
−1	Ace pilot

Rationale—Even victorious aircraft must land safely. This rule may be used in Campaign games to abstractly simulate this fact. In conjunction with it, players may wish to decide prior to combat how far from their respective airfields each mission takes place, so that it may be determined whether aircraft forced into a glide reach their airfield. Players wishing to adopt this procedure should remember that most combat occurred behind German lines.

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AN ALTERNATE MOVEMENT SYSTEM

by Courtney Allen
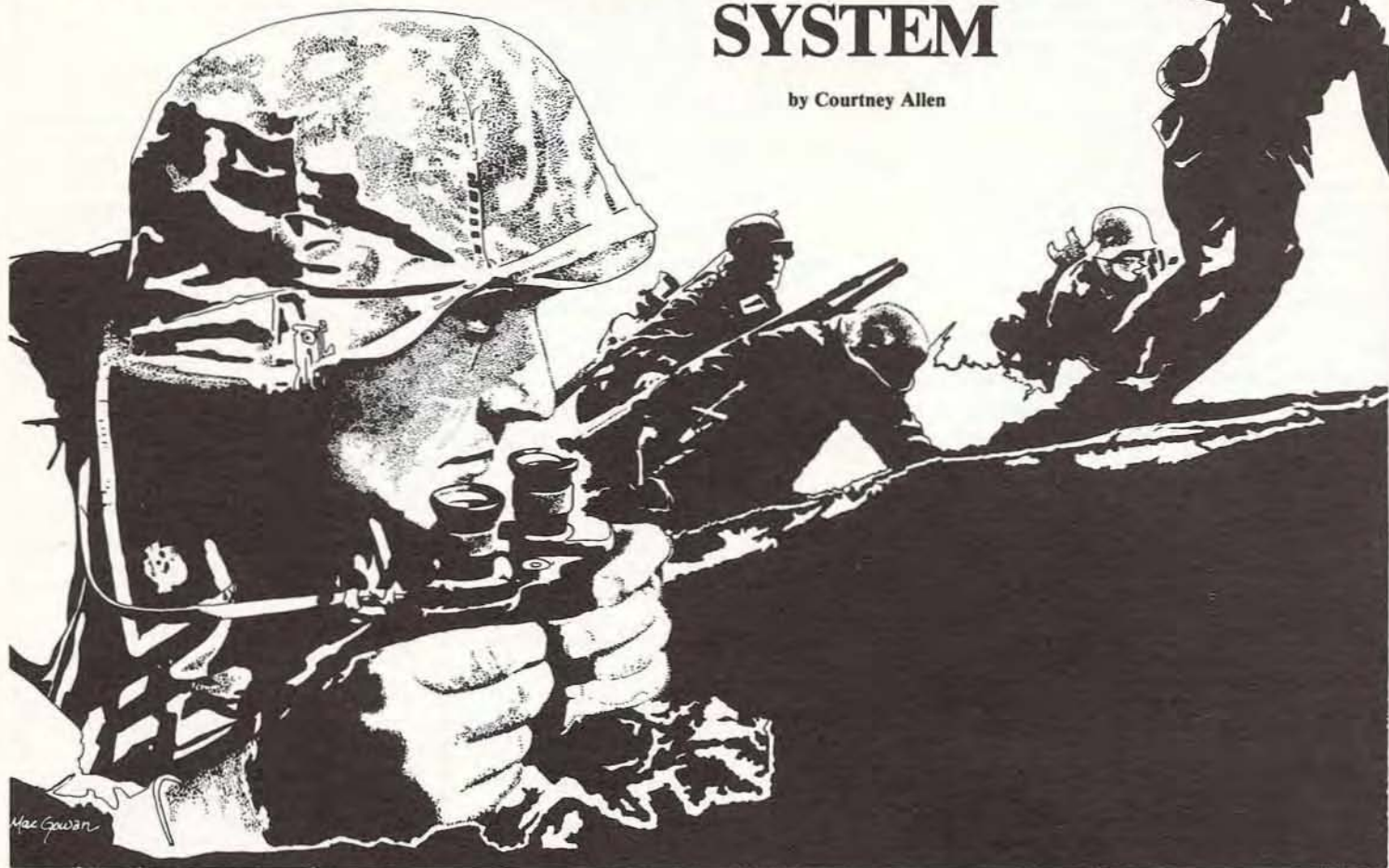
A PSEUDO-SIMULTANEOUS MOVEMENT SYSTEM FOR SQUAD LEADER

In Vol. 15, No. 3 of *THE GENERAL* there was an interesting idea presented on how to turn the *SL* system into a Si-Move (simultaneous movement) game. Although SI-Move has its merits, all of which I'm sure have been pointed out before, its major problem has always been how to plot each move without feeling like you just composed a term paper. Granted in games such as *WS&IM* and *SUB-MARINE,* all with relatively few units, this has not been much of a problem. But with the *SL* system possessing such a variety of unit types, each able to perform special and unique actions, it soon becomes difficult at best to use a plot type SI-Move system in any but the first few scenarios. This is truly a shame, for the *SL* system excels in the later scenarios where the system has more fully developed. Another problem lies in the relatively large distances that units in *SL* can traverse. This results in some rather strange results when employing a plotted movement system. For example, it's hard to imagine units actually moving right along side one another without reacting in some way to each other's presence. Unfortunately, this is exactly what can and does happen in SI-Move systems with large MFs.

With all this in mind I have experimented with a "pseudo" Si-Move system that requires *no written* record system and present it here as an alternate to the existing *SL* system. Note that I use the word "pseudo" in my description because it is not a true Si-move system. Actions are performed with each player alternating movement and fire during their respective phases. This is somewhat similar to the system used in *"TOBRUK"* but with certain refinements and additions. Many of the additions I

concede were borrowed from other game systems though they have been presented here in somewhat different form.

The only record keeping is done on the playing board with the use of what I call "Command Counters." Gamers owning copies of *"TOBRUK"* will find that the "Movement" and "Fire" counters included with that game work very well for these "Command Counters" and are the only additional items required in order to incorporate this system into the *SL* game. As stated, only two types are required, "Fire Commands" and "Movement Commands". Single counters with a different comment on each side seem to work best.

Unless otherwise stated all SL rules are in effect. All phases are now dual player participation phases, which means players no longer have separate player turns. If any problems should arise that it seems I have not covered, always fall back on the "intent" of the original *SL* rules and not the written letter. Note also that this system will work with any of the present *SL* gamettes and by following the intent of these modifications, it should be relatively easy to adapt them to any further gamette (may their numbers be many).

SEQUENCE OF PLAY

1.0 Dual Rally Phase
2.0 Dual Command Phase (New Phase)
3.0 Dual Prep Fire Phase
4.0 Dual Movement Phase
5.0 Dual Defensive Fire Phase
6.0 Dual Advancing Fire Phase
7.0 Dual Rout Phase
8.0 Dual Advance Phase
9.0 Dual Close Combat Phase

DISCUSSION OF SEQUENCE OF PLAY

1.0 Dual Rally Phase
1.1 No Change here.
2.0 Dual Command Phase

2.1 This is a new phase in which each player will determine his general course of action for the game turn by placing "Command Counters" under all his units on the board and any reinforcements scheduled to arrive this turn. There are only two types of commands required and therefore only two types of "Command Counters" required. The first type of Command is "Fire" which will allow all designated units to perform any function that is normally allowed in the Prep Fire, or Defensive Fire, or Advance Fire Phases. The second command is "Movement" which allows the designated units to move in the Movement Phase and fire in the Advancing Fire Phase, under the normal rule constraints. A unit with no command counter assigned to it may do nothing at all this turn until the Advance and Close Combat Phases. No unit may perform a function without the appropriate "Command Counter" present allowing that function (i.e., no unit with a "Movement Command" may fire in the "Prep Fire Phase").

2.11 When employing these rules it becomes necessary to determine possession of support weapons among multiple squad/crew stacks in the same hex. Therefore, care must be taken to arrange stacks such that the possessing infantry unit is directly *on top of* all support weapons in its possession.

2.12 Stacks may be freely rearranged within a hex to change possession of support weapons only during a friendly Movement and/or Advance Phase. Such a change of possession may not take place during the Movement Phase if *both* the receiving and losing infantry unit fired during the Prep Fire Phase. Any weapon which is fired during the Prep Fire Phase may not be transferred during the Movement Phase.

2.13 Note that free arrangement of a stack within a hex is dependent on normal "hex" stacking limits. If a hex contains a bunker, entrenchments, sewer or 2nd level building a separate "hex within a hex" situation may apply. For example units outside a bunker may not freely trade possession of weapons with units inside the bunker until the unit actually moves within the bunker even though they occupy the same hex.

2.14 Infantry may not fire or carry weapons it does not possess.

2.15 Should an infantry unit in a stack possessing weapons be eliminated, those weapons become possessed by the next highest infantry unit in the stack at the start of the *next* friendly Movement or Advance Phase.

2.2 To avoid players taking advantage of knowing what commands have been issued to opposing units, "Command Counters" when assigned, are actually placed under the units rather than on top. In this way the opposing players will not know what commands have been assigned to which units. I have also found that the easiest way to perform this phase is to have one player look away from the board area while the other player places his "Command Counters".

2.3 Units stacked together during the "Command Phase" may have commands assigned as individuals or as groups, as long as all units in the same group have the same command assigned. All units above a "Command Counter" up to the next "Command Counter" (if any) are considered belonging to one command group.

2.4 All units stacked together that are to be issued "Fire Commands" need only have one "Fire Counter" present with all the units to fire, placed above that counter. When the player wishes to fire from this hex all and any units with the "Fire Command" may fire. Units holding their fire may fire later in the same phase, or fire in a different phase. A leaders' DRM may still only apply to one fire attack, though it may still be used when determining any MC's as usual.

2.5 The same is *not* true for "Movement Command" groups. All units placed in the same "Movement Command" group must be moved as a group and remain as a group throughout the movement phase. There is one exception to this rule, and that is, if a unit breaks while a stack is moving, that unit must of course be left behind in the hex it broke in.

2.6 For leaders to impart their movement bonus, the leader must be in the same designated "Movement Command" group.
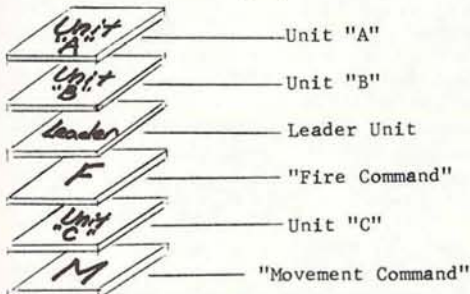

Example #1: With the unit stack shown above, units "A" and "B" could fire with any DRM from the leader in the stack. Units "A" and "B" could instead fire separately and/or in different fire phases with the leader DRM applied to either of the attacks, but not both. Unit "C" can't fire until the "Advancing Fire Phase", but is the only unit in the stack that may move. Note that the fire from unit "C" would be "Moving Fire" whether it actually moves or not, because of its "Movement Command".
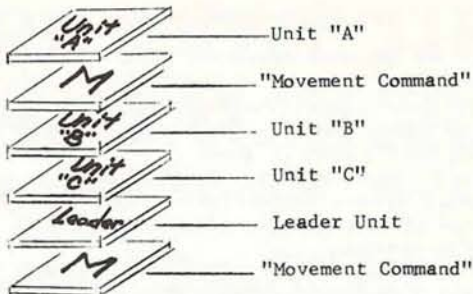
Example #2: In this example all units in the stack have been given "Movement Commands" but all units may not move at the same time or together. Unit "A" must move by itself with no leader bonus. Unit "B" and "C", along with the leader must all move together though they *do* receive the leaders movement bonus.
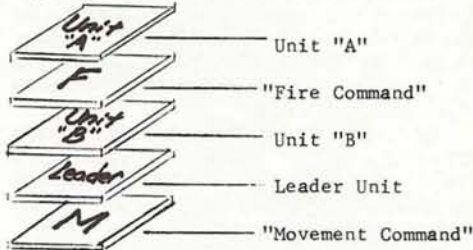
Example #3: Unit "A" in this example would fire without the Leader DRM. Unit "B" and the leader would have to move as a group throughout the movement phase. Note that if the stack was fired on, while the leader was still present, both units "A" and "B" would be entitled to the leader's DRM during any MC's.
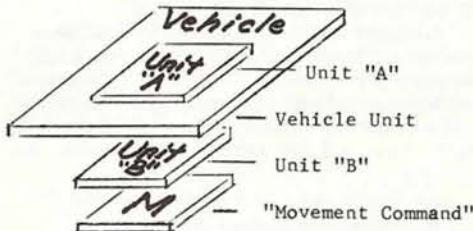
Example #4: In this example unit "A" is loaded upon the vehicle and will move with that vehicle. Unit "B" will also move with the vehicle but on foot. Note that unit "A" may still be unloaded at any time during its movement phase into any adjacent hex but unit "B" and the vehicle must remain together throughout the phase.

2.7 Broken units are never assigned "Command Counters."

2.8 Players may never look at each other's unit stacks until those units move, fire, make an MC, or perform any other function that the opposing player wishes verification of.

2.9 Hidden units have their commands recorded on a separate piece of paper. Concealed units have commands assigned normally, though a stack made up entirely of dummy counters may not be assigned a "Fire Command."

2.10 Once a unit Breaks, all "Command" counters are removed from that unit.

2.11 Support weapons should be assigned ownership. All support weapons stacked above an infantry unit, up to the next infantry unit (if any), are assumed to belong to that unit and therefore may only be used by that unit.
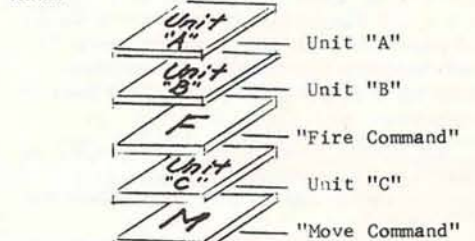
3.0 Dual Prep Fire Phase

3.1 Any units with "Fire Commands" may fire or perform any other activity normally allowed during this phase (i.e., entrenchment attempts, etc.). Players alternate firing units one at a time, or one fire group at a time. Results are applied immediately before any other units fire. The first player is determined by having each player roll one die with high number firing first. Ties are rerolled. *Example:* Unit "A" fires at and breaks unit "B". Unit "B", because of its now broken state, would not be allowed to return fire.

3.2 Players need not fire all their units with a common fire command at this time. Some units may withhold fire and fire later, or in another fire phase altogether (see Ex. #1).

3.3 As players alternate firing units either player may "pass" and decline further fire. Once a player "passes", he may no longer perform any further activity during that phase.

3.4 Once a unit fires, place a "Prep Fire" Counter on it, remove the "Fire Command" counter and move the unit to the bottom of its stack.

BEFORE UNIT "B" FIRES

AFTER UNIT "B" FIRES

Example #5: In the example note the position of unit "B" before and after it fires.

3.5 Fire conducted during the Prep Fire Phase at targets with "Movement Commands" have the usual DRM applied for fire at moving targets as in the Defensive Fire Phase.

3.6 Indirect fire from both players is resolved at the beginning of the Prep Fire Phase (with all results applied simultaneously and does not require or use a "Fire Command".

3.7 Engineers placing a smoke counter during the Prep Fire Phase do not require a Command and therefore do not remove whatever command counters are present for those units.

4.0 Dual Movement Phase

4.1 Players during this Phase move their units in random order according to the roll of two dice and the "Movement Order Table" (4.9). Only units that have been assigned a "Movement Command" may be moved in this phase.

4.2 To determine which column of the "Movement Order Table" to be used, the ratio of "Movement Commands" that each player has in play (including all reinforcements to arrive this turn) must first be determined. The player with the most "Movement Command" counters in play at the beginning of the Movement phase is considered player "A" and that number of "Movement Command" Counters is found on the horizontal row of the "Command Ratio Table" (4.8). Next the opposing player, player "B" finds his total on the vertical column. The two numbers are cross referenced and a "Table Column" number determined for use on the "Movement Order Table" (4.9). This column is used throughout the movement phase to determine the order in which the players will move their units. Roll two dice and cross reference the number rolled with the appropriate "Table Column" number on the "Movement Order Table" (4.9) to determine which player will move. Repeat this until one player has finished moving all of his units or a player "passes". If a player "passes" he forfeits the right to move any further units for the remainder of the phase. The other player may then complete the movement of all his units with "Movement Commands" remaining. Example: assume

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player "A" has four "Movement Commands" assigned (four counters in play) and player "B" two. Entering the "Command Ratio Table" *(4.8)* with these two values indicates that "Table Column" 5 is to be used throughout this movement phase. Assume that the following numers were rolled; 6,9,7,11,5,5. Using "Table Column" 5 the following movement order would have resulted; A,B,A,A,B,B passes to A. Note that on the last dice roll player "B" had to pass the move to player "A" because he had moved all his eligible units, i.e., units with "Movement Commands" (in this case two).

4.3 Actions such as Parachute Drops and Glider Landings are resolved at the beginning of the movement phase and do not require "Movement Commands."

4.4 Units entering the board as reinforcements *do* require separate "Movement Commands" for each unit or group of units that a player wishes to enter at the same moment.

4.5 Vehicles transporting passengers may unload their passengers in the same or adjacent hexes (as in the normal *SL* rules) at any time during their movement phase and still continue movement, all done with just one "Movement Command" given (see Example #4).

4.6 Vehicles may not bring moving units back to tracked hexes to be overrun, though they may move through tracked hexes normally.

4.7 Remove all "Movement Commands" as each unit or group moves and/or at the end of the phase.

Command Ratio Table (4.8)

"A" / "B"	0 to 2	3 to 4	5 to 6	7 to 10	11 to 15	16 to 20	21 to 25	26 +
0 to 2	1	5	6	8	9	10	11	12
3 to 4		1	2	4	5	6	7	8
5 to 6			1	2	4	5	6	7
7 to 10				1	2	3	4	5
11 to 15					1	2	3	4
16 to 20						1	2	3
21 to 25							1	2
26 +								1

KEY:

[4] Use Column #4 on Table *(4.9)*

KEY:

[B] Player "B" Moves

Movement Order Table (4.9)

Table # / Dice Roll	1	2	3	4	5	6	7	8	9	10	11	12
2	B	A	A	B	A	A	A	B	B	B	A	A
3	A	B	B	B	A	A	B	B	A	A	B	A
4	B	B	A	A	A	A	A	A	A	A	A	A
5	A	A	B	A	B	A	A	A	A	A	A	A
6	B	A	A	B	A	A	A	A	A	A	A	A
7	A	A	B	A	A	A	A	A	A	A	A	A
8	A	B	A	A	A	B	A	A	A	A	A	A
9	B	A	A	A	B	A	A	A	A	A	A	A
10	B	B	A	A	A	A	B	A	A	A	A	A
11	B	B	A	B	A	A	A	A	B	A	A	A
12	A	A	A	A	A	B	A	B	A	B	A	B

5.0 Dual Defensive Fire Phase

5.1 This phase is conducted similar to the Prep Fire Phase. Players once again alternate firing units (with high dice roll going first again). Only units that still have "Fire Commands" counters remaining may fire during this phase.

5.2 Once a unit fires, remove the "Fire Command" counter, place a Prep Fire counter on the unit and move it to the bottom of its stack, as in the Prep Fire Phase.

5.3 Units may fire at tracked hexes normally with all effects being applied to all units that passed through those hexes, whether friendly or enemy.

5.4 Defensive fire against a moving vehicle is still resolved as the vehicle is moving (during the movement phase), but again, only units with "Fire Commands" still remaining may fire. Note that the movement order as determined by the "Movement Order Table" does *not* change if vehicles are fired on by the opposing player during the Movement Phase as Defensive Fire.

5.5 Immobilization attacks by infantry units *(36.13)* requires and uses a "Fire Command". Units that have moved or are designated to move by the presence of a "Movement Command" counter *may not* attempt to immobilize adjacent vehicles.

6.0 Dual Advancing Fire Phase

6.1 All units without Prep Fire counters may now fire, with players alternating units or firer groups (with high die roll going first).

6.2 Units with "Fire Commands" still remaining may fire at full effectiveness while units without, fire as moving units with all the usual modifiers in effect. Note that units which had "Movement Commands" assigned but did not actually move, still fire with the usual modifiers for moving.

6.3 Remove *all* "Command" and "Prep Fire" counters at the end of this phase.

7.0 Dual Rout Phase

7.1 Players alternate routing eligible units (with high dice roll going first).

7.2 Rout requirements are determined at the moment the unit(s) actually routs.

7.3 All broken units in a hex that are to rout, must rout as a group, at the same moment, and to the same hex if possible.

7.4 Routing units require no "Command" to rout.

8.0 Dual Advance Phase

8.1 The only change in this phase is that both players *alternate* advancing units, one unit at a time (with high dice going first).

8.2 All units stacked together and advancing into the same hex must be considered one unit during this phase.

8.3 Once a hex becomes occupied by units of both players, all units in that hex are locked in Close Combat and no units from either side may move or

advance *out* of that hex until all units of one side have been eliminated or captured as in the normal *SL* system rules. Other units, regardless of side, may still *enter* that hex up to the stacking limits.

9.0 Dual Close Combat Phase

9.1 No change here.

CLOSING REMARKS

The reasons and merits of most of the changes and additions are, in most cases, obvious. All but probably the "Command Ratio Table" *(4.8)* and its associated "Movement Order Table" *(4.9)*. These tables together do nothing more than attempt to space the movement of the opposing units out "equally" in a somewhat random way. Without it the player with the most movement commands would have a distinct advantage during the movement phase. Players would tend to place separate movement commands on everybody possible, in hopes that the other player would run out of units to move before he did. The player with the only units remaining to be moved could then move without fear of a countermove.

With the tables provided, players are never quite sure when they will be able to move the next unit but will still be fairly confident that the movement of units will be more or less balanced. For example, a player with twice as many units to move in a phase as his opponent, will have twice as many opportunities to move and would *expect* to move two units to every one of his opponent's. But the order will be random, despite the final outcome being the same. Each player hopes that he wouldn't have to move all his units first, but the possibility is there. Think of it as over-anxious troops who can't wait to get moving. In small level combat this can and often does happen.

You can also use these tables to adjust for more experienced troops or other advantages that one side may have by shifting the "Table Column" number used on the "Movement Order Table" *(4.8)*. For example, say that one player has veteran troops or is possibly fighting in an area familiar to his troops. This can be shown indirectly, by shifting down one column when he's player "A" and up one column when he's player "B". In most movement phases this would result in the majority of his troops being moved near the end of the phase permitting him to better react and exploit his opponents moves.

Players not wishing to use the tables can substitute a cup filled with marked chits from each player. The number of chits placed in the cup by each player being equal to the number of movement commands assigned that turn. Each time a chit is randomly drawn, with a player mark on it, that player moves a unit (or group). This continues until all the chits have been drawn or one player passes. I have found that this takes more time and adds little. You do get the exact ratio of movement commands though, whereas the tables are approximate. Where it does help is in movement phases where both players have only a few units to move. It can also be used to hide the actual number of movement commands each player has assigned by allowing each player to place his marked chits into the cup secretly. Though again, in most scenarios it was found to make little real difference.

The real beauty of this system, I feel, lies in the need for each player to plan in advance his general actions for the coming game turn. Planning for the unexpected now gains even greater importance. The battlefield flows back and forth as players search for a weakness in the other player's position. Reserves become a major asset for both players. The attacker must use his reserves to exploit any breakthroughs he may have achieved while the

ONCE MORE, INTO THE RUBBLE—
OF STALINGRAD!

By Louis R. Coatney

"A Revisionist's Reply to Unjust Criticism"

The title and subtitle are Lou's—not mine. You see, I side with the varmint who got Mr. Coatney's goat in the first place. That should come as no surprise to those readers who have grown familiar with my taste in games. I'm about as solidly entrenched in the playability camp as one can get. Besides, I like STALINGRAD the way it is . . . it is one of the few games I still play regularly—a magnetized version adorns my den wall and the units thereon are constantly shifting across the steppes of Russia as my postal games evolve. Why, I've even played the master, old George himself, on a couple embarassing occasions. So it is with no small trepidation that I give Lou a forum once again to haul ol' George to task for trying to defend a "game" from a pack of "simulation" or "realism" enthusiasts. STALINGRAD is admittedly megatons behind the current state of the art, but to an increasingly smaller number of old timers like George and myself such variants as this are pure heresy.

At last, I received my 16/4 issue of *THE GENERAL* and was finally able to read some of this scathing criticism of a few of my *STALINGRAD* revision proposals which I heard George Phillies had been blithely bandying about in various wargames journals. George's criticisms essentially reduce to charges that my "Five Simple Revisions to STALINGRAD" (proposed in my 16/2 *GENERAL* letter to the editor) possess mechanical absurdities, imbalance the game and violate Mona Lisa's smile. It is intriguing that he has passed up a far better opportunity to tear into the Byzantine complexity of my "STALINGRAD—Revisited and Revised" article's revision proposals in the 15/2 issue of *THE GENERAL*. Possibly, he considers the Five Simple Revisions to be more reasonable and therefore a greater threat to *STALINGRAD's* chastity.

George may be our most fervent spokesman for wargamers (including myself) who justifiably yearn for the old days when an "elegantly simple"—should I be so ungracious as to say *crude?*—wargame could be analyzed to its murkiest depths and could become, thereby, a universal institution: a "classic". Therefore, I will not use my revered "any clown can be a critic" line on George: he is certainly not just any clown. Moreover, George has good reason to personally identify with *STALINGRAD*—his contributions to *THE WARGAMER'S GUIDE TO STALINGRAD* were basic and indispensable. Instead, I hereby dub George Phillies "The Defender of *STALINGRAD*" and duly defer to Avalon Hill any arrangements for the presentation of a scroll of tribute, ceremonial sword, live grenade or whatever.

Considering the now considerable investment of time and thought in the *Stalingrad status quo* by many longtime wargamers, an over-protective attitude about the game is understandable—but is nonetheless indefensible. A wargame is an historian's (or futurist's) model of an historical (or future) military event. A worthy game designer's goal is always to meld a synthesized maximum of historical accuracy and playability, without allowing one of these two essential ingredients to destroy the other and the game. If uncompromised playbalance and playablity is all that someone really wants from a game—not history—then I recommend that he instead try checkers.

Since I have now published both a basic and advanced/comprehensive Russian Front/Great Patriotic War campaign game to my own satisfaction—STURM NACH OSTEN—I SHTURMY NA ZAPAD!—I can more soberly return to revise ever-beckoning *STALINGRAD* in its own "classic" design context. As with any valid wargame, *STALINGRAD's* basic purpose is to put its players into the historical commander's respective decision-making situations—however abstractly modelled that situation might be. Although *STALINGRAD* may be "elegantly simple", its gameplay is intolerably unhistorical with little of the penetrations and pocketings which so characterized the historical campaign, operationally.

Following, is an amended, amplified and briefly annotated expansion of my "Five Simple Revisions to STALINGRAD", with suggested map revisions provided for the *dedicated* revisionist. Some of the proposed revisions may be verbatim excerpts of some of my STURM NACH OSTEN . . . I SHTURMY NA ZAPID! rules, but I give Avalon Hill permission to reprint them in this article. All rules and components of the 1974 edition of *STALINGRAD* are retained, unless contradicted by any of the following revisions:

I. Victory Conditions: Add Stalino and Grozny to the roster of (major, grid-type) Russian victory and replacement-factor-producing cities. If, at the end of any Russian Player-turn, the Axis Player's units occupy four of the (now) five Russian replacement/victory cities, the Axis Player immediately wins. Moscow counts as two victory cities for Axis victory determination purposes. If the German player has not achieved his victory conditions, he can still make the game a draw if he controls and has in supply at least eight Russian grid-type cities when time runs out. Otherwise, the Russian wins. If, at the end of any Axis Player-turn, the Russian Player's units occupy either Warsaw or Bucharest, the Russian Player immediately wins.

This revision recognizes the strategic importance of the Ukraine and Caucasus to the Russian war effort and recognizes the strategic importance of the Rumanian oil fields and the Balkan flank to the Axis war effort.

II. Pre-Game Setup: In the pregame setup, the Russian Player must place at least one of his units on each of any 12 of the Russian major (or replacement/victory) cities.

This rule effectively simulates STAVKA's cautious and controversial pre-war strategic deployment of Russian forces into a Reserve Echelon too far removed from the western borders to immediately support those Russian forces deployed therealong. Only once the Axis invasion had already begun (and pre-war political pacts and policies had been proven false) was STAVKA able to take effective military control of Reserve Echelon forces. The rule also simulates the historically rapid recall of Russian conscripts back to active duty in July 1941. In summary, this rule compels a piecemeal commitment of the initially massive Russian forces which STAVKA was compelled to make in 1941 by those pre-war/political factors over which it dared no control.

Finn, Hungarian and Rumanian units must be set up within their own countries' respective borders. (Hungarian units may not leave Hungary until May 42.) Four German infantry corps *may* be set up in Rumania, and two German infantry corps

may be set up in Finland. All other German units must be set up only in German-occupied Poland.

There were realistic limits to the amount of military forces the Germans could deploy outside of the borders of "Greater Germany" before the invasion without arousing Russian suspicions and defensive preparations.

III. Replacements: Finn and Rumanian replacement units must reenter the game on their own respective national capitals: Helsinki and Bucharest. Hungarian and Italian units must reenter the game on any mapboard edge hex in Hungary. Any German unit may reenter the game as a replacement unit on Warsaw or on any western mapboard edge hex. Additionally, German *infantry* units may reenter the game as replacement units on *any* of the above-listed entry points. Russian replacement units may reenter the game on any Russian victory/replacement city or on any eastern mapboard edge hex. For a unit to reenter the game on a friendly replacement entry point, that entry point must be in supply and may not be occupied by an enemy unit or in its ZOC. No more than one replacement unit per turn may reenter the game on each friendly entry point.

This rule provides realistic limits to and opportunities for Axis replacements and for German strategic reinforcement of remote theaters like Finland.

A German armor or armored infantry unit may not reenter the game as a replacement unit if there are over ten such units already on the board.

The poor Russian roads inflicted breakdown losses in wheeled truck transport from which the Wehrmacht never recovered.

Russian monthly replacement factor production rates (per producing victory/replacement city) are now: Three beginning in Jul '41 until increased to six beginning in Nov '41 until increased to nine beginning in Aug '42 and continuing thereafter. The total Axis monthy replacement factor rate is now three beginning in Jul '41 until increased to six beginning in Jan '42 until increased to nine beginning in Jan '43 and continuing thereafter.

This replacement rate makes any early German losses serious and desirable enough to encourage early Russian counterattacks, however costly. If the game is imbalanced to either player's advantage, any play-balance modifications should be made with care taken to preserve the dramatic increase in Soviet replacements in Nov '41 which reflects—however arbitrarily—the arrival of the Siberian Reserves and which encourages a Russian counteroffensive in late 1941 and/or early 1942.

IV. Movement: Use the *AFRIKA KORPS* Automatic Victory rule with the stipulation that no unit may use the railroad movement bonus as or after it moves through the ZOCs of a stack of AVed units. For the sake of review, the *AFRIKA KORPS* AV rule reads, "As soon as enough attacking units are in combat against a defending unit to create an automatic elimination situation (7 to 1 normal or 5 to 1 surrounded), that defending unit's zone of control is immediately ignored for the remainder of the attacker's turn. Therefore, units not yet moved by the attacker may move through and beyond that defending unit's adjacent squares. Attacking Units may even move over the defending unit itself, although they may not stop on top of it. However, that defending unit remains in play and is not removed from the board until the attacker is ready to resolve all battles."

Using the AKAV rule, a weak screen of Russian 2-3-6's can no longer slow the German Blitzkrieg to a one hex crawl. (Without this rule, STALINGRAD remains a decent simulation of World War One combat on the Eastern Front, although the attack factors of Russian cavalry/(armor) units should be half of their defense factors, instead of two-thirds.)

A unit beginning its movement in one enemy ZOC may not move into a different enemy ZOC, unless one or both of those enemy ZOCs have already been nullified by an overrun attack. (EXCEPTION: See Rule VII.)

This encourages a realistic retention of reserves for attack and counterattack purposes.

A unit must use normal operational movement factor(s) at the instant it moves out of an enemy ZOC hex, although it may use its (strategic) Rail Movement Bonus thereafter. A unit using or having used Rail Movement Bonus movement factors may not move *into* the ZOC of any enemy unit (which has been overrun or not.) In Snow weather turns, the Rail Movement Bonus for Russian units remains unaffected and for Axis units is reduced only to "6" instead of being halved to "5".

These are simply realistic restrictions on strategic movement capabilities. The Russians had had much experience maintaining railroads in Russian winters.

V. Terrain Effects on Operational Movement and Combat:
Any armor, armored infantry or cavalry unit must expend two movement factors for each mountain hex it enters. Any armor or armored infantry unit must expend two movement factors for each *unfrozen* swamp hex it enters. (These rules replace the previous "one-hex-per-turn" rules.) All other units move through swamp hexes as though they were clear terrain hexes. (For movement purposes only, frozen swamp hexes are treated as clear terrain hexes.)

These terrain movement penalties are a little more reasonable than the original ones.

In attacks against units which are defending in mountain hexes, are being attacked solely from unfrozen river hexes or—for Russian units only—are defending in swamp hexes (which are frozen or not), the initial combat odds are reduced by a one-column shift downward for each such terrain advantage to obtain the final combat odds.

Before computing the initial combat odds of an attack, however, the combat factors of any Russian infantry unit are increased by a maximum of two and the combat factors of any Axis infantry or armored infantry units are increased by a maximum of one—for both combat odds and exchange cost calculation purposes—if defending in any of the above-described advantageous terrain situations.

Before computing the initial combat odds of an attack, each Russian infantry unit defending in a Russian victory city hex or in Sevastopol has its combat factors increased by (an additional) two and each Russian or Axis infantry or armored infantry unit defending in any other grid-type city hex situation has its combat factors increased by (an additional) one—for both combat odds and exchange cost calculation purposes. (This is in addition to any terrain-induced combat factor bonus described in the above paragraph.)

Furthermore, a "D back 2" combat result against any unit defending in *any* kind of city hex—dot- or grid-type—is nullified, with no losses or retreats being inflicted against either side. During the owning player's player-turn, any of his units which are in grid-type cities are relieved of their normal obligation to participate in some attack if enemy units are adjacent to them. A "D Elim" combat result against defending infantry or armored infantry units which are in any of the defender's *own* victory city hexes is automatically converted to an "Exchange" combat result instead.

The above terrain effects revisions properly reflect the defensive combat capability differences between the different combat arms and put terrain effects on combat into a more balanced and judicious perspective.

VI. Combat Results:
In the case of an "A Elim" combat result, the attacker's units which are lost need only equal the exchange value of the defending unit(s). (A unit's attack factor is still used as its exchange value—factor-modified by any terrain advantages if it is an infantry-type unit, of course.) Any surviving attacking units are retreated as with an "A back 2" result.

2:1 attacks are now cost-effective.

On a "D back 2" combat result, the defending units are now retreated two hexes away from the defended hex as the *defender* wishes. (See Rule V. above about terrain situations which release the defending unit(s) from this obligation to retreat.) A unit receiving an un-nullified "D back 2" combat result is still eliminated if it is unable to retreat a full two hexes away from the defended hex because of impassable hexsides, enemy ZOCs, etc. Defending units receiving a "D back 2" combat result—nullified or not—are "dispersed": they may not move during the defending player's own immediately following player-turn, and they may be compelled to attack adjacent enemy units at that time. To signify their dispersal, units are faced towards the opposing player immediately after they have been retreated. Dispersed units are recovered to the owning player's control (and refaced) at the end of his normal movement phase.

Von Moltke the Elder reputedly refused the mantle of "military genius" with the reply that he had never conducted a retreat. Few things in wargaming have been more absurd than the retreat rules of the old wargame "classics" which enable the defender to operationally disengage at will and even to redeploy and re-engage strategically in complete order and with none of the attendant disorganization and demoralization which have provoked the creativity of such diverse geniuses as Erich von Manstein and Ernest Hemingway.

VII. Tactical Advances After Combat:
On certain combat results, surviving attacking units which participated in the attack may advance one hex into the defender's hex (if it was vacated by that combat result) *or into any hex which is adjacent to the vacated hex and is not occupied by a defender's unit. Any* surviving, attacking units may so advance on an (unconverted) "D Elim" combat result. Only armor or cavalry units may so advance on an "Exchange" or "D back 2" combat result, and only armor units may tactically advance after combat from one enemy ZOC directly into another.

These tactical-advance-after-combat rules should compel more realistic defensive dispositions, while encouraging the attacker to expose mobile formations to counterattacks.

VIII. Stacking:
Stacking limits are in effect at the end of the owning player's movement phase and at the end of his player-turn itself.

As many as four Axis units may be stacked together in the same hex if all of them are infantry and/or cavalry units of the same nationality. Otherwise, as many as three Axis units may be stacked together in the same hex, not more than two being (German) armor or armored infantry units. Rumanian units may never be stacked with Hungarian units or move through a hex occupied by a Hungarian unit, and *vice-versa.*

As many as three Russian units may be stacked together in the same hex only if *all* of them are armor units; otherwise, no more than two Russian units may be stacked in the same hex, and of these no more than one may be an infantry or cavalry unit.

In any hexes north of (but not including) the hex-row containing Leningrad, there may be no more than 1 cavalry, armor or armored infantry unit—Russian or Axis—stacked in the same hex.

This rule reflects the road net capacity restrictions of Axis motorized/mechanized units, while giving Russian armor units a genuine role in the game. (The Russian infantry units should be army-sized, and the huge Russian cavalry units might be anachronistic representations of Konarmiya formations—who knows?)

IX. Supply and Isolation:
At the end of the owning player's player-turn, any of his units which are out of supply are eliminated, unless they are in grid-type city hexes. Only one isolated unit (of the owning player's choice) is eliminated from a grid-type city hex per turn. In an owning player's own victory city or—for the Russian Player, only—in Sevastopol, any one of his units may survive indefinitely.

This reflects the ability of units to gain sustenance from and retain cohesion in urban areas.

X. Finn Power:
Finn 2-2-4s should be 2-3-4s, and Finn 3-3-4s should be 3-5-4s. If attacking Russian units on Finland hexes, the attack factors of Finn units are *doubled* in Perfect and Mud weather turns and are *tripled* in Snow weather turns—for both combat and exchange purposes.

The Finns were the best (although not the most aggressive) allies the Germans had.

XI. Map Revisions:
The following revisions are mostly additions, since major changes are difficult to make.

The following cities should be grid-type cities: Konigsberg, Gorki, Tula, Kuibishev, Voronezh and Grozny.

The following minor, dot-type cities should be added: Vyazma (T31), Kaluga (V32), Memel (R18), Gomel (BB23), Borisoglebsk (BB36), Zhitomir (FF18), Vinnitsa (HH17), Krivoy Rog (JJ22), Zaparozhe (JJ24), Ploesti (OO10) and Krasnodar (OO27).

The Desna River should be added: . . . EE21-DD22, CC23, CC24, CC25, BB26, AA26, Z27-Bryansk-X28. NN20 should be a river hex.

There should be a rail line running eastward out of Moscow into Vladimir, then up a hexrow and eastward off the board through Gorki and Kazan.

Memel (R18) should be in German territory—not Russian—and the border should be corrected accordingly.

Really, a new map would be far preferable.

XII. Parting Comments:
To game players and critics I leave the complete playtesting and fine-tuning of my revision proposals. I realize that some gremlins might still inhabit the above suggestions and that play balance will require extended experimentation. I take full moral responsibility (and a little glee) in revising *STALINGRAD* once again, and I would appreciate receiving (copies of) any comments, questions or criticisms concerning this article. My address is RR4, Box 4927, Juneau, AK 99803.   ☆

THE EVOLUTION OF STRATEGY
A STILL EVOLVING ANALYSIS OF PANZER LEADER SCENARIOS
By David S. Bieksza

As the wargame industry churns out more and more titles, players seem to be increasingly seduced by novelty. The veteran game that can successfully compete against the fresh product is becoming progressively rarer. A strong exception is *PANZER LEADER*, still a favorite after six years on the market. I've placed a lot of armored wreck counters on its mapboards since it first appeared, so its sixth anniversary seems an excellent opportunity to reminisce about the odd lot of scenarios I've become familiar with. Perfect plans for victory will be conspicuously absent in each discussion, because like most gamers I learn more by committing mistakes than by theorizing from first principles. Instead, I recall how tactics for a particular scenario evolved in response to the interplay of different ideas.

Situation #7—Encirclement of Nancy The scenario card promises a free-swinging battle. The American player leads almost an entire combat command: a tank battalion, an infantry battalion riding halftracks, and an artillery battalion. The force deploys near the west map edge and must penetrate along the long axis of a mapboard and a half to seize all the town hexes in Grancelles. Casualties have no bearing on the victory conditions for the Americans—not that the Germans are likely to cause many. The scratch Nazi force consists of an infantry battalion (mostly submachine gunners), miscellaneous guns, some Czech-based armored vehicles, and a few trucks and wagons. Though they win by hanging onto a single hex of Grancelles, they cannot lose more than a dozen combat units in the process. Terrain provides an equalizer: to reach Grancelles the American vehicles must cross a single bridge outside of Artain.

With such a tremendous bottleneck in their favor, it seemed logical for the Germans to place all the antitank artillery in Artain and billet a SMG company there. The rest of the kampfgruppe retired to the suburb of Grancelles on the east bank of the stream. (The Hetzers and GW 38's conducted a mobile delaying action west of Artain before fleeing to safety.) When the American arrived on the ridge overlooking Artain, they decided against

clogging the bridge with vehicles. Infantry dismounted to spot the enemy lurking in the buildings, thus clogging the *ridge* with vehicles. The foot soldiers emerged from the traffic jam in small groups. With no hard targets at the far end of the cannon barrels, the German antitank gunners held their fire and the submachinegunners easily dispersed potential spotters until time ran out.

Thereafter, the Americans coordinated the unloading of the infantry better, but on the other hand the Germans replaced the ATGs in Artain with more submachinegunners. The task of spotting proved to be nearly impossible, but on one occasion (thanks to miraculous die rolls) a stack remained in good order. U.S. artillery flattened the town—even the 57mm antitank guns opened up, so that more tanks could exploit the gap. But when the Shermans passed through Artain the Germans unleashed their Secret Weapon—trucks and wagons. Trucks parked sideways on the roads to Grancelles forced the tanks into cross-country detours. Then the five Nazi vehicle units occupied the five town hexes on the west bank of the stream; after the armor clanked adjacent they simply backed up onto the five bridge hexes. But once the Americans finally advanced onto the bridges, the Nazi "last ditch defense" proved to be no great threat. The Shermans ripped apart the enemy positions, and the Germans salvaged a draw only because a lowly mortar platoon survived a 4-1 attack on the final turn.

Clearly the Germans were doomed if the Yanks entered Grancelles, so to bolster the defense of Artain the kampfgruppe commander lined up the AFV crews and asked them if they were ready to die for the Fatherland. Not surprisingly, the answer turned out to be affirmative. The next time the Americans topped the ridge, they found all the enemy armored vehicles neatly lined up on the bridge. Their wrecks limited stacking to such an extent that U.S. spotters had essentially no hope of avoiding dispersal.

Historically, the XII Corps, Third Army, planned a double envelopment of Nancy. While the 35th and 80th Infantry Divisions pressed directly towards the city, Combat Command A of the 4th

Armored Division raced deep into enemy territory from the north to cut off the city's supply routes. At the same time, Combat Command B advanced across a large number of watercourses to complete the encirclement from the south. On 14 September, the date of the scenario, CCA shot up columns dispatched by the 15th Panzergrenadier Division to reinforce the city while CCB crossed the Meurthe River and scattered disorganized opposition from the 553rd Volksgrenadier Division. The scenario reflects the action on the southern arm of the encirclement, though the German player seems to have more troops than is warranted. On a broader scale, the scenario demonstrates the nature of the early portion of the Lorraine Campaign—U.S. units attempting to retain their mobility in the face of adverse terrain and increasing enemy resistance.

Situation #8—Marieulles The description of the engagement undoubtedly caught the eye of every ROTC student as soon as he or she opened the box top: "Elements of the US 7th Armored Division engage a mixed force of German officer trainees at Marieulles." In the scenario, Marieulles becomes Grancelles and the officer candidates become an infantry battalion, one company of which is armed with submachine guns. Three batteries of 88's (plus the trucks to change their facing under the Artillery Field-of-Fire Limitations rule) provide most of the firepower. Victory hinges on how quickly the Americans can take control of the town. Unfortunately, the task force from the 7th Armored is not well endowed with the armor-piercing weaponry necessary to root the Germans out of the buildings. A battalion of armored infantry riding halftracks is beefed up by just one battery of M7 self-propelled artillery, a company of M4/75's, and the inevitable 57mm antitank guns.

The rapid crushing of a pocket required little subtlety. The burden fell on the infantry, who had to fill the dual role of spotter for the AP weapons and close assault force for liquidation of dispersed enemy strongpoints. Usually Grancelles was battered between a two-company hammer and a one-company anvil. The only significant change of tactics concerned the M7 battery. While the indirect fire rules were still a novelty, the artillery remained

hidden to crush the 88's with low-risk indirect shelling. Even with the reductions for attacking a stack of four armored targets, the SPA unit was certain to obtain 4-1 odds on the enemy guns. On the other hand, the officer trainees were unlikely to be disturbed by the HE, and friendly A-class units would have to look elsewhere for targets that turn. The Americans found that progress was more rapid when the M7's acted as assault guns firing at point blank range.

The German defense always began with a solid ring of units around the periphery of the town to minimize enemy penetration. (A conspicuous hole was the bridge in AX9, exposed to fire from initially-deployed U.S. units. But the Germans in Grancelles' suburb were in no danger of being cut off by U.S. vehicles moving along the stream. As far back as Vol. 12, No. 1 of the *GENERAL*, vehicles were prohibited from moving directly from one bridge hex to another.) After that, the German positions contracted into either of two defenses. In one, the troops formed a small number of strongpoints based on the 88 batteries, under the theory that a large defense factor minimized the chance of elimination from direct fire followed by close assault. In the other, the troops spread out into many small stacks, under the theory that the more 4-1 attacks the Americans conducted, the more chances they had of rolling a "5" or "6"! In practice, the outcome of the scenario tended to be independent of the style of both the attack and the defense. Bad luck for the U.S. player would cause a marginal German victory, but most often the result would be a draw.

Historically, Marieulles was located south of Metz, just beyond the WWI-vintage forts ringing that city. Metz not only blocked the advance of the Third Army's XX Corps to the West Wall, but it also formed the cornerstone for Nazi resistance along the Moselle River. The XX Corps ordered the 7th Armored Division to encircle the city from the south. On 16 September, the date of the scenario, the 48th Armored Infantry Battalion from Combat Command A jumped off, aided by the 23rd Armored Infantry from CCB. As soon as the men crossed a ridge overlooking the line of departure (a tiny bridgehead across the Moselle), they encountered a hornets' nest of resistance centered on Marieulles. The armored infantry needed the entire day to eject the defenders, about a battalion of infantry reinforced by 88's, and they succeeded only after tank support arrived. So the scenario is remarkably faithful to the historical engagement . . . except that the German forces belonged to the 17th S.S. Panzergrenadier Division. However, German officer trainees did constitute the backbone of the defense of Metz. Their fierce resistance in the old forts completely stalled the Americans for two casualty-filled months.

Situation #9—Operation Market: Nijmegen
The Valentine Bridgelayer catches the eye in this scenario, one of only two in which the bulky silhouette appears. It leads a British contingent of Bren Carriers, 25-pounders, and the four-vehicle Sherman platoons. A battalion of infantry with some trucks is identified as an American paratroop unit. Grancelles now becomes Nijmegen, and the stream through it becomes the criterion of victory: the Allies must control two bridges over the stream at the end of the game (excluding one far to the southeast). To halt the Allies the Germans possess an infantry battalion, a small amount of weak armor, a varied assortment of artillery, and an unusually generous allotment of trucks and halftracks.

The Allied player had all the fun in this scenario. When the Germans deployed in a line of uniform strength along the north bank of the stream, the paratroopers pinned down the forces in Grancelles while the Shermans pulverized the defenders in Artain. To complete the victory conditions, the Valentine Bridgelayer dropped its bridge unmolested in the woods west of Artain. The Germans countered this by stashing 88's and plenty of infantry in Artain and sending the armor to lurk in the woods to the west. The British tanks then charged across the undefendable bridge in the southeast and smashed into Grancelles from behind in conjunction with a frontal assault by the paratroopers. For insurance the Valentine dropped its bridge in the woods just west of Caverge. The Germans countered this through the redeployment of some armor and infantry to Caverge. The British tanks then simply supported the paratroopers on the Grancelles bridges from behind, overwhelming the weakened defenders.

The Allies, on interior lines, could threaten a weak spot in the defense faster than the Germans, on exterior lines, could respond. Only a German counterattack against the 25-pounders could make the Allies sweat. All too often the Allied player would count off the minimum indirect-fire range and then place the heavy artillery in Nece, just a short drive away from enemy vehicles in either Grancelles or Artain and within enemy mortar range. Placement of the artillery in distant Merden was much safer and the resulting indirect fire was just as effective.

Historically, the battle to capture the Nijmegen bridges by the British Guards Armored Division and the U.S. 82nd Airborne Division involved both a grueling house-to-house siege and a risky river crossing in assault boats. The scenario has almost nothing to do with either. Considering the terrain in the area (the Waal River, for example, would be two hexes wide), an adequate depiction of the battle would be asking too much of the *PANZER LEADER* mapboards.

Situation #10—Operation Market: Arnhem For those "professional Germans" who suffered through total annihilation in Situation #8, this scenario offers the chance to turn the tables. The German player controls four rifle companies, a variety of artillery pieces, and a collection of armor ranging from puny GW 38's to invincible Tigers. The British player has only some light artillery and an engineer company to bolster his three infantry companies. Victory depends on how quickly the Germans can eradicate the opposition and control Grancelles.

Like the officer trainees at Marieulles, the British deployed in a circle at the city limits, but unlike the trainees they refused to sit and wait for the enemy. For one thing, the Tommies had no 88's to rally around. For another, the engineers provided a potent close assault threat. So when the Germans closed in the Britishers spent the rest of the game dodging strong stacks and close assaulting weak stacks. At first they were successful. The Germans emulated the U.S. 7th Armored at Marieulles by splitting their forces into two groups in order to squeeze the enemy in between. Due to transportation limitations, the armor had to carry the riflemen into action. Thus a two-pronged attack tended to dilute AP strength too much. Then the armor and infantry consolidated into a unified attack formation, backed up by all the artillery (which customarily unlimbered among the trees north of the stream facing the larger part of Grancelles). This resulted in a slow British withdrawal that resembled squeezing toothpaste out of a tube. But by reversing the direction of the advance, chasing the British into the field of fire of the artillery pieces, the Germans met increased success.

Now the contest was an even match. Yet the Germans enjoyed so marked a superiority that there seemed to be some key factor missing. That factor proved to be the manner in which the infantry entered the fighting. It seemed logical to mount the twelve platoons on the seven AFV units and the five wagon detachments. However, this necessarily spread the riflemen thin until late in the game. Alternatively, a four-high stack of platoons could deploy in one of the wooded areas north of the stream in order to march into town on foot. Such a stack was essentially impervious to close assaults, and it represented a respectable offensive close assault threat. The British now found themselves in a tough position, trying to fend off the armor in the south while the proverbial irresistable force ran loose in the north. Employing this tactic, the Germans began to win rather regularly. (I had the misfortune of learning this as the British player in the middle of a convention tournament. I managed to win only because my opponent became demoralized after I close-assaulted his GW 38's out of their misery. Psychological factors can often overshadow material factors!)

Historically, there is some ambiguity as to exactly what engagement the scenario is supposed to represent. The composition of the forces suggests the stand conducted at the north end of the highway bridge over the Lower Rhine at Arnhem. Here a battalion of the 1st Parachute Brigade, reinforced by stragglers, a contingent of engineers, and light artillery transported by jeeps, valiantly resisted ferocious assaults from the 10th S.S. Panzer Division. However, the pocket collapsed on 20 September. By the date indicated on the scenario card, the 1st Airborne Division was pinned against the river by the 9th S.S. Panzer Division ("Kampfgruppe Harzer"), and in the next four days would be annihilated. In either case, the flavor of the battle is adequately conveyed by the game—encircled Britishers standing up to impossible odds.

Situation #15—Elsenborn Ridge Anyone who'd buy a game called *PANZER LEADER* most probably daydreams of occupying the commander's hatch of some big, hulking armored vehicle. (As an aside, ever notice how this always involves the *lead* tank in the column? Somehow no one ever thinks of the fellow eating copious amounts of dust at the *rear* of the column.) Anyway, this scenario provides the matchless opportunity to command an entire company of big, hulking King Tigers. In fact, the German player commands a most impressive kampfgruppe: three battalions of infantry, four tank companies (Tigers and Panthers accompany the King Tigers), a good amount of transport, and artillery support from flak and mortars. In contrast, the Americans have little to catch the eye. Two battalions of infantry form the backbone of the defense. Light artillery and a few platoons of weak armor provide minimal support. The American player finds most of his aid and comfort in a pair of towed 105 batteries, the bad terrain on Board C, and tough German victory conditions. To win, the Germans must capture the two towns on Board C (St. Athan and Wiln) and exit ten combat units off the west map edge between two streams.

The initial American strategy called for a hold-at-all-costs defense of both St. Athan and Wiln. The former was certain to fall to the volksgrenadiers, but to exit the map vehicles could find only one nearby gap in the heavy forest cover (which forever after became known as the "North Gap"). The Americans hoped that St. Athan would hold out long enough that the enemy would lack enough time to force a passage through the North Gap. In practice, the defense worked well. Against the two or three companies in St. Athan, the Germans massed most of the volksgrenadiers in the woods east of town and supported them with a tank company, usually the Tigers. The Yanks customarily retained the M10 company for duty in the north.

Ap

The tank destroyers were always too elusive for the Tigers to pin down (especially with the North Gap as a sanctuary), so if the Tigers threatened St. Athan they had to tread carefully lest they leave themselves vulnerable to an overrun, and if they operated against the North Gap the M10's cheerfully overran the infantry as the men emerged from the woods. In either case, indirect fire from the 105's dealt out X's and D's as the volksgrenadiers crossed the open field adjacent to the town. St. Athan invariably fell, but the only units to exit would be one or two rifle platoons wading across the stream west of town.

Due to the terrain, Wiln seemed much more secure. Most of the time the Germans exerted some pressure against one of the gaps in the wooded ridge east of Wiln just to spread out the enemy defense. The task called for bulldozers, so naturally the King Tigers spend most of their time there. On rare occasions they even shot their way into Wiln before the main thrust arrived. The swift Panthers took the long way to Wiln. They rumbled up to the first roadblock, one or more rifle platoons, at the bridge near the swamp. Panzer leaders fresh from years of campaigning on the East Front were surprised at how quickly tank cannons could polish off infantry. A U.S. platoon could not quite equal the staying power of a Russian Guards company. After the bridge was seized, American trucks, halftracks, armored cars, and Shermans doggedly delayed the advance of the panzers. They could never prevent the Panthers from reaching Wiln, and no matter how hard the Americans tried Wiln would always fall to the enemy. But afterwards there was rarely enough time for the Germans to overcome the residual opposition at the far end of the bridge leading westward. Given two extra turns, however, the Germans would have been unbeatable.

Since one or two crucial die rolls always seemed to check the Germans, no new offensive ideas emerged, and the Americans only fine-tuned the defense. Then the Series Replay in the *GENERAL* (Vol. 13, No. 1) came as quite a revelation. Send the panzergrenadiers forward on the tanks so that the volksgrenadiers can use the S.S. transport? Why hadn't *I* though of that? The showdown between the new German offense and the old American defense resulted in a crushing German victory. The volksgrenadiers rode the trucks and halftracks into the woods, then dismounted and marched off to Antwerp. The tanks gained greater efficiency by unloading infantry to help overcome stubborn opposition. Only St. Athan, which held out until the second-to-last turn, proved worrisome. In response, the defense on the U.S. left flank was revamped to abandon St. Athan in favor of positions south of the stream. Besides plugging the North Gap, the GIs had to guard the lateral road through the forest lest the volksgrenadiers use it as a staging area. Even so, game balance now swung slightly in favor of the attackers, including one memorable occasion where the margin of victory was a pair of Panther platoons which the American player had overlooked because of a "Spotted" marker on top of them.

Optional rules, chiefly Opportunity Fire, had no influence on game balance: German trucks and tank passengers became vulnerable to small quantities of direct fire during the approach to the American lines, but American vehicles delaying the advance could become trapped against high-MP terrain features. Experimental rules, chiefly the Turreted AFV Rule, also had no influence on game balance: the Nazi armor could blow a hole and immediately exploit it, but the American armor could employ Opportunity Fire and still retire to the next delaying position. (That is, the Shermans and M10's could. The poor fellows in the turreted M8 armored cars were expressly forbidden to by their field manuals.)

Historically, the Battle of the Bulge caught the southern wing of the V Corps, First Army, in an overextended posture. The green 99th Infantry Division had been assigned to this quiet area in order to gain combat experience. It held a lengthy sector through which the veteran 2nd Infantry Division attacked toward the Roer River dams. Indeed, the 2nd Division continued fighting even during the first day of the Battle of the Bulge. Not until the morning of 17 December did the American high command realize the scope of the enemy offensive. By then the V Corps right flank dangled in the open while receiving a heavy frontal attack. Only one escape route for the 2nd Division (and two regiments of the 99th) remained open: the twin villages of Rocherath and Krinkelt. In a masterful withdrawal, the 2nd pulled back to the towns under cover from the 99th, which then retired to Elsenborn Ridge through the 2nd's positions. The height of the German assault came on 18 December, the date of the scenario, from a strong kampfgruppe of the 12th S.S. Panzer and a regiment of the newly-reconstituted 277th Volksgrenadier. (The scenario card errs in identifying the volksgrenadiers with the 276th Division, which was stationed on the southern flank of the offensive.) The battle continued throughout the day. At times the fighting was house to house, but in the end the Americans held on. Subsequently the 2nd Division withdrew in good order to Elsenborn Ridge and thereafter the northern shoulder of the Bulge was secure. The German order of battle in the game seems to be remarkably accurate, but not the American. Since most of the 2nd Division was concentrated in and around the villages, and significant armor and antitank assets were also present, the American player is shortchanged. Still, this interesting and dynamic scenario reduces the battle to managable proportions.

Situation #16—Bastogne: Prelude It seems that no game of WWII tactical combat can be published without including at least one Armored Car Scenario. *PANZER LEADER* is no exception. Here we have the usual collection of SdKfz 234 armored cars, in support of five rifle companies on foot, facing six U.S. companies (similarly on foot) stiffened by a light tank company and some self-propelled artillery. This time the prize is not Grancelles but Artain: the winner must control two of the three town hexes.

Claims that the Americans can't lose this scenario are usually based on two widely-ignored rules. The first concerns deployment: the side that sets up second cannot be placed in the line of sight of any enemy units. The Germans line up on the two roads east of Artain first, so the Americans (limited to the road west of Artain) must hide behind the ridge—quite a distance for the riflemen to double-time. The only other legal deployment hex is the bridge adjacent to the town. But if four infantry platoons crowd onto the bridge, no vehicles may enter the town! The sequence of play specifies that all vehicular units must move before non-vehicular units do. (A surprising number of players have no idea this rule exists.) Since stacking limits apply throughout movement, the infantry would bar the tanks and trucks from crossing the bridge. Thus the Americans cannot make Artain invulnerable on the first turn.

The M5 company seemed to be the key to holding off the wolf at the door until the infantry could march into town. Keeping them on the west bank of the stream availed the Americans nothing. The German armor performed armor-piercing urban renewal and the infantry just goose-stepped into the ruins. At long range the light tanks could not damage the armored cars fast enough to save the town. In a considerably more aggressive move, the next time the M5's executed an opening-turn 1-2 Overrun of the four rifle platoons at the head of the southern column. Alas, the two-thirds chance of something good happening failed to materialize. Though the light tanks shot up the armored cars, the town still fell. A German company led by engineers wormed into a town hex next to the bridge, and close assaults against defenders on the bridge choked off reinforcements.

The Americans never found out how useful a successful overrun would be, because their next bright idea placed the M5's in a single town hex. If nothing else, when the tanks were transformed into wrecks the effect on stacking would hinder close assaults against the other two town hexes. The Germans won anyway. But that bright idea led to the final improvement, which was probably implemented by more bloodthirsty players right from the start: using the M7's in the direct fire role. Indirect fire seemed to represent greater finesse: widespread dispersals among the enemy infantry platoons would help the defense of Artain more than outright destruction of a few. Besides, firing positions on the ridge west of the stream were awfully exposed to AP fire. But all too often the IF would scatter harmlessly due to the dispersal of spotters. The correct tactics required the SPA's to occupy that ridge on Turn 1. The Germans thus faced a difficult choice. Suppressing the artillery revealed positions to the light tanks; dispersing the latter with a close assault saved the rest of the town. Holding fire to bash the town's garrison let the 105's work over the foot troops, especially the valuable engineers. Sure enough, in this manner the Yanks finally managed to win.

Historically, at first glance the scenario appears to represent a rather anonymous action, but a little research shows that it is unexpectedly accurate. In the morning hours of 19 December the lead element of the 101st Airborne Division, the 501st Parachute Infantry Regiment, marched out of Bastogne headed eastward. The mission was threefold: relieve a scratch force of engineers defending the eastern approaches to Bastogne, feel out the enemy dispositions, and contact the blocking positions held by Combat Command R, 9th Armored Division. Along the way the paratroopers picked up stragglers from the 9th Armored. Finding stiff opposition between themselves and the last reported positions of the tankers, the paratroopers spread out into a cohesive line and fought only scattered actions. One involved a company that penetrated deep into enemy territory to reach the town of Wardin. Not far away, the Panzer Lehr Division was busy mopping up a major portion of CCR. The Germans feared that a rescue attempt was outflanking the Panzer Lehr main body, so the only available force—the division's reconnaissance battalion—was ordered to retake the town. It succeeded after a fierce fight. In the scenario the American force expands from one company to six to keep the firefight from extreme lopsidedness, but the flavor of hammer-and-tongs shootouts for key crossroad villages during the mobile phase of the Battle of the Bulge is retained.

Situation #20—Remagen Bridge Though chronologically the last of the scenarios, this vies with Situation #1 for the title of introductory scenario. The Americans have five infantry units, five halftrack units, and four armored units. The Germans have five infantry units, three transport units, two artillery units, and a block. The U.S. player wins by controlling the bridge adjacent to Artain in eight turns. And lest there be any mistake, controlling a bridge means occupying not only that hex but two adjacent hexes, one on each side of the stream.

Beginners would find scant opportunity to learn about bridge demolition. Placed out in the open on

Would You Believe A Week?

by Marcus Watney

A Veteran Limey Takes Issue With "Rome Wasn't Burn't In A Day"

You'll meet Marcus Watney again elsewhere in this issue when he and several of his British countrymen take on the Herculean task of a THIRD REICH series replay. It should become immediately obvious that aside from being a touch daft for ever consenting to be part of such a project, he is also a brilliant strategist whose analysis of the game is without peer. And although we don't always see eye to eye on how those horrid rules should be interpreted, we emphatically agree that they need revision. His input in the ongoing 3rd edition rules playtest should prove invaluable in improving this popular title tenfold.

Although we have never met, I have a high regard for Mark McLaughlin, designer of *WAR AND PEACE*. Like me, it is clear he has a definite preference for strategic games, and it was therefore with great interest that I read his article "Rome Wasn't Burnt in a Day" (*THE GENERAL*), Vol. 17, No. 3) on Italian play in *THIRD REICH*. An even more compelling reason for my interest is my continuing involvement in the preparation of the upcoming "Wargamer's Guide to Third Reich" in the course of which I have studied Italian opportunities in depth. Regrettably, I must disagree with Mark's optimistic outlook for the Italian player: while the tactics propounded in his article are almost all legal, they fail to consider the full spectrum of responses available to the Allied player. Many of his assumptions, concerning such things as the initial deployment of Minor Neutrals and the likelihood of Allied intervention, are unwarranted.

In the first part of his article, Mark examined neutral Italian opportunities in Yugoslavia and made the quite proper observation that the Italian player can opt either for a safe but slow 11 + attrition followed by a 2-1 offensive, or a straight one turn invasion with a 1-1 offensive which is more risky but quick. I call these respectively the Broad Front and the Blitzkrieg strategies. (Incidentally, readers should note one critical error in his analysis of the Broad Front: a second 1-3 must be placed in T26 not Venice, otherwise only ten factors can make contact with Yugoslavian units since the Venice/Trieste hexside is not passable).

Figure 1: The Broad Front strategy: 11 Italian factors attrition the Yugoslavians in preparation for a Winter 1939 2-1 offensive against Belgrade.

I used to be very fond of the 1939 Broad Front strategy until the essential flaw in its rationale was pressed home to me forcefully by Nicky Palmer. Playing the British in a *THIRD REICH* Series Replay he responded to my preparations for a Broad Front attack (*see figure 1*) by setting up the

bulk of the British At-Start forces aboard fleets in the Mediterranean. The threat was obvious: if I tied up eleven factors in Yugoslavia the Allies would manipulate a double move and seize Rome. Without the insurance of strong German armored formations on the German/Italian border, the Italian player cannot expect to be allowed to use a Broad Front strategy against Yugoslavia in 1939 without Allied intervention. Indeed, setting up for a Broad Front attack proves to be counter-productive, since the first turn will be wasted redeploying to resist a potential Allied two-turn amphibious assault against Italy. The fact that at the start of the game Italy deploys before Britain is thus a major disadvantage.

The 1-1 Blitzkrieg is more feasible, although dangerous. I personally recommend it be used only in Winter 1939, for an 'attacker eliminated' result in Fall 1939 against Belgrade once again leaves Italy wide open to the dreaded double move Allied counterattack; by Winter 1939 however the chance for an Allied double move has passed. The advantage of the Blitzkrieg is that it can be launched without prior deployment, using Sea Transport through either Trieste or Albania: the defense of Italy is therefore not compromised by plans to attack Yugoslavia.

And it is the defense of Italy which should always be uppermost in the Italian player's mind so long as France is undefeated. Any adventures undertaken in 1939 should bear in mind the weakness of Italy in the face of a joint attack from England and France. Defending against a double move over Fall/Winter 1939 is very difficult: the best defense I have found (*see figure 2*) requires all the major Italian units. In the northwest, only the British could exploit using Transport through Marseilles (the Anglo-French Cooperation rules do not permit French armor to exploit from British

breakthroughs, or vice versa); but even then the screen of replacements and the ZOC of the armor in X23 protect Rome from a winter exploitation attack from the north (or from the W24 beach). In the extreme south, the defense relies on the fact that shore bombardment cannot be used during exploitation: although a landing at Syracuse is not contested, the British cannot expect to break out of Sicily on exploitation. The Salerno beach (AA23) is out of Allied air range and so can be defended directly. The weak point in this defense is still the beach at W24, due to the massive air support the Allies can fly from Corsica. I do not pretend that this is a perfect defense—in the face of an Allied double move I do not believe such a defense exists—but it does make a two-turn invasion very uninviting. From these positions it is also easy to launch a Blitzkrieg on Yugoslavia in the winter taking advantage of Sea Transport. Note that if a Blitzkrieg is to be used in Winter 1939, the 1-3 in Tirane must be kept supplied and not allowed to starve to death, even though doing so wastes a fleet. Allowing this 1-3 to starve, so that all Italian fleets are available to intercept a British invasion of Italy, encourages a crafty Yugoslavian to leave W29 empty, putting a unit in U29 instead. Only the single armored unit in Taranto can then reach W29, so the attack on the two units in Belgrade will be at exactly 1-1: with nothing left over after an Exchange, the probability of capturing Belgrade slumps from roughly 80% to rather less than 50% . . . and all for the lack of a 1-3 at Tirane! As a final luxury, two Italian units are also on board ship, so if the British use their fleets in Winter 1939 they are threatened with an immediate Italian riposte towards Syria or Palestine.

Perhaps Mark's biggest blunder is his advocacy of a neutral Italian attack on Greece. This is simply suicide. Heaven help an Italian player who tries that

Figure 2: An Italian defense for Fall 1939 dissuading an Allied invasion. The unit in Messina may have to be reinforced if three Allied air-wings are in position to stage to Malta, Tunis, and/or Bizerte.

one when I am playing Britain! Mark suggests an Italian declaration of war on Greece in Winter 1939 and says: "Regardless of whether or not Yugoslavia has fallen, the Italians should . . . launch an attrition option, even a weak one". But if Yugoslavia has not fallen, a Mediterranean offensive will be required to capture Belgrade before the Year/Start, and of course this cannot be combined with an attrition against Greece. Unless the British fail to set up strongly in the Mediterranean, a Blitzkrieg against Belgrade on the first turn is rather risky, so that in practical terms Italy cannot expect to have an opportunity to take an attrition against Greece until 1940 if a 1939 attack on Yugoslavia is planned.

Figure 3: Attrition against Greece leads to a stalemate. Note the Italian rear units trying to prevent British exploitation from the two Greek beaches in the event of intervention, exploitation which threatens to either isolate the Italian front line or seize Sofia. The armored units may not be needed in those positions if Bulgaria or Yugoslavia is still neutral.

In propounding the delights of an opening attrition against Greece, Mark has committed the cardinal sin of failing to consider all the setups available to the Greeks. The one he showed was the conventional and most usual, but a crafty Greek will deny him an 11 + attrition using the defense shown in figure 3. Remembering that CC28/DD28 is impassable, on exploitation Athens can only be captured at exactly 1-1, yielding less than 50% chance of success, because only six air factors can aid the solitary exploiting 2-5 and because fleets may not shore bombard during exploitation. This restriction on the power of fleets is very important, and is a twist in the rules many new players miss. Without it, the Allies could gallop up Italy and along the French coast in 1944 and 1945. What this all means is that the defeat of Greece by neutral Italy requires a declaration of war and two offensives (unless the Italian player is willing to hang around for a few years hoping to roll a one or a two twice on the 1-10 attrition column!) The total cost of this Italian adventure is 40 BRPs plus the cost of any losses. Even if no losses are taken, Greece will not show a profit until the 1945 Year/Start!

If economic considerations are not enough to discourage an all-Italian attack on Greece, the likely military consequences should be. Throughout his article, Mark has greatly exaggerated the deterrent effect on the Allies of spending 35 BRPs for a declaration of war against Italy. Given a good opportunity to significantly weaken the Axis, the Allies will consider the cost a worthwhile investment reaping military, if not financial, dividends. This is particularly true if the 35 BRPs come from the less valuable French treasury. British interven-

Figure 4: A lazy Italian set up prior to an offensive will not face the defense it expected! Italian Airbases have been constructed beneath the Air units.

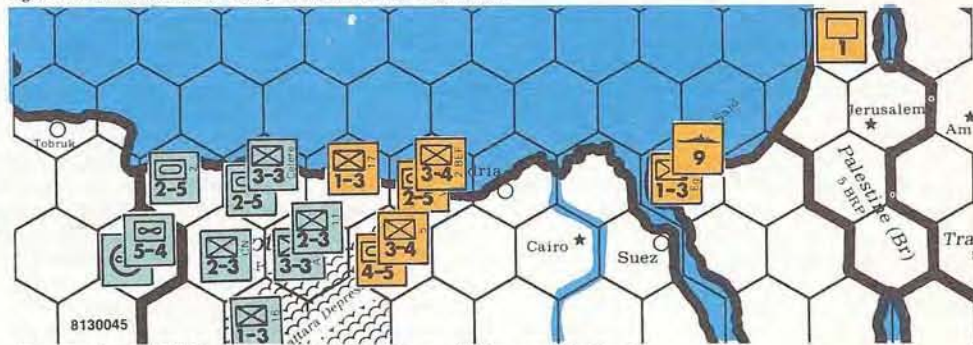Figure 5: A British sacrifice can delay the Italian advance significantly.

Figure 6: After the initial Italian attack, the British defense solidifies around El Alamein.

tion in Greece does not require many units, gives the British an easily defended port (which is also an objective) in a critical strategic area, and most important of all, offers an opportunity to knock Bulgaria (perhaps even Rumania!) out of the war with a landing at Salonika. The German war against Russia is not affected so much by lack of BRPs as by lack of Axis units, and the loss of any Axis Minor Ally, particularly Rumania, spells the rapid collapse of the German front in 1943. The German player knows this, and will respond to a British intervention immediately and in strength. The best way for the Axis to capture Athens is with an air-supported paradrop: if the British fleets are positioned to intercept Italian shore bombardment, five British ground factors in Athens force the Germans to risk the permanent elimination of their paratroops, and seven factors make such an attack impossible until the arrival of Folgere. The alternative is a long arduous slog down the easily-defended Greek peninsula. If the British player intends intervening, against an Italian initial attrition he will usually set the Greeks up along the Albanian border, being willing to trade extra Greek losses for space—remember that as the rules stand at present, front options are declared before Neutrals are set up, a rule which I hope will be reversed in the new edition. Even if the British lose Athens, they will be able to hang on to the valuable Greek islands without difficulty: an airbase on the Greek island of Lesbos (CC30) for instance covers both Greek beaches, three Turkish beaches, Crete, Athens, Sofia, Istanbul and Rhodes! A paratroop unit there would force the Axis to garrison both Bucharest and Albania too! All this I hope convinces readers that British intervention in Greece in 1940 distracts the Axis not the Allies, and helps both France and

Russia. Those Italians still determined to attack Greece should also consider the problems of defending the Balkans in 1943 and 1944. Salonika is always a weak link in the Axis defense at this time, and Greek partisans will make it weaker, tying down even more Axis units. Frankly, the best Axis defense of their southern flank is a neutral Greece.

Mark's analysis of Italian opportunities in Egypt is also unduly optimistic. Notice a flaw in the Italian dispositions: if at least one armored unit is not in the front line, the British can use the defense of figure 4 to thwart the Italian attack before it even begins. It is best not to put both armored units in MM24, since that encourages the British to reply by placing WDF in MM25; I suggest one in MM24 and the other on the coast (LL24) keep the Italian's options more or less open. I do not like the Beyma defense of Egypt quoted by Mark: it is good against neither attrition nor offensive. If an Italian declaration of war and immediate offensive looks imminent (by which I mean, if Italy began the year with at least 100 BRPs), I suggest sacrificing WDF by using the defense of figure 5. As soon as war is declared, the ZOC of WDF extends into Libya, and the Italians are prevented from moving adjacent to Alexandria even after exploitation. And that is always the aim of a good British defense of Egypt: if the Italians cannot move adjacent to Alexandria on the first turn of an invasion, British reinforcements can be SRed into Alexandria directly allowing the British player considerable flexibility in response, and avoiding the necessity to use Sea Transport. If, which is more usual, the Italians can only take an attrition on the turn they declare war, the only defense required is two 1-3s, one each in LL27 and MM27, denying the Italians an 11 + attrition (but make sure the French evacuate Tunisia though!) On the second turn of invasion, a defense like that shown in figure 6 increases the cost to the Italian of an advance to something like 15 BRPs per hex, without committing a single British air unit. Egypt is so easy for the British to defend that the Italian player should never plan on capturing Suez: all he can plan to do is to draw British units away from other fronts. Except for a lucky 1-2 attack, the Italian player has no hope of beating the British back across the Suez Canal even with significant German help.

JUST ONE MORE CHANCE
By Don Greenwood

A HAUNTED DEVELOPER REASSESSES HIS OWN GAMES

Satchel Paige, a pro baseball player of considerable repute long before I could vouch for his abilities, is probably better known today for his oft quoted saying: "Never look back, something may be gaining on you". This bit of homespun philosophy could easily be applicable to the consciencious game developer in today's hobby. The "state of the art" is relentless in its pursuit of better games, and yesterday's achievements all too rapidly seem to dwindle into insignificance. Every developer pursues the ever elusive "perfect game" and to the extent that such a creature exists I guess I am more obstinate than most. Certainly I seem to be more susceptible to the second and third edition rules rewrites and corrections than the majority of my comrades here at the Hill. You can attribute that to whatever you will, but I hope you'll forgive me if I think of it as something other than a condemnation of my ability to write comprehensive rules.

To me a game is something more than something to be read, played once or twice, and then forgotten. If a game is good it should be played over and over again so that the players can enjoy the subtleties and nuances of play that only come from experience generated by repeated playings. Casting aside for the moment the question of historical lessons and accuracy, this means that a game is not acceptable as long as it can be improved. Just because the initial wave of purchasers has long since graded the title good, bad, or someplace in between and relegated it to the recesses of their collective closets is no reason to give up the pursuit of excellence for that title. I believe a publisher has an obligation to its customers and, over the long run, to itself to improve upon published titles whenever possible. If not for the convenience of those of my ilk who continue to play a favorite game for the rest of their gaming life, then for the next generation of gamers who will buy that title many years down the road. Aside from the time and expense of changing printing plates, there is just no acceptable reason—at least to my way of thinking—for allowing a game to continue to be printed and sold with known errors. Such changes are cost prohibitive over the short run simply because they incur additional expense without adding to potential SALES. Once the initial crest of excitement and publicity for a new product subsides it is rarely born again. As a consequence, spending time and money to update a game which will never be "new" again is usually a losing proposition *unless* you take the long term view of things and believe in the validity of the game to the extent that you will gamble that it will still be sold in the next generation.

Unfortunately, not many of the companies in the hobby today take the long term view. It is usually deemed more important to rush out a new title than improve on last year's efforts. And, economically speaking in today's publish-or-perish marketplace, they are probably correct. All of which is not to praise AH for being the sole light in the wilderness. Far from it! If the apparent contempt my fellow cohorts here at the Hill seem to hold for revisions is any indication, my preoccupation for attempting to improve existing designs is definitely in the minority. The popular credo seems to be "the only good game is a finished one. Once it's published, don't bother me anymore." I hope you'll forgive me my idiosyncrasies while I rebel against that.

This is hardly a recent phenomenon and I must admit to having been a member of the opposition at one point. When I first came to work for AH, the in-joke was to make light of a certain designer who sent us his "finished" game for publication followed by almost weekly submissions of "final" improvements to that finished design. It seemed old so-and-so could never finish his game. Ultimately we rejected his design and published one of our own on the same subject which was quite successful . . . in fact, to this day I consider it one of the most innovative and clever designs to come out of AH. Yet, like all games, it had a flaw which revealed itself only after years of publication. This "hole" in the rules allowed a cagey player to create a perfect situation which could not be defeated. When approached on the matter, the designer steadfastly refused to offer a revised edition which would correct the problem. His defense was that not many people knew about the problem, so why draw it to their attention? He steadfastly refuses to this day to work on games after their initial publication. The tendency of this designer to refuse to admit that his work was less than perfect and beyond reproach is one that I've observed frequently among the lofty egos of the designers of our hobby. Now that past experiences have tempered my sense of humor somewhat I must admit to being much more sympathetic with the plight of that original "never quite finished" designer. For that, if you have not already guessed, is what this article is all about; the confessions of a game developer who wishes he had done it a little differently the first time. Here then is my list of "should have beens" which I would eventually like to implement in improved editions. I hope you'll try them and let me know what you think. If you agree that they make for a better game, maybe I'll do a few more second editions and cost AH some more money.

Who's that knocking on the ramparts?

ALESIA was one of my more pleasant development jobs as the game was pretty good before I ever saw it and the designer, Robert Bradley, was a pleasure to work with. After resolving some rules ambiguities and figuring out how to get the map onto an AH mounted board configuration, the main problem soon settled down to a debate on play balance. In the original, most prior players of the game felt that, if anything, it was balanced in favor of the Romans. Our playtesters disagreed strongly. This was somewhat puzzling as most of the changes made in my development favored the Roman player. The addition of five Numidian Light Infantry units and the creation of the Disruption result for missile fire should have more than counterbalanced the lesser reaction time afforded the Roman by the removal of a few hexes of outlying board area from the AH map. I eventually decided that the game *was* balanced between experienced players and published it in its current form. The theory being that, like *STALINGRAD*, the game required expert play on the defense and once experience had been gained the Roman player would actually have the advantage provided he played flawless defense. I still maintain that position and believe *ALESIA* to be balanced among experienced players, but because the game is a long one most owners probably will not play it often enough to gain that degree of expertise with the defensive skills required. Therefore, to address this play

balance problem for those who feel the Romans are still outmanned I offer the following change. Delete the current 18.2 and replace it as follows:

18.2 In a two player game where only one person commands both the exterior and interior Gallic forces, an additional delay must be enforced. The delay is determined by the Gallic player rolling a die the turn *after* each turn in which ten or more relieving Gallic units land on or traverse the Outer Works and at least one Hand-to-Hand Combat has been resolved. If he rolls a '1' or less all of the interior Gallic forces *must* leave Alesia and may not return until one or more of them have entered an Outer Works hex or engaged in Hand-to-Hand Combat. Once returned to Alesia, the interior forces must pass this die roll again to enable them to leave the haven of the city's walls. The Gallic player must deduct 1 from this die roll for every additional ten Gallic units in combat on the previous turn. The number of Gallic units counted in the above total cannot include any units outside the borders formed by any four adjacent off-board zones to a depth up to and including the inner ring of Outer Work defenses in that zone.

This change not only hinders the Gallic player, it is a far more realistic portrayal of the situation in which Vercingetorix was placed. The interior and exterior Gallic forces cannot be assured the almost complete coordination of movement they enjoyed previously. No longer will the Gallic player be able to know exactly when the interior forces will sortie out to aid the relieving force. He can only attack with his exterior forces in such a way as to signal a real effort to the besieged forces and hope they will interpret it as such and react accordingly.

Unfortunately, this rule change will swing play balance drastically in favor of the Roman player in my opinion and should only be used between inexperienced players or those of widely varying capabilities. Should the players be relatively experienced and still desire to use this rule, I would suggest omitting the Numidian Light Infantry from the Roman OB.

Never a Yank When You Need One

It seems that the less work I do on a game the more fondly I remember it. *WAR AT SEA* certainly qualifies in that respect. Aside from some brutal beatings sustained in playtest sessions which really haven't stopped now that the game has been in print for almost five years, it was a joy to work on. After rewriting the rules for clarity with relatively few substantial changes in substance, the main concern was again play balance. Like almost everyone who plays the game today, we rapidly decided that it was foolish to contest the Med, and abandoned it to the Italians so as to concentrate against the Germans. I no longer feel that way, but that's another story. We still found the game grossly unbalanced in favor of the Axis, which I resolved by changing the North Sea POC totals for the Allies from 0 to 1, thus yielding the Allies' potential increase of 8 POC per game over the original version. Happy with that change I pronounced the game balanced and ready for publication.

Needless to say there are those who disagreed with me, and even I will admit to a slight imbalance in favor of the Axis. Others feel that their advantage is far more pronounced, but I can produce letters from people who can't figure out how to win

with the Axis so we'll leave the degree of imbalance a moot point. Suffice it to say that when played on an expert level, it is commonly held that the Axis player still enjoys higher prospects of success.

As *WAS* is one of those few games I still play frequently, I found even a slight imbalance irritating. My initial reaction to the problem was to change the rule regarding failure of a speed roll resulting in safe passage to the port desired at the other end of the voyage, albeit a course that kept the ship from being used in the present turn. A ship which failed a speed roll would have to stay in the port occupied at the beginning of the turn. The idea was to put some teeth into the Neutral Port rule requiring disabled ships to leave port or lose POC, and in so doing force German raiders to fight in the South Atlantic or risk sacrifice of POC. Regretably, it hurt the Allies more than the Axis because the same rule which would have spelled the end for German raiders, also meant that British battleships might never make it to Murmansk to provide protection for the Russian bound convoys. Competent Allied play usually requires getting one or more 4-4-4s into the Barents, and if they failed the first time they were always available there in future turns. Scrap that idea.

Eventually I decided to help the Allies by making American reinforcements more accessible. Rather than entering only on a die roll of '6', they became progressively more likely to appear by allowing them to enter on a die roll of '5' or '6' on turn 5, '4', '5', or '6' on turn 6, etc. The effect on play balance is slight because the American ships are still restricted to the North Atlantic, but it is enough. The extra ASW protection for the convoys on the first leg of their crossing and the few British ships released to other duties by the increased presence of the Americans is just enough to improve the Allied chances, and is more historical to boot as the American involvement is considerably underplayed. This change has already been made and is now an official rule amendment which I urge *WAS* players to use.

I Lost an Automatic Victory

Aside from a poor decision to include some last minute scenarios in the first edition which have since been gloriously improved by Richard Hamblen who took over responsibility for the later editions of the game, my nightmares over *TRC* have been relatively few. Most of the ink used in criticism of this game has been directed at "my" automatic victory rule which prevented units used in an AV attack from attacking in the 2nd movement phase of that turn. I do not repent. In my opinion the rule is both realistic in terms of showing the force necessary to eliminate a unit's very presence in the form of neutralizing its ZOC in addition to eliminating the unit, and necessary for play balance reasons.

Of more concern to me is the course we took on the matter of whether units could move outside of their Military District on the first turn provided they did not engage in combat outside their initial Military Districts. At the time, I answered this query to the first edition rules in the affirmative simply because that was the way the rules were written. Richard chimed in his support for the decision feeling that it was necessary for play balance. I no longer am so sure. At this point I tend to think that allowing units to move through Districts where they weren't initially assigned is a contradiction to the spirit of the designer's intent. Furthermore, it provides too many gimmicks which can be pulled on an inexperienced Russian player. It is hard enough to play defense in this game without handicapping the Russian further on the opening turn in this way. The variables which he must confront in his opening setup are now almost too diverse to be handled by the average player. Fortunately, perhaps, I have

given way to Richard whose love for the game and experience therein now far exceeds my own, and as a result you'll probably never have to put up with my preferences on this matter.

The Third Coming of the Third Reich

THIRD REICH was the first really difficult development I undertook at AH and it showed. For all the accolades the game has received over the years, it is admittedly my poorest effort and the one I am least pleased with. I have related before and doubtless will again that the major problem here was that I spent so much time redesigning the game to make it work, that it never received any development—at least not in the sense that term implies by AH standards today. A hastily prepared second edition which did little other than answer the most frequently posed questions was offered the following year and has sufficed until now. Having grown tired of answering *THIRD REICH* questions ad infinitum for the past seven years I've finally allowed myself the indulgence of redeveloping this game from scratch. Progress on a revised third edition has been underway for over a year and is now nearing the end of a blind playtest by some 20 different groups of *THIRD REICH* enthusiasts. No simple patchwork, this effort is being given all the trimmings and backup of a full-scale new game offering and should be a vast improvement over the original.

For someone who professes to be in favor of revising old titles to improve them with the hindsight gained by years of exposure to the hobby's critics, this opportunity would appear to be the ultimate fantasy fulfilled. It isn't, but it is close. Besides clearing up ambiguities in the rules, the new version will simultaneously improve the game in terms of both play balance and realism. The changes in this edition are too lengthy to list here in their entirety. They will be analyzed in detail in a planned feature article dealing with the new game. I will say that among the problems addressed and vastly improved in the new edition are Strategic Warfare, Murmansk Convoys, and the implementation of political ploys and pressures.

The 8th edition of Squad Leader?

No, not hardly but the ongoing *SQUAD LEADER* series has afforded me the opportunity to fulfill that fantasy I referred to above. Working on a game system, especially one as popular as this one, and not just a game has given me the opportunity to constantly update and improve a game after its release to the public. This has been readily, and perhaps painfully, evident to you in the form of the revised rulebook editions for the various games of the series. As each new gamette was produced, it was accompanied by an updated rulebook for each of its predecessors. That scenario has been useful up to a point but has reached the stage where it is too burdensome for both the players and me to continue. When *G.I.* is released later this year it will *not* be accompanied by a 5th edition *SL*, 4th edition *COI*, and 2nd edition *COD*. Instead, I will continue to mold the system and make appropriate changes but will withhold such changes until the entire game system is finished. At that time the entire game system will be rewritten into one combined hardcover rulebook which will cut through the current maze of normal, advanced, and improved rules presented in Programmed Instruction in four or more separate booklets.

Besides greatly aiding comprehension by having all of the game system in one place in reorganized form, it will allow me to utilize hindsight to revamp the system where necessary to streamline it and improve on its basic simplicity. Such a project will be more than just a compilation of more and more complicated rules. To the contrary, much of the fat of the basic system can be cut and reformed into a

more efficient system. The game components will also be updated in the remaining gamettes to provide the ultimate in playability. In short, it is the revisionist's ultimate dream come true; a chance to mold a game system using resources on a scale heretofore unseen in the hobby. If successful, it could do for tactical scale wargaming what *D&D* has done for fantasy.

Some of these revisions will make their appearance in *G.I.* Among them is the elimination of the blocking of LOS by vehicle outlines. Instead, a +1 DRM is applied to all fire traced through a vehicular *counter*. In addition, all AFV counters will do away with the wreck status on the back so as to allow CE status to be determined simply by flipping the counter. Wreck counters will replace eliminated vehicles. The necessary counters for these changes will be provided in the remainder of the *SL* gamette series as it unfolds over the course of the next three years. With any luck the entire project can be wrapped up with one comprehensive rulebook in 1984.

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defender must use his to plug any holes that may have been created before they can be exploited, or even to launch that well timed counterattack.

As a by-product the "free shot" effect of the original *SL* system has also been eliminated. No longer does the non-moving player have the luxury of firing all his units in the "Defensive Fire Phase" just because there was no other action allowed. Each player must closely balance the number of moving and firing units to what he feels will be expected of them during the game turn.

As with any new system it is always recommended to start with a scenario with only a few counters in play at a time. But this system in no way restricts you to handling only small scenarios. On the contrary, one of the major reasons this system was developed is to allow all the *SL* scenarios to be played with a simultaneous feel. If you have any questions or suggestions, please drop me a line at 1316 Oddstad Blvd, Pacifica, CA 94044.

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the bridge, the German engineers usually found themselves dispersed by direct fire and finished off by close assault. Instead, the green player would receive basic training: a German defense of the near end of the bridge demonstrated the vulnerability of the infantry in towns to armor piercing ammunition, and a defense of the far end of the bridge showed the value of direct fire from the I-class weapons of halftrack and infantry units. The main lesson to be learned by the neophyte was the value of those seemingly-insignificant wreck counters. Sacrificing the Nazi halftracks in the town slightly cramped U.S. fields of fire. Better yet, sacrificing the halftracks on the bridge crowded the strength out of U.S. occupation of the structure: only one platoon could squeeze between the wrecks and the block. Then either armored infantry attacked the enemy, preventing removal of the block, or engineers worked on the obstruction, risking disruption of the effort through enemy close assaults. Either way, the Germans held the upper hand.

Historically, Combat Command B of the 9th Armored Division faced ill-led and badly-demoralized defenders at Remagen, so the force levels seem to have been adjusted considerably to equalize the contestants. But several aspects are accurate—the lack of artillery fire (for fear of demolishing the bridge), the necessity of approaching the bridge through a town, and demolitions (a ten-meter-wide crater in the approach road and a hole in the bridge surface) bearing vehicular traffic.

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THE CROWNING ACCOMPLISHMENT

Advanced Strategy in KINGMAKER By Mike La Beau

What follows is not a guaranteed script for success, but rather food for thought for the Royal palate, for analysis will improve your *KINGMAKER* play perhaps more than in any other game. From my side, it is also more desirable to wage battle with aristocrats and not as demeaning as taking advantage of peasants. The preface is Commandment #1—KNOW THY BOARD!

Assignment and Deployment of Nobles

To better be able to assign your original quota of cards requires knowledge of the crown and event decks and who is moving first. The latter is discovered by simply looking at your opponents' cards. You can't be 100% certain, but it is unlikely that any player will discard the Chancellor or either of the two Archbishops. The former requires no more than an analysis of the two decks prior to play. I can't substitute for your own vision, but I can give some direction. It is important to know who gets killed, who gets called where and how often each occurs.

If playing the Basic rules, the event deck will slay each noble six times, except for Percy, Neville, and Mowbray, who are killed only five times each. That obviously provides extra reason to use the larger nobles in combat. The event deck also calls most of the nobles at least once, except Howard, Grey, Herbert, Audley, Hastings, Cromwell, Greystoke and Clifford, who are not called. These nobles are small but important, and clearly deserve more consideration for the assignment of offices than do their small counterparts who are called. (Especially Bourchier and Holland, who are called twice.) All nobles called by the deck are called to their castles and not into the open. This can be a mixed blessing—sometimes adding needed extra strength and other times making them easy targets. Whenever cards can be assigned that give a choice of placement, do so.

Of the Title cards, four are subject to calls and the Earl of Kent is called twice. Except for Westmoreland, who is called into the open, all are called into towns. The slightly safer and superior titles that are not called are the Earls of Richmond, Wiltshire, Worcester and Salisbury.

Of the Office cards, only the Chancellor, the Steward, and the Treasurer are not called. Office cards that have extra strength in a given area are always called into that area, which is *almost* as good as not being called (except when you need one of them elsewhere). That leaves only the Admiral, the

Warden of the Cinque Ports, the Constable of Dover Castle and the Marshal subject to potentially dangerous calls.

Of the Bishops, all are called except Lincoln and Durham. All of the calls are to towns or cities, but can still be an inconvenience.

Any player could take this information and make up an ideal force, but it unfortunately doesn't work like that in a real game. Therefore, the things that become of paramount importance in assigning cards are: 1) Table Position (this obviously doesn't apply if playing by mail with simultaneous movement); 2) The other cards in play; and 3) Combinations—the most important of the three. These are not so readily apparent as you may imagine, even to the best of players. For example, Richard Berg stated in his article "Playing Your Hand in Kingmaker" (Vol. 14, No. 2 of *THE GENERAL*) that he would never make Mowbray the Marshal as Mowbray is called five times and the Marshal ten. In fact he said he would even consider assigning the Marshal to an enemy's Mowbray. Later, in the same article, he said that while Stanley may be strong, his "constant calls" negated his importance. Well, in my deck, Stanley is only called once and if I had to use the Marshal, I would *prefer* that he be given to Mowbray! Of Mowbray's five calls and the Marshal's ten (I *know*—it is eleven, but I firmly believe that the call added by one of the newer event cards should be ignored.) the two are called by the same card four times. This means that there is a choice of placement in the open or in a castle. This allows escape from enemies, who eagerly awaited your arrival, more often than not. This danger is usually the Constable of the Tower of London as no one else is strong enough to take on 150 men. This combination (See #3 above) allows a choice that is not available with *any other noble*. In addition, the combination is at least 150 strong, a very potent force especially in the beginning when strength and position are so important. Even the Constable of the Tower of London will be hard pressed to get a 2 to 1. Add 40 or so mercenaries and even a 3 to 2 isn't certain. It is also possible that the Constable isn't in play yet (See #2 above) or that he may be moving immediately after you, meaning that *he* must draw the card moving you or you would simply move away on your turn (See #1 above). A second favorite of mine to be given the Marshal is Stanley. This is for a different reason—Such a combination must begin at least 170 and more likely 180-190 strong, without

mercenaries. Boats are a requirement for this arrangement, however. (I've not given Percy as a choice simply because, unlike Mowbray, Percy's calls *add* to the already large enough portion that the Marshal carries.)

Other combinations are more obvious, such as Courtenay and the Chancellor of the Duchy of Cornwall, Talbot or Herbert with either the Chancellor of Lancaster or Chamberlain of the County Palatine of Chester, Stafford or Bourchier with the Constable of the Tower of London or Percy and the Warden of the Northern Marches, (the differing calls could weigh against this combination as well.) but all are based on number 3 above or area considerations. The opposite consideration of *not being called* away from strength is equally important. To show what I mean, I will ask a simple question. Is there anybody out there who would like to see Scrope/Richmond/Constable of London get called to Masham? The answer is easy. Fully three fourths of the players would like to see that happen—the ones who don't have Scrope! It is a long road home, isn't it?

The same principle applies to Title and Bishop cards. For example, if you must use the Duke of Exeter, use it with Holland, Courtenay or the Chancellor of the Duchy of Cornwall, or a combination thereof. Use the Archbishop of York with Neville, Mowbray, Roos or Scrope (All are called with the Archbishop). The theory behind such combinations is to try to create choices by assigning cards that are called to the same general location by the same card. My personal favorite combination is Neville/the Chancellor/Archbishop of York. Together, they provide a strong power base, a modicum of calls/disruptions and Richard of York, whom I consider the most important heir in the game. Perusal of the cards will reveal all these examples and others.

Other crown cards aren't subject to call, but their placement remains vital. Two theories exist as to the proper distribution of towns, ships and mercenaries: concentration of force or distribution to prevent total loss. Both have merit and usage should depend on the game rules being used. With basic combat wide distribution is preferable while with advanced combat concentration is desirable. This will be demonstrated later in the article. For now, suffice it to say that the odds of losing a noble in combat initiated by you are 1/36 (if stronger force) in the advanced game and 6 (5 if Mowbray, Percy or Neville) in 90 or more (the actual number

depends on what event cards are used) or 1 in 15 (1/18 for Big Three) in basic combat. Nobody wants to lose half his force simply because he drew the wrong card, but it is likely that nobody will want to give up the advantages gained by consolidation in advanced combat, either. Just read on.

Assignment of town cards is easy unless playing the optional rule that gives extra strength. With the rule, consolidation of towns to one noble provides a potent striking force that doesn't depend on many nobles who are subject to call. Without the rule, distribution is in order. (A side note here is that players should capture towns and assign them to a "faction" rather than to individual nobles when not playing the optional rule.) As to ships, if you want to keep them, assign them to your safest noble, not necessarily your strongest.

STRATEGY

I will deal with this subject shortly, sweetly and simply: in the beginning, GRAB!; In the Middle obtain as much parliamentary power as possible (if playing the Optional Parliament Rule) and execute as many pretenders as possible (after all, they are pretenders to your throne); In the End, your (slightly superior) forces will do battle with the last remaining pretender or ravage the English countryside to be declared King by Parliament while your enemy is in hiding. Along the way, you must place ships to pick up called nobles, prepare for your unlucky calls, set traps for your opponents' unfortunate calls and do battle. To the latter we turn our attention.

In both basic and advanced combat, siege is the preferred method of attack, losing only to a "Bad Weather Delays Attack." It can take an extra turn if playing the optional rule, but is still the best, easiest and most assured method of combat. Probably there is nobody in their right mind who will re-

NOBLE SUBJECTION TO CALLS

NOBLE	NO. OF CALLS	MAP LOCATION	CARDS CALLED AT THE SAME TIME
Percy	2	2-N	Warden N. Marches Earl Westmoreland, Bishop of Carlisle, Warden N. Marches
Neville	1	1-N	Scrope, Roos, Mowbray, Archbishop of York, Marshal
Stanley	1	Island	N/A
Mowbray	5	3-SE, 1-W 1-N	W—Ch. Lancaster, Ch. County Palatine, Fitzalan N—Neville, Scrope, Boos, Marshal, Archbishop of York SE—Marshal SE—Marshal SE—Marshal, Admiral, Bishop Norwich
Talbot	1	1-C	N/A
Fitzalan	2	1-W, 1-SE	Beaufort (SE) Ch. Lancaster, Ch. County Palatine, Mowbray (W)
Stafford	3	3-SE	Constable of London Marshal, Kent Marshal, Archbishop of Canterbury
Pole	2	2-SE	Bourchier, Admiral Bourchier, Marshal, Earl of Essex
Courtenay	2	2-SW	Holland, Admiral Holland, Marshal, Chamberlain of Cornwall, Duke Exeter
Beaufort	1	1-SW	Fitzalan
Roos	1	1-N	Mowbray, Neville, Archbishop of York, Marshal, Scrope
Holland	2	2-SW	Courtenay, Admiral Courtenay, Marshal, Chamberlain of Cornwall, Duke Exeter
Bourchier	2	2-SE	Pole, Admiral Pole, Marshal, Earl of Essex
Scrope	1	1-N	Neville, Roos, Mowbray, Archbishop of York, Mowbray

LEGEND

N = North of River Tees   SE = Area East of a line from Lynn to South Hampton
W = Wales   C = Central England
SW = Southwest (Cornwall Area)   RC = Royal Castle

TITLE CALL LIABILITIES

TITLE, OFFICE and Bishop	# CALLS	RC	TOWN	CITY	OPEN	CARDS CALLED AT SAME TIME
Constable Dover	1	1-SE				Marshal, Kent
Ch. Cornwall	1		1-SW			Courtenay, Holland, Marshal, Duke of Exeter
Ch. Lancaster	1	1-W				Ch. Cty. Palatine, Mowbray, Fitzalan
Ch. Cty. Palatine	1	1-W				Ch. Lancaster, Mowbray, Fitzalan
Warden of Cinque Ports	3	1-SE			2-SE	Admiral
Admiral	4		1-SW		2-SE 1-SW	Warden Cinque Ports (SE) Bourchier, Pole (SE) Courtenay, Holland (SW)
Constable of Tower of London	2				2-SE	Stafford Marshal (unless Marshal's call deleted)
Warden of Northern Marches	5	3-N	2-N			Marshal Percy Percy, Earl Westmoreland, Bisop Carlisle
Marshal	10				7-SE 1-SW 2-N	SW—Ch. Cornwall, Duke Exeter, Holland, Courtenay N—Warden Northern Marches N—Mowbray, Neville, Scrope, Roos, Archbishop of York SE—Mowbray SE—Mowbray SE—Mowbray, Admiral, Bishop of Norwich SE—Earl of Kent, Constable of Dover Castle SE—Stafford, Archbishop of Canterbury SE—Earl of Kent, Stafford SE—Pole, Bourchier, Earl of Essex
Archbishop of York	1		1-SE			Marshal, Neville, Roos, Scrope, Mowbray
Archbishop of Canterbury	1			1-N		Marshal, Stafford
Bishop of Carlisle	1		1-N			Warden N. Marches, Percy, Earl Westmoreland
Bishop of Norwich	1			1-SE		N/A
Earl Westmoreland	1				1-N	Warden N. Marches, Percy, Bishop of Carlisle
Earl of Essex	1		1-SE			Marshal, Pole, Bourchier
Earl of Kent	2				2-SE	Marshal, Stafford Marshal, Constable of Dover
Duke of Exeter	1		1-SW			Countenay, Holland, Marshal, Chamberlain of Cornwall

main to be sieged, they will sally forth in an effort to save the force. Logically, they should do so, as they have raised their odds from 1/7 to win to 4,5 or 6/7 to win. More attacks are created by the optional rule as the besieged nobles must attack in their turn and can then be attacked again in the attacker's turn. As to combat in the open, odds of 5-4 or less should not be attempted unless the potential gain outweighs the potential for disaster. You can't lose a battle, but you can "accidentally" lose a noble or be left in an indefensible position. (Isn't it funny how the gain *always* seems to outweigh the potential bad luck?) The fact is that I will personally make a Majority Victory (MV) attack *if* I have substantially less nobles involved *or* they are less likely to die. For example, with Mowbray/Marshal and Neville/Chancellor, I will attack a force of 210 or less strength (I like to leave some room for potential added cards by the defense) that is comprised of four or five nobles. Even if I don't win, he is far more likely to lose a noble than I am! And NEVER make the mistake of overlooking a small noble. He can be assigned a large title and office and be the instrument of your doom later! But he can't be assigned something if he is not around to claim it. The nobles, all nobles, are the most important part of the game. Without them, the other cards are meaningless. Needless to say, if you have seen all of the cards that kill your nobles go by, you will attack at the merest hint of a gauntlet being tossed (like "Why don't you and I ally?"). Knowing what has been drawn and therefore what is left for both your nobles and key opponents' nobles is one key to the most important part of any strategy—preparation.

Playing the advanced game, combat in the open becomes quite fascinating and should lead to the creation of large nobles. I'll make up an example in which A has four nobles of "80" strength, two of "60" and one of "100" while B has one of "270" and two of "80". In basic combat, this would be a 5-4 (540-430) and would succeed 29% of the time. A noble or two could be killed randomly on either side, but B could never win the battle, until his turn at least! With advanced combat, it works like this:

Secondary Line (SL)	80	80	60	Reserve-60	
A) Battle Line (BL)	80	100	80		
B) Battle Line	x	80	270		
Secondary Line		80			

A has a 2-1 attack against the two "80" nobles, reduced to a 3-2 and a 2-3 against the large noble, reduced to a 1-2. (Note that the lineup above allows A to strip 20 men to his left flank. Stripping can be a powerful tool which I will discuss later in the article, but the large noble is more likely to provide this option.) Should both attacks win, A will have to avoid losing a noble to the nobles killed rolls until such time as he manages to win his Majority Victory (400-270 reduced). Since a Majority Victory wins only one in seven times, anything is possible.

Should both attacks fail, as long as they fail, B gains ground on A if the odds involved in the nobles killed rolls hold true. A is 1/9 to lose *one* noble in his attack and 2/9 to lose *one* in B's attack. B is 2/9 to lose *one* in A's attack and 1/36 of losing his main noble. Should B win his 2-1 attack before A wins, A will wish that he were playing a different game. It would appear overall that A should either win first or get some odds that don't roll '2', '3' or '12'. The best way to avoid this would be to not attack in the first place. Please note that I chose B's best alignment! If he had lined up 80 270 80, A would need to win *either* of two 3-2 attacks *before or at the same time as* B wins his 2-1, instead of winning his only 3-2 first. If A wins just one, while B wins his 2-1, the following is left:

	SL		60	80
A)	BL	80	80	80
B)	BL	x	270	80

Now A has a 2-1 reduced to 3-2 and Majority Victory against him reduced to 4-5. A is a favorite to

win his battle *first* (3-2 to win first now as opposed to 3-4 with the other alignment.), but is also four times as likely to lose one of his three nobles in his "off" attack as B is to lose his main noble to the nobles killed rolls. If you haven't noticed yet, winning first is perhaps the most important part of a battle in the advanced game, as it shifts the strength in your favor. Large nobles provide the needed odds to obtain the *best chance* to win first. For demonstration purposes, let's distribute the strength a bit differently and see what happens:

	SL	80	80	80	
A)	BL	80	100	80	Total Strength = 500
B)	BL	80	80	80	
	SL	40	80	40	Total Strength = 400

This 5-4 will be quite different! A has two 5-4 attacks reduced to MV and one MV attack reduced to MV for B. B has no real hope for counterattack and is four times as likely to lose to the nobles killed rolls as A is. A is truly a prohibitive favorite. In the prior situation, B had no guarantee, but was a Strong Contender and in the above example, only luck can save him. In all cases, the player with the strongest nobles has to be rated the favorite. He should be allowed some traveling companions, as even the biggest nobles need forces to draw away some of the enemy's strength to allow him a better attack. 10 and 30 nobles are nice, but shouldn't be sent into every battle. Witness the following example with A having a 270, two 30 and a 10 nobles to attack three 80 nobles in B's faction. The two choices are:

	#1				#2		
R	30, 10						
	SL	30		A)	SL		10
A)	BL	x 270 x			BL	30 270 30
B)	BL	80 80 80		B)	BL	80 80 80

In the first case, A has a 300-240 or 5-4 reduced to MV. A has 1/18 chance of losing one noble and B has 3/9 chance of losing one noble to nobles killed. B has no option but to defend and unless A rolls a '12' for his large noble, B is as good as extinct. In the second example, *by adding men*, A's chances of winning are just as good, but now he must fight a 1-2, 2-1 and 1-2 after reducing. All that has been gained is a good chance for B to kill a part of your force that he shouldn't have been allowed to see! Why give that option to B! Extra strength isn't always the answer. There are questions that arise in conjunction with advanced combat, at least in my mind. The first that occurs to me is how are the odds determined? If 50 men are making an attack against 110—from the weaker side, a 1 to 3 would result as a 1-2 can't be obtained—from the stronger side, a 2-1 is the resulting battle. The implication in the rules is that odds determination is achieved by using the larger side as the attacker. *The larger force, whether attacker or defender, is always stated first in all odds ratios.—Ed.*

The second question is sort of a "chicken or egg" question, based on this example:

	SL		240		
A)	BL	80	240	80	
B)	BL	90	100	100	
			100	100	

Who gets to strip off first, A or B? If A and he shifts 30 to his left flank, B can no longer strip any men off. If B, he can strip 40 to his middle and prevent A from stripping! If both are simultaneous, that would certainly be confusing. Which is it? *The attacker always strips his men first. —Ed.*

The third question comes from this example:

	SL	30	250	30	
A)	BL	80	250	80	
B)	BL	100	100	100	
	SL	90	100	90	

This attack is 720 to 580, not even a 5-4, but A has these attacks: 400-200 reduced to 3-2 and two, 160-190 reduced to 4-5 against A. Victory against the middle and loss on one side would leave:

	SL	x	250	x	
A)	BL	30	250	80	
B)	BL	90	100	90	
			100		

A quick victory has shifted the odds greatly in A's favor. He now has attacks of 70-90, 400-200 and 140-90 after stripping. He seems certain of victory, *but* what would have happened to A if he were forced to lose the noble or the 50 men who stripped off in the first encounter to a losing battle? The rules don't deal accurately with this point that I can find. It simply seems to be accepted that these men aren't subject to loss!? Is that as it is intended to be? If so, stripping becomes the powerful tool that I called it earlier in the article. *Note first that the shift of the 30 strength noble from one end of A's battleline to the other is illegal. A noble not in reserve can only move to an adjacent position. A jump from column one to column three and vice versa is definitely not allowed. In reply to the query, the strength that has been stripped off from one battle to another is never lost or captured. In battle, a noble's strength is only lost when he is killed.* I hope that it is apparent to everybody that the luck element can have a big effect on all of this postulating. What difference does it make if you *are* a 4/7 favorite to win and there *is* only one event card left in half the deck that can kill your main noble—if you don't win and he *does* get killed? All I can say is that it will happen to all of us. That happened to me at Origins 76 in the finals of the *KINGMAKER* tournament and the noble was the Constable of The Tower of London (first & last time I ever had him). Luck is something we live with, but if the odds hold true, and they do *over the long run*, the larger nobles will show the most success even when outnumbered.

TACTICS, TRICKS OF THE TRADE AND OTHER ODDS AND ENDS

CATASTROPHE: Ah, Yes! Once Scrope/Richmond/Marshal could get a 3-2 against Neville/the Chancellor and so he moved in for the kill. Suddenly Neville has a 4-1 against Scrope and there was no place to hide. The card is aptly named for Scrope but might be called Manna from Heaven by Neville. This event card makes the "Big Three" even bigger. It also makes the idea of a very large, killer force, more attractive. Spreading strength becomes less important with this possibility.

AMBUSH: The optional rule should be used but despite it, ambush should occur frequently, especially as soon as the crown deck is exhausted. No matter the outcome, suddenly there is a card to be drawn at the end of your turn. Nothing is lost! The Dukes of York and Lancaster can also be used in this fashion with even better results if they can get a 1-4 or better. Then it is a battle and all the nobles will be killed if named. The Dukes return, *by the rules as written,* and there is a good chance of a card now being available to draw. (I like to play that once killed, these nobles can only be assigned by another heir, which leaves this option useful only when you control both the top heirs.) The threat of ambush can keep forces in towns where they are subject to both plague and siege. *A new ruling has changed the use of the Plantagenet nobles. Anytime a Plantagenet noble is killed, he cannot reappear until one of two events occurs; the current first in line heir is killed or has come under the control of another faction.*

WRITS: These should be used to substitute for a called noble when they can save an important noble for other uses or from death. In some cases it can be quite economical, such as when the Duke of Exeter is called to his doom, he can be replaced by a "10" noble with 10 mercenaries. This also can be used to keep a force intact in its current position or to move it together. In the first case, the Admiral is about to disembark a force and decimate some local yokels when he is called with ships to somewhere. If you have ships assigned to another suitably sized noble,

I see no reason that these can't be substituted. It is even logical to extend the substitution to the ships alone. How about it, AH? If these can't be done, the next question is if the Admiral is substituted for, must the ships still go? *To answer the first question, one ship can be substituted by writ for another. The answer to the second question is yes. If one or more nobles are substituted for the Admiral or Warden, the ships must still appear at the raid.*

FREE MOVES: Resist the temptation to save a lesser noble early in the game! Three or more of these cards can be much more important if saved and subsequently used to move a seemingly impossible distance to make a seemingly impossible attack. If the noble is important, by all means save him, if not bear up under the smirks of your opponent as he squashes your noble—you may surprise *him* later.

ROADS: This almost needs no discussion. Control of the roads allows a great control of the game with its flexibility of movement. To this end Shrewsbury and Clifford's castle are all that are required. The other branch is equally effective although much harder to obtain. Many games are decided by the battle for Shrewsbury.

ALLIANCES/TRADES: These are my rules. 1) Always be honest. Simply try to give him what he thinks he needs, when you know it isn't going to be good enough. 2) Never attack immediately after a trade/alliance (unless an "unexpected" event card has provided the opportunity). Otherwise he may feel "set up" and never deal with you again. 3) Never ally under another's control unless totally desperate. Try to ally separately instead. No joint attack or defense is possible, but in exchange you can attack the same force twice at lower odds. I'll leave it to the mathematicians to decide whether two 29% chances are better than one 57% chance. I simply don't like my fate to be in anybody's hands but my own.

CROWNING: You probably should not crown Richard of York, or his successor, at the start of the game—especially if there is little in the Chancery. Your opponent has little to gain by calling a Parliament and those Embassies will be forthcoming. Indeed, if playing with the Optional Parliament Rule, crowning can be held off indefinitely. Set a trap for the King and any foolhardy escorts.

EVENT CALLS: Set traps for the cards you desire to come up. The lengths you go to to maintain such a trap will depend on your relative strength. If weak, this is the best method to whittle away at your opponents' forces. Position at the table becomes important again as it would be foolish to set a trap your opponent can walk away from with ease. I once played a game where the only noble I had was Stanley/Richmond/Chamberlain of the County Palatine of Chester. I sat in Wales and waited for the infamous Revolt in Wales card. When it came up, I jumped on the noble that I had the best chance of drawing at the end of my turn after executing him. Having a second noble enabled me to play additional cards, gather additional force, make additional attacks and eventually win the game. Everyone had left me alone because I "was too strong to attack" (actually I could have been had) and "too weak to disturb them." If you are strong, it is the weak that you must subjugate or eliminate and quickly, or you and your imagined "main opponent" will whittle at each other's strength until one of the lackeys puts you out of your misery. Show no mercy.

OPPONENT MISTAKES: Watch for mistakes and jump on them! This is good theory for the entire game. One example is when an opponent places 380 men in a castle that holds only 300. Once so placed, you march up and demand to know which 80 men are outside the castle. *Only* the extra 80 (or the number controlled by a noble that most nearly satisfies this requirement) can be placed outside and *must* be placed outside where they can be

attacked. You would be surprised how often this happens in a real game. A second example is when an opponent drops his fleet into Calais (or Douglas or Carisbrooke) to obtain Richard. For some reason he has forgotten that you have a 3 to 2 superiority to him in ships and you react promptly and blockade him (Optional Rule). Now he has the choice of sitting, waiting to be plagued or coming out and risking his entire force in an unfavorable action. This move has sealed 200 men away from England without having to use a single man of your own. (This jewel will work equally as well at Douglas or Carisbrooke.)

FRENCH MERCENARIES: This is a suggested Optional Rule: Allow this card to be used on both attack and defense more than once, if the following conditions are met: *Defense:* If the battle is lost or *any single noble* is lost by the defenders, then the mercenaries return home. Otherwise they remain attached to the faction. *Attack:* If two conditions are met the mercenaries can be retained for future use, otherwise they return to the crown deck. 1) The attack must be a siege and must be against a town or city (not unfortified town, obviously). It doesn't matter if there are troops other than the town's defense present, *and* 2) the town must be given to the mercenaries to loot. The latter condition means that the town does not belong to the attacker for defense, movement or parliamentary purposes. To be used it must be attacked again and not given to mercenaries. (If you like, you can make a siege against a town given to mercenaries last an additional turn to reflect its determination not to be turned over to such animals again.) One additional condition is that the same town cannot be given to the French more than once during a game. Either or both of the above can be used (Defense or Attack) and should eliminate an unrealistic event—mercenaries going home when they are both successful in battle and well remunerated for their efforts. While getting rich, they stay loyal.

MERCENARIES, TOWNS AND SHIPS: Suggested Optional Rule: Allow unlimited transfer of these cards among nobles of a faction or between factions as long as both parties involved in the transfer are in the same square, even if just for a short while during movement.

MOVEMENT: Suggested Optional Rule: Allow land and sea movement to be combined in one turn (other than with free move cards). Land and Sea movement remains normal, but embarking or disembarking costs two of the five moves that a noble has coming. For example, a noble can move two areas on land, embark, and sail one area to sea to a total of five areas moved. Note that no noble or ship can exceed the five moves together. The ship above may have had four moves remaining but cannot take them as the noble has reached maximum movement. The reverse is also true. If nobles move from more than one place to join and embark, the highest move total is used for the group. A final note is that the game rules stay as they are now for either land *or* sea movement. The cost for embarking or disembarking only applies to *combined* land/sea movement and can never be carried over to more than one turn. The best example I can create is a noble starting in a port with a ship. He can embark, sail five areas and disembark. If he were one square away, he could move one square, embark and sail two areas. If this should be a port, he cannot disembark, as he doesn't have the movement left!

I think that I have said enough. After all, I may have to play some of you one day and so should keep something to myself (just because we've become aristocratic doesn't mean we've become stupid). I'll leave a few of my commandments to myself for your use:

1. Use what you have to *its* best advantage, don't adhere to an arbitrary "style" of play that you may prefer.

2. Be Prepared! Refuse to be taken by surprise.

3. Eliminate smaller foes that can't or won't be subjugated under you.

4. Chip away at stronger opponents' assets.

5. Don't be afraid to attack! Only 6 of 90+ cards will kill any given noble.

6. Execute! Execute! Execute! (Pun intended)

7. The most important rule: END UP WITH THE SOLE SURVIVING CROWNED KING!

☆

THIRD REICH

AXIS: Marcus Watney

ALLIES: (1939-40) BRITAIN: Nicky Palmer
FRANCE: Mike Nicholas
(1941-45) Richard Wein

INTRODUCTION: Nicky Palmer

R. MacGowan

When Nicky and I first discussed the subject of a WARGAMER'S GUIDE TO THIRD REICH almost three years ago it seemed like a good idea at the time. Not only would it be entertaining, it would also be informative—it could be used as a collecting place for the seemingly endless rules queries which have plagued the game since its initial release. With that understanding, Nicky and his British colleagues set about the monumental and tedious task of recording a Campaign Game Series Replay, but the passage of years in the interim have done them in. It has since been decided to revise the game entirely and improve not only the clarity of the rules, but the quality of the design as well. In this way the basic flaws of the design, such as the Strategic Warfare imbalance so graphically portrayed in this game, could be corrected outright and not just glossed over with half measures. Consequently, this replay illustrates a game of the past—one which is about to be eclipsed by a newer and far better version.

It had been the participant's desire to illustrate every move in the style of other replays but the immensity of the project soon forced us to give up any such illusions. Therefore, we have had to abandon the tactics of the game entirely and concentrate solely on the strategies employed. To that end we hope it is still entertaining reading.

The execution of the game was not perfect. By our own reckoning at least ten illegalities were allowed to pass, a small enough measure given a task of these proportions, but only one was significant and who among us can lay claim to having played a perfect THIRD REICH game? Nevertheless, please keep in mind that the publication of this replay signals the end of an era for THIRD REICH players, and that the moves described herein may prove to be drastically less valid in the new edition.

I've often wondered why *THE GENERAL* never had any *THIRD REICH* Series Replays. Surely the ebb and flow of a full campaign would be an ideal subject, especially as many players have never played through the entire war and would be interested to see how the game developed in the final years.

Accordingly, when Marcus and I took on the job of writing a GAMER'S GUIDE TO THIRD REICH (the finalization of which is awaiting the 3rd edition of the rules to ensure compatibility), we agreed that we would do a demonstration game and make blow-by-blow notes on our feelings as we penetrated deep into the intricate delights of the game. I don't think that either of us realised what a monumental task we were undertaking, and hundreds of working hours later we, and our collaborator Richard Wein, are sobered and wiser men—but it is impossible to subdue a sense of elation that the Replay has finally come to life, for a game whose quality I think—especially in the 1941-45 period when it was Richard vs. Marcus alone—justifies every minute of the time invested: quite simply I have learned more about *THIRD REICH* from this game than from all my previous playings, as one new tactical or strategic idea after another tumbled out under the pressure of their expert thrusts and counter thrusts.

Marcus and I started the game with Mike Nicholas, an experienced *THIRD REICH* player living in Brighton, England, where I was on holiday at the time. Mike and I made an early agreement to totally coordinate our strategies and tactical planning: Britain would support France as long as possible, and France would accept a strategy of attritioning off her resources for Axis resources in the long-term interests of the Allies. At this distance in time—two years—I can no longer remember which ideas came from Mike and which from me, and although the Allied Players' Notes are written by me in the first person the good ideas were probably Mike's

With my holiday ending with years of war to go, Richard Wein agreed to take over the Allies for the remainder of the game. As the game had started on an Alliance basis (victory determined by Objective hexes), and this in any case seemed the more interesting set of victory conditions, it was agreed that the game would be played to Alliance rules. This decision was, I think, justified by the fascinating struggle for the Objectives in the last year of play, when interest in a Coalition game would have diminished a great deal by a looming Stalemate result. The original idea was that I would make lofty comments on each of the post-1940 moves at the end of the game, but although I would have played both sides slightly differently I have little doubt that the net effect would have been unfavorable, so I will keep quiet and let Don Greenwood comment in his usual italic medium. [Thanks a lot!] My main reservation is over the heavy commitment of both sides —especially the Axis—to the North African struggle, but the European strategies were, I believe, correct, and at a tactical level the players' skill was such that comments from me in detail would be superfluous.

About the players: *Marcus Watney* is a professional writer and editor with a vast haul of games in his cupboards and many years of experience. He plays slowly and methodically—friends playing the role-playing game *COSMIC ENCOUNTER* have invented the WATNEY character, with the special characteristic "You are allowed to analyse every situation for 3 hours"—but with laser-like accuracy, pursuing his strategic goals with single-minded precision. His analytical approach to the actual moves contrasts with his lively and inventive mind, producing a whirligig of sparkling new concepts to be inserted into his calculations.

Richard Wein is a mathematician, and another analyst *par excellence*. Less of an abstract theorist than Marcus, his strength lies in a cool and unflappable playing style coupled with a near-perfect overview of every twist of the rules; he has taken the
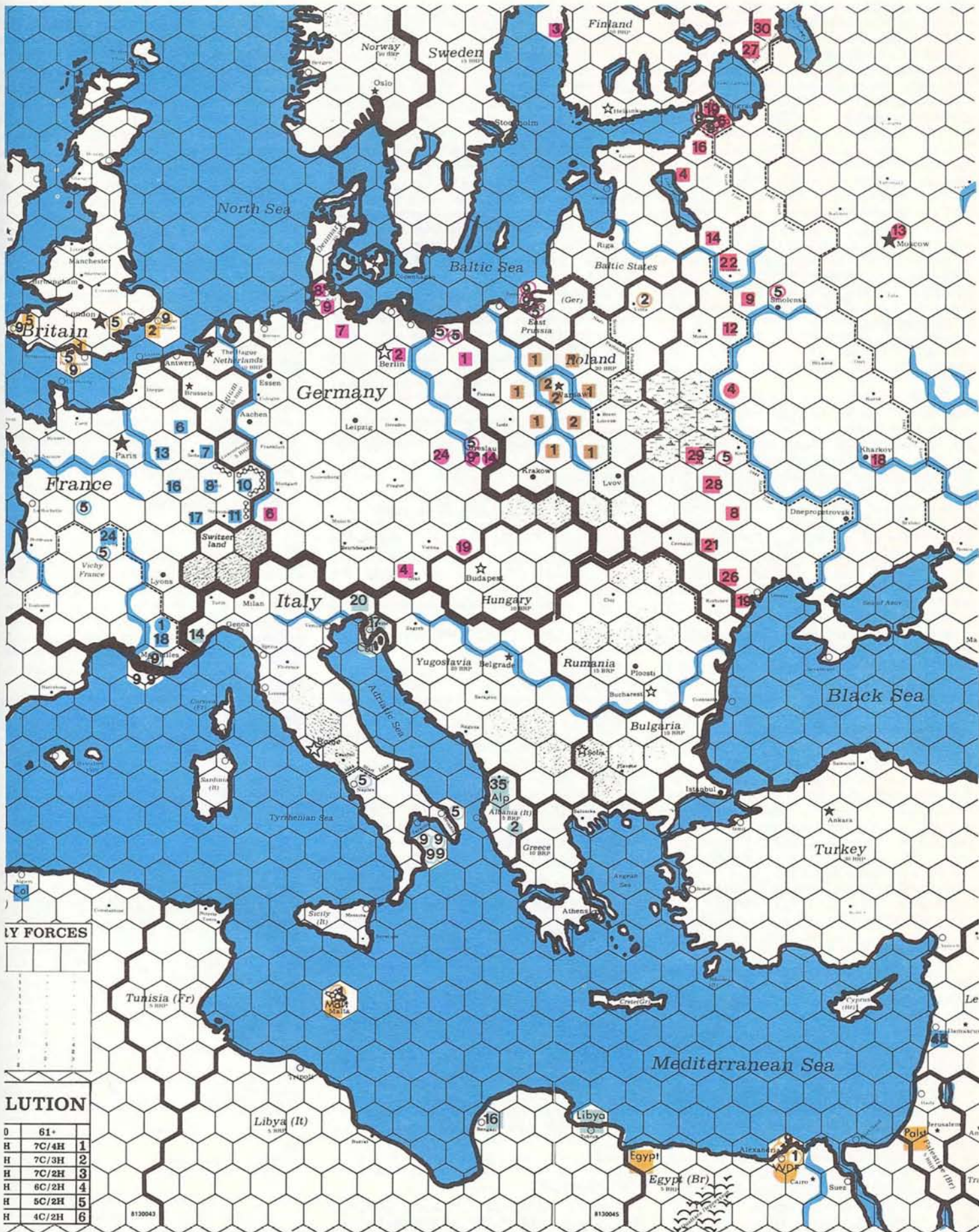
Opening Setup: *Ground units have their unit designations imprinted in black within a solid square for infantry, a solid circle for armor, and a solid triangle for airborne. Replacements are designated by the letter "R", partisans by "P", and Minor Allies by a combination of nationality letter and attack factor (F2 = Finnish 2 factor unit). Air and naval units are shown by their attack strength within a hollow circle. Airbases are shown with an asterisk within a hollow circle.*

main responsibility for the rule clarifications prior to the 3rd edition, and I don't know of anyone who could have done the job better (or even at all).

I am a mathematician too, but my play is what Marcus kindly calls "intuitive"—i.e. fast, perhaps resourceful on a good day, but careless—a deadly trait in a *THIRD REICH* player! I wrote *THE COMPREHENSIVE GUIDE TO BOARD WARGAMING* in 1977, with an example from experience of how to lose in *THIRD REICH* in one turn (by not para-proofing the second line). Another book on the hobby, *THE BEST OF BOARD WARGAMING*, written with Marcus and others, is appearing this year.

All of us are British—perhaps American players don't know that the hobby is expanding very rapidly in Britain now, as it did ten years ago in the US—and one day I hope it will be possible to pit Richard and Marcus in a game against the best American players. I hope that this game will whet somebody's appetite!

And now, curtain up . . .

Axis Fall 1939:

The British setup in the Mediterranean is most annoying. Threatened by an amphibious assault and an Allied double move, Italy dare not proceed with the invasion of Yugoslavia. In the north, Britain is also threatening to invade Norway: Germany is therefore playing it safe with no fancy first turn invasions. The German airwing in north Denmark is positioned to give Oslo DAS in the winter, should the British land. The navy has been kept out of range of an RAF strike from Copenhagen and is also the principal component of the East Front garrison. Although it is not necessary to garrison Hungary and Bulgaria, Russia is not permitted to declare war on them), I like to have an infantry unit in Budapest ready to move either against Belgrade or on to the East Front, and a unit in Bulgaria to guard against a British attack from Salonika. Armor is positioned around Munich to go to Italy's aid if the British land on the mainland. There is little I can do to prevent the fall of both Tobruk and Tripoli in the face of a double move, so I am concentrating on holding Benghazi and am just hoping for the best. Next turn's targets are Holland, Belgium, Norway and Denmark.

Axis Fall 1939: Germany attacks and defeats Poland without a loss (a 2-1 followed by a 3-1 exploitation vs. Warsaw), and attritions Denmark without effect, setting up an airbase and paratroops in G32. Since the British are threatening to invade Norway, a German 5-4 is cleverly placed there too, to give DAS to Oslo on the second turn of an Allied double move. The turn's builds make any Allied moves against Germany or Italy proper unlikely.

Allied Fall 1939:

Very entertaining psychological warfare in the Med: the Italian threat to Yugoslavia looks most convincing, and I really don't know if my counterthreats are sufficient—but after long discussion I manage to persuade Marcus! In the north he moves with menacing competence over Poland and—the first time I've seen this done—into northwest Denmark to establish an airbase.

My variant counter is the Free French, which I've not had before: how best to use it? Ideally I should defend France with the British and Egypt with the French!—but I doubt if Marcus will provide the necessary cooperation to enable this to be done . . . My strategy with the Allies is to be quite ruthless with the French, spending and exchanging with their units at every opportunity: as a rule of thumb, if I can bankrupt the country before it is conquered the campaign is likely to have taken a heavy toll of the enemy. Britain should beef up Russia as far as possible before the Axis can start

attacking the Murmansk route; in general, I hope to end 1940 with a weakened Germany and a strong Russia, even if the price is a weak Britain, for in the following two years Russia will be the crucial partner in the anti-Nazi effort. Accordingly, I start the game with an aggressive French stance and an attack on Norway, in order to delay Murmansk interdiction.

Allied Fall 1939: Norway attacked in co-operative conquest (double move infantry attack). If Allies had wanted to avoid the double move, they would have opened the Lend-Lease route. French use western offensive to transport colonial troops home (example of paying only for the Front which receives the action). The French capture Frankfurt with a 2-1. Russia moves in on the Baltic states.

FALL 1939 BUILDS/SR (Costs in brackets)

GERMANY
Armor (8): 41 Pz Wilhelmshaven, 48 Pz Q25, 2 SS L29
Infantry (3): 10 (Stuttgart), 11 (Frankfurt), 15 (Aachen), 17 (Essen)
Paras (9): Kiel
Replacements (1): Graz, Vienna, Q26, Nuremburg, O27, N27, L30, M28
Air factors (3): 4 at Dresden, merging with 1 on map to make 5-4
TOTAL EXPENDITURE 65 (builds) + 10 (war on Denmark) = 75, leaving 75
SRs: Paras to G32, 5-4 (used) and airbase (Kolberg) to G32, 9 Pz (N35) to Munich, 14 Pz (N35) to N28, 19 Pz and 24 Pz (Warsaw) to Berchtesgaden, replacement (Graz) to Plovdiv, replacement (Vienna) to W31

ITALY
Armor (4): 1 X23
Infantry (2): CN V24, 5 U21, 10 X24, 11 AA23
Replacements (1): Milan, U24, Genoa, U23, W23, DD22
TOTAL EXPENDITURE 18 (builds), leaving 57
SRs: 2 Armor (AA27) to KK22, Alpini (Tirane) to Benghasi, Celere (Trieste) to X23
AXIS TOTAL BRPs LEFT: 132

FRANCE
Replacement (1): Q23
TOTAL EXPENDITURE 1 (build) + 10 (war on Norway) + 10 (war on Luxembourg) + 15 (offensive) = 36, leaving 49
SRs: fleets Beirut and Algiers to Marseilles

BRITAIN
Armor (8): 30 Great Yarmouth
Infantry (3): 8 (Plymouth), 9 and 12 (London)
Air factors (3): 3 at London
TOTAL EXPENDITURE 26 (builds) + 15 (offensive) = 41, leaving 84
SRs: Palest (KK33) to MM26, 2-4 air (Alexandria) to Malta
ALLIED TOTAL BRPs LEFT: 133: move first in Winter 1939

USSR
Infantry (3): 60 I41, 61 Leningrad, 62 N38, 63 S38, 64 H42
Infantry (2): 3 O37
Infantry (1): 13 M38, 23 Q37, 24 R37
TOTAL EXPENDITURE 20 (builds) + 10 (war on Baltic States) + 15 (offensive) = 45, leaving 45
SRs: 27 inf (B46) to I37, 60 inf (I41) to I38, 24 inf (R37) to U36, 23 inf (Q37) to S36, 16 inf (Talinn) to J38

Allied Winter 1939

Should I have taken the double move? The Scandinavian strikes were really what decided me: knocking out Norway was tempting, and the chance to use the *Danish* air force with the French to hit his forward air base was irresistible!

Allied Winter 1939: The second consecutive Allied move. Four French airfactors stage into Copenhagen, combine with the Danish airforce, and destroy the German 5-4 at G32. A tactical victory for the Allies. British troops capture Oslo. Incomplete Allied spending of 1939 BRPs is wasteful. Using Frankfurt as an airbase, the French counterair Dresden again forcing losses on the German with only French forces. Aachen falls to a 2-1 attack.

Axis Winter 1939

Ouch! I was prepared to lose the aircraft in north Denmark to the RAF, but I failed to take into account that a double move would permit the *French* to swap off. The exchange of so many French air factors for German is a tactical victory

for the Allies. My defense of the Rhine also proved pretty ineffective. Still, I think the Allies have failed to use their double move to real effect: the capture of Norway and two German hexes is hardly consolation for the counterattack which is about to hit them, for I have found a weak spot near Lyons and hope to enter Paris in the spring. Even though I cannot enter the city in strength, it should at least paralyze French forces for a while. To the south, the usual Italian invasion of Egypt enjoys the usual result: no effect. The departure of the French from Tunisia is gratifying, even though I know they only did it to deny me an 11 + attrition when the British retreat to the Quattara Depression. In the far north, my aircraft and paratroops are positioned well enough to launch an immediate airborne assault on Stockholm, leading to the eventual conquest of Norway I hope. Such a swift response to his impudent pre-emptive strike on Norway should put his nose out of joint a little!

Axis Winter 1939: Italy declares war on Britain. Germany defeats Sweden using paratroops, nine airfactors in Finland and two fleets. The Swedish fleet ineffective due to massive German air superiority. Germany captures Belgium, Holland, and Denmark. Germany drives through Italy to strike at southern France. Italians make no progress in Egypt. An attrition option in the Med with 3 factors in control has no effect.

WINTER 1939 BUILDS/SR

FRANCE
Armor (6): 2 GCM T19, 5 GCM Paris
Replacements (1): N23, Calais, P23
Air factors (3): 4 at Q20
TOTAL EXPENDITURE 27 (builds) + 15 (offensive) = 42, leaving 7
SRs: 24 inf (T20) to N24, 45 inf (P23) to O24, fleet (Marseilles) to Lorient

BRITAIN
Armor (8): 1 Can Portsmouth
Replacements (1): Rosyth, J25, L21, Plymouth, Dover, Great Yarmouth
Air factors (3): 2 at London
Fleets (27): 1 at Great Yarmouth
TOTAL EXPENDITURE 47 (builds) + 15 (offensive) = 62, leaving 22
SRs: 5-4s Dieppe, M24, London to Bordeaux, St Nazaire, Rennes; 1 Can to P22, 30 arm (Lux) to S21, 8 inf (Plymouth) to M24
ALLIED TOTAL BRPs LEFT: 29

USSR
Armor (6): 11 Tank M39, 15 Me O40, 22 Me R39
Infantry (2): 5 P38, 7 L39, 10 O38, 11 Q38
Air factors (3): 5 at Vitebsk
TOTAL EXPENDITURE 41 (builds), leaving 4
No SRs

GERMANY
Air factors (3): 5 at Nuremberg
TOTAL EXPENDITURE 15 (builds) + 30 (2 offensives) + 30 (war on Sweden, Holland, Belgium) = 75, leaving 0
SRs: 5-4 (D40) to Munich, 14 Pz (The Hague) to Turin, 41 Pz (The Hague) to Milan, 3-4 (Helsinki) to Berchtesgaden, 1-4 (Helsinki) to Berchtesgaden, 1 inf (J36) to L28, 8 inf (Copenhagen) to V22, 9 inf (I31) to J37

ITALY
No builds
TOTAL EXPENDITURE: 35 (war on Allies), leaves 22
SRs: Replacements Milan and Genoa to V24 and X23; Celere (X23) to MM24, 1 armor (X23) to MM24, 35 inf (Tirane) to I115
Lent: 5-4 (Milan), 5-4 (Milan)
AXIS TOTAL BRPs LEFT: 22

1940 YEAR START

GERMANY
No BRPs left. "New" base 150 BRPs.
Conquests: Poland (20 BRPs), Denmark (10), Netherlands (0), Belgium (15), Sweden (15), total 70
Total BRPs 1940 start: 220
Spend 22 on 11 U-boats, leaving 198

ITALY
22 BRPs left. Growth rate 20% = 4, but "new" base still 75
Total BRPs 1940 start 75 + 4 = 79

FRANCE
7 BRPs left. Growth rate 30% = 2, but "new" base still 85
Conquests: Luxembourg (5), share in Norway (5)
Total BRPs 1940 start: 85 + 2 + 5 + 5 = 97

BRITAIN
22 BRPs left. Growth rate 40% = 8, but "new" base still 125
Conquest: shrare in Norway (5)

Total BRPs 1940 start: 125 + 8 + 5 = *138*
Spend 12 on 4 ASW, leaving *126*

USSR
4 BRPs left. Growth rate 30% = 1, but "new" base still 90
Conquest: Nazi-Soviet Pact Area (25)
Total BRPs 1940 start: 90 + 1 + 25 = *116*

TOTAL AXIS: 277
TOTAL WESTERN ALLIES: 223

Axis Spring 1940

I've made it into Paris through the back-door! That'll give the Allies something to think about. But I am very concerned at the loss of yet another airwing intercepting French DAS, plus a further three air factors in an exchange: I cannot sustain that sort of loss-rate. Thanks to my failure to attack the French 18th infantry, I am about to have the door slammed in my face anyway, by French infantry re-occupying the Alps. Now, I must consolidate! I must take advantage of the limitation on French attacks (due to the capture of Paris) next turn and push a SR corridor deep into central France, along which to redeploy infantry for the *final* drive on Paris. While the invasion of Egypt continues with all the sluggishness of the First World War, it looks as if a humble 1-3 will accomplish the conquest of Tunisia single-handedly in record time! Half way through Spring 1940, the Allies are 22 BRP ahead, so they could manipulate a double move again. However there is little incentive to do so, for only one could afford to take an offensive, which would mean the fall of France automatically since so many French units are out of supply.

Axis Spring 1940: *The Germans capture Paris on exploitation at 1-1 (CA result becomes D, because the counterattack would have been at 1-5). Luftwaffe forced to intercept French 5-4 (La Rochelle). German infantry captures Calais. Italians in Egypt gain 2C/1H, but no hex is available after the British remove both front-line units. Italian invasion of Tunisia begins.*

Axis 201 BRPs, Western Allies: 223 BRPs. Although the Allies could now take a double move, only one of them could take an offensive, and since Paris in this case can only be retaken with a joint offensive, taking the double move would automatically result in the fall of France.

Allied Spring 1940

His response is very worrying; the attack on Sweden came as a great surprise to me, and I have made a serious error in the defense of France which he has exploited to the full. Paris is burning as I feared, but at delightfully hideous cost to the Axis. The Allies charge back into the breach with another offensive, and the first French unit with Free status in mind slips off to Africa; the French must make a run for it with their air force next turn, so we rebuild the second air wing as well as my armor and some infantry. If I can evacuate both air wings it will be a tremendous asset in the west later in the war. This *is* a nice variant!

Allied Spring 1940: *The French recapture Paris at 2-1. French 18th inf (U20) advances northeast up the French Alps to cut off the Germans in France. French fleets in Lorient and Marseilles supply southern France. French choose to rebuild an airwing rather than infantry. French SR 5GCM armour to Egypt via Marseilles and Beirut.*

SPRING 1940 BUILDS/SR

GERMANY
Armor (8): 2 SS Pz Munich, 48 Pz Munich
Infantry (3): 6 R25, 11 R25
Air factors (3): 5 at Dresden and Berchtesgaden, 3 at Prague
TOTAL EXPENDITURE 61 (builds) + 15 (offensive) = 76, leaving *122*
SRs: 2-4 (Turin) to Prague (builds up to 5-4), 5-4 (The Hague) to Krakow, paras (Copenhagen) to The Hague, replacement (M28) to

Wilhelmshaven, 4 inf (Krakow) to D36, 9 inf (J37) to C37, 9 Pz (The Hague) to N28, lent Italian 5-4s (Milan) to Munich and (unused) The Hague

ITALY
No builds
TOTAL EXPENDITURE: none, leaving 79
SRs: CN(W24) to Tripoli, replacement (V24) to Syracuse, two fleets (AA26) to Taranto, Benghazi, airbase (Milan) to The Hague
TOTAL AXIS BRPs LEFT: 201
Lent: 5-4 unused (The Hague), 5-4 used (Munich)
NB: At this point the Western Allies have 223 BRPs, but to take a double move they could only spend 21, so could not afford the joint offensive needed to save Paris

FRANCE
Armor (6): 1 Paris, 5 GCM Marseilles
Infantry (2): 17, P22, 25, O24, Alp Metz
Air factors (3): 5 at Strasbourg
TOTAL EXPENDITURE: 33 (builds) + 15 (offensive) = 48, leaving 49
Srs: 45 inf (O24) to La Rochelle, Alp (Metz) to Luxembourg, 5 GCM (Marseilles) to MM27 via Beirut

BRITAIN
Armor (8): 1 Can London
Infantry (1): "Egypt" Great Yarmouth, "Palest" Plymouth
TOTAL EXPENDITURE: 10 (builds) + 15 (offensive) = 25, leaving 101
SRs: 5 inf (C33) to Gibraltar, 2-4 unused (Malta) to Cairo, fleet (Great Yarmouth) to Gibraltar, 13 armor (Luxembourg) to O20
TOTAL ALLIED BRPs LEFT: 150

USSR
No activity. BRPs still 116

Axis Summer 1940

As they say, fighting is "confused". Am I behind his lines or is he behind mine? At last the French are feeling the pressure. The loss of Luxembourg will reduce France's treasury to 44 BRP's, and while I remain adjacent to Paris no loans can be received from Britain. As a result, a number of infantry units have remained unbuilt. The advance of 9th Panzer has put French 17th and 25th infantry and British 8th infantry out of supply, thus securing my eastern flank. Due to lack of units he has given me Metz, and I am happy to take it: unaffected by ZOCs and always in supply it makes a marvelous paratroop base, in range of both London and Marseilles. But why did he build a 5-4 rather than infantry: surely airwings are a luxury he cannot afford while infantry remain unbuilt? Well, I'm not complaining, but it looks like an error of judgment to me. I would have built infantry in the Maginot line instead. In the Mediterranean, things are going well; Tunisia has been conquered without bloodshed, and in Egypt the British have unexpectedly run away. I was amazed at the arrival of French armour in Egypt: he cannot even give it DAS. If only I could have afforded an offensive! But, once again, I dare not overspend for fear of offering the Allies a double move.

Axis Summer 1940: *Paratroops capture Metz unopposed, due to shortage of French infantry. Germans do not attempt to capture Paris, but consolidate, capturing Lyons, opening up a SR corridor into France via Italy, and isolating southern France with an armoured unit adjacent to Bordeaux. German infantry redeploys into France in considerable numbers. The Italians make no progress in Egypt, but capture Tunisia unopposed, the British being anxious to deny the Italians an 11+ attrition.*

Allied Summer 1940

Skedaddle time: the air wings race south towards freedom, giving another first in my experience of the game: Constantine serving a useful purpose! I look forward to visiting Bogard country in Casablanca. The position in Egypt is nasty, and I must rush reinforcements there at once; there are just enough fleets in the Med to stabilize the position with fresh troops. With luck he will not want an offensive next turn and will therefore be unable to kill one of the French air wings within his reach in the Med. If I had been more careful with the

evacuation he wouldn't have had the choice, though. One more Allied offensive in France hammers away at the enemy again and neatly (with builds) eats up the French treasury: the Finance Minister gets the Legion d'Honneur for good planning! France is going to fall in a turn or two—too soon for our friends in the east—but at least the repeated counteroffensives have gnawed deeply into German reserves.

Allied Summer 1940: *The British and French counterattack the German spearheads, force them back from the outskirts of Paris, and resupply southern France. French counterattack on Luxembourg fails, so Germany has conquered Luxembourg and France loses 5 BRPs. British 8th inf attacks 9th armoured at 1-3: both lost in an exchange. Britain, with 74 BRPs left and expecting a loss of 21 BRPs to U-boats, does not lend anything to France. France uses up all her remaining BRPs to build a second airwing and seven infantry units, and awaits the final assault. The French redeploy one airwing to Casablanca, and the other to Constantine, perhaps intending to stage the latter to Malta next turn.*

SUMMER 1940 BUILDS/SR

GERMANY
Infantry (3): 27 and 29 Prague, 30 Kolberg, 39 J36, 40 J37, 67 and 84 Breslau
Air factors (3): 5 at J36
TOTAL EXPENDITURE: 36 (builds) + 15 (offensive) = 51, leaving 71
SRs: 24 Pz (S20) to R19 (remove BH), 27 inf (Prague) to Vichy, 29 inf (Prague) to Q20, 30 inf (Kolberg) to Vichy, 39 inf (J36) to A37, 40 inf (J37) to B37, 67 inf (Breslau) to S20, 84 inf (Breslau) to Q20, 5-4 (J36) to Poznan

ITALY
No builds
TOTAL EXPENDITURE: none, leaving 79
SRs: Libya (NN25) to FF16, 5 inf (T24) to MM25, 10 inf (Venice) to LL26, replacements (U23 and U24) to Naples and Z24
Lent 5-4 (The Hague), 5-4 (Livorno)
TOTAL AXIS BRPs LEFT: 150
NB: Allied total now is also 150, so no double move can be engineered

FRANCE
Infantry (2): 18 P22, 8 Q22, 41 P22, Col Q21, 24 N22, 44 O21, Alp Q21
Air factors (3): 5 at Toulouse
TOTAL EXPENDITURE: 29 (builds) + 5 (loss of Luxembourg) + 15 (offensive) = 49, leaving 0
SRs: 45 inf (Bordeaux) to Paris, 5-4s (X20 and Toulouse) to Casablanca and Constantine
16 inf (V20) is removed due to lack of supply, and the airbase on M24 displaced to London
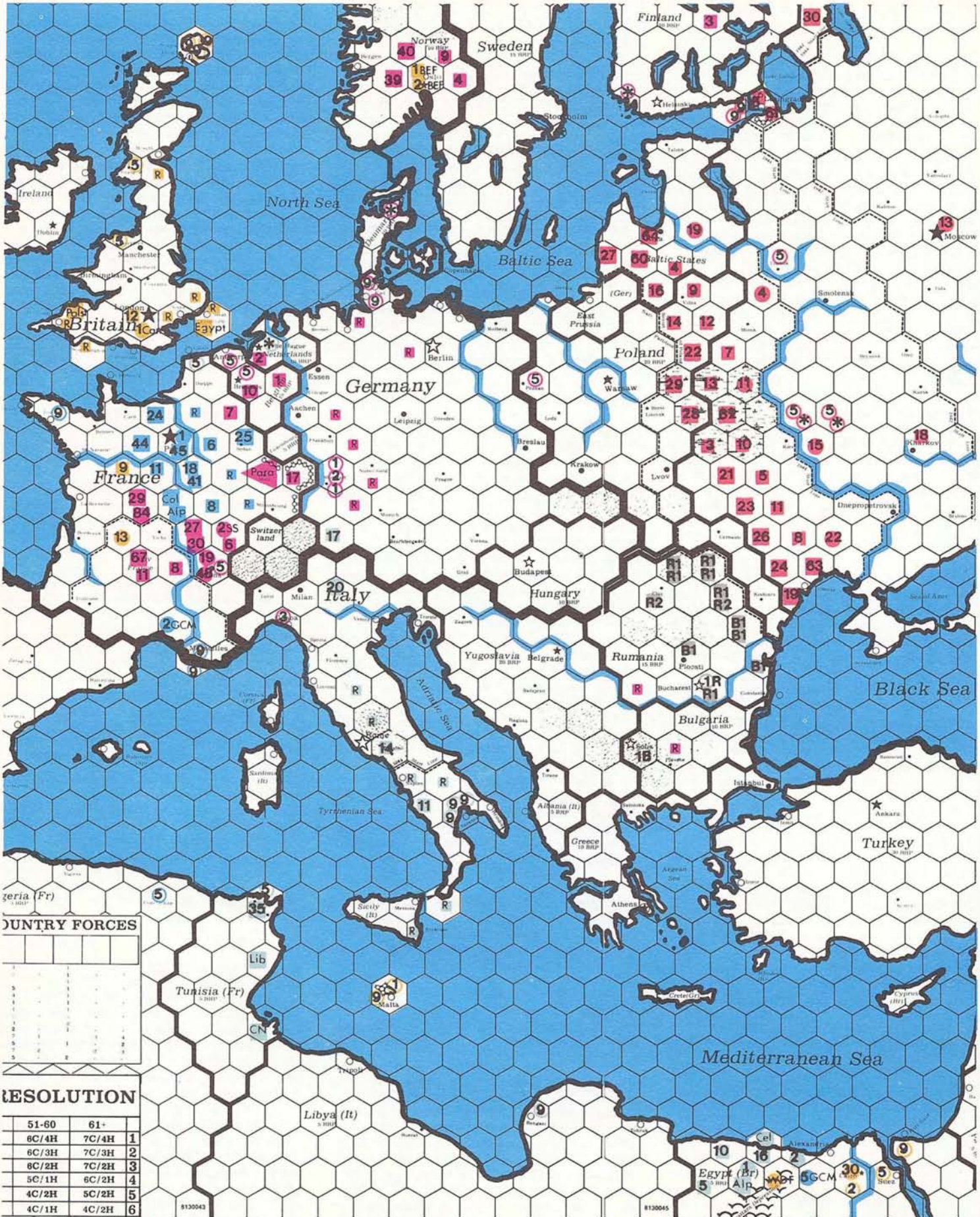
BRITAIN
Armor (8): 30 Birmingham
Infantry (3): 5 Portsmouth
Infantry (1): "Malta" Portsmouth
TOTAL EXPENDITURE: 12 (builds) + 15 (offensive) = 27, leaving 74
SRs: 30 armour (Birmingham) to Cairo, 5-4s (Portsmouth, St Nazaire, Rennes) to Suez, Glasgow, Liverpool
TOTAL ALLIED BRPs LEFT: 74

USSR
No activity. BRPs still 116

Axis Fall 1940

This is dreadful! The Allies have drawn the most powerful variant: the Free French. What other reason could there be for sending both air wings to Africa? Now I understand why France rebuilt his air wings rather than infantry, and why the 5 GCM went to Egypt! Thank goodness I attacked through the south of France: he must be cursing me for cutting off the bulk of his troops from Marseilles. Faced with this startling new development, I decided I had to capture Paris immediately, even though the paradrop had to be at 1-1. The toughest decision, though, concerned that French air wing in Constantine: in the end I decided I had to spend 15 BRPs to destroy it before it could join the British force pool, even though this caused the Italians in Egypt (who were prepared for an 11+ attrition) to suffer. Knocking out a French fleet factor was definitely a good move. But what a mess Norway is

COUNTRY FORCES

RESOLUTION

51-60	61+	
6C/4H	7C/4H	1
6C/3H	7C/3H	2
6C/2H	7C/2H	3
5C/1H	6C/2H	4
4C/2H	5C/2H	5
4C/1H	4C/2H	6

The situation before resolution of combat on the Axis player turn of Fall, 1940. Germany has played variant 5 to activate Bulgaria and Rumania. Lent Italian air destroys the 5-4 in Liverpool with maximum losses. The German airborne at Metz drops on P22 and with air support eliminates the French 18, & 41st Infantry at 1-1. The 2SS heads a 3-1 assault vs the French 8th that creates a Breakthrough for the 19th & 48th Panzer to exploit through the airborne and attack Paris at 2-1 with air support. The resulting exchange eliminates the 19th Panzer and 6 AFs, but the 48th occupies Paris. The 29, 84, and 67th German Infantry eliminate the British 13th Armor at 1-1, and the lent Italian 5-4 counterairs the French 5-4 in Constantine with maximum losses to complete the operations vs Paris. In Norway, The German 4, 9, 39, & 40th Infantry are lost in a 1-1 Exchange vs. the 1st and 2nd BEF.

in! I felt I ought to risk a 1-1 there because I hoped I wouldn't have to take any more western offensives. I failed, and the exchange has left an enormous vacuum in Scandinavia. I have played my variant counter, the early activation of Bulgaria and Rumania: it was because I had this chit that I pushed into France so fiercely regardless of casualties. I must try to attack Russia in Winter 1940; this has been my aim all along. In order to get a really good attrition attack on Russia I have spent every available German BRP on construction, including the extra 25 BRPs for Bulgaria and Rumania. If I had a cook-house detail, I'd throw *that* into the front-line too!

Axis Fall 1940: *The French habit of rebuilding airwings rather than infantry, and the redeployment of those airwings to North Africa, convinces Germany that the Allies have the Free French Variant counter! Germany therefore takes a special offensive just to wipe out the Constantine airwing, using a lent Italian 5-4 staging from Livorno to Tunis. The Italians planned to take their first 11+ attrition in the Mediterranean, but had to Pass; an Italian armoured unit adjacent to Alexandria therefore dies of starvation.*

Germany plays Variant 5: Bulgaria and Rumania activate and Germany gains 25 BRPs immediately. Germans capture Paris in classic style: combat, paratroops, exploitation capture three hexes (paratroop attack was at 1-1). Three German airfactors at Genoa sink one French fleet factor at Marseilles for the loss of one airfactor, so as to ensure the British get only one Free French 9-factor fleet and one 8-factor fleet.

Germans attack Oslo at 1-1; an exchange wipes out everyone, but the German 14th armor SRs to the hex between Bergen and Oslo. Axis have lost 17 airfactors this turn, ten of them Italian.

Allied Fall 1940

Rats! The Constantine air wing bites the dust: despite the cost I am sure he made the right decision. I have shot my bolt in France, and must now rush a convoy to Russia while Norway remains free– quite an extraordinary result in Scandinavia, like a Greek tragedy with everyone dead on the stage at the end of the last act. I am now handing over to Richard, who starts this turn by improving on my planned Soviet defenses. I know that he doesn't fully agree with my strategy so far, especially the reckless spending of British money, but I don't think Egypt can fall now unless the Germans strike through the Middle East, and Russia is going to need every rouble against the juggernaut on her borders. On the other hand I am very sorry to be leaving Richard with a French surrender at such an early point: I have left him a very long haul in Russia, and the Axis must be favorites at this point. Marcus's play on the last turn was quite admirable: realizing the danger of the Free French, he concentrated every resource on the three vital objectives: taking Paris, stopping the air wing, and preparing the campaign in the east.

Richard Wein takes over the Allied commentary: it seems likely that Marcus will declare war on Russia in Winter 1940, so my deployment must allow for the possibility of the Axis having a double move with respect to Russia. Fortunately Germany cannot afford to pay for an offensive, which would make my task much more difficult—even though it would only have effect outside Russia. My first line of defense is arranged so that, even after being pushed around by attrition, it will provide a continuous barrier. The second line is far enough back to be safe from airborne attack and from armor penetrating through my ZOCs in the second German movement phase.

Allied Fall 1940: *France falls: the British play the Free French Variant and gain a 9-factor fleet (moves to Plymouth), an 8-factor fleet (moves to Gibraltar), one airwing at Casablanca and 5GCM armor in Egypt. Syria, Algeria and Morocco are Free French. Vichy units in mainland France are one armour, four infantry and two replacements. British redeploy a unit into Lorient using the Free French fleet, and rush an uncontested Murmansk Convoy to Russia, worth 36 BRPs on arrival. The Soviets begin to prepare a Watney-Wein defense (reversed spaced armour).*

FALL 1940 BUILDS/SR

GERMANY
Variant 5: Rumania and Bulgaria activate; German BRP level increases by 25 to 96
Armor (8): 14 Pz Kolberg, 47 Pz Berlin, 24 Pz Leipzig
Infantry (3): 4 J37, 5SS S26, 9 J37, 13 SS Breslau, 15 Q33, 18 Q32, 20 Q32, 25 Berlin, 36 K35, 40 K36, 44 Q33, 51 Vienna, 76 Dresden
Air factor (3): 1 at Stuttgart
TOTAL EXPENDITURE: 66 (builds) + 30 (offensive) = 96, leaving 0
SRs: 1-4 (Genoa) to Stuttgart (builds up to 5-4, 14 Pz (Kolberg) to C34, 24 Pz (Leipzig) to Ploesti, 1 inf (M26) to Danzig, 8 inf (S20) to Warsaw, 11 inf (S19) to Warsaw, 17 inf (P25) to R33, 51 inf (Vienna) to T34, 76 inf (Dresden) to T34

ITALY
Air factors (3): 5 each at Taranto and Naples
TOTAL EXPENDITURE: 30 (builds), leaving 49
SRs: 11 inf (AA23) to A36, CN (HH15) to NN25, replacement (W23) to X22, 20 inf (T24) to W24, 17 inf (R25) to AA23
2 armor (LL28) is removed due to lack of supply
Lent: 11 (A36)
TOTAL AXIS BRPs LEFT: 49
NB: British total is now 74

BRITAIN
Armor (8): 13 Scapa Flow
Infantry (3): 1 BEF London
TOTAL EXPENDITURE: 11 (builds) + 40 (Murmansk Convoy) = 51, leaving 23
SRs: 1-4 (Malta) to Cairo, airbase (London) to G25, 1-4 (Gibraltar) to Cairo, 12 inf (London) to Lorient (by Free French fleet Plymouth), 40 BRPs to the USSR, via Scapa Flow

USSR
Receives 36 BRPs via Murmansk Convoy, total now 152. Russia will move first in Winter 1940

Axis Winter 1940

Italy has declared war on the Soviet Union. The 61+ attrition has made little progress against the Russian defense (jointly conceived before the game by Richard and myself). My double move against Russia has been neatly defused! Of course, most of his armor will be destroyed or (better still) starved to death, making it difficult for him to build a double-line in the spring. Lack of air bases as I advance into Russia is going to be a real problem. After attrition, three German units are in Russia, so this is my "first winter in the Soviet Union". By timing the first winter to coincide with an Axis double move I have side-stepped the Russian counterattack against undoubled German units. I shall also be able to launch four consecutive offensives in 1941. This is the great advantage of attacking Russia in Winter 1940. But I have made one error: I should have left 15 BRP in the German treasury last turn, so as to threaten an offensive against the Nazi-Soviet Pact Area this turn. This would have forced him to abandon the Pact Area entirely in his opening defense and set up all his units in the Soviet Union itself where an offensive could not touch them. I would thus have captured the Pact Area in time for the 1941 Year/Start. What a wasted opportunity!

Soviet Winter 1940: *The Russians have the initiative thrust upon them. In this second consecutive move, they complete the Watney-Wein defense (which protects the front-line from fracture after an attrition attack by relying on a flexible mesh of ZOCs). They keep the second line far enough back to be out of air-range.*

Axis Winter 1940: *Italy declares war on Russia (if Russia is defeated it will be a co-operative conquest!). One German unit in Russia at the end of*

the movement phase, but three at the end of the combat phase. It is therefore the first Russian winter. 61 factors in contact. Result:7C/3H. Russia removes front-line infantry. The mesh of ZOCs survives intact.

Germany finally conquers Norway; Britain abandons France. Italy makes no progress in Egypt, but captures Constantine unopposed.

Allied Winter 1940

See earlier comments! NP adds: Horrors! I hadn't seen the 2nd edition rule that strategic warfare deficits in BRPs are subtracted from *the base*: Britain is suffering. Sorry, Richard!

British Winter 1940: *Britain decides to ignore the U-boat threat and spends the remaining 21 BRPs on a 5-4 and 5GCM (just lost by attrition). Britain sends troops to Egypt and one replacement to Algiers.*

WINTER 1940 BUILDS/SR

GERMANY
No builds
TOTAL EXPENDITURE: 0, leaving 0
SRs: paras to J36, replacements (L30 and N27) to L36 and Warsaw, 48 Pz to R34, 2SS Pz to R34, 67 inf to Q34, 6 inf to Kiel, 5-4 (Wilhelmshaven) to Oslo, 7 inf to LL25

ITALY
Armor (4): 2 Rome
TOTAL EXPENDITURE: 4 (builds) + 35 (war on Russia) = 39, leaving 10
SRs: 1 arm and 2 arm to Q33, 5-4s (Naples and Taranto) to Tobruk and Breslau, replacement (Syracuse) to S17
Lent: 5-4 (Breslau), 1 arm (Q33), 2 arm (Q33)
TOTAL AXIS BRPs LEFT: 10

BRITAIN
Armor (French, 6): 5 GCN Scapa Flow
Air factors (3): 5 at Rosyth
TOTAL EXPENDITURE: 21 (builds), leaving 2
SRs: 5 inf (L23) to Alexandria, replacements (L21 and Plymouth) to Algiers and Gibraltar, fleet (Port Said) to Portsmouth, Free French fleet (Plymouth) to Gibraltar
Notes: (1) Algiers is supplied from Egypt via the 8-factor Free French fleet (Gibraltar)
(2) *Error*: Britain should have lost 5 BRPs for the fall of Norway

USSR
No activity. BRPs still 152
TOTAL ALLIED BRPs LEFT: 154

1941 YEAR START

Strategic Warfare Resolution:
Germany has 11 U-boats, Britain 4 ASW. 7 U-boats survive resulting in a loss of 21 British BRPs.

GERMANY
No BRPs left. Base remains at 150
Conquests: Poland (20), Denmark (10), Netherlands (10), Belgium (15), Luxembourg (5), Norway (10), Sweden (15), Rumania (15), Bulgaria (10), France (42), total 152
Total BRPs 1941 start: 150 + 152 = *302*
Spend 30 on 15 U-boats, leaving *272*

ITALY
10 BRPs left. Growth rate 20% = 2, so new base 75 + 2 = 77
Conquest: Tunisia (5)
Total BRPs 1941 starts: 77 + 5 = *82*

BRITAIN
2 BRPs left, 21 lost to Strategic Warfare, so new base 125 - 19 = *106*
Conquests: Algeria (5), Morocco (5), Syria (5), total 15
Total BRPs 1941 start: 106 + 15 = *121*
Spend 12 on 4 ASW, leaving *109*

USSR
152 BRPs left, Growth rate 30% = 45, so new base 90 + 45 = 135
Conquest: Nazi-Soviet Pact Area (25)
Total BRPs 1941 start: 135 + 25 = *160*
TOTAL AXIS: 354
TOTAL ALLIES: 269

Axis Spring 1941

Due to Russia's excellent defense, there was little I could do this turn except isolate as much of the Russian front-line as possible. In the Mediterranean, though, the Axis took their first offensive against Egypt and made a little progress. A 1-2 attack on Alexandria, hoping for a CA, was thwarted when the British added two factors of DAS, bringing the counterattack odds up to 1-1. It proved to be a wise precaution: CA, Ex occurred! Who says I'm unrealistically optimistic making 1-2 attacks?

Making a lot of noise, I have announced movement from the SW Box to the MC Box. In fact it is only one U-boat, but I hope he will estimate it to be a much larger force. The air wing in Oslo is also a bluff: I hope he will assume I have secretly moved it into the MC Box, and so decide not to risk any convoys. In fact it's giving DAS to Bergen which I consider dangerously weak.

Axis Spring 1941: *Germans surround Russian front-line and consolidate; but the Russian defense has been successful in minimizing the damage done by the Axis double move.*

Italians launch a daring offensive in Egypt, hoping to capture Alexandria at 1-2 with a CA. By applying two factors of DAS, Britain thwarts this hope: and just as well—for a CA, Ex does occur! Without those two air factors, Alexandria would have been lost. Two air factors were applied, not one, so that a CA would be at 1-1 not 1-2. The only British unit in Egypt now is one armoured unit in Cairo. Three German infantry units are now in North Africa.

There is movement into the Murmansk Box (the British player is told this, but not the number of U-boats: in fact it is a bluff, as only one U-boat is transferred.)

Allied Spring 1941

The initial onslaught in the East has been held west of the Dnepr. However, with the Russian Winter already over, I can expect another three German offensives in 1941—not a pleasant prospect. Since Russia's survival is likely to be in the balance this year, I refrained from intercepting the German naval activity in the Baltic. Every one of my naval factors could be a vital contribution to the 75 factors needed to avoid surrender, providing I hold Leningrad. My defense this turn has been hindered by the lack of the three isolated armored units. As it is, I just can't spare anything to prevent the German 3rd infantry marching south from Finland.

Britain's primary objective for the next few turns must be to boost her forces in Egypt, where the situation is becoming critical. I've placed 4 fleets in Gibraltar and intend redeploying 4 units per turn—the maximum possible—into the Mediterranean. I doubt whether I will send any BRP aid to Russia this year. I would have to open the Lend/Lease route or else lose 15 BRPs to the German air unit in the Murmansk Convoy box, and I simply cannot afford to do this as well as building the units needed to save Egypt and retaining sufficient BRPs to meet the Strategic Warfare losses (likely to be 54 BRPs).

I had the opportunity to take Berlin by landing at Wilhelmshaven and gaining the BRP initiative to give me a double move. However, there is enough German armor and air power to ensure the capital's recapture, and the likely consequences of the ensuing Axis double move are too horrible to mention. In fact, I was forced to spend more BRPs than I would otherwise have done to avoid taking the initiative. WDF and 5 GCM will stay in Scapa Flow for a while. The threat of invasion and exploitation should tie down some German units on garrison duty in France.

Allied Spring 1941: *Russian attrition proves to be ineffective. Russia loses three armoured and three infantry units from isolation. British send reinforcements to the Mediterranean.*

SPRING 1941 BUILDS/SR
GERMANY
Armor (8): 9 Pz and 19 Pz J37, 39 Pz K36, 41 Pz K35, 46 Pz and 56 Pz Q33, 57 Pz Q32
Infantry (3): 18 and 23 Breslau
Bulgarian infantry (1): Sofia and X31
Air factors (3): 5 each in J32 and Breslau

TOTAL EXPENDITURE 94 (builds) + 15 (offensive) = 109, leaving 163
SRs: 18 and 23 inf (Breslau) to DD13, airbase (G32) top L37, 5-4 (Kolberg) to L37 unused, 5-4 (J36) to Cluj unused, 67 inf (Q34) to Bucharest, 10 inf (Brussels) to R39, 15 inf (Q36) to N39, lent Italian 17 inf (Y23) to O21

ITALY
Infantry (3): "Celere" Cassino, "Alpini" Naples
Infantry (2): 5 and CN Taranto
Air factors (3): 5 at Livorno
TOTAL EXPENDITURE 25 (builds) + 15 (offensive) = 40, leaving 42
SRs: Alpini (Maples) top LL28, Libya (EE14) to MM26, airbase (The Hague) to I39, 14 inf (X24) to O20, 20 inf (W24) to N22
Lent: 5-4 unused (Lvov), 1 arm (P39), 2 arm (R39), 17 (O21)
TOTAL AXIS BRPs LEFT: 205
NB: Allied total now 269

BRITAIN
Armor (4): WDF Scapa Flow
Infantry (3): 9 Portsmouth, 12 London, 8 L23, 2 BEF L21
Fleet (27): 1 in Portsmouth
TOTAL EXPENDITURE 43 (builds), leaving 66
SRs: Fleet (Portsmouth) to Malta, 13 arm to Port Said, 1 Can to GG36, 1 BEF to NN28, airbase to Great Yarmouth, 12 to KK33

USSR
Armor (6): 15 I43, 19 F44
Infantry (1): 14 L43, 16 S40, 21 E43, 22 N42, 24 H42, 26 F42, 28 R41, 29 Q41, 30 P41
TOTAL EXPENDITURE: 21 (builds), leaving 139
SRs: 6 to K43, airbase (H44) to G47, airbase (G45) to H46, 5-4 (Kursk) to G47, 5-4 (Yaroslavi) to H46
The following are eliminated due to lack of supply: 4 arm, 11 arm, 22 arm, 13 inf, 19 inf, 27 inf
TOTAL ALLIED BRPs LEFT: 205

Axis Summer 1941

I have found a weakness in the Russian defense of the north and have burst through near Leningrad and Vitebsk, closing the jaws of the pincer near Kalinin with a paradrop. This maneuver has isolated two armored units, adjacent to which I have been careful to leave no units. I have also been able to push through the Russian lines in several places further south. As a result, most of the Russian army is now surrounded and he will be forced to take an offensive to kill off his moribund units and rebuild them further back. The battle for Moscow is about to begin.

I don't think he has been fooled by my MC Box deployment. So once again I have announced movement from the SW Box to the MC Box: yet again it is a bluff—just one U-boat! But the air wing which was giving DAS to Bergen has stopped bluffing, and this time has entered the MC Box quite openly. I have designed a peculiar defense for Norway. I want to keep the fleet I have just redeployed to Bergen available to intercept an amphibious assault against Wilhelmshaven, without risking the loss of Bergen if he moves in one turn against Germany and then Norway. By placing the Italian infantry between Bergen and Oslo I ensure that with only two armored units available he cannot exploit into Olso, nor SR into Bergen thanks to the Oslo DAS over the Italians.

Axis Summer 1941: *The Germans launch a successful offensive which surrounds most of the Soviet army, closing the northern jaws with a paradrop. The Finns invade. 3rd inf, originally based in Finland, is now within three hexes of Moscow. Leningrad is isolated. Once more there is movement into the Murmansk Box; once again, it is only one U-boat hoping to be mistaken for a much larger commitment.*

The Italians capture Oran, but Algiers is still holding out. The Axis gain a hex in Egypt. British 30th armor holding Alexandria is now the only British unit in Egypt west of the Nile.

Allied Summer 1941

The outlook for the Red Army is grim. If I only had to face one more German offensive this year, I could take an offensive option, kill my isolated units by making low odds attacks and rebuild them in a new line. As it is, this policy would exhaust my BRPs before the year is out. The only way to avoid a

Russian surrender now is to run for my life. In the North, I've kept my units out of reach of the Panzers to prevent them benefiting from exploitation. I can't do the same in the South because I must keep the Germans out of Persia at all costs. My line behind the Don will hold them back for a turn.

Allied Summer 1941: *Instead of taking an offensive to free his surrounded units by making suicide attacks, the Russian takes an attrition, resulting in the loss through isolation of two armored units and eleven infantry units. Moscow is abandoned, and Soviet troops prepare to defend the Don. At the end of this turn, Russia has been reduced to about 79 factors and 88 BRPs.*

Stalemate in Egypt; one lone British replacement still holds Algiers!

SUMMER 1941 BUILDS/SR
GERMANY
Infantry (3): 36 Berlin
Infantry (1): Rumanian V35
Replacements (1): Berlin and J36
NB: 3 AF remain unbuilt due to lack of SR
TOTAL EXPENDITURE: 6 (builds) + 15 (offensive) = 21, leaving 142, + 20 for Hungary and Finland = 162
SRs: 23 inf to MM27, 5-4 (Brest-Litovsk) to G41, airbase (D40) to E46, 5-4 and airbase (L37) to H41, lent Italian 5-4 (P35) to Benghazi and reverts to Italian control, 36 inf to Paris, fleet (Kiel) to Bergen, lent It. 2 arm (Milan) to Q38

ITALY
Armor (4): 2 Milan
TOTAL EXPENDITURE: 4 (builds), leaving 38
SRs: Celere and CN to LL27, airbase (P35) to MM27, airbase (I39) to G41, 5-4 (Livorno) to LL27
Lent: 1 arm, 2 arm
TOTAL AXIS BRPs LEFT: 200
NB: Allied total now 205 (but 25 forfeit for Pact Area pending)

BRITAIN
No builds. Construct airbases KK33 and LL33
TOTAL EXPENDITURE: 0, leaving 66
SRs: 2 BEF to Gibraltar, 9 inf to GG36, 8 inf to Port Said, Free French fleet from Haifa to Portsmouth

USSR
Armor (6): 4 D55, 11 G54
Infantry (2): 5 R45, 7 Q46, 11 S43
Infantry (1): 24 S43, 22 and 29 S44, 13 R45, 23 Q46, 19 P47, 21 O48, 27 N49
TOTAL EXPENDITURE: 26 (builds), leaving 113,—25 for loss of Pact Area = 88
SRs: 13 arm to M50, airbase (G47) to R46, 5-4s (Kirov, Kazan and Kuibyshev) to R46, Elista, Maikop
The following are eliminated due to lack of supply: 15 arm, 19 arm, and infantry units 3,4,6,9,10,12,14,18,30,26,60,62. 79 Soviet Combat Factors remain on board
TOTAL ALLIED BRPs LEFT: 154

Axis Fall 1941

That's odd. Russia took an attrition and let two armored units and twelve infantry units die of starvation. He has abandoned Moscow completely and setup his newly constructed units along the Don. My own opinion is that he has over-reacted: he still has 88 BRPs left. In his position I would certainly have taken an offensive and tried to take down as many panzers with me as possible. But I'm not complaining! I took an attrition myself this turn, since his screen of aircraft makes the line too strong to breach with an immediate offensive. The capture of Vologda means the end of the Murmansk Convoys and I can therefore safely withdraw the 5-4 from the Box and return it to active duty. I much prefer committing air factors to the Murmansk Box than fleets (whose effect is uncertain) or U-boats (who are guaranteed to inflict at least as much damage by remaining in the Strategic Warfare Box). It's a pity about those two U-boats unnecessarily committed to the Murmansk Box.

My next targets are Leningrad (I have been preparing a 1-1 infantry attack for some time), Batum (where a Russian fleet is based) and of course Tabriz and Sarab. At this rate it shouldn't take long to get into Persia, particularly with Russia now so close to total defeat.

The capture of Alexandria in a 1-1 attack is marvellous news: things are going very well for the Axis now!

Axis Fall 1941: *In Russia the Axis take an attrition, and armor advances uncontested to the Don. But the infantry is now far behind. With 46 factors in contact, the Axis get only 3C and therefore fail to cross the Don. An attrition was forced on the Axis due to 15 factors of Soviet DAS guarding the river's defenders, beyond the range of the Luftwaffe. Moscow falls.*

Germans and Italians launch a combined offensive in Egypt and capture Alexandria at 1-1. Italian 35th infantry advances into Morocco.

Allied Fall 1941

I was tempted to recapture Alexandria, but I can't spare the BRPs for an offensive and possible losses. I've stripped Britain of its defenses to reinforce Egypt, and my positions behind the Nile are fairly safe. Because I need to keep my air units out of counterair range, 12 and 1BEF have no air cover and could be attacked at 1-1. If he tries it, he would lose both Italian air units on an A or EX result. Britain looks vulnerable, but I'll have one turn to do something about it if he moves the paras to the West or prepares an invasion force.

The Russians are almost back to the Urals now and can't run much further. However, the Panzers are so thinly spread that I'll be able to make a stand soon. I'm falling back as slowly as possible in the Caucasus, but I have to keep my second line out of German air range to safeguard it against airborne attack. My forces in this area will be cut off from the rest of Russia next turn and will have to be supplied from Britain. WDF is standing by in Syria, ready to open a supply line through Iraq and Persia.

Allied Fall 1941: *Russian attrition recaptures Rostov. The Russians build a second line of defense across the Caucasus. Russia has 43 BRPs left. In Egypt, British attrition (14 factors) fails. Cairo is purposely abandoned, so as to deny the Axis the advantage of a BH adjacent to Suez.*

FALL 1941 BUILDS/SR

GERMANY
Infantry (3): 7 Essen, 23 Aachen
Infantry (1): Hungarians in R32, and (two) R33
Replacement (1): J36
Air factors (3): 3 in Kolberg
TOTAL EXPENDITURE: 19 (builds) + 15 (offensive) = 34, leaving 128
SRs: airbase (H41) and paras to O45, 3-4 (Kolberg) to Parnu (builds up to 5-4, airbase (E46) to R43, 5-4s (Talinn, Parnu, Oslo) to O43, M44, L44, 9 Pz to LL28, lent Italian 1 arm to LL27 and reverts to Italian control

ITALY
Infantry (3): "Celere" Taranto
Replacement (1): Cassino
TOTAL EXPENDITURE: 4 (builds) + 15 (offensive) = 19, leaving 19
SRs: (lent units are now 11, 14, 17, 20, and Alpini) 2 arm to MM27, CN to Constantine, fleet (Benghazi) to Oran, 11 inf to P22, airbase (G41) to P44
TOTAL AXIS BRPs LEFT: 147
NB: Allied total now 139 after loss of Moscow

BRITAIN
Infantry (3): 5 London
TOTAL EXPENDITURE: 3 (builds), leaving 63
SRs: 5 to Suez, WDF to DD41, Free French 5 GCM to Port Said, "Malta" to Gibraltar, 2 BEF to GG36, airbase (LL33) to Jerusalem
NB: The Algiers replacement has been supplied by the fleet in Malta since Summer 1941.

USSR
Armor (6): 15 V46, 19 A59, 22 P55
Infantry (3): 60 F59
Infantry (2): 4 J58, 10 V46
Infantry (1): 14 U45, 18 S47, 21 S49, 26 T46, 28 S48
TOTAL EXPENDITURE: 30 (builds), leaving 43 after loss of Moscow (15)
SRs: 16 to V44, 63 to M55, 5 to W43, 11 to P55, 29 to K57, 7 to E59 to J60
The airbase on H46 is removed due to lack of supply and displaced to J60
TOTAL ALLIED BRPs LEFT: 106

Axis Winter 1941

Hurrah! I've captured Leningrad! The exchange cost me 30 BRPs in destroyed units, but at least I've taken this important city in time for the Year/Start. The destruction of two Russian fleets has come too late to precipitate the defeat of the Soviet Union, but it is still an important event as it gives me undisputed control of the Baltic. The capture of Leningrad also provides Finland with an easily-defended port, important if the Soviets should push me back into the Baltic States.

By dropping paratroops in such a way as to punch a hole in his second line I hoped to make some progress. Even though fortune smiled on me and I achieved an exchange at 1-4, he wisely chose to take his loss in air factors. I was therefore only able to make a modest dent in his second line after exploitation. Still, at this rate of advance I should be in Persia by the end of next summer.

The fact that he chose not to defend Cairo surprises me. Now that I hold both Alexandria and Cairo I am nearly impervious to attrition attacks. It feels good to be adjacent to Suez at last! But what a shame that at the end of the year I shall not have captured either Algeria or Morocco.

Axis Winter 1941: *Last winter was the first winter in Russia, so the Axis take an offensive. 48th armoured outflanks the Russian front line and advances to within two hexes of the second line; then the paratroops drop into the hex separating the armor from the Russian second line and attack at 1-4 (after DAS is applied). Result: Ex! To prevent a hole appearing in the second line, the Russians choose to lose three airfactors. German panzers advance from a breakthrough near Rostov and attack the second line on exploitation, the Soviet DAS having been committed to stop the paratroop's attack. Leningrad falls to a 1-1 Exchange, costing the Axis 30 BRPs in losses (7 infantry units and 3 airfactors). Two Soviet fleets in Leningrad are sunk.*

Italians occupy Cairo; the British abandon Algiers. The Italians capture Casablanca.

Allied Winter 1941

The replacement in Algiers has succeeded in keeping Algeria under British control until the end of the year, saving Britain 5 BRPs. I have now removed it to prevent the Axis reaching the 21-30 attrition column in the Mediterranean. Any units which can be spared from Egypt are being sent to Persia in case of a German breakthrough there. I hope I can hold on there until the US forces start to arrive.

Allied Winter 1941: *Britain declares war on Iraq and Persia in order to open up a supply route to the Russian units in the Caucasus. WDF captures Mosul, and opens this route. Sixteen Russian units plus WDF are supplied by two fleets in Portsmouth, one fleet in Gibraltar and one fleet in Malta. Russian attrition fails.*

WINTER 1941 BUILDS/SR

GERMANY
Infantry (3): 1 Kolberg
Replacement (1): K36
Paratroops (9): Breslau
TOTAL EXPENDITURE 13 (builds(+ 15 (offensive) = 28, leaving 100
SRs: 5-4s (P44, R43) to Q49 and Maikop, airbase (R43) to TR44, paras to T44, lent Italian 20 inf to I52 where it reverts to Italian control, 1 inf to Maikop, 39 Pz to Maikop, 84 inf to A52, 2 inf to T44

ITALY
No builds
TOTAL EXPENDITURE 0, leaving 19
SRs: airbase (P44) to Q49, 1 inf reverts to Italian control and SRs to M50, 17 inf likewise and SRs to Taranto, Celere to LL27, 5 to LL27
Lent: Alpini
TOTAL AXIS BRPs LEFT: 119
NB: Allied total now 91 after loss of Leningrad

BRITAIN
No builds
TOTAL EXPENDITURES 20 (war on Iraq and Persia), leaving 43
SRs: 5-4 (Liverpool) to Q49, 1 inf reverts to NN30, replacement (J25) to GG36, 13 arm to DD41
The 8-factor Free French fleet Portsmouth and fleet Malta supply the Caucasus and Persia

USSR
Infantry (3): 61 and 62 X45, 64 V48
Infantry (2): 3 B54, 6 Y45, 8 W46, 9 E54, 12 V47
Infantry (1): 13 and 24 Tiflis, 14 and 28 X46, 22 W48
TOTAL EXPENDITURE: 24 (builds), leaving 4 after loss of Leningrad (15)
SRs: 16 to U47, 2-4 (Krasnovodsk) to Orsk, airbase (J60) to P55, airbase (K60) to K55
The following units are eliminated due to lack of supply: 18,19,21,23,26,27
TOTAL ALLIED BRPs LEFT: 47

1942 YEAR START

Strategic Warfare Resolution:
Germany has 20 U-boats and Britain 4 ASW in the SW box. 16 U-boats remain, resulting in a loss of 48 British BRPs. In addition, there are 2 U-boats in the Murmansk box

GERMANY
100 BRPs left. Growth rate 50% = 50, so new base 150 + 50 = *200*
Conquests and active allies: Poland (20), Denmark (10), Netherlands (10), Belgium (15), Luxembourg (5), Norway (10), Sweden (15), Rumania (15), Bulgaria (10), France (42), Finland (10), Hungary (10), Baltic States (25), Leningrad and Moscow (30), total 227
Total BRPs 1942 start: *427*
Spend 42 on 21 U-boats, leaving *385*

ITALY
19 BRPs left, Growth rate 20% = 3, so new base 77 + 3 = 80
Conquest: Tunisia 5
Total BRPs 1942 start: *85*

BRITAIN
43 BRPs left, 48 lost to Strategic Warfare, so new base 106 – 5 = *101*
Conquests Algeria (5), Morocco (5), Lebanon-Syria (5), total 15
Total BRPs 1942 start: *116*
Spend 9 on 3 ASW, leaving *107*

USSR
4 BRPs left. Growth rate 30% = 1, so new base 135 + 1 = *136*
Total BRPs 1942 start: 136 – 30 (Moscow/Leningrad) = *106*

USA
Spends 27 BRPs on 9 ASW, leaving *243*
TOTAL AXIS: 470
TOTAL ALLIES (USA not yet in war): 213

Axis Spring 1942

Strategic Warfare is really beginning to bite. At last I have been able to retrieve the two U-boats in the Murmansk Box and transfer them back to the Atlantic convoy routes. I'm glad I didn't waste more submarines patrolling against non-existent Arctic convoys. It was also satisfying to see Germany's base growing by 50 BRPs.

I am a little concerned at the stiffening of resistance in the Caucasus, but at least I have been able to sink the last Russian fleet. Attrition should get me the last few hexes into Persia, and the capture of a second hex adjacent to Suez is an important success.

The capture of Morocco and Algeria has come too late to be of any value.

Axis Spring 1942: *Axis capture Batum and sink the last Russian fleet. Russian defense of the Caucasus has stiffened, and now consists of two units per hex in a double line from Grozny to Tiflis. Axis gain one Russian hex from attrition.*

In the far south, Celere crosses the Nile by attrition. Axis front-line in Egypt now stretches southeast from Alexandria.

Two U-boats move from the Murmansk Convoy Box to the Strategic Warfare Box.

Allied Spring 1942

The USA arrives at last. The most valuable US assets at first will be fleets and BRPs. Four of my fleets are tied up supplying the Russians. I'll start sending BRPs to Russia straight away. The Murmansk Convoy route is blocked, but I can send enough BRPs via Persia, providing I don't lose Tabriz and Sarab.

The Russian force pool additions have enabled me to form a solid line. The Caucasus front is still in trouble, with the Axis concentrating most of its air and armored forces and two airborne units there. This part of my front line is so short that I can afford to double stack the defending units, but he only needs to force me back a little further to stop me building more units in the area.

Even with the USA in the game, the Axis is ahead in BRPs, largely due to his 50 BRP growth last year and the capture of Moscow and Leningrad. It looks like I may never gain the BRP initiative. Moving second does have a few advantages. If I exchange air units with the Germans, I can rebuild mine immediately and use them again next turn before he has a chance to use his. Of course, with an inferior BRP total I can't afford to do this very often. When I have my turn, I know how many Italian fleets have already been used, and how many are therefore available for interception. The big disadvantage of having fewer BRPs is that I will fall further behind in the U-boat war.

Allied Spring 1942: *The Soviets gain one hex by attrition. Soviet defense of the Caucasus remains static, while massive builds are made all along the east bank of the Volga (24 infantry units). Russia has only 54 BRPs left.*

British make no progress in Egypt. But the concentration of British airwings in Palestine continues and now consists of three British and one Free French. Britain loses Morocco and Algeria to Italy.

USA declares war, opens the Lend-Lease route (which in this case costs only 15 BRPs, since the British had already declared war in Winter 1941) and sends Russia 40 BRPs.

SPRING 1942 BUILDS/SR

GERMANY
Armor (8): 19 Pz Kolberg
Infantry (3): 4 Kolberg, 6 and 9 Breslau, 11 Vienna, 13SS Aachen, 40 Wilhelmshaven
Replacements (1): K36, J37
Air factors (3): 1 Finn Helsinki, 1 Bulgarian Plovdiv, 1 Rumanian Kishinev
TOTAL EXPENDITURE: 37 (builds), leaving 348
SRs: Lent Italian 11 inf to B52 (reverts to Italian control), 18 inf to LL28, 19 Pz to G49, 4 inf to H52, 6 inf to J52, 9 inf to K51, 11 inf to L50, airbases (O45, T44) to W44 and V44

ITALY
Infantry (1): "Libya" Taranto
Paratroops (6): Trieste
Fleet (27): Taranto
TOTAL EXPENDITURE: 34 (builds), leaving 51
SRs: 1 arm to F52, 16 inf to NN28, airbase (Q49) to X44, paras to Batum and lent to Germany, "Libya" to MM27
Lent: Folgore, 1 armor, Alpini
TOTAL AXIS BRPs LEFT: 399
NB: Allied total now 456 including USA, but Britain and USA are moving separately this turn. The Allies could take a double move, but only if they refrained from any offensives this turn due to the cost of the US declaration and the imminent loss of Morocco and Algeria.

BRITAIN
Armor (8): 30 London
Air factors (3): 5 at Liverpool
TOTAL EXPENDITURE: 23 (builds), leaving 74 after loss of Morocco and Algeria (10)
SRs: 5-4 (Liverpool) to Amman, 30 arm to Gibraltar, fleet (Plymouth) to Malta, fleet (Malta) to Port Said, "Malta" to GG36, 2 BEF to GG39
The Free French 8- and British 9-factor fleets (Portsmouth) and the fleets in Malta (Free French) and Gibraltar supply 14 Soviet units in the Caucasus

USSR
Infantry (3): 70 E55, 1 Shk F55, 2 Shk G55, 3 Shk K53, 5 Shk J54, 2 Gds N53, 3 Gds M53, 5 Gds P53, 6 Gds Z45, 7 Gds Z46, 8 Gds Y48, Nav A55, 53 C55, 57 D55
Infantry (1): 16 D54, 18 E54, 19 F54, 20 G54, 21 K52, 23 L52, 26 M52, 27 A54, 29 N52, 30 O52
TOTAL EXPENDITURE: 52 (builds), leaving 54
SRs: 14 to Z48, 8 to AA46, 5 to Z47, 10 to Y48, 12 to Y47, 62 to Z46

USA
No builds. 40 BRPs to USSR via Persia (using two US fleets in USA)
TOTAL EXPENDITURE: 35 (war on Axis) + 15 (opening of Lend/Lease) + 40 (Lend/Lease) = 90, leaving 153
SRs: Two fleets (USA) to Scapa Flow, 1 arm to Scapa Flow, 4 inf to Scapa Flow
TOTAL ALLIED BRPs LEFT: 321

Axis Summer 1942

I had forgotten just how impressive the Russian Spring 1942 builds are! I must continue pushing into the Caucasus, but at the same time I am dreadfully aware that I may be walking into a trap. If he can break through between Stalingrad and Astrakhan and capture Rostov or Maikop, my most powerful units will be isolated. Defense of this sector is my

most crucial priority, and for this reason I am keeping the bridgeheads I formed on crossing the Don. Progress towards Persia continues to be good: I do not believe his defense can survive much longer.

Axis Summer 1942: *The Axis has reached its highwater mark in Egypt; Italians make no further progress. The Germans push to within one hex of the Soviet/Persian border, and prepare to defend the Don-Volga river line.*

Allied Summer 1942

I'm holding on to the last few hexes of the Caucasus by the skin of my teeth. The biggest danger there now is that the Germans will outflank my line by invading Turkey. But I don't think he is quite strong enough to take on the Turks.

The British forces in Egypt are ready to launch an attack next turn. WDF and 5 GCM are standing by in Port Said for a possible amphibious assault, along with the newly built paras. I have also built the US airborne unit, despite my policy of retaining as many US BRPs as possible for growth. This unit is well worth its cost, as from Dover it can threaten no less than 10 continental ports, all of which will have to be garrisoned.

Allied Summer 1942: *The Allies do not gain the initiative, but the first American unit reaches Palestine. USA sends Russia 20 BRPs. Soviet attrition success results in loss of German armor in the Caucasus and a foothold across the Volga just west of Astrakhan. The pressure on the Axis is mounting. The British recapture the hex southwest of Suez by attrition, because the Italians stacked two units there expecting an Allied offensive.*

SUMMER 1942 BUILDS/SR

GERMANY
Armor (8): 39 Pz Breslau
Infantry (3): 3 Breslau
Air factors (3): 4 at Berchtesgaden, 1 Hungarian at Budapest
TOTAL EXPENDITURE: 26 (builds) + 15 (offensive) = 41, leaving 307
SRs: Airbase W44 to X49, airbase V44 to H50, 1-4 (Gorki) to Berchtesgaden (builds up to 5-4), 67 inf to Stalingrad, 17 inf to O49, 3 inf to M50, 39 Pz to P49, 5-4 (Yaroslavl) to H50, 15 inf to L50

ITALY
Infantry (3): "Celere" Taranto
Fleet (27): Trieste
TOTAL EXPENDITURE: 30, leaving 21
SRs: 14 to D52, 20 to X23, Celere to LL28, replacement (DD22) to Casablanca, 35 to Messina
Lent: Folgore, 1 arm, 14
TOTAL AXIS BRPs LEFT: 328
NB: Allied total now 321

BRITAIN
Paratroops (9): Birmingham
TOTAL EXPENDITURE: 9 (build), leaving 65
SRs: Fleet (Scapa Flow) to Port Said, WDF and paras to Port Said, 30 arm to NN30, 2 BEF to AA45, replacement (Great Yarmouth) to GG36
The Free French 8- and British 9-factor fleets (Portsmouth) and the fleets in Malta and Port Said (Free French) are supplying 12 Soviet units in the Caucasus, and two British units in Persia

USSR
Armor (8): 1 Tk Y45, 2 Tk C56, 3 Tk F56, 5 Tk D56
Infantry (3): 11 Gds Z48, 8 Gds E56
Infantry (2): 10 AA46
Infantry (1): 13 M51, 18 Q52, 19 Q50, 24 A54
Paratroops (6): 1 Pr L54
TOTAL EXPENDITURE: 50 (builds), leaving 44 after receipt of 40 Lend/Lease
SRs: 1 arm to AA47, 6 to AA46, 28 to Y45, 5-4 (Orsk) to Tabriz, airbases to L54 and D57
22 inf is voluntarily left unsupplied and eliminated

USA
Paratroops (9): 18 AB. 20 BRPs Lend/Lease sent to USSR via Persia
TOTAL EXPENDITURE: 9 (builds) + 20 (Lend/Lease) = 29, leaving 124
SRs: Fleet and 6 inf (USA) to Scapa Flow, 4 inf (Scapa Flow) to KK33, 5-4 (USA) to Liverpool, 5-4 (USA) to Manchester, 18 AB to Dover
TOTAL ALLIED BRPs LEFT: 253

Axis Fall 1942

Battle is joined down the whole length of the Volga. I have had to remove three armored units to

preserve my gains in the Caucasus, a terrible price to pay. Expecting an Allied offensive into Egypt, I stacked two units in the far south: these have been pushed back by his attrition. His air superiority in Egypt is overwhelming. Suddenly I find myself everywhere on the defensive!

I have made only slight progress towards Persia, and I am aware that my position in Egypt is weak. I have therefore decided to risk the Italian navy, while most of his fleets are in Gibraltar, to seize Cyprus. My move has left him nonplussed. He does not value the island at all, but I do. When I have been pushed back far into Libya, an airbase on Cyprus will come in handy, not only for threatening Syria, but also as a paratroop base. Moving Folgore there will tie down five Allied units on garrison duty in the vulnerable ports, and might serve as a life-saving distraction at some crucial moment.

Would you consider me mad if I revealed I have even been considering an attack on Turkey to outflank the Caucasus defenders and seize Tabriz and Sarab?

Axis Fall 1942: *The Axis has also reached its highwater mark in Russia. German attrition recaptures the hex seized last turn west of Astrakhan. Italians take a Mediterranean offensive in order to amphibiously assault Cyprus. The Italian airforce bombs the British fleet in Port Said, chipping away one factor for no loss. The British airforce intercepts the Italian invasion fleet too, and sinks one fleet factor. Italian infantry successfully lands on Cyprus.*

Allied Fall 1942

After nearly a year of inactivity, the Mediterranean front is now coming alive. His invasion of Cyprus is puzzling—I can't see any point in it—but it gave me the opportunity to knock an Italian fleet down to 8 factors. Unfortunately he did the same to one of mine. I didn't make a naval interception of the Italian fleets because, with BRP grant from Germany, they could be rebuilt, and I can certainly not afford to rebuild mine.

The Axis defenses behind the Nile have been demolished by my breakthrough and exploitation. Alexandria will have to be taken the hard way as it can be supplied by sea. My amphibious assault of the Libyan beach, supported by air from Malta, poses a considerable threat to Tripoli. He may well have to abandon Africa east of this area.

I am adopting a policy of concentrating the British in the Mediterranean and the Americans in the West, to avoid having to take two offensive options on the same front. It will be useful to have a few US infantry units in the Middle East for defensive purposes, as there are likely to be times when Britain is short of SRs and the USA has some to spare.

Allied Fall 1942: *The British launch a major offensive across the Nile and shatter the Axis defense of Egypt; they also launch a surprise attack on the western Libyan beach, and exploit towards Tripoli. The Russians regain an important hex in the Caucasus by attrition; the US sends troops into the Caucasus.*

FALL 1942 BUILDS/SR

GERMANY
Armor (8): 46 Pz and 47 Pz Breslau, 48 Pz Kolberg
Infantry (3): 4 Kiel
Replacement (1): Bremen
TOTAL EXPENDITURE: 28 (builds), leaving 279
SRs: 46 Pz to E50, 47 Pz to I51, 48 Pz to W46, paras to H50, lent Folgore to Gorki, replacements (O27, Nuremburg, Q26, Berlin) to La Rochelle, St Nazaire, Brest, P19

ITALY
Armor (4): 1 arm Milan
Infantry (1): 14 Taranto
TOTAL EXPENDITURE: 5 (builds) + 15 (offensive) = 20, leaving

SRs: 1 arm to F52 and then lent, 14 inf to MM20, "Libya" to NN19, 5 inf to FF16, 5-4 used (MM27) to Constantine
Lent: Folgore, 1 arm, 11
TOTAL AXIS BRPs LEFT: 280
NB: Allied total now 253

BRITAIN
Air factors (3); 5 at London
TOTAL EXPENDITURE; 15 (build)+ 15 (offensive) = 30, leaving 35
SRs: 5-4 (London? and fleet (Scapa Flow) to Malta, "Palest" to Gibraltar, 13 arm and 2 BEF to Port Said, replacement (GG36) to KK33
2 fleets in Portsmouth and 2 fleets in Gibraltar are supplying nine Soviet and two British units in the Caucasus

USSR
Infantry (3): 60 D56, 61 and 62 AA46, 6 Gds Z45, 7 Gds Z48
Infantry (2): 5 B57, 8 C57
Infantry (1): 22 I54
Paratroops (6): 2Pr D58
Air factors (3): 3 at Uralsk
TOTAL EXPENDITURE: 35 (builds), leaving 29 after receipt of 20 BRP Lend/Lease
SRs: 5-4 (Tabriz) and airbase (L54) to I56, 64 to AA47, 3 to A55, 57 to B55, airbase (D57) to D58

USA
No builds
TOTAL EXPENDITURE: 0, leaving 124
SRs: fleet and 8 inf (USA) to Scapa Flow, 6 (Scapa Flow) to Z46, 4 to Z46, 10 (USA) to J25, 12 (USA) to L23, 19 (USA) to Portsmouth, 22 (USA) to L21
TOTAL ALLIED BRPs LEFT: 188

Axis Winter 1942

Disaster! The Egyptian defense has just melted away like butter in the hot sun. The landing in Libya took me by surprise, and having used my fleets to attack Cyprus I had nothing left with which to intercept. Tripoli is about to fall and there is nothing I can do.

I have abandoned all hopes of reaching Persia, and am defending Volga with a "hedgehog": my armor exploits from a central breakthrough, my armor exploits down my side of the line, leaving supplied armored hedgehogs to harass any advance he makes from the rear. I have completely evacuated the Caucasus in one move, destroying my own 51 infantry in order to leave no target for Soviet exploitation. From now on defense is my first priority.

Axis Winter 1942: The Germans abandon all attempts to penetrate through to Persia, and form a hedgehog defense down the Volga. The situation in Libya is very serious as reinforcements move into the area around Tripoli. The Axis are firmly on the defensive everywhere.

Allied Winter 1942

It appears I was over-optimistic in hoping to capture Tripoli. But, in order to save it, he has had to withdraw forces from Russia. My landing on the Italian mainland will keep him occupied while I advance overland to Tripoli. He won't be able to get a unit into Taranto next turn except by transport, so I might be able to capture this port. To add to the pressure, I attempted to invade Corsica. This is a useful airbase for supporting a campaign in Italy. He had only one fleet available for interception, but because he was able to eliminate seven factors of it, the invasion was stopped.

I could have taken an offensive in Russia and made a breakthrough at Kuibyshev but decided against it because of the cost—I would have had to intercept a 5-4—and because any encirclements I made would be rendered ineffective by his "hedgehog" tactic. The attrition result of 7C/4H enabled me to gain a foothold west of the Volga, which will be useful for an offensive next turn. A big problem on this front is my lack of airbases. During the last few turns, the Germans have captured all the towns along the front line.

This is the first turn that I've been able to make good use of my partisans. Usually there is nowhere to build them where they cannot be eliminated immediately. The ones I have built in the Crimea should survive and provide the Russian army with a

shortcut into the Ukraine. The Russians also built partisans in France since they had a few surplus BRPs.

Allied Winter 1942: Italians intercept and sink a British attempt to land on Corsica, but the British make tremendous advances in Egypt and recapture Alexandria. The units which landed on the Libyan beach move eastwards to try and capture Bengazi, so Tripoli is safe for awhile. But the British land at Salerno (AA23)! The Soviets bide their time in the face of the hedgehog defense, and advance up the Caucasus. Partisans seize the Crimea. USA lends 47 BRPs to Britain.

WINTER 1942 BUILDS/SR
GERMANY
Armor (8): 19 and 41 Breslau
Infantry (3): 11 Kiel, 44 Berlin, 51 S26
Replacements (1): J37 and K36
TOTAL EXPENDITURE: 27 (builds) + 15 (offensive) = 42, leaving 237
SRs: 19 arm to E50, 41 arm to G51, 3-4 (Elista) to Gorki, paras (H53) to Yaroslavl, airbase (X49) and 5-4 (Grozny) to EE20, 5-4 (Paris) to Syracuse, 11 Italian to Tripoli (reverts to Italian control), 1 Italian arm to LL15 (also reverts)

ITALY
No builds
TOTAL EXPENDITURE: 0, leaving 1
SRs: airbase (LL27) and 3-4 (Benghazi) to Tripoli, 20 to JJ16, replacement (Cassino) to Tripoli, airbase (X44) to F52
Lent: none
16 and "Alpini" are eliminated due to lack of supply
TOTAL AXIS BRPs LEFT: 238
NB: Allied total now 188

BRITAIN
Infantry (1): "Malta" London, "Egypt" London
TOTAL EXPENDITURE: 2 (builds) + 15 (offensive) = 17, leaving 65 after loan of 47 from USA
SRs: "Malta" to Gibraltar, "Egypt" to Gibraltar, fleet (Portsmouth) to Gibraltar, 5-4 (Buerat) to Malta, 1AB to Malta, airbase (Jerusalem) to MM25
The fleets 8 (Portsmouth), 9 (Free French (Port Said), 9 (Malta) and 9 (Scapa Flow) are supplying 12 Soviet and 2 US units in the Caucasus

USSR
Infantry (2): 4 Q51, 7 O52
Infantry (1): 14 P52, 19 Q52, 27 H56
Partisans (2): U40, T39, U39, Q21, Q22
TOTAL EXPENDITURE: 17 (builds), leaving 12
SRs: airbase (I56) to O51, 1Pr to O51, 15 Me to V45, 64 to Grozny, 7 Gds to W45, 8 to G56

USA
No builds. Loan 47 BRPs to Britain.
TOTAL EXPENDITURE: 47 (loan), leaving 77
SRs: 2 to Portsmouth, 25b to Great Yarmouth, 27b to London, 19 to GG36, 4 to KK33, airbase (LL30) to MM26, all ground units infantry
TOTAL ALLIED BRPs LEFT: 154

1943 YEAR START
Strategic Warfare Resolution:
Germany has 18 U-boats from last year (2 came out of Murmansk box) and 21 built in 1942 = 39
Allied have 12 ASW. 27 U-boats survive, resulting in a loss of 81 BRPs, taken from USA, reducing the US base to 270 + 77 (BRPs left before Year Start) – 81 = 266

GERMANY
237 BRPs left. Growth rate = 50%, so new base 200 + 118 = *318*
Conquests and active allies: as last year, total 227
Total BRPs 1943 start: *545*
Spend 54 on 27 U-boats, leaving *491*

ITALY
1 BRP left. Growth rate = 20%, so base remains at 80
Conquests: Tunisia (5), Algeria (5), Morocco (5), total 15
Total BRPs 1943 start: *95*

BRITAIN
65 BRPs left. Growth rate = 40% = 26, so new base 101 + 26 = *127*
Conquest: Lebanon-Syria (5)
Total BRPs 1943 start: *132*
Spend 12 on 4 ASW, leaving *120*

USSR
12 BRPs left. Growth rate 30% = 3, so new base 136 + 3 = *139*
Total BRPs 1943 start: 139 – 30 (Moscow/Leningrad) = *109*

USA
77 BRPs left. Strategic Warfare losses: 81. Newbase: 270 + 77 –81 = *266*
Spends 24 on 8 ASW, leaving *242*
TOTAL AXIS: 588
TOTAL ALLIES: 471
TOTAL EXPENDITURE: 39 (builds) + 15 (offensive) = 54, leaving 55
SRs: 61 and 62 to C56, 1 Tk to B56, 5-4 (D58) to Ufa, 5-4 (O51) to Uralsk, 2 Pr to Maikop

USA
Armor (10): 16 USA
Fleet (27): USA
TOTAL EXPENDITURE: 37 (builds) + 40 (loan to Britain), leaving 165
SRs: 4 and 19 to D56, 16 armor to Scapa Flow, 8 to Portsmouth, 6 to M52, airbase (MM26) to LL22
TOTAL ALLIED BRPs LEFT: 357 (40 en route in Persia)

Axis Spring 1943

Things are getting worse and worse. The truth is that I have lost control. Egypt has been lost in a single turn, and the landing at Salerno (AA23) is the sort of bold move which I admire yet did not expect to face from Richard. How on earth am I to get the Allies out of Italy? My successes in 1941 have left me over-confident: the chilling fact is that I am now losing. How could I have been so stupid as to leave AA23 without a garrison?

I hardly dare think about events in Russia. The Caucasus front has evaporated, partisans have seized the entire Crimea and the whole line looks weak. I am defending the south heavily because a breakthrough between Rostov and Stalingrad would result in the defeat of Germany for sure.

The big naval battle between Italy and England has ended up very much in England's favor.

What good news is there? His attempt to seize Corsica was stopped; he has spared Tripoli and turned east towards Benghazi instead (a mistake in my opinion) and Stragetic Warfare has hurt the USA badly (I chose the USA because of its higher growth rate: my major strategic concern is to maintain the initiative until the end of the game, thereby avoiding an Allied double move, and my main weapon in this particular sideshow is Strategic Warfare against America). Not much to write home about.

Axis Spring 1943: A big naval battle takes place and an Axis attempt to transport units through Brindisi to attack Salerno is defeated. In the east, the Germans form a hedgehog from Kirov to K51. One partisan is destroyed, but two still hold the Crimea. The defense of Libya consolidates along hex-row 20.

Allied Spring 1943

The Russian counter-attack begins with a somewhat limited breakthrough to Rostov. It is going to be very difficult to make any big advances as long as he continues to enjoy a superiority in both air and armored forces. My only advantages are a lot of infantry and the ability to build units near the front line while he has to SR forces to the front. I must try to kill Axis units faster than they can be replaced, but until I shift his forces from the Volga this will be difficult. Encirclements are not likely to be very effective because of his "hedgehogs". I'm keeping a small US contingent in Russia, making use of spare US SR's to occupy defensive positions which the Russians can't fill.

My bridgehead in Italy has not got much chance of expanding because I have no airbases in range. However, the Germans will be hard-pressed to deal with this threat now that it's been reinforced.

Allied Spring 1943: The biggest and most successful Soviet offensive of the whole war begins. A Soviet thrust in the south is very successful, and Rostov is captured: its loss threatens the entire German line. And partisans still hold the Crimea. With Germany still holding a line as far east as Kirov Kuibyshev and Stalingrad, the loss of Rostov spells big trouble.

The British capture Taranto, but then retreat into the Bridgehead. The British capture Bengazi. Britain lends Russia 40 BRPs, and USA lends Britain 40 BRPs (doing it this way, rather than direct to Persia from USA, saves US SR next turn, at the ex-

pense of British SR). The Allies could have taken a double move this turn, but only if they took attritions on all fronts.

SPRING 1943 BUILDS/SR
GERMANY
Armor (10): GSD Munich, 1SS Pz Munich (+ Armor (8) 9 Pz, 56 Pz, 2SS not paid for, and SRs) see below
Infantry (3): 8 S26, 9 Graz, 5SS S26, 51 Frankfurt, 84 R26
Infantry (1): Bulgarian X33
Replacement (1): Berlin
Air factors (3): 1 Rumanian Cernauti
TOTAL EXPENDITURE: 40 (builds) + 45 (offensive) = 85, leaving 408

SRs: Italian Folgore lent to Germany and SRs to Syracuse, Italian 16 inf likewise and SRs to Messina, GSD to Cassino, 1SS Pz to Y24, 9 inf to W24, replacement (Berlin) to Cherbourg, 9 Pz to G51, 56 Pz to J49, 2SS to M47

ITALY
Armor (4): 1 Genoa
Infantry (3): "Celere" Brindisi, "Alpini" Brindisi
Infantry (2): 10 Milan
Infantry (1): 14 Milan, 16 DD22
Paratroops (6): Folgore DD22
Air factors (3): 4 at Brindisi
TOTAL EXPENDITURE: 32 (builds) + 15 (offensive) = 47, leaving 48

SRs: Replacement X22 to X20, 1 arm to MM23, 10 inf to Oran, 14 inf to NN20, 2 fleet factors (Oran) to Venice
Lent: Folgore, 16, 35, replacement 223 and 224, 2-4 (EE19). ERROR: Italians Sea Escourted four units but only had 3 fleets available
TOTAL AXIS BRPs LEFT: 456
NB: Allied total now 471

BRITAIN
Armor (4): WDF London. ERROR: 8 deducted instead of 4
TOTAL EXPENDITURE: 8 (build) + 15 (offensive) + 40 (sent to USSR via Persia) = 63, leaving 97 after receipt of loan of 40 from USA. Persian transport made by two US fleets (Scapa Flow)
SRs: WDF to Malta, Free French 5-4 MM26 to Tobruk, airbase KK33 to Benghazi, Free French fleet Port Said to Giraltar
The fleets 9 (Gibraltar), 9 (Malta), Free French 8 (Portsmouth) and US 9 (Scapa Flow) are supplying 12 Soviet and 1 US unit in the Caucasus.

USSR
Armor (6): 11 Tk Q47
Infantry (3): 53 (Rostov), 70 (Q46), 3 Gds (Rostov), 1 Shk (Rostov)
Infantry (2): 11 N51, 4 M51
Infantry (1): 14 F56, 19 L52
Air factors (3): 5 at Astrakhan

Axis Summer 1943

I've lost. After all my efforts in Russia, I really did believe the Rostov-Stalingrad line was secure. I'm still dazed by what hit me. How can Rostov have fallen? The way is now open for him to cut straight through the Crimea too: I have to admit the construction of those partisans was a brilliant move. I must abandon north Russia and concentrate on blocking an advance along the coast. Rostov must become a new Verdun.

Some players (including Richard) may think a 1-1 attack on Salerno (AA23) is madness, but there is only roughly a one in six chance of outright failure, and a bit less than 5/6th chance of a success albeit at possibly tremendous cost. The exchange I rolled was pretty dreadful, and cost me 62 BRPs in casualties, but I am very rich so BRPs don't bother me much. Much more important was clearing the Allies out of Italy so that Axis units in Italy can be shifted to the East Front.

Much to my surprise the situation in Libya seems to have stabilized; I am holding the line along hex row 20.

Axis Summer 1943: *The Germans make a desperate counterattack on Q46, and exploit to cut off the Rostov bridgehead. Meanwhile a hedgehog tries to hold the north. The Crimea is still held by partisans. The German position in Russia is almost untennable.*

The Germans launch a desperate 1-1 attack on Salerno, which is defended by 13 ground factors. They succeed, but an exchange costs them 62 BRPs in casualties. Even so, Germany is rich, having started this turn with 408 BRPs. The British have been thrown out of Italy.

Allied Summer 1943

My policy from now on is to spread the Axis forces thin by engaging them on as many fronts as possible. I didn't expect my landing at Calais to achieve a breakout, but it should divert attention from the East. The US paras have seized The Hague to add to his problems. He cannot place them in a ZOC next turn, so they will be able to drop again next time.

Despite massive air superiority in Libya, my armored forces there are making slow progress because the battlefield is so narrow. I've made air and sea landings to speed up the conquest. The assault on Syracuse was intended primarily to eliminate Folgore. If I had suffered an exchange I would not have taken naval losses to save the invading infantry. As luck would have it I got ashore without loss.

Allied Summer 1943: *The Soviet 15th armor links up with the partisans in the Crimea! The partisans are now within two hexes of Dnepropetrovsk and Odessa. The German front-line between Rostov and Stalingrad collapses as the Russians resupply Rostov and exploit behind the German front-line from I53 to P44.*

The Axis position in Libya collapses as the British break through the Libyan neck, land on a Libyan beach again, capture Tripoli with a paradrop from Malta assisted by shore bombardment, and land at Syracuse! It's the end in Africa for the Axis.

In a Dieppe-style raid, the Americans land at Calais, build partisans inland and capture the Hague with a paradrop!

Britain and America both lend Russia 20 BRPs each.

The Axis are in full retreat everywhere.

SUMMER 1943 BUILDS/SR
GERMANY
Armor (10): GSD Munich, 1SS Pz Berchtesgaden
Armor (8): 19 Pz Stuttgart, 41 Pz Nuremburg
Infantry (3): 2 Wilhelmshaven
Infantry (1): 2 Rumanians Kishinev, 1 Rumanian U36, 2 Hungarians R33, 2 Bulgarians X33
Air factors (3): 2 Wilhelmshaven
TOTAL EXPENDITURE: 61 (builds) + 30 (offensives) = 91, leaving 317
Eliminated due to isolation: 39 Pz
SRs: 5-4 unused (F52) to Stalino, 57 Pz to L48, 41 Pz to F52, 19 Pz to I50, 1SS Pz to R42, GSD to R39, 8 inf to Q43, 84 inf to Messina, 5-4 (Graz) to Moscow
All Italian units revert to Italian control

ITALY
Armor (4): 1 Cassino, 2 Rome
TOTAL EXPENDITURE: 8 (builds), leaving 40
SRs: airbase (Rome) to Stalino, replacement (Z24) to AA18, 1 arm to NN19, 2 arm to JJ17, "Celere" to W24
TOTAL AXIS BRPs LEFT: 357
NB: Allied total now also 357, including 40 Persia

BRITAIN
Partisans (2): M24, N23. 20 BRPs to Russia via Persia with US fleet Scapa Flow
TOTAL EXPENDITURE: 4 (builds) + 20 (gift) + 15 (offensive) = 39, leaving 58
SRs: 1-4 (Tobruk) to Benghazi, airbase (MM25) to LL20
The fleets Free French 8 (Portsmouth) and 2+1 fleet factors (Benghazi) are supplying 3 US units in the Caucasus

USSR
Armor (8): 3 Tk C52
Infantry (3): 3 Shk H55, 57 P44, 70 O46
Paratroops (6): 1Pr at O51
Infantry (1): 29 E56
Air factors (3): 4 at D58, 1 at O51
TOTAL EXPENDITURE: 39 (builds) + 15 (offensive) = 54, leaving 41 after arrival of 40 BRP gift
SRs: 6 to G56, 12 to F56, 3-4 (Maikop) to Batum, 5-4 (O51) to Astrakhan, 5-4 (D58) to Uralsk, 2Pr to Maikop

USA
Armor (10): 13 USA
Air factors (3): 3 × 5 in USA
Give 20 BRPs to Russia via Persia, using fleet USA
TOTAL EXPENDITURE: 55 (builds) + 20 (gift) + 15 (offensive) = 90, leaving 75
SRs: 2 × 5-4 (USA) to Portsmouth, 5-4 (USA) to Dover, 13 arm to Scapa Flow
TOTAL ALLIED BRPs LEFT: 214 (40 en route in Persia)

Is this the end then? Will our vicarious Hitler throw in the towel after such an auspicious start? Stay tuned next issue for the exciting conclusion of this replay as we close the books forever on the 2nd edition of THIRD REICH.

AH PHILOSOPHY . . . *Continued from Page 2*

one of encouragement due primarily to dissatisfaction with the exhibiton area at recent ORIGINS conventions. We had no connection with AH other than their promise to attend.

At this point, wishing to cooperate fully with the established EAST CON convention we queried Jay Hadley, their executive head as to their prospective date for EAST CON in 1981. Mr. Hadley indicated that EAST CON would once again be held in June at Widener University. We then verbally told Mr. Hadley that our convention would be offered the following month on the July 24th-26th weekend. Several weeks later, as a professional courtesy and to be sure that no misunderstandings could occur I again notified Mr. Hadley in writing of the exact date of our proposed convention. This date was already contracted for with our site, the University of Maryland, Baltimore Campus, and not possible to change. Things were looking good and we were fully expecting to put on a banner convention the likes of which has rarely been seen in our hobby. It would be pointless to describe the details of our preparations other than to say that the facilities being set aside for ATLANTICON were far and away superior to anything ORIGINS had yet seen. Our expenses for ATLANTICON in guaranteed site contracts were double that being spent by ORIGINS '81 according to a conversation held with PACIFICON spokesman Jerrold Thomas.

A month later the bombshell struck. Mr. Hadley advised me by telephone that the EAST CON Committee had decided to switch sites to a New Jersey motel complex and that the only available date was the same July 24th-26th weekend which we had already contracted for. Furthermore, he indicated that they couldn't possibly switch their date, therefore could we? We couldn't. Access to the facilities we needed were limited to that weekend in July. Needless to say, we felt that we had been had, and there was considerable support among our membership for going ahead with our date knowing full well that both conventions would be hurt. In the end, however, cooler heads have prevailed and we have come to the realization that hosting two conventions in the same region on the same weekend would not be doing the hobby any favors. Aside from the fact that we would probably lose our shirt financially on a split attendance with EAST CON, the gamer would suffer regardless of which convention he attended for most companies could certainly not attend both conventions and even if they could it would be unfair to ask them to pay convention expenses twice for the same attendance figures they would generate at one convention.

To make a long story short, we have decided to fold our tents and withdraw ATLANTICON from the convention scene for 1981. It remains to be seen whether this incident will be repeated in 1982 when we are supposed to host ORIGINS. However, let it be known that we will immediately request a prospective date from the EAST CON people for their planned convention in 1982 and then do our best to avoid it. Hopefully, they will not find the need to change their date again to the same weekend we announce in 1982.

At this time I would like to thank all of those who offered their services in conducting ATLANTICON. Your unselfish efforts to help promote our hobby are much appreciated. Here's hoping we can take you up on your offer in 1982. Have a good convention season and enjoy the coming year.

☆

STAFF BRIEFING
AN INTERVIEW WITH TOM SHAW
By Alan R. Moon

Letting Alan interview Tom is sort of like watching an old Abbot and Costello routine. You're never quite sure which one will deliver the punch line. Actually, Tom isn't as hapless as this interview makes him look. He's really much worse.

The last time he won a wargame was in 1974 when he won CHANCELLORSVILLE because his opponent never noticed that he was moving his forts every turn. Of course, how was Tom to know that they didn't build forts on wagons? No wonder the South lost the war?

ARM: I'd heard the name Tom Shaw many times, in dark alleys and the like, before I came to Avalon Hill, but I never really knew what you did. Now, after over a year here, I still don't know. How about letting me and everyone else in on your secret life?

TNS: I had also heard of Tom Shaw before coming to work at AH. In fact, I've heard his name being called for over fifty years.

ARM: Tom, I don't believe that answers the question.

TNS: Oh. What was the question?

ARM: (deep sigh) How did you come to work at Avalon Hill?

TNS: I started working for AH in August of 1960. Prior to that I spend eight years in advertising as a radio and television copywriter. During those days at the advertising agency I designed *FOOTBALL STRATEGY* and *BASEBALL STRATEGY,* which were both published under a private label and sold primarily in Philadelphia, Washington, and Baltimore. The games were a great local success and Avalon Hill heard about them. About the same time, Avalon Hill was looking to expand its research and design staff. And since designers weren't growing on trees in those days, I think I was the only one in Maryland, I was hired.

ARM: What about all the pictures and newspaper clippings of your baseball career you show everybody?

TNS: Most people when questioned would say they almost made it to the major leagues. Well, I almost made it to the minors! I played a lot of sand lot ball, semi-pro ball, with teams like the Ellicott City Rams and Huntsville Packers of Huntsville, Alabama. Remember, Ellicott City was the terminus of the very first Baltimore and Ohio railroad. When not playing baseball I was an employee of Uncle Sam at Redstone Arsenal in Huntsville working with Werner Von Braun and his then infant guided missile program. I also moonlighted at a slaughterhouse.

ARM: What about all these pictures of you with people like Mickey Mantle and Joe Dimaggio?

TNS: Want to see em?

ARM: No, no Tom, that's okay. Let's get down to the real nitty gritty. Precisely what is your job at AH?

TNS: (puzzled look) Let me refer to my notes. (pause) It says here that I oversee the entire operation of Avalon Hill, including acquisitions, development of new products, production, marketing, advertising, and promotion. Hey, that's probably why they call me the Executive Vice President.

ARM: Is the final decision about buying a new game up to you?

TNS: Not anymore. Don Greenwood, Senior Vice President, is now the New Products Manager. But early on, I was the one that made those decisions.

ARM: How much of your work time did you spend reviewing game submissions?

TNS: Too much. In the ten years I was in charge I never saw an outstanding game come in. In the later years, I refused to look at any games except those done by people who already had a reputation as a designer.
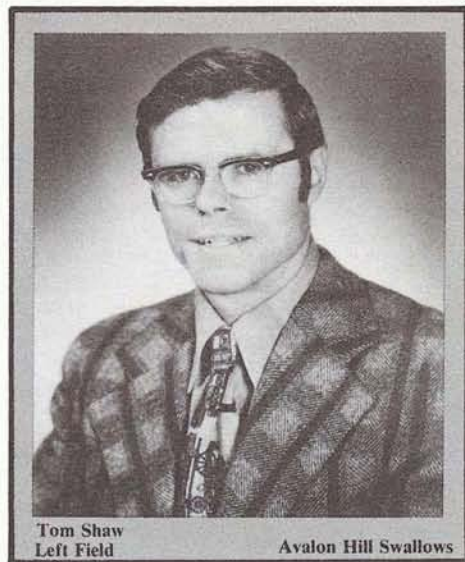
Tom Shaw
Left Field   **Avalon Hill Swallows**

Thomas N. Shaw
Born: 2/12/30
Started Wargaming: 1960
PBM Experience: Stalingrad
First Wargame: Gettysburg
Favorite Wargame: Stalingrad and Waterloo
Favorite Non-Wargame: Bridge, Business Strategy, and Football Strategy
Outside Interests: Baseball, Racquetball, Football, Farming, Collecting Old Coin-Operated Arcade Games
Employed by AH: 1960
AH Designs: Verdict II, Air Empire, Football Strategy, Baseball Strategy, What Time Is It?, Doll House, Trucks, Trains, Boats, & Planes, Word Power, C&O/B&O, Kriegspiel, Stock Market
AH Developments: Waterloo, Bismarck '62, Stalingrad, Afrika Korps, Battle Of The Bulge, Blitzkrieg, Outdoor Survival, USAC Auto Racing, Business Strategy
Awards: Football Strategy—Best Game Of All Time (Sports Illustrated)

ARM: How did you handle the overflow?

TNS: Well, finally Mr. Eric Dott, our President, decided to require a $250 payment from amateur game designers as a sort of "bond of confidence".

ARM: Did that stem the tide?

TNS: On the contrary. We started getting all these checks. I remember telling Mr. Dott when the first game came in with a check that it would probably be a real dog. Turned out the game was a dog race game, and boy was it ever a dog. One space on the board read "go back three spaces". Now who ever heard of a dog running backwards. And as more of these games came in with the $250 checks, we cancelled the whole idea.

ARM: Was it tougher to choose which games to buy and which to reject when you were doing it, than it is now?

TNS: No way. Though it wasn't easy back then, it's

harder now simply because there are more games to choose from now.

ARM: Is it true you passed up the chance to buy D&D?

TNS: No. Contrary to popular belief, *D&D* was never offered to us. TSR sent us a copy but only as part of our publisher's product exchange program. In all honesty though, I wouldn't have accepted it even if we had been offered it. We just didn't have the staff or anyone in particular who could have handled the subject matter back then. Certainly not to the extent TSR has done, anyway.

ARM: When *THE GENERAL INDEX* came out recently, I for one was really surprised to see how many games you'd worked on, including almost all of the classics like *WATERLOO, BATTLE OF THE BULGE, STALINGRAD,* and *AFRIKA KORPS.* How much did you contribute to the design of these games?

TNS: My input was minimal although I had my hands in everything. I was partly a developer, partly a playtester, and partly an artist. I did the actual artistic rendering on the maps for *WATERLOO, BATTLE OF THE BULGE,* and *AFRIKA KORPS.* From a design point though, I rarely had much to contribute. I do recall coming up with the automatic victory rule for *AFRIKA KORPS* which resolved a sticky problem in the game near the Qattara Depression.

ARM: Perhaps even more surprising to *INDEX* readers is AH's aborted venture into the children's game market. Can you tell us a little about this and why it failed?

TNS: This was predicated on AH's desire to broaden its market and its need to diversify and enter the mass merchandising area since adult games and wargames at the time were a very selective, almost unknown, area of entertainment. The reason the venture failed was because the games were lousy.

ARM: How about some of the other games you've worked on that failed. Games like *C&O/B&O, VERDICT II,* and *AIR EMPIRE.* What was the problem with these games?

TNS: Those games were perhaps a little ahead of their time. I think there were redeeming features in all of them and they might do better today. *[Ed. Note: I don't!]*

ARM: The two other titles that INDEX readers might not recognize are *THE YEAR OF OUR LORD* and *THE JOURNEYS OF ST. PAUL.* What's the story behind them?

TNS: This was another attempt to broaden our distributional base. These two games were designed by a priest from Pittsburgh. He wanted to do the games on a private label basis, pay for them himself, and take them back to Pittsburgh to sell in a fund raising program. We playtested them and thought enough of them to increase the print run and distribute them to religious academies in Baltimore. We thought they were both fun and educational. What we didn't know, until it was too late, was that most religions took themselves very seriously. The mere thought of using chance elements in games, particularly dice, was strictly taboo. The Baptists did say that if we eliminated the traditional dice and substituted color cubes, they would be interested in them, but we decided, instead, to give all of the remaining stock to charity.

ARM: Would you agree that *FOOTBALL STRATEGY* is the best game you've designed?

TNS: Yes. Strangely, the design of *FOOTBALL STRATEGY* was an act of survival. I was still employed by the advertising agency at the time and what I looked forward to most in those days were my Sunday flag football games. I was the right cornerback for the Wildwood Athletic Association and we had an outstanding team. We were solid at every position except right cornerback. As teams learned to run and throw in my direction, I began to get mauled. I was probably the only player on a championship team that prayed we wouldn't get into the championship. Finally, I decided to invent a game and enjoy my favorite sport in a safer environment. Thus, the *FOOTBALL STRATEGY* matrix was born. It only took about twenty minutes to design, but it went through a rigorous playtest period and is still undergoing minor changes from year to year, even though it has been on the market since 1959. Incidentally, the original version was published in a metal tube and sold for $2.95.

ARM: Before getting into other things, I guess there's one more game I should ask you about. Is it true that you designed *KRIEGSPIEL* in one day?

TNS: Actually, I think it rivals *FOOTBALL STRATEGY's* mark of twenty minutes. After all, it had less cards and a much simpler matrix. In all seriousness, it was designed as a last minute replacement for a design that was promised and not delivered. We had to have a new product for the upcoming American Toy Fair and it was an eleventh hour thing or nothing. What most people don't realize is that *KRIEGSPIEL* was a tongue and cheek game. It just didn't come off that way. One could sum up the public's reaction to it by saying that when it was published, the state of the art had already passed it by.

ARM: Do you have a design philosophy?

TNS: The Tom Shaw *KRIEGSPIEL* school of design lasted less than one semester and its only two students never found employment with any company. However, certain basic *KRIEGSPIEL* concepts still apply. That simplicity, for example. AH has been guilty recently of going overboard on complexity because the state of the art seems to demand something *more* with every new product. I am not convinced that complexity is better. Here of late many of the best new designs have emphasized simplicity. On the other hand, let us remember that I do not consider myself a designer anymore.

ARM: Thank God. On to other matters. Can you give us a general idea of AH's marketing policy?

TNS: In the toy and game industry the name of the game, if you'll excuse the pun, is new products. In the 60's, all manufacturers produced new products once a year. They had to be ready for display at the American Toy Fair and ready for shipment shortly thereafter. The Toy Fair is an annual event, usually in February. At the Fair, orders are taken pretty much for the entire year, even Christmas orders to be shipped at later dates. So, AH's product promotion and general marketing strategy was built around the Toy Fair. This still holds true today although with the advent of ORIGINS, we try to gear the introduction of new products at both the Toy Fair and ORIGINS.

ARM: Does AH have a set method for pricing new games?

TNS: There is a cost of manufacture to retail price ratio, but we're probably more flexible than any other manufacturer. We generally consider what the market will bear, price the game, and then try to bring its cost in under those guidelines. In this way, we can be competitive with any other manufacturer. The average price of our games is the same or less than those of other companies, yet we mount all our boards, spend more time on R&D, and use very

slick packaging. And while it is understandable that the gamer could care less about slick packaging, we would not be able to get our games into the market in the first place without it.

ARM: Do you expect to see AH do any television advertising or any other kind of big money promotion in the coming years?

TNS: No.

ARM: Why not?

TNS: If we had a game like *OTHELLO* or *MASTERMIND,* we probably would, but we don't have a game like this. Television is GOD as far as the toy industry is concerned, but you are paying for a mass merchandise item. Only action games or simple, mass market games will profit from television promotion. Our games just aren't suited for the television audience.

ARM: So you don't believe that wargames, or even adult games, will ever appeal to a mass audience?

TNS: No.

ARM: Will AH ever make another attempt to get into the children's game market?

TNS: No.

ARM: Why not?

TNS: It's a Catch 22 situation. In order to expand into that market you have to have lots of dollars coming in and then you have to select the right product to put those dollars behind in advertising. But in order to get those advertising dollars you have to have a big market seller. And you can't get a big market seller unless you have those advertising dollars. We simply are not ready to take the big plunge.

ARM: Well that certainly makes it perfectly clear. Then, AH is basically a conservative company?

TNS: Let's just say that George McGovern would not be particularly happy working for us.

ARM: I'm sure he's not too happy with anything at the moment. So where is AH headed in the future?

TNS: Into computers, into broadening our fantasy and science fiction offerings, possibly into miniatures, and into anything else that has to do with entertainment. Whatever gets hot, we are flexible enough to get involved in it rather quickly. Even though we are a financially cautious company we think that flexibility is one of the roads to success.

ARM: Will future AH computer games be playable on other computers, such as the ATARI?

TNS: Yes. In fact, we think that ATARI is the hardware of the future. But we won't overlook any other possibility either. We're also considering Texas Instruments. Mattel is another possibility.

ARM: Some of the hardcore wargamers may be a little worried that the computer games are going to infringe on AH's wargame output. Is there any truth to this?

TNS: No, mainly because the computer games are a completely separate division of AH all by themselves. They do not take away any time from board game design.

ARM: What AH games have not sold as well as you thought they would?

TNS: DUNE comes to mind. Not that it has done badly because it hasn't. It's just that *DUNE* has all the hallmarks of what a runaway winner should be. It's a multi-player game. It's a role playing game. It's based on a best selling, award winning, science fiction novel. As a matter of fact, a motion picture has been planned about the book. I can't pinpoint the reason it hasn't done as well as I thought it would.

ARM: What AH games have sold better than you expected?

TNS: Two recent surprises have been *TITLE BOUT* and *WAR AND PEACE.* I think *TITLE BOUT* proves, once again, that a good game will sell well, regardless of the subject matter. *WAR AND PEACE* is surprising because no previous Napoleonic game has ever done well, no matter who put it out. It has exceeded our highest hopes and we will follow it up with another Napoleonic game next year.

ARM: How about the AH design staff. How do you rate them overall and where are their strengths and weaknesses?

TNS: In all modesty, I can say that we have the best design staff of any manufacturer in the hobby. It is certainly the most stable as we have suffered only one loss in the entire history of AH. I believe that a large part of their success is the luxury they enjoy of being able to work independently. There are relatively few pressures to publish by a specific date. In addition, we have a tremendous amount of professional people who bend over backwards to give them any creative or artistic help they need. Their weakness, if any, is perhaps in taking too much advantage of the luxury of this independence. Still, one has only to look at the number of awards these people have won to see how I can say they are the best staff around.

ARM: Will there be any expansion of the staff in the near future?

TNS: One never knows.

ARM: That tells us a lot. Let me be more specific. Due to recent circumstances, the name Jim Dunnigan comes to mind. Will he be doing any work for AH in the near future?

TNS: Again, one never knows. But on behalf of Jim, let me say that early on when Jim was supplying AH with much needed designs, his influence was a major factor in the growth of AH, despite the fact he later became a major competitor.

ARM: You've mentioned state of the art several times. Where is the state of the art going?

TNS: Up. The state of the art is limited only by man's imagination, because this is what we are dealing with. Imagination is the key to the recent success of fantasy games. There will come a time when fantasy will be out and something new will be in. I only wish I knew what that something was going to be. But one thing I do know, whatever it is, AH will be part of it because AH is a dynamic, growing company in a dynamic, growing industry.

ARM: Are you working on any games now?

TNS: These days I only work on games no one else wants.

ARM: Do you play games in your spare time?

TNS: I have relatively little spare time. The only games I keep up with now are *FOOTBALL STRATEGY* and *BRIDGE* which I consider to be the ultimate card game.

ARM: Anything else you'd like to say?

TNS: I'd like to mention my claim to fame. I wrote the original Muppet television commercials back in 1959-60. They were sponsored by ESSKAY Meats and it was a daily five minute show on a Washington television station. In those days the show was called "Sam and Friends" and it was being done by a husband and wife team, Jim and Jane Henson who were students at the University of Maryland. They named a Muppet after me, but I played out my option and became a free agent. Original scripts are still available for $10 from Tom Shaw, c/o AH.

ARM: Well, thank-you Tom for this very strange interview. I hope the readers will be able to separate the facts from the fiction. But just in case, please don't send any money for Tom's "Sam and Friends" scripts. He was just kidding (I hope). ☆

MY SON, THE BERSERKER

By Jim Stahler

AN INSIDE TOUR OF THE MAGIC REALM

You know . . . before I read this article I actually thought I didn't like fantasy games. Now I know I don't like fantasy games, but if I somehow ever get forced into one you can betcha I'm going to make friends with the Berserker guy.

Oy, such tsuris! What is a mother to do? One day, out of the Blue, my son says to me, "Farewell, Mother. I am going on a long journey."

"So where are you going, and when will you be back? Will you be home for supper?" I asked.

"I will be gone for a long time," he replied. "I am going on an adventure to the Magic Realm."

"Are you out of your mind? You are going on a journey up a tree?"

"No Mother, Magic *Realm*, not Elm. It is a far distant land."

"Now I know that you are mishuganah! Why don't you stay here, settle down, find a nice Jute-ish girl, get married . . . " Don't you think that he is crazy? "What do you expect to find in this land?"

"I go in search of fame," he said. "I want that all the world . . . "

"Fame, shmame. All the world should know that you are a knucklehead?"

"And I can gain notoriety," he said, hopefully.

"Your father and I didn't raise you to be notorious," I said.

"There is also talk of much gold in the Magic Realm, to be gained by the most daring adventurer."

"Much gold! Just what I want, a purse full of gold, and a dead son. Are you looking for a fine funeral?" What to do with this boy?

"And there is great treasure to be found," he continued, with a gleam in his eye. "Wouldn't you want me to bring you something nice?"

"Treasure?" So I am getting just a little curious. "What sorts of treasure?"

"There is all sorts of treasure to be had, Mother," he said excitedly, "Power Gauntlets, Shoes of Strength, Garb of Speed, Cloak of Mist, Girtle of Energy."

"It sounds like you are 'going to a clothing store. Get this foolishness out of your head," I scolded.

He continued: "But there is much more, Momma, a Golden Crown, Sacred Grail, Royal Sceptre, Crystal Ball. And besides, I am tired of spending my life here on the farm. I want action, I want adventure. This is my chance to see the world, to break away."

He sounded determined. I asked him, "Isn't it dangerous? Aren't there all sorts of weird people who go adventuring? I'll fear for your life."

"Please don't fear, Mother, I can take care of myself. With my horned helmet and my great axe, I can handle anything."

"You think that you can handle anything? I thought that you were mad, but you are Berserker than I figured. What kinds of people do you expect to meet, and how do you expect to handle them?"

"I thought that you would never ask," he said. "I can defeat most people, and those that I can't kill I can avoid. For example, suppose that I meet a Dwarf. We both have helmets and great axes, and can trade tremendous blows. We are a pretty even match, because his fastest fight counter is H4**, and my fastest move counter is H4**, so I can usually avoid his attack (2/3 of the time). However, my fastest fight counter is H4*, and his fastest move counter is H5*, so I can guarantee hitting him, if I smash him, to counter his Duck."

"Why don't you roast his duck, and both of you sit down to eat. It's much healthier."

He reddened, and said, "Not a 'quack, quack' duck, Mother, but a sophisticated fighting maneuver consisting of squatting down to avoid your enemy's weapon. As I was saying, if I smash him with a Fight H4* counter, I will hit him, even if he ducks. But if I do, I can't play my Move H4** counter, because I am limited to two asterisks. Then he could guarantee killing me, if he plays a Fight H4**. But don't worry, Mom, because I can always run away from him; my fastest move counter, H4**, beats his fastest move counter, H5*. So I am safe from Dwarves, you see?"

"Very interesting, but I haven't the foggiest notion of what you are talking about," I said, very confused.

"You haven't read the rules, Mother?"

"I'm sorry, but I haven't," I admitted. With all the cleaning and cooking and taking care of the house, I am supposed to have time to read rules?

"Let me explain," he explained. "Every character is given certain counters upon entering the Magic Realm. Don't look at me like that, Mother, it's true. They are mostly Fight and Move counters. They each have a weight; Light, Medium, Heavy, or Tremendous; and a time, which determines how long it takes to strike the blow or get out of the way to avoid a blow. The lower the number, the better. They also have asterisks which determine how much effort someone expends in playing the counter, the more asterisks, the more effort."

"Combat works like this. Each person involved in the battle has a chance to avoid the battle, well, sort of run away. I don't like to think of it as actually running away. It is more like exercising discretion, the better part of valor. You don't want me to be killed do you?"

"As I was saying, each of us can play a move counter, to try to leave, and the other one can play a move counter to stop him, like running after him. If the move counter of the person leaving is faster than the move counter of the person chasing him, then he gets away, and there is no fight. Otherwise, they must square off and fight it out."

"It makes great sense to me," I said doubtfully.

"It's very simple really," he continued. "To fight, we each play a fight counter with our weapon to determine the type of attack; we can either thrust

ahead, swing to the side, or smash down. Also, we play a move counter to make a maneuver to avoid the enemy's attack. We can charge ahead, dodge to the side, or duck down. If the speed of the attack beats the speed of the maneuver, the poor fellow is struck, no matter what his maneuver. Otherwise, the attack must correspond to the maneuver, and thus has only one chance in three of meeting its mark."

"It sounds dangerous," I said.

"Well, yes, it can be. But when I go Berserk, I can take a lot of punishment. The weight of the attack, as determined by the weight of the weapon, must equal or exceed the target's weight to kill him. Anything else is only a scratch. When I am Berserk, it takes a tremendous blow to kill me; I ignore anything else. With my robust health, I can heal pretty quickly."

"Back to the Dwarf. Assuming that we both have helmets, and alerted weapons, and we are using Weapon Times, Armor Bonus, Weapon Length, Armored Monsters, and Heads and Clubs optional rules, I can play Move H4**/Fight H5, and duck so that my helmet protects me. Unless he plays his Duck, my axe will kill him, since it strikes with speed of 4. If I smash and he ducks, I will destroy his helmet. But he can play Duck T3*/Fight T6*, which has a 1/3 chance of getting me. If I am ducking, my helmet is gone if he gets me, but I am safe."

"On his next round, assuming that I have lost my helmet and he has lost his, he is in trouble. I can play Move H6/Fight T4**. If I smash, I am guaranteed to kill him, but he can kill me at the same time, by playing his Duck T3*/Fight H5* combination. Or I can play Move H4**/Fight H5, to avoid him, but he can avoid me by playing a Move H5*. If we both miss, both our weapons are alerted for the third round. I play Move H4**/Fight H5 again, but this time my weapon comes in at a speed of 4, and I automatically kill him if I smash. He now has a 1/3 chance of knocking me off simultaneously, only if he attacks where I maneuver."

"It sounds like you can get yourself killed by even a little fellow like the Dwarf. Are you sure you want to . . . "

"But you forget, I can always outrun the Dwarf and be safe. So you needn't worry about him. And the Dwarf is about the most dangerous character that I have to face."

"Besides the Dwarf, I can run into a Black Knight. Many people consider the Black Knight to be deadly, and to many people I suppose he is, but I laugh at him. He only carries a mace, which is a blunt, medium weapon. He has heavy armor, but that slows him down as much as it protects him. I could run away from him, if he is wearing armor, but I don't have to. If I am Berserk, he cannot kill me with his mace, and since he is so slow, my great axe will find its mark every time, unless he plays a Move H4**. This leaves him with only a Fight H6. He will probably miss me, even if I play my Move H6, and my Fight T5* will find him 1/3 of the time. The first time I strike him, his shield is gone, then his armor, then him."

"There is also the chance of meeting up with the White Knight. He can be a fearsome foe, but he is as easy to avoid as the Black Knight. If he demands a fight, he must play his Move H4** to prevent my exit. This leaves him with only a Move H6 and a Fight H6 to play that round. I simply play Move H6

to avoid his sword, and a Fight T5*, and he shall not avoid my axe. His armor is gone, and without his armor, it will be his turn to run away.”

“The Captain can force me to battle by playing a Move M4* counter, leaving him with some effort for the melee. But if I am Berserk, he cannot kill me in a single blow, since he merely carries a lightweight sword. My Move H4** can avoid his Fight M4*, or my Fight H4* can beat his Move M5. He will have to be quick to avoid quickly losing his head, and it is only a matter of time before my axe finds its target.”

“There is also a Pilgrim wandering around the Magic Realm, but he is little threat to me. He has only a wooden staff, and no armor. He can play Move M4*/Fight M3*, and wound me every round, but I have just to strike him once with a move H6/Fight H4*, and he is returned to the dust.”

“The Amazon and the Swordsman have only lightweight weapons. When I am Berserk, they can barely scratch me. My swing will eventually connect, and down they go. The Amazon will take a little longer, because of her armor, but her turn will come. Those two best be running from me.”

“Two archers wander in the Magic Realm, the Woods Girl and the Elf. They are both quick and difficult to avoid, but if I am Berserk I am in good shape. When their bows are alerted, they will always hit me, but they must roll 1 or 2 on the Missile Table to kill me. Since they can shoot well only when their bows are alerted, it will take them an average of three shots to kill me, but this requires five rounds of combat, assuming that they start combat already alerted. I expect my great axe to strike home once in three swings, and I can swing every round. The odds greatly favor me in a battle with either of these two characters, who will use their speed to run if they know what is good for them.”

“The rest of the adventurers in the Magic Realm are all primarily Magic Users. The only one with a weapon is the Wizard, who only has a staff. He is so old and weak that he barely has the strength to hold it. I can easily handle him even if I am not Berserk. As to magic, I don’t believe in it. Besides, it doesn’t come into the game until the Sixth Encounter.”

“Knights and Dwarves, Magic and Monsters, I fear no one and nothing. I will return alive, I promise, with lots of gold and treasures.”

“Monsters!” I shrieked, “Did you say monsters? It sounds like you have a good chance against those strange people, but monsters are really deadly. What chance can a mortal have against those beasts?”

“Now hold on, Mother,” he calmly replied, “monsters aren’t as dangerous as you seem to think. First of all, they are easy to hide from, and they aren’t everywhere. I can fight off a lot of the monsters, and flee from others. For example, I can outrun Ogres, Giants, and Tremendous Dragons. By playing a Move H4**/Fight H5 combination I can defeat many others, especially those that strike at a speed of 4. For example, if I am up against a Tremendous Troll or Octopus or Spider, I automatically win with nothing more than a scratch if I place my Move and Fight counters together, assuming that I am Berserk. If the monster wounds me, I deal it a tremendous blow with my great axe, and it is gone.”

“For a few of the tremendous monsters, I must let them strike me first, and then I have them. For example, the Tremendous Serpent strikes with a speed of 4, but only has a light blow. Its speed is also 4, so I cannot be sure of hitting it. If I play a tremendous fight counter, which is what I need to kill it, I cannot play the Move H4**, which is what I need to avoid it. Consequently, it has a 2/3 chance of wounding me and closing without me killing it. But now its speed is only 5. I play a T4** to kill it before it kills me, since I have the longer weapon.”

“Similarly, I will be wounded by the Tremendous

Flying Dragon in the first round, because it attacks with an M3 attack; it cannot kill me immediately. But then it has its attack speed reduced to 6. A Move H6/Fight T5* combination will kill it if it succeeds in striking me, before it can get its claws into me. I only have to worry about its head. While the head of the Tremendous Flying Dragon is normal, it will only wound me. If it flips, it launches a T3 attack, which automatically kills me. So I have to take my chances. I hope never to need the TFD.”

“The last two tremendous monsters are the Demons. If I can survive the Power of the Pit, I can defeat the Winged Demon, since a Move H5*/Fight H4* combination will kill him before he can kill me. His unwinged friend is more dangerous. He always has a speed of 4. I will have a swing at him on the first round, and if I miss, I am in trouble. My only chance then is to play Move H4**/Fight H6 in different directions, and hope that I am lucky enough to get him before he gets me. The Tremendous Demon is found only at the Altar, and I shall be very careful to hide if I am near there.”

“As I understand it then,” I commented, “of all the huge, terrible, tremendous monsters waiting to tear you apart, you can be killed only by the Tremendous Flying Dragon, the Demon, and the Winged Demon. It is such a comfort to know. The lesser monsters much then be no problem at all.”

“I wish that it were true, but there are other more dangerous monsters. Perhaps the most dangerous is the Wolf Pack.”

“A wolfpack! I don’t want my boy lying on the bottom of the ocean with a torpedo through his belly.”

“No, you are thinking about a different game, SUBMARINE. This is MAGIC REALM, and I am referring to a pack of six Wolves. Individually they are no danger at all, but with six of them, I can be nibbled away to nothing in no time. Luckily, the Wolves only appear in the woods where there are ruins, and I can be very careful there, hiding behind each tree as I slip through the forest.”

“You? Tiptoeing like a Mack Truck.”

“You should see me in a cave. And caves are dangerous places, because there are Goblins there. Goblins are dangerous because they attack six at a time, like Wolves, I may be able to handle the Axe-toting Goblins by playing my Move 4** and ducking, using my helmet to stop their light blows. If I spread them out, two to each red box, I will only have to deal with them two at a time. If my helmet can stop their light blows, I may get lucky and kill them off before they flip, become Medium, destroy my helmet, and destroy me.”

“The spear-toting Goblins are not dangerous until they flip, but then they can kill me. My hope is to keep them all together, so that when one flips, they all flip. Then I can run away, unless they attack me when they flip, in which case I am dead. This only has a 10% chance of happening, so these Goblins are not too dangerous.”

“The Goblins with the great swords are the most dangerous. They can kill me if they strike me, and they have a 1/3 chance each turn. If they flip before they strike me, however, I can run from them. My chances are slim, but I can survive. Their fastest attack speed is 5, so I only need to play a Move H5* to avoid their blows.”

“The Wolves and Goblins are all ‘little monsters.’ The deadly Vipers are also ‘little.’ They strike with an M4** attack. My hope is to avoid them until they flip, and become only light in their attack. Then I can deal with them easily, and avoid wounds by using my helmet. I can also separate my attack and my maneuver, and hope to kill one of them before they kill me. With just one facing me, my helmet will protect me long enough to kill the lone Viper.”

“The last monster in this category is the Imp. He can be a real bother, but I should eventually kill him, just by swinging enough. If he flips, he stops

cursing and has an M4 attack, which cannot kill me, only wound. If I play Move H4**/Fight H5, I will kill him when he wounds me. The curses can be very irritating, but usually aren’t fatal.”

“The rest of the monsters are all heavy monsters. Of these, the weakest are the Spiders. They either have an L4 attack, which can’t hurt me if I use my helmet; or a T6 attack, which I can beat. A Move H6/Fight H5 in the Duck/Smash maneuvers will guarantee a squished Spider, with not even a wound.”

“The Spiders appear one at a time, as does the Dragon. This fellow has an H4 or M4 attack. The Move H4**/Fight H5 combination will kill him while I suffer merely a wound. If I am not Berserk, I will duck and use my helmet to protect me against the potential heavy attack.”

“The Giant Bats appear one at a time, then two at a time, and then three at a time. Every time one attacks, he wounds me, since I am too slow to get out of the way. I can usually dispatch one Bat, or maybe two, but three can get downright dangerous. I will have to be careful around these monsters.”

“All the other monsters travel in pairs, which makes them dangerous. If I am Berserk, I can handle any of them since none of them can attack with more than a heavy blow, and only the Flying Dragons attack with speed less than 4 when they are using a light attack. With all these pairs, Flying Dragons, Serpents, and Trolls, I will use the trusty Move H4**/Fight H5 combination. If they get me, they will only wound, and I will kill one of them. I will eventually get the other one, too, and come out of it with only some scratches. Against the Flying Dragon, I will use my helmet to ward off light blows if they flip.”

“If I am not Berserk, then I am in trouble. They all have the potential of killing me. I would have to separate my move and attack, and just pray that I can get one or both of them before they get me. If I do, then I can use my helmet to ward off the blow, and use the Move H4**/Fight H5 combination to assure a victory. It would be a tough fight, but I have a very good chance of winning.”

He sounds determined. What is a mother to do? I said, “Well, it sounds like you have investigated the dangers, and now no one can persuade you to give up this foolish idea. I wish you luck, and you have my blessing. Wait, before you go, take these ten gold pieces with you. Perhaps you will be able to use them to save your life. And please try to make it back before supper.”

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THIRD REICH ... *Continued from Page 21*

It is difficult to be dogmatic about the defense of Italy in mid-game. Mark's proposed defense of the mainland would appear to be satisfactory as far as it goes, but does it go far enough? The Allied capture of Corsica or Sardinia opens up half a dozen more ports (from Marseilles to Trieste) to surprise airborne attack, and each must be garrisoned. In the face of massive Allied superiority at sea, I prefer to abandon beaches and instead guard the exploitation routes, though I agree this is more a question of taste than anything else. Frankly, any Italian defense at this stage of the game which does not involve German units will remain unused and purely theoretical. Certainly, the weak areas in Mark's theoretical defense are Yugoslavia and Greece. Salonika is appallingly weak; Sofia and Bucharest must be properly defended. In Yugoslavia notice that the turn before an Allied invasion four partisans can be built around the Yugoslavian beach, isolating the defenders and threatening an unopposed Allied landing there: this will force an Italian offensive and thereby distract the Axis.

Figure 7: A sounder Turkish defense against an Italian invasion.

The word 'gambit' means an opening to a game involving the sacrifice of a piece. Mark's proposed drives against Turkey or Spain are indeed gambits since they sacrifice almost everything for almost nothing. I have already explained how unlikely it is that the Italians alone will defeat the Greeks: but even if they did, Mark's analysis of the Turkish defense is woefully inadequate. A much more likely Turkish defense against a purely Italian attack is shown in figure 7. Notice that the important things to defend are the ports not the beaches, for until the Italians capture a port they are not going anywhere. With this defense, Izmir is extremely hard to capture on the first turn without taking a considerable risk at DD30. Landings in the south will also fail to secure a port. If eleven factors of Turks survive the invasion, attrition against any Italian advance beyond the beachhead could be fruitful. Furthermore, immediate British intervention should ensure the Italians never cross into Asia Minor in strength. Needless to say, Mark's idea of the Axis somehow manipulating a double move in their favor is pie in the sky; at this time the Axis will still be moving first. Even if they did get a double move, the Turkish move would still come between the two Axis moves. Mark is correct to point out the disadvantages of a Soviet intervention in Turkey though, but an English intervention really has nothing to lose. Sooner or later the Italians will defeat the Turks if only through attrition, and then the door to Tabriz and Sarab (far more important than Suez) is open. The sooner the British intervene, the larger the Turkish army that greets them will be, and the better the chance of holding the Italians at the crossing arrows. And I disagree that the Italian navy can hurt British seaborne aid, since units will simply SR

directly into defensive positions in Turkey; as for Britain's BRP position suffering from intervention, who will get Turkey's 30 BRPs then? And of course defending Turkey and Egypt, Britain will have interior lines and can switch forces from one to the other without using fleets, while the Italians will find themselves overextended and less flexible in response. Finally, the greatest problem with a neutral Italian invasion of Turkey is the age old one: who defends Italy while the army is struggling through Asia Minor?

An Italian attack on Spain should only be executed when the German player plans to attack Gibraltar anyway, for it is almost bound to provoke British intervention. Although it is an interesting way to save Axis BRPs and waste British BRPs, is it worth it militarily? The British will intervene via the northwestern Spanish ports while the Italians are still looting the Balearics (heaven knows why Mark imagines that "the second turn of the invasion may come before the Allies can significantly intervene"): when the Italians next look up, the amphibious assault of mainland Spain will face British airpower and British fleets, with Spanish fleet factors ready and willing to be the first to be lost in an exchange. Meanwhile British infantry will be defending the river around Zaragosa. It is really much safer and quicker for Germany to attack Spain in the conventional manner, than indulge in these elaborate charades just to save a few BRPs. Still, it is a less dangerous adventure than a lone attack on Turkey.

Mark's scenario for an invasion of Malta though is based on a preposterous premise. "The Axis can normally count on a two turn-in-a row sequence sometime in 1941." What rubbish! There may be a pair of double moves in 1939, and very likely an Allied double move over Spring/Summer 1942 . . . and that is all. Remembering that Italian BRPs are added to the German level even while neutral, the likelihood of the Allies moving first in 1941 is very remote. Indeed I would go so far as to suggest that if it were to be so, Germany must be losing fast and the Axis will have better things to do with a double move than assault Malta. Italian players would be wise to accept that Malta will never fall against a capable British player.

How depressingly negative this article has been! But how can that be avoided when one's subject is the might of Italy? Both Mark and I obviously have one thing in common: an abiding interest in the Italian possibilties in *THIRD REICH*. I have always enjoyed playing the underdog (witness my obsession with playing Germany in *BATTLE FOR GERMANY*: now that's what I call a challenge!) because good play in the face of heavy odds is extremely satisfying. But unlike Mark, I speak from practical experience against very powerful opponents: my impression is that Mark's article is based largely on armchair theory, and not "battlefield" experience.

Sadly, however much people like Mark and me want to believe in subtle and rewarding strategies for Italy, the reality is more mundane. In my experience, without one of the favorable variant chits, Italy has two choices: either play a conventional game, aiding Germany in every way, with a declaration of war in Winter 1939, free German use of Italian assets, and acquiescence in a German conquest of Yugoslavia; or play a more individual game with an attack on Yugoslavia in 1939, the saving at the end of the year of 25 BRPs, which together give Italy 100 BRPs in 1940, and a declaration of war on the Allies plus an immediate offensive sometime in 1940. Every once in a while the opportunity comes to intervene neutrally in Turkey against a Soviet attack, and then the fun really begins; but in general against competent opponents there are no grand slams the Italians can use safely.

But let's end on an optimistic note! Although it is difficult for Italy to make any spectacular gains, it is also very difficult for the Allies to take away what

the Italians have. The only objective the Allies can be certain of capturing is Tripoli, and then only after many expensive offensives. Many players now believe that British involvement in the Mediterranean is a complete waste of time and resources. Better, they say, to concentrate both Allied armies against France and get ashore in 1943, leaving the forces in Egypt standing in a purely defensive stance. Faced with this Allied strategy, Rome is most unlikely to fall, and Italy can hope to win if Germany offers objectives in exchange for aid. But I suspect that the introduction of political considerations (such as the premature surrender of Italy) to the upcoming new edition of *THIRD REICH* will once again focus players' attentions on the Mediterranean.

A successful player is a flexible player. While Mark McLaughlin describes seductively plausible strategies they are in reality too rigid, too theoretical and sometimes too dangerous to ever make an appearance in a skilled contest. In particular, he underestimates the power of Neutrals to throw an attacker off-balance with an unexpected defense or successful attrition. Worst of all, like a fussy accountant, he puts too much emphasis on BRP considerations: a good player watches the overall level of spending but does not begrudge individual attacks however lavish if the potential military results are exciting enough. In this context, no Italian player should imagine that saving 35 BRPs by provoking the Allies to attack is worth a consequently weak military position. "Rome Wasn't Burnt in a Day" encourages overconfidence in Italian players. I hope this article corrects that tendency, and brings readers' aspirations for Italy down to earth again. Readers should rely on their experience, and take Mark's theories with a large pinch of salt.

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NEW KINGMAKER EVENT CARDS

AVALON HILL STAFF SHIRTS

AREA TOP 50

Rank	Name	Times On List	Rating	Previous Rank
1.	William Dobson	21	2511RJP	1
2.	Kevin Combs	19	2506WNQ	2
3.	Robert Chiang	27	2178GHN	3
4.	David Cornell	21	2175OHK	4
5.	Dale Garbutt	17	2161EGK	5
6.	T. Oleson	28	2045STZ	9
7.	P. Kemp	12	2034EEI	6
8.	D. Burdick	18	2033EDK	7
9.	Larry Kelly	12	2099VVZ	12
10.	J. Kreuz	14	2001FFK	10
11.	P. Siragusa	12	1999CEG	14
12.	D. Barker	26	1997GHM	11
13.	F. Freeman	12	1981EEF	8
14.	M. Sincavage	8	1964DDI	13
15.	L. Newbury	21	1964EHK	15
16.	J. Beard	9	1952DFJ	16
17.	R. Leach	21	1933GJN	18
18.	B. Sinigaglio	4	1903DEE	20
19.	F. Preissle	16	1894JLR	17
20.	J. Zajicek	22	1865GJP	21
21.	C. Olson	2	1855CEI	31
22.	B. Downing	8	1830DGI	26
23.	G. Charbonneau	2	1820CEG	25
24.	C. Combs	9	1819RKD	23
25.	N. Markevich	11	1782CEE	28
26.	D. Greenwood	20	1781FEI	29
27.	S. Martin	12	1775EGI	30
28.	E. Miller	5	1774GJO	33
29.	K. Blanch	21	1772GHL	24
30.	D.R. Munsell	14	1760FDI	39
31.	F. Sebastian	14	1758FHN	32
32.	I. LeBouef	7	1739GIP	41
33.	W. Scott	15	1738GFN	38
34.	W. Knapp	13	1723JLR	35
35.	C. Brown	1	1712DGK	—
36.	R. Kolvick	4	1710DEH	27
37.	W. Letzin	15	1710DEH	36
38.	R. Hoffman	5	1697DGK	40
39.	N. Cromartie	4	1693FGM	34
40.	F. Ornstein	2	1689DFI	42
41.	R. Zajac	8	1689FGH	47
42.	D. McCarty	5	1681CEH	43
43.	D. Tierney	4	1660DEI	46
44.	P. Carson	12	1650ECE	48
45.	G. Smith	3	1649CCH	49
46.	J. Rarick	2	1647CFI	50
47.	B. Salvatore	1	1645CGI	—
48.	B. Remsburg	2	1644CEI	44
49.	W. Thompson	1	1642FFI	—
50.	D. Stephens	1	1636HIP	—

THE ASYLUM, No. 12
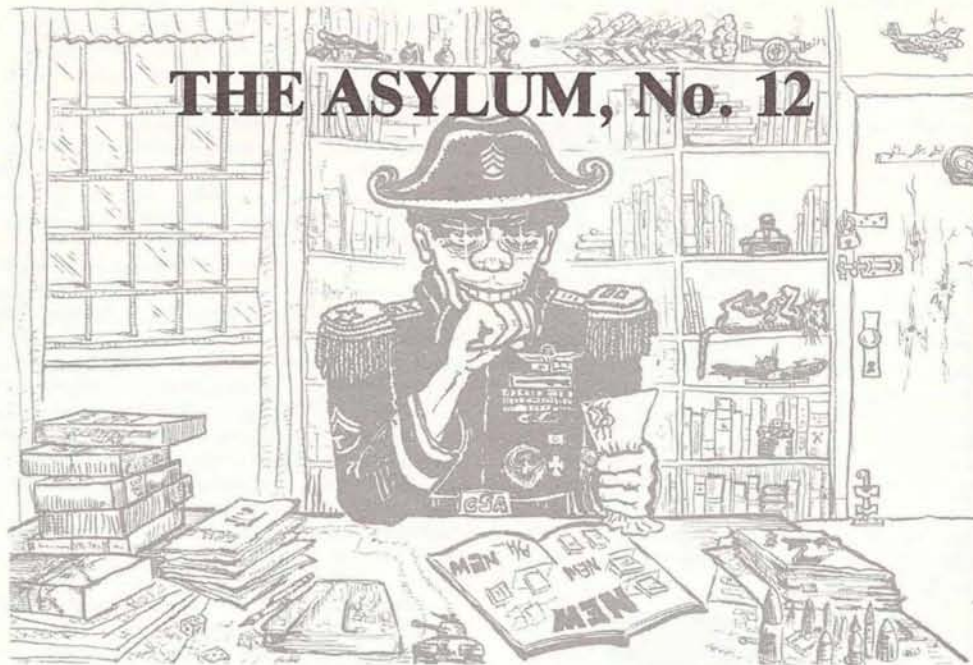
INSIDE THE HILL, PART TWO

by Alan R. Moon

I arrive at work to find a note on my desk which reads:

Please write a Press Release for INTERN. The attached one is too short. Have it on my desk by noon today, or it's no cookies for you.

TNS (Tom Shaw)

No cookies! Ever since being bitten by Eric Dott's (AH's President) Airedale, Tom has had urges in the middle of the night to get up and use a bush outside. It's been even harder on his wife though, since she has to get up to open the door.

Plug in. My typewriter begins to spit lead. Knowing the future of AH rests on the ends of my nimble fingertips, I force the creativity onto the paper, adding that touch of Alan R. Moon humor (or, according to some, insanity).

One minute to twelve. I drop the finished Press Release on Tom's desk. But, he's gone to lunch. I scream. No one notices. I check Tom's cookie jar. It's empty. I begin to plan my revenge.

Incredibly, Tom is only one of a whole cast of characters I'm forced to work with. Among the others is the winner of the "Oscar The Grouch Personality Contest", Don Greenwood. Godzilla is chummier. Suffering from a severe overdose of the SLs, I suggested he be incarcerated in the Baltimore Home For The Bewildered. Tom called (he knew the number by heart). They were full.

And then there is Richard Hamblen who is likened to a bunch of little elves. If you leave your game out overnight, Richard comes around while you're gone and tinkers with it, and then leaves you a note about all the things you should change. We all try to hide our games as much as possible though.

Having our offices downtown in a big metropolitan city, we also have the usual city problems. Like roaches. Our secretary tends to get quite excited when they run across her desk. Tom just tells her to get them to do some filing if they aren't busy. After which she looks like she's thinking about exterminating something bigger than a roach.

Now for some great moments.

Perhaps my favorite was the discovery that the rules for an upcoming game began with "STOP: GO NO FURTHER".

Another was a phone call that went . . .
    CUSTOMER: "What hours are you open?"
    STAFF: "9-5:30."
    CUSTOMER: "Is that AM or PM?"

Finally, here's the real list of games in progress.

PIZZA LEADER (Scenarios to include "Assault On A Mushroom", "Hold The Anchove Line", and "Peppered At The Front")

WOODEN TEETH AND DIRTY OLD MEN

TARZAN AND THE PLANET OF THE APES (where Tarzan finally meets some apes he doesn't understand)

KRIEGSPIEL II (The trouble with the original game was that you couldn't get anyone to play it with you. KRIEGSPIEL II solves this; it's solitaire. Designed by the same guy who did the first one—Tom Shaw.)

THE MUNCHKIN WARS (Miniatures rules)

CAMP FOLLOWER (A heretofore, uncovered, periphery, wargame subject area, this game has the old rock-scissors-paper type system. Soldiers must overcome the social diseases they catch from the camp followers who must dodge the quarantining attempts of the base doctors who must avoid the wrath of the soldiers.)

TRENCH FOOT (an INTERN gamette, also mateable with the Perversion Scenario of CAMP FOLLOWER)

STICKS AND STONES (another word game)

GLASS HOUSES (no bricks included)

THE CARPET WARS (Aladdin turns mercenary)

OLD SPICE (the seven voyages of Sinbad)

THE DAY THE EARTH WENT INTO REVERSE (music by the Spinners)

UP THE LAZY RIVER (a SOURCE OF THE NILE expansion kit)

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Dear Mr. Greenwood,

After reading the article in Vol. 17, #3 on the use of Italian units in THIRD REICH; I must say I came away feeling quite disturbed, that you as editor would allow such disparaging remarks to be printed in your magazine. Mr. McLaughlin's bigoted slurs on Italians is in extremely poor taste and personally offending to me and my heritage.

Being a second generation Italian-American and having honorably served in the U.S. Navy; my father had two ships shot-out from under him in the Pacific in WWII; an uncle winning a Silver Star in the Ardennes in 1944, another uncle walking around with a plate in his skull—thanks to German Flak over Germany, and a Grandfather dying as a result of a Gas Attack in the Argonne Fighting in 1917; I take particular offense to his inference about "Italian penchant for vendettas".

As I am sure most serious students of history (wargamers) realize the real reasons for the failure of Italian arms during WWII instead of the bigoted rationale of Madison Avenue W.A.S.P.'s.

Italian heritage and contributions to the world far outweigh one stupid despot and a desperate people who got the shaft from the Anglo-French Allies after WWI.

If Mr. McLaughlin read more of history then he shows in his remarks he would easily understand the Rise of Mussolini and the plight of the Italian population—thanks to the "Vengeful" Anglo and French allies that raped Germany and left Italy to wither on the vine after WWI.

In the future I would hope not to see such dribble in your otherwise fine magazine. I would further hope and had thought that we as a hobby had grown beyond the old reputation of "NAZI LOVERS in Secret" we used to have; with all that implies. Mr. McLaughlin's otherwise fine article could have easily gotten his point across without raising the ugly head of lies and bigotry.

Thomas C. Cianflone
Cheektowaga, NY

Personally, I found nothing in the article which could be construed as distasteful. While I disagreed with some of the strategy tips discussed, I would hardly fault the article for a lack of tact, and I would certainly not refer to Mr. McLaughlin as a bigot. I fear if you took offense at this article that you will probably lynch me when you see the SQUAD LEADER rules pertaining to the Italians. My view of the Italian armed forces in WWII is certainly no more favorable than his. I'm sure that Mark no more intended to slur people of Italian descent than I do. However, when addressing the performance of the average fighting man in the fascist armies of Italy during WWII it is difficult to be both generous and truthful. I fear you doth protest too much and hereby surrender the floor to a reply in his own defense by Mr. McLaughlin.

Dear Mr. Cianflone:

I am sorry that you took offense at the ROME WASN'T BURNT IN A DAY article; none was intended. On the contrary, my article was designed to refute many of the misconceptions that gamers associate with World War Two Italy. I think I have pointed out that Italy is not just the brunt of a lot of bad taste jokes but a potential, albeit bantamweight, contender to the crown of victory in THIRD REICH.

The difficulties under which Italy labored in the last world war are well documented. The poor condition of the army's equipment has been admitted by Italian historians. The aside about the Carabinieri and the tank in Greece is a true story, told to me by the father of my closest friend; he should know, he commanded the Italian unit in that incident. At sea and in the air, of course, Italy was a pioneer in both the development and use of modern weapons. The Reggia Aeronautica was much feared by the British, for example. The other aside in my article, that from the classic IN WHICH WE SERVE, I think points this out. As a British seaman pokes fun at the Italians, an Italian torpedo sinks his ship.

I know a number of Italian-Americans who served with honor and distinction, not only in our Armed Forces but in those of Fascist Italy. I grew up among many of them as the only Irish kid in an Italian neighborhood in Albany, NY. I read Italian and collect miniature soldiers, many of which are painted in Italian uniforms. I thus resent any remarks on my personal feelings towards Italy. In WWII Italy was mistreated by the Allies and suckered by the Nazis. My article offers gamers an attempt to turn the tables in THIRD REICH in favor of Italy. Viva Italia!

Mark McLaughlin
Bethesda, MD

Letters to the Editor ...

Gentlemen:

No issue of the GENERAL has ever prompted me to write in before the Sept.-Oct. 1980 (Vol. 17, No. 3) issue. In particular, I wish to comment regarding the "Design Analysis" section by Kevin Zucker titled "Air Force II".

As you well know, I have participated in the design of several amateur games, including "Westfront Panzerblitz" which sired PANZER LEADER, "Battle of Hastings" by James MacMillan, and AH's own 1776 and ARAB-ISRAELI WARS. Thus, I can sympathize with Mr. Zucker when the task of revising AIR FORCE fell upon him—I've been there.

I was introduced to AIR FORCE in 1977 by Norman Zinkhan, and liked the system so much that I quickly bought DAUNTLESS and the AIR FORCE/DAUNTLESS EXPANSION KIT as soon as they came out. Thus I have several years of experience with the game system.

From the sound of the Design Analysis article Mr. Zucker has made some very significant improvements in the game, but I would like to address several items which irritated me. First, he states: "If there are enough historical reference points, and we can generate some framework of rationale to glue everything together, the game is "realistic". If we can't accomplish this, it's a bore." I suppose that this is another of those realism/playability statements, but realism does not necessarily an enjoyable game make. AFRIKA KORPS is quite enjoyable to me (even after 15 years) yet unrealistic. On the other hand, TOBRUK bores me to tears with realism. AIR FORCE does have some unrealistic features which can be repaired with no sacrifice of playability, paramount of which is the combat results table, and I gratefully thank Mr. Zucker for the improvements he apparently made.

Second, Mr. Zucker goes on to criticize the Aircraft Data Cards, which do indeed contain a lot of data, most of which is too easily overlooked. I constantly find myself forgetting (or confusing) loaded and dive modifiers when I plot my moves (even after 3 years!), and miss bonuses in climb rates when at dive speed. Mr. Zucker attributes these problems to the "existing format", which is tabular. I glanced at page 3 of the issue to see whatever it was that Mr. Zucker did in order to improve the situation, and found color coding and other graphic symbology which I at first thought had solved the problem in fine fashion. Unfortunately, I took a closer look when he suggested comparing the old format on page 29 to his new improved version on page 3. I'm sorry, but the new card is NOT easier to read, and this is not due to my familiarity with the old system.

Why Mr. Zucker felt compelled to display the Aircraft characteristics in semi-circular form is beyond me. Everybody and his brother has trained his eyes to quickly and efficiently move left to right in a straight line by reading, whether the literature is textbooks, newspapers, comic books, pulp, or THE GENERAL. As a result, I (and several gamer friends totally unfamiliar with AIR FORCE) have experienced difficulty reading Mr. Zucker's new Aircraft Data cards. In fact, the new cards are hardly better than the old. I would like to suggest that you retain the color coding and symbology, but use rectangular graphs rather than semi-circular graphs—in other words, take advantage of the normal, efficient, left to right eye movement.

I want to recommend the AIR FORCE series to anyone who has interest in air combat. Besides the realism and playability, the playing times are short (about two hours) and the action is intense throughout.

And don't get me wrong; the new version has made significant improvements over an already excellent original version.

Norman E. Beveridge, Jr.
River Ridge, LA

★★★★★

Gentlemen:

I was pleasantly surprised with THE LONGEST DAY. The programmed instruction method is perfect for a game of this size. The graphics are probably the best that Avalon Hill has ever done. But, the best thing about it is the mounted map—I now have a "monster" game that fits on my dining room table with an overhang that doesn't droop.

The Avalon Hill version of AIR FORCE (with improved hit table, advantage determina-

tion, and the brilliantly designed plane characteristic charts) is much better than the original, though I still have one complaint. Why did you keep the old plotting system? The plot codes are confusing . . . T,N,E. What the heck do they mean?

As a service to all players of AIR FORCE, I submit the following changes, which I think simplify the system and make it a lot easier to understand.

The codes for Power (P), Brake (K), Climb (C), and DIVE (D) remain the same. The code for Turn is now "T", the code for Slip is now "S", for Bank the code is "B", for half-roll the code will be "R", and for half-loop an "L". Except for "L" for Loop, all other codes have a right and left attitude. To differentiate between left or right just circle the code to indicate "Left". Therefore, a right turn will be "T" and a left turn will be "Ⓣ". The codes now have a letter association with the type of maneuver:

> T—Turn
> B—Bank
> S—Slip
> R—Roll
> L—Loop

So a "6Ⓣ2" code would be the same as a "6L2", and "4ⓈT3" would be the same as a "4TR3" plot.

They say that a picture is worth a thousand words, or in the case of your turns' initial bank, a small sketch is better than a bank notation any day of the week. "LB" means nothing to me, but "◻" in the turn's bank box helps to actually visualize the planes orientation to the ground. And it does it a heck of a lot better than "LB" ever could.

In closing, I hope that Avalon Hill does as good a job in redoing the older Battleline titles, especially FLAT TOP and ALPHA OMEGA, as it has done with AIR FORCE and CIRCUS MAXIMUMS.

Jim Pulles
Regina, Saskatchewan

★★★★★

Dear Mr. Greenwood,

As our hobby matures, it develops a jargon of its own. In general I don't find this disturbing. However, I do want to express an absolute horror and revulsion for the term, (shudder), "soak-off". What an ugly term! It reeks of gamesmanship. It is childish, unsophisticated and unmilitary. Most important of all, it is unnecessary. The very valuable tactic described by the artificial word "soak-off" can be elegantly and clearly described by using the existing military term, "diversion". For example, "He sacrificed a small unit in a diversion against . . . " or "The German player diverted 7 combat factors from the defending hex with a 1-3 attack by . . . "

I note with relief that the term "soak-off has not gained wide acceptance. In fact, it appears almost exclusively in "The General". Therefore, I suspect that if you were to abandon the term it would fade from use. The simulation aspect of wargaming is clearly enhanced by the use of "diversion" rather than "soak-off". The game aspect of wargaming loses nothing as a result of the substitution. Please, as a leader of our hobby and for the benefit of our hobby, abandon forevermore the term "soak-off".

John H. Van Vliet III
West Point, NY

Old habits die hard. I suspect that to many of my ilk the term "soak-off", no matter how archaic or inappropriate, will remain forever ingrained in our gaming lexicon. You are, of course, quite correct in citing "diversion" as the superior substitute and I trust our designers will shuck away their roots and adapt it to their rules in the future. In the meantime, however, it is hard to dismiss the term entirely and no analysis of the old classics would be complete without frequent references to "soak-offs". All of which is to say that you shouldn't expect to see the term purged from the pages of this publication altogether, even though I agree with you in principle. And frankly, I'm not so sure I want to be part of any censorship of any term that "reeks" of gamesmanship, for I am firmly entrenched in the latter's corner.

Gentlemen,

While PANZER LEADER is an excellent game requiring only slight modifications to suit my personal needs, I find that I am severely hampered in one particular area: that of terrain variation.

True, with four geomorphic mapboards you can make literally HUNDREDS of different terrain configurations; however, after you have played a few hundred games, you do start seeing repeats.

I deeply appreciated the added variety of counters you presented with the 1940 variant sets. This, I feel, brought a whole new dimension to the game.

In the same spirit, I also feel that even greater dimensions could be added by the creation of three or four "expansion mapboards". SQUAD LEADER, which I believe is your biggest-selling wargame, has eleven—giving the player a total of fifteen different boards to choose from—THOUSANDS of combinations, at least.

I realize that PANZER LEADER is nowhere near as popular as SQUAD LEADER, and that something of this nature is usually reserved for your best seller. Nevertheless, I do feel that PANZER LEADER merits it.

I chose PANZER LEADER over SQUAD LEADER for a number of reasons. The scale of the game was one; I enjoy creating middle echelon units and conducting division-level actions. The flexibility and simplicity of the rules was another; the fluid quality of play, still another.

Many others players in my gaming circles feel the same way—and as a result, PANZER LEADER is our number one strategy game.

We feel that PL will continue to grow in popularity. Furthermore, we feel that enough PL players would buy expansion mapboards to make them a worthwhile venture for Avalon Hill. From what I have heard in the gaming groups of Southern California, this is true.

Therefore, it is with the highest expectations that I close this request. The little town of Grancelles had been levelled to its very foundations; the forest on board C has been torched countless times and is now little more than cinders and ash.

Brett Miller
Los Angeles, CA

We hope to be able to offer you far more than that. For the past year we have had an African Theatre version of PANZER LEADER in development and are now entering blind playtest with it. This game will be far more than an expansion gamette. We hope to introduce four new boards depicting typical terrain along with a revamped rulebook which will cover all three games in the series and bring them all up to current state of the art design techniques. As part of the package the counters for the previous games will be revised to be used interchangeably. Later, gamettes for special campaigns such as the Italian theatre will be offered with new boards which can be interchanged with the originals. The series will take on more of a SQUAD LEADER approach albeit in a larger scale without the immense detail that the latter implies.

★★★★★

Dear Don,

In the September-October GENERAL Kevin Zucker says that "we all knew (that the Iran helicopter rescue attempt) . . . would be a fiasco", among other reasons which he cites, because of the participants' "sense of right and wrong". Despite the ambiguity with which this is worded, to me the only possible interpretation is that he feels that those who carried out this mission failed, in part, because they felt they were doing wrong.

Not only do I heatedly reject this interpretation, if I have deciphered it correctly, but I wonder what connection it has with the re-design of a World War II air game, and why political opinions are printed in THE GENERAL? I do not see this as an issue of censorship, or free speech, but rather the right of those who have paid for a magazine on a subject to read about that subject, not something quite different. For every magazine on wargaming, there must be at least a dozen on politics. If Kevin Zucker wants to express his opinion on U.S.-Iran relations, I would read it with interest in one of the latter.

Tom Oleson
Madrid, Spain

No moral judgement was intended. The article suggests only that uncertainties which could have affected morale might be overlooked by designers.

CIRCUS MAXIMUS:

6.45 Can a chariot ever make a lane change when there is only one unoccupied square in the lane moved into between an obstacle in the lane moved into, and the obstacle in the lane currently occupied?

A. No. A chariot must be able to move its entire two square area into one lane or another at the instant of the lane change. A chariot can never be half in one lane, and half in another. If unable to change lanes, it would have to use its remaining endurance factors to brake in an effort to avoid an Involuntary Ram attack.

6.61 If a chariot uses endurance to brake, does the written turn speed change, or does it remain the same as written?

A. It remains the same as written.

6.62 Can a chariot brake to avoid attack if another team or obstacle occupies the square directly behind it?

A. No. It must either evade or hold and accept the attack.

7.33 Can a chariot which is forced to sideslip by the Corner Strain Chart change lanes back to the inside later in that game turn?

A. No

Errata: 9.42 Switch the order of appearance of the words "attacker's" & "defender's".

THE QUESTION BOX

9.43 If a driver is lashed in a corner and receives a Swerve result forcing him to an inside lane, are there any other possible penalties as a consequence?

A. Yes, if forced to make a corner lane change to the inside which would place the defender in a corner above the posted safe corner speed according to the speed of his last executed move, the defender would have to immediately roll on the Corner Strain Table and pay any associated endurance costs for straining in a corner.

9.52 Can a chariot which is stopped to cut a dead horse from the traces be subject to all other kinds of attack save attacks on the horses from the dead horse's side?

A. Yes. The chariot has no movement factors and thus cannot attack, brake, or evade on any turn it attempts to cut its horses free, although a chariot which attempts an attack on such a target is still subject to any and all negative results which could normally accrue. The CDM of any driver which must attempt to cut a horse loose is always 0 throughout that turn (unless it is already negative) for purposes of receiving attacks.

9.6 Which horse or horses are injured in an involuntary ram attack against a blocking chariot directly in front of you.?

A. Damage is assessed as equally as possible among all the horses; i.e., no horse can take two damage points from the collision until all the others have taken one. In cases where damage cannot be shared equally, the damage goes to the first horse whose number is rolled on a random die roll. Example: 3 damage points occur and the random die rolls are: 1, 2, 5 (roll again), 1 (roll again), and 4. Only horse number 3 escapes injury.

12.1 Does this rule section mean that if a chariot flips at the beginning of a turn, it continues to finish its move before resolving the eventual location of the car wreck?

A. No! The horses finish their move before placing the wreck based on the space in which the flip occurred.

12.4 Where does the damage occur in a ram attack by a falling wreck?

A. When a team is hit, it affects only the horse closest to the space in which the flip occurred. When a car is hit, it affects only the wheel closest to the space in which the flip occurred. The driver is unaffected.

13.1 What happens to a chariot whose driver is dragged from the car?

A. It continues in play as a runaway team although the car itself is subject to flip in turns and may create a new wreck obstacle.

14.1 Can a chariot make an attack while either the team or the car is running over a wreck?

A. No

16.4 Does the driver have to be alive at the end of the turn in which he crosses the finish line in order to win or place?

A. Yes.

16.5 From what position does a team "ram" a dragged driver?

A. The attacking team is placed on the same square as the dragged driver. The dragged driver cannot brake or evade—he must accept the attack. There is no dice roll modifier for heavy or light chariots to such an attack even though it is the Chariot ram attack table which is being used to resolve combat. In reality it is the horses which do the attacking.

23.1 Errata: Change the number of points awarded for a first place finish from 12 to 14.

OBJECTIVE ATLANTA

MAF costs to construct an Improved Position or upgrade an I.P. to an Entrenchment as printed on the Movement & Terrain Effects Chart are in error. Players should refer to sections B and C under Construction (XVI) for correct MAF costs.

READER BUYER'S GUIDE

TITLE   **CIRCUS MAXIMUS**   **$8.00**

SUBJECT   **Tactical Game of Chariot Races**

CIRCUS MAXIMUS was the 51st game to undergo analysis in the RBG and fared extremely well despite (or perhaps because of) a very small sample of responses. Gamers who are "into" ancients are relatively rare and so are games on their favorite period. As a consequence they tend to be very enthusiastic when they do get a chance to rate a game in their preferred period. All of which is not to denigrate *CIRCUS MAXIMUS* as a game because it is an exceedingly fine one, but readers should keep in mind that the sample of responses for this rating was quite small and generally speaking a smaller sample tends to yield more favorable ratings then a more widely circulated game.

You may notice that the RBG listings have not been expanded by one this issue as it has been our custom in the past. We've decided to keep the RBG listings at 50 titles, at least for the time being, by weeding out some of the less appropriate titles which are no longer in print. Thus, the '65 edition of *D-DAY* was omitted this time and another out of print title will be dropped next issue. This is also a good time to point out that we need your responses if the RBG is to persist as a valid rating system. We use virtually every RBG response we get in compiling the results, and if the sample isn't large enough there is little point to the exercise.

There appears to be little need of analysis for the ratings this time with good performances

across the board. Only in the Components rating did the game fall below the average rating for the chart as a whole and that may be attributed to the lightness of the counter images or perhaps the low number of counters—there being only 96 in the game. More likely, however, is that this category took the wrath of some respondents who were upset at having to provide their own dice—there not being enough room in the gamette style box to accommodate the normal sized dice which AH usually employs in the assembly of its games.

The outstanding rating for Play Balance also deserves more than passing notice. Play Balance usually is easier to achieve in multi-player games because any imbalance in the game system can be compensated for, at least in part, by the other players combining to play against the leader. *CM* owes its record setting Play Balance rating to more than just being a multi-player game, however. Every player is free to choose the type of chariot he'll run so even if there was an inherent advantage in havng one type of chariot over the other, the player would have no one but himself to blame for his decision. In fact, the only element of the game which can be criticized in any respect from a play balance point of view would be the initial die rolls for individual strengths within each category, and here the diplomacy aspects of the game and playing against the leader tend to erase any advantage gained.

COMING UP NEXT TIME

AVALON HILL RBG RATING CHART

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

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.43	2.33	1.13	2.26	2.14	2.28	11.6
6. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
8. BISMARCK	2.37	2.86	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
9. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
10. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
11. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
12. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
13. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
14. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
15. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
16. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
17. KINGMAKER	2.60	2.60	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
18. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
19. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
20. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
21. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
22. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
23. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
24. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
25. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
26. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
27. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
28. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
29. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
30. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
31. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.30	3.66	3.08	2.37	2.73	15.7
32. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	15.8
33. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
34. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
35. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
36. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
37. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
38. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
39. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
40. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
41. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
42. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
43. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
44. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
45. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
46. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
47. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
48. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
49. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
50. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6
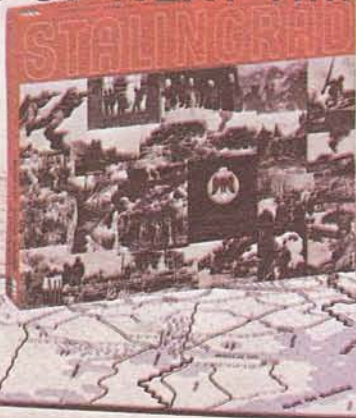
The return to the classics in Vol. 17, No. 3 didn't exactly thrill the readership if the 3.34 rating for the issue is to be believed. That score made it only the fifth best of the preceding six issues. Somewhat paradoxically, however, we received more favorable mail on that issue than any in recent memory. Response seemed to be evenly divided between praise of the in-depth coverage of *AFRIKA KORPS* and Rodger MacGowan's fine artistry on the cover. Not unexpectedly, Jonathon Lockwood's "AFRIKA KORPS THEORY" ran away with the best article voting with 451 points in our 3 points for first, 2 for second, and 1 for third scoring system based on 200 random responses.

These days, one of the hottest areas in the country for gaming has to be Chicago. The Chicago Wargamers Association is actually a coalition of several gaming clubs. The Association is a well run, non-profit organization supported by (and supportive of) several local dealers and hobby stores. Recently, CWA members have taken part in the by-mail playtests of *FORTRESS EUROPA* and *BATTLE OF THE BULGE*. They also now hold two conventions a year. The next one, **CWA's Spring Game Fest** is April 3-5, 1981. For information, contact Jeff Clark, 1210 S. Chase, Wheaton, Illinois 60187. Featured will be many seminars and tournaments in *SL/COI, WAS,* AH Classics, *DUNE, RAIL BARON, FOOTBALL STRATEGY, RUSSIAN CAMPAIGN,* and *WOODEN SHIPS & IRON MEN.* And if that isn't enough, one of the honored guests will be none other than our own Alan R. Moon.

Wichita Wargamers Association has over 100 members with permanent meeting facilities and monthly tournaments with attractive trophies for the winners. Among the scheduled competitions for the remainder of the year are events in *THE RUSSIAN CAMPAIGN, DUNE, SL/COI, MAGIC REALM* and *PANZERBLITZ.* For further details contact Roger Klingman, 2739 Classen, Wichita, KS 67216.

If anyone knows Dr. Daniel Beattie (last known address—Arden, NC), would you please ask him to write to Alan R. Moon, c/o Avalon Hill, who would like his assistance with a game project.

Currently in the works is an updating of several components of the *WIZARD'S QUEST* and *DUNE* games. The changes are superficial and are listed here for those who do not wish to purchase the new parts. Do *not* order these new parts now. We will notify you when they become available.

WIZARD'S QUEST RULES—Only one change has been made to eliminate the contradiction of hero/wizard battles. The last sentence of X1.C.5 is changed to read: "A hero leading an attack can attack all types of forces and the dragon. A hero cannot attack the wizard."

DUNE PLAY AID PAD—Only the pad will be changed right now. In the future there will also be clarifications in the Rules Folder. Change the last line of Family Atomics on the pad to read: "indicate that it has been permanently destroyed." Change 5. Fremen to read: "You may use Karama card in the spice phase to cause a worm to appear in any territory that you wish. The worm is not drawn from the spice deck. A worm cannot devour tokens if not in a desert territory."

Infiltrator's Report

Avalon Hill was once again well represented in the 5th Annual Game Awards voting by the readers of the British publication *GAMES & PUZZLES* with no less than six titles in the 20 game list. For the second year in a row *KINGMAKER* & *DIPLOMACY* finished one-two in the poll; the latter actually finishing in a virtual tie for second with TSR's *DUNGEONS & DRAGONS.* Other AH titles in the Top Twenty were: *ACQUIRE* (9th), *MAGIC REALM* (12th), *SPEED CIRCUIT* (19th), and *THIRD REICH* (20th).

Nearly everyone has a list of their favorite games, but few make as big a splash as that compiled by the editors of *GAMES* magazine in their November/December 1980 issue. The 650,000 readers of that publication were treated to a fine color photo essay of the 100 games deemed by the editors of that magazine to be their collective favorites. Each game selected was rated according to difficulty, playing time, and game type (chance, strategy, or action) and accompanied by a brief introductory paragraph and color photo. Naturally, we are pleased to report that Avalon Hill not only made the list, but placed second among the 51 manufacturers represented in terms of number of games included with 11 compared to Parker Brother's 15. What may be even more surprising was that wargames were so well represented in a magazine which caters primarily to the public at large and has little, if anything, to do with wargames. The list contained a broad cross-section of typical board games plus role playing, action, abstract, electronic, sports, and word games. The 11 Avalon Hill games which made the list are pictured above. Those interested in obtaining a copy can purchase back issues from *GAMES*, BACK ISSUE DEPARTMENT, 23 Lincoln Ave., Ridgefield Park, N.J. 07660 for $2.50

CHAIN OF COMMAND is the name of the newsletter of the National Monstergaming Society; a club devoted to the play of "monster" or oversize games. Individuals or groups with an interest in getting together for team play of such large scale efforts may want to correspond with editor Chandler Tedholm, at his 6 E. Main St., Richmond, VA 23219 address. Among the many titles of interest they list are *THE LONGEST DAY,* and macro scenarios of such AH tactical games as *WS&IM, SL, COI, COD, PB,* and *PL.* Yearly dues are $5.00.

Avalon Hill has announced the promotion of Jackson Y. Dott to head up operations of its Microcomputer Division. Dott's main line of responsibility will be the company's second generation of microcomputer games with emphasis on increased graphics and strategy. New software titles expected to be introduced at the 1981 Hobby Show in February include versions of three popular board games; *ACQUIRE, STOCKS & BONDS,* and *MAJOR LEAGUE BASEBALL.* In addition, new games entitled *LORDS OF KARMA, CONFLICT 2500,* and *SPACE RAIDERS* are expected to be offered. At the same time the company will probably announce the expansion of some of its software to include the new ATARI home computer system.

Anyone interested in applying for a playtest position for the AH development of several Leisure Time games should address their inquiries to Alan R. Moon, c/o Avalon Hill. No particular experience is necessary. The main prerequisite is enthusiasm.

The solution to Contest No. 98 is:

Sleepy—Kevin Zucker
Sneezy—Richard Hamblen
Doc—Tom Shaw
Dopey—Mick Uhl
Bashful—Frank Davis
Grumpy—Don Greenwood
Happy—Alan R. Moon
Snow White—Lee Barsotti

Murderer—Doc (Tom Shaw)

The clues that match the staff members with their dwarf nicknames will now be clear if you go back and read the detectives' interviews with each. Dopey and Happy, and Mick Uhl and Alan R. Moon are interchangeable because there is still quite a bit of disagreement about which nickname goes better with which. Tom Shaw is described as a real operator with glasses. This makes him Doc. Doc is also one of the three dwarfs with a dart through his heart. The major clue though was the change found scattered around the room; Tom was the change jingler. While firing the automatic murder weapon his change left him.

Virtually no one came up with the correct solution to Contest 96 although we gave prizes to four who at least tumbled onto the idea that the solution required the creation of another mobile unit (creation of a scout would have done just as well). The great majority of entrants tried to rally squads 3 and 4 despite the fact that they had been broken (and thus fired on) in the previous French player turn thus putting them under the effects of DM. Those awarded prizes for coming close were: J. Wells, Seattle, WA; F. Timm, Haywood, CA; J. Redfern, Danbury, NE; and T. Ashby, Roanoke, VA.

Our announced solution for Contest No. 97 was not indeed the best possible move. Using the same principles of retreating adjacent to the Axis supply unit, the probability of capture can be increased to 93.6% by making yet another soak-off attack with the goal of securing an AB2 result which would doom the Axis supply. The best solution was thus to attack the 3-3-10 from M61 at 1-3; the 2-2-12 from N61 at 1-4, and the 7-7-10 from M62 at 1-3. Less than 5% of the entries had the winning move, but even so we had to resort to a random draw among the correct solutions to get our ten winners. They were: D. Slick, Scottsdale, AZ; T. Wolvers, Mt. Vernon, IA; C. Roehl, San Antonio, TX; C. Minshew, Port Neches, TX; J. Trembley, Webster Groves, MO; A. Lockton, Los Angeles, CA; D. Downing, Las Cruces, N.M.; A. Dudderar, Frederick, MD; J. Pelliccia, Auburn, ME; and R. Stierman, Ames, IA.

OPPONENTS WANTED

17 year old seeks pbm opponents in PB, f/tf any game. Anyone in Birmingham area? Rated 900 prov. will answer all letters. Jess Ward, 1233 Caribbean Circle, Alabaster, AL 35007, (205) 663-1950.

Alaskans! Where are you? Need rated opponents who want to lose. F/tf in Anchorage only, pbms anywhere. PB, PL, BB, SL, TRC, and others. Joseph Regan, 3912 Merrill Dr., Anchorage, AK 99503, (907) 243-5297.

Wanted: 3M "Mr. President," game. Any condition considered. Bruce Kelly, Box 206, Wasilla, AL 99687, (907) 745-2898.

Opponents wanted for 1981 tournament competition in the following games: WSIM, CL, CM, OR, KM, BASKETBALL, BASEBALL, FOOTBALL & SPEED CIRCUIT. Dave Slick, 8225 E. Sells Dr., Scottsdale, AZ 85251, 945-6289.

Adult seeks friendly but serious f/tf for TRC, FE, TLD, JR plus many others, primary interest in World War II. Steven Linse, 703 Olive, Coronado, CA 92118, (714) 437-1064.

Opponents wanted for Russ Camp pbm, I will play either side. Must be very good or expert opponent. L/col Greg Staley, GSM Co. 1st Maint Bn 1st FSSG, Camp Pendleton, CA 92055.

Novice gamemaster (me) beginning 5 player postal KM game. Postage fee only (I'm doing it for fun). All letters answered. Ownership AM, KM necessary. Mark Jackson, 2001 Tweed St., Placentia, CA 92670, (714) 524-1244.

Who wants to battle the Marines? Just got into town. AREA rating 1400. Looking for f/tf opponents for SL, COI, COD, WSIM, SST. Jim Blick, 1409 Hunter Dr., Redlands, CA 92373, 793-6657.

Looking for rated and unrated games of SL, COI, COD. Interested in f/tf. Play either published scenario or design your own games. Earl J. Ryan, 4517 W. Oakfield, Santa Ana, CA 92703, (714) 531-5584.

TRC, SL fanatic looking for opponents. TRC pbm, SL, f/tf/pbm. Currently rated 615 ACE will respond to all letters. R.J. Ramirez, 4492 Stoneyhaven Way, San Jose, CA 95111, (408) 224-8341.

Too quiet on the western front! Seek nearby f/tf foes for SL, COI, COD, WSIM and most other AH. Len Carpenter, 516 E. Orange St., Santa Maria, CA 93454, 922-6286.

The N.W.A. It's not just a club. It's an adventure. The National Wargaming Alliance. Jack Tyler, 3541 Kenora Dr. #C2, Spring Valley, CA 92077, (714)-697-3208.

Unrated player seeks opponents willing to play f/tf or pbp in PL, WS&IM, BL. Quick learner, will play others. Multiplayer JR sounds like fun! Jim Mazer, Box 8023, Whittier, CA 90608, (213) 333-8972.

Newly rated 1200 seeks rated, non-rated pbm, AK, DD, BL, BIS, TAC. Any wargamers in SW Colorado. Ross Callender, Box 1783, Pasosa Springs, CA 81147.

Conn. Game Club: 2nd Saturday of every month, 7PM, Westport Community youth center. Wargames, miniatures, role-playing, between club competition, special interest groups, directory & newsletter. Jeff Cornett, 11 Robert Frost Dr., Shelton, CT 06484, 929-6147.

Three man team looking for opponents for multiplayer WSIM. Also interested in SL, VITP.

WAS, MD, WQ. Tim Hitchings, 28 Winter Haven Ave., apt. 1, Newark, DE 19702, (302) 737-7676.

AREA 1200 seeks to play FE, W&P, 3R, DIP, pbm. Have never played pbm but willing to learn. Don Kalinich, 407 Michigan St., Altamonte Springs, FL 32701, (305) 862-3574.

Help! Pbm opponents 35 miles out in the Gulf of Mexico. PB, PL, SL, COI, COD. 15 AH games. F/tf FT. Myers AREA not rated. Norm Colburn, P.O. Box 323, Captiva Is. FL 33924, (813) 472-1105.

Adult gamer seeking opponent for TLD. Don Clouse, 970 Richardson Rd., Tallahassee, FL 32301, 878-6041.

Fort Myers, FL Area. Have KM, WQ, MR, WAT. F/tf pref. Untried AREA player. Joseph A. Barry, P.O. Box 05787, Tice, FL 33905, (813) 694-1063.

Adult gamer is looking for opponents both local and pbm. I have almost all AH games and will answer all replies. David Sachs, 1069 Rainwood, Aurora, IL 60506, (312) 896-2084.

Command a German army group or a Soviet army front in multi-player pbm TRC. State past pbm and TRC experience. Only dependable players please. Michael Jay Kelly, Westhills Cir. B-8, Carbondale, IL 62901, (618) 549-2336.

Adult gamer seeks reliable opp. for AREA pbm AZ (adv. only), TRC and FE (if you have system). All letters answered. Cliff Scheifele, Glendale Hgts., IL 60137.

New, serious, adult player needs opponent for PL. Will learn others, maybe COD, SL, COI. Saturdays, my home. Ed Macke, Mundelein, IL, (312) 566-1645.

Need f/tf opponents for STAL or DD in Houma or New Orleans area. Am 1600+ will play AREA. II-eLeBouef, P.O. Box 111, Lockport, LA 70374, (504) 532-5818.

AREA 1640 BDF wants pbm opponents for rated DD'77, TRC, BL, (basic with optionals) also unrated FE, AK, Grad. Novice at least three. James Winslow, Jr., 146 Katahdin Ave., Millinocket, ME 04462.

I am looking for a good club in Balto. area. Have many AH games. Gilbert Schoff, 6508 Walther Ave. C-6, Balto., MD 21206, (301) 426-7814.

Looking for f/tf for SL, COI, COD. John Leth, 6009 Conway Rd., Bethesda, MD 20034, (301) 530-8657.

Need opponents for SL, COI, COD, pbm or f/tf have my own pbm system. Not AREA rated. All letters answered. Andy Gonor, 6229 Montgomery Rd., Elkridge, MD 21227, (301) 796-1869.

16 yr. old Canadian turned Yankee willing to take the American challenge. F/tf SL, COI, COD, TRC. First year. Not rated. Any clubs in my area? Scott Thomson, 248 Norway Ave., Trenton, NJ 08629, (609) 586-9458.

Adult gamer seeks pbm 3R, will play either side. I have two systems that work well, AREA rated 1250+, play to conclusion. Bruce Manucci, 116 Abbey Rd., Voorhees, NJ 08043.

5 years exp. will pbm, f/tf, 3R, RW, WSIM, BIS, SL, COI, COD, DIP. Need systems, will learn others, any clubs in Berkley area. Chris Lindensmith, 1317 Eaton, Berkley, MI 48072, (313) 541-7912.

New area member (me) wargamers, ages AK, STAL, DD. Rated games only. Will answer all letters. John Nemeth, P.O. box 43, Gaylord, MI 49735.

Mass., N.H., wargamers, the MVC-IGA offers f/tf AREA gaming. We meet every Thursday night 6:00PM to 12:00AM at 56 River Rd., Andover, MA 01810. Chuck Kolodgy, 34 Gray Rd., Andover, MA 01810, (617) 475-5936.

Multiplayer pbm in Plague Times published by hobby's only semi-literate medium, with DIP, MACH, 3R, DUNE, and more! Send 15¢ stamp for sample. Marion Bates, P.O. Box 381, Kalkaska, MI 49646.

Need f/tf player for basic games of AIW, LW, also Scen. #2 for SST. I will kill anybody in FL. I have 3 yrs. experience. Chris Gardner, 608 East Broadway, Winona, MN 55987, 452-7025.

Novice wanted for pbm, PB, PL, SST, WSIM. 5 years experience in PB, PL system. Any scen. negotiate for side. No prior pbm experience. Charles B. Morford, PSC Box 3241, Columbus AFB, MS 39701.

Wanted, pbm for AK, PB, BB. Have two years experience in gaming. Will finish all games. Mark Fertitta, 131 Burden Ave., Statten Island, NY 10302.

Need official questions/answers pertaining to 10 BB. Will make list available at cost. Albert Thomas, 120 Kimberly Dr. W., Syracuse, NY 13219, 488-1943.

Need opponents for SL, COI. Learning COD. Non-area need pbm SL, COI, COD systems. Anyone locally for f/tf? Prefer AXIS, but not choosy. Let's play. Joe Hyatt, 1534 Howard Ave., Utica, NY 13501, (315) 724-1970.

DIP freaks will flip over superb 'zine, "The Voice of Doom". Postal games, articles, letters, humor, contests, much more! Large SASE gets sample. Bruce Linsey, Bldg 11 Apt. 21, Leisureville, Watervilet, NY 12189, (518) 783-1681.

New openings for multi player. Pbm game of AF. Send side and plane preference, at least four choices. John C. LePire, Rt. # Box 111-A, Bismarck, ND 58501, (701) 224-2477.

Adult beginner needs local opponents f/tf have many games. Brian Klawitter, 79 Dakota Ave. #6, Wahpeton, ND 58075, (701) 642-1763.

Novice plays BL Kriegspiel and others nets local opponents. Phil Wilcox, 1142 Slater, Toledo, OH 43612, 476-7735.

Opponent wanted west PA, Beaver county. MR, PL, SST, VITP, WAS. Need exp. players. Will travel. Eric Tonsetic, 1231 Lenter Rd., Monaca, PA 15061, (412) 774-2765.

AREA 1200 seeks rated opponent for pbm, SL, COI: scenarios only. Will Provost, 37 Vernon Dr., Pittsburgh, PA 15228, (412) 343-8190.

Wanted: opponents for TRC, FE, WAS, TB, PL, SL, COI. Have COD. Will play adults or teens f/tf, not for AREA. Patrick Lynch, 720 Devonshire Dr., State College, PA 16801, 237-0758.

New magazine programmer features games that the TI-55 will play. Complete programs, series replays. 35¢ single $4 yearly. Issued monthly. Starts 1/81 send today. Dan Helmbrecht, R.D. #1 Box 88, West Springfield, PA 16443, (814) 922-3956.

Non-rated 16 yr. old seeks pbm opponents in 3R, DIP, TAC, AK, JU, PB. Your system with instructions on pbm. Tad Henley, 701 Carroll, Garland, TX 75041, 278-2518.

PBM, AK, AL, AZ, BL, BB, COI, COD, DD77, FE, 40-FR, FITW, GE77, TLD, LW, MD, PB, TRC, SL, SH, STAL, VE, WAT, W&P. Officer John D. Cates, Winnie Unit, Huntsville, TX 77340.

openings. Robert Riconda, 146 Church St., Woodbridge, NJ 07095, (201) 636-2539.

Adult gamer (28) seeks f/tf adult competition in Weschester or Bronx for most AH games, esp. AZ, CAE, SL, COI, COD, VITP. Kenneth Marcus, 7 Manchester Rd., Eastchester, NY 10709, (914) 961-8862.

Would like player of mediocre ability to play CAE, SST, SUB, RW, Md. Have other games also. Feel free to call. Karim Lopez, R.D.2 Box 27, Nichols, NY 13812, 699-3837.

I'm 16. Have 20+ games. 3R is my specialty, either side, f/tf only. Would like to start club in Rochester area. Consider myself very good. Bill Highfield, 2012 Ridge Rd., East, Rochester, NY 14622, (716) 266-0338.

AREA 1500 PB devotee seeks serious pbm opponents for rated games. You choose scenario and optional roles. I'll pick side. Will play multiple rated games. Richard M. Miller, 7231 Anna Ave. #24, Maplewood, MO 63143, (314) 645-3701.

Interest group Pevely forming in St. Louis area, see address below. Pbm/f/tf in following desired: BL, Chan, BB, PL, AIW, Mid, CAE, Alex, Ge '77, Jut. Write or call Bill Milligan RR#1, Box 21A, Pevely, MO 63070 (314) 479-3956.

MT opponents wanted! F/tf in Great Falls. SL, COI, COD, WSIM, others. Three of us know only ourselves, want to start or join Boardgame club. Bill Schlongen, 2709 8th Ave. N., Great Falls, MT 59401, 453-3018.

The "Omaha Beach" wargaming club "needs you" to join our club. Prizes, refreshments. Play all types of games. Now celebrating one year anniversary. Juergen Colk, 3305 Augusta Ave., Omaha, NE 68144, (402) 333-8099.

Looking for f/tf or pbm players interested in multiplayer games. Of FT, 3R. Also need moderator. You supply system if pbm. All letters answered. Michael Engmann, 22 Piacita Dr., Sparks, NV 89431, 331-1737.

Help! Desperate need for pbm opponents for PB. Will learn most any WWII contemp. naval game. Novice, but learning fast. Bob Bracalente, 11 East 7 St., Burlington, NJ 08016, (609) 387-3244.

Looking for bodies in Morris country for f/tf wargaming. Dennis Fisk, 505 Greenpond Rd., Rockaway, NJ 07866, 625-1887.

Adult novice looking for f/tf opponents in central Jersey for PL, TAC. Must be patient with beginner. Any clubs in central Jersey area? Charles B. Leviaski, 10 Southside Ave., S. River, NJ 08882, (201) 254-6758.

AF, DL campaign game via pbm, plus monitor other pbm games, small fee. Send SASE for game

Adult pbm opponents wanted for the following wargames AK, DD, TRC, STAL, WAT, AZ. Chester Misnshew, 2518 Hampton Lane, Pt. Neches, TX 77651, (713) 722-7962.

Wanted-opponents for SL, COI, COD to play once or twice a week. 21 yrs. old and 10 yrs. exper. James Dickinson, 8206 Cooper St., Alexandria, VA 22309, (703) 780-2638.

AO, BL, CAE, MD, PB, STAL, WAS. Kevin Moore, 2807 Lee St., Hopewell, VA 23860, 458-7580.

Adult gamer seeks two pbm opponents for RC or AZ. David Spurling, 1109 Orchard Ave., Winchester, VA 22601, (703) 667-4465.

Adult pbm opponents wanted for 1776, AOC, CAE, CL, Chan, GE'77, W&P. I have systems or will try yours. Jeff Alsdorf, 7510 18th Ave., N.W., Seattle, WA 98117, (206) 784-2148.

Non-rated player wishes opponents pbm or f/tf for PB, VITP, SL, WSIM. Steve Cannon, 1415 11th Ave., Apt. C, Seattle, WA 98122, (206) 322-4073.

Allied opponents required for pbm, PL, PL40, AK, AZ, LW, TRC. You get to pick scenario. Provisional 1200 AREA. All letters answered. Robert Polatnik, 86 Edmondton Center, Edmondton, Alberta, Canada T5J2Y7.

Beginner 16 yr. old gamer needs f/tf opponents in Barrie area exp. 3R begin BIS, AF, DL, PL, PB, TB, MD. Will learn others. Richard Williamson, 110 Dundonald St., Brrie Ont. Canada L4M 3T6, (705) 726-4767.

16 yr. old wargamer coming out of the wood wants PBM km DIP, WSIM W&P. New to PBM no need system. Any scenario, any side. Jim Campbell, 17 Fir St., Waterloo, Ontario N2L 3J4, (519) 886-2113.

Wanted: f/tf opponents for AK, BL, BB, LW, PL, SL, TAC, 3R, also pbm AK, BL, any gamers in Oxford county area? Alan Gilchrist, 153 Lyndale Cr., Woodstock, Ont., Canada N4S 7T1, 539-2906.

Is anybody out there in Western Europe? AREA 1500 player wants to raise his No.3 qualifier in AK, PB, PL, etc. F/tf only. Send, Chemin Des Rocailles, Villeneuve-Les-Avignon, France 30400, (90)254-4680.

Must liquidate entire game collection. All games in very good—excellent condition. Super bargains. Send SASE for list. Scott Hicks, 5912 E. Valley Vista Lane, Paradise Valley, AZ 85253, (602) 991-2419.

Wanted: 1914 and Guad in excellent condition. No components missing. Send your price and game condition ASAP. All offers answered. James R. Harris, 5421 Lexington Ave., #4, Hollywood, CA 90029, (213) 465-1839.

For sale; on official orders must sell games. All in mint or excellent condition. Some out of print. Send SASE for list and low prices. Richard Hutchinson, Cardio-Pulm. Dept. NRMC, Oakland, CA 94627, (415) 638-4819.

For sale/trade: Out-of-print wargames and magazines including Guad, U-Boat, Anzio(1st), Jutland(1st), 1914, Gett. and many more. Send stamp for complete listings. Wally Williams, Jr. 611 SE 1st Ave., Gainesville, FL 32601, (904) 376-2458.

Old Generals Vol. 12 #1, Vol. 12 #4, Vol. 14 #1. Xerox acceptable. Michael F. Phebus, 135 Dover Apt. 19, Des Plaines, IL 60018, (312)298-2133.

TO BUY

Wanted: Journey of St. Paul. Also opponents for OR pbm AREA 900 adult AHIKS. Richard Locke, 1566 Oak Avenue, Evanston, IL 60201, (312) 869-2273.

For sale: games and magazines send SASE for list. William Retoff, RR2 Box 6, Minonk, IL 61760, (309) 432-2145.

For sale: GE 58 unpunched counters good condition, Verdict II 1961. Steve Kadolph, 1427 16th, Ames, IA 50010, (515) 233-1663.

Wanted: old issues of the General before Vol. 14. Prefer excellent or better condition. Must contain inserts where applicable. Pay good prices. All letters answered. Charles Braun, 646 S. 12th, Burlington, IA 52601, (319) 752-1716.

Collectors items—Never been played. Dispatcher, GEN(83) slight water damage. Best offer over $10. Larry Wagoner, 210 Mine Bank Lane, Baltimore, MD 21227, (301) 242-6217.

Want to buy, General back issues, Vol. 12 No. 6, Vol. 13 No. 5. Omaha Beach Wargaming Club. Any with WSIM articles. Juergen Colk, 3305 Augusta Ave., Omaha, NE 68144, (402) 333-8099.

For sale: AH games and others incl. 1914, GUAD, MANAGE, etc. Send SASE for list of what's left, and bid for out-of-prints. Thanks. Gregory Gubitosa, 1918 74th St., Brooklyn, NY 11204, 259-4767.

Sale! Over 30 wargames from various companies. Historical, SF, Fantasy, some out of print, priced from 1 to 30 dollars. Mike Stachowski, 8817 Heath Rd., Colden, NY 14033, (716) 941-5716.

For sale: Generals to highest bidder, also games. Send SASE for lists; indicate Generals, games, or both. Any games in Cortland-Homer area? John D'Addario, 35 Greenbush St., Cortland, NY 13045, (607) 753-0614.

Wanted to buy Dispatcher or CD-BO in good to excellent condition. Please call collect. John C. Lepire, R.F.D. Box 111-A, Bismarck, ND 58501, (701) 224-2477.

For sale: Good quality xerox copies old Generals beginning Vol. 11, No. 1. Some earlier issues and originals available. For info, send SASE to: Frank Preissle, 445 Waupelani Dr. Apt. J26, State College, PA 16801, (814) 234-6863.

AREA 1200 best locally, want more challenge. Want pbm opponents in WAS, VITP, 3R, AIW, AOC, AK, W&P, AREA preferred. Will answer all letters. Frank Venca, Box 404 R.D. 4, Tarentum, PA 15084, (412) 265-4955.

For sale: many out-of-print games such as Civil War, Dispatcher. Send self-addressed stamped envelope for complete list. Stanley P. Buck, P.O. Box 203, Loa, UT 84747.

Desperately wanted! A copy of Nieu Chess in good to fair condition, will accept reasonable offer. Neale R. Gilson, General delivery, Putney, VT 05346, (802) 387-5805.

Wanted: Members for the Fox Valley boardgames Asso. This club serves the needs of all games in the central Wisconsin region. Contact: Fred Ingram, P.O. Box 1767, Fondduhac, WI 54935, (414) 923-0425.

For sale: 1914, BIS, and many others. Also old Generals. Send SSAE for list. Shane Solser, 417 Locust, Rock Springs, WY 82901, (307) 382-5554.

GENERAL BACK ISSUES

Only the following *GENERAL* back issues are still available. Price is $2.50 per issue plus 10% postage and handling charges. Maryland residents please add 5% state sales tax. *GENERAL postage coupons may not* be used for this or other parts orders. Due to low quantities of some issues we request that you specify alternate selections should your first choice be no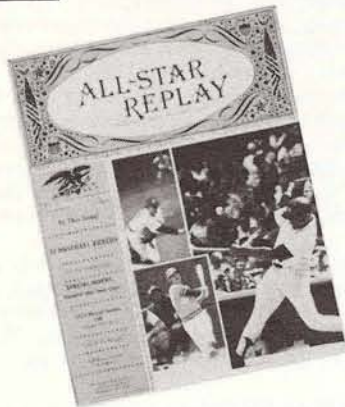 longer available. The index below lists the contents of each issue by subject matter; feature articles are designated by an asterisk (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue as a whole. The numbers following individual subjects refer to the number of articles about that game in that issue. Issues listed in red are one color reprints of previously out-of-stock issues.

Vol. 12, No. 2—*Tobruk, *Panzerblitz*, Bulge, Blitzkrieg, Panzer Leader, Stalingrad . . . 3.10
Vol. 14, No. 2—*Kingmaker—7, *Alexander*, Squad Leader . . . 3.27
Vol. 14, No. 3—*Arab Israeli Wars—3, *Stalingrad*, Russian Campaign, Third Reich, War At Sea . . . 3.17
Vol. 14, No. 4—*Victory in the Pacific—2, *Stalingrad*, Third Reich, Richtofen's War, Jutland, 1776 . . . 2.53
Vol. 14, No. 5—*Squad Leader -3, WS & IM, Russian Campaign, Midway, Starship Troopers, Third Reich, Miscellaneous . . . 2.77
Vol. 14, No. 6—*D-Day, *Victory in the Pacific*, Panzer Leader, Caesar's Legions, Tobruk . . . 3.51
Vol. 15, No. 1—*Gettysburg-3, *Squad Leader*, Starship Troopers, Russian Campaign . . . 3.48
Vol. 15, No. 2—*Panzer Leader, Stalingrad, Third Reich, D-Day, Rail Baron, Victory in The Pacific . . . 3.44
Vol. 15, No. 3—*Assault on Crete—3, Invasion of Malta, Russian Campaign, Third Reich, Squad Leader, War At Sea, Misc. . . . 3.44
Vol. 15, No. 4—*Submarine—2, *Caesar's Legions*, Panzerblitz, Third Reich, WS & IM, Squad Leader, Waterloo . . . 3.31
Vol. 15, No. 5—*Midway, WS & IM, Origins—Third Reich, Afrika Korps, D-Day, Squad Leader, Feudal, Alesia, War At Sea, Starship Trooper . . . 3.13
Vol. 15, No. 6—*Cross of Iron—3, Victory In the Pacific, War At Sea, Arab-Israeli Wars, Starship Troopers, Panzer Leader . . . 2.66
Vol. 16, No. 1—*Anzio—2, *Panzerblitz*, Third Reich, Napoleon, 1776, Diplomacy . . . 2.67
Vol. 16, No. 2—*Bismarck—4, *Panzerblitz*, Afrika Korps, 1776, WS & IM . . . 3.28
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FURY IN THE WEST $10
Battle of Shiloh—April 6, 1862

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."
Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality   ——
2. Mapboard   ——
3. Components   ——
4. Ease of Understanding   ——
5. Completeness of Rules   ——
6. Play Balance   ——
7. Realism   ——
8. Excitement Level   ——
9. Overall Value   ——
10. Game Length   ——

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

WHAT HAVE YOU BEEN PLAYING?

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

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

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

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

1. _____

2. _____

3. _____

Opponent Wanted   50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.
Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Anzio—AZ, Arab-Israeli Wars, AIW, Armor Supremacy—AS, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day--DD, Diplomacy—DIP, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Insurgency—INS, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Naval War—NW, Objective: Atlanta—OA, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Shenandoah—SH, Stalingrad—STAL, Starship Troopers—SST, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, Viva Espana—VE, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

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NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE____ ZIP_____

CONTEST NO. 99

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of Vol. 17, No. 6 and include a numerical rating for the issue as a whole as well as list the best three articles. The solution will be announced in Vol. 17, No. 6 and the winners in Vol. 18, No. 1. When rating the issue as a whole remember the lower numbers equate approval; higher numbers indicate disapproval.

Red Move:_____
Most Probable Winner:

☐ Yellow, Light, +2   ☐ Black, Heavy, 0   ☐ Blue, Heavy, +2
☐ Green, Normal, +1   ☐ White, Light, +2   ☐ Red, Light, +2
☐ Purple, Heavy, +2

ATTACKS:

Defender:	Type of Attack:	Car, Driver, Team:	Follow Up?:
1.			
2.			
3.			
4.			

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

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

1. _____

2. _____

3. _____

NAME _____

ADDRESS _____

CITY _____ STATE_____ ZIP_____