



The AVALON HILL

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# GENERAL

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★ The AVALON HILL  
**GENERAL**  
 The Game Players Magazine

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

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## Avalon Hill Philosophy Part 85

### AVALON HILL POSTAL CHAMPIONSHIPS

As promised in Vol. 16, No. 6, we hereby announce the opening of the Avalon Hill Postal Championships. We've made several format changes as a result of reader response to those initial plans but the basic premise remains the same. What follows constitute the official rules for what we believe to be the first wargame manufacturer-sanctioned, truly international, championship wargame event.

At the outset we should state that play will be limited to AREA members and governed by the AREA Code of Conduct rules published in Vol. 16, No. 6 of The GENERAL. The latter is prerequisite reading and should be carefully considered before entry into the tournament. Those who don't have this particular issue are advised to purchase it before getting involved in the tournament. It is cur-

rently available as a back issue for \$2.50 plus the usual postal charges. If you are not currently an AREA member you may still enter the tournament by sending for your AREA membership at the same time you apply for tournament entry.

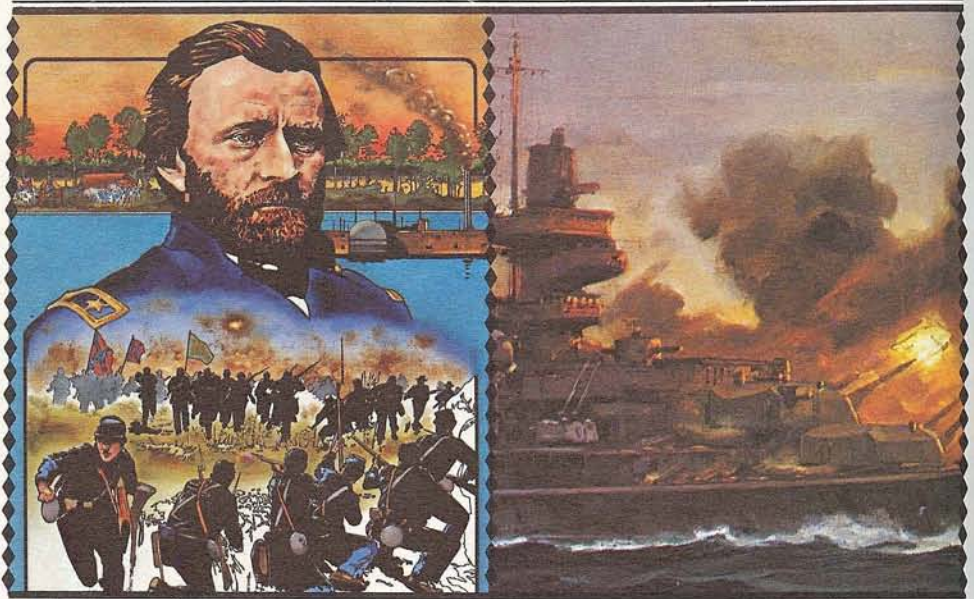
#### THE GAMES:

Championships in this first tournament offering will be limited to those games most suitable for ease of postal play. Therefore we will offer competition in the following games only:

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ANZIO (Basic Game; 4th edition)

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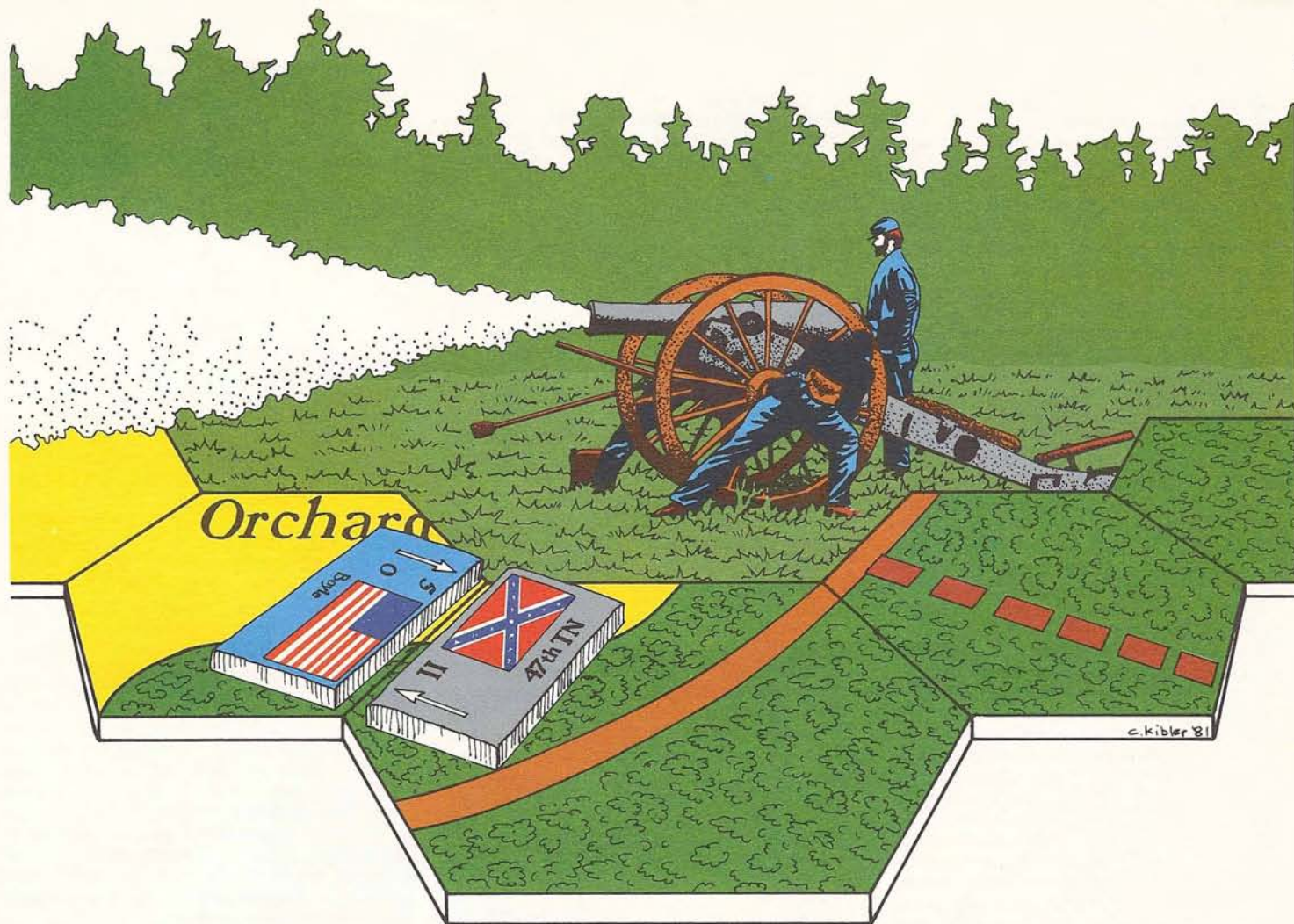
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# FURY IN THE WEST

## A COMMANDER'S NOTEBOOK

by Robert D. Harmon

*FURY IN THE WEST* was one of *BATTLELINE's* finest efforts from a playability standpoint. Although handicapped by a less than beautiful mapboard it is probably a better game than either of Avalon Hill's earlier Civil War battle games, and because we could find nothing basically wrong with it there will be no Avalon Hill revision aside from a new mapboard and conversion to bookcase packaging adorned with this issue's Rodger MacGowan cover art. Despite this testimonial, *FURY IN THE WEST* has not gained widespread popularity. Whether this is due to unattractive packaging, Battleline's less effective marketing, or the lack of interest in the title is inconsequential. It is far too good a game for such a plight and it is hoped that this feature will give the game enough exposure to cause it to be discovered anew by Avalon Hill game players.

Battleline Games, throughout the Seventies, introduced a series of playable, innovative wargames at a time when monster games were looming on the scene. The flagship of the Battleline series, *WOODEN SHIPS & IRON MEN*, was acquired by Avalon Hill five years ago, and typifies Battleline's pioneer, tactical systems. Now, AH has begun the Eighties by absorbing the rest of the Battleline series.

One of these, *FURY IN THE WEST*, covers the Battle of Shiloh. Originally introduced in 1977, those wargamers fortunate enough to play it found

a game that is both playable and uniquely realistic, introducing a new dimension in unit reduction; straggling. *FITW* players, for the first time, directed armies that actually seemed to tire, and would crumble if pushed too hard.

This article is both an introduction to AH devotees who haven't had the experience of playing *FITW*, as well as a briefing for past owners of the game. The article is divided into historical commentary and Critical Issues, the latter dealing with various aspects of game strategy in compartmentalized form.

Like many readers of *THE GENERAL*, I myself have been mystified by strategy articles on games I don't own or haven't played. I wind up reading the history and skipping the discussion of an unfamiliar map, units, and rules. Critical Issues 1 and 2 are written with this in mind, as an introduction to a new game.

### HISTORICAL BACKGROUND: "SEEING THE ELEPHANT"

April, 1862. The War Between the States was 12 months old. In an area the size of Western Europe, two distinct cultures were at war in the first major conflict since the start of the Industrial Revolution. Despite this, the armies that had marched off to war with such glorious anticipation that first spring had not found the decisive, rapid victory they had expected. One year had passed, and the sparring finally seemed to be ending.

As of New Year's, 1862, Confederate forces in the West still held a forward line across southern Kentucky, which was nominally Union territory. Commander of these forces, all Rebel forces between the Appalachians and the Mississippi, was Albert Sidney Johnston. A Kentuckian by birth, he had risen to Brigadier General's rank in the armies of the Republic of Texas and, later, of the United States; his last assignment being command of the Department of the Pacific. Upon the secession of Texas, he resigned his commission and made the march from San Francisco to El Paso. Now he was a full general, the highest-ranking field commander in the Confederacy, and the most highly regarded soldier on either side.

Till February of 1862, Major General Henry Halleck, Johnston's Union counterpart, had pursued a conservative strategy; in essence, none at all. Now, an unknown subordinate, Ulysses S. Grant, came forward with a suggestion, one he was sent out to try. Forts Henry and Donelson, at the mouths of the Tennessee and Cumberland Rivers, fell after a quick amphibious operation. Western and central Tennessee was suddenly open to invasion by water, and Johnston's left flank had caved in. Pressed on his right as well, Johnston had to retreat. Several weeks of withdrawals followed, and by the end of March all of central Tennessee was in Union hands.

Two Federal armies now stood in Tennessee. The Army of the Ohio, Major General Don Carlos



Buell commanding, had just taken Nashville, and the Army of the Tennessee had sailed down its namesake to Pittsburgh Landing. There it came ashore and halted, for various reasons that included strong Rebel shore batteries further upriver in Alabama, and Grant's relief of command by Halleck. The reasons for that were trivial; late reports and a large measure of personal pique, plus some implications of drunkenness dredged up from Grant's prewar career. After some questioning telegrams from Washington, the ever cautious Halleck restored Grant. (Grant's successor, Major General C. F. Smith of the 2d Division, contracted a case of tetanus about then, and would die soon after Shiloh.)

Twenty miles or so from the beachhead at Pittsburgh Landing was Corinth, Miss., a major railroad junction with connections to most of the western Confederacy. Corinth was the obvious next objective and to ensure its fall Halleck would order Buell to join Grant in late March. Rebel cavalry was quick to learn this, and couriers bore the news to Johnston in southern Tennessee, and to Gen. Pierre Gustave Toutant Beauregard in Corinth.

Beauregard, the victor of Fort Sumter and the First Battle of Bull Run, with a reputation as formidable as Johnston's would set events in motion toward Shiloh Church. Deciding that an attack on Grant was imperative before Buell could join up, Beauregard proposed combining the Rebel forces and striking first. Johnston agreed, and long troop trains began converging on Corinth: Major General Braxton Bragg's forces from Mobile, Major General Leonidas Polk and his men from western Kentucky, Johnston from Huntsville, and other forces from Memphis, New Orleans, and points in-between. By the first of April, the Army of the Mississippi at Corinth numbered 45,000 strong, with Grant's 49,000 within close reach. On April 3, 1862, Johnston ordered his men forward.

A factor that would play a major role in the battle for both sides now made itself apparent. Most of Johnston's regiments were not combat veterans. They hadn't "seen the elephant." That, and the fact that the army and corps staffs had been formed only days before, caused the Army of the Mississippi to stumble with its first step out of Corinth. After many snarls and traffic jams, the Rebel forces finally reached the Union picket line late Saturday, April 5. The subsequent commanders' conference saw recriminations between Bragg and Polk, and a startling recommendation to withdraw to Corinth, advanced by Beauregard (of all people) on the grounds that surprise had been lost.

Somewhat taken aback, Johnston overruled Beauregard. Despite the confusion, there was no evidence that the Yankees had been alerted, and the battle plan was duly drawn up by Beauregard and Colonel Thomas Jordan, the staff Adjutant General. Instead of the corps-abreast assault Johnston had envisioned, the plan called for an attack with the corps lined up front-to-back, III Corps in front, followed by II Corps in the second line and I Corps and Reserve Corps in the third. For some strange reason, Johnston accepted this plan, and the army deployed in an imitation of Napoleon's army at Waterloo.

The Army of the Tennessee, drowsing in its tents that Saturday night, awaited the arrival of a different army than the one now coiling in the darkness. They, too, had yet to "see the elephant" for the most part, and the primary order of business that week had been drill and target practice, to make use of the time before Buell's arrival. Said Grant, "When all reinforcements should have arrived I expected to take the initiative by marching on Corinth, and had no expectation of needing fortifications. . . . The fact is, I regarded the campaign we were engaged in as an offensive one and had no

idea that the enemy would leave strong entrenchments to take the initiative when he knew he would be attacked where he was if he remained. This view, however, did not prevent every precaution being taken and every effort made to keep advised of all movements of the enemy."

Grant's intelligence was not well-advised. The local population volunteered little information. Advanced pickets did see movement in the woods to the southwest, and reports had been coming in all Saturday to Grant's most advanced division, Brigadier General William T. Sherman commanding. Sherman had been accused of insanity and relieved in 1861 from a command in Kentucky for alarmist statements about enemy intentions. He was not about to repeat the mistake, particularly as the loudest warnings were coming from the 53d Ohio, his most exposed outfit with a constitutionally jittery colonel.

Five of Grant's six divisions were scattered around Pittsburgh Landing, in well established camps. The camps were dispersed to take advantage of creek water and avoid the epidemics that had been rife during the landing in March. The remaining division, the Third, was camped five miles north of Pittsburgh Landing (at Crump's Landing) under Brigadier General Lew Wallace. Grant's headquarters was across from Wallace at Savannah, where he was expecting Buell's vanguard Sunday or Monday. Grant spent Saturday evening nursing a sprained ankle, received the day before at Pittsburgh landing when his horse fell on him.

Five a.m., Sunday, April 6. A clear day was just dawning when pickets from the Confederate III Corps began skirmishing with sentries from Prentiss' 6th Division as Hardee's corps edged forward. The nearest Union brigade commander, Colonel Everett Peabody, had taken Saturday's warnings seriously, and had been up since three sending out patrols. By 6:30 most of his brigade was grappling with the enemy vanguard. Two generals had comments at this time. From Brigadier General Benjamin M. Prentiss, "Colonel Peabody, I will hold you personally responsible for bringing on this engagement." From Johnston, as Beauregard once more urged withdrawal, "The battle has opened, gentlemen; it is too late to change our dispositions." His corps commanders rode off to their units. Johnston climbed onto his horse Fire-Eater, saying, "Tonight we will water our horses in the Tennessee River."

The attack ground forward. On the right, Peabody's brigade was flattened and Peabody killed. The other brigade in Prentiss' division had time to form and was broken in turn. By nine a.m. the Sixth Division was broken, streaming away from its camps. Still, Peabody's alertness had given the Sixth a chance to form, and this untested division had bought two hours for the Union left.

On the Confederate left, the leading skirmishers began a firefight with the 53d Ohio, a fight that escalated so rapidly that Sherman rode forward to investigate, receiving a buckshot in his hand at close range. The 53d and some artillery stood briefly, damaging Cleburne's brigade (the 6th Mississippi took 70 percent losses) before the 53d cut and ran. By then, the remainder of Buckland's and Hildebrand's Union brigades had formed, piecemeal, out of their camps. Now the Rebel formation revealed its weaknesses, as all three lines mashed together. In Sherman's sector some illustrations of the inexperience in both armies emerged.

Stewart's brigade came up from the third line and fired on the first unit it encountered — Wood's brigade, another Confederate unit. When Brigadier General Wood tried to break up a battle between the 5th Tennessee and 13th Arkansas his horse was shot and dragged him some distance.

Two more of Stewart's units, the 4th and 13th Tennessee, collided in the camp of the 4th Illinois Cavalry and fought another engagement. No Federal troops were present.

McDowell's brigade (Sherman's division), on the extreme Union right, heard firing off toward Shiloh Church where Buckland and Hildebrand were trying to stop the Rebel onslaught. McDowell's brigade did not react, withdrawing late in the morning after the firing moved past them. Unbeknownst to McDowell, a Confederate brigade under Pond was groping through the brush to the other flank, but failed to prevent McDowell's escape.

Buckland's brigade, forced to retreat by the Rebels, was reforming in the middle of the Purdy-Hamburg Road, and was run over by Behr's Battery (detached from McDowell) and then by the remnants of Hildebrand's brigade, broken in turn by the attack.

Finally, the attack on Sherman's division slowed down after the Confederates pushed it across the Purdy-Hamburg Road. Many Rebels dropped out of the attack to loot Sherman's camp, until a charge by Beauregard's cavalry escort drove them out.

As the morning waned into noon Sherman's division was saved by two factors. First, Major General John A. McClernand's division was able to fill the gap between Sherman and Prentiss. Second, Sherman made up for his earlier carelessness with a remarkable calm under fire. Amidst the confusion he rallied his division, and at a time when many officers and men were fleeing the carnage, Sherman was seen by most of his men showing no alarm. Word of his valor spread throughout the army grapevine by the battle's end, and would save his career.

Meantime, the Confederate right had headed for the River Road, where a detached brigade from Sherman's division (Stuart's) had been joined by McArthur's brigade, which had come up from the Second Division camps at the Landing, leaving at the first sound of gunfire. Chalmers' and Jackson's Rebel brigades, pulled away from Prentiss by Bragg, came at Stuart across the Locust Grove Branch. By the time Stuart and McArthur had been pushed back through the Peach Orchard, Hurlbut's division, followed by the remainder of Brigadier General William H. L. Wallace's division, had filled the gap left by Prentiss (now reorganizing).

The Hornet's Nest Line, as it would be known, extended along a slightly depressed road on the north side of a large field, from the Eastern Corinth Road to a pond (M15 on the game map), soon to be named Bloody Pond. It was here, not along the Purdy Road, that the Sunken Road engagement would be fought. The Union line already looked so forbidding that the first Rebel brigade to see it promptly formed square, a reversion to Napoleonic tactics. No Union attack came, however, and Rebel artillery duly began its bombardment at 9:30.

Prentiss' division, or what was left of it, began to reform at the Sunken Road, between (and intermingled with) W. Wallace's and Hurlbut's men in the center of the Hornet's Nest. Probes by Rebel brigades (Gibson and Stephens) failed, and there was a pause until 11:45 when Major General Braxton Bragg rode up.

Bragg had been angered by the confusion he had witnessed in the center. He now rebuked Gibson and sent him forward against the right edge of the Hornet's Nest. Gibson was caught in a crossfire by Hurlbut's and Prentiss' divisions, and repulsed. The brigade stumbled back, but made two more frontal attacks after being berated by



Bragg. By three p.m., Gibson's brigade was effectively finished, with no effect on the Union line, and Bragg moved on to the right.

The far right end of the Confederate attack faced Hurlbut's division and Stuart's and McArthur's brigades, which were lined up behind the Peach Orchard and across the River Road. The Reserve Corps had been deployed on this road, but had stopped in the brush and gullies after some Tennessee regiments had fired on each other. Brigadier General John C. Breckenridge (two years before he had been U.S. Vice-President, and came in second in the 1860 presidential election) came up, urging his men forward, but it took the combined efforts of Breckenridge, Johnston, and Governor Isham Harris of Tennessee to get the Reserve Corps going. With these three leading, Statham's and Bowen's brigades moved out across the Peach Orchard at two p.m. They met overwhelming Union artillery and rifle fire but managed to mangle McArthur's brigade before falling back, leaving hundreds fallen, incongruously covered with peach blossoms.

Johnston watched the last companies return, joking with aides about being stung by spent bullets, and flapping the sole of his boot at Governor Harris, the sole having been torn by another bullet. Federal artillery opened up at about 2:15 and Johnston ordered Statham to charge. Shortly thereafter, Harris saw Johnston swoon in the saddle. The General was laid out in a ravine while his aides tried to find a wound (Johnston's physician was attending Federal wounded on Johnston's orders), but Johnston was dead by 2:30. By then, it would be learned that Fire-Eater had two bullet holes in his rump. Johnston himself had been hit from behind during the first charge, a spent bullet tearing an artery behind his right knee. He had been hit by his own men, and was probably unaware of his wound until his lifesblood was gone.

At three p.m., Breckenridge renewed the attack. The Reserve Corps ground forward through the brush east of the River Road, found the extreme Union left, and began to crush it. Stuart's and McArthur's brigades were in turn broken, and the pressure next forced Hurlbut's division back with heavy losses. By 4:30 the road to Pittsburgh Landing was wide open, as the Union line folded back on the Hornet's Nest. In the excitement, the Rebels continued turning to their left in pursuit.

Meanwhile, Bragg had been moving back and forth behind the Rebel units facing the main Hornet's Nest. A series of charges across the field spread toward the Rebel center, and at 4:00. Hindman's and Anderson's brigades drove forward along the Eastern Corinth road. Tuttle's Union brigade collapsed, opening the other flank of the Hornet's Nest position.

By 5:30 it was all over on the Union left. The Hornet's Nest, once pocketed, caved in like a paper bag, and an hour and a half after the Rebel breakthrough, Stuart's and McArthur's men were fleeing down the River Road, and the remainder of Prentiss' and William Wallace's divisions were prisoners or casualties. Prentiss surrendered at 5:26; William Wallace fell on the Eastern Corinth Road with a bullet through his head.

The surviving units of the Army of the Tennessee fell back as the left caved in. First McClelland, then Sherman, found increasing pressure from their left rear and retreated steadily across Tillghman Creek, back to the River Road. Along the last obstacle before Pittsburgh Landing stood the remnants of Hurlbut's division, buttressed by the Union siege artillery and the gunboats on the river. The final Confederate charge came across Dill Branch at 5:30, as the shadows fell and

the first of Buell's men came off the boats. Despite Bragg's urging, the charge sputtered out and the heavy fighting was over an hour later as night came and a drizzle began. By midnight a violent thunderstorm was over the area, adding to the misery of thousands of wounded in fields, in ravines, and on the decks of the riverboats. Beauregard went to bed in Sherman's tent, confident he could finish Grant off on Monday.

At Pittsburgh Landing, feverish activity went on through the night. Three divisions of Buell's army, completing a tough march from Nashville, were ferried across the river, and up the River Road from Crump's Landing came Lew Wallace's division, after long delays. After the war Lew Wallace would finally prove that he had indeed prepared a route to the field beforehand toward Sherman's camp on the Purdy Road, leaving the River Road unrepaired. Turned back by Grant's aides, Wallace's division had countermarched on the Purdy Road and had encountered much difficulty getting down the River Road. Lew Wallace had not anticipated that Sherman would be knocked back to Pittsburgh Landing, but it was twenty years before Grant was to realize this.

Among all the Confederates recovering from Sunday's carnage, who were largely gorging themselves on Yankee food and liquor, and sleeping on Union bedding, one Rebel officer remained alert. Colonel Nathan Bedford Forrest, of the Tennessee cavalry, became curious around midnight and sent scouts forward in Union coats. By two a.m. they were back from Pittsburgh Landing, with news of thousands of Buell's troops pouring off the riverboats. Forrest reported the news to Hardee, and was sent on to Beauregard, whom he was unable to find.

Beauregard's inaction could be explained by a dispatch he received late Sunday, reporting Buell's army near Huntsville, Alabama. The revelation that this was a detachment would come after the battle. Still, Beauregard had one source as accurate as Forrest—Prentiss, who taunted Beauregard, and everyone within earshot, with the news of Buell's impending arrival and the reckoning to follow. Beauregard slept well anyway and it is debatable whether this reflects more adversely on Beauregard or Prentiss.

The Federals moved out at dawn on Monday, April 7. Buell and Grant, without consulting each other, had decided on two parallel attacks. Buell's army headed up the River Road, with Brigadier General William Nelson's division leading. After Crittenden's and Rousseau's divisions fell in on his right, Nelson pushed forward into the Confederate line, across the Peach Orchard. Heavy fighting began at eight a.m., and it was the Confederates' turn to be surprised, and low on ammunition to boot. Still, the Rebels put up strong resistance, Nelson's attack stalled. Hardee appeared and ordered a counterattack, which ran out of energy in its turn. Charge and countercharge followed, spreading along the front to Crittenden's division and then to Rousseau's along the Union line.

Monday was the Army of the Ohio's first major battle, and they were to suffer the same sort of hesitation that the Rebels had experienced the day before. Still, by two p.m., Buell's men had finally passed the Peach Orchard and reached the Purdy Road.

The fighting on the Union right was more successful, with the survivors of the first day moving up the Western Corinth Road, along with the undamaged division of Lew Wallace on the right. By ten a.m. the Confederate left had caved in under Wallace's attack, and McClelland's division was pushing hard at the Rebel center. Bragg tried to stem the advance at eleven a.m., ordering the remnants of Cleburne's brigade, all 800 of them, to

charge a Union concentration. Cleburne's Rebels reluctantly went forward, dodging Confederate artillery fire, and encountered McClelland's and Rousseau's Union divisions. The result was the elimination of Cleburne's brigade to no avail.

By two p.m. Beauregard had had enough. Rallying the remnants of his left wing, he and Breckenridge led a charge that stopped Grant's army just short of Shiloh Church. Confederate cavalry formed a screen along the Purdy Road and the rest of Beauregard's men began to retreat. The two Union armies had little desire to pursue, and the battle was ended.

One last encounter remained. On Tuesday morning, April 8, Grant ordered Sherman's division out on a limited pursuit. At one p.m. Sherman met 350 Confederate cavalrymen (Texas Rangers, Tennessee and Kentucky cavalry) with Colonel Forrest among them. Forrest charged and the 77th Ohio Infantry and 4th Illinois Cavalry were ridden down in turn. Sherman was with the 77th, and had to flee for his life with the Southerners close behind, Forrest in the lead. Suddenly, Sherman was through the main line of Hildebrand's brigade, and Forrest was alone with a hundred rifles aimed at him. Somehow, Forrest got back to Corinth on a mortally wounded horse. Forrest, with a bullet near his spine, was the last casualty of the Battle of Shiloh.

Shiloh, as Grant was later to say, was the severest battle fought in the Western theater. It was certainly the worst fought on the North American continent up to that time, with 13,000 Union casualties and 10,700 Confederate. Grant would see areas on the battlefield, "so covered with dead that it would have been possible to walk across the clearing, in any direction, stepping on dead bodies, without a foot touching the ground." Three armies, and America itself, had "seen the elephant." As Grant said twenty years later, "Up to the battle of Shiloh I, as well as thousands of other citizens, believed that the rebellion against the Government would collapse suddenly and soon . . . then, indeed, I gave up all idea of saving the Union except by complete conquest."

Shiloh was a crucible from which three recruit armies emerged as veterans. It was also a turning point for many generals' careers. Halleck did not relieve Grant. Lincoln's comment was, "I can't spare this man, *he fights*." Halleck had intended to sack Sherman for being caught by surprise, but after hearing testimony from the army about Sherman's battlefield conduct, wound up promoting Sherman to Major General retroactive to April 6. Halleck would stay with the army through the end of summer, conducting a cautious campaign that allowed Beauregard's broken army to back out of Corinth. Beauregard was eventually relieved by Bragg, who would bedevil the Army of Tennessee (as it was later named) with his unique talent for transforming decisive Southern victories into Pyrrhic ones; at Perryville, Murfreesboro, and Chickamauga.

Of the remaining Union generals, Prentiss would be traded to the Union six months later, but would fade from the limelight as would McClelland. Both men won their high rank by political pull but did not gain lasting military results. Generals McCook, Nelson, and Crittenden would become corps commanders in Buell's army, which was renamed the Army of the Cumberland. Of these, the most promising, William Nelson, would be murdered in a hotel lobby by his second-in-command on the eve of the Battle of Perryville.

William Wallace was found, still alive where he had fallen, after lying unattended for almost 24 hours with a gaping hole in the side of his head. His wife found him on a riverboat Monday afternoon, and she would be present during the three days it took him to die. Lew Wallace (no relation)



## REGIMENTAL ORDER OF BATTLE

### ARMY OF THE TENNESSEE, Ulysses S. Grant, Major General, USA, Commanding

#### 1ST DIVISION (McClernand)

1st Bde (Hare): 8, 18 IL; 11, 13 IA  
2d Bde (Marsh): 11, 20, 45, 48 IL  
3d Bde (Raith): 17, 29, 43, 49 IL  
Unattached: D, E Btry/2d IL Lt Arty  
D Btry/1st IL Lt Arty  
Burrows' Btry/14th OH Lt Arty  
1st Bn/4th IL Cav  
Carmichael's, Stewart's Co's/IL Cav

#### 2D DIVISION (W.H.L. Wallace)

1st Bde (Tuttle): 2, 7, 12, 14 IA  
2 Bde (McArthur): 9, 12, IL; 13, 14 MO; 81 OH  
3 Bde (Sweeny): 8 IA; 7, 50, 52, 57, 58 IL  
Artillery: A Btry/1st IL Lt Arty  
Cavender's Bn/MO Arty  
D, H, K Btry/1st MO Lt Arty  
Cavalry: A, B Co's/2d IL Cav  
C Co/2d US Cav  
I Co/4th US Cav

#### 3D DIVISION (L. Wallace)

1st Bde (Smith): 11, 24 IN; 8 MO  
2 Bde (Thayer): 23 IN; 1 NE; 58, 68 OH  
3d Bde (Whittlesey): 20, 56, 76, 78 OH  
Artillery: Thompson's Btry/9th IN Lt Arty  
I Btry/1st MO Lt Arty  
Cavalry: 3d Bn/11th IL Cav  
3d Bn/5th OH Cav

#### 4TH DIVISION: (Hurlbut)

1st Bde (Williams): 28, 32, 41 IL; 3 IA  
2d Bde (Veatch): 14, 15, 46 IL; 25 IN  
3d Bde (Lauman): 31, 44 IN; 17, 25 KY  
Artillery: Ross' Btry/2d MI Lt Arty  
C Btry/1st MO Lt Arty  
Myers' Btry/13th OH Lt Arty  
Cavalry: 1st, 2d Bn/5th OH Cav

#### 5TH DIVISION (Sherman)

1st Bde (McDowell): 40 IL; 6 IA; 46 OH  
2d Bde (Stuart): 55 IL; 54, 71 OH  
3d Bde (Hildebrand): 53, 57, 77 OH  
4th Bde (Buckland): 48, 70, 72 OH  
Artillery: B, E Btry/1st IL Lt Arty  
Morton Btry (Behr)/6th IN Lt Arty  
Cavalry: 2d, 3d Bn/4th IL Cav  
2 co's/IL Cav

#### 6TH DIVISION (Prentiss)

1st Bde (Peabody): 12 MI; 21, 25 MO; 16 WI  
2d Bde (Miller): 61 IL; 18 MO; 18 WI  
Not Brigaded: 15, 16 IA; 23 MO  
Artillery: Hickenlooper's Btry/5th OH Lt Arty  
Munch's Btry/1st MN Lt Arty  
Cavalry: 1st, 2d Bn/11th IL Cav

#### UNASSIGNED TROOPS

15 MI; 14 WI  
H, I Btry/1st IL Lt Arty  
B Btry/2d IL Arty (seige guns)  
F Btry/2d IL Lt Arty  
8th Btry/OH Lt Arty

### ARMY OF THE OHIO, Don Carlos Buell, Major General, USA, Commanding

#### 2D DIVISION (McCook)

4th Bde (Rousseau): 6 IN; 5 KY; 1 OH; 1/15, 1/16, 1/19 US  
5th Bde (Kirk): 34 IL; 29, 30 IN; 77 PA  
6th Bde (Gibson): 32, 39 IN; 15, 49 OH  
Artillery: H Btry/5th US Arty

#### 4TH DIVISION (Nelson)

10th Bde (Ammen): 36 IN; 6, 25 OH  
19th Bde (Hazen): 9 IN; 6 KY; 41 OH  
22d Bde (Bruce): 1, 2, 20 KY

#### 1ST DIVISION (T. L. Crittenden)

14th Bde (Boyle): 9, 13 KY; 19, 59 OH  
11th Bde (W. S. Smith): 11, 26 KY; 13 OH  
Artillery: G Btry/1st OH Lt Arty  
H, M Btry/4th US Arty

#### 6TH DIVISION (Wood)

20th Bde (Garfield): 13 MI; 64, 65 OH  
21st Bde (Wagner): 15, 50, 57 IN; 24 KY

### ARMY OF THE MISSISSIPPI, Albert S. Johnston, General, CSA, Commanding

#### FIRST ARMY CORPS (Polk)

##### FIRST DIVISION (Clark)

1st Bde (Russell): 11 LA; 12, 13, 22 TN; TN Btry  
2d Bde (Stewart): 13 AR; 4, 5, 33 TN; MS Btry

##### SECOND DIVISION (Cheatham)

1st Bde (Johnson): Blyth's MS; 2, 15, 154 TN; TN Btry  
2d Bde (Stephens): 7 KY; 1, 6, 9 TN; MS Btry  
Cavalry: 1 MS Cav; MS & AL Cav Bn

##### UNATTACHED: 47 TN

#### SECOND ARMY CORPS (Bragg)

##### FIRST DIVISION (Ruggles)

1st Bde (Gibson): 1 AR; 4, 13, 19 LA; Vaiden's MS Btry  
2d Bde (Anderson): 1 FL Bn; 17, 20 LA; Confederate Guards Response Bn; 9 TX; Washington (LA) Arty  
3d Bde (Pond): 16, 18 LA; Crescent (LA) Regt; Orleans Guard (LA) Bn; 38 TN; Ketchum's AL Btry  
Cavalry: AL Bn (5 co's)

##### SECOND DIVISION (Withers)

1st Bde (Gladden): 21, 22, 25, 26 AL; 1 LA; Robertson's AL Btry  
2d Bde (Chalmers): 5, 7, 9, 10 MS; 52 TN; Gage's AL Btry  
3d Bde (Jackson): 17, 18, 19 AL; 2 TX; Girardey's GA Btry  
Cavalry: Clanton's AL Cav Regt

#### THIRD ARMY CORPS (Hardee)

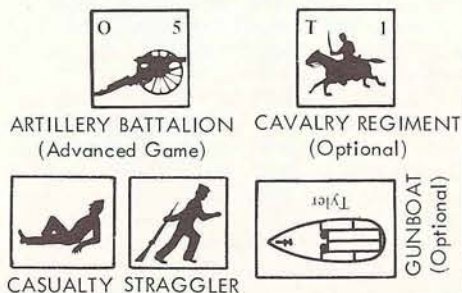
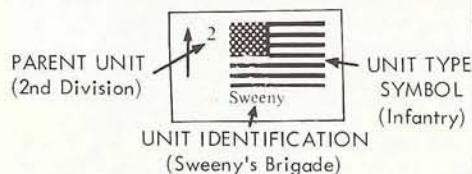
1st Bde (Hindman): 2, 6, 7 AR; 3 CSA; Swett's MS Btry; Miller's TN Btry  
2 Bde (Cleburne): 15 AR; 6 MS; 2, 5, 23, 24 TN  
Shoup's Bn; Trigg's, Calvert's, Hubbard's AR Btry's  
3d Bde (Wood): 15 AL; 8 AR; 9 AR Bn; 3 MS Bn; 27, 44, 55 TN; Harper's MS Btry; GA Dragoons

#### RESERVE CORPS (Breckenridge)

1st Bde (Trabue): 31 AL; 3, 4, 5, 6 KY; Crew's TN Bn; Cobb's KY Btry; Byrne's MS Btry; Morgan's Sqdn/KY Cav  
2d Bde (Bowen): 9, 10 AR; 2 CSA; 1 MO; Hudson's MS Btry; Watson's LA Btry; Thompson's Co/KY Cav  
3d Bde (Statham): 15, 22 MS; 19, 20, 28, 45 TN; Rutledge's TN Btry; Forrest's Regt/TN Cav  
Unattached: Wharton's TX Regt (Cav); Adams' MS Cav Regt; McClug's TN Btry; Roberts' AR Btry

#### Notes:

- Units are infantry regiments unless otherwise noted. "Btry" denotes an artillery battery; "/" denotes, reading left to right, a subordinate and originating unit, respectively.
- Infantry regiments tended to consist of ten companies (100 men/company) when newly recruited; infantry battalions were usually six to eight companies.
- State abbreviations are standard Postal Service for brevity. "NE" refers to Nebraska Territory here. KY and MO units appear in both opposing forces.



would spend the rest of his military career under a cloud for his late appearance at Shiloh, leaving him best remembered to history as the author of *Ben-Hur: A Tale of the Christ*.

Of the Confederates, Pat Cleburne would survive the battle and become one of the best divisional commanders of the war. William Hardee and Leonidas Polk would continue as corps commanders, the latter dying during the Atlanta campaign. Nathan Bedford Forrest would survive his wound, and go on to become a Lieutenant General, the scourge of the Western theater, and the most brilliant cavalry leader on either side.

Shiloh had ended, the turning-point passed in the Peach Orchard. Now the battle would begin in earnest, three years of carnage that would erase the country's innocence and leave it with still visible scars. Much of the Nation's youth was still ahead, for the country would recover its vigor after the war, but the country's childhood was ended that spring Sunday.

#### SOME READING:

Catton, Bruce, *Terrible Swift Sword*  
Grant, Ulysses S., *Personal Memoirs*  
Randall, J. G., and Donald, David, *The Civil War and Reconstruction*  
Sword, Wiley, *Shiloh: Bloody April*

### CRITICAL ISSUE #1: INITIAL BRIEFING

On first impression, *FITW* looks like a highly playable game. Much of this is due to the counters themselves, and the order of battle they represent. The standard *FITW* unit is the infantry brigade, unlike the recent trend in Civil War simulations toward regiments and smaller units. The Confederate Army consists of 16 brigades, which tend to maneuver in pairs because of the rules, with eight more artillery units added in the Advanced Game. These are opposed by 15 Northern brigades, with 13 more to appear late on the first day or overnight.

The counters themselves are simple, and vaguely reminiscent of 1958 *GETTYSBURG*. The rectangular infantry units show the brigade commander's name, the division or corps it belongs to, and the national colors on a background of blue or gray; there is also an arrow showing the unit's facing. Unit strength and reduction is handled in two off-board charts. The hexes are oversize, allowing units to be displayed without stacking. See Critical Issue #2. Units can even face different hexsides if the situation demands.

Unit integrity is also simplified. Formations *do not have to remain distinct*, but do not derive optimum movement or combat capabilities unless a leader unit of the correct chain-of-command is present. Russell's brigade is reduced to half movement and fights at a disadvantage unless accompanied by its respective division (Clark), corps (Polk), or army (Johnston) commander, for example. Unit movement rates and leader effectiveness is all standardized.

Topography also serves to simplify the game. The battlefield was heavily forested, so artillery becomes secondary and cavalry quite ineffective. See Critical Issue #6 for further discussion of the map.

The game is divided into three scenarios. The first day, when the Confederates attacked five of Grant's divisions and sought to push them into the Tennessee River. The second day, when the tiring Rebels faced a counteroffensive by Grant's and Buell's armies. And the two-day scenario covering the entire battle. Incidentally, Grant's army begins the second day scenario with the historic losses already deducted. The days are fourteen turns long, with three night turns at the end of each day featuring limited combat.



The Combat Results Table, while geared for step-reduction, tends to produce decisive results only with disproportionate forces. Most units begin the game with from nine to twelve factors per brigade, usually. With a two unit per hex limit, this doesn't provide high odds in frontal assaults. However, as units can double their factors when attacking from flank or rear, *FITW* becomes one of the best games in illustrating flank attack tactics. The result is a rapidly played game with dramatic changes of fortune, as overtaxed units vanish and lines collapse.

Thus, the foundation of *FITW*, and an introduction to the game. Towering over this foundation is unit reduction, the single most important facet of the game.

## CRITICAL ISSUE #2: UNIT REDUCTION

The strength of individual units is kept off-board on the Strength Record Charts. Although unit factoring ranging from extremes of six Strength Factor Points (SFP) to fourteen for individual brigades, seems large, with the largest Combat Results Table loss being three SFP, unit strength will rarely be at maximum SFP. This is because of two possible losses.

The first, of course, is casualty losses, as inflicted by the CRT. There is a marker for this, moving across each brigade's SFP scale on the chart (left to right). These losses are permanent.

The second source of losses is straggling. These losses are caused by (involuntary) withdrawals or routs indicated by the CRT, and are also caused by simply *moving the unit*. These are marked for each brigade from *right to left*, and when the two markers meet in the middle, the brigade is removed from play, never to return. A unit's strength is equal to the number of boxes between the Casualty marker and the Straggle marker.

To be sure, there are remedies. Straggling represents only a temporary loss as long as the unit remains in play. Stragglers can be recovered if the unit remains stationary, and are not lost if the unit is moving in column (advanced game only). Yet, this will still represent half to two thirds of eliminated units' losses, unit by unit. Straggling losses, thus, can stop an attack cold or cause a retreating army to evaporate.

An example. Russell's and Stewart's brigades are each 11 factors, full strength at game's start. Since two units can share a hex, and these two are in the same division, they will lead the Confederate attack in this example, with their division commander (Clark) to provide maximum movement capability of four hexes per turn.

Russell and Stewart begin the first turn in normal (not column) formation, and attack Miller's Union brigade. The battle results in a 3R result. Miller had seven SFP, losing three as casualties, and another four SFP as stragglers (because of a first-turn surprise rule, this is double the normal two SFP straggler loss for routs). Miller vanishes. Russell and Stewart suffered no casualties, but each loses one SFP in straggling for moving.

Four more turns pass, with Russell and Stewart moving continuously to turn the Union left. At the start of turn six, they are left with six SFP each, each unit having lost one SFP per turn due to straggling but no casualties, dropping to five SFP each as they move forward, attacking the last Union brigade between them and the river. This time, however, the Southerners take a 2W result; two SFP casualties, which can be split among either or both units, and a loss of one SFP of stragglers to each withdrawing unit (*each routed unit* in a given battle would lose *two* SFP, so more is not necessarily better in a low-odds attack). Thus, the Confederate part of turn six ends with Russell and

Stewart each with three factors remaining (casualties assigned evenly in this case, by the owning player).

A sharp lesson in *FITW* unit reduction; on the first day the Confederate player has a nasty choice between resting his army periodically and allowing Grant's reinforcements to sail to the rescue at Pittsburgh Landing (the final objective), or pushing the Rebel army until it staggers the last few hundred yards to Pittsburgh Landing where it would be easy prey to a counterattack if the place doesn't fall. The Union, with weaker brigades, faces a similar choice on the second day in the march to Shiloh Church.

There is no easy formula for making this choice as the basis for decision will be subtly different in each game. This choice will be even tougher for defending forces, which will suffer more loss to battered units just in the act of pulling back out of harm's way. *FITW* players will quickly learn not to demand another charge out of a three factor brigade, nor will they try to form a defensive line with them (not willingly, anyway). Deployment of reserves is not a bad idea even with no hidden movement.

The sharpest tactical lessons will be in the two-day scenario, when both players will conduct the very difficult retreat-under-fire maneuver. And, they will get a glimmer of what happens when two armies grind each other down.

Another choice will be presented when attrition is considered. This second choice will be losses vs. territory: maneuver or fight. As we have seen, straggling and casualties will mount as fighting spreads, particularly as local battles have a way of attracting enemy units requiring costly tactical movement. Historically this is what happened at the Hornet's Nest and appears in nearly every *FITW* game. A certain amount of mass will be required to take enemy positions, but this principle can eventually result in diminishing returns. It will also be difficult to disengage.

The obvious alternative is maneuver. In *FITW*, this means wide moves over uncontested ground (each unit loses one SFP whether it moves one hex or four). Further, the Advanced Game allows units to assume column formation: they can't attack, but don't lose stragglers. The Confederates particularly, with eight pairs of brigades, will find this difficult with conflicting tactical requirements. The rider on the pale horse will beckon from every road junction.

Thus, as a general rule of thumb, attack narrowly, and when most economical move widely around the enemy. Keep massed when uncommitted and use economy-of-force when fighting is necessary. A battle fought over a wide front will look pretty on the map, but will be costly and useless.

These are a few of the ramifications of the unit reduction system which makes *FITW* so quick and easy to play, and so difficult to master. This represents an advance in realism as straggling and heavy losses were common to most Civil War battles, not just the early clashes between recruits. The Army of the Potomac that marched to Gettysburg was a veteran outfit, but the roll-call on the morning of July 4, 1863 showed only 51,000 present of an original 89,000. 15,000 of the missing were stragglers. Which is a valid reason why General Meade failed to "bag" the defeated enemy. His army, being flesh-and-blood (rather than cardboard), could only be pushed so far. A lesson taught by few wargames, and none as vividly as *FITW*.

Victory Points have a way of being affected by stragglers as well as casualties. Although stragglers aren't counted, casualties are at two VP per infantry strength factor point, plus five VP more for the

loss of the unit (largely caused by stragglers, which indirectly will cost VP, after all). A first-turn elimination of Miller's Brigade on a 3R result will give the Southern player 11 VPs. Although Pittsburgh Landing may be a lucrative objective in some scenarios, the Confederates could be content to destroy the forward Union divisions and stop at Tillghman Creek (with ten of sixteen Union camps, at five VP each, south of the creek).

## CRITICAL ISSUE #3: RULES

### I. BASIC GAME

Zones of control in *FITW* are unique in that they are incomplete, extending only into the three hexes of the unit's front (as shown by the arrow on each unit). This prevents forward movement, but not withdrawals. One quirk is a rule that prevents units leaving enemy ZOCs from attacking that turn, which will force surrounded units to attack at low odds, rather than retreat through an enemy ZOC. Combat is mandatory between units if either unit is exerting a ZOC on the other. Two units facing away from each other would not have to have combat.

Partial ZOCs are one reason facing is so important. Movement is the other. Every change of facing will cost a movement factor, one point per hex-side. This makes it difficult to maneuver near the enemy and makes disengagement an annoyance. Because of the straggling problems *and* this rule, *FITW* forces should maneuver as much as possible. Forces should not be committed to the firing line recklessly.

### II. ADVANCED GAME

Artillery lends much to a defensive line (its main function anyway, as it can't voluntarily enter ZOC), not only in terms of strength, but also in mass. Artillery will displace infantry anyway, under the two unit per hex rule, and defends half strength if unsupported. This can be turned to a player's advantage. Artillery units drifting in the wake of the Confederate offensive could combine with the infantry at day's end, allowing an expanded defense line on the second day. Rearrangement of the army is a crucial consideration for the Confederate player, as early as Turn 13.

Column formations filled a function left over from the Napoleonic Wars. They facilitated movement and discouraged straggling. Unlike Napoleonic armies, forces in *FITW* can't attack in column. Units *can* change from column to battle formation in enemy ZOC, which is a definite advantage as facing is not a consideration when moving in column.

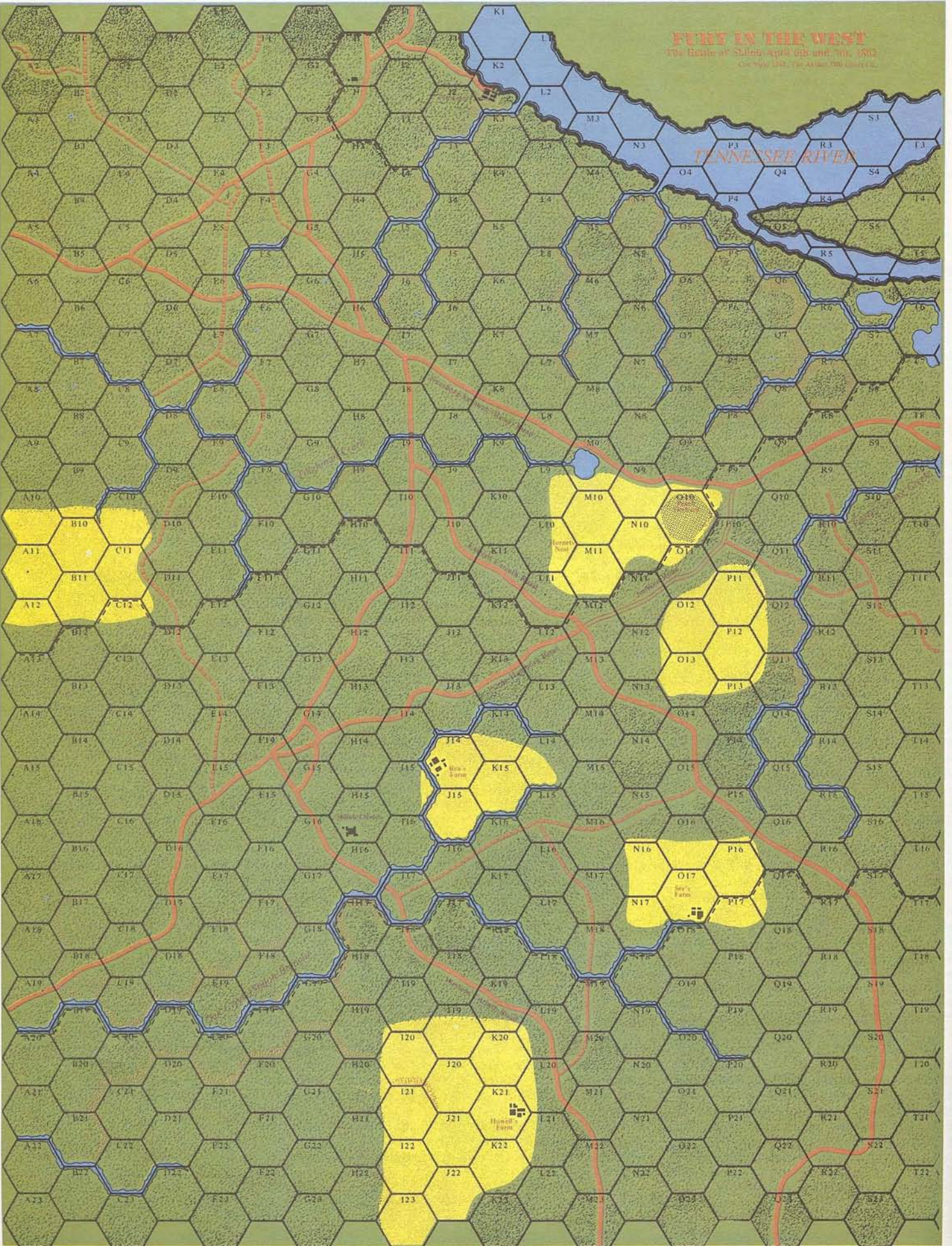
Night rules are double-edged. ZOCs are negated at night, but attackers must roll a die with the defender for each battle, with the difference changing the odds for the high roller. Thus, a 2-1 (face value) attack could vary from 1-5 to 6-1. Historically, this is acceptable, but it is a hideous gaming concept, wisely avoided by refusing combat at night.

With the nighttime reorganization rules, players are better off reorganizing than fighting. This is a good opportunity to combine weakened units into less damaged formations, as the fewer the units, the fewer straggler losses the next day. Reorganization is a must for the Union Detachment (four SFP) and 47th Tennessee (three SFP) units, which arrives late the first day. Such units are subject to straggling and could wipe themselves out simply by moving. Since reorganization is only possible at night, and only practical on the eve of the second day fighting, it is another reason for planned rearrangement of the armies even before sundown.



# FURT IN THE WEST

The Battle of Shiloh, April 6th and 7th, 1862  
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### III. OPTIONAL RULES

The Shifting Initiative rule changes the normal sequence of play. Normally the Confederates move first on the first day and the Union moves first on the second day. This rule determines who moves first each turn with a die roll, with no basis on the tactical situation.

Cavalry units have one SFP each, and reduce straggling on withdrawals and routs from infantry they accompany. Since cavalry cannot enter enemy ZOCs, their use is limited even though they don't lose stragglers themselves. (Nor do artillery units, which contribute more to defenses).

Some optional rules which are more worth bothering about:

*About Face.* This means that a 180° turn costs one movement point, not three. Highly useful if two units are surrounded, and one brigade has to about face to provide full ZOC coverage.

*Optional Number of Units per Hex.* This contributes to infantry density, and allows damaged units to combine. This also provides considerable mass for attacks which don't use artillery, as artillery is bulkier. The rule provides considerable ease in reorganizing at night, though restricted to units in the same hex. One disadvantage is that, at 30 Space Factors per hex (one infantry SFP = one Space Factor), the resulting congested stacking can be confusing and detract from the playability of the game.

*Variable Times of Arrival for Reinforcements.* A die roll of six will bring reinforcements on, and the die rolling begins three turns before the arrival of each force. Theoretically this will even out, leading one to wonder if this rule is solely for the sake of die rolling. This rule is definitely not recommended.

*General Officers in Combat.* Basically, leader units will provide a +1/-1 on the die roll, for situations where one force has a leader(s) and the other force does not. The Confederates benefit from this in that their divisions are smaller, with an additional corps command level. This evens out because (1) the attacking force can pick when and where to attack, which the Union player will use to his advantage on the second day, (2) only one leader need be present in an attack, and (3) any leader will do, in or out of the chain of command, unlike the movement rules.

*Bayonet Charges.* The doubled casualties can be worth it, as withdrawal results can hit the attacker all the way up to 6-1, avoidable with this rule. This will also provide an automatic pursuit result (entry into the defender's hex, even if otherwise uncalled-for by the CRT). Strongly recommended, though selectively, for the first few turns of the Confederate offensive.

*Fog of War.* Two methods. The first, inverting of units, can be somewhat confusing (besides being impractical, as the enemy can simply note their presence, removing the possibility of a Chancellorsville type surprise). The second, concealment of the Strength Record Charts, (except for combat) is more useful, and insidious in that players may not so easily sense a weakening of enemy units, making counterattacks more risky.

### IV. SCENARIO SPECIAL RULES

The setup for the first day scenario also covers the two day game. What is unique to the first day scenario is the Victory Point rule: The site that holds Pittsburgh Landing at game's end gets 100 VP (Confederate) or 75 VP (Union), in addition to normal VPs for camps and casualties. Rebel

seizure of the main objective will also mean the destruction of Grant's army and wholesale seizure of campgrounds: it is unlikely they will be lost on the first day. All of which makes Confederate seizure of Pittsburgh Landing academic. However, failure to take Pittsburgh Landing will mean that the Confederates are 75 VP behind, and must make this up with Union casualties (and brigade eliminations). Taking Union campgrounds will be offset by what the Northern forces still hold. If the Rebels have taken only those camps south of Tillghman Creek, the VPs will be 50-30, only 20 VPs toward the 75 that the Rebs have to make up. An attack stopped along hex row 10, just short of Pittsburgh Landing, will result in camp VPs of 65-15, or +50 Confederate.

The first-day scenario will ultimately hinge on casualties. The Confederates will achieve great enemy losses during the morning, but will suffer increased losses as Union defenses stiffen closer to the final objective. Continuous monitoring of casualty VPs is recommended for both players.

The second day scenario provides 25 special VPs for whichever side holds Shiloh Church. Unmentioned are the camp hexes between there and the Union line of departure, eleven camps on or north of hex row 19, where Shiloh Church is located. Obviously, the Rebel forces will have to cause heavy losses on the attackers. This may require some counterattacking, which in turn will require a mobile reserve.

The two day scenario has no special territorial objectives, which leaves the players to consider losses and camp hexes. This will allow the Confederate player to take things easy. There is no need to gamble on taking Pittsburgh Landing, but the less damage done on the first day will mean that many more Union SFP on the second day and less ground for them to retake.

One footnote on the two day scenario rules. Cavalry is introduced, but costs one VP per unit brought into play. Considering the limited uses of cavalry discussed earlier, they are not worth using.

### CRITICAL ISSUE #4: UNION ORGANIZATION

For the Army of the Tennessee, the first day's initial defensive line will be crucial. Two scenarios will depend on its durability. The Union is on the offensive the second day and its initial setup *there* will be less crucial, and largely dependent on the first day's results.

Chart 1 shows the "forward" Union units: the brigades vulnerable to first turn attack. A crucial factor when the surprise rule is used. Initially, only the Fifth and Sixth Divisions are within easy Confederate reach. However, the rest of the army will have to defend later.

*Fifth Division* is furthest to the Union right, and closest to the Rebel start line behind Oak Creek. All three forward brigades can be hit hard on the first turn. McDowell, on the extreme right, can be hit easily from C20 and D21, plus E21 if the enemy is willing to take on Buckland as well. Since an enemy unit on C20 will be across the creek, and on the same slope McDowell will have no terrain advantages, and will probably not survive a major offensive. He may be able to delay the Confederates for the two or three turns by dying slowly.

Buckland's brigade enjoys a slight advantage in that its slope position can't be flanked on turn one. Four enemy brigades can take the position at 4-1 with a bayonet charge, although the presence of Sherman here will mean a 1/6 chance of a rout to the attackers. The collapse of McDowell or Hildebrand will force Buckland to fall back with the usual straggling, whether Buckland is attacked or not.

Hildebrand is the key to the Oak Creek line. If this unit breaks, the whole Fifth Division will have to retreat or be cut off. Worse yet, the Confederates can hit it from three hexes, including the one in front of Shiloh Church. Placement of Sherman and artillery won't prevent this, but a withdrawal is much preferable to a rout. The combination of Hildebrand's ten SFP (the strongest in the division) and its artillery may give McClernand's division a chance to form a second line of defense.

Ironically, another Fifth Division brigade begins the game on the other extreme flank. Stuart is isolated and cannot hope to defend Locust Grove Creek alone. Any enemy probe near the creek can turn the position on turn three. Stuart should move to the Sunken Road position in column. P17 or P18 is a good position to secure the Union flank. This, too, will cave in, and Stuart will probably not survive, but NB, McArthur, and Lauman may be able to form up near the pond by then.

Sherman and the artillery belong with Hildebrand, for reasons already discussed. Placement of these two units with McDowell or Buckland would only serve to buttress units easily bypassed through Hildebrand's camp. Placement of both units with Stuart is highly tempting, but may not be worth the loss of the other flank, and may indeed cause the enemy to ignore Stuart and launch an all-out attack on the Union right.

McDowell and Buckland should initially face the Rebel player's edge of the board. McDowell, because his ZOC would cover the three hexes under attack and Buckland, because that facing will allow a retreat directly toward Tillghman Creek, with a minimum of facing changes.

Hildebrand should face down Western Corinth Road, as this will prevent his being flanked at H20 or G21. Stuart's facing is less crucial, but he should face the Peach Orchard initially, to facilitate his movement to the Sunken Road line.

*Sixth Division* is in a less exposed position, but has no terrain advantage. Further, Miller's brigade is one of the three weakest in Grant's army, and the division's artillery (three SFP) won't relieve the situation. One minor advantage is that Peabody can only be hit from two hexes, O22 and P22 because of the temporary obstacle posed by the creek on his left. Prentiss and the divisional artillery should stay with Peabody, although a rout is still likely. Miller can be hit from three sides, and is too weak to recover well from a rout, at least not well enough to stand up later near the Hornet's Nest. Prentiss' brigades should both face the Rebel edge of the board, for obvious reasons.

*First Division* is a forward division because it will have to form a line behind Shiloh Church by turn two (if Sherman's division caves in). Raith is vulnerable to attack on turn one, from hex J20. Raith and Hare should face the enemy board-edge and can probably form a line with Sherman's division on their right, if Rea's Farm isn't entered by enemy forces. Rea's Farm, because of the creeks bordering on both sides, does form an obstacle to a Confederate advance. The first-turn attack on Raith will be across a creek at no more than 2-1 basic odds.

Unlike Sherman's and Prentiss' divisions, McClernand's divisional artillery is powerful at six SFP, and its placement is important, as the positioning of leader and artillery will be the only choices the Union player has. Both leader and artillery should be placed together, as this will permit the leader to move two units, artillery and infantry, effectively, rather than one. Placement of McClernand and the artillery with Raith will help block a first or second turn attack, as a first turn attack would be chancy. Raith's position could then anchor the Union Line at Shiloh Church.



Another alternative is to place McClernand and the artillery with Marsh. There are two advantages to this. First, Marsh and the artillery can quickly deploy to help fill the gap left by Prentiss' division, given Marsh's close position to the Sunken Road. Second, under the long range artillery rule, Rea's Farm can be made into a severe obstacle, and a first turn attack on Raith would become impossible.

Second Division is the first of the "supporting" divisions. It is the first division available to support the three forward divisions. Of its three brigades, the most critical is Sweeny's, positioned directly behind the Sunken Road. It is the likeliest to fill any gaps left by a collapse of Prentiss' division. Indeed, Sweeny will be the only brigade available if both Prentiss' brigades are routed.

Tuttle's brigade, on the other fork of the Corinth Road, will probably take two turns to get to the front, even if W. Wallace is with this unit. However, this brigade is better able to support McClernand or Sherman. It could also follow Sweeny to the left.

McArthur's brigade is considerably further to the rear. It is best able to move forward and left to cover the Sunken Road (if possible), or help the NB units cover the pond. The pond is a critical sector, as a Confederate assault down the River Road past the pond will cause the entire Tillghman Creek line to unravel.

Needless to say, both W. Wallace and the artillery should be placed with Sweeny. The result would be a highly mobile force of 17 SFP, capable of rapid deployment into the Sunken Road. Placement of these units would not be as useful at Tuttle's position as Sherman and McClernand together are less likely to collapse as suddenly as Prentiss. Putting Wallace and the artillery with McArthur would be even less useful.

Of course, all three brigades of W. Wallace's division should face the enemy board edge, although Tuttle may also be useful facing the Purdy-Hamburg Road—Eastern Corinth Road junction.

Fourth Division will be the last to deploy, and is hampered by a creek running across its camps. Lauman's brigade, unhindered by the creek, should have Hurlbut and the artillery with it, for rapid deployment down the River or Eastern/Western Corinth roads. Veatch and Williams can either follow it to the critical sectors, or deploy forward if a major enemy offensive is coming down the trail. Hexes B7 and D9 cannot otherwise be easily defended, and a collapse of the right end of Tillghman Creek would leave no terrain obstacles between the enemy and Pittsburgh Landing.

The Nonbrigaded units, combined, come to 18 SFP maximum. Although not on a road at start, and far to the rear, they can readily cover either the pond area, or the bridge (especially the exposed hex at J13). They do not have any leaders, but this can be remedied when Grant shows up.

**CHART 2: TACTICAL ODDS CHART, TURN ONE**

TARGETED BRIGADE	1-1		2-1		3-1		4-1	
	PH	T	PH	T	PH	T	PH	T
McDowell	4/5	8/10	8/10	16/20	12/15	24/30	16/20	32/40
Buckland (1 hex)	9/11	9/11	18/22	18/22	27/33	27/33	—	—
Buckland (2 hex)	5/5	9/11	9/11	18/22	14/17	27/33	18/22	36/44
Raith	9/15	9/15	18/30	18/30	—	—	—	—
Miller	3/4	7/10	5/7	14/20	7/10	21/30	10/14	28/40
Peabody	6/7	11/14	11/14	22/28	14/21	33/42	22/28	44/56

T-Total SFP needed to achieve odds.

PH-Average SFP per hex.

Note: First/second numbers are for units without/with artillery, respectively.

**CRITICAL ISSUE #5: CONFEDERATE ORGANIZATION**

The Confederate player has many choices on the first day. Unfortunately, this also means more complexity is involved than the Union setup, for reasons beyond freedom of deployment.

The Confederate setup is restricted by three constraints. The first is the linear setup. Three brigades may set up within three hexes of Union units, five brigades may setup within four hexes, and the last seven brigades within five hexes (these last may begin in column). This reflects Beauregard's peculiar alignment of corps *a la Napoleon*.

A second constraint is the enemy forward line, as shown by Chart 1. The Confederate attack should be broken into the most economical groupings of SFPs. Chart 2 is offered as a guide to maximizing the first turn attack, when surprise (Advanced Game) is a factor.

**CHART 1: UNION FORWARD DEFENSES, TURN ONE**

Brigade	SFP		
	Basic	Plus Artillery	Attack Hexes
McDowell	8	10	2/3*
Buckland	9	11	1/2*
Hildebrand	10	12**	3
Raith	9	15	1
Miller	7	10	3
Peabody	11	14**	2

\*McDowell & Buckland have interlocking ZOC. Second number applies when both brigades are attacked, for a net total of four hexes for both brigades combined.

\*\*Artillery placement recommended.

A third constraint (the most restrictive) is the actual organization for movement: the forming of troops. Not counting Beauregard (who appears if Johnston dies), the Southern forces have nine leaders for sixteen brigades. All infantry brigades need to have an accompanying leader of their direct chain of command. First Corps, with its two brigade divisions, is easy to group, leaving Polk to move artillery and wait for elimination of one of his divisional commanders.

The remaining units aren't so easily grouped. Reserve and III Corps have three brigades each, with no divisional commanders. II Corps has three

brigade divisions. II Corps can solve the dilemma by leaving two brigades to each respective divisional commander, and placing the two spare brigades under Bragg's command. Since Bragg is a corps commander, the divisional differences no longer matter. See Chart 3. This chart shows optimum arrangement into the pairings allowed in a hex, which we can term "battle groups", arranged in order of deployment as follows:

I Corps: Battle Groups Clark, Cheatham, Polk.

II Corps: Battle Groups Ruggles, Withers, Bragg.

III Corps (-): Battle Group Hardee.

Reserve Corps (-): Battle Group Breckenridge.

Army Reserve: Battle Group Johnston (elements of III/R Corps).

Much of this is dictated by the chain of command. An option followed here is to pair brigades as equally as possible, an unwieldy combination such as BG Hardee is avoided where possible, as straggling from weaker brigades will immobilize the whole pairing. Thus, the weak brigades in II, III, and Reserve Corps are prevented from slowing the stronger brigades. An exception is Cleburne's brigade, forced to pair with a weaker brigade of its corps so that a stronger brigade pair can form in the Reserve Corps, Statham and Trabue being the only remaining (and identical) strong units of III and Reserve Corps.

**CHART 3: ORGANIZATION FOR MOVEMENT, TURN ONE**

BATTLE GROUP Brigades	Leader	SFP 1st Turn
<i>First Line</i>		
Hindman-Cleburne	Hardee	21
<i>Second Line</i>		
Gibson-Pond	Ruggles	22
Gladden-Chalmers	Withers	22
Anderson-Jackson	Bragg	15
<i>Third Line</i>		
Russell-Stewart	Clark	20
Johnson-Stephens	Cheatham	18
Wood-Bowen	Johnston	15
Trabue-Statham	Breckenridge	20
I/1, I/2 Arty	Polk	n/a

NOTE: SFP is as of end of movement phase.

**CHART 4: OPENINGS, FIRST DAY**

BATTLE GROUP	LEFT Start/End Hex	Target	LEFT CENTER Start/End Hex	Target	CENTER Start/End Hex	Target	RIGHT Start/End Hex	Target
Hardee	B21NE/C20E	McDowell	J22NW/H20NW <sup>AB</sup>	Hildebrand	B21NE/C20E	McDowell	S27NE/P23C	*
Ruggles	H24NW/E21NW <sup>B</sup>	Buckland	C23NE/C20NE <sup>B</sup>	McDowell	S26NW/O22NW	Peabody	O25NE/O22NE	Peabody
Withers	I24NW/F21NW <sup>B</sup>	Buckland	I24NW/F21NW <sup>B</sup>	Buckland	P25NE/P22NW	Peabody	P25NE/P22NE <sup>A</sup>	Peabody
Bragg	J24NW/G21NW <sup>B</sup>	Hildebrand	J24NW/G21NW <sup>B</sup>	Hildebrand	J24NW/G21NW <sup>B</sup>	Hildebrand	N25NE/N22NE	Miller
Clark	B23C/A20C	—	A22C/B20C	—	Q26NW/M22NW	Miller	T27C/T23C	—
Cheatham	A22C/B20C	—	H25NW/D21NW <sup>A</sup>	McDowell	R26NW/N22NW	Miller	U27C/U23C	—
Breckenridge	L25NW/H21NW <sup>AB</sup>	Hildebrand	L25NW/H21NW <sup>B</sup>	Hildebrand	L25NW/H21NW <sup>AB</sup>	Hildebrand	S26C/S22C	—
A. Johnston	H25NW/D21NW <sup>A</sup>	McDowell	G23NE/E21NW <sup>B</sup>	Buckland	H25NW/D21NW <sup>A</sup>	McDowell	Q26NW/M22NW	Miller
			(Wood + Johnston)					
			I25C/G23C	Wood**				

NOTES: A-Advance (pursuit) advised.  
B-Bayonet attack advised.  
\*-Tactical reserve; available for turn-two attack.  
\*\*-Linkup turn 2, hex F22 or turn 3, hex E21.

C-Column formation (facing is 0 MFP)

FACING (from Rebel board-edge) NW NE E SW W SE



One more note on Chart 3. The SFP figures show the BG strength as of the end of turn one movement, assuming all units are in normal formation, each unit with one SFP deducted before the attack. The Third Line can avoid this by setting up, and remaining, in column formation on turn one.

Thus organized, the Confederates can move out. Chart 4 illustrates four possible attacks. Since the map faces roughly NNE, the Confederate player is facing NE toward the river. The enemy brigades of McDowell, Buckland, and Hildebrand extend along an east-west line.

The *Left Attack* shows an attack aimed at the extreme enemy flank, with I Corps remaining in column as a reserve. The aim of this attack is to turn Sherman's flank and inject I Corps, which can then head for Tillghman Creek or come down on the enemy rear along the Western Corinth Road. The latter is more likely, as Sherman's and McClernand's divisions are apt to form a salient near the Shiloh Church road junction if they are bypassed, which would put the Tillghman Creek attack on a shoestring. It is better to use I Corps to crush Sherman and McClernand since I Corps would be in column till attacking and would be fresh.

Critical aspects of this attack are pursuits, which Johnston and Breckenridge should utilize to get across the creek without losing MFP. The artillery should be left to cover the Confederate right along Oak Creek or the west side of Howell Farm. A Union offensive down the Eastern Corinth Road may seem threatening but may easily cost them Pittsburgh Landing.

A variant of this attack, an *Extreme Left Attack*, would remove the attack on Buckland, which has to be made with a bayonet charge anyway. Instead, BG Withers would turn at H23 and head for H20, replacing Breckenridge, who would begin the game in column. BG Johnston would form column and move forward to Oak Creek, as would BG Ruggles, both ready to cross and attack later.

The *Left Center Attack*, evolved from the Left Attack, aims to crush Sherman's line from its other flank. BG Hardee, the only pairing from the First Line, uses J22 as a springboard to increase Hildebrand's odds from 2-1 to 4-1, even assuming the presence of artillery in the defense. This would ensure an assault that otherwise depends on the surprise rule to offset artillery. This approach is an advantage over the Left Attack.

One caution. If Raith is accompanied by artillery, the attack on Hildebrand must be a bayonet charge to guarantee Hardee's repositioning in Buckland's hex. Otherwise, the Union player may not be able to resist flanking Hardee with infantry and artillery. The Southern player may want to leave Hardee there and advance Breckenridge in the pursuit. The result would be six brigades across the creek before Shiloh Church on turn one, risking only a 1-1 on Hardee by Raith and Hare, with Hildebrand unable to assist because of Breckenridge's ZOC.

Other changes from the Left Attack include the commitment of BG Cheatham to the assault forces, helping to replace Hardee and Johnston, the latter now being split. As only First and Second Line brigades can cross Oak Creek on turn one, BG Johnston has to split up if the attack on Buckland is to be made. (If not, the attack on Buckland will have to be called off, with Wood's brigade forming column in place, joined by Bowen. BG Withers would also form column if this option is chosen; a *Left Off-Center Attack*.)

The Left Center Attack will not penetrate. The objective is to destroy Sherman and McClernand, preferably by attacking all three of Sherman's brigades under the surprise rule.

The *Center Attack* is a compromise that would utilize the surprise rule to its fullest extent. Both Sherman's and Prentiss' divisions would be hit hard, with the entire Third Line committed to the attack. This time the Confederate artillery should be placed along the Oak Creek bluff, for want of something better, to intimidate Buckland.

This attack maximizes surprise and comes closest to reenacting the historical offensive. Unfortunately, both wings of this attack may founder against McClernand on the left, and W. Wallace on the right. The assault will dissipate over such a wide area, unless it converges along the Eastern and Western Corinth Roads and flanks the Union center on one or both sides. This attack may not gain ground, but could result in the destruction of Sherman, Prentiss, and McClernand.

The *Right Attack* is the most radical. It ignores Sherman and McClernand for the sake of mass, with only half the army attacking initially. The remainder will maneuver in column, some units backing the main drive toward the Hornet's Nest, the rest heading for the Locust Grove Creek crossings, which Stuart alone will be unable to prevent.

The Right Attack, once at the Peach Orchard, can either turn to the left and attack any Union forces still south of Tillghman Creek, the supporting Federal brigades will be falling in along the River Road, or attack down the River Road, with flank units (Reserve and/or I Corps) moving toward the river itself. This attack has the possibility of taking Pittsburgh Landing from the southeast if the Confederates can avoid major fighting south of the Purdy-Hamburg Road.

The Artillery can deploy along the east side of Howell Farm, and may well serve to pull Sherman and possibly McClernand away from the crucial battles along the River Road. Any Northern units thus committed would be gambling that they can cause mischief—against the weakening of the defenses of Pittsburgh Landing, and the isolation of these very Union probes.

If the Right Attack fails to take Pittsburgh Landing, and this is a two-day scenario, the Confederates will want to take the road junction at H10, and hold it with major forces by sundown. This will greatly secure the Confederate left on the second day, and restrict Union deployment.

To conclude: These attacks are presented as strong—but not flawless—options for the Confederate player. They also serve to illustrate some basic routes of advance for the Confederacy on the first day, from the line of departure through much of the initial march. Yet, no plan or opening can guarantee victory, which is achieved only by tactical ability. *FTW* provides that only through hard experience, to which this article is but a prelude.

## CRITICAL ISSUE #6: THE SECOND DAY SCENARIO

This scenario begins, unlike the other two, at dawn on Monday, April 7, 1862, under historical circumstances. The two Union armies are clustered in two pockets in the north corner of the board, with Grant's forces showing their historic scars. The Confederates have pulled back from the Federals and start almost halfway across the board.

The Union begins with four divisions under Grant, and three more initially under Buell, with a fourth Army of the Ohio division arriving later. As with the Confederates on the first day, some attention should be given to organizing for movement. Chart 5 shows a suggested organization.

*McClernand's Division* is weaker than it looks. The artillery in the remaining Union divisions is useless on the offensive. Marsh's brigade is down to four SFP, hardly capable of marching in battle formation, and a liability on the attack. It is at its best following the Division as a possible replacement. The actual divisional battle group can be formed with McClernand leading Hare and Raith, two seven SFP units, which will need some resting but are still stronger than many brigades.

*Lew Wallace's Division* is the strongest Union division. Lew Wallace can form Thayer and Whittlesey into a nineteen SFP force to crack Rebel strongpoints or turn a flank. Smith's brigade can be combined with another eight SFP unit (NB Infantry) into a compatible force under U.S. Grant.

*Hurlbut's Division* is similar to McClernand's, with Veatch's, William's, and Lauman's brigades at nine, eight, and six SFP respectively. Veatch and Williams are compatible enough to team together under Hurlbut. Lauman, at six SFP, will spend much time on the fringe of things, preferably where he can safely stay in column.

*Sherman's Division*, with five brigades and two artillery units, all damaged except for one artillery unit, is the most unwieldy formation of all. Hildebrand and McArthur's orphaned brigade can team well at nine SFP each (less Hildebrand's one straggler) under Sherman. This leaves Buckland and either Stuart or McDowell to form a leaderless team that may be of help if they can recover stragglers and retain column formation for some time. As the Union line stretches, they may have to be fed in. The odd brigade out can form another such team with Lauman, if necessary, but this can't be done before the first turn's movement.

*McCook's Division* features two weak brigades and one strong one. Since Rousseau's brigade is incompatible with its two fellows, the six SFP

CHART 5: ORGANIZATION FOR MOVEMENT, APRIL 7

BATTLE GROUP Brigades	Leader	SFP, TURN ONE		
		Max	W/S	AM
<i>Army of the Tennessee</i>				
Raith-Hare	McClernand	14	14	12
Thayer-Whittlesey	L. Wallace	19	19	17
Williams-Veatch	Hurlbut	17	15	13
McArthur-Hildebrand	Sherman	18	17	15
Smith-NB Infantry*	Grant	16	16	14
Buckland-Stuart	Grant**	15	13	11
McDowell-Marsh	none	10	9	7
<i>Army of the Ohio</i>				
Rousseau-Ammen	Buell	19	19	17
Kirk-Gibson	McCook	12	12	10
Hazen-Bruce	Nelson	16	16	14
Boyle-Smith	Crittenden	25	25	23
Garfield-Wagner***	Wood	12	12	10

\*Formed during turn one movement, after NB Infantry and NB Artillery separate.

\*\*Alternative, leaving Smith and NB to form with no leader.

NOTE: The second day camps of the 1st and 5th Divisions are adjacent, allowing McClernand's and Sherman's Divisions to combine during the setup.

SFP factoring is, respectively, maximum (barring further casualties), "W/S"—without stragglers as of turn one, and "AM"—after turn one movement, if not in column formation from the start.



brigade in such a pairing would have to stop for a breather and tie up Rousseau, or force a split up. It is better to pair Rousseau with one of Nelson's brigades under Buell's aegis.

*Nelson's Division* has three average brigades, at eight SFP each. Pairing off one will leave a fair group under Nelson, which will be able to move and fight compatibly, if weakly. This division has no artillery.

*Crittenden's Division* is the most effective. Its two brigades form a force of twenty-five SFP. An intriguing possibility is posed by joining Crittenden with Lew Wallace's main battle group, for a drive through the center or one flank. Otherwise, the rest of the Army of the Ohio battle groups should follow Crittenden closely, supporting attacks where made possible by this force. A strong artillery unit is included with this division.

*Wood's Division* appears late, and forms a single pair of six SFP brigades. This outfit appears on turn 10, and can follow the main roads in column. Wood may even be able to make a decent assault against weakened Rebel opposition, if it doesn't involve too much non-column movement.

The Confederate forces can organize to incorporate their artillery well. Unfortunately, there aren't enough leaders to go around, and III Corps in particular is shaky. An example of defense organization is found on Chart 6, which mainly seeks to utilize the chain of command (compatibility of leaders with units, critical in conducting a mobile defense) and maintaining economy of force. Twelve groups can allow for some interlocking ZOC, although this line can be consolidated further by removing the weaker III and I Corps artillery and combining the remnants. A defensive line that can force low odds battles and mutually supporting (adjacent) units is preferable and can be achieved within the parameters suggested in Chart 6.

**CHART 6: ORGANIZATION FOR DEFENSE, APRIL 7**

BATTLE GROUP Brigades/Artillery	Leader	SFP		
		Atk	Def	W/S
Russell-Stewart	Clark	12	12	18
Johnson-I/1 Arty	Polk	6	8	9
Stephens-I/2 Arty	Cheatham	6	8	11
Gibson-Pond	Ruggles	16	16	20
Gladden-Chalmers	Withers	14	14	19
Anderson-II/1 Arty	Bragg*	5	8	9
Jackson-II/2 Arty	Bragg*	6	13	14
Hindman-III/2 Arty	Beauregard	6	7	7
Cleburne-III/3 Arty	none	5	12	16
Wood-III/1 Arty	Hardee	5	7	8
Trabue-Statham	Breckenridge	14	14	16
Bowen-Resv Arty	none	5	11	12
47th TN	none	3	3	3

*NOTE:* SFP Factors "W/S" are maximum potential if stragglers are recovered.

A critical consideration for both players is the victory requirement posed by terrain and casualty VPs. At issue are 80 VPs in camp hexes, plus 25 more for the church. Most of these are between Tillghman and Oak Creeks, allowing the Confederates little room to retreat. Thus, the Confederates may well have to weaken the right to hold the center of the board, with the close line discussed above.

Of the VPs outside of Confederate reach, i.e., north and east of the start line, 25 VPs' worth will be lost immediately as the Union forces retake Hurlbut's, McArthur's, and the NBs' camps. The loss of Tuttle's, Sweeny's, and Stuart's camps as the Union forces cross the Confederate start line will bring the total to 40 VP out of the 80 VP total for the camps. Shiloh Church, with four more camps clustered around it, is all of six hexes beyond Tuttle's camp. This demands a concentrated defense by the Confederates across the

Western Corinth Road. The game may well hinge on the Federals' ability to either batter through the center, or turn a flank (the Confederate left being closest to the main objectives).

Another consideration is casualties. A count of the first day's casualties, assuming that Generals Johnston, Prentiss, and W. Wallace are dead or captured, shows a total of 180-98 VPs in the Rebels' favor. The scenario rules don't directly address this, but the obvious inference is that, since casualty VPs are derived from the Strength Record Charts overall, the points are awarded for earned and unearned eliminations of SFPs and units.

If this is accepted in play, the Confederates have a good chance of winning. At least, the scenario is less imbalanced than if the Confederates had to depend on territorial VPs. The Union has 82 VPs to make up for, but can offset this by eliminating the numerous weak Confederate infantry and artillery units and by taking Shiloh Church and its surrounding encampments.

## CRITICAL ISSUE #7: HISTORICAL OPTIONAL RULES

Although *FITW* has proven itself both playable and realistic, certain historical aspects were not apparent and rules for their recreation are offered here. These rules are optional and may be incorporated individually or collectively. Consideration should be given to the resulting impact on balance.

### I. OPTIONAL FIRST DAY SETUP

A. The Union setup shown for turn one, April 6 in *FITW* is an approximation, mainly for the sake of play-balance. The actual encampments around Pittsburgh Landing were much more scattered. This scattering of regimental camps accounted for the Federals' unpreparedness, though the attack itself was not a total surprise.

B. Union initial placement for Scenarios #1 and #3 is superseded by Chart 7. Battle formation is mandatory. The Union player determines their facing. All other scenario rules remain the same.

C. In the advanced game, the First Turn Surprise Rule still applies.

### CHART 7: OPTIONAL UNION SETUP

BRIGADE/LEADER	ARTILLERY/CAV SETUP	
	(Adv. Game)	HEX
McDowell	—	D20
Buckland, Sherman	T5 Arty	G19
Hildebrand	—	I19
—	T5 Cav*	J19
McClelland	—	G17
—	T1 Cav*	G16
Raith	—	J18
Marsh	T1 Arty	E15
Hare	—	C11
Stuart	—	Q18
Williams	—	J12
Hurlbut, Lauman	T4 Arty	J11
Veatch	—	G10
McArthur	T2 Arty	C6
Sweeny	—	C4
Tuttle	—	F5
W. Wallace	—	G5
NB	NB Arty	L12
—	USS <i>Tyler</i>	P12
Prentiss, Peabody	—	M21
Miller	T6 Arty	O21

\*No VPs awarded for entry of these units, an exception to scenario rules IV.D.1 & 3.

### II. OPTIONAL ROUT

A. Stragglers, panicked troops, routed units, and other assorted AWOLs tended to flee in one direction; the Confederates toward Corinth, the Union toward Pittsburgh Landing.

B. Routed units must retreat toward the nearest trail or road, and from there along roads/trails directly toward Pittsburgh Landing (Union) or hex M29 or Q31 (Confederate). Such movements must be out of ZOC if possible.

C. A routed unit encountering a friendly unit in column during such a movement (the unit being on a road hex to be entered by the routed unit), under this rule will cause the unit in column to be routed. This unit in turn will lose two SFP stragglers and retreat the required four hexes.

D. The last sentence of rule IX.D.4 is superseded.

### III. LEADER FACTORING

A. Commanders differed markedly in their ability to lead troops on the firing line, however well they organized and administered their units off the firing line.

B. Each general officer has a factor (Command Factor, or CF) which modifies CRT die rolls for units it accompanies. For instance, a CF of one would modify a die roll by -1 for attackers, or +1 for defenders.

C. Only one general officer may apply his CF to a defending hex or attackers' die roll. This officer must be the highest ranking (e.g., a corps or army commander takes precedence over a division commander).

D. When leaders are present on both sides of a CRT die roll, the two cancel each other out. Thus, a +2 and a -1 will reduce to a +1 modification.

E. General officers factor out as follows:

1. A. JOHNSTON, SHERMAN, and NELSON have CFs of two each.

2. BRAGG, PRENTISS, and McCLELLAND have CFs of zero each.

3. All other General Officers have CFs of one each.

F. General Officer effects on movement (Basic Game, rule VIII.E) are unchanged, and apply without regard to CF.

G. Rule XI.B (Optional Rules) is superseded.

### IV. GUNBOAT ENGAGEMENT

A. The Battle of Shiloh (April 6-7, 1862) was not the only battle fought in the area. On March 1, the *Tyler* and *Lexington* appeared off Pittsburgh Landing and engaged the Confederates there (the 18th Louisiana and one field artillery battery). The gunboats' eight inch guns easily drove the Rebels off. Six weeks later, these same vessels would help defend the Landing and harass the enemy encampments all that night.

B. Gunboats may attack enemy units in the gunboats' Long Range Zone. These attacks are performed during the Union combat phase, and may not be combined with any ground units' attacks. If a gunboat attacks at a two hex range, all adverse effects on the CRT are ignored by the gunboat.

C. Artillery may engage gunboats at one or two hex range. Such artillery must be on or adjacent to a bluff hex, and must have the gunboat in its normal or Long Range Zone of control. Artillery attacks at half SFP, and suffers all adverse CRT effects. Infantry may never attack gunboats, adjacent or not.

D. Gunboats may exert a LRZ from a bluff hex, provided that the bluff hex is on the EAST bank of the river. Gunboats may not extend a LRZ or attack at two hexes from west-bank bluff hexes. This amends rule XII.A of the optional rules.

### V. CAVALRY SCREENING

A. True to Napoleonic tradition, Civil War cavalry could screen the army, and cover its retreat (as Beauregard did on the afternoon of April 7).

B. Cavalry units have the option of withdrawing one hex, before the CRT is consulted. The



defending player announces a withdrawal, retreats the cavalry one hex, and the attacker pursues, entering that hex. No losses are incurred by either side and no die is rolled.

C. Cavalry may not voluntarily withdraw if:

1. Friendly infantry or artillery is in its hex.
2. Attacking forces are accompanied by cavalry.
3. Withdrawal into a hex free of enemy ZOC is impossible.

D. Rule VII, optional rules, remains in force. Rule XI.B (optional rules) and rule IV of these rules do not apply when cavalry defends alone.

## VI. ALTERNATIVE VICTORY CONDITIONS

A. One aspect not entirely recorded on the Victory Points Table is the changing value of geographical objectives. The main Southern objective was the destruction of Grant's army. The Union camps were useful for food and ammunition but caused Beauregard much consternation due to straggling by his famished troops. Capture of Pittsburgh Landing was important because Grant would have been effectively separated from Buell for most of April 7.

B. Victory conditions for the first day and two day scenarios (#1 and #3) are amended as follows: SFP casualty and unit elimination victory points are awarded as before. However, the Confederates (and the Confederates only) gain only two VP for each Union camp, awarded at the time of capture (a side record must be kept). The Union receives no camp VPs (they will find them thoroughly looted). No other geographical VPs are awarded.

C. Victory conditions for the second day (#2) scenario are changed as follows: No VPs are awarded to either side for camp hexes. Historical April 6 losses (the shaded casualties on the Strength Record Charts) do count for VPs. Count W. WALLACE, A. JOHNSTON, and PRENTISS as eliminated for full VP value. Shiloh Church is now worth 10 VP to whichever side occupies it at game's end.

D. Automatic victory (which ends the game immediately) is achieved by fulfilling one of the following: (all three scenarios)

1. Rule XII.C, basic game.
2. Rule VIII.G.4 and occupation of both hexes of Pittsburgh Landing (Pittsburgh Landing must be free of Union gunboats' ZOC and LRZ). This can be achieved only by the Confederates.
3. Any Union combat phase (at end thereof) that Rebel units occupy no hex north of the First Day Start Line. This is an automatic Northern victory.

## VII. SECOND DAY SURPRISE

A. The Confederate army went to bed Sunday night figuring that only Grant's army remained to be dealt with on the morrow. The dawn attack caught the Rebels surprised and short of ammunition.

B. Confederate units may not move until turn three, April 7, or the Movement Phase after any Union unit has attacked a Confederate unit. The first turn of actual Confederate movement is restricted to one hex, any direction, any facing, but Confederates not in Union ZOC may not enter them that first movement phase. Confederates may move and attack normally on turn four or the second turn after Union attacks, whichever comes first.

C. Union attacks on the first turn of actual attacks are increased by one CRT column, not to exceed 6-1 (e.g., a 1-1 would become a 2-1). This effect is limited to that combat phase only, and may not accrue to uncommitted units attacking later. ROUT and WITHDRAW straggling is unchanged.

D. This rule may be applied to Scenarios #2 and #3.

## VIII. HIGH-WATER SETUP

A. This rule is used to hypothesize the Confederate army spending the night near or on its final Sunday positions. The Navy would still have been a nuisance, so the river flank remains open (and Buell's landing remains undetected).

B. The Confederate setup is amended as follows: The Confederates set up first, as before, but within three to five hexes (inclusive) of the river, the A.O.O. Start Line, and/or the hexes marked "1st", "4th", and "5th".

C. The Union setup is modified only in that no Union unit may set up in Confederate ZOC.

D. The Union may utilize rule VII, advanced game, in its first turn combat phase (turn one only). In this case, the rule applies only to the Union forces, and increases Union attacks by "2". This rule precludes rule VIII above.

E. This rule applies to Scenario #2 only.



## AH PHILOSOPHY . . . Continued from Page 2

*BATTLE OF THE BULGE* (1981 Edition—everyone starts out even with no experience advantage in our latest release—available in July).

*D-DAY* (1977 Edition)

*PANZERBLITZ* (Opponent A gets choice of scenario; Opponent B gets choice of side)

*RUSSIAN CAMPAIGN* (3rd edition; Barbarossa to End of Kursk scenario; Note: Start as normal game (not necessary for Russians to cover entire front. Normal weather rules apply. Sudden Death Victory Conditions will be in effect and held by tournament master after notification of sides.)

*STALINGRAD* (1974 edition; 4-5-6 Russian Replacement Rate)

*WATERLOO* (2nd Edition)

## THE RULES:

1. Only AREA members (regardless of ranking or length of membership) may participate. Players must remain in good standing with the AREA pool throughout the tournament. If removed from the AREA pool due to disputes or forfeiture of other games in progress, a player would also be removed from the tournament. All games played during the tournament will be submitted for AREA rating.

2. The procedure by which a champion is selected for each game will be lengthy, and require a considerable number of games. In order not to make it even more burdensome, at several steps in the process a comparison of verified AREA ratings is used to determine eligibility, break ties, etc. This comparison is made between the numerical portion of the verified AREA rating only, except in the event of identical numbers, in which case each of the three letter ratings is assigned a number (C = 3, Z = 26, etc.), and added together, the higher number taking precedence. In the event of ratings which are still identical, the tournament organizers will flip a coin.

To determine eligibility to enter a tournament, the date of the rating is as of August 1, 1981. To award byes, break ties, etc., it would be the current rating, which of course might have changed from the start of the tournament. This is to encourage participants to improve their AREA ratings while the process goes on.

3. The rules of AREA Code of Conduct (see Vol. 16, No. 6 of the *GENERAL*) will apply and a completed Code of Conduct check list must be exchanged prior to the start of play. All participants must play by mail but are free to arrange meetings for live play or conduct turns over the phone if their opponent(s) agree.

4. Side determination will be chosen randomly by the tournament director except in the case of the *PANZERBLITZ* tournament in which the tournament director will specify the player who must choose the scenario.

5. Each player must meet a 3 week time limit for the return of moves. This time limit is measured from the date of the postmark on his opponent's move to the date of the postmark on his reply. Each player must return the postmark of his opponent's move along with his own returned move. A move returned for correction would be considered the equal of a move for time deadline purposes. Should a player exceed the three week deadline for a reply it will count as a timeout. The opposing player having noted the passage of three weeks since the postmark of his last move must then notify his opponent that he is in violation of the time limit and that he is being charged with a timeout. The postmark of this notification will constitute the starting date for the next three week time period.

A player may not be charged a timeout due to the post office's failure to deliver a move unless this excuse was used previously during the match. Should this situation occur in a match the player's only recourse to avoid possibility of it happening again would be to send his moves registered mail. It should be obvious that players will have to approach the tournament seriously; keeping a log of moves mailed and received for each game, as well as the usual move carbon copies and combat results resolution documentation.

6. Each player will be allowed a maximum of three timeouts (each of three week's duration) per year. A player who knows he will be unable to reply over a certain period due to vacation or extended travel plans should notify his opponents in advance. A player charged with his fourth timeout in the space of a year must forfeit the game. Forfeiture in this case will be treated as a loss with the appropriate penalty in AREA points. This is an exception to the usual AREA prohibition of forfeitures, and is done to encourage participants who lose interest in a tournament to drop out, to avoid delay. Ordinarily, an AREA forfeiture means expulsion from the system.

There can be no exception to these rules. Sickness, employment, family problems, or other difficulties are not acceptable excuses. A postal tournament of this nature must be governed by rigid rules if it is to be completed before its participants expire from old age. Granted, it would be extremely unfortunate if you have to drop out of a winning position due to a health problem, but the World Series didn't stop for George Brett's hemorrhoids and the postal tournament won't stop for your divorce either. To do so would inconvenience not only your opponent but every person in the tournament who must wait for you to finish your first round games before they can start the second and final round. Therefore, before entering reflect on the fact that this will be a contest of survival as well as a test of wits, and recognize that an unforeseen event may force you to drop out through no fault of your own but that such an occurrence will nonetheless be considered a loss.

It is not our intention to discourage you from participating but we do want you to realize what you are getting yourself into. Entry should not be taken lightly. Depending on the game and number of participants, these tournaments may take from one to three years to resolve. If you can't see your spare time situation as being stable for the foreseeable future and can't stand the thought of having to forfeit, you should not become involved. Students and armed forces members should consider this a special warning.

*Continued on Page 19, Column 1*







67% of its guns up front, can benefit even more; it only loses 33% of its firepower while becoming 43% less "hittable."

On the other hand, these ships would be *more* handicapped by a turn away than would the *Bismarck*. The *Rodney* and *Dunkerque* classes, which have no main guns that fire in the stern quadrant, would turn away only in desperation. The *Dunkerques* are a unique case. Since they can fire their entire main gun directly ahead, they should *always* try to point their bows at the enemy.

This is an important concept, since, as damage accumulates, any ship may find itself with 60% or more of its main gun strength at one end or the other. Always stay alert to the possibility of presenting a smaller target when you can gain more than you lose.

The importance of the evasion rating in combat is that the slower ships always move first. The faster ship(s) may then maneuver to its advantage. It can select the range and aspect and can also attempt to gain a superior position. Superior position exists (in Basic combat only) because the gun sectors and target aspect sectors are laid out differently. It is possible to fire at your enemy's broadside without him being able to reply with all of his guns (see Diagram 1). By such stratagems can the *Scharnhorst* (ER = 32) hold its own against more heavily armed British BBs and BCs.

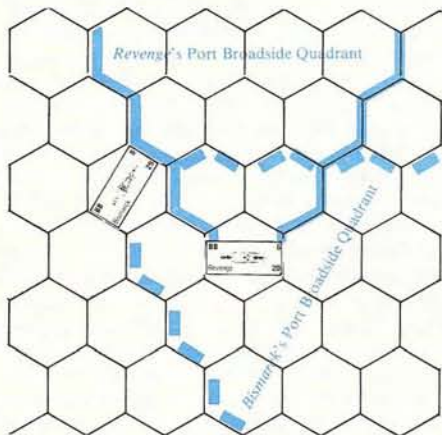


Diagram 1: *Revenge* can fire only the stern turrets at *Bismarck's* broadside. *Bismarck* can fire all turrets at *Revenge's* broadside.

**Advanced Combat**

Advanced combat adds several elements which are missing from the basic game. Shell caliber, armor thickness, and rate of fire are all important characteristics. In addition, accuracy is adjusted by an awesome number of cumulative Die Roll Modifiers (DRMs) based on such factors as the speed of the firing ship, the speed of the target, radar, visibility, crew training and exhaustion, and damage to range-finding equipment. While very confusing at first, these DRMs are worth the trouble it takes to learn them if you're looking for realism. They present an unprecedented level of detail and are quite easy to play with, once learned.

Physically, the Basic Battle Board with its hexagonal grid disappears and Advanced combat takes place on "any convenient flat surface." Movement and ranges are measured by gauges in the same way as naval miniatures. The maximum range, 28,000 yards, comes out to about 20 inches, so a small table is plenty of room for a battle

How do all of these changes affect tactics?

Target aspect works much as it did in Basic combat. You can only reduce your chances of being hit by 11% though, regardless of range, so turning end on will not pay off as often as it did in the Basic game. I can only think of two cases where it should be used:

**TABLE A**  
**SHIP COMPARISON—BASIC COMBAT**

Ship	Gunnery Factors		Midship Boxes	Evasion Boxes	Torpedoes	
	Bow/Stern	Sndy <sup>1</sup>				
Bismarck	BB	7 / 7	6	10	29	0 <sup>2</sup>
Scharnhorst	BC	5 / 2	6	7	32	3
Prinz Eugen	CA	3 / 2	0	4	32	6
Scheer	PB	3 / 2	2	4	26	4
King George V	BB	7 / 5	4	7	29	0
Rodney	BB	8 / 4 <sup>3</sup>	4	6	21	2
Repulse	BC	5 / 2	2	5	28	4 <sup>4</sup>
Hood	BC	5 / 5	2	6	29	2
Suffolk	CA	3 / 2	0	2	31 <sup>5</sup>	4
Aurora	CL	2 / 1	0	2	32	3
North Carolina	BB	10 / 5	4	7	28	0
Dunkerque	BC	9 / 0	4	6	29	3

**NOTES:**  
 1. This is the TOTAL secondary gun factors; half of the total are on the port side and half to starboard.  
 2. Tirpitz has 4.  
 3. Rodney and Nelson "stern" turret may fire only to port or starboard.  
 4. Renown has 0 torpedoes, but has 4 sec. G.F. and EV = 29.  
 5. Most Allied CAs have an EV = 32.

**TABLE B**  
**HIT PROBABILITY IN BASIC COMBAT**

	RANGE A (1-3 hexes)		RANGE B (4-6 hexes)	
	P(HIT)	P(Midships)	P(HIT)	P(Midships)
Firing at Target's Broadside	.83 (.94)	.22 (.33)	.44 (.46)	.11 (.13)
Firing at Target's Bow/Stern	.58 (.62)	.17 (.23)	.25 (.26)	.08 (.09)

**How To Read This Table:**  
 P(HIT) is the probability of getting a hit with one roll of the dice on the Basic Hit Table. Thus .83 means a hit 83 times out of 100 attempts. P(Midships) is the probability of getting at least one Midships hit on one roll. It is possible to get more than a single hit per round (due to Special Damage) so the number of Expected Hits is higher. This number appears in parens.

- 1) A ship has lost all of its main guns on one end or the other, and would not suffer any reduction of firepower if this end were pointed away from the enemy.
- 2) For over-riding reasons, it is necessary to close or open the range; in this case you would point your bow toward or away from the enemy, ring up flank speed and trust to luck.

In Advanced combat it is also no longer possible to fire at your enemy's broadside without him being able to fire both bow and stern turrets back.

Instead of just six possible headings, there is an infinite number. This allows more flexibility in controlling range and aspect. For instance, in Basic combat you might have a choice of firing a broadside but not closing range or closing range but firing bow turrets only. In the same situation with the Advanced rules, you could choose a course which closed the range (obliquely) and still allowed your stern turret(s) to fire.

Range is broken down into seven categories (in increments of 4,000 yards) instead of just two. This is done to allow the system to model penetration effects. This gives some meaning to different sizes of guns and different thicknesses of armor but not to the extent that the *KGV's* 14" guns and the *Bismarck's* 15" guns have different performance.

The advantage of speed is also handled differently from the Basic rules. Instead of moving sequentially, movement is plotted simultaneously on a log-sheet. Now the faster ship simply moves an extra inch or two per turn.

Incidentally, by comparing the range and movement gauges and using the one movement factor = 3 knots equivalent given in the rulebook, I reckon that a turn of Advanced combat is about eight minutes of action. Each turn is split into halves—half movement and a round of combat—which would be four minutes worth. This fits in well with the rules for ammunition expenditure if you assume average rates of fire: about a round per minute (per gun) at long range and a round and a half per minute at shorter ranges. Compare this with a *maximum* rate of fire of three rnd/min. for the *Bismarck*, 2 rnd/min. for the *KGV*, and 1.5 rnd/min. for the *Rodney* (according to Siegfried Breyer in *Battleships and Battle Cruisers*, Doubleday, New York, 1973). *Bismarck* benefits by this since it uses the same average ammunition per turn with higher gunnery factors than other ships. This sort of balances the lack of an "intensive fire" rule which would allow the *Bismarck* to use its higher maximum ROF.

**The Hit Table**

In the game, each ship has a "rate of fire" for each range. This is multiplied by the number of guns firing to get the Gunnery Factors. Gunnery Factors reflect not only the number of rounds which can be delivered to the target, but the increasing accuracy of shorter ranges. Cross-indexing the Gunnery Factors with the throw of two dice on the Advanced Hit Table reveals the number of shells which hit the target.



Other factors (besides range) which affect accuracy are treated as modifiers to this roll. There are 16 categories of DRMs, most of which can change from one round to the next. The biggest single DRMs are +18 (down 18 rows on the Hit Table) when targeting at Extreme range and -19 (up 19 rows) when shooting at a target which is dead in the water.

Table C gives you a feel for what to expect when using the Hit Table. It tells you how many hits you will get, on average, per round of combat. Although the Hit Table goes from 1 to 30 G.F., I have included every fifth column above 5. This reduces the table to more manageable proportions. You can get an idea of what to expect with 17 factors by extrapolating between the 15 and 20 columns.

The top row gives you the average number of hits with a total (cumulative) DRM of zero. By reading down on any given column, you can see how the number of hits falls off as DRMs are added. Thus on the 2 column, you can expect three hits every four turns (.75 average) with DRM = 0, but only one hit every four turns with DRM = +9.

### The Damage Table

What happens when a shell hits? You roll again (for each hit) and consult the Advanced Damage Table (ADT) to see where the shell struck the target. The result indicates which part of the ship was hit and how thick the armor was at that point. For instance, the table might say a Hull hit on Belt armor. A glance at the target ship's specs will tell you how thick its Belt armor is. Now the question becomes, "Can the shell penetrate armor of that thickness?" Cross-index the type of gun and the range on the Penetration Table. If the Belt armor is thicker than the maximum penetration then no damage occurs, otherwise cross off one hull box.

Table D gives you an idea of how the ADT distributes hits. Read Table D as follows: in the column for Extreme range, firing at Broadside, there are 10 chances in 36 of hitting Deck armor, 1 in 36 of hitting Belt armor, 6 in 36 of hitting Crown armor and so on. Note that there are only 32 chances in 36 of getting a hit when firing at the bow or stern.

Generally, Belt and Deck armor protect against hull hits and special damage. Table D shows how, at short ranges (with flat trajectories) you will always have to penetrate the Belt armor (the side of the ship) to score. As the range increases, the shells come in from higher and higher angles and tend to hit the deck instead. Similarly, Main Gun armor protects the sides of the turrets and Crown armor the tops. A ship with particularly thin Deck or Crown armor, like the *Hood*, is vulnerable to "plunging fire" at long ranges and should try to avoid exchanges at Extreme range.

Critical hits on the magazines and power plant are handled by the Special Damage Tables. They occur on a few penetrating hull hits. Exposed vital points, such as the conning tower, the Main Fire Control station (MFC), or the rudder, can be hit and all have their own special damage tables to determine the effects. Special damage is not just "chrome", it converts what would be a race to accumulate damage into a battle where turrets jam temporarily, ships steam in circles while steering gear is repaired, or a lucky hit on the MFC adds a +10 DRM to your antagonist.

### Advanced Ships Characteristics

Let's look at individual ships and rate their performance in Advanced combat. Table E shows nine classes of ships and compares their gunnery strengths when firing a full broadside. To illustrate how to read the table, let's look at the *Bismarck*.

TABLE C  
THE ADVANCED HIT TABLE— Expected Hits Per Throw of Dice

Total DRM	Gunnery Factors									
	1	2	3	4	5	10	15	20	25	30
0	.62	.75	.92	1.08	1.25	2.47	3.78	5.03	6.56	8.67
+1	.57	.69	.83	1.00	1.17	2.33	3.58	4.81	6.19	8.19
+2	.52	.64	.75	.91	1.08	2.20	3.42	4.58	5.86	7.75
+3	.47	.58	.69	.83	1.00	2.06	3.25	4.39	5.56	7.33
+6	.31	.47	.53	.65	.75	1.69	2.81	3.78	4.81	6.19
+9	.19	.25	.36	.47	.58	1.36	2.33	3.25	4.17	5.28
+12	.11	.17	.22	.31	.42	1.08	1.92	2.78	3.56	4.53
+15	.03	.08	.14	.19	.25	.83	1.58	2.31	2.97	3.81
+18	.00	.00	.06	.11	.17	.65	1.25	1.89	2.47	3.17

Reading across from the left, it has eight guns of type F (15"), 80 factors at Point Blank range, 39 at Short range, 21 at Medium Low range, and so on out to two factors at Extreme range. It has a top speed in battle of 10 (30 knots) and staying power is represented by the number of hull boxes—16 in the *Bismarck's* case. This is the number of hull hits it takes (remember that they must penetrate) to sink the ship. It is the most important, but not the only aspect of staying power. The amount of superstructure damage the ship will take and the number of non-penetrating hits needed to knock out a turret are also factors.

The number after the gunnery factor is the number of expected hits with a DRM of zero. Thus 80 factors at Point Blank range should produce 22.4 hits per round and four factors at Long High range should produce 1.1 hits. These numbers are the best possible case since the *Bismarck's* DRM would normally be in the +4 to +7 range and higher still on targeting rounds. Ships of other nationalities reflect the differing crew quality. U.S. ships are uniformly one DRM greater than the Germans for similar conditions, so the expected hits for the *North Carolina* are computed at a +1 DRM. Similarly, the British are computed at +2 and the French at +3. This is the only DRM which I have built into the table. The others would either affect both ships equally (i.e., weather) or else are not generally applicable. They apply to certain conditions which are the results of the tactical decisions we want to consider. The table, as it stands, gives us a fair base on which to judge the effects of tactics. Just remember that DRMs will usually be higher and hits less frequent.

### Typical Match-ups

So now we can say that, under ideal conditions, the *Bismarck* can expect just over one hit per round at LH range. We cannot say, however, whether this

hit will be likely to cause damage or not unless we know what ship is the target. We must go one more step and consider match-ups. For simplicity's sake, I'll stick to single ship match-ups.

Table F shows 7 such match-ups. They were selected to show a maximum range of variations rather than the most frequent battles. There are no big mismatches here. All are between ships of the same type except *Scharnhorst* vs. *KGV*. This one actually occurred at the Battle of North Cape, and is too interesting to omit.

The table gives the percentage of hits which will penetrate the enemy's armor and also computes the expected number of penetrating hits (for a full broadside) per round. Thus the *Bismarck* can penetrate the *KGV* 100% of the time at Point Blank range and the 22.4 expected hits all penetrate. At Long High range, however, only 39% of the hits will penetrate, so expect only .4 hits per round. Whenever an asterisk appears, it means that belt or deck armor is vulnerable and special damage becomes an important factor.

The table is worth close study. The *Bismarck* is superior to a *KGV* class battleship at most ranges; only at Medium Low range is the British ship slightly better. This happens because the *Bismarck* has 14" Main Gun armor. A *KGV* can still penetrate this at ML range, whereas the *Bismarck* cannot penetrate the *KGV's* 16" MG armor. This will not compensate, however, for the German ship's higher rates of fire which mean more hits at any range. Nor will it compensate for the *KGV's* thin deck armor, which can be penetrated by F-type guns at Extreme range.

This suggests an excellent strategy for a German commander who doesn't need to fight: keep the *KGV* at Extreme range! By turning away, the German captain puts the British in a no-win situation. Either they let the *Bismarck* withdraw or they pursue at Extreme range. At this range, there is a

TABLE D  
THE ADVANCED DAMAGE TABLE—  
Probability of Hitting Armor Types

Firing at:	BROADSIDE				BOW / STERN				
	Range:	Short	Med.	Long	Ext.	Short	Med.	Long	Ext.
Armor Type:									
Deck	0	2	8	10	0	3	7	9	
Belt	10	8	3	1	9	6	3	1	
Crown	0	2	4	6	0	2	4	6	
Main Gun	10	8	6	4	10/9	8/7	6/5	4/3	
Secondary Gun	7	7	6	6	5/6	5/6	4/5	4/5	
Other*	4	4	4	4	3/2	3/2	3/2	3/2	
None**	5	5	5	5	5/6	5/6	5/6	5/6	
total	36	36	36	36	32	32	32	32	

#### NOTES:

\* Firing at Broadside, one each: Rudder, MFC, Plot, Conning Tower  
Firing at Bow, one each: MFC, Plot, Conning Tower  
Firing at Stern, one each: Rudder, MFC

\*\* One Hull and four Superstructure (five from stern).



TABLE E  
SHIP COMPARISON—ADVANCED COMBAT  
Gunnery Factors/Expected Hits Per Turn

Ship	# Guns	Type	RANGE							Speed	Top Boxes	Hull
			Point Blank	Short	Medium Low	Medium High	Long High	Long Extreme				
Bismarck	8	F	80/22.4	39/10.9	21/5.3	11/2.8	7/1.6	4/1.1	2/.8	10	16	
Scharnhorst	9	D	108/30.6	50/13.7	27/7.3	15/3.8	11/2.2	7/1.6	3/.9	11	13	
Prinz Eugen	8	B	120/34.7	57/16.0	22/5.6	10/2.5	5/1.2	2/.8	—	11	6	
King George V	10	F	77/19.5	37/ 9.2	19/4.4	11/2.5	7/1.5	5/1.1	2/.6	10	12	
Rodney	9	F	52/12.8	24/ 5.6	13/3.0	7/1.5	4/ .9	4/ .9	2/.6	7	8	
Repulse	6	E	42/10.6	21/ 4.8	10/2.2	5/1.1	4/ .9	2/ .6	1/.5	10	7	
Suffolk	8	B	144/36.6	61/16.0	23/5.3	10/2.2	5/1.1	2/ .6	—	11	3	
North Carolina	9	G	77/20.6	37/ 9.7	19/4.6	11/2.7	6/1.4	4/1.0	2/.7	9	12	
Dunkerque	8	E	76/18.2	37/ 8.6	19/4.2	10/2.1	6/1.2	4/ .8	2/.6	10	10	

Expected hits were calculated using 0 DRM for German ships, +2 DRM for British ships (to reflect the normal disparity of crew quality), +1 DRM for U.S. ships and +3 DRM for French. Under ideal conditions, all ships can do better than this but normally DRMs will be a positive total and the number of expected hits will be less than the value shown. Refer to Table C for an idea of the effect of DRMs on the results.

28% chance that a hit will slow a *KGV* class BB down by one movement factor or more. This is firing at the bow; it would be 33% for a shot at broadside. It is reasonable to expect this to happen within 15 to 20 turns. Remember that the *Bismarck* would be using stern turrets only so the expected hits are half that shown in Table F, and DRMs will reduce that some more. As soon as the *KGV*'s speed is reduced, the *Bismarck* can withdraw at will. This ploy also works well against the British Battle Cruisers, which had notoriously thin deck armor. It does depend on visibility being good enough to permit sighting at Extreme range, but this is the most probable case.

Table F shows only half of the picture of course. Although the *Bismarck* is only marginally superior to a *KGV* in gunnery, it is a MUCH superior ship because of its staying power. I won't try to calculate an expected number of turns to sink, as I did for Basic combat. There are too many variables to make such a number meaningful: shifting ranges, changing DRMs and accumulating damage. Experience says that a *KGV* has only a very slight chance, say maybe 5%?, of sinking a fresh *Bismarck* or *Tirpitz*.

Must the *Bismarck* fear any ship? A couple more match-ups are shown in Table F. I didn't include a *Bismarck* vs. British BC because the disparity was too great; no finesse is needed! The *Rodney* and *Nelson* are the only other British ships which have a chance in single combat. Their slow speed makes them unable to dictate terms, but what if the *Bismarck* wants to ambush one for 12 or 14 points to cement a victory? Table F shows that a *Rodney*, while well armed and armored, suffers from poor rates of fire. The *Bismarck* can score almost twice as many hits at all ranges except the longest. The *Rodneys* also have extremely poor staying power due to their being designed under treaty restrictions of 35,000 tons.

The third match-up finally shows us a ship worthy of the *Bismarck*'s mettle: the *North Carolina*. Since the Americans only enter the fray in three of the "what if?" scenarios, this match-up is not a likely occurrence. I have included it for its theoretical interest. The American 16" guns are inferior in rate of fire but superior in penetration. This is especially evident at medium ranges and at Extreme range, where the *Bismarck* becomes vulnerable to plunging fire. This is the way the local bully must feel when a new kid moves in who's

bigger than he is! The *Bismarck* is slightly faster and has greater staying power so this is still a very even contest.

The next three match-ups give you an idea of how the *Scharnhorst* or *Gneisenau* would do against various opponents. First it is matched with a *KGV* class for comparison. The *Scharnhorst* fares much less well than the *Bismarck*. Although Table E shows that it will get more hits at every range, it cannot penetrate a *KGV*'s Belt armor even at Point Blank range! At Medium and Long range, the *Scharnhorst* appears to have slightly the upper hand but this is mitigated by the fact that the German 11" guns don't do as much damage when they hit. They cause only the loss of 3/4 of a box of damage, instead of a full box, and so the *Scharnhorst* needs a hit rate 33% greater to cause equivalent damage. The best tactic for the *KGV*, since the German ship has better speed, is to attempt to close the range as rapidly as possible. This will eventually force the German ship to turn away to keep the range open. Since the *Scharnhorsts* have but three of their nine guns in the stern, this will cut their firepower drastically.

On December 26, 1943, the *Scharnhorst* ran afoul of the *KGV* class *Duke of York* while trying to intercept a Murmansk-bound convoy. In this

TABLE F  
SHIP MATCH-UPS—ADVANCED COMBAT  
Penetration Percentages/Expected Penetrating Hits Per Broadside

	RANGE						
	Point Blank	Short	Medium Low	Medium High	Long Low	Long High	Extreme
Bismarck vs. King George V	100%/22.4*	100%/10.9*	44%/2.3	44%/1.2	39%/.6	39%/.4	67%/.5*
Bismarck vs. Rodney	100%/19.5*	100%/ 9.2*	67%/2.9	39%/1.0	36%/.5	36%/.4	36%/.2
Bismarck vs. North Carolina	100%/22.4*	100%/10.9*	67%/3.5	42%/1.2	36%/.6	36%/.4	36%/.3
Scharnhorst vs. King George V	100%/12.8*	100%/ 5.6*	67%/2.0	39%/.6	36%/.3	36%/.3	36%/.2
Scharnhorst vs. Rodney	100%/22.4*	100%/10.9*	61%/3.2	39%/1.1	36%/.6	36%/.4	36%/.3
Scharnhorst vs. North Carolina	100%/20.6*	100%/ 9.2*	89%/4.1	67%/1.8	36%/.5	36%/.4	81%/.6*
Scharnhorst vs. King George V	44%/13.6	44%/ 6.1	42%/3.1	42%/1.6	39%/.9	39%/.6	36%/.3
Scharnhorst vs. Rodney	100%/19.5*	100%/ 9.2*	67%/2.9	39%/1.0	36%/.5	36%/.4	81%/.5*
Scharnhorst vs. Repulse	100%/30.6*	100%/13.7*	67%/4.9*	61%/2.3*	36%/.8	36%/.6	36%/.3
Scharnhorst vs. Dunkerque	100%/10.6*	72%/ 3.5	39%/.9	39%/.4	36%/.3	36%/.2	81%/.2
Scharnhorst vs. Prinz Eugen vs. Suffolk	100%/30.6*	72%/ 9.9*	67%/4.9*	39%/1.5	36%/.8	36%/.6	17%/.2
	100%/18.2*	72%/ 6.2	39%/1.6	39%/.8	36%/.4	36%/.3	36%/.2
	100%/34.7*	100%/16.0*	64%/3.6	36%/.9	33%/.5	33%/.2	No Effect
	100%/36.6*	97%/15.5*	39%/2.0	33%/.7	31%/.3	31%/.2	

## NOTES:

The first number is the percentage of hits which will penetrate armor (including hits on unarmored areas) at the given range. This percentage times the number of expected hits (from Table E) gives the expected number of penetrating hits; this is the second number. An \* indicates the ability to penetrate Belt armor (at short ranges) or Deck armor (at longer ranges) and thus a much higher chance of rolling a "critical hit" and rolling for special damage. There is always a 1 in 36 chance of penetrating secondary armor for special damage at Medium range or less.



“Battle of North Cape,” the German ship’s superior speed was nullified. British cruisers kept her away from the convoy and herded her into the *Duke of York’s* range. Even then she might have made Norway safely had not torpedo hits from British destroyers reduced her speed at a critical moment. The *Duke of York* caught up and the ships exchanged salvos until the *Scharnhorst* ran out of ammunition and scuttled. The battle was conducted at Long High range and showed that neither ship could do much damage at that range. The 14” shells of the *Duke of York* caused no impairment of flotation or maneuverability and the *Scharnhorst* failed even to get a direct hit.

Too bad for the *Scharnhorst* that she did not meet the *Repulse* or *Renown* instead! As the fifth match-up shows, high rates of fire against thin armor can be devastating! It is worth noting that the thicker Deck armor of *Renown* wouldn’t change these figures since plunging fire isn’t penetrating anyway.

The *Hood*, by the way, would do better here. It has eight guns instead of six, so it will get 33% more hits. It has 12” Belt armor instead of 8” so it would be less vulnerable at Medium range. It also has 16” Main Gun armor (instead of 12”) so *Scharnhorst* could never penetrate a turret.

The sixth match-up pits two small, modern, fast battleships against each other. The French *Dunkerques* were launched in the mid-thirties as the answer to the German “pocket” battleships (the *Deutschland* class—the *Scheer* is the only example in *BISMARCK*). A good answer they were, too, being faster and better armed on about three times the displacement. But then Germany launched the *Scharnhorst* and *Gneisenau*, about the same size (3,000 tons bigger) as the *Dunkerques*. How do they stack up? Table E shows the *Scharnhorst* with almost twice the French rate of fire and better speed and staying power too. The French ships, however, have 13” guns compared to the German’s 11”. Can better penetration make up for slower rates of fire? Table F shows that it does not. The only French advantage is at Extreme range, where the *Dunkerque* is able to penetrate secondary armor. Somewhat surprisingly, it is the *Scharnhorst* which has a crucial superiority in penetration at Short and Medium Low ranges. It is still able to penetrate the relatively thin Belt armor of the French ship at these ranges. The *Dunkerque* cannot reply in kind, but it can penetrate the Main Gun armor of the *Scharnhorst* at Short range. It would be a race to see whether the *Dunkerque* could silence the German guns before being sunk by them! In general, though, the *Scharnhorst* is a better ship; the *Dunkerque* is exactly the kind of ship which it was designed to fight.

The last match-up is a confrontation between the *Bismarck’s* consort, the *Prinz Eugen*, and a typical British CA. Rates of fire are about even, favoring the Germans at longer ranges and the British in close. Table F shows that the penetration is also roughly even, except at Medium Low range where the *Prinz Eugen* can penetrate *Suffolk’s* 2” MG armor but the *Suffolk* cannot do likewise to *PE’s* 4” MG armor. The big difference between these two ships is the better staying power of the German cruiser. It takes twice as many hull hits to sink and twice as many non-penetrating gun hits to knock out a turret. Experience (again) says that the *PE* will win (sink its opponent) about 90% of the time.

### The Tactics of Advanced Combat

All right, so you’re the captain of the *Prince of Wales* and you’ve found the *Bismarck*. The strategic situation dictates that you must cripple your foe at all costs. Gulp. Is there anything that you can do besides trade salvos and pray? The answer is a qualified “yes.”

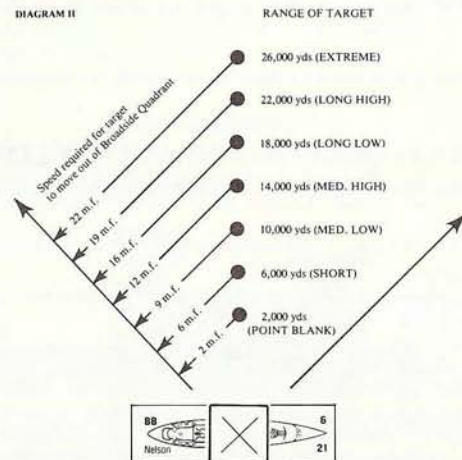
There are three factors which you control completely and two which are determined by the interaction of the two ships. The three are speed, evasive action, and rate of fire; the two that are jointly determined are range and target aspect. Let’s consider each of these individually.

Speed is pretty simple: the faster you’re moving, the harder you are to hit. You therefore want to go as fast as you can, except that you may not want to go maximum speed because your ship becomes an unstable gun platform and you get a +3 DRM. If you’re not firing (because of low ammo or damage) then you don’t care how stable a gun platform you have.

Evasive action can be either “weaving” or “salvo chasing.” The latter is just a more violent form of weaving. It causes a +6 DRM instead of +4. The trade-off with both is that the same DRMs apply to you when you shoot. Certainly your guns must correct for your course changes, but it seems odd to me that you would suffer the same DRM as the enemy. You should be able to predict (and compensate for) your turns better than your opponent. Anyway, evasive action is a way to slow down the rate at which damage is accumulating.

Rate of fire is controlled by indicating how many guns are firing. If the maximum number which can shoot is eight, you could choose any number less than or equal to eight. For example, firing two of the eight would reduce ammunition expenditure by 75%. Of course, it would also reduce your gunnery factors by 75%, so it’s not something you’d consider unless you expect ammunition shortages to be a problem.

And so we come to range. That range can confer an advantage to one ship over the other is amply demonstrated in Table F. But knowing what range you’d like to be at and getting there are separate issues! Range is determined by the visibility at the start of combat and thereafter by the combined effect of both ships’ moves. Since these are recorded simultaneously, you must often guess your opponent’s intentions. Ships moving in opposite directions can have a combined speed of 50 knots—enough to change the range by 15,000 yards in a 4-minute half-turn! So it can be tricky to maintain a range of 12 to 16,000 yards (Medium High, a random example) once you attain it.



Target aspect is similar. In general, you want to fire broadsides at the enemy. As we saw above, turning end-on only reduces your chances of being hit by 11% (Table D) while it reduces your firepower by 33% to 67%. As damage accumulates, any ship can develop a blind spot where no guns can bear. Maneuvering to keep your opponent out of these blind spots is an important part of tactics. This is easy to do at long range but it becomes increasingly harder as the distance between the ships narrows. This is illustrated by Diagram II. The lesson is that ships with blind spots should avoid very close ranges.

Maneuvering to protect damaged areas doesn’t make any sense in the *BISMARCK* system. Additional hits on wrecked turrets do NOT become hull hits. Only superstructure hits can “turn into” hull hits and the superstructure can be hit from any aspect and therefore cannot be protected.

It DOES, however, make sense to maneuver to bring undamaged guns into action. These will usually be secondary guns, but the principle also applies when you are closing the range. If you approach obliquely (at an angle), then your stern turrets can be brought to bear. As in the Basic game, the French *Dunkerques* have no need of oblique approaches since all of their guns fire ahead. They pay for this advantage by having a permanent blind zone to the rear.

There is an exception to the rule “broadside is better” which is worth noting. Belt armor is always harder to penetrate when you shoot at the bow or stern than when you shoot at the broadside. Therefore, in every match-up each ship has some critical range at which the enemy can penetrate Belt armor from the side but not from ahead or astern. This range may be too long or too short to matter, but occasionally it will be important. It can give you the opportunity to turn end-on and (almost) eliminate the chance of being critically hit, while you in turn do fearful damage to the foe. Obviously, this tactic is most useful when the ships are very evenly matched and next to worthless if there is a great disparity in strength.

### Does It Matter?

Having gone through these factors one by one, we must now answer the central question, “Can good (or poor) tactics affect the outcome of a battle?” Put another way, can tactics materially affect the probabilities suggested by Table F?

Speed, evasive action and rate of fire are yours to choose within your ship’s limits. They are “hygienic” factors; a mistake here is unhealthy and inexcusable. If your ship is capable of nine movement factors, then only going six is like giving your opponent a “free” -4 DRM. Table C suggests that a -4 DRM is worth an extra 1.5 hits per turn at 30 gunnery factors, one extra hit per turn at 25 factors, one hit every two turns at 10 factors, and one hit every five turns at one factor. Looked at another way, it’s a 5% to 10% increase in expected hits at close range, or a 20% to 30% increase at longer ranges. Not an earth-shaking difference, but it could be significant. You must still consider the chances that extra hits will cause extra damage.

At last, we are getting some idea of how important tactics are in the overall picture. The consequence of a tactical advantage, whether due to your cleverness or your opponent’s error, will be very slight if it only lasts one turn. Even if we say it gives you one extra hit (an optimistic assumption), it will rarely affect the outcome of a battle. We can’t say “never” because there is the possibility that that one extra hit may detonate in a magazine. If such an advantage is allowed to persist over five or ten turns, however, then its effect will be significant. Even the *Scharnhorst* should be able to sink the *King George V* (a probability, not a certainty) if the latter never uses more than half speed.

### Torpedoes and Smaller Guns

Thus far, we have been concerned only with ships’ main guns. And rightly so, for the big guns are the heart of the *BISMARCK* combat system. In the interest of completeness, let’s look at the two other weapons which can play a part in combat.

Torpedoes can do lots of damage. Even though one torpedo hit cannot sink a battleship, three hull boxes and seven movement factors (maximum damage possible from one hit) is a serious loss. This sort of damage would make any ship a sitting duck



for the heavy guns of the enemy, which is supported nicely by the events in the Battle of North Cape.

All right then, being hit by torpedoes is serious; what can be done to avoid them? Interestingly, target aspect makes no difference. The only factors which affect the chances of being hit by a torpedo are range, speed, and evasive action. The best way to avoid taking any fish is to stay more than 8,000 yards away. In fact, torpedoes' primary use may be simply as a deterrent to close range action! They cannot be hit on the Damage Table (?!!), so if you don't fire them, they will provide that deterrent as long as your ship floats.

Secondary armament has been ignored thus far because it isn't of much use in a duel between two capital ships. The decision to use it in such a battle involves comparing the damage it could do against the adverse effect of a +3 DRM on the main guns if more than one type of gun fire at the same target. Secondaries will only cause damage on unarmored parts, so generally you're after superstructure hits. Occasionally, you'll meet an opponent with an unarmored MFC or Plot and when you do, it will pay to use your secondaries sooner. The real value of the smaller guns is in battles involving more than two ships. They can keep CLs and DDs at bay while the big guns work over the primary targets.

### Confessions and Conclusions

Having led up to multiple ship combat so nicely, I'm going to admit that I have no intention of discussing it. The complexities increase geometrically with the number of ships. This means the opportunities for both good and bad play increase, which implies that tactics become more important. As much as I'd like to go on, I feel this is enough.

What can we say we've learned? Inferior ships are at a disadvantage; they are not going to sink stronger ships very often. This is basically because there's no way they can inflict heavy damage without getting shot at in return. If you can see him, then he can see you, right? What choices you do have tend to affect the length of the battle more than the outcome. You can speed it up or slow it down but not (often) alter it. A careless player, however, will lose more than averages indicate. He will also take more damage than he should, and don't forget that damage counts for victory in this game.

If these observations seem trivial then I hope that you at least learned something from the tables. Perhaps you will be a little less careless from now on?



### AH Philosophy . . . Continued from Page 13

Potential players should also realize from the outset that there may be considerable expense involved. If you are matched with an overseas player you'll have to bite the bullet for international airmail postage (40 cents per half oz. as of this writing). A Canadian opponent might also mean that you'll have to resort to midnight phone calls to complete your moves if the Canadian Post Office continues its practice of annual strikes.

7. All dice rolls in postal and phone games will be resolved by the divide-by-six method using a separately pre-selected listing of the New York Stock Exchange for each game as outlined on pg. 32 of the Code of Conduct article. Should a selected stock not appear exactly as annotated, the next unused stock in alphabetical order will be substituted and the player so notified. The final base 6 number for the five highest selling stocks in the X-Y-Z column listed in alphabetical order of the stock (but not listing the stock) shall serve as fingerprints for your random number sheets. The only exception will be in *THE RUSSIAN CAMPAIGN* tournament where players may use normal Closing

Transaction Date selections for the NYSE for first impulse combat resolution in order to save a mailing waiting for the opponent's notification of battle results before mailing the second impulse as per the standard TRC PBM rules.

### ENTRY:

Potential participants must forward their check for \$25.00 for each tournament they intend to enter by August 1, 1981. \$15.00 of each \$25.00 fee is a refundable forfeit fee which will be returned to the player upon his satisfactory completion of the tournament. The fee must be accompanied by a self addressed, stamped envelope plus a letter containing name, address, AREA membership number, the name of the tournament(s) you wish to enter, and alternate choices (if any) of tournament(s) should your first choice be filled. If you list no alternate and your primary choices are already filled, you will receive a full refund.

### THE FIRST ROUND:

Each tournament will be limited to a maximum of 25 participants. The first twenty-five ranked AREA members will be assured of entry in the tournament of their choice. Once so entered, the first choice of a lower-ranked AREA member will be given priority over the second choice of a higher-ranked member already seeded in his first-choice tournament. Therefore, even number fifty on the list is assured of a place in the tournament involving his second-choice game.

First round competition will be organized in groups of five, by the following method. Suppose that ten members apply, with AREA rankings as listed: 2150 2100 2050 2000 1950 1900 1850 1800 1750 1700

To provide balanced play within each group, the players with italicized numbers would constitute one group, the others, the other group. Players with unverified ratings will be placed randomly after placement of any verified players. Consequently, if participation in the tournament is heavy the chances of an unverified player being accepted are small. However, the very real restraints of the time pressures involved will probably so restrict the number of entrants to such an extent that anyone who is determined to enter will be able to play.

Each player is required to play every other player in his group, therefore a total of four games per player, two for each side in the game. For example, in *RUSSIAN CAMPAIGN*, you would play twice as Germans, twice as Russians, which side against which player would be determined at random.

The winner of a first-round tournament will be determined by one of two methods:

- One player has the best record.
- In the absence of the above, AREA ratings will break any ties.

Only one player in each group of five can advance to the second round, even if all five players have identical records.

In a sub-five group, the winner of the two game set with each opponent would be that player which scored the strongest victory. For example: assume two players split a round of *STALINGRAD*—each player winning with the Germans—but one player winning on the March '43 turn and the other winning on the April '43 turn. The player who won the earlier decision would be declared the winner of that set. If both German players won on the same turn, the German player with the most combat factors remaining would be the overall winner. The maximum involvement in a sub-five group would be three sets or six games and the minimum would be one set of two games. There will be no byes unless the total number of entrants for a tournament exceeds by one a number divisible by five. In this case, the bye will be granted to the highest rated verified player. Therefore, the number of

players qualifying for the final round would be a maximum of five. With five participants, each one will play the others, just as in the first round.

### THE SECOND AND FINAL ROUND OF COMPETITION

1. The results of the first round will provide the participants for the second round. The smallest possible tournament would include ten players, with two qualifying for the second round. Should twenty-four players enroll in the first round, four would be paired in a special group in which they played each opponent twice—once with each side.

2. The second and final round winner will be determined exactly as per the first round.

### CHAMPIONSHIP PLAY

1. The winner of the second round in each category is considered the Avalon Hill champion for that game and will receive a plaque symbolic of his Avalon Hill championship. He will continue to be so considered unless:

a. He resigns the championship, in which case, a new tournament for that game will be organized.

b. He is removed. This could happen because of ejection from AREA, or failure to defend his title. Again, a new tournament.

c. He loses.

2. To retain a championship, the champion must start at least one championship match within three months after winning his title, and after that match is concluded, he must start another match with no more than a three month interval, and so on, presuming it will be PBM, unless mutually agreed otherwise. The same rules as in tournament play will apply.

3. Challengers will be allocated games with the current champion in priority order of their AREA rating, going to the bottom of the list after their top-priority challenge is granted. Each match will consist of two games—each player taking each side once with split decisions going to the player with the greater degree of victory.

4. If the challenger loses, or in the case of a tie, which is also considered a loss for the challenger, he may not challenge again for two years from that date. If the champion loses, the same proscription applies.

5. The champion may play several matches simultaneously, but the second would only be considered a championship match after the first has been won by the champion, and so on. If the champion should lose his title playing game "A", games "B", "C", etc., should they exist, would continue under standard AREA rules, but would not be part of championship play.

6. Although preference for challenge matches is given to Top 50 members, if no challenger in this group exists, any AREA member may challenge, and will be considered in the order of his AREA ranking.

7. All players who enter and successfully complete the tournament will have the fact so noted in their AREA ratings so as to further distinguish them as a reliable postal opponent.

### IN SUMMATION:

All of the above may have the effect of making this event resemble work more than fun, but it needn't be so. Among AREA competitors hassles are the rare exception to the rule. Our rules are stringent in order to prevent misunderstandings, not in the expectation of having to use them. Keep in mind at all times that these games are played for fun and a victory claimed by a technicality or misconduct is no prize for the real trophy case—the conscience of the individual gamer. Have fun and enjoy the competition.





# Squad Leader Clinic

## DISCUSSION PANEL A QUIZ ON BASIC INFANTRY TACTICS

by Bill Nightingale

The questions posed in this quiz are not intended to be puzzles that have one correct solution, instead they are tactical problems that a player might face in a game of *SQUAD LEADER*. For each question there are a number of possible answers, though some answers may be better than others. *GENERAL* readers are invited to submit their answers along with any comments or explanation they may choose to make. Comments are not required, but if you have a strong feeling on a particular point, put it down.

The answers to each question will be scored on a 100 point basis, and if a majority of those responding favor a particular action, that answer must be given 100 points. Other answers will be rated by the moderator with scores of up to 90 points, giving weight to the number of votes and any logical comments made. If a question does not get a majority vote for any one answer, the action taken by the largest number of voters will probably receive the 100 point top score, however the final decision on that will be made by the moderator, i.e., me. If, as a contestant, you do not like the score given to your favorite answer, you can always write a stinging letter to the *GENERAL*'s Editor. (*Thanks heaps!*—Ed.)

The questions in this quiz all relate to infantry tactics in basic *SQUAD LEADER* and follow the programmed instruction format. The rules to be used are those contained in the Second Edition as modified in the Question and Answer section of the *GENERAL*. Only those rules indicated for the Scenario upon which the question is based should be used. For example, if the question is from Scenario 2, then only the rules through Section 26 will be in play. There is one exception to this and

that is the use for all questions of Optional Rule 8.7, so that you *must predesignate all fire attacks* at the beginning of each phase. None of these questions involve the armor rules, however if this type of quiz proves to be of sufficient interest to the readers, a second set of questions will be put together incorporating the *CROSS OF IRON* rules. Any interesting and informative questions that a reader may have for possible inclusion in such a quiz will be welcomed.

In answering these questions assume that you are at the table with your opponent, who is a competent player, although unknown to you. As any good player knows, table feel and psychological awareness are as important as technical ability in any game involving a chance element. A player's tactics (or more precisely—strategy) will vary if an opponent is known to be aggressive or cautious, high strung or low key, etc. Unfortunately this aspect of the game cannot be duplicated in a quiz, so you will just have to take your chances and put down an answer.

The questions that follow have been stated in a manner that will allow for relatively short answers. Most of them start by asking whether you agree or disagree with the action taken by one of the sides as described in The Situation, and then, for either the Yes or No answer depending on how the question is worded, you are asked to state the phase you would take action and/or a target or destination hex. For example, the first question deals with the German force at I7 in Scenario 1 and The Situation statement says that 16 of these attack factors will Prep Fire as one fire group. The question then asks you to state whether you agree with this and if your answer is Yes to designate a target hex. If you say

No (you disagree), then no additional answers are requested, whether you intend to have them move, split their fire in some different way or hold their fire until the Advancing Fire phase. You may explain your No choice in the comment section if desired, but in the scoring all No answers will be grouped together.

When the answers and their scoring are published, there will be a discussion of each problem and the various actions selected. The moderator will use comments made by the contestants to the fullest extent possible, identifying the contestant by name and city. Whether any particular comment is included will depend on legibility, how well it states a case for the answer given and how many comments are received. One further point, all comments will be subject to moderator commentary and rebuttal. One of the purposes of this quiz is to generate controversy and debate, good natured that is. Now to the questions.

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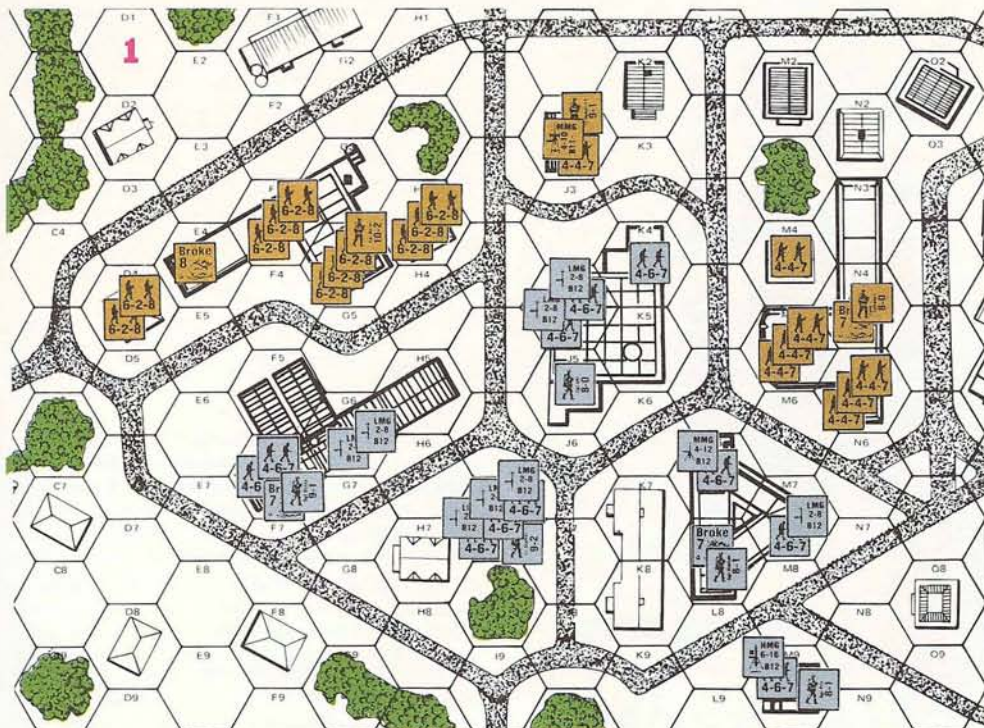
### QUESTIONS

#### 1. THE FORCE AT I7

**THE SITUATION: Scenario 1, Turn 1.** The Rally phase of the German turn has just been completed. There are two broken German units, one at F6 after breaking on G6 from the fire of Col. Berki and his squads, and the other at L7, having routed there from L6. German defensive fire broke Russian squads at D4 and N5, the latter routing to N4 to hear a pep talk by Commissar Cohenov. None of the subsequent rally attempts were successful in overcoming the effects of desperation morale. The German player intends to have the three squads and







two of the LMGs at I7, using Cpt. Wetzelberge's leader benefit, Prep Fire as a fire group. (See Diagram 1 for unit locations.)

**THE QUESTION:** Do you agree that the units at I7 (less one LMG) should Prep Fire as a group? If your answer is yes, designate the target hex.

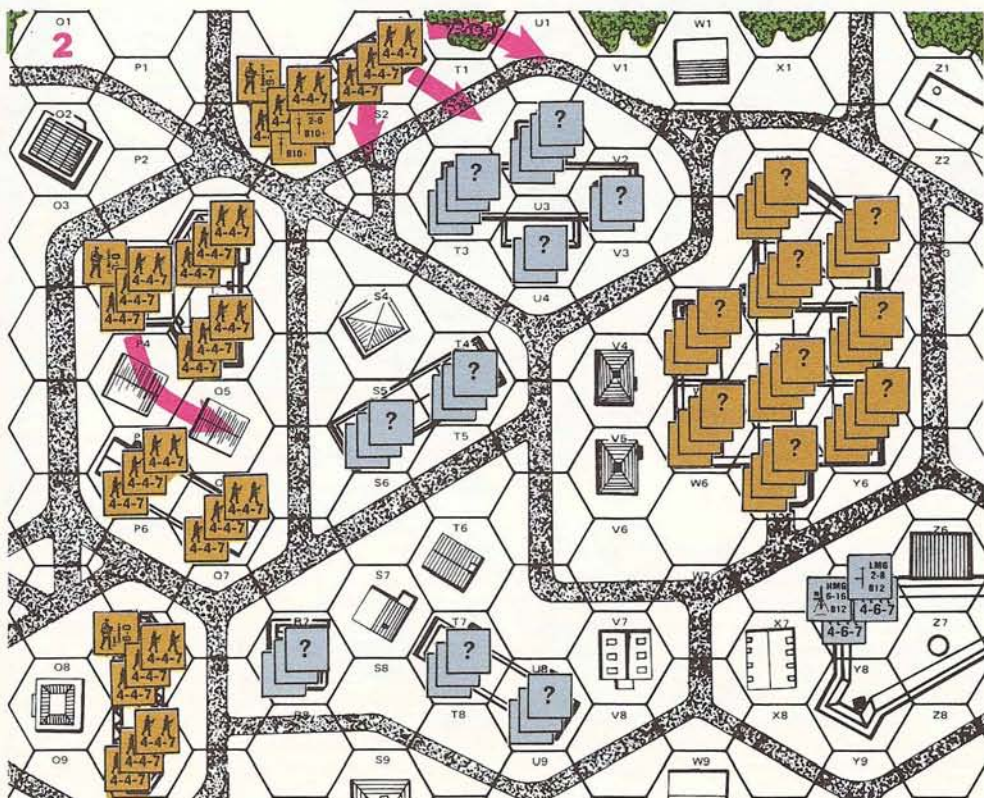
**1. THE FORCE AT I7**

No \_\_\_  
 Yes \_\_\_; Target hex \_\_\_\_\_  
 Comment:

**2. A QUESTION OF TIMING**

**THE SITUATION: Scenario 2, Turn 1.** The Russian player has won the toss and will move first. The initial setup in the northwestern sector of the battlefield is shown in Diagram 2. There was no Prep Fire by the units in buildings R1 and Q3. The Russian intends to move the three squads from S1 to U1 (through the woods half hex), T1 and S2. The remaining units at R1 and those at Q3 and Q4 will hold their position and fire at building U2 during the Advancing Fire phase. The three squads at P3 are moved through P4 to Q5.

**THE QUESTION:** Do you agree with the decision not to Prep Fire any of the Russian units in buildings R1 and Q3? If your answer is no, indicate



the fire groups you would form, including support weapons and leader benefits if any, and designate their target hexes. (For example: Fire Group S—squads at S1 and R1 plus two LMGs: Target hex—U2)

**2. A QUESTION OF TIMING**

Yes \_\_\_  
 No \_\_\_; Fire group \_\_\_\_\_ Target hex \_\_\_\_\_  
 Fire group \_\_\_\_\_ Target hex \_\_\_\_\_  
 Fire group \_\_\_\_\_ Target hex \_\_\_\_\_  
 Fire group \_\_\_\_\_ Target hex \_\_\_\_\_  
 Comment:

**3. BREAKING CONCEALMENT:**

**THE SITUATION: Scenario 2, Turn 1.** The setup is as shown in Diagram 2 and again there is no Prep Fire, with the Russian player moving his S1 squads to U1, T1 and S2. (For this question, please buy the decision not to Prep Fire. If you want, assume that you were asked to take over for another person at this point.)

**THE QUESTION:** Do you agree with the movement made by the S1 squads? If your answer is no, indicate where you would move them, including having one or more remain on S1.

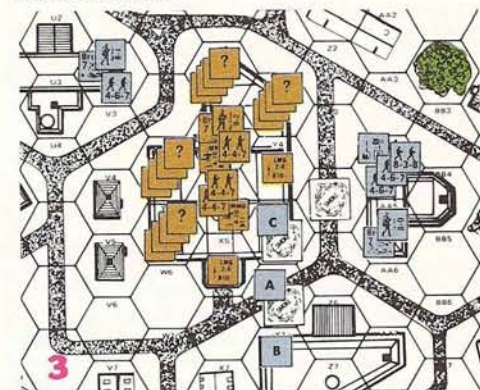
**3. BREAKING CONCEALMENT**

Yes \_\_\_  
 No \_\_\_; Destination hexes \_\_\_\_\_  
 Comment:

**4. MELEE IN THE FACTORY WORKS**

**THE SITUATION: Scenario 2, Turn 2.** It is now time for the German player to move his units in the Advance phase. The Russian force at X4 has been extremely tough, surviving a demolition charge and the point blank moving fire of the engineers. The Russian defensive fire was able to break a German infantry squad which had moved to Y5 with the engineers. The German player now intends to move his units at Y6 to X5 and those at Y5 to X4. (See Diagram 3.)

**THE QUESTION:** Do you agree that the 8-3-8 squads with their support weapons and the 10-2 leader should advance to X4? If your answer is yes, state how you would allocate the German Close Combat attacks.

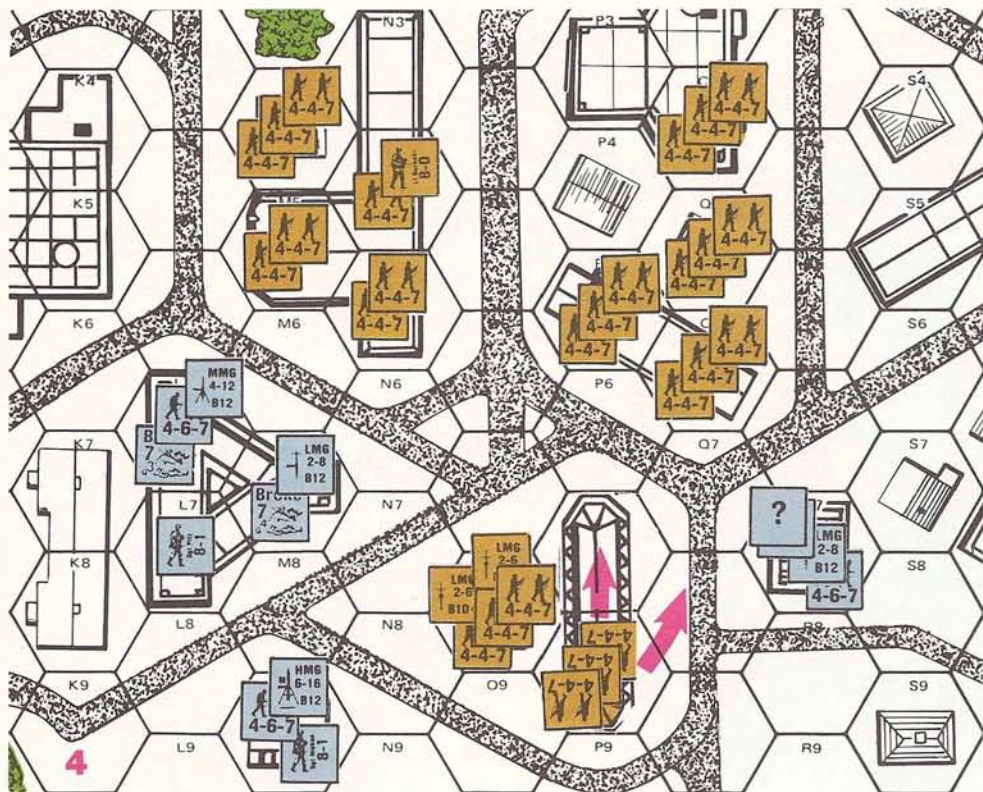


A = 8-3-8, 4-6-7, 9-1, HMG, LMG  
 B = 8-3-8, 8-3-8, 4-6-7, 10-3, DC, LMG, LMG  
 C = 8-3-8, 8-3-8, 10-2, DC, LMG, LMG

**4. MELEE IN THE FACTORY WORKS**

No \_\_\_  
 Yes \_\_\_; German \_\_\_ Russian \_\_\_ Odds \_\_\_  
 German \_\_\_ Russian \_\_\_ Odds \_\_\_  
 Comment:





**5. TURN AROUND**

**THE SITUATION:** Scenario 3, Turn 1. The Russian player moves first and in his Prep Fire phase has the six squads in building P5 fire as a group at M7, breaking the German 4-6-7 there. To add to the German problem, fire from the squads at M5 and N5 break one of the two units on L6. There is no Prep Fire from building P7, however the three squads at P7 are moved to O8. Obviously the Russian player is trying for a quick victory in the west and hopes for at least a draw in the Factory Works. This strategy of diverting the units in buildings P5 and P7 to attack west is of questionable value, however luck seems to be with the Russian. (See diagram 4.)

**THE QUESTION:** As the German player, designate the target hex or hexes for the Defensive Fire of the 4-6-7 and the HMG at M9. If the fire is split, indicate where Sgt. Hicken's leader benefit will be used.

**5. TURN AROUND**

Unit(s) firing \_\_\_\_\_ Target hex \_\_\_\_\_  
 Unit firing \_\_\_\_\_ Target hex \_\_\_\_\_  
 Comment:

**6. HIDE AND SEEK**

**THE SITUATION:** Scenario 4, Turn 2. The location of Russian units is shown in Diagram 5. In addition, there are five squads moving on Board 4 in a flanking maneuver. Somewhat surprisingly, no German units have given up their hidden status in order to fire at the stack in the building at X3. The Russian player intends to continue moving his forces forward except for the leader and squads at X3 who will hold their position and fire during the Advancing Fire phase, with the target to be determined after the German defensive fire, if any.

**THE QUESTION:** Do you agree with the Russian player's decision for the X3 units? If your answer is no, state whether you would have them Prep Fire or move to a different location. Be sure to designate the target hex that each unit will fire at or the destination hex to which a unit will move.



A = 4-4-7, 4-4-7, 4-4-7, 9-1, LMG, LMG

**6. HIDE AND SEEK**

Yes \_\_\_\_\_ No \_\_\_\_\_;  
 Unit(s) moving \_\_\_\_\_ Destination hex(es) \_\_\_\_\_  
 Unit(s) firing \_\_\_\_\_ Target hex(es) \_\_\_\_\_  
 Comment:

**7. A QUESTION OF MORALE**

**THE SITUATION:** Scenario 5, Setup. The German player intends to stack each of the two leaders with three squads, with the remaining two squads placed adjacent to the leader groups. With the 9-2 leader will be the radio counter, one HMG and two LMGs. (Note: There is no Diagram for this question, so assume that the Russian player has deployed his units in a highly competent manner, both to establish a fire base and to advance toward his objective.

**THE QUESTION:** Do you agree with the German player's decision to stack each leader with three squads? If your answer is no, identify the leader(s) you would not place with the squads. If your answer is yes, state the hex where you would start the 9-2 leader and his associated units. (Please note that in this question you are asked to give an additional answer for both yes and no.)

**7. A QUESTION OF MORALE**

No \_\_\_\_\_; Leader(s) not with squads \_\_\_\_\_  
 Yes \_\_\_\_\_; Hex location \_\_\_\_\_  
 Comment:

**8. CAUGHT IN THE OPEN**

**THE SITUATION:** Scenario 7, Turn 1. During his turn, the German player has moved his units to the location shown in Diagram 6. Units not shown are still on Board 4 moving across open terrain in the direction of the village. The American player must now decide what action he will have his forces take this turn. The only units in a decent position to fire are those at Y9, however, the better part of valor may be for them to seek cover.

**THE QUESTION:** As the American player, what action do you have CPL. Jones and his squads at Y9 take this turn? In answering this question, state the phase in which each unit will take action. If a unit Prep Fires, designate the target hex, and if a unit moves, state the probable destination hex.



A = 4-6-7, 4-6-7, PF, PF, LMG

**8. CAUGHT IN THE OPEN**

Unit(s) moving \_\_\_\_\_ Destination hex(es) \_\_\_\_\_  
 Unit(s) Prep firing \_\_\_\_\_ Target hex(es) \_\_\_\_\_  
 Comment:

**9. OPERATION SLOWDOWN**

**THE SITUATION:** Scenario 10, Setup. The primary objective of the initial German setup should be to slowdown the American forces until the Turn 1 reinforcements can get into position. To accomplish this, the 36 mine factors are placed as follows: M1-4 factors, N1 first level-8 factors,



O1-4 factors, P1-4 factors, Q2-8 factors, R1-4 factors and U3-4 factors. The hidden infantry units are placed in building N1.

**THE QUESTION:** Do you agree with the German players decision to put the Hitdorf garrison in building N1? If your answer is yes, state the hex or hexes on which you would place the squads, the LMG and the leader.

#### 9. OPERATION SLOWDOWN

No \_\_\_\_\_  
 Yes \_\_\_\_ ; 4-6-7 on \_\_\_\_, 2-6-7 on \_\_\_\_,  
 LMG on \_\_\_\_, 8-0 on \_\_\_\_\_

Comment:

#### 10. CROSSING THE RHINE

**THE SITUATION: Scenario 11, Turn 1.** This scenario poses some interesting problems for both players. The German has to decide whether he will make a balanced deployment over the four Boards or concentrate his forces in or near the most likely areas of attack. Because the German forces are hidden, the American has to guess what course of action to take in selecting his landing sites. Some boards are easier than others to try to control, however the German player knows this also. Therefore it might be better to land in an area that is not expected. Of course, more than one of the boards could be selected for the initial landing, with the follow-up being determined after seeing the German reaction. The die roll for the number of squads to land on the first turn is a '4', and after some complaining about his terrible luck, the American player adds a 9-1 leader and one MMG to the squads that will make the crossing. He then decides to land his initial force on one board.

**THE QUESTION:** Do you agree with the American player's decision to make his first turn landing on one board? If your answer is yes, state which board you would attack.

#### 10. CROSSING THE RHINE

No \_\_\_\_\_  
 Yes \_\_\_\_ ; Board No. \_\_\_\_\_

Comment:

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# DUAL PLAYER DUNE

## DUNE Two-Player Variant with Allies

By Paul Snow

The first time I ever played *DUNE*, there were five other players besides myself and it was the most exciting game ever played. Afterwards though, I could never get enough players together to have another game like the first. Most of the time I could muster one or two other players to play along. With this limited number of players, the game tends to lose some of its excitement and challenge. To make up for this deficiency I devised a variant in which all of the characters are used by two or three players (a game with four or more players makes for an exciting game by itself and the system does not fit in with more than three players). The system is based on having one or two allies, depending on whether there are two or three players. The allies are the unused characters. The allies are played as if they were normal characters except that the allies are not always played by the same player. The exact use and disposition of the allies is explained in the following paragraphs.

The main characters are picked by the players as in the regular game. The allies are chosen in one of three ways. The allies are exchanged at the nexus in one of two ways. These methods are presented in the following set of rules.

#### 1.0 Choosing of the Allies

**1.1 Player Determination**—The player who picked his main character last picks his first ally first and then the pick rotates until the allies are distributed. If you are using the rotational method of exchanging allies, the first ally picked is designated as the first ally.

**1.2 Random Determination**—The characters not picked for main characters are chosen randomly by writing the name of the characters on slips of paper and picking them out of a bowl or some such method. The slips of paper should be saved if the random method of exchanging allies is used.

**1.3 Combination Player/Random Determination**—A combination of the two above methods may also be used, picking the first ally and determining randomly the second. The ally picked will be designated as the first ally if the rotational method of exchanging allies is used.

#### 2.0 Exchanging Allies

**2.1 Rotational Method**—The allies are rotated in a set pattern at each and every worm card appearance. For three players the pattern of the rotation is agreed upon before the allies are chosen. For two players, the allies are designated as first and second allies. At the first worm card the first allies are exchanged. At the second, the second allies are exchanged, and so forth.

**2.2 Random Method**—The allies are rotated in a random fashion by writing down the names of the allies and rechoosing the allies at each worm card.

#### 3.0 Traitors

**3.1 Player Character Traitors**—Four Leader disks are drawn as usual and one traitor is chosen (except for Harkonnen of course). These disks are now set aside.

**3.2 Allied Traitors**—Five Leader disks are drawn and two traitors are chosen. One is designated as the first ally traitor, and the other is the second ally traitor. If there has been no prior designation of first or second allies the first ally drawn becomes the designated first ally, etc. For three players only three leader disks are drawn, and only one traitor is chosen.

**3.3 Special Traitors**—If the Harkonnen is not a player character then each player must draw an additional three leader disks. These become the additional Harkonnen traitors when the player is in possession of the Harkonnen ally.

#### 4.0 Playing the Allies

**4.1 Limitations**—The player character and the allies of that character can not occupy the same territory. The allies of a character can pay for the character's expenses except for battle costs in the advanced combat, and leader and token revival. The Guild character cannot pay for passage to the planet or across the planet, but it does give the lower rates. The Emperor cannot pay for the treachery cards but can loan or give money to other characters.

**4.2 Order of Movement**—Player characters are set up next to a circle on the board as usual. The allies are situated so that they are not next to either the player character whom it belongs to or another ally of that player.

**4.3 Miscellaneous**—The player makes the decisions for their allies including battle plans, spice collection, the buying of treachery cards, etc.

This variant provides an extra dimension to make up for the absence of an abundance of players. Depending on which options are used, the game becomes unpredictable or gets an additional dimension in strategy using the allies to their fullest extent. Using this variant can open up this game to enjoyable play for people like myself who play with only a few players at a time. I know that my friends and I have enjoyed this game much more since I created this variant and I hope other players will likewise share in our enjoyment. This variant also is conducive to PBM systems which were impractical previously.



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# The Art of Negotiation in Diplomacy

## THE FIRST INSTALLMENT OF A FOUR PART SERIES ON DIPLOMACY

By Lewis Pulsipher

It has been six years since I ran a major *DIPLOMACY* feature in *THE GENERAL*. It has taken that long to get up enough courage to try again. There are those who don't consider *DIPLOMACY* a wargame. Indeed, the very practitioners of the art would take exception to the term. *DIPLOMACY* enthusiasts have always been a breed apart from the mainstream of the hobby. In fact, long before *DIPLOMACY* became an Avalon Hill product the wargame hobby was generally conceived to consist of three branches: board games, miniatures, and *DIPLOMACY*. Although dwarfed in comparison to the other two branches, *DIPLOMACY* enthusiasts made up for their lack of numbers by being highly visible. *DIPLOMACY* players by their very nature are a political and argumentative lot who have always made more noise than their numbers would warrant, and more often than not they would refer to wargames in the past tense: "Oh, I used to play those until I discovered *DIPLOMACY*."

Well, the years have been indifferent to *DIPLOMACY* and although that sense of snobbery still exists among its faithful, their ranks are, if anything, even smaller than they were in days gone by and they have relinquished their hold on the "third branch" of the hobby to fantasy Role Playing Games which have also surpassed the other two in sales volume. Yet the game still has a cult following which persists in publishing a form of underground press in which they officially recognize every postal game with its own identifying serial number and

add it to a sea of statistics kept on game play, top players, etc. The game seems to thrive on the fact that it requires seven players and is better suited to postal than live play; factors which would certainly have condemned a lesser game long ago. And despite its age, every *ORIGINS* convention seems to have a *DIPLOMACY* tournament with a hundred or more entrants. To that end, we hereby start a four part series on the game with no luck element by a longtime diplomat. You decide whether it is a wargame or not.

*DIPLOMACY* is a multi-player board wargame known to most strategic games players, probably the most widely known conflict game in the world if one excludes traditional games such as chess. It is presently marketed in the native tongues of Germany, Japan, Brazil, France, Holland and Argentina, and in English in most western European countries. About 300,000 copies have been sold since first publication in 1959. It is one of the few boardgames, and the only proprietary board wargame, so well-known that a book about the game has been published.

The heart of *DIPLOMACY* is negotiation between the seven players who represent the Great Powers of World War I: Austria, England, France, Germany, Italy, Russia, and Turkey. (This is not a simulation, of course; Turkey and Germany were not comparable in the war but Turkey is as strong in the game.) Facilitating the negotiations are the simple mechanics of simultaneous movement of a total

of 34 armies and fleets, with no luck involved. Deals and alliances are made and broken during the game, and no one can be certain whether other players will react as expected; in other words, the players themselves provide the chance element.

In the mid-1960s science fiction fans organized postal games of *DIPLOMACY*, players negotiating by letter and sending movement orders to a non-playing referee who reproduced the orders and sent a copy to each player. Wargamers soon became involved, and today about 2,000 people worldwide play postal *Diplomacy*. Over 500 recorded postal games have been completed, each requiring two to three years or more. About 100 people act as referees, most editing and duplicating their own fanzines.

One of the attractions of *DIPLOMACY* is the simple but flexible game system. The rules can be adapted to construct a strategic game on almost any subject requiring more than two sides. No other game, except perhaps chess and *D&D*, has engendered so many variations. *DIPLOMACY* variants, as they are usually called, differ from variations of other wargames in their scope, insofar as many use a new mapboard and many of the rules of the parent game may be changed. The result is often virtually a new game. In fact, certain *DIPLOMACY* variants were the first fantasy and science fiction games to be played nationwide.

This is the first of three articles about how to play *DIPLOMACY* well. If response is favorable, other articles may discuss postal



*DIPLOMACY*, publications, and variations, especially fantasy and science fiction versions of the game.

It is a mark of a great game, such as chess, that "experts" cannot agree on a best way to play. *DIPLOMACY* is no exception. Consequently, the advice below is my view of how to play successfully; others would disagree, as I sometimes indicate. Some points will be expanded and clarified in the articles on the other two major elements of *DIPLOMACY* play, strategy and tactics, which will appear in future issues.

Telling someone how to negotiate well is a difficult task. A person's attitudes toward life and toward the game have a strong, immeasurable, and probably unalterable effect on how, and how well, he or she negotiates in any wargame. Literally hundreds of pages have been written about this subject. There are, however, certain principles and common failings which can be described, and which no player can ignore. These are the subjects of the following paragraphs.

The advice below applies to any well-played *DIPLOMACY* game, but it is necessary to recognize the differences between face-to-face (FTF) and postal play. When you play FTF with people you don't know you will often encounter attitudes and conventions very different from your own. In the extreme, what you think is perfectly commonplace might be, to them, cheating. In postal play with experienced opponents you'll encounter fewer "strange" notions. Incompetent players can be found in any game, of course. Postal games suffer from failure of players to submit orders before the adjudication deadline—"missed moves". A failure to move at a crucial time usually causes significant if not decisive changes in the flow of play. Both FTF and postal games suffer from "dropouts"—people who quit playing before their countries are eliminated. Part of a good player's range of skills is the ability to keep his allies (and his enemy's enemies) from dropping out. In a top-class game none of these difficulties occur.

In FTF play it is easier to coordinate routine attacks, and to form coalitions to stop the largest country from winning—communication is more rapid and more frequent than by mail. More elaborate and brilliant tactical play is found in postal games because each player has hours, if he desires, to look for the very best moves. Time-pressure often causes tactical mistakes in FTF games. Finally, dogged persistence of argument is valuable in FTF, where a weak player often does whatever he was most recently told to do. In postal play, persistence (via numerous letters and long distance phone calls) is valuable, but written negotiation requires a more careful, more logical approach than oral negotiation. Every player has time to think things through, to notice holes in arguments, to hear from every player—no one can monopolize his time. For that reason a top-class postal game probably requires greater skill than a top-class FTF game.

When you begin a game you must first learn something about each of your opponents. Sometimes you will know quite a bit to begin with, but you can also ask people who know the opponent better than you do. You want to know if your opponent is generally reliable or not, what his objective is, whether he is a classical or romantic player, and whether or not he is good at negotiations, strategy, and tactics. (This is a controversial point, insofar as some players—usually the notoriously erratic and unreliable—say that a player's previous record should have no effect on the game. However, the more you know about another player the better you'll be able to predict his actions. It would require a peculiar view of life for a player to knowingly ally with someone who has never abided by an agreement in 20 games! Nor would you offer to draw with a player who would "rather die than draw".

However much some players wish to pretend that they are really government leaders and that World War I is happening just this once, most *DIPLOMACY* players recognize that it is primarily a somewhat abstract game of skill, and act accordingly.)

Let's consider each point you're trying to learn about, beginning with reliability. Novice players, urged on by the rulebook introduction, usually believe that the winner will be the player who lies, cheats, and backstabs most effectively. Perhaps if you never play more than once with the same people and never acquire a reputation this would be true. But in the long run players learn to treat liars and backstabbers as enemies. Why invite disaster in an already difficult game? Obviously, for one person to do well in a game with six others some cooperation is necessary, and cooperation is easier and more effective between those who can rely upon one another to some extent. An expert player rarely lies, and then only because the lie is likely to radically improve his position. He prefers to say nothing, to change the subject, to speak of inconsequential, rather than lie. When he agrees to an alliance of some kind he usually abides by the agreement. By specifying a limited duration—until 190x or until X country is eliminated or reduced to one supply center—he won't back himself into a corner which would require him to break one agreement or another. When he backstabs (attacks an ally) he stabs to virtually destroy a country, not merely to gain a few centers. The stab leads directly to accomplishing his goal, not merely to increasing his supply center total. He wants to be known as a reliable player because this will make other players more willing to cooperate with him.

Some players say that only mutual self-interest should determine whether an agreement is kept, or a lie told. When the agreement is no longer in one player's interest he should break it. In the short term this might be true, though a lie or backstab early in a game can be remembered later in the game to the detriment of the perpetrator. The expert player looks at the long term, since few people play just one *DIPLOMACY* game. It is in his interest to maintain an agreement, to avoid lying, in order to establish and maintain a reputation for reliability. There is no altruism involved. (Incidentally, the reliable player is less often on the receiving end of an emotional barrage of anger from a disappointed player—no small gain.)

Though it is surprising to some, not every player wants to accomplish the same thing. Some play for excitement, not caring if they win or lose as long as the game is full of wild incidents. Most play to win the game, but there the ways part. Many players (the "drawers") believe that, failing to win, a draw is the next best result, while anything else is a loss. At the extreme, even a 7-way draw is better than second place. Others (the "placers") believe that to survive in second place while someone else wins is better than a draw. At the extreme are those who would "rather die than draw". (I should say that I am an extreme drawer, and find the placers' view intellectually and emotionally incomprehensible, but surveys show that a large minority of postal players are partial or wholehearted placers.) Such a fundamental disagreement in objectives can have a decisive effect on a game. If you propose a plan to establish a 3-way draw a placer won't be interested. If you offer to help a player of a weak country to attain second place if he helps you win, you'll get nowhere if he's a drawer but a placer would be favorably impressed. Placers make better "puppets", but drawers can be just as good as allies. In some situations they are better, for they won't abandon you (when they feel they can't win) in order to try for second place instead of a draw. When you're winning you're better off with a placer ally, who is a little less likely to attack you than a drawer would be.

Whether a player's style is "classical" or "romantic" is hard to define. Briefly, the classical player carefully maximizes his minimum gain. He pays attention to detail and prefers to patiently let the other players lose by making mistakes, rather than try to force them to make mistakes. He tends to like a relatively stable alliance and conflict structure in the game. He tends to be reliable and good at tactics. The romantic is more flamboyant, taking calculated risks to force his enemies to make mistakes, trying to defeat them psychologically before they are defeated physically on the board. (Many players give up playable positions because they're convinced that they've lost.) He tends to try to maximize his maximum gain, though theoretically this is less effective than the classical player's method. He can be unpredictable, relying on surprise and the Great Stab for victory. Tending to be an unreliable ally and a sometimes sloppy tactician, he likes a fluid, rapidly changing alliance and conflict structure.

Finally, it's useful to know whether your opponent is a poor, average, or good player, and what facets of the game he is better at. You can risk a one-on-one war with a poor tactician but not with a good one. An alliance of limited duration with a player who is deficient in strategy can leave you in a much better position as you outmaneuver him in dealing with the players on the other side of the board. Some players like to eliminate inferior players early in the game, while others try to use the poor players to eliminate strong opponents.

To reemphasize the point of this "sizing up", the more you know about your opponent's tendencies the better you can predict his reaction to a given stimulus. As you negotiate you should attempt to learn more about his preferences. In the extreme case you can try to make yourself appear to be a particular kind of player in order to gain the respect or sympathy of your opponent, but this is hard to do. Even if you begin a game with six unknown quantities you should be able to learn something about their styles before you write your spring 1901 orders. If necessary, talk about yourself and your own views in order to draw out the other players.

There are five other principles of negotiation beyond "know your opponents": 1) talk with everybody, 2) be flexible, 3) never give up, 4) explain plans thoroughly, and 5) be positive.

1) At the beginning of the game, and periodically throughout, talk with all other players, even your enemy. Someone on the other side of the board may know something of interest to you. Trade information, when possible, with those who haven't an immediate stake in what you do next. Don't be too free with the information you obtain or it may get back to your source, who will decide he can't trust you with more. As will be explained in the upcoming article on strategy, an expert player takes account of, and tries to control the actions of, every player in the game—and he can't do that if he doesn't talk with them.

2) Be flexible. If you expect everyone to play the way you do you'll surely lose. Don't get emotional, though it isn't necessarily bad to simulate some emotion in order to change an opponent's behavior. It is only a game, and stabbing is a part of it. If you are stabbed, or someone lies to you, anger will do you no good. What you *can* do is make sure your antagonist regrets his action, with the idea that next time he'll remember and won't do it again. (The advocates of "short-term" *DIPLOMACY* go even further. They would say, forget about the stab—what is in your interest *now*? You could find that you should ally with the person who just betrayed you.) When you are at war, always think about possible deals with your enemy—especially if he has the upper hand! No rule says you must fight him to the bitter end. You might both fare better by doing something else, such as jointly attacking a



third country or separately attacking third and fourth countries. Always have an alternative plan in case things go wrong. Humans, especially *DIPLOMACY* players, can be an erratic lot.

3) Never give up. Keep negotiating with your enemy even as he wipes you out. You may be more useful to him as a minor ally than as an enemy. As long as you have a unit you can affect the course of the game. There have been postal games in which a player reduced to two supply centers later won, and in FTF games even one-center countries have come back to win. In the fluid conditions of many games dramatic reversals of fortune are common.

4) Explain plans thoroughly. When you've sized up your opponents and selected your strategy, make your approach. Explain in detail and at length what you expect both you and your potential ally to accomplish. If he can't see any advantage in what you propose he won't accept—or more likely, he'll pretend to agree and then backstab. Some players prefer to be noncommittal, to get the feel of things during the first season or first game-year. Others like to form solid alliances as soon as possible. Whichever you prefer, be sure you put effort into your attempts to come to agreements with others; even if you intend to break them, give plausible reasoning. If things go wrong you may find yourself relying on an agreement you intended to break. If you don't seem interested in the agreement when you propose it, the other player won't believe you. For example, when you propose an offensive alliance don't merely say "Let's you and me get him". This isn't negotiation, this is an invitation to be treated as an inferior player. Instead, talk about why it is in the interest of both your countries to eliminate country X, how it can be accomplished (tactics), what other countries will probably be doing (strategy), how the spoils will be divided, and what each of you can do afterward to avoid fighting each other. If the attack doesn't give both of you prospects for a win your potential ally will be suspicious—especially if the alliance appears to favor him, not you.

5) Be positive. *Convince* the other fellow, don't tamely hope that his ideas coincide with yours. Negotiation is a strange mixture of aggressive persuasion and attempts to seem innocuous, to avoid drawing too much attention to oneself. People who are good at it in postal games may have difficulties FTF, or vice versa. However you go about it, don't be discouraged by initial failures, and analyze why you succeed or fail. There's no substitute for experience.

Next time we'll examine strategy in *DIPLOMACY*.



## DIPLOMACY WORLD

When it comes to multi-player games, *DIPLOMACY* leads the pack and when it comes to *DIPLOMACY*, you can't be without *DIPLOMACY WORLD*. *DIPLOMACY WORLD* is a magazine devoted to the play of *DIPLOMACY* and its variants.

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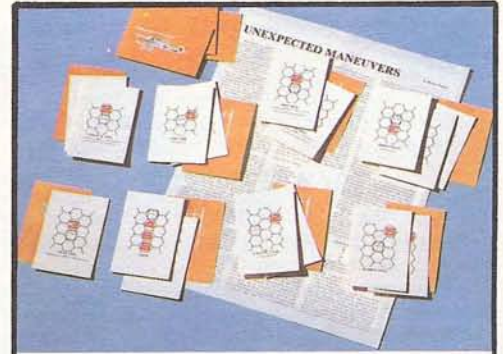
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Are your *KINGMAKER* games getting a bit dull? You can spice them up with the new Event Cards described in Vol. 14, No. 3. Avalon Hill is making available in a special expansion kit a new deck of 48 Events cards including 25 printed Treachery, Gales At Sea, Refuge, Vacillating Allegiance, Catastrophe, and Royal Death cards as well as 23 blanks for use in your own variants. The entire deck is backed by the same rich *KINGMAKER* design which makes the game such a joy to play and cards from the two decks will be indistinguishable from the rear. This special card deck is available for \$4.00 plus postage. Maryland residents please add 5% sales tax.



## RICHTHOFEN'S MANEUVER CARDS

Vol. 14, No. 4 of the *GENERAL* printed a variant for *RICHTHOFEN'S WAR* which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element, use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for \$4.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.

## THE GAMER'S GUIDE TO DIPLOMACY

*THE GAMER'S GUIDE TO DIPLOMACY* is a 36-page illustrated booklet containing all sorts of valuable information for *DIPLOMACY* buffs of all levels from beginner to expert. Written by Rod Walker, one of the best-known writers on the game today, the *GAMER'S GUIDE TO DIPLOMACY* covers in detail almost every facet of this "game" that has become an obsession for thousands of "players" worldwide.

The *GUIDE* is divided into eight sections. In the Introduction, Mr. Walker discusses the development of the game, its uncommon nature where some vices become virtues, and where ethics become, in some cases, a definite liability, playing objectives, country selection, and more.

In Section II, "Elements of the Game," you will read about such things as communications, alliance and treachery, aggression and defense, cheating, stalemates, convoyed attacks, and receive some tactical hints for better play.

The third section of the *GUIDE* presents a detailed study of the board, styles of play, and choice opening moves and game strategies for each of the seven Powers in *DIPLOMACY*. There are also several revealing charts showing the relative successes and failures of all of the Powers over the course of 803 recorded games.

Section IV presents a sample game, with commentary by the author and an analysis of the diplomacy and tactics of each of the seven players involved. The commentary is accompanied by several easy-to-read maps so you can go right along with the progress of the game.

The fifth section of the *GUIDE* concerns itself with postal *DIPLOMACY*, where you'll find a little history, descriptions of the various ratings systems used, and a few suggestions on how you can get involved in this exciting segment of the game.

Section VI is devoted to variants, with a full description of each of several of the better-known variants, including "Napoleonic" *DIPLOMACY*, "Bid" *DIPLOMACY*, "The Great War", and "Twin-Earths" *DIPLOMACY*. There are also complete rules for the original 1958 version of the game, and as a bonus the back cover of the *GUIDE* is a reproduction of the original map, for those readers who wish to play the first *DIPLOMACY*.

Section VII deals with clubs and tournaments, an area that the author feels is growing in importance as the ever-increasing rise in postal rates increases the attraction of face-to-face *DIPLOMACY* play.

The final section, entitled "Questions and Answers", attempts to deal with the most common (and several most uncommon) questions that may arise. As the author says, "they include some which are frequently asked as well as some that were asked only once and were debated at length afterwards."

For anyone with even the most casual involvement in this highly demanding game, *THE GAMER'S GUIDE TO DIPLOMACY* is an absolute must, and well worth the mere \$4.00 plus 40¢ postage that it costs. Send your check or money order made payable to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Maryland residents please add 5% state sales tax.



# FACE-LIFT FOR A CLASSIC BEAUTY

The New-Look Afrika Korps; 1980 Edition By Frank Preissle

The rules for *AFRIKA KORPS* had lasted for 15 years without a single change so who was I to change them? At least that's what I kept telling myself over and over again as I resisted getting involved in an AK rules rewrite year after year, but the problem just refused to go away. Time and again some outraged player would corner me and demand to be shown where the rules said his just pilfered supply unit had been vulnerable to such an inane attack, or some other such equally vehement dispute. Finally, in 1980 at the urging of several pbm cronies I gave up and undertook the rewrite.

Did they really need to be rewritten? Yes and no. The game's popularity has emerged relatively unscathed from the past 17 years. It played well and was enjoyable. No problem here, but many situations and applications of the rules remained ambiguous. In some cases there was no rule covering a situation—the "rules" were held together by a patchwork of "official" answers from the AH Question & Answer man. Unfortunately, not only was the answer man not the designer of the game, he rarely was an AH employee. In the lean years (1964-1971) between the Charles Roberts era and my own arrival in Baltimore, Avalon Hill had no R&D staff. Game questions were answered by any warm body with an interest in the game who could be bought for 20¢ a letter. No wonder the answers were often contradictory—they were seldom given by the same person. Yet, despite this patchwork of official rules the game grew to be the most frequently played tournament game. By the time AH began to rebuild its own R&D staff in 1972 AK was firmly entrenched as a "classic" and any meddling with its "official" rules would have been unacceptable to the Old Guard who had mastered it through the school of hard knocks. Unfortunately, that was of little solace to the constant influx of new players who had to learn the game's fine points the same way sans rules or frequently published rule clarifications.

At last convinced that the problem would not go away I undertook a rewrite which would change the game as little as possible while attempting to plug the many loopholes that 17 years of play had uncovered. I've tried to trod on as few toes as possible.

Games, like people, possess distinct life cycles. Some, such as *GUADALCANAL*, live short, unremarkable lives. Flawed from birth, they are allowed to expire quietly, mourned by few admirers.

Others, such as the original *GETTYSBURG*, live fast, die young and leave beautiful memories. So beautiful is their promise that their parents try, not once, but twice, to give birth to more promising siblings. Unfortunately, with little success.

Others, such as *ANZIO*, exhibit enough basic strength behind crippling deficiencies that they are deemed worthy of rejuvenating through major surgery.

Still others, such as *D-DAY*, display so many interesting qualities that they pass through several life stages, each successively shorter. The original *D-DAY* was born in 1961. Four years later, having reached middle age for a wargame, it was given cosmetic surgery, or, in the vernacular, a "rules clean-up." Twelve years after that, in 1977, it underwent major surgery. And then, in only another three years, it appears it was sent packing to a rest home with the birth of what was heralded to be a more effective replacement, *FORTRESS EUROPA*.

Then there are those, such as *SQUAD LEADER*, which are so attractive they cross the gulf between birth and maturity with blinding speed. Applauded by so many gamers, they quickly give birth to their own offspring, such as *CROSS OF IRON*.

Yet seldom will a game exhibit such basic appeal that it stands untouched for nearly 20 years, unthreatened by upstarts.

Only two such games can be found in Avalon Hill's offerings: *AFRIKA KORPS* and *MIDWAY*. The latter has been the subject of innumerable variants, leaving *AFRIKA KORPS* as the sole "pure" survivor from the early '60's.

How to account for this extraordinary clean survival?

My feeling is, without pushing the analogy too far, *AFRIKA KORPS* enjoys some of the classic traits of the most successful game in history: chess.

Like chess, its rules are easy to learn. Like chess, it can take years of play to master. Perhaps more so than any other popular wargame, it approaches the built-in 50-50 play balance of chess. Like chess, it is a game in which a seasoned player should seldom lose to a green player. Like chess, it is unforgiving of mistakes, thus creating unusual stress with each move. Finally, like chess, it places a premium on maneuver. But again, the analogy cannot be pushed too far, because unlike chess, *AFRIKA KORPS* suffers from the same Achilles Heel as other wargames: the vicissitudes of Dame Fortune.

Whatever the reason for its unusual success, *AFRIKA KORPS* has not been without its blemishes. Wrinkles, warts, a double chin or two, and other blotches, all derived from the same cause. The rules are uncommonly loose and ambiguous for a game nearing the age of 20. To make matters worse, the blemishes were exacerbated by uncharacteristically poor handling of rules queries by Avalon Hill. It was not unknown for AH's answermen to give three different answers to the same question within the space of a year.

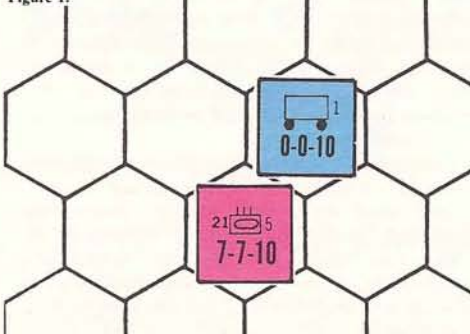
For these reasons, among others, AH decided it was time to apply cosmetic surgery to its classic beauty, hoping to rejuvenate it with a wrinkle-free rules revision. No basic rule changes were contemplated, just clarifications. Thus, the 1980 rules were meant to expand *AFRIKA KORPS*' appeal without losing its classic qualities.

A run-down of many of the clarifications will appear in the Question Box of future issues in standard Q&A form for those who don't want to purchase the new rules but are curious about any possible changes in the remainder of the article.

## Say Goodbye to Ugly Warts

**Capturing Supply Units:** Enemy supply units may be captured by friendly combat units in these specific ways:

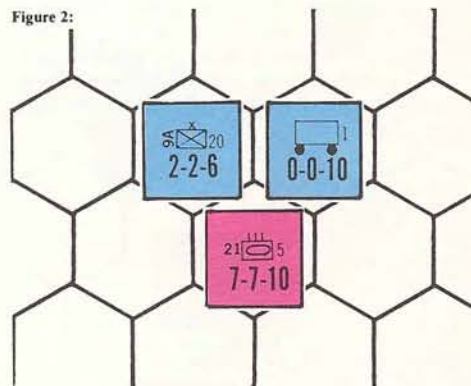
Figure 1:



1. If the enemy supply unit is unaccompanied by enemy combat units:

A. By putting the enemy supply in the zone of control of the friendly combat unit, as in Figure 1, where 21/5 captures Supply #1. Capture may be during or at the end of the movement phase, and may also take place through advance or retreat after combat. Capture cannot take place between hexes E18-F19 and W62-X62 because zones of control do not extend between these hexes. As in Figure 2, capture can take place if the friendly unit is in the zone of control of an enemy combat unit occupying a different hex than that occupied by the enemy supply unit.

Figure 2:



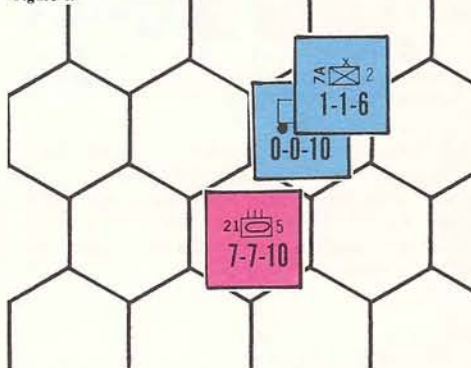
B. By "attacking" the enemy supply if it is in a fortress, as in Figure 3. The attack is automatically successful, and 21/5 has the option to move into Tobruch.



In neither of these situations is it necessary for 21/5 to be supplied by a friendly supply unit to capture the enemy supply unit.

2. If the enemy supply unit is accompanied by enemy combat units:

Figure 4:



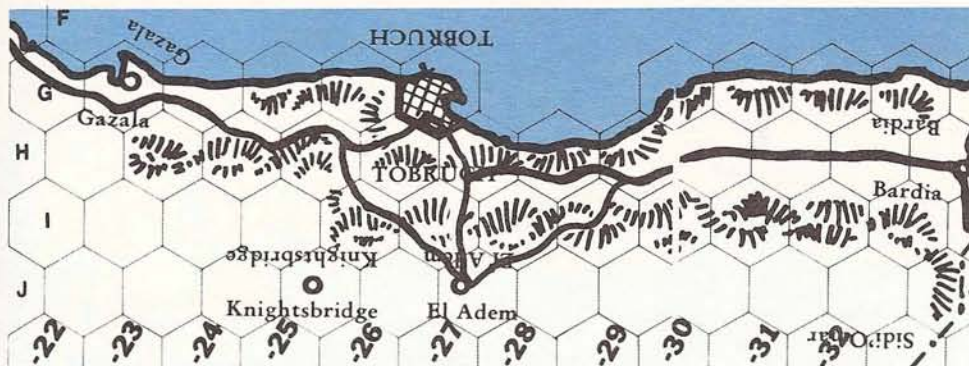
A. By establishing an automatic victory, as in Figure 4 where 21/5 has 7-1 odds vs. 7A/2.

B. By eliminating or retreating all accompanying enemy combat units while at least one friendly combat unit survives, as in Figure 5.









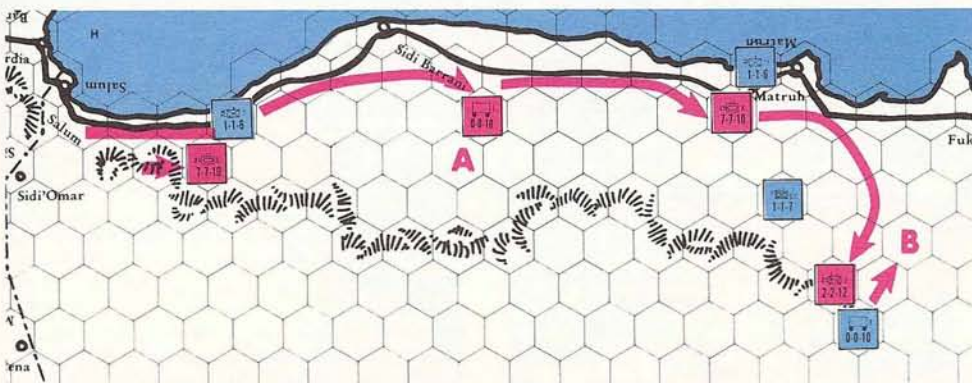
**Figure 10:** A unit beginning its turn at either G24 or I24 could move directly onto H24 and then continue to H23, H25, or I25 and then onwards along the road with no delay. However, the unit could not move H24-H25-H26 since the direct move between H25 and H26 would be off the coast road escarpment through a hexside not intersected by the road, and in one turn a unit cannot move on (to H24) and off (to H26) a coast road escarpment in this way. Note that an H24-H25-H26-H27-H28-H29-H30 move is legal, since entry to H30 is made from a coast road clear terrain hex (H29).

A unit beginning its turn at G22 can move H23-H24-H25-H26-H27, etc. It entered the coast road escarpment (H23) from a hexside

**Road/Escarpment Movement:** Clarification to specify a unit may make a one-hex move either onto or off a road escarpment hex through a hexside not bisected by the road in a turn without delay during the movement phase. See Figure 10 for detailed examples.

**Eliminate the Bags Under the Eyes**

**Supply for Automatic Victory:** One of the most confusing aspects of the old rules, made even more so by varied interpretations from AH. When the rules were reprinted in 1975, it was made clear that units were required to be in supply at the moment they established the AV. Unfortunately, nothing was said about what could happen after that moment. One interpretation allowed the supply to go merrily on its way. The most popular interpretation, used in tournament play, was that the units must be within supply range throughout the movement phase, although it wasn't necessary to draw supply from the same supply unit. In the new rules a compromise position has been taken. The units must be within supply range at the moment they establish the AV and then again at the end of the movement phase. They're allowed to be out of supply in the interim. The implications of this are illustrated in Figure 11. As you see from the illustration, the clarification will force players to take care with placement of reserve supply units. Allied commanders who enjoy tantalizing Rommel by placing reserve supply units close to the front will have to pay particular attention to the clarification.



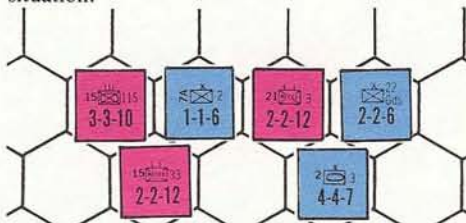
**Figure 11:** The Allied commander, following the popular interpretation of the AV supply rules, has moved to sacrifice 7A/2 while blocking the 7/75G and 41/23 out of supply range. Under this old interpretation, the Axis supply unit which was needed by 21/3 couldn't move over the AV and advance any further than hex K42 ("A" in the illustration.) This is one hex short of supplying attacks vs. the Allied blockers at I47 and I49. With the clarification in the new rules, the Allied defense crumbles. The supply unit moves as shown to hex J42, where it supplies another AV by 15/8 vs. 41/23. The 21/3 recce unit then slips past this AV and captures Allied supply #3, which in turn is moved to hex M52 ("B" in illustration). The Axis supply unit then backtracks to K42. Thus, the AV's are supplied at the moment they're achieved and again at the end of the movement phase, thus meeting the automatic victory supply conditions. Note the second AV would not be possible if Rommel was unable to bring the captured supply into play (or to utilize another Axis supply to serve the same purpose.)

intersected by the road, thus the H25/H26 is the only time it used the non-road hexside move. NOTE: technically, the unit did move off H25 and on H26 from non-road hexsides, but the one hex distance is considered a single move.

A unit beginning its turn in Tobrukh may move H26-H27-H28 but it may not move H26-H27-H28. The H26/H27 is its legal non-road hexside move; the H27/H28 would be a second such move in the same turn, which is not allowed.

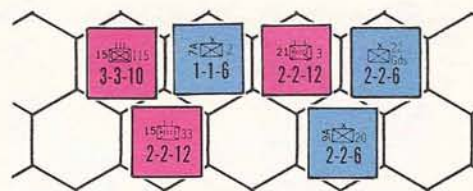
**Tuck Away a Double Chin**

**Relieving Isolated Units:** This is the final major area of clarification. The old rules said isolated units couldn't attack by themselves to breakout, nor could they aid in attacks by friendly units from outside the isolation. Simple enough, but unfortunately extremely ambiguous. The new rules clarify what happens in every possible isolation attack situation. Moving through them situation-by-situation:



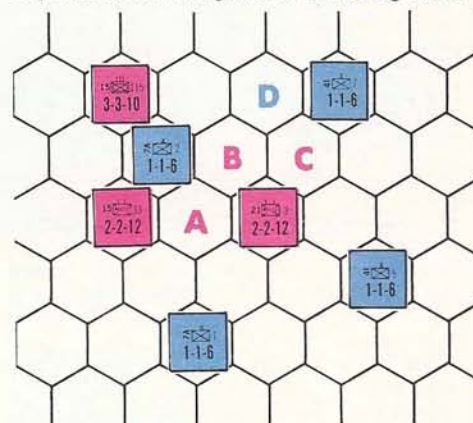
**Figure 12:** Since 1-3 attacks don't require supply, the isolated 21/3 may attack 2/3 & 22Gs while cutting off 7A/2's retreat in the 5-1 AV against the 7A/2 by 15/115 & 15/33. 7A/2 is eliminated before the 1-3, allowing 21/3 to retreat.

1. Unit is unable to move and must attack at odds of 1-3 through 1-6 (as in Figure 12). In this case, the unit may serve to block retreat in a 5-1 or 6-1 AV by friendly units outside the isolation.
2. Same situation, but unit must attack at odds of 1-2 through 6-1 or at worse than 1-6 (as in Figure 13). In this case, the unit may not serve to block retreat. It can only be relieved if the AV is achieved solely by units outside the isolation.



**Figure 13:** Now faced with a 1-2 attack, 21/3 cannot serve to cut off retreat and would have to be eliminated before 15/115 & 15/33 make a regular 5-1 attack against 7A/2. Note that if Rommel was able to establish a 7-1 by units outside the isolation against 7A/2, 21/3 would be freed and could move normally away from the 1-2 situation.

3. Unit isn't in a forced attack situation (as in Figure 14.) In this case, it may serve to cut off retreat for a 5-1 AV. The isolated unit may not move after the AV is established, nor may it move to join in the attack against the unit being AV'd.



**Figure 14:** With the situation as shown, 21/3 may remain in place and serve to cut off retreat for the 5-1 AV against 7A/2. 21/3 could not move to hexes "A" or "B", because this would force it to join in the attack. It could move to hex "C" for a 2-1 vs. 41/7 and still cut off 7A/2's retreat. And, if 41/7 was at hex "D", 21/3 could move to hex "B" for a 2-1 vs. 41/7. Of course, to make the 2-1's legal, 21/3 would have to be supplied after 7A/2 was eliminated in the AV.

It may appear the 21/3's ability to attack 41/7 at 2-1 in Figure 14 contradicts its inability to attack 22Gs and 9A/20 at 1-2 in Figure 13. The distinction between the two situations is very fine. In Figure 13 21/3 is trapped in enemy zone of control. In Figure 14 21/3 isn't in a forced attack situation.

**Unwrap the Bandages**

So there you have it. AH's plastic surgeons have deftly removed AFRIKA KORPS' blemishes, revitalizing its classic beauty in hopes of widening its circle of admirers. But when the bandages came off, two bone structure weaknesses became more apparent.

Both are related to deficiencies in the analogy with chess. Dame Fortune can be ugly when the mood strikes her. So here are two suggestions which will allow you to do your own surgery on the rules.

**Deterministic Supply:** The efficiency (or lack of) exhibited by His Majesty's Navy can severely affect play balance. Any Axis commander who has waited until July for his first additional supply or any Allied commander who has failed to sink a supply until July can attest to how quickly the game falls apart. You can remedy this quite easily by agreeing with your playing partners to allow an average amount of supplies to arrive. A simple way of doing this is to give the Axis a new supply the second half of each month through November. From then on, give the Axis a new supply every turn except the second half of February, May and August.

**Dice Don't Roll in the Loose Desert Sands:** Afrika Korps' major weakness is the early low odds attack on Tobrukh by the Axis. Carried to extremes, it leads to the farcical scenes at tournaments where two players sit down for an AFRIKA KORPS match, open the box, take out a die, roll it



until a 1, 2, or 3 turns up (Axis wins) or a 5 or 6 shows (Allies win.) That's it for a 1-1 vs. Tobruch. And the less abrasive 3-1, 1-2 combination still yields about the same results.

Rommel launched his first assault on the Tobruch defenses on April 12, 1941. Fourteen months later, June 20, 1942, the fortress fell. Why should Tobruch fall in *AFRIKA KORPS* on June 1, 1941? If you want to shoot craps, try Vegas, Atlantic City or your local floating game.

So what can be done to remove this nastiest of all blemishes? You might try any of these variants:

1. Forbid attacks against Tobruch until June, 1942 unless there is a 100% probability of taking the fortress. This forces the Allies to garrison Tobruch with up to six combat factors. And it will force the game's best qualities to the fore.

2. Forbid the Axis from attacking Tobruch until June, 1942 unless the fortress is certain to fall to a series of battles in which Axis losses are at a maximum level (i.e. all 1-6 through 2-1 attacks end in AElim, and all 3-1 and 4-1 attacks end in Exchange). Not as clean a variant as the one above because of the calculations required, nevertheless it will prohibit most of the 3-1 & soak-off series of attacks over three to five successive turns by an Axis commander hoping to avoid exchanges.

3. Forbid the Axis from taking Tobruch prior to June, 1942 as the result of success in 1-2, 1-1 or 2-1 attacks. You can just forbid attacks at these odds. Or you can specify that one Allied unit involved in the attacks must survive DE, DB or EXCH results.

All of these variants should be contingent upon Allied control of their Home Base. If it is lost, the Tobruch attack prohibitions should be discontinued.

If you've been turned off from *AFRIKA KORPS* by the luck factor, these variants could change your mind about the game. And there's no doubt you'll find it a much more appealing companion as a result of the new rules edition. Give it a try!

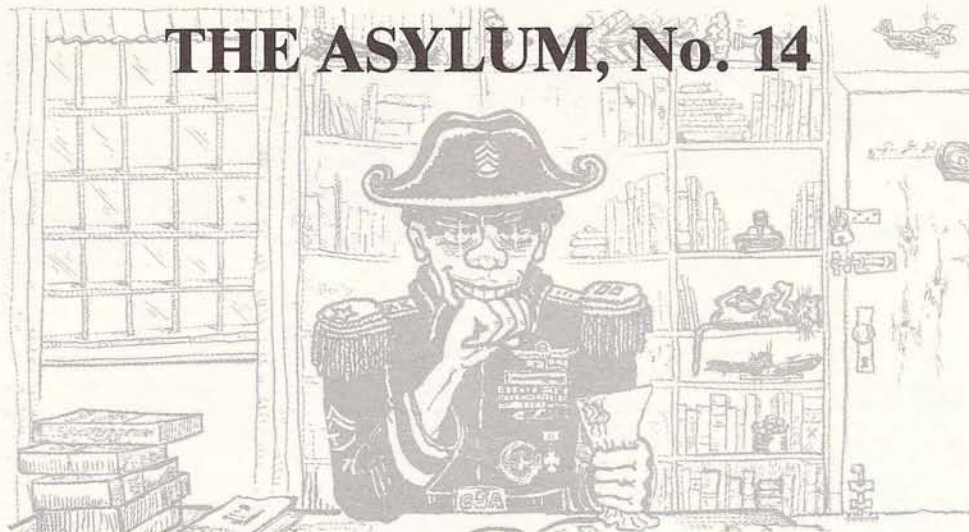


## SQUAD LEADER T-SHIRTS

Yes, we are following up on the success of the *PANZERBLITZ* T-shirts with yet another offering on what has become our hottest game. Now you too can become a *SQUAD LEADER* whether you play the game or not. The back of the shirt is adorned with the same Avalon Hill logo you've seen before on the *PANZERBLITZ* shirts. Be sure to specify size: small, medium, large, or extra large. \$5.00 plus 50¢ for postage and handling. Maryland residents please add 5% state sales tax.



# THE ASYLUM, No. 14



## THE FIRST GAME DESIGN WORKSHOP

by Alan R. Moon

That's right. Now's your chance to get in on the greatest deal ever offered anyone on the whole face of this here earth. Twice this summer, for three days, the Inmates of The Asylum & Associates will be giving the First Annual Tooth And Nail Game Design Workshop.

We've scheduled these workshops for the four days which precede this year's two big conventions; *WONDERCON WEST* and *WISHFULCON EAST*. You're going to these conventions, of course (no real gamer would miss them), so why not just add a few more days to one of these two trips. If you don't, you'll be missing the chance of a lifetime.

Here's just a sample of what will be covered.

1. Learning The Wargaming Language. You'll learn the definitions of words and phrases like "seeing the elephant", "indirect fire", "methodology", "unorthodoxy", "beer and pretzels games", "programmed instruction", "graphics", "criterion-referenced-competency-based-modular-systems", "blitzkrieg", "groggnards", and "design competency". You'll learn how to use sexuality in rules to attract attention by using phrases like "spearheading the attack", "soak-off", "penetration", "two-on-one", "emergence", and "erect men may expose themselves". You'll learn how the language has changed and how it is still changing. Why phrases like "similar to chess" are taboo. Why phrases like "realistic simulation" are in. You'll learn how to write rules correctly, so you'll never need to put out a revision.

2. Developing Your Own Design Style. You'll learn how to become an eccentric and how this will help make you a top designer. You'll learn why as long as you have great ideas, you can be illiterate. You'll learn why once you're a designer, you never play games anymore. You'll learn how to make elegant designs.

3. The Importance of Graphics In Marketing. Guest Speaker: Tom Shaw. You'll learn why finger-painted maps went out with the classics. You'll learn why bigger isn't always better. You'll learn why games with certain color boxes (like orange and red) sell better than ones with blue or green. You'll learn how to draw lines without rulers (maybe even some straight ones). You'll learn how to make sure all the components fit in the box.

4. History And Games. You'll learn how to do the research necessary to design a wargame. You'll learn where Napoleon kept his hands when he wasn't working. You'll learn why Patton was so slap happy. You'll learn why the Rebels should have won.

5. Getting Your Game Published. You'll learn which company is the right company to send your game to. You'll get a chance to meet the people who run the big companies. Representatives from Uncle Milty's Games, SIGH, Y-ME Games, The Jack And Jill Ran Up The Hill Game Company, Machogaming, TRY (harder), and others will be dropping by during the Workshop. You'll learn the advantages of being an incarcerated freelancer.

And there's so much, much more. Seminars by distinguished guests. Free bread and water. A free graphics kit, that includes two pencils, ten sheets of paper, and a box of crayons.

Our staff have all been carefully selected and specially trained to meet your needs. No less than two hours has gone into the preparation and presentation of these Workshops. The basic format will be Instructional Phase Technology, never before used in the field. It isn't just theory. Participants will advance through several skill levels by completing different design modules. Bring your own nuts and bolts, dictionaries, and darts.

But this Workshop is not for fainters. We've packaged an ambitious program into 96 hours of intense and demanding work. The schedule will be rigorously enforced. To this end, please make sure you enclose the completed physical examination form, signed by your doctor, when you return the application. For your safety, a doctor will be in attendance at the Workshop at all times.

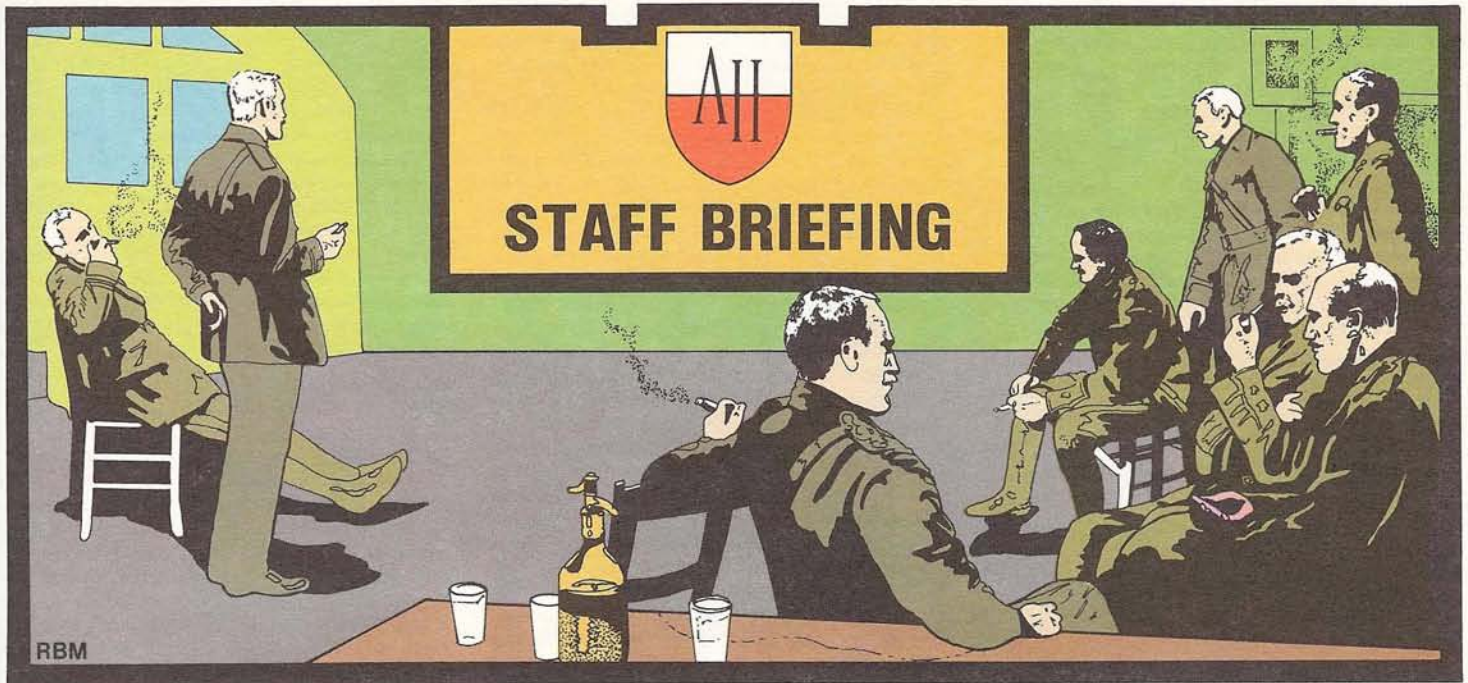
Now I know you're probably thinking that all this will cost thousands of dollars. Well, it will. Three thousand, to be exact. But we're so sure we'll be able to convince you, that we're offering an unprecedented half-your-money back guarantee. If you're not satisfied, *for any reason*, we'll give you half your money back. Anytime before or after the Workshop.

This is a first. Many people have talked about such a program, but only now is it truly being offered.

Yep. Four days with us is all you need. On that fourth day, you'll walk out into the world as a design engineer. You'll be a dynamic, hobby personality. You'll be able to list this Workshop in your credits when submitting a game for publication. In addition, one lucky attendee will receive a grand prize which will include a free weekend pass to The Asylum and a lifetime supply of house slippers. So, if after reading this, your first words aren't "who needs it", fill out the enclosed form and mail it today! That is . . . if you can find the enclosed form.







## An Interview with Tom Dalglish

By Craig Besinque

The game *NAPOLEON* presents a classic military confrontation: a smaller, quicker army seeking to defeat a larger, but more cumbersome, force. The French appear suddenly on the Belgian frontier, catching the Allied (Prussian and Anglo-Dutch) armies dispersed, but they must move quickly to defeat both armies within the time limit. An army is defeated when it has lost half its original units.

The Allies seek to drag out the decision (historically the Russians, Austrians, and Italians were massing against France on other fronts), or defeat the French if given the opportunity. They have a considerable superiority of strength if they can concentrate it. The Allies have reason to defend a broad front: French occupation of key towns causes removal of Allied units every turn.

Movement is from town to town along roads, and usually only part of the army can be moved in a turn. The French can move any two groups of units (a group comprising those units in a single town), while the Allies must move one Anglo-Dutch group and one Prussian group. The French can therefore use their superior flexibility to advantage by concentrating on one enemy at a time.

The movement system and mapboard present transportation and co-ordination problems everywhere. Due to road travel restrictions, large groups are difficult to keep together. Each road is, in effect, a bottleneck through which only a certain number of units can pass each turn, and river crossings are especially constricted. The best roads can carry eight units per turn and the worst, three. Groups are constantly breaking up and reforming as they filter through the road network. Foresight and logistical planning thus become crucial in moving forces, finely illustrating the Napoleonic precept of concentration in *time*, not space.

*Napoleon* is rich in maneuver, partly because of the nature of the units. The units are colored wooden squares, set upright on edge with a blank side facing the opponent. Type and strength of units remain unknown until they are engaged in battle. The "fog of war" in *NAPOLEON* is a very real factor.

Battles are a completely different subgame. Units contesting a town are temporarily removed from the mapboard to a convenient location,

deployed in three opposing columns (and an optional reserve), and the action begins. Each arm has its role: artillery fires, cavalry charges, and infantry advances. Everybody in general blasts away, rolling dice for "sixes". Combat losses are by step reduction, rotating the pieces to a new edge to reflect losses. As the battle progresses, columns falter and are reinforced from reserve, units from adjacent towns filter into the battle, and the carnage continues until either: A) a column is overwhelmed and one force is routed, causing retreat and further "rout attrition"; or B) one side retreats voluntarily to avoid further punishment and/or rout. Once the dice start rolling, the battle situation is constantly shifting, sometimes suddenly. Many dice are rolled, so luck tends to even out, but "sixes" can come in clusters, reducing a column to shreds in seconds, or there can be long droughts of roll after roll with few or no hits.



Losing a battle, however, is not losing the war, and a very high proportion of games go "down to the wire".

Tom Dalglish, the co-designer of *QUEBEC, 1812*, and *NAPOLEON* is presently the "owner, president, and janitor" of Gamma Two Games, Ltd. in Vancouver, B.C., Canada. Gamma Two, begun in 1972 with now silent partner L. Gutteridge, is a modestly successful game publishing company, its line including the wargames named above along with "softer", family-oriented games like *SMOKER'S WILD*. Although Tom's first love is

wargames, they now compose only a small fraction of his overall sales. In 1977 Gamma Two sold U.S. rights to *NAPOLEON* to Avalon Hill with the understanding that if the game was well received Avalon Hill would return to Gamma Two for more designs of a similar nature. The response from the U.S. gaming public has been somewhat disappointing, and *NAPOLEON* remains a relatively unknown gem, a tense, exciting, challenging game that hides behind a perhaps too-simple mask. The game simply must be played to be appreciated: wargamers inured to long rulebooks may have their eyes opened to how much "game" a simple rulebook can contain.

The following are excerpts from a discussion in the Gamma Two office on February 21, 1980.

### ON WARGAMERS AND WARGAMING:

I think as a general group wargamers tend to be fairly intelligent people and the playing of a wargame is an intellectual challenge. It's a battle you're setting up between two individuals that is socially acceptable—nobody really gets hurt. You can argue that's true of all games. When it comes specifically to wargames, I think they appeal to people who enjoy history, and specifically to people who enjoy military history.

I'm convinced there is a certain amount of snobbery in it. When people say, "Ah, you play games," you have a defense mechanism which says, "Yes, but these aren't just any old games, I mean, take a look at these rules, eh?" And you show the guy the rules and there's forty pages of them and that impresses the hell out of him. A certain amount of that goes on, perhaps subconsciously.

There is also a fringe element. I find it a little strange that most of the games have got Nazi titles like *PANZERBLITZ* and *LUFTWAFFE* to name a few. The game's not called *RAF*, its called *LUFTWAFFE* because there is so much hero worship of the German military.

### ON HIS DESIGN PHILOSOPHY

I don't think there's any talent in designing a game, I think it is a question of interest primarily. My philosophy is: make the game have something to do with the time period, but don't get *too* carried away. Keep the principles, but make it fun to play. That's the most important thing in my mind.



There is a certain amount of knowledge you get out of a wargame, although I would question the educational value of most wargames. I think you could learn a lot more by reading a book. SPI sells the concept "What If?" "So what?", I say. You're not fighting the battle, you're playing a game. To me you're playing a game and you're having fun and that's the way it should be.

A lot of these so-called "game designers" really aren't game designers; they are merely amateur military historians putting a lot of military data into a game without a lot of thought as to "Is it really fun to play?" If they do hit on a good game, it's just sheer luck on their part.

#### ON NAPOLEON'S ACCEPTANCE BY WARGAMERS:

The people inside Avalon Hill who do game design think *NAPOLEON* is a great game. Very few people have played the game and dislike it. If you have a couple of games and get the rules down, then you begin to appreciate that it has got a lot of flexibility, a lot more cunning and strategy than almost any other wargame. Then you say, "Hey, it's a great game," and at that point you're willing to try "different" games. So I think its an educational problem. I don't know what it is about wargamers. They're so indoctrinated by the hex grid system and the Combat Results Table that they scoff at anything which looks simpler even though the "simpler" game may leave the player with far more important decisions to make than the 40 page rulebooks of their precious simulations. There have been other road network and area movement games which were pretty terrible, and perhaps a lot of people have been turned off by that kind of thing. *NAPOLEON* is an area movement game, in a sense. Instead of moving from area to area, you move from point to point. Most area movement games are lacklustre. There have been quite a few of them, if you think about it, but they're just not well thought out. *DIPLOMACY* is an exception, but that's a different sort of thing. I'm talking about wargames. *DIPLOMACY* has turned a lot of people off of area movement, whereas I think it's neat. I love area movement. I can't stand fiddling around with little hexes—it drives me bananas!

#### ON THE NAPOLEON GAME SYSTEM— THE UNITS:

The first thing you could do with *NAPOLEON* to make it more palatable to the average wargamer would be to break the units down into actual combat divisions, but you would need about twice as many pieces. We tried it and it didn't improve the game at all. All it did was increase playing time and the cost of manufacture.

With our units, you have the surprise factor. You can count the number of units you're facing, but you can't be sure of what they are. They could be artillery, they could be cavalry, and that's a fun part of the game. You can go into a situation where you think you have everything pretty much figured out and discover much to your horror that you're running into a real hornet's nest. You can also bluff—I tend to bluff as much as I can. I hate to reveal my cavalry prematurely. You reveal your cavalry, of course, by marching two towns. I hate to do that. Unless I have a real reason for moving them two. I always move them one. It's a strategy option.

#### THE GAME SYSTEM—MOVEMENT:

You can argue that *NAPOLEON* is an area movement game. It is based entirely on movement along roads, which a lot of wargamers say is crazy, but in reality that's the way armies move. The only time they go out into the field is when they are fighting a battle: armies do not march through fields. Even to this day that's true. Certainly this would be true of tanks in World War II—there's no way that tanks would go rumbling through the countryside. When they disperse for an engage-

ment, yes, and if there were no roads then conceivably they would have to, but generally armies from time immemorial have taken roads, or paths when they're going from point A to point B.

One of the big design breakthroughs we made was the major/minor road thing. It seems rather obvious now but it took us a long time to figure out. Obviously you can move faster along a major road than a minor road, but because of the nature of this system we didn't want to have that. We have a different philosophy. You could get more men up a major road in a given period of time then you could on a minor road. There were some incredible traffic jams in moving men. A lot of people don't realize that and it's something the hex games miss completely. When you read about Napoleon opening the campaign, you'll find he had his main army in Phillipeville and Beaumont. It took him *six hours* to get one division stretched out along the road! It just wasn't that easy to move an army around.

One of the design features which gamers find hard to rationalize in our game system is the "group moves". Each side has only two group moves, and it can be annoying. Theoretically all units can move at one time, but that rarely happens, historically, due to communications problems. This is another thing that most wargames do not allow for. Even in modern armies there are many classic instances where armies just did not do what they were supposed to do at the instant they were supposed to do it. So we take the position that you can't move everything because you're not God. The whole system is designed to reflect the problems of communications and moving an army, and it does it quite well in my opinion.

This game really rewards the player who can think ahead. It's a little like chess in that way. I find in most wargames planning ahead is not a factor. You tend to move up and blast away. Here you've got to think, "I want to be there, now how do I get there with the most strength in the fastest possible way? I can move my cavalry this way to save some room on the road, I can force march these units around this way, and I'll send these men up the main road." These are factors that any general would have had to think about, and that's exactly what you've got to do when you play the game.

#### ON THE GAME SYSTEM—NIGHT MOVES:

The night moves were introduced because there were two big instances where night had a crucial effect on the campaign. One of them was when the Prussians were defeated at Ligny. They escaped essentially because of the intervention of nightfall. When Grouchy tried to pursue it wasn't effective because of nightfall. It also happened after Waterloo, when the Allies were trying to pursue. So we arrived at certain moves being night moves (no attacks or forced marches). The order of moves could be: French/Allied/French night/Allied night/, etc., but then the French always have the first move in the day and the Allies move second. So we created a situation where on certain moves one player is hamstrung: French/Allied/French night/Allied/French/Allied night/, etc. It's a little artificial, I concede, but it has a good game-interest rationale: the other player can take chances because he knows you will be hamstrung. For the player who thinks ahead it's very important."

#### ON THE LUCK FACTOR IN NAPOLEON:

The luck factor is not as large in *NAPOLEON* as in most wargames. Equating the need to roll 6's to inflict casualties with luck is just foolish. In theory, the more dice you roll, the closer you're going to be to probability. The probability is that if you roll six dice, you get one "six". Therefore, for every six CFs firing, you should expect one hit. Admittedly, in any one battle you might get nailed because the dice got a little freaky and you took more hits than you deserved but that happens with less regularity than the chance elements effects of

most other wargames. Take the basic Avalon Hill classic CRT for example. I make a 2-1 attack. If I roll a "6" I lose my entire force; if I roll a "1" you lose your entire force. You get scenarios where a unit is defending on a hill and has its defense doubled automatically. His defense factor of 4 becomes an 8. Let's say you can muster a total of 23 CF against this unit, so it's a 2-1 battle. Now by rolling a "6", you lose 23 and he loses nothing! That is ridiculous! That never happens in our game. You can get lucky on one roll in the game which *could* win you the battle which in turn *could* win you the game, but I dare say that less games of *NAPOLEON* are won by an inferior player due to the effects of die rolls than can be said for most other wargames.

#### ON THE ORIGIN OF THE NAPOLEON GAME SYSTEM:

It's an evolving system. It started with *QUEBEC* and went to *1812*, and then it evolved to *NAPOLEON*. In *QUEBEC* we started off with the concept that the board you now play on was just for strategic movement, and then the tactical battle would be fought on a tactical map. We were going to publish a very detailed tactical map of each area, but after a few months we decided we couldn't afford to put the game out—it was going to cost too much money. So then we evolved the battle system of three columns, etc., and then eventually we came to the real breakthrough which was the step reduction counters. We were going to have one side of the counter representing full strength and the other side representing partial strength. Then we thought "Hey, why don't we stand the counters up and use the edges?" That resulted in a lot of confusion which was solved only over a matter of months of constantly evolving ideas.



## THE WARGAMER'S GUIDE TO MIDWAY

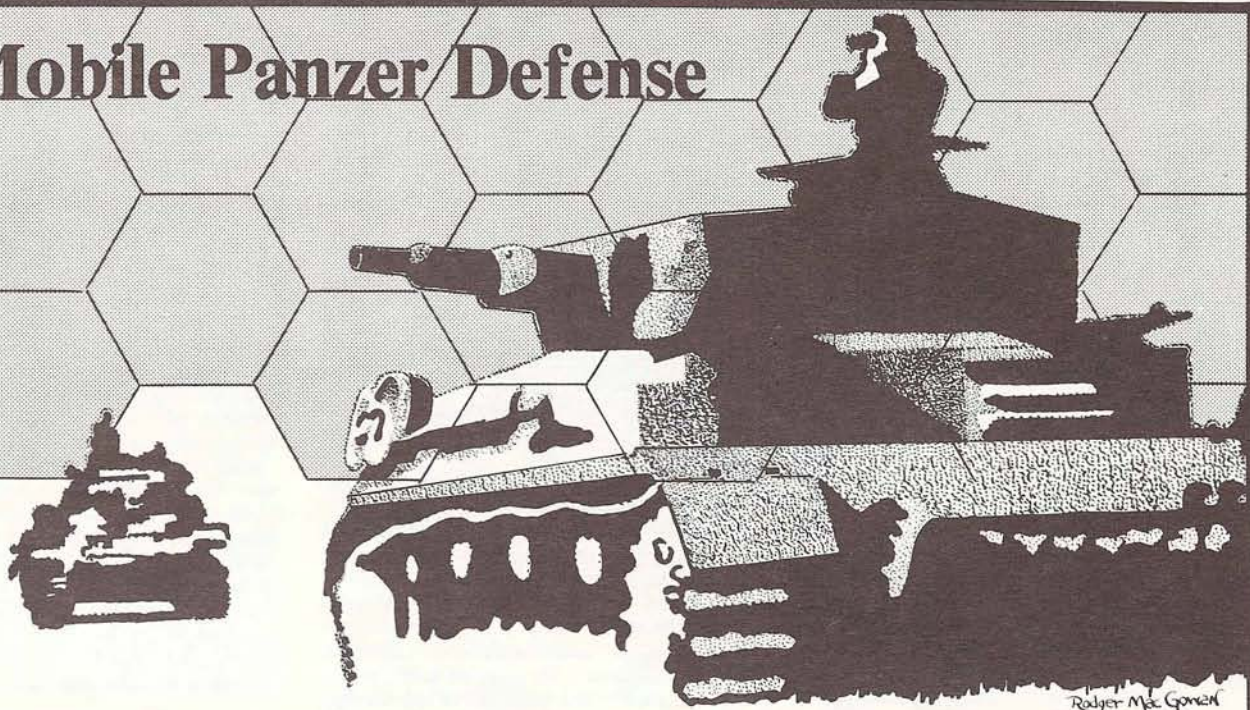
Containing thirty-six pages of the best of *THE GENERAL* articles on the game plus previously unpublished material as well, this guide is a must for every fan of the game. Several official rules changes update the game and erase its few minor flaws. A tribute to one of the hobby's eldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by getting better.

Almost all of the reprinted articles are from unavailable issues of *THE GENERAL*, many from volume 9 or earlier. Included is the first major variant, "Leyte Gulf", and the most in-depth article on the game to date "The MIDWAY Thesis" by two of the game's experts, Harold Totten and Donald Greenwood. "The Pacific Theatre Via MIDWAY", the other major variant that spawned the MIDWAY Variant Kit, has been expanded to include many more optional rules (some applicable to the MIDWAY game as well) and an additional scenario. "The Battle For Australia", a previously unpublished article adds the ultimate with a hypothetical monster scenario using the components of both the game and the variant kit. Other articles deal with strategy, analysis, variants, and other hypothetical situations. The best of three Series Replays that have appeared in *THE GENERAL* is also reprinted, useful in itself as a fine example of the subtle strategies involved when experienced players meet.

THE WARGAMER'S GUIDE TO MIDWAY sells for \$4.00 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% sales tax.



# Mobile Panzer Defense



## OR, HOW TO BE BOTH GERMAN AND HAPPY IN SITUATION SIX

by David K. Rod

*With all the euphoria over the PANZERBLITZ game system back in 1971 the complaints about the lack of play balance in some of its scenarios often never received the attention it warranted. Indeed, David Rod demonstrates how scenario six can be considered an impossible task for the Soviet player against an experienced German opponent—a problem we hope to eventually correct with our PANZERBLITZ-in-the-desert game currently under development. The latter will also endeavor to update the game system (including counters) so that all three games can be played with one set of rules.*

The Dnieper River battle lends itself more readily to analysis than do most of the PANZERBLITZ scenarios. To a certain degree, the progress of the battle is predictable: the Germans will rush to the middle of Board 1 to meet the Russians and will retreat slowly from there across Boards 1 and 2, stopping nine times to allow the Russians to move up next to them. This procedure can almost be performed without regard to the Russian moves, and since the terrain to be retreated over is the same every time the game is played, those nine pauses will tend to happen in the same places from game to game. As long as the German player chooses wisely where he will stop, he can control the battle.

Under no circumstances should a moderately competent German commander lose Situation 6. He needs only to prevent the Russian forces from reaching Board 3, and in the absence of gross blunders, this should be a foregone conclusion. Leave Board 3 in the box. All the German has to do is find ten places on Boards 1 and 2 where he can set up his forces in such a way that the Russians cannot get past him. If worse comes to worst, he can clutter up the countryside with unloaded passenger units, sacrificing them and his chances for victory in order to prevent a Russian win.

Doing better than a draw depends primarily on the German commander's ability to avoid sacrificing units to impede the Russian advance and, secondarily, on his ability to kill Russian units. The German victory conditions are stated in terms of proportions. If the German loses three units, he must eliminate three Russian units for even a marginal victory. But if he loses only one unit, those three Russian casualties will net him a decisive win. If he loses no units, one Russian

unit eliminated will constitute a decisive German victory. Therefore, the German commander must be very frugal with his forces.

There is a psychological element involved. A player who enjoys a good stand-up, knock-down brawl and who believes it is dishonorable to run from a fight will not be well-suited to the German side of Situation 6. At best, he will find himself constantly fighting to suppress the urge to "make a stand." At worst, he will give in to that urge and find himself standing with too few units to hold back the Russian hordes. Situation 7 is a better game for those possessed of fighting spirit.

Since any passenger unit unloaded on the front lines is, in essence, a unit sacrificed, the German commander will want to keep his passengers loaded at all times. There are few exceptions. The 88 and the mortar unit can unload when a firing position is available well behind the front line. ("Well behind" means the Russians won't be able to attack it for two turns.) Otherwise, they should stay loaded until, perhaps, Turn 10. The little AT guns, the flak unit, and the CP are totally useless in a mobile battle. Keep them inside the halftracks.

If any passengers are unloaded up front, they will be the rifle units. These units have a relatively high defense factor (8), they halve incoming armored fire, and they have the ability to move at least one square to protective cover when the Russians arrive. Thus, they can be dropped to plug up a defensive line that cannot be plugged up any other way. There is even an outside chance they will survive after having been dropped; in some cases, the Russian will ignore them in order to press his attack toward Board 3. Normally, however, the Russian will drop a couple of SMG units nearby or cause an SU-152 to pause briefly adjacent to the abandoned German infantry. The German commander should consider any unloaded passenger lost.

The important German units are the vehicles, and the trick is to treat them as obstacles instead of as weapons. The German has eight halftracks, three tanks, one tank destroyer, and two SPA's: a total of fourteen vehicles. Thus, he can form a defensive screen fourteen hexes long without unloading anybody. Since the board is, at its narrowest, ten hexes wide and since terrain will often supplement the screen, the German will not always need to use all his vehicles up front. To

kill Russians, the German must find ways to keep some vehicles—especially the SPA's behind the front line so that they can fire instead of retreating to form a new screen.

All the German vehicles are slower than the Russian tanks; the SPA's, PzKpfw IV's, and the JgdPz IV are especially slow. Normally, this slowness will not be a great handicap. After all, the German doesn't want to move very far back each turn. Nonetheless, the German commander will want to be careful as he sets up each position to arrange his units so that they can reach the next probable position. Often this means keeping the slower units near the road and leaving the halftracks to navigate any rough terrain. The German should also realize that if the Russians get past him, he will not be able to catch up.

Most of the elimination of Russian units will be accomplished by the SPA's. These units have long enough range to shoot from behind the defensive screen and enough firepower to make the attacks effective. However, the German commander should not expect to inflict numerous casualties. The same rough terrain that delays the Russians' advance also provides them with defensive protection from artillery. For instance, a T-34 on a slope hex more than twelve hexes from the Hummel unit can only be attacked at 1-1 odds unless other firepower can be brought to bear. The Russian offensive will not be halted or weakened by German firepower.

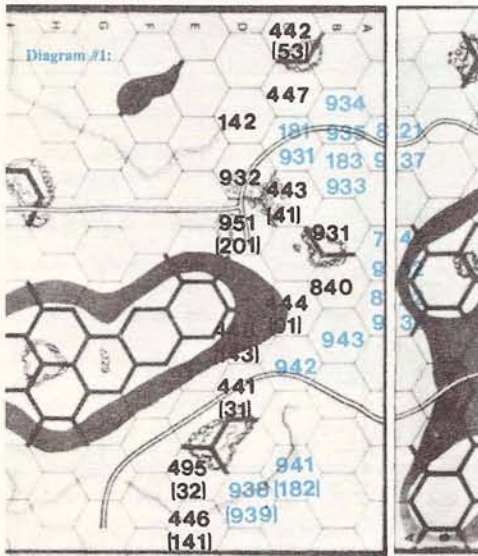
Even when lots of Russian units are within range and LOS of the German artillery, the German may not be able to pick off more than one of them. Lots of attacks usually means low odds, which increases the chances that the target will survive. A dispersed Russian unit usually does the German very little good since the Russian will have many other units to continue the offensive. The German needs to take advantage of the opportunities available to him to get kills.

When he has a choice of targets, the German should go after the Russian AFV's first since these are the units that carry the offensive forward—unless he can destroy a larger number of units by going after soft targets. Obviously, the AFV's the German would most like to get rid of are the



SU-152's. Their long range and high attack factor frequently interfere with the formation of the German defensive screen. Therefore, the German should concentrate fire on them if they ever venture into the open.

On the other hand, the SU-152's are the most difficult Russians to eliminate. Frequently, situations will arise where the German will have to decide between one or even two *sure* kills on T-34's versus a *possible* kill on an SU-152. These decisions will not be easy to make. At other times, just delaying the SU-152's may seem preferable to killing tanks. See, for example, Diagram #1.



The German is about to make his sixth move. He has lots of targets to choose from but must deal first with the SU-152 on 2A5 which has the SPA's escape routes within its range.

If the SPA's are to fire this turn, the German must occupy J3 or J4 so that they have an escape route next time. The SU-152 on 2A5 will disrupt the German plans to form a line using the gully between 2J3 and 2K5. The German must decide between at least three courses of action: 1) he can abandon the position and fall back to a line along the east end of Hill 132, stationing the SPA's on 05 in the hope that they will have a better shot from there; 2) he can attack the SU-152 at 2-1, using both SPA's. If the SU-152 is dispersed, which he probably will be, a screen can easily be formed on the K row. However, in postal play this would be dangerous since the German would have to move before he knew whether his attack was successful. In any case, the German forfeits any real chance for a kill by the SPA units both this turn and next. 3) The German can eliminate the SU-152, attacking with both SPA's and the Panther while 931 attacks the T-34 at 3-1. The rewards are great, but the cost is high. Most likely the Panther and 931 will be surrounded, dispersed by CAT attacks, and eliminated. Of the three options, I recommend #1 to the German commander who wants to win consistently.

The Russian has sufficient speed and strength to press his attack home. His only real weakness is the relatively short range of his weapons, and this is what allows the mobile defense to work. Given the make-up of German and Russian forces as just described, the basis of German strategy should be to find and occupy a series of ten defensive positions that have the following characteristics:

- 1) the Russians cannot get past them to surround any German units; and
- 2) German units occupying the defensive positions cannot be fired upon, overrun, or CAT'ed by Russian units.

Terrain is the German's ally in accomplishing both of these objectives. To achieve #1, the German will not always have to occupy an unbroken chain of hexes from board-edge to board-edge. In fact, Rus-

sian units can be allowed to get slightly past the German line as long as all German units can be extricated to form the next line. To achieve #2, the German must make sure that all his units are at least three hexes away from any unloaded Russian SMG unit; that they are either under cover or out of range of or not in the LOS of any Russian unit; and that any German units on clear-terrain hexes are arranged so that they cannot be overrun. (The technique here is borrowed from checkers: either put your unit in a half-hex on the edge of the board or fill all the hexes your opponent could "jump" into.)

The heart of the matter is finding those ten defensive positions. Their precise location will vary from game to game depending on how the Russian attack develops. Still, the German can expect to find these precise locations within certain predictable areas.

**Turn 1**—The initial Russian advance is usually two-pronged, with one group following the road around the north end of Hill 135 and another group traversing rough terrain in the south in order to reach the southern fork of the road on Turn 2. If the northern road is blocked, terrain will slow the Russian down across the rest of the board.

In the south, the leading Russian units can reach R2, but if the German puts a spotter (halftrack) at R3 and, say, the Panther on the hill at M4, the Russian may decide to stop at S1. These two units are all that are needed in the south this turn.

In the north, R9, Q9, P9, and O8 should be occupied, forcing the Russians up onto the slopes of Hill 135. The rest of the German units can be arranged behind the front line in anticipation of next turn's defensive position. The SPA's go on Hill 104 to cover the approaches along both roads. A tank on L7, in conjunction with the SPA's, will give 4-1 odds on any Russian AFV at P8. The 88 and the mortar can be unloaded in the cover of the woods on D7 and C6, but they probably won't get many good shots from there. At least one halftrack should stay near Adski to block a potential Russian advance there during Turn 3. The rest of the units might congregate near the road junction at J5, from whence they can reach any part of the front next turn. (Bob Harmon provides a good analysis of German first-turn strategy in his "Commander's Notebook: Analyzing the 12 Scenarios" in *Wargamer's Guide to Panzerblitz*, p. 28.)

**Turn 2**—What the Germans can do in the south this turn depends on what kind of Russian units have advanced there. T-34's can cover the road no farther than O3. If no Russian is on R1, the German

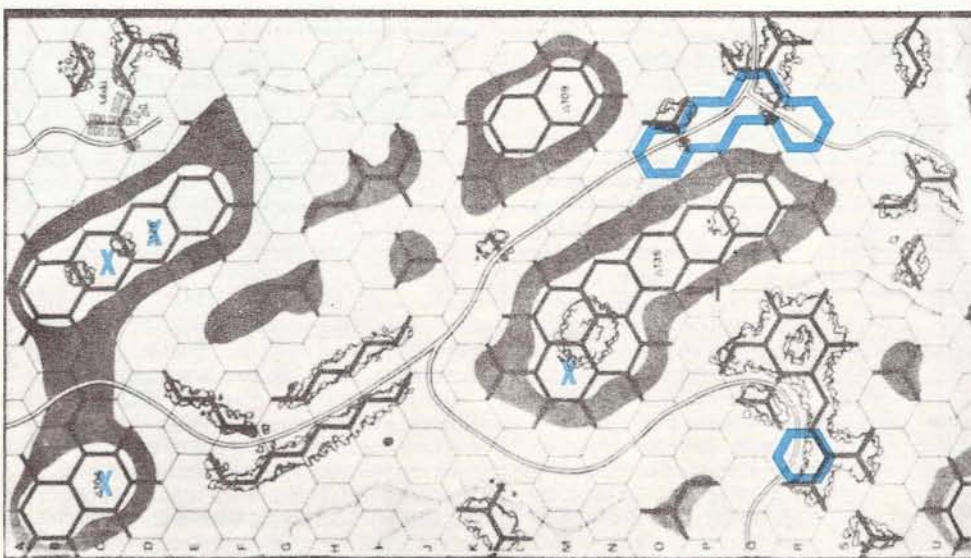
line could consist of O1, O2, N3, N2 and M2 (to block an overrun), and M3: Watch out though for Russian armor coming from the north behind Hill 135. These could cover the road to M2, pushing the German defensive screen back to M1 (L1 is a trap), L2, L3, K3, and M3. An SU-85 on T2, U1, or U2 denies the Germans the M3 slope. And an SU-152 on U2 can cover the road as far as K3. Thus, the German screen in the south may be as far west as K2-J3-I2-J4-K4-L4.

The center of the German screen will almost certainly be the woods on the west end of Hill 135. The German should occupy M4 and M5; units on N5 and N6 will need accompanying units on N4 and M6 to provide escape routes, and neither of these latter two hexes is likely to be available. The German will probably have to settle for occupying L6 and the woods at L7/K6. The slope hexes north and west of these woods are likely to be subject to Russian fire from P7 and P8, but the German should occupy any hexes that are not.

It will be tempting, but dangerous, to put units west of Hill 109 to impede Russian progress toward Adski. The problem is that there is nowhere for such units to retreat to on Turn 3. Thus, the German should expect the Russian advance to flow over the hill in the north, reaching I9 or so. The Russians will also advance along the slopes beside the north road, perhaps as far as J7.

**Turn 3**—This turn, the German defense will be based on the extensive woods along the road from J5 to D4 and on the difficulties the Russians will encounter moving over the hills north of these woods. The woods are the most easily defensible terrain feature the German will encounter; the green hexes do most of his work for him. A halftrack at J5 will plug up the road, and units at I5 and H6—or else I5, H5, and G4—will keep the Russians out of the trees on the north side. The south side may be a bit more difficult depending on the Russian advance. The German must determine how far the range of Russian units extends and set up a line connecting the woods to the southern edge of the board just beyond this point. This part of the defensive screen may be as far east as the I row or as far west as the D row if the Russian has pushed an SU-85 to M3.

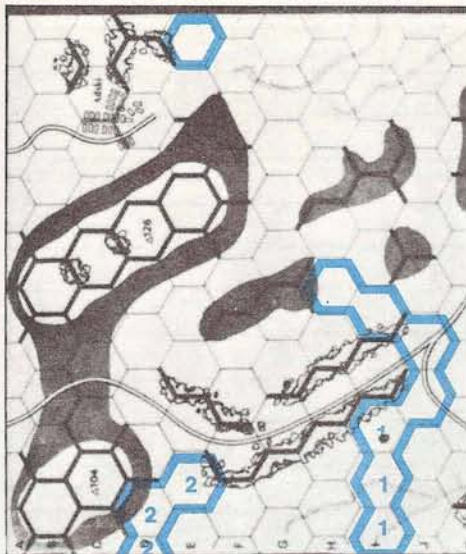
If the Russian player has been aggressive, the SPA's will have to move off Hill 104 back onto Board 2 this turn. Their intended destination should be either the 2H4 woods or 2O5. If the halftracks assigned to the 88 and the mortar have been anywhere else on Turn 2, they should return to their passengers now to prepare for loading next



**Turn 1**—The hexes outlined in blue indicate positions to be occupied by German screening units. The blue X's indicate behind-the-lines firing positions.



time. In the extreme north, a unit should be posted at E10 to block whatever Russians are advancing on Adski. (If all the Russians in the north are gullies, a halftrack at H11 will block them effectively.)



**Turn 3**—Again, 1's and 2's mark, respectively, the best and worst German positions that are likely to occur. Many intermediate variations are possible.

**Turn 4**—During their half of Turn 3, the Russians will usually bypass the woods east of Hill 104 and put pressure on the weakpoint in the German defense, hex 1C4. If a Russian unit threatens to reach 1C4 during the Russian 4th turn, the Germans will have to retreat west of the ridge line now. The alternative is to be cut off. The C4/B4 road provides the only quick route over the ridge to later defensive positions.

Given that the Germans will probably have to move to a line west of the ridge, their defensive position is not hard to locate. The spine of the ridge provides a perfect wall to hide behind in conjunction with the hilltop-woods on Hill 126. If the units are available in the north, the German should occupy D8, D9, and D10, but in a pinch D8 and D9 will do. All passengers should be loaded. The SPA's should take their new positions on Board 2.

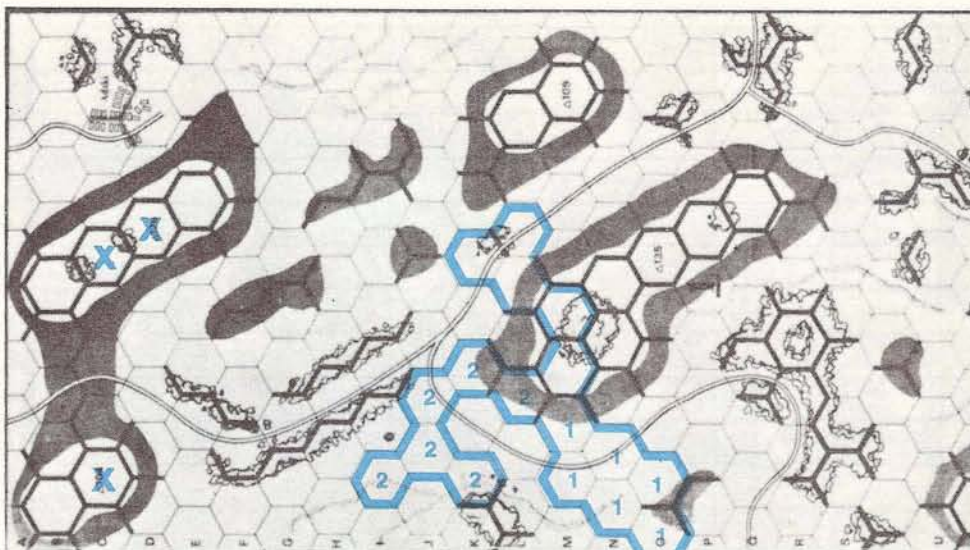
It is important to keep Russians off the top of Hill 104 this turn. From B2 or C2, they can foul up the Germans' next defensive position. Both hexes should be occupied if they are not subject to Russian attack. Any unoccupied hex should be covered by artillery on Board 2 to discourage the Russian from occupying it. This may necessitate diverting the SPA's to, say, 2H7.

**Turn 5**—The German position will incorporate the gully and woods hexes south of Hill 129, the east end of the hill itself, Golod and possibly the woods east of Golod, gully-hex 2D3, and the 2C1/C2 woods. Three units—on 2E10, E9, and D8—are sufficient to hold the southern end of the line. Beware of occupying D9 unless D10 is also occupied. The B5/B6 woods should be occupied if the units are available in order to deny that cover to the advancing Russians. If units are scarce for some reason, the line can stretch straight from D3 to D8.

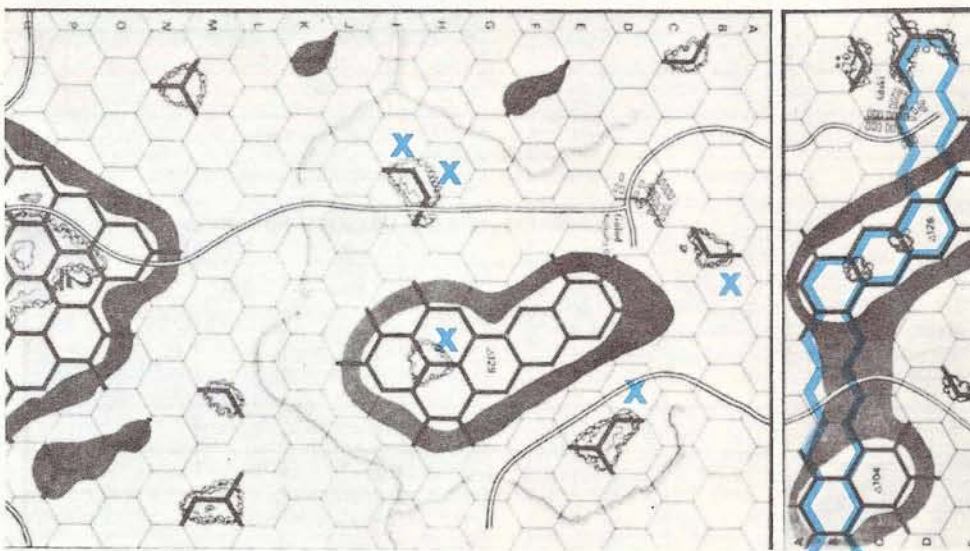
The weak point in this line is at 2D3. If the Russians have an SU-85 on 1E8 or 1E9, the German will have to drop an infantry passenger at 2D3 to hold this part of the position.

**Turn 6**—The game is half over, and the Russians have not yet covered half the ground they have to cover. True, the going is easier on Board 2, but the German commander has no cause for alarm.

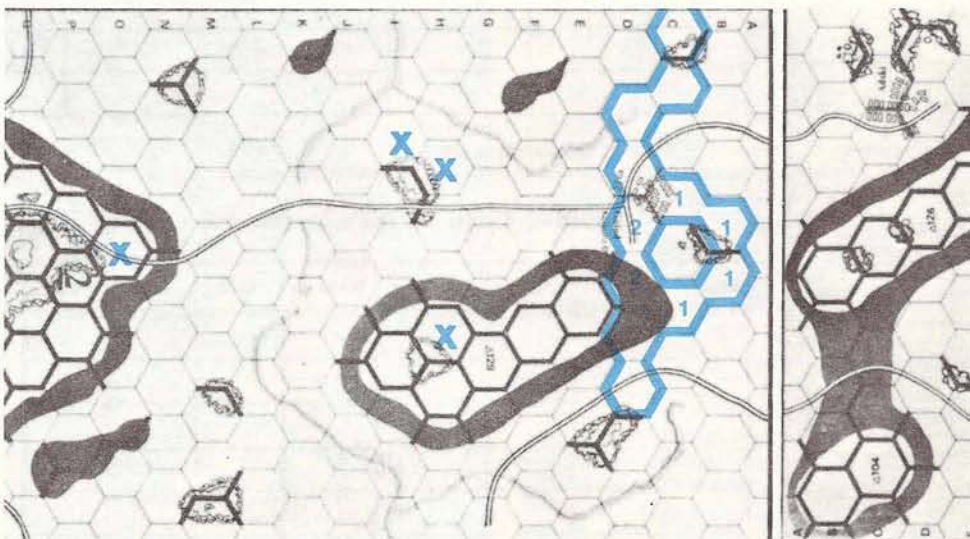
The swamp southwest of Hill 129 will funnel the Russian advance in the south through hexes I10 and J11. If the Russian has failed to cover these with fire



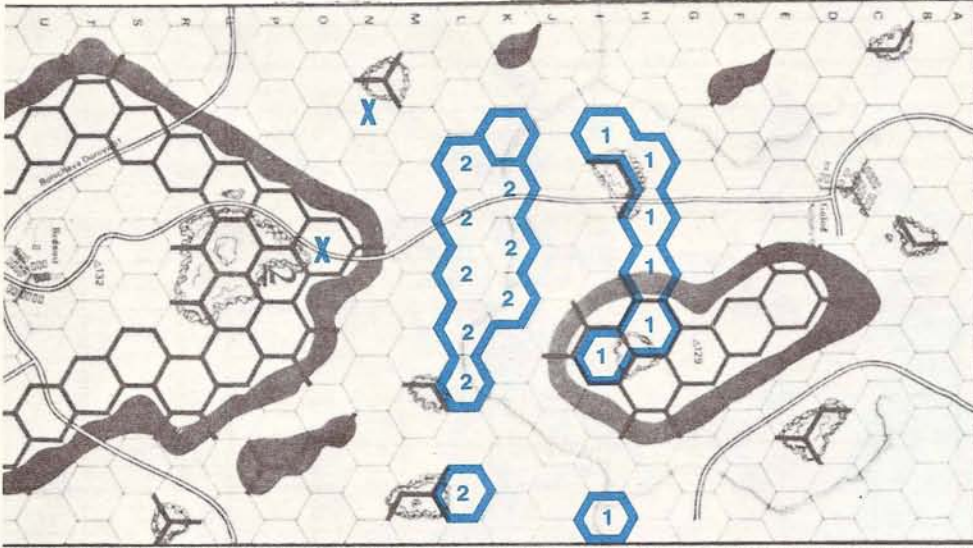
**Turn 2**—Hexes marked with 1's indicate the best defensive position that is likely to be possible in the south. However, a Russian SU-152 at 1U2 will force the German screen back to the line marked by 2's. Positions between these extremes are also possible, depending on the make-up of the Russian advance in the south.



**Turn 4**—The typical configuration of the German defensive screen with numerous possibilities for firing positions on Board 2.







**Turn 6**—The German player has a couple of options, both in the south and in the center of the board. In either case, he must occupy K3 to prevent a Russian advance along the gully.

hexes or, if it seems more prudent, the gully between K3 and L8. The former option is preferable because 1) positions farther to the east always are and 2) the gully has two gaps at K4 and K6 that might be tricky to defend. The woods hexes on Hill 129 are obvious defensive positions, but H8 might best be avoided because retreat from that location is difficult.

**Turn 7**—The defensive line this turn will incorporate the N2/N3 woods, the east end of Hill 132, and either the M10 or the R10 woods in the south. German units at M8, M9, and M10 form a very effective barrier, but if the Russians have already penetrated to the L row or have unloaded infantry on the K row, it may be necessary to fall back and occupy R10 and Q9 instead.



**Turn 7**—If the Russians can fire at the east slopes of Hill 132, the center of the German line can be moved west a few hexes to straddle the woods. If the Russians can fire at N1 in the north, the German should occupy O1 and P2 instead.

The center of the board defends itself. German units can either line up on the east slopes of Hill 132 or, if the Russians are too close, fall back a few hexes and let the woods do the work. A unit on one of the road hexes and a couple more on the south side of the woods (say R7 and S7) will seal off the center of the board.

If there is a problem, it will usually be in the north. The German must find a way to plug the open gaps north and south of the N2/N3 woods. Most often, this means lining up units in a non-overrunnable configuration.

**Turn 8**—Any position that keeps the Russians away from the extreme west end of Hill 132 will do. Of course, the farther east the line is, the better it will be for the Germans. Most often, the German commander will use Bednost and the adjacent woods as an anchor and try to explain his line north across the clear terrain to T1 (the ideal German 8th-turn position would keep Russians off the edge of the hilltop as far east as T3; then no Russian fire could reach the Y1/Z4 gully or the CC2/CC3 slopes on Turn 9) or to the woods at W1/W2. The clear terrain is always a problem. Usually the German will have to form a double line of units to avoid overrun, and therefore this position may require all the available German vehicles. If an SPA is available for a behind-the-lines position, CC4 or CC5 are nice places to put it.

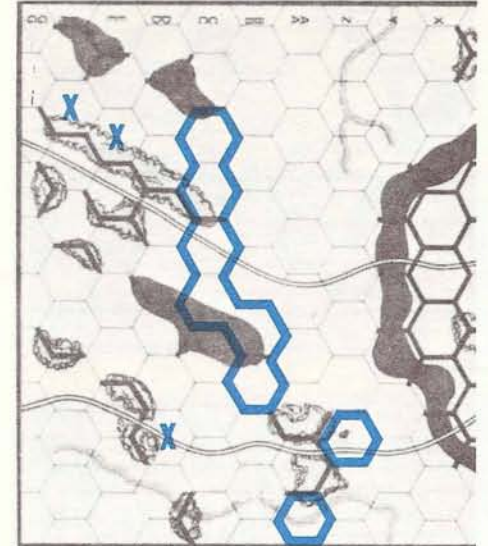
In the south, the German needs to plug the gap between the slope of 132 and the Z9/Z10 woods. If a unit is available to occupy W7, it will deny a good 9th-turn firing position to the Russians. But when units are scarce, as they often are for the Germans this turn, the green hexside connecting X8 and W6 provides a handy barrier all by itself.



**Turn 8**—This is a typical German 8th-turn position. Many variations are possible, especially in the clear terrain north of Bednost, as long as Russian units are kept away from the extreme west end of the hill. SPA's on CC4 or CC5 can fire at Russians coming around either side of the hill.

**Turn 9**—If the German has things under control at this point—that is, if the Russians are no farther along than, say, Bednost—he can start making

plans to eliminate Russian units. He needs only to determine where the Russian will advance on his next turn, and this should not be difficult to do. There are only two places where the Russian can hope to cross over to Board 3, those being the woods-less slope areas in the north and center of the Board. The center route will only be available to the Russians if they already have it covered by fire from hexes X5, X6, or W8; otherwise, German units will form a screen on the east end of these slopes this turn and fall back to FF6 and FF7 next turn. Usually, the Russians will not have advanced to the west end of Hill 132 yet, so the German can look for the final assault in the north, across EE1 and FF1/FF2.



**Turn 9**—German armor and artillery at EE3 and FF3 can fire at any Russians who advance to DD1 (assuming real LOS/LOF), CC1, or BB1.

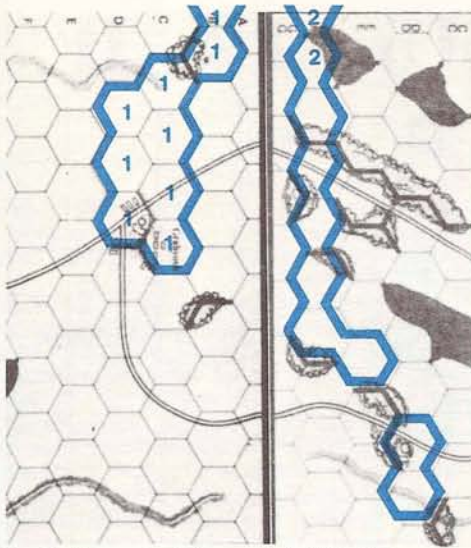
To get significant numbers (at least ten) of units across the slopes on Turn 10, the Russians will have to use the clear terrain east of the slopes as a staging area on their Turn 9. Knowing this, the German should station his most effective weapons—the SPA's, the 88, and as many tanks as possible—on EE3 and FF3, with screening units to keep the Russians out of adjacent hexes. From this position, the German has a clear LOS to DD1, CC1, and BB1. If the Russian chooses to put units on these hexes, he has a good chance of losing them and giving the German a winning advantage in units eliminated. If the Russian chooses *not* to put units there, he is not likely to get ten units to Board 3 next turn.

It is at this point that the Russian may decide to settle for a draw—if he can.

**Turn 10**—After killing as many Russians as he can during the combat phase, the German should determine how many Russian units are left in position to reach Board 3 in one move—assuming, as will usually be the case, that the German can easily seal off everything but the gap at FF1/FF2. If fewer than ten Russians can make it, the German can let them go. But if somehow there are still ten or more Russian units capable of crossing the finish line, the German can still prevent a Russian win in either of two ways.

The better of the two, when it's possible, is just not to give the Russian anywhere to put his units on Board 3. Form a screen just out of range of the SU-152's (which are usually on X5, X6, or X7 now) on the C row of Board 3, and put somebody on 3B2. Say that the leading Russian units are on BB1, BB2, and CC2; they will only be able to reach 3B1, 3B3, and 3B4. To bring ten units across, four of the AFV's will have to be carrying passengers. If the Russian has been cautious and put his SU-152's in the woods on X7, the German can also occupy 3B1, giving the Russians even less room on Board 3.





**Turn 10**—By occupying the hexes marked with 1's, the German can often leave the Russian too few hexes to move his units to on Board 3. Otherwise, the German should stack units on FF1 and FF2. Unloaded passenger units can help occupy screening positions this turn.

The second method is to stack up some units on FF1 and FF2. Usually the Russians will not be able to eliminate a whole stack; or if they can, some units may be needed for combat that could otherwise cross to Board 3. This method is more effective in postal play where the Russian needs 4-1 odds to be able to pass through an occupied hex. Nonetheless, it is inferior to the first method because it gives the Russian a chance to kill Germans and, in some cases, to achieve a draw. Thus, it should only be used as a last resort.

And there it is: a roadmap to German success in Situation 6. As a consolation to Russian commanders, it should be noted that the same map can guide the attackers toward victory. If you know where your opponent needs to be, you can more readily interfere with his being there—but that's the subject of another article.



## SERIES 200 CRESCENDO OF DOOM SCENARIOS

*SERIES 200* is a pad of ten scenarios for *CRESCENDO OF DOOM* printed on the same index stock and in the same style used for *SQUAD LEADER* and its gamettes. These scenarios were designed by *COI & COD* developer Courtney Allen and playtested by several of the *SL* playtest groups who play so important a role in the continuing development of the game system.

For those disdaining the "design your own" approach, here is your chance to experience more *COD* scenarios which have been tested for balance and constitute top quality playing aids. Here is the chance to employ more of those special armor units provided with *COD* which don't see action in any of the gamette's scenarios.

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

*SERIES 200* is available by mail from Avalon Hill for \$4.00 plus usual postage charges. Maryland residents please add 5% state sales tax.

## AREA TOP 50

Rank	Name	Times		Previous Rank
		On List	Rating	
1.	K. Combs	21	2525XOR	2
2.	W. Dobson	23	2511RJP	1
3.	R. Chiang	29	2178GHN	3
4.	D. Garbutt	19	2161EGK	5
5.	D. Burdick	20	2142FDL	8
6.	T. Oleson	30	2104TTZ	6
7.	P. Kemp	14	2034EEI	7
8.	B. Sinigaglio	6	2012EGF	18
9.	J. Kreuz	16	2001FFK	9
10.	P. Siragusa	14	1999CEG	10
11.	D. Barker	28	1997GHM	11
12.	F. Freeman	14	1981EEF	13
13.	M. Sincavage	10	1964DDI	14
14.	L. Newbury	23	1964EGK	15
15.	L. Kelly	14	1944VVZ	17
16.	J. Beard	10	1942DFK	12
17.	R. Leach	23	1903GKP	16
18.	K. Blanch	23	1887GJM	21
19.	J. Zajicek	24	1882GJP	19
20.	P. Ford	1	1863CCH	—
21.	C. Olson	4	1855CEI	20
22.	D. Giodano	1	1854CEF	—
23.	F. Preissle	18	1851JLV	24
24.	F. Reese	1	1850EDD	—
25.	W. Scott	17	1829HGO	25
26.	G. Charbonneau	4	1820CEG	23
27.	S. Martin	14	1820EGI	28
28.	B. Downing	10	1815EGJ	22
29.	I. LeBoeuf	9	1801HJQ	33
30.	N. Markevich	13	1782CEF	26
31.	R. Hoffman	7	1781EGL	35
32.	D. Greenwood	21	1781FEI	27
33.	F. Ornstein	4	1769EFJ	30
34.	B. Remsburg	4	1766DGK	46
35.	D.R. Munsell	16	1760FDI	31
36.	F. Sebastian	16	1758FNN	32
37.	C. Braun	2	1744FIM	34
38.	W. Knapp	15	1723JLR	36
39.	E. Miller	7	1722GJO	29
40.	R. Zajac	1	1719FGN	—
41.	D. McCarty	7	1713DEI	43
42.	R. Phelps	2	1711DEI	45
43.	R. Kolvick	6	1710DEH	38
44.	W. Letzin	17	1710DEH	39
45.	B. Hayden	2	1696HIO	49
46.	T. Baruth	2	1693CDF	40
47.	N. Cromartie	6	1693FGM	41
48.	G. Smith	1	1679CCI	—
49.	B. Salvatore	3	1677DGJ	44
50.	R. Rowley	2	1666EGK	47

## THE AVALON HILL GENERAL & COMPANY INDEX

After dozens of requests for it, we've finally compiled an index for *THE GENERAL*. But what an index! Virtually everything that has appeared in the first 16 volumes of *THE GENERAL* is referenced and cross referenced ad infinitum.

The main subject matter is, of course, a chronological listing of gaming articles by subject matter with specific author, volume, and page references. There is, however, much more including indices for contests, RBGs, philosophies, covers, letters, and miscellaneous articles.

The index also includes a running commentary on the development of the Avalon Hill Game Co. from 1952 to the present. This "Time Line" is a wealth of information for the trivia buff or serious AH devotee and includes a complete listing of Avalon Hill titles in the order of their publication, complete with design/development credit and miscellaneous information.

This 20 page, 8" x 11" booklet is yours for \$4.50 plus the usual postage charges direct from Avalon Hill at 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.

## CONVENTION CALENDAR

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

Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

**JUNE 26-27-28**

### GAME CON ONE, Salem, OR

Contact: Game Alliance of Salem, 481 Ferry St., Salem, OR 97301. *NOTE: 3R, DIP, RB*

**JUNE 26-27-28**

### MASS MINI-CON, Norfolk, MA

Contact: Stephen Zagieboylo, 33 Grove St., Norfolk, MA 02056. *NOTE: Fantasy role-playing and board games only.*

**JULY 3-4-5**

### ORIGINS VII, San Mateo, CA

Contact: Pacific Origins, P.O. Box 5548, San Jose, CA 95150. *NOTE: THE National Adventure Gaming Convention*

**JULY 17-18-19**

### CWACON 81, Chicago, IL

Contact: Chicago Wargamer's Ass'n, 1 East Schiller #18B, Chicago, IL 60610.

**JULY 17-18-19**

### ODYSSEY 81, Durham, NH

Contact: R. Bradford Chase, UNH Simulations Game Club, Memorial Union Building, University of NH, Durham, NH 03824

**JULY 23-24-25-26**

### GENCON EAST, Cherry Hill, NJ

Contact: GENCON EAST, POB 139, Middletown, NJ 07748. *NOTE: Formerly EASTCON & ORIGINS V & VI*

**JULY 30, AUGUST 1-2**

### NANCON, Houston, TX

Contact: Nan's Toys & Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056.

**JULY 31, AUGUST 1-2**

### MAINECON, Portland, ME

Contact: John Wheeler, 102 Front St., Bath, Maine 04530. 207-443-3711

**AUGUST 8-9**

### 5th ANNUAL BANGOR AREA WARGAMERS CONVENTION, Orono, ME

Contact: Edward F. Stevens, Jr., 83 N. Main St., Rockland, ME 04841.

**AUGUST 20-21-22-23**

### GENCON, Kenosha, WI

Contact: GEN CON, POB 756, Lake Geneva, WI 53147. *NOTE: THE National Fantasy Role Playing Convention*

**AUGUST 22-23**

### MASSCON, Amherst, MA

Contact: Dennis Wang, 11 Dickinson St., Amherst, MA 01002

**SEPTEMBER 4-5-6-7**

### DUNDRACLONE, Oakland, CA

Contact: 386 Alcatraz Ave., Oakland, CA 94618. *NOTE: Fantasy only*

**SEPTEMBER 4-5-6-7**

### GLASC VI, Northridge, CA

Contact: GLASC Secretary, c/o L. Daniel, 20550 Wyandotte St., Canoga Park, CA 91306.

**SEPTEMBER 25-26-27**

### URCON III, Rochester, NY

Contact: Urcon III, Box 6647 River Station, Rochester, NY 14627. *NOTE: SF & Fantasy*



# OPPONENTS WANTED SURVEY III

by Tom Greer

Little did Gary Charbonneau know that he was featuring a series of articles when he authored the original Opponents Wanted Survey back in Vol. 15, No. 3. The series may well have outlived its usefulness were it not for the recent introduction of the WHAT HAVE YOU BEEN PLAYING survey. A comparison of the data compiled by the two leaves one with some pretty inescapable conclusions about the games which our readership is playing. Most of the discrepancies between the two surveys can be explained by the greater showing of games which can be easily played by mail in the Opponents Wanted Survey.

I am continuing here in the footsteps of Gary Charbonneau and Woody Davis by conducting a survey of the "opponents wanted" ads. Since I hope that surveys of this kind can be conducted on a regular basis as a supplement to the Reader Buyer's Guide, I have tabulated the six issues since Mr. Davis' article, specifically Vol. 16, Nos. 3-6 and Vol. 17, Nos. 1 & 2. Before beginning my analysis of the results, I would like to point out that, as this survey may be regarded as an indicator of current popularity, older titles must be expected to be displaced by both sheer numbers of new titles, and by advances in the state of the art, and that therefore a game holding its own on the chart may actually be regarded as having climbed slightly.

In the interests of space I have deleted some of the games with very few requests from the table accompanying this article. The cutoff at 46 was suggested by the size of the table in Mr. Davis' article, and by the fact that a cutoff at that point resulted in only one discrepancy in the table—the PBM ranking of 48 for WIZARD'S QUEST. The games ranking below 46 in total requests fell in the following categories: six of the newly acquired Battletline games, two discontinued games, and one brand-new game, FORTRESS EUROPA. As two previously listed games dropped off the chart, and the two versions of GETTYSBURG were combined, there were three open positions on the chart, which were filled by WAR & PEACE, WIZARD'S QUEST, and DUNE.

The first thing to notice is that nine of the top ten games were among the top ten in the last survey. STARSHIP TROOPERS is the only newcomer, having traded places with BULGE. This stability gives hope that this type of survey may be a reliable indicator of game popularity.

Now for a look at some of the relationships on the chart. CRESCENDO OF DOOM, the latest event in the SQUAD LEADER happening, didn't place overly high, but was solidly in the top ten in the last three issues surveyed. Based on this performance, if GI: ANVIL OF VICTORY is ever released, the series may well take over four of the top ten slots. This series is certainly the outstanding tactical system up to now, and probably for many years to come.

ASSAULT ON CRETE, BISMARCK, MAGIC REALM, FEUDAL, and 1776 registered notable gains this time around. AOC and BIS had been too recently introduced at the time of the last survey, and had not established followings. Mike Chiappinelli's article in Vol. 15, No. 5, may have helped to establish a following for FL, a game which was also relatively new to the AH line. Likewise, Jonathan Lockwood's three-part "1776 Thesis" was almost certainly the cause of the resurgence of that game, after its drop last time as the Bicentennial fever faded.

The last of the notable gainers, MAGIC REALM, deserves a little more discussion, as it bears upon an unfortunate circumstance: the division of gamers over fantasy and science fiction games. Mr. Davis predicted that MR would rise into the top half of the chart and possibly into the top ten. Its failure to do so was almost certainly due to this bias of the GENERAL's readership against SF and fantasy, which has prevented any such game from making any showing, except for SST, which is a very conventional design, in spite of its subject. Features on such games provoke a great deal of negative response. Don't get me wrong, I don't want to see RAIL BARON covered in the GENERAL, but I do feel that basically combat-oriented games like MR belong, and would like to be able to read about them. Fantasy/SF games can make a contribution to the hobby by expanding the subject matter for games beyond endless treatments of WWII on all possible levels, while at the same time covering highly marketable subjects. Therefore, I would like to see more such games (as well as games on other scarcely covered subjects—ancients, etc.—if only they were marketable!).

Although I have lumped the '77 and '64 versions of GETTYSBURG together, that game still slipped slightly from the last ranking for the '77 version, which was higher in all categories than GE'64. This represents a significant drop in the popularity of the

game, and may reflect both the age of the title and the bias of many GENERAL readers toward WWII games. However, the game probably has a large enough following to remain stable now.

As far as the other losers go, WAR AT SEA and VITP have probably simply peaked and started to drop, suffering from a simplicity which hurts them with much of the GENERAL's readership. RICHTHOFEN'S WAR and WATERLOO may simply be showing age, despite the latter's "classic" status. BLITZKRIEG's age, the time since its apparently revitalizing revision, and its abstract nature have apparently combined to pull it down. ORIGINS suffers from age, simplicity, and "a limited amount of conflict" (quote from AH advertising). As for KRIEGSPIEL, it's about time.

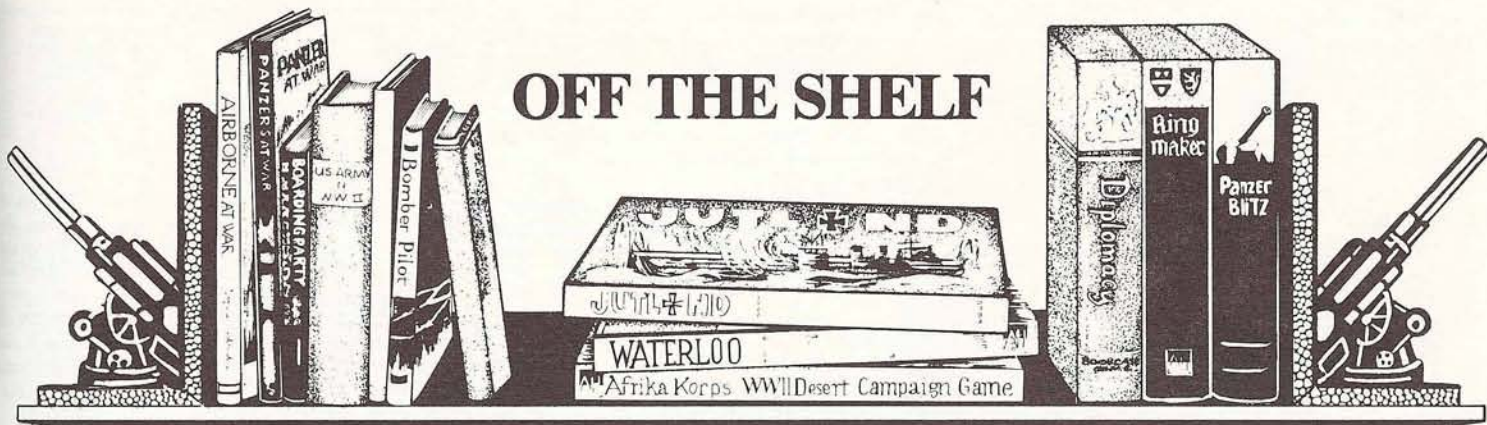
Now for a few comments on Mr. Davis' predictions for some games. The reissued BISMARCK did indeed move up, but fell short of the top ten, exactly as he predicted. Following the mighty SQUAD LEADER, COI and COD did indeed move up greatly. However, as mentioned above, MR did not live up to his expectations.

I will now make the traditional concluding predictions for this survey. COD will make the top ten without a doubt, although I'm not sure the gamette can become the third member of its series to enter the top five, given the blockbusters already there.



Title	Overall Rank	Prior Rank	Total Requests	FTF Rank	Prior Rank	FTF Requests	PBM Rank	Prior Rank	PBM Requests
SL	1	1	272	1	1	189	3	4	83
TRC	2	2	232	3	3	124	1	2	108
PB	3	3	198	6	4	90	2	1	108
COI	4	10	177	2	5	130	8	18	47
PL	5	4	169	5	2	108	5	6	61
3R	6	8	168	4	6	117	7	11	51
AK	7	5	121	11	11	51	4	3	70
DD	8	6	105	10	7	53	6	5	52
SST	9	12	100	7	10	64	12	13	36
LW	10	7	96	12	9	51	9	9	45
WSIM	11	13	93	8	8	58	13	15	35
BB	12	9	92	13	15	50	10	7	42
MID	13	17	79	9	14	57	20	19	22
STAL	14	15	73	24	22	35	11	10	38
1776	15	22	70	16	20	47	19	23	23
AOC	16	26	68	18	24	46	21	25	22
SUB	17	18	68	20	16	44	17	20	24
BIS	18	38	66	17	39	47	24	38	19
BL	19	11	65	23	21	38	15	8	27
TOB	20	21	64	14	17	48	28	29	16
AIW	21	20	63	21	19	44	25	28	19
COD	22	44	61	15	44	48	31	42	13
AZ	23	27	57	32	31	22	14	21	35
RW	24	14	56	22	12	41	30	14	15
VITP	25	16	53	19	13	45	35	16	8
GE	26	25/35	49	28	23/37	27	22	27/33	22
DIP	27	24	48	30	27	24	18	17	24
CAE	28	29	47	29	26	27	23	31	20
FR	29	31	45	27	28	28	26	30	17
WAT	30	23	45	33	30	20	16	12	25
KM	31	28	43	25	25	32	34	32	11
MR	32	45	42	26	45	29	32	43	13
WAS	33	19	39	31	18	23	29	24	16
TAC	34	30	33	34	29	20	33	26	13
AL	35	32	30	36	32	13	27	22	17
JU	36	33	25	35	33	19	37	34	6
FL	37	46	17	37	46	10	36	41	7
W&P	38	—	15	38	—	10	40	—	5
CL	39	40	15	39	38	9	38	45	6
DUNE	40	—	14	40	—	8	39	—	6
KRIEG	41	34	13	41	35	8	41	35	5
NAP	42	39	11	42	36	7	42	44	4
CH	43	36	9	43	34	6	44	37	3
WQ	44	—	8	44	—	6	48	—	2
1914	45	42	7	45	42	4	45	39	3
ORIG	46	37	7	46	40	3	43	36	4





*OFF THE SHELF* is an irregular column devoted to the review of military history references which might offer background information of interest to our wargaming readers. Publishers of such material are invited to send pertinent releases to the attention of Frank Davis c/o Avalon Hill.

**On to Berlin: The WWII Memoirs of an American Airborne Commander.** By Gen. James A. Gavin. New York: Bantam Books, 1979, 376 pages, paperback. \$2.95. 22 maps.

The author has taken three years of combat experience with airborne forces and a rare writing talent of humanizing the dry facts and figures of history and has parlayed them into a very readable story of the development of U.S. parachute and glider armies.

When Gavin was just a captain he won his jump wings at Ft. Benning, Georgia. By July, 1943 he commanded the 505th Parachute Regt., 82nd Airborne Division, when it made its first combat jump during the invasion of Sicily. Here the paratroopers were given the mission of protecting the Allied invasion, which they successfully accomplished by blocking the Hermann Goring Panzer Division from reaching the beaches. Later, Gavin jumped with his troopers in Italy, Normandy and Holland. In the Battle of the Bulge, the 82nd, commanded by the author, was called on to fill the role of infantry and stop the 1st SS Panzer Division, Liebstandarte Adolph Hitler, in the frozen forests of Belgium. By the spring of 1945, the 82nd had linked up with the Red Army and WWII was ended.

The book is especially interesting for its in-depth and authoritative discussions of small unit tactics, techniques and strategies of airborne warfare, and the causes and effects of the many squabbles between British and American commanders. There are numerous accounts of heroism at all levels as well as the inevitable cases of cowardice and incompetence.

One of the author's main contributions to WWII history is his refreshing candor when he discusses the serious deficiencies of some U.S. armaments, especially the antitank weapons his lightly armed paratroopers were issued to defeat German armor. The first encounter he has with a Mark VI points out the problem. Gavin recalls, "Slowly, very slowly, a German tank became visible. We first saw the right track of the tank come across the corner of a stone house. Then we saw the muzzle of the gun. A Tiger tank is an awesome thing to encounter in combat. Weighing more than 60 tons, armed with an 88mm gun and machineguns, it was far more formidable than anything we had ever seen." The only AT weapon the parachutists had was the Mountain Pack 75mm howitzer, which was not designed to take on the best tank the Germans had available. The troopers were fortunate in driving off the Tiger without taking any casualties. According to the author, the 2.36in bazooka was useless in this situation.

## OFF THE SHELF

It was not until 1944 that the 82nd received adequate AT weapons and that came about when "it began to capture the first German panzerfausts. They were the best hand-carried AT weapons of the war." Truck-loads of panzerfausts followed the 82nd into Belgium and Germany.

Gen. Gavin is at his best when he is writing about battles, soldiers and tactics. In the last chapter, "Berlin in Retrospect", he attempts to shed light on one of the most perplexing questions to come out of WWII in Europe: why did the Allies pass up the many chances they had to take Berlin? The light the General sheds on this question is not very bright.

For the wargamer who wants details of battles, armament capabilities, battle tactics and overall strategies, *On to Berlin* will be a very valuable addition to his library. However, you do not have to be a wargamer to enjoy what this book is above all else: a good war story.

George J. O'Neill

**PANZERS AT WAR: The Development of Panzer Divisions in WWII.** By A. J. Barker. New York: Charles Scribner's Sons, 1978. 144 pages, photos. \$14.95.

The first impression one gets is this is merely a collection of photos showing German armor in action during WWII. You should not always trust your first impressions, however; *PANZERS AT WAR* is much more than a photo scrapbook. It is a blend of photography and narrative with the technical, historical and human elements that make up war to give an engaging and informative account of the development and employment of the panzer division concept in WWII.

Barker opens with Wehrmacht maneuvers in 1937 showing Is and IIs being used with horse cavalry and concludes with the Tiger IIs (Royal Tiger) of 11 SS-Panzer Grenadier Division (Nordland) fighting to the death in the streets of Berlin. Using 186 photos, some of which cover two full pages, and numerous anecdotes, the author attempts to show the reader what it was like to serve as a panzer division trooper "in the sun and snow, desert and steppe."

The overall quality of the photography and choice of subjects is superior. There are many photos of major German armor vehicles as well as candid shots of panzer troops receiving marching orders, eating on the move, repairing tank tracks and lying exhausted on the battlefield. One unique photograph captures the main theme of the book: "It was taken soon after a German assault gun had rammed a T-34. Both vehicles were damaged and some of the (German) gun crew were injured. The hatch of the Russian vehicle was jammed but the Germans opened it with a crowbar and one of the wretched Russians inside is being pulled out by his collar. It is a picture of fear, humanity and war."

In the text that accompanies the photos, the author succeeds in conveying the suffering and agony of panzer troops in their constant struggles to move and fight their combat vehicles under adverse terrain and weather conditions. If they were not exhausting themselves in the spring by wrestling their tanks out of the Russian "Rasputitza" (General Mud), they were faced with the incredible task of beating off fanatical attacks by Russian infantry in subzero weather. The winter of 1943 was unbearably cold according to Barker who writes, "On another evening, when the cold had attained dramatic intensity, the Russians attacked again. We were manning our positions in a temperature which had dropped to 45 degrees below zero. Some men fainted when the cold struck them, paralyzed before they even had a chance to scream. Survival seemed almost impossible."

*PANZERS AT WAR* is enjoyable reading for the wargamer who wants a taste of what it was like to fight as a tanker for the German war machine in WWII, but as a reference work it is seriously flawed. There is no index to help you find technical or historical details and the Table of Contents is, at best, sketchy. Another omission that detracts from its value as a source book is the lack of information about the author's background and credentials that qualify him to write the book.

George J. O'Neill

**THE FIRST AND THE LAST: German Fighter Forces in WWII.** By Adolph Galland. New York: Bantam Books, 1978. 302 pages, drawings. \$1.95

This is not a new book. It is not even a recent book. But it has been a very popular book with WWII history buffs for over 20 years. In 1954, Henry Holt & Co. came out with the English translation in hardback. Ballantine Books published the first paperback edition in 1957 and ten years later *THE FIRST AND THE LAST* was going into the eighth printing. The 1978 Bantam Books version is an attempt to capitalize on the renewed and growing interest in the U.S. for nonfiction books about WWII, especially Germany's war.

This book tells how Germany fought the war in the air with her Fighter Forces. Adolph Galland is well qualified to tell this story. He had 70 confirmed kills as a fighter pilot and was in the cockpit of the most advanced fighter of the day, the ME 109, at the first when the Luftwaffe ruled the skies. Later he led the Fighter Forces as Hitler's youngest and tenacious efforts to turn back round-the-clock bombing raids. At the end of the war, Galland was in the cockpit again as the pilot of the ME 262, a jet fighter, in company with elite veteran pilots in one last attempt to clear German skies of bombers.

The author gives vivid and detailed accounts of: *Tactics*—devising fighter formations to attack Flying Fortresses at day and night.



**German Innovations**—V-1 and V-2 rockets, jet fighters, night fighters.

**Allied Innovations**—radar that was effective on the ground, at sea and in the air.

**Personal Triumphs**—details of some of the dogfights that made him one of Germany's top aces; successful air cover for the dash up the English Channel, a British lake, by *Prinz Eugen*, *Scharnhorst* and *Gneisenau*.

**Tragedies**—loss of his brothers who were also pilots; Hitler giving production priority to bombers over Galland's beloved fighters.

Unfortunately, this book has no index which would be most useful to both the student of history and the general reader. There are no photos to illustrate the text. Instead, Bantam has provided black and white drawings of aircraft in action that are not captioned and lead to confusion as to what plane you are looking at.

I recommend this book especially to WWII history buffs and students but also anyone who enjoys a well told story about one-on-one combat with man's most glamorous weapon: the fighter.

George J. O'Neill

**Combat Fleets of the World 1980/1981: Their Ships, Aircraft, and Armament.** Edited by Jean Labayle Couhat. Published by the United States Naval Institute Press, Annapolis, Maryland. Hardcover, 788 pages, 991 photographs. \$35.

Originally published in France under the title, *Flottes de Combat*, this guide to naval armaments provides nearly the same information as the standard reference, *Jane's Fighting Ships*, at about half the price. As in *Jane's*, the reader will find up-to-date, detailed statistics for every modern navy in the world, accompanied by many recent photos and line drawings.

Published every other year, the current volume features coverage on the Soviet *Kiev*-class VTOL carriers, the *Kirov*-class cruisers, the new *Ivan Rogov*-class amphibious warfare ships, the new *Alfa*-class Soviet submarine, the newest U.S. aircraft carrier CVN-71, the U.S. *Kidd*-class destroyers, and the newest British, French, and West German frigates.

If you are looking for a good naval reference book and you don't have as much money as the Soviet Embassy or the Library of Congress, this book is an excellent value.

Bruce Milligan

**Battleships: Allied Battleships in World War II.** By William H. Garzke, Jr. and Robert O. Dunlin, Jr. Published by the United States Naval Institute Press, Annapolis, Maryland 21402. Hardcover, 352 pages, 325 photographs. \$38.95.

Written by a naval architect and a naval engineer this book is the second in a three volume study of battleships built or conceived since 1930—the first volume *United States Battleships in World War II* has already been published; the final volume on German battleships is slated for publication in 1982.

Although there are many books on the famous battleships of WW II, this series is the first to be devoted to describing the ships from the standpoint of their design, development, and construction. Plans of every Allied ship are included, as well as detailed operational histories that focus on the adequacy of the ship's design and her ability to resist damage. The book includes the first published accounts of the design of the French *Dunkerque* and *Richelieu* classes of warships and details the damage they incurred in North Africa after the French surrender. In the chapter on the British *King*

*George V* class, the authors analyze the engagement against the *Bismarck* in detail and include the first published photographs and line drawings showing the shell damage sustained by the *Prince of Wales*. In addition there are two chapters on Soviet ships which include photos, plans, and technical data even of those ships that never got beyond the planning stages.

Without doubt, this series is a superlative, authoritative source of technical data and historical information that naval buffs and wargamers will enjoy owning, reading, and rereading for many years.

Frank Davis

**Man O' War: The Fighting Ship in History.** By Richard Hough. Charles Scribner's Sons, 597 Fifth Avenue, New York, N.Y. 10017. Hardcover, 239 pages; many photos and sketches (all b/w). \$14.95.

Despite the implied promise of its title, this book is essentially no more than fifteen fairly light histories of ships of a number of nationalities ranging from *Ark Royal*, doughty opponent of the Spanish Armada, up to the U.S. battleship *New Jersey*, veteran of three wars and still lurking in the wings. Each of these vignettes outlines the high (or low, as in the case of the Dutch cruiser *Java*) point in the ship's career, along with a little information on the ship's design, construction, and eventual fate.

Although a good book to read while your opponent moves during a game of *BISMARCK* or *WOODEN SHIPS*, *Man O' War* will not be very useful to wargamers or serious students of naval history. Most of the information it contains is entertaining, but not detailed enough for either type of reader. Perhaps the book's chief value is in its many illustrations (although this reviewer noticed at least one error—the U.S. frigate *Essex* is shown mounting 80 guns). In summary, this is the kind of book you'd prefer to give rather than receive as a Christmas gift.

Bruce Milligan



## SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 175

Total Responses: 791

Rank	Title	Pub.	Rank		Freq. Ratio
			Last Time	Times On List	
1.	Squad Leader	AH	1	2	9.1
2.	CM	AH	—	1	4.2
3.	TRC	AH	2	2	3.5
4.	Third Reich	AH	3	2	3.0
5.	FE	AH	8	2	3.0
6.	Cross of Iron	AH	6	2	2.8
7.	War & Peace	AH	5	2	2.1
8.	D & D	TSR	10	2	2.0
9.	VITP	AH	4	2	2.0
10.	COD	AH	7	2	2.0
11.	Panzer Leader	AH	11	2	1.9
12.	Afrika Korps	AH	12	2	1.8
13.	Panzerblitz	AH	9	2	1.7
14.	War At Sea	AH	13	2	1.6
15.	Stalingrad	AH	15	2	1.4
16.	Midway	AH	16	2	1.4
17.	WS&IM	AH	18	2	1.3
18.	Kingmaker	AH	17	2	1.0
19.	Wizard's Quest	AH	—	1	1.0
20.	TLD	AH	—	1	1.0

The frequency ratio is derived by dividing the number of votes received by the number of votes for the 20th place entry. Ties in rank are resolved in favor of the older title.

The most startling piece of information in this survey was the astounding gain of *CIRCUS MAXIMUS* to second place from totally off the chart. This is probably a reflection of the prior issue's feature article status working in combination with a fairly new release. It will be interesting to see if it can maintain its ranking, and if other titles will show a similar surge in popularity following feature status in a preceding issue.

# CONTEST NO. 101

To celebrate the start of yet another hundred *GENERAL* contests, we thought we'd do something special that virtually anyone could enter. Besides, we didn't think many of you had *FURY IN THE WEST* and we didn't know how to design a contest on it anyhow. So this month all you have to do is identify the game in which the following rules are found. Merely write the name of the games in the appropriate space of the form in this issue's insert.

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 three articles. Remember that in our rating system the lower the number the better the rating, and vice versa. The solution will be announced in Vol. 18, No. 2 and the winners in Vol. 18, No. 3.

- Hunt missions are conducted by moving to a search hex adjacent to the intended target.
- Highly trained infantry units were able to hold ranks while slowly walking backwards.
- Players may make any kind of verbal deals or bribes between one another.
- SWIM AT ANY POINT
- DESPERATE SITUATIONS—
- Movement through forts is double the normal rate, like ramparts.
- Promontories—
- There are no replacements for Indian units.
- Each infantry unit may form in square as a defense against enemy cavalry.
- If the carrying unit suffers a combat result other than "No Effect", the casualty automatically becomes KIA.
- Bomber units may not attack enemy units without at least one Axis ground unit also attacking those units.
- All planes may fly a total of 14 zones on any one Turn.
- Two or more nations are not allowed to combine their PF's in an attack.

14. Trucks are considered inherently manned by a driver and need not be occupied to be moved.

15. The German player may stack up to three units in a hex; the Allied player may stack two units in a hex, or three units in a hex *only if* one or more of the Allied units is a HQ unit.

16. Counters of both sides may occupy the Earth simultaneously with no harm to either.

17. When the defending unit(s) are hull down the CRT die roll is increased.

18. The grenadier units are traded "in place" for infantry units of the same unit designation.

19. He records the number assigned to each category in its row, under 'POINTS'.

20. Movement is VOLUNTARY; unlike chess or checkers, you are not forced to move your units.

21. A shattered unit cannot attack.

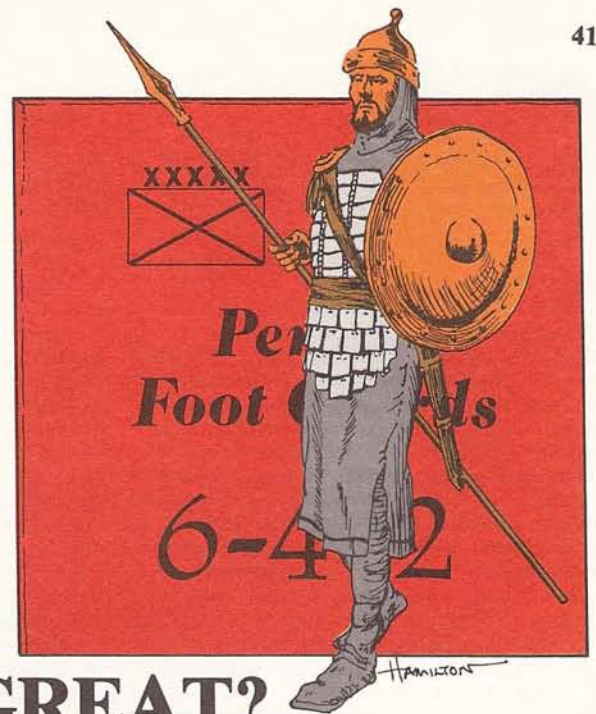
22. Every ship has four gun sections, each of which has a certain sector of hexes into which it can fire.

23. ENERGY WEB

24. Unnamed leaders can never be killed or injured.

25. The PanzerBlitz mapboard is a two-dimensional representation of a three-dimensional space.





# DARIUS THE GREAT?

## HOW TO BEAT ALEXANDER ON THE PLAINS OF GAUGAMELA

By Antonio Santosuosso

*The author is an associate professor in the History Department of the University of Western Ontario and has published several books and scholarly articles in Canada, the United States, and his native Italy. Although his field of specialization (16th century Europe) is about 1800 years after Alexander, he nonetheless has a great interest in both the period and the game.*

As Richard Hamblen wrote about four years ago (play-by-play "Alexander," *THE GENERAL*, Vol. 14, No. 2, p. 22), *ALEXANDER* is "a ferocious attacking game". Once your forces get engaged, there is no quarter save to fight to the end. Alexander is also a rather short game. Four-five turns and the game ends.

From appearance, Alexander should not win. Darius' forces are superior in number and strength, and moreover while the Macedonians, regardless of their morale level, can lose the game if Alexander is eliminated, the Persians can go on fighting, even if they lose Darius, until their morale has reached zero. Yet every time that I played the game using the original setup, Alexander ended up on the winning side. The outcome was not the result of matching a superior against an inferior player but of the way the game was designed, I suppose, and because of the usual tendency of most players to engage as soon as possible in combat when, as is the case in *ALEXANDER*, the two armies are almost at fighting distance by the end of the first turn.

The continuous chain of Macedonian victories was puzzling. Although psychologically and culturally I am much closer to the Macedonians than to the Persians, I felt that it was not fair for Alexander's men always to win, because imbalances render games predictable which inevitably also makes them unappealing. A solution perhaps would have been to disregard the original setup, but this again did not appeal to me. It is fun to do so once in a while, but wargames based on actual historical encounters must be as close as possible to the event upon which they are patterned. Otherwise why would you call it the Battle of Gaugamela when the only resemblance is limited to the field and a few historical names on cardboard counters?

The main problem in those games I had played up to that point, was that psychologically the Persians tended to accept the Macedonian plan of battle somewhat passively. In other words they accentuated the strengths of Alexander's men while minimizing their own and actually emphasizing their own weaknesses.

What I mean is this. The Macedonians clearly must attack as soon as possible, not along the whole front (this would be fatal against so many Persians) but along the weakest part of the Persian line, which is Darius' left wing in the original setup. The Macedonians can do so because their right wing is quite powerful with units like the Royal Companions I and II with a strength factor of 9 which doubles when charging, and because what I regard as the key units in defense, the missile units, are few on the Persian side. (Actually, if you take the Persian Greek Mercenaries II's position as the center of the board, the Macedonians have five of their six missile units on their right wing while the Persians can use only three of their six units on their left wing).

The problem is that under normal circumstances what happens is this in a typical game with the original setup. The Macedonians assume an oblique stance as Alexander really did at Gaugamela while shifting most of the cavalry to the right. (The cavalry with chariots and elephants is the most powerful arm in the game because it always doubles when charging). While the Macedonian player slowly shifts into this oblique line, he also either places his strongest units almost, but not quite, into attack range or he puts only some of them into a danger zone so that the Persian player will attack them when his turn comes. Here, however, is the secret of the Macedonian strategy. When the Persians attack on their part of the turn, a surprise awaits them. Their attack might seem successful on the surface of things, but only for a short time. First of all, by the time that the Persians gain contact with the Macedonian units, the Macedonian player will have shifted his five missile units, plus probably the sixth missile unit of his left side to the right, just behind the counters which will have to suffer the first Persian rush. This means that the Persians now will have to handle Macedonian units

which can choose either to fire during the Defensive Fire Phase or to wait and add their strength to the friendly unit during the Combat Phase.

Yet this is only part of the problem facing the Persian player. By the time that he unleashes his forward rush, the Persian player comes within the attack range of the Macedonian right wing unless he has retreated during his turn. The latter is psychologically very hard to do when choice enemy units seem now ready to be destroyed. The Macedonian onslaught takes place in the next turn, and by the end of the Persian turn the morale of Darius' men usually becomes so low that from then on the way is open for another Macedonian triumph.

I am sure that by now you are asking: how about Darius' strong right wing? In reality, the strength of this right wing revolves around the issue of speed, and speed is a problem for the Persians. On their right there is a fairly large number of infantry units which have a very slow rate of movement (2) and which usually never see any combat during the game—being content, as were their historical brethren, to watch the battle and add to the post rout traffic jam. Moreover, the Persians who almost double their enemy in cavalry (98 strength points against 52 for the Macedonians) are severely curtailed by their relatively slow movement factor. Of the 15 units at the right of Greek Mercenaries II which can charge and so double their power in attack (i.e., cavalry, chariots, and elephants), only two have a movement factor of five and they are tucked away from the Macedonians, on the extreme right of the field. Of the other 13 units three more are quite slow: two chariots (movement factor of three) and one elephant (movement factor of two). To all this you must add that, once the Macedonians assume an oblique line, the distance between the two armies on this side of the board becomes, if not increasingly greater, at least unchanged for one turn, perhaps two. Finally, it is true that eventually the Persians will catch up with the Macedonians . . . but when this happens the battle is usually resolved. By then Alexander has usually crushed or seriously hurt the Persian left wing, perhaps even conquered their left camp and thus lowered Persian morale to irremediable depths. The truth is that in *ALEXANDER* there is almost no return from a



morale setback. I am pleased with this because comebacks were not the stuff of which battles were usually made in classical warfare.

Their seemingly inevitable defeat led me to rethink the strategy of the Persians and delve into their strengths and weaknesses. It is clear that they have a greater number of pieces than the Macedonians: 52 against 30; and also greater potential strength: 191 attack factors against 168. (Persian superiority in attack is much greater if you take into consideration that 98 of their attack factors are capable of being doubled by the charge bonus, against the 52 of the Macedonians.) It is also clear that if they hang on, they have a better chance of winning than Alexander. Moreover, they have a strong right wing and can use one army commander and two commanding officers. Finally, they have the advantage of having the morale assessed after their part of the turn. On the other hand their left wing is relatively weak. They have no powerful units comparable to the Royal Companions or to Coenus' phalanx. They are relatively slow while the Macedonians have less pieces and more speed. Their infantry is mostly unusable. Their missile units, which are the key to a good defense, are away from the left. When they arrive to help, it is too late.

*Too late, bad original setup, too late*—these were the key words which kept coming to mind. But the solution was also in the same words: "too late", "bad setup". What could be done to change this? The solution was the most simple imaginable, but like most simple answers it was the last to come to mind. Could the engagement on the Persian left be delayed? Could something be done to bolster the original setup? The answer to both these questions was the same: *delay the engagement*. Why should Darius' left wing accept the battle? Let the units on the left wing stand still? No, this would be suicide. Then what to do? The solution was simple. Not only do not engage in battle, but *withdraw slightly to an oblique position*.

This maneuver might buy a turn, perhaps even two. By then Alexander must devise another plan. Why? Because while for the moment Darius' left wing refuses to engage in battle, his right wing should rush madly across the field diagonally at Alexander's left. If this plan is adopted, what usually happens is this. Alexander's chance of winning depends a great deal on being able to attack first and quickly. While Darius can wait, Alexander cannot. He really has no choice. He must attack. Once he assumes an oblique line, it is hard to attack with his left wing. So he is committed to attack with his right. This attack can still be devastating, he might still conquer the Persian left baggage camp with a consequent -5 point drop in morale for Darius' men. Yet the path of Alexander's men might be harder to tread than at first seemed. By the time the Macedonians attack, usually the Persian player will have massed enough missile units behind his first line to delay or dull the Macedonian attack. Moreover, the Persian player has to his advantage the fact that the morale of the two armies is not changed until his section of the turn. By the time the Macedonians launch their attack, the Persians should be in contact with the Macedonian left wing—which means that now it is the turn of Alexander's men to tremble, for the Persians should be able to master a most powerful and awesome attack.

Yet, something by now often distracts the Persian player. The Macedonians start their game with their Baggage Transport (movement factor of 2) alone and exposed in the middle of the board. Its apparent helplessness is further enhanced since the only unit available for assistance nearby, the slow, slumbering Thracian Guards (attack 5, movement 2), is needed to protect the much more valuable Macedonian camp from Darius' assault.

The Baggage Transport is a beautiful plum. You conquer it and strike a -½ on the Macedonian morale chart but you gain a +2 on your own. Moreover, guarded only by the Thracian Guards, is the Macedonian camp, the conquest of which would mean a -5 on the morale chart of the Macedonians and a +10 on your own.

The Baggage Transport and the camp are like Ulysses' sirens. They seduce and destroy, giving little in return. It is usually a waste of time to go after them. They are red herrings left there to confuse Darius' men. They are not worth the price. If left unprotected, the Baggage Transport is easy to get but for the camp you need more than one unit—usually your quickest ones. Moreover, by the time that you achieve your goal, the game might be finished. The fact is that when you are asked to decide whether or not to divert some units after the Baggage Transport and the camp, you are also within striking distance of the Macedonian left wing. If you send units elsewhere, your power to attack the enemy left will be diminished with dire consequences in a game which usually ends after four or five turns.

The Persian player should also make every effort to deploy two other "weapons". He can use one army commander (Darius) and two commanding officers (Bessus and Mazaeus) against one Macedonian army commander (Alexander) and one commanding officer (Parmenion). Moreover, Darius has a large number of infantry units (21 against the enemy 12).

Let's look at the first case. Leaders are fairly useless at the beginning. You can ask, instead of one, for three throws if you are Alexander or Darius, or two throws if you are an officer; you can fight at morale level '1' (the best) regardless of your current morale status, if Alexander or Darius are engaged either in attack or defense; or you can gain five points on the morale scale for each of the commanding officers involved. In spite of this, it is not wise to deploy your leaders at the beginning of the game. You are not going to risk one of them when your morale is at 1 anyway, just for the sake of more dice throws. Once you get behind in your morale *the time to use them has arrived*. They can be a most effective weapon and give you the game. Once, in one of our games, this was just the case. The Macedonians were at morale level '3' while the Persians were a healthy '1'. A most consistent and aggressive use of Alexander and Parmenion changed the tide and gave the Macedonians the game, although by the end the Macedonians were barely able to hold on with their morale reduced to 1 from the starting 20 and only two phalanxes, still intact, the Royal Companions and the Macedonian Archers at half strength were all that remained of Alexander's army. At the same time the Persians still had quite a large number of units (mainly the slow infantry units) but their morale had reached the zero mark so they had lost. Their mistake had been to leave Darius, Bessus, and Mazaeus out while the Macedonians were creatively using Alexander and Parmenion. When the Persian player finally realized that his time had come to make better use of his leaders, it was too late. The Macedonian player had been able to win the game by the thinnest of margins.

The leaders then, like the missile units, can be very important. A good player will do two things with them: engage them when his morale leaves the 15 plateau (which means that he is now at 2nd level morale) but be careful at the same time, unless he has a sure kill or unless it is Alexander, not to attack the enemy leaders when their morale is below level '1'. Otherwise, supposing that the Macedonian morale has been driven to level '3', the attack upon Alexander would automatically reinstate the morale of the Macedonians at level '1' for that turn.

Finally a few words on the infantry units. They are slow, as has been repeatedly said, and may very well never be employed offensively although they can provide some defense on the left wing. Yet, there is always a chance and you should bank upon the principle that they might be useful. You could deploy them in a variety of ways: to shield your phalanxes at left and rear; to clog the left side so that the Macedonians, even if victorious on the first line will find their forward march slowed down to a crawl; and to surround enemy units. Actually I have found that a careful player may be able to skillfully manipulate the prohibition against violation of stacking limits. In battle, a devious Persian player can use the stacking limits and the Macedonian player's own line of defense to surround the phalanxes. If, for instance, the die roll calls for the retreat of the Macedonian phalanx and the Macedonians cannot retreat because they would violate stacking limits on the side in which he has his own units, then the phalanx would be destroyed; an Agincourt type of situation *ante litteram*.

One parting shot against my least favorite rule which states that the side which totally abandons the "center plain" of the playing field automatically loses 5 points in morale. This is a rule intended, I think, to help the Persians but it does not make sense. [Actually it was intended to help the Macedonian, by preventing the Persians from falling back into the rough terrain.]

ALEXANDER is an excellent game. I suppose many players might be put off by a field which is totally flat save for a fringe about the sides and by the fact that unit facing is so important. Actually, even without the optional rules on movement (although I strongly suggest their adoption after a few preliminary games), ALEXANDER is an exciting game, which can be played at different levels of expertise. It is, for instance, a favorite of my younger son Kevin who puts it at the top of his personal list of favorites. However, in spite of what Avalon Hill says, ALEXANDER is not an introductory game. It is too sophisticated to be so. The concept of facing with all of its attendant decisions should be reason enough to have ALEXANDER rated at the intermediate level.



## G.I.; ANVIL OF VICTORY

We have been beset by requests for information on the availability of this title. Please be patient. The game will not be available before December, 1981 and even that is not a certainty. It will do you no good to send in money in advance as many of you have been doing. We are not taking advance orders and indeed have not even determined a price for the game at this time. Quality work takes time and we are endeavoring to bring you the biggest release yet in the SQUAD LEADER series. THE GENERAL will carry the latest progress reports as publication draws near.

## BLANK COUNTERS

Avalon Hill now sells blank, half inch counters pre-printed with standard unit notations in an assortment of six colors. Each counter sheet contains approximately 190 counters. The larger 5/8" counters are not available in different colors or with pre-printed unit notations. When ordering choose from the following colors: white, beige, blue, yellow, gray, or mint green. Blank counter sheets are available for \$2.00 each, or six for \$7.50, or twelve for \$14.00. Add 10% for postage and handling (20% for Canadian customers, 30% for overseas orders). Maryland residents please add 5% state sales tax.



# MARCHING TO A DIFFERENT DRUMMER

Alternate Play in WAR AND PEACE by Lee Lasky

Austerlitz, Wagram, and Waterloo are battles that symbolize the rise and fall of Napoleon and his empire. The thought of a game covering these battles and the entire Napoleonic conflict seemed only a dream; with the publication of *WAR AND PEACE*, that dream became reality.

The problem with most Napoleonic wargames (wargames in general) is the inability to capture the "feel" of the period. In order to capture this "feel" many games resort to heavy-handed rules to force players into the strategy and tactics of a period. This approach usually leads to very long complex rules. *WAR AND PEACE* is a delight because the rules are short (14 pages, including the Campaign Game rules) and simple, yet players are naturally led to adopt Napoleonic principles of war in order to be successful. This does not mean other strategies can't be tried, but if they are used consistently the players will find themselves losing more often than not.

The *WAR AND PEACE* scenarios were reviewed quite well by Mr. McLaughlin in his article, "Napoleons Empire", in Volume 17 #1 of the *GENERAL*. I disagree with some of his recommendations in a couple of the scenarios, though, and to that extent I present my own recommendations.

## AUSTERLITZ—1805

The Austrian Partisan strategy offered by Mr. McLaughlin makes one erroneous assumption; the French player has to keep his supply line open and to do this he must commit troops needed at Vienna to guard the supply line. Unfortunately, a smart French player will let the Austrians "knock around" in his rear-area while he sits in Vienna and wins the game.

The French plan of attack should be as follows: Napoleon's force near Strasbourg moves to LL16(2), thus preventing Mack's force from heading for Innsbruck and the cavalry to A17(3). The Bavarian cavalry from Wurzburg moves to Munich while the Bavarian infantry take Ratisbon. This seals Mack's force off from a supply source and prevents the force from using a blocking action against the French force heading for Vienna. Davout's force moves from the Metz area to attack Mack and Napoleon can return from LL16(2) to lead this attack while Massena ferries the Milan force to JJ18(2) to attack Innsbruck. Massena should then return to take charge of the Florentine force while Soult moves to take charge of the Milan force that is attacking Innsbruck.

This should result in the capture of Innsbruck and give the French a good head start for Vienna. Mack's force should lose at least three strength points with average luck and will have to retreat to the north. The French should reach Vienna by October and over 50 percent of the time will face only Austrians in the city due to unsuccessful Russian forced march attempts. The French player ought to be able to hold a supply line open for his October attack on Vienna, but will still have a good chance of taking the city unsupplied. Once in Vienna the French player doesn't need supply as he won't need to make any attacks and an unsupplied force defends at full strength.

The Austrian player has one basic counter to this opening. To have Charles and most of his force setup in LL20(2) and move for a F18(3)-F17(3) position by September to block the French advance then

retreat into Vienna in October. The French can try to counter by sending cavalry to take Leoben first or force marching to E18(3)-F18(3) position by September themselves. With what's left of Mack's force the Austrian should be able to disrupt the French supply lines and retake Innsbruck. With a little luck and the early arrival of the Russian force the Austrian has a chance of keeping Vienna free of French in October. The advent of winter will have the French, hopefully, facing an impregnable Vienna.

The "AusterBlitz" strategy of the French is designed to have the French reach Vienna before the supply situation becomes important and to keep the Austrian player reacting to the French moves instead of the other way around. Overall it offers, a tense, highly enjoyable scenario.



**Austerlitz-1805:** French AusterBlitz strategy. Napoleon attacks Mack with force from Metz while Strasbourg force is moved to LL16 by Lannes. The Bavarian forces take Munich and Ratisbon to prevent Mack from heading for Vienna. Mack will be left unsupplied when Soult takes Innsbruck during the combat phase. The French cavalry in A17 can stay with Lannes if the Charles force sets up anywhere but LL20. The French will be able to initially trace a supply line through Wurzburg or KK15 (after Napoleon advances from combat with Mack).

## JENA to FRIEDLAND 1806-1807

The key to victory for both sides lies in the amount of losses inflicted upon the Prussian force in the early game turns. The Prussian must run from fights like a scared rabbit until he can link-up with the incoming Russians while the French must seize every opportunity to attack the Prussians in force. In this respect the French player should remember one thing in the opening moves of the

game— concentration of force. By attacking the three main Prussian positions at Weimer, Leipzig, and D11(3) he has violated that principle.

A concentrated opening attack would focus on Leipzig and D11(3) while ignoring Weimer. The force at Ansbach, one cavalry strength point from Stuttgart, and Lannes from Wurzburg to lead the attack would move to C12(3) to attack Hohenloe in D11(3). This battle involves six French versus eight Prussian for a one-to-one attack at a minus two modification. The forces from Frankfurt and Wurzburg led by Napoleon move to C11(3) to attack leader Brunswick at Leipzig. This battle involves 14 French versus 13 Prussians for a one-to-one attack at a plus three modification. The force from Ratisbon moves to B11(3) to support either attack if the Prussian stays for a second round of combat—a suicidal thing to do. See the chart below for the probability of loss to each side for each attack.

Lannes vs Hohenloe Battle					
	1-0	1-1	2-1	3-1	Dem
French	5.5%	33.3%	2.7%	0%	2.7%
Prussian	16.6%	33.3%	13.8%	27.7%	41.6%

Napoleon vs Brunswick Battle					
	2-0	2-2	3-2	5-2	Dem
French	2.7%	25%	6%	0%	0%
Prussian	13.8%	25%	16.6%	41.6%	58.3%

#-# represents: Percent chance of strength points lost by friendly force versus strength points lost by opposing force in attack.

Dem represents: Percent chance of being demoralized in attack.

Example: Lannes vs Hohenloe Battle. 2-1 column; The French have a 2.7% chance of losing two strength points in the attack versus a Prussian loss of one strength point, but the Prussian has a 13.8% chance of losing two strength points in the attack versus a French loss of one strength point.

The "non-attack" against Ruchel in Weimer provides two benefits for the French player: 1) Maximizes the potential loss to the Prussian while minimizing his own potential loss; and 2) Puts Ruchel's force in a very vulnerable position. An attack against Ruchel would allow him to withdraw to a mountain hex during combat which in turn would aid the force in his escape. The "non-attack" policy follows the principle of, "Divide and Conquer", for Ruchel cannot obtain a mutually supporting position with Brunswick and Hohenloe. This not only weakens Ruchel, but also Brunswick and Hohenloe.

The Prussian player has no choice but to retreat along the lines which Mr. McLaughlin suggested in his article, any other move would be suicidal. Ruchel's force will have to head north for a Baltic city to survive and should pray that the French can't catch him before then. The end game will see the Prussian/Russian force defending either Konigsberg or Warsaw. The easiest of the two to defend is Konigsberg as the forest and river provide excellent defense positions, whereas, Warsaw is surrounded by clear terrain.

## WAGRAM 1809

The Austrian has the ability to take four major cities in the first turn: Warsaw, Dresden, Munich, and Venice. The ease at which he can do this should not placate him, though, as his Vienna force must be carefully allotted to the tasks before it. Enough force must be sent north to take Dresden and entrench Prague, but not at the detriment of the



force sent to take Munich for it has the most crucial responsibility of all. The "Munich" force must not only take Munich, but also has to defend the Danube Valley from French incursion, thus protecting Vienna. Nine strength points of the initial Vienna force should be sufficient to take Dresden while three strength points remain in Prague to entrench. This leaves 16 strength points for the "Munich" force, another four strength points from the Loeben force can join it and this should be enough for the successful completion of its tasks.

The French player can prevent the Austrian player from gaining a victory point at Ratisbon by the way he sets up. He can either place four strength points in Ratisbon and Munich thus forcing the Austrian to make strong attacks to take the cities or he can place a single strength point in each city and place the rest in A15(3) to create a strong counter-attack force for the next turn. In the April turn the French player has the capability to regain Venice and Munich and possibly to gain a victory point or two for defeating enemy forces to narrow the gap (or tie) in the important Alliance point total. The English should not prove to be a problem as the initial French forces in Amsterdam and Antwerp plus the July Paris and Mainz reinforcements can hold their own in any attack the English may launch. Cassel needs only a token defending force, unless the Russians and Prussian rebels come into play. Mr. McLaughlin has presented very good strategies for both sides and the Austrian Partisan strategy will work in this scenario.

#### THE WAR OF LIBERATION 1813

Mr. McLaughlin's French Shotgun strategy is an excellent French opening move. The French player should remember, though, that he has two turns to take the cities as the Alliance Phase is not used in the first turn of a scenario. After the first turn he should concentrate his forces to prevent small (attritional) battles from occurring. As a ploy the French player can send a (0) leader to try to reach the entrenched troops at Danzig and if successful the force can play havoc on the Russian's supply lines.

The Non-French player can make it very difficult for the French to take Berlin on the first turn by deploying at F7 and F8. A token force should be placed in Berlin in case the French player tries an "end run" to take the city, but if he does the F7-F8 force can threaten Cassel and Hanover. The Non-French player must initially retreat to conserve his strength for the end game, but should not pass up attacks against small French forces as attritioning the French in this manner is quite an effective strategy for eventual victory.

The victory conditions should incorporate this addition: "The Non-French player can win the game by capturing Paris with a supplied strength point." This prevents the French player from concentrating all his force near Cassel and leaving the Strasbourg area undefended. It also gives the Non-French player an additional strategic option for victory.

#### SPAIN 1811-1814

The French player must be careful not to over-extend himself by going after two or more objectives at the same time. He must initially decide whether to conquer Portugal or southern Spain first. Portugal seems the easiest of the two since the majority of the French are poised at its border, but Wellington is there and he is very difficult to defeat. Southern Spain is devoid of any strong enemy force, but it is also devoid of any strong French force and it would take awhile to reinforce the area. If Portugal is the choice, then the French should deal with Wellington like the Non-French deal with Napoleon; avoid attacking him directly, rather attack other enemy corps.

The Non-French player must use his partisans wisely. They alone cannot defeat the French, but they can cause an Excedrin headache for him. An attrition strategy against the French should prove effective. The Non-French player should retake captured Spanish cities whenever the opportunity presents itself for the French player will have a difficult time replacing troops lost recapturing those cities.

Both players must be patient and methodical in order to win. Quick, decisive blows are not the order for the day; rather, they are the exception in Spain. The French player possesses a higher proportion of quality troops, whereas the Non-French player possesses a shorter supply line coupled with greater mobility.

#### MISCELLANEOUS

There are a few nuances in the game that (if remembered and used) can improve a player's performance: 1) The French infantry and cavalry effectively have a movement allowance of four and five, respectively, due to the minus one modifier they receive for forced marches. The one in six chance of not being able to force march one hex in the winter—or in Spain or Russia may not seem great, but a six can be rolled at the most inopportune time. 2) A single strength point (or more) inside a city cannot be overrun and if used as part of a delaying strategy is quite effective. 3) Three or more strength points are difficult to overrun and their placement at vulnerable supply heads will deter roving cavalry.

*WAR AND PEACE* is one of those rare games that is both highly playable and "realistic". The games most adhering quality, though, is its high excitement level, and that is all that counts in my book.



## MAGNETIC GAMES

Now you can convert your favorite game for vertical display or secure in-play storage with magnetic tape, unmounted boards and just an hour of your time. All you'll need is a metal surface and an unmounted gameboard. We supply the magnetic strips with self sticking adhesive already applied. You just cut the 1/2" x 1" strips into half inch squares and apply them to the unit counters which came with your game. The result is a 1/8" thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that pbm move being jostled again between turns.

Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that still leaves them with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip.

Magnetic strips are available from Avalon Hill for 90¢ a foot or \$7.50 for ten feet. Unmounted mapboards are available upon request for \$6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.

## THIRD REICH '81

Few wargames have maintained their popularity over the years as well as *THIRD REICH*; the winner of various hobby "Best" awards, and to this day the holder of *CAMPAIN* magazine's "Best Game of all Time" honors. This popularity is even more remarkable in light of the game's admittedly poorly developed rules. In recognition of the special qualities of this title, Avalon Hill has put *THIRD REICH* through the development process again. A team of *THIRD REICH* enthusiasts from all around the globe was assembled to test the revised edition. Years of experience with the earlier edition helped formulate the revision during a blind playtest session. The results have been more than gratifying with our most enthusiastic testing response ever.

*THIRD REICH '81* is much more than a cleaned up version of the old game, although the rules presentation itself is much improved over the first edition. Among the changes is a completely revised mapboard with terrain changes that have profound effects on the game, while being both more functional (no ambiguous hexes) and attractive. The scenario cards have been revised to provide more useful information at the player's fingertips and also provide the U.S. and French players with their own separate cards.

However, the biggest change is in the rules themselves. Not only are they more complete and better organized, but they contain many design changes which drastically improve play of the game. Paramount among these changes are revisions to the Strategic Warfare rules which bring the U-boats under control by 1944 and account for the Luftwaffe's absence from the battlefield as they are withdrawn to protect the Reich from Allied strategic bombing. A free Russian Replacement rule portrays the influx of Siberian forces at the crucial point of the Eastern Front, and major changes to the Murmansk Convoy rules make that aspect of the game almost a game in its own right. A completely new innovation is provided in the form of Intelligence and Foreign Aid rules which allow more political maneuvering outside the purely military sphere of the game.

*THIRD REICH '81* consisting of new scenario cards, 36 page rulebook, and mounted mapboard is available now from Avalon Hill for \$9.00 plus 10% (20% for Canadian, 30% for overseas) postage charges from: The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax. *THIRD REICH '81* may not be available in your stores for some time due to the presence of old stock on the shelves. If you buy a new *THIRD REICH* game at your store be sure to look for the "New Revised 3rd edition" label on the cover.

## NEW AFRIKA KORPS RULES

A completely rewritten set of rules for *AFRIKA KORPS* which replaces the old rulebook, battle manual, combat results table, and situation card is now available from our parts dept. for separate mail order purchase for \$4.00. This new rulebook does not alter play of the game in any fundamental way—it merely attempts to clarify the rules of the game and dispose of the few ambiguities that have plagued AK players for years. Maryland residents please add 5% state sales tax.



## Letters to the Editor ...

Dear Don;

I was recently very surprised to read of the progress, or lack thereof, on the *SQUAD LEADER* gamettes (*THE GENERAL*, Vol. 17, No. 3 pg. 42). While I have come to expect poor business judgement from other game companies, it had always seemed to me that AH was an exceptional company, both in its ability to produce a fine product (which many other companies do) and its ability to use sound business judgement to anticipate the market and thus make a reasonable profit (which, I believe, few other game companies do). Your activities in producing the *SL* gamettes over the last 3 years and your plans for the future really make me wonder about the current business sense of AH.

I think that even the most naive wargamer would advise you that, if you have a popular game, you had better "strike while the iron is hot". Fads come and go and in my 19 years of wargaming I have noticed that wargamers (including myself) are an incredibly fickle lot. While it is certainly true that many "classics" pick up a following that is faithful for a decade or more, it must be recognized that even the faithful put the classics on the shelf in search of something new. That shelf is a tremendous threat to *SL* because once one puts *SL* on the shelf it is not as easy to take it down as it is to take down *BULGE* or *STALINGRAD*—the 100 plus sections of rules are pretty imposing when one has not played the game in over a year.

At present, *SL* has a following which is clamoring for further development of aspects of the *SL* system. I think that you have correctly recognized that most players have reached a saturation point on the rules. Yet you have not rushed to produce the additional items which would bring an immediate profit with very little downside risk. Mapboards are an excellent example. I am frankly getting sick of boards 2, 3, 4, and 5. Granted I could draw up my own mapboard but that would not have much in the way of quality and appearance. I suspect that you could issue a set of five mapboards at \$10.00 and do very well. I recognize that boards 8—11 have been out for some time but I'm sure that you see that the peculiarities of these boards (rivers, mountain peak, orchards) do not lend themselves to the general play that the hills and forests of 2—5 do (just count up the scenarios using these maps). Similarly, your slow development of the gamettes is difficult to understand. You have conquered the hardest part—the rules—and future gamettes should present mild problems (as compared with the development of new games) of playtesting the scenarios and adding on a few (i.e. less than 15) rules sections to cover the peculiarities of Italy, Africa, the Pacific Islands, etc. With this in mind, your decision to proceed at a slow pace, thus testing the patience and endurance of your fickle fans, is astonishing.

I recognize that you wish to produce a quality product, as you have with *COD* and *COL*. I think that a quality product consisting of gamettes on North Africa and the Pacific could and should be produced with a deadline date of 2—3 years from today. Your description of your plans to develop the *SL* system suggests to me that you think that you have ten years to fully develop the system. I would suggest that if you choose to take all ten years you will find that you have 1/10 of the purchasers that you have now.

John B. Sivertsen  
Bartlesville, OK.

*This may surprise you but I agree with just about everything you say. However, the slowness of the SL development does not compare to the missed opportunities of an earlier precedent. In 1971 PANZERBLITZ was the hottest wargame property in existence and remained so for 4-5 years. In those days it was the only tactical game around and had an amazing following. Gamers literally begged for the chance to purchase additional boards and scenarios for that game system, but AH simply didn't have an R&D staff to produce them and allowed the subject to go begging until the production of PANZER LEADER when the game system was already on the wane. It was, perhaps, the king of missed opportunities. You can draw a parallel example with the SL series. Although AH is certainly backing this game system with immediate followup designs it is admittedly slow because there is only one designer familiar with it and he must split his time among numerous duties—not the least of which is this magazine. Such excuses aside, the further development of the series is not as easy as you make it out to be. As the game system grows, the amount of crosschecking and testing required to ensure compatibility with that which has gone before also increases. Believe me, the temptation*

*to just throw out a package with new boards and counters to take advantage of the game's popularity has always been with me. However, I feel the game system deserves better than that and the only way to ensure continued quality is the investment of time in the development process. With such an investment I hope that the game will be able to repel the usual ravages of time on wargamer's tastes and remain a classic for a long, long time. The completion of the system and publication of a completely revised, hard bound rulebook for the entire game system may well do for tactical wargamers what D&D has done for fantasy enthusiasts. In the meantime, we've found that most SL enthusiasts haven't worked their way through all of the scenarios of the existing gamettes yet. And for those who have we recently published the Series 200 scenarios for COD, and hope to have a set of "Rogue" scenarios for use with boards 9, 10, and 11 by Christmas, with G.I. and its five boards slated for an appearance in the spring.*

★★★★★

Dear Don:

This letter is in reference to Vol. 16 No. 2 of *THE GENERAL*, which concerns Alan R. Moon's article on *BISMARCK*. Although few of you will probably remember that issue, the following will hopefully refresh your memory. Being a *BISMARCK* fanatic myself, I hope to be able to give an opinion of the article which reflects some of the feelings of others.

The article itself is quite interesting, as is the entire issue, to *BISMARCK* fans, primarily since it has been the last we've heard about the game in *THE GENERAL*.

Many of Alan's comments and tactics are quite valid; however, he does make a few errors in his strategies, which are both major and minor in effect. First of all, Alan states that it would be preferable for the British player to fight one "do or die" battle, but in actuality this is not very crucial or that important to the British player. In some cases, the British player may want to have more than one battle, hoping to weaken the *Bismarck* enough in the first battle to be able to mass a superior force for the kill later on. He also states that the British player can expect to lose a 16-point vessel (i.e. *King George V*) which is not always true, especially with the above strategy.

But most importantly, Alan has some very bad misconceptions about battle board tactics. He recommends that the British stay at 'B' range to avoid the *Bismarck's* secondary armament, and for the Kriegsmarine to do the opposite (go for the throat). Horrors!! The British should nearly always head full speed towards the *Bismarck* on the battle board and just the opposite for the German player. His reference to the "extra guns at 'A' range" is a theory which can be punched full of holes. In order for the German player to utilize this advantage he must move adjacent to enemy ships, broadsides as well. This condition won't last long, as usually the ships in question blow the hell out of each other in a very short time, leaving only lifeless steel hulks floating in the Atlantic. Sure, the *Bismarck* has the better of it, (survival chances, that is) but only by virtue of its additional midships. Under the best conditions, the German player can expect to win, but it is almost certain that the *Bismarck* will be meeting its prior victims if it has to fight another battle involving capital ships, due to its current crippled state. The preceding is especially true in the Basic Game, where major repairs are not possible. Even worse, if the *Bismarck* is not so fortunate during the battle, the German player will be hard pressed to escape alive. I have seen battles where the *Bismarck* has defeated its foe in a slugging match, but came out of it with every turret box destroyed and 5+ midship boxes marked. What then?

The strategy is obviously too reckless, and depends too much on luck, in my opinion. An effective strategy that I have developed with the use of the cruisers is known as 'cruiserhawk', which I will describe here. This tactic utilizes the cruisers in a safer, more efficient way. The tactic involves keeping the CA's and CL's at 'B' range, away from dangerous and deadly gunfire from the larger ships. Along with this range difference, the cruisers travel in roughly a circular pattern on the perimeter of the firing limit. By adopting this type of movement, the cruisers can quickly and safely withdraw if they begin to

receive a too heavy dose of gunfire, or simply move out of range temporarily until things cool down. I have found that my cruisers (especially the poor little *Cairo*) live a healthier, happier, and longer life than if they go right into the fray.

Finally, I would like to comment on Alan's suggestion of allowing the use of the English Channel as a possible route for ships to pass through.

Historically, as one knows, the *Scharnhorst* & *Co.* did successfully execute this daring feat, in daylight no less, and came through it unscathed.

However, the ships involved in this were fast, desperate to return to Germany, and very lucky. Also, the Germans counted on the element of surprise to pull it off, hoping to shock the Britishers enough to sneak through before they could react. All very nice, but this is Rheinbung, a totally different situation. Introducing this element would just be too much, creating more headaches for the British player than anything else.

I hope *BISMARCK* fans will start to send their own opinions as well to *THE GENERAL* as they are much needed and certainly much appreciated by all parties involved.

Gary Lawson  
Dracut, MA

*The article by Bob Proctor in this very issue should rectify the article shortage on BISMARCK for the time being.*

*It has been almost two years since "A Child Of The Sixties Grows Up" appeared in THE GENERAL. And now a dissenting voice. I'd say that's not too bad for a first impressions article.*

*My feelings toward BISMARCK 79 have changed since then though. I like the game more now for one thing. One of the reasons is the following, heretofore unpublished "official rule change":*

*1. In the Basic Game, the maximum firing range of heavy cruisers is reduced from six to five hexes. The maximum firing range of light cruisers is reduced to four hexes.*

*2. Ships may withdraw if not within firing range of all enemy ships of equal or larger type.*

*As to Mr. Lawson's criticism of my strategy and tactics, I still think the British should try to engage the Bismarck in one big battle, as long as they have enough firepower with the ships involved. About my strategy being "too reckless" and dependent on luck, well, we all have our own style, and there is rarely one "best strategy" in good games.*

*The rules allowing German ships to run the English Channel were just thrown in as possible optional rules. And, as with all optional rules, they are not for everybody. As I have stated, enjoyment and playability come first and second with me, and realism a distant third. And variety is the spice of games as well as life. Historical rigidity, on the other hand, kills a game.*

★★★★★

To whom it may concern:

First off, Shaw is Doc because he's the only one that wore glasses (at least he's the only one that changed his glasses). For obvious reasons, Barsotti is Snow White, Zucker, being the tired one, is Sleepy, and Davis, the loner, has to be Bashful. Moon claimed that Greenwood was a grouch, making Greenwood Grumpy. Hamblen's ailment(s) make him Sneezzy. Moon wanted to be editor of *THE GENERAL*, and anyone who says that has to be Dopey (besides, at 11:15 on the 24th, Moon wrote that the list had nine names when it had only seven—a dead giveaway). By elimination, Uhl is Happy.

The murderer? It wasn't Greenwood since he would've died before getting 30 shots off. Hamblen, as Sneezzy, would've been too sick to take proper aim (one sneeze and his aim would be off). Uhl, as Happy, would've confessed and been happy about it. Barsotti, as Snow White, wouldn't want to lose a "free meal ticket". Davis, as Bashful, wouldn't have enough nerve to pull the trigger. Zucker, as Sleepy, couldn't have kept his eyes open long enough to get 30 shots off. Shaw, as Doc, would've tried to cure Greenwood and thus would've been caught. Finally, Moon, as Dopey, wouldn't remember who to shoot.

Who does this leave? Simple. It was rumored that AH was doing a *DALLAS* game which would probably leave the others in the dust. Alan Moon,

who used to work for SPI (if I remember correctly), seemed to know all of the facts (he wrote the thing); that leaves one of his old connections—the man responsible for painstakingly designing and developing SPI's *DALLAS* (and who didn't want to see his work go down the drain; besides, AH is finally outselling SPI)—the one—the only—the murderer—JAMES F. DUNNIGAN!

It certainly SEEMS simple enough EXCEPT for the fact that NOWHERE in the story did it say that one of the dwarfs or Snow White was the culprit . . . I'm used to these sneaky solutions. By the way, why wasn't there a decent *FOR-TRESS EUROPA* puzzle?

Don Del Grande  
Greenbrae, CA

★★★★★

Dear Sherlock Moon,

Your solution for Contest 98 is definitely plausible, but it rests too much on the foundation that you picked the murderer *a priori*; i.e. you set up a puzzle to fit a predetermined murderer. Sure, there was change (coins) flung around the room. Yes, Tom Shaw did jingle coins in his pocket during the first interview with the authorities. But where did he get jingling change from so soon after the murder was committed? (Remember, shots were reported at 10:14 and Tom's interview was at 10:57.) After all, where can you get change after 10:00 P.M. in Baltimore on Christmas Eve??

You see, Sherlock, Doc (alias Tom Shaw) was not the only dwarf with a dart through the heart—Happy and Sleepy were also similarly pierced. Further, Happy would have had more to gain—fame was already his, but the demise of D.G. would bring him POWER. Besides, the contest itself states: "our story ended HAPPILY, as the killer . . ." (The comma is mine.)

Nice try anyway, Mr. Happy Moon, but where were you at 10:14 P.M. on the night of December 24th? Any witnesses?

Wesley L. Doody  
Ozone, Park, NY

★★★★★

Gentlemen;

One thing I noticed in the scenario E series replay (Vol. 17, No. 3) was the American player's choice of position for the bazooka (4x1). The stone building provides excellent cover, to be sure, but does not offer any good LOS for the southern attack he is expecting. I personally would have preferred a turn I move to 5x10, allowing for vastly better LOS, including a LOS preventing the armored car's safe advance. The AC would be faced with three undesirable options: move past the bazooka (allowing a 42% overall chance of a kill), attack through the south, facing two AT Guns (56%, assuming the AC is neither stupid enough to move adjacent nor unlucky enough to stumble onto a bore-sighted hex), or risk 33% immobilization in the woods 5U9-5S8. Being a little more of a gambler, I would have done this myself. However, to some, the relatively poor cover in the woods would preclude any such action.

Will Provost  
Pittsburgh, PA.

★★★★★

Dear Don,

Just got my copy of the "Index and Company History". Having been with AH games since 1958 (*DISPATCHER* was my first followed by *TACTICS II*) I must say I enjoyed it. And of course, since I've been a "contributor" at least in the 60's to the *GENERAL*—there is a certain ego trip involved in seeing one's self "indexed".

However, I must voice one small complaint. In your Philosophy column on page 3 you ask us to rank the most prolific authors. My name failed to make the list, albeit in your "answer" you say the number of contributions varied from 19 down to 6. From your own index you will find my name 9 (nine, count them) times. Now if we are to discount "two-part" articles, we would cut that back to 7 (seven) which still exceeds 6 (six). Oh, well—so much for fame and glory.

Richard C. Giberson  
Amarillo, TX 79106



**FURY IN THE WEST:**

**MOVEMENT:**

**Q.** Can units move on half-hexes?  
**A.** Yes, on hex rows A and U. Units may also appear on the hexes marked "P4," "P5," "P2," and "P1," and/or move into them. Units may not enter the fragment hexes, i.e., B1, D2, F3, H4, and J5.

**Q.** Can ground units appear east of the river?  
**A.** No. Neither can they cross the arm of the Tennessee extending from P12 to U16.

**Q.** Can gunboats move along the passage from P12 to U16?  
**A.** Gunboats may enter P12 (a bluff hex) but may go no further south. The gunboats must stay on bluff or river hexes of the main river.

**Q.** May reinforcements enter the game in column?  
**A.** Yes.

**Q.** How do leaders form column?  
**A.** They are always assumed to be in column. How long does it take a general to get on his horse?

**Q.** What happens if a hex where Union reinforcements are supposed to enter is occupied by Confederate units?  
**A.** Reinforcements supposed to enter at hex A5 may enter in any hex further north. If all of these hexes are occupied, the reinforcements may enter in any north map edge hex not occupied by the enemy. Other reinforcements may enter in any

# THE QUESTION BOX

north map edge hex further west or east from their entry hex.

**COMBAT:**

**Q.** Rules IX.A.5 and IX.B.3 appear to conflict. Must all units in a ZOC hex be involved in combat?  
**A.** Yes, even back-to-back defenders must always be attacked together as one entity.

**Q.** May attacks be made by back-to-back units (one unit being turned away from the battle to cover the rear)?  
**A.** No! Units may change facing within an enemy ZOC, but may not move their own ZOC off an enemy unit once it has encountered one. Many Civil War units retreated with their backs to the enemy, but who ever heard of advancing like that?

**Q.** Is combat still required for units in ZOC at night?  
**A.** Yes, if there is such a situation at the start of the combat phase. The night movement and night combat rules apply.

**Q.** What casualties are inflicted on a routed artillery unit?  
**A.** All SFP are eliminated. These may be used to absorb the Combat Results Table losses for that

battle (although any routed infantry still loses straggled SFP, of course). In the advanced game, any artillery SFPs not eliminated by the CRT are counted as prisoners, in all routed artillery units.

**Q.** Are leaders routed?  
**A.** Yes. When units in their hex are routed, leaders must accompany them during the four-hex retreat and remain equally immobile as long as the ROUT marker is on them.

**Q.** Must withdrawing or routed units in the same hex retreat together?  
**A.** Yes.

**Q.** May gunboats be attacked?  
**A.** Only when the gunboat in question is in a bluff hex, adjacent to the attacking units, and on the same side of the river. If not, enemy units may move into adjoining hexes, but must stop all movement that phase, and may NOT attack. (The gunboat may attack in its turn, with the usual CRT results).

**Q.** May a leader apply his combat modifier to any unit?  
**A.** No. A leader must be in unit's chain of command to be able to apply his combat modifier.

**SCENARIOS:**

**Q.** Can Union units begin the game facing in any direction?

**A.** Yes.  
**Q.** Is the 47th Tennessee under any Confederate division or corps?  
**A.** Yes, the 11.  
**Q.** Where is the east end of the Confederate Start Line for the second day?  
**A.** It continues off the board from its end on hex row Q, continuing east between hex rows 16 and 17.

**Q.** Where does the 3rd Division (Army of Tennessee) start, in the second day scenario?  
**A.** In any hexes adjacent to the 5th Division's placement hexes in the Army of the Tennessee setup.

**Q.** The Victory Points Table awards five VP for eliminating an infantry unit. Does this include the Sweeney Detachment and the 47th Tennessee?  
**A.** Yes.

**Q.** In the second day scenario, are the historical SFP casualties and unit eliminations worth VPs?  
**A.** Yes, the same as for casualties caused by the players during the scenario itself. Furthermore, consider A. JOHNSTON, W. WALLACE, and PRENTISS eliminated and award the usual VPs for them.

**Q.** In Scenario #1, rule II.C.1b's first sentence is "(Advanced Game): Units may be in battle or column formation when set up." Does this apply to all units when playing Advanced Game rules?  
**A.** No! This applies to all Advanced Game UNITS, i.e., artillery. That was the context of that subsequent paragraph.

## READER BUYER'S GUIDE

**TITLE:** FURY IN THE WEST  
**SUBJECT:** Battle of Shiloh—April 6, 1862

The limited response to *FURY IN THE WEST* was somewhat less than enthusiastic. However, *FURY IN THE WEST* is one of those games that cannot be easily compared to other games. It is simply one of a kind.

The cumulative rating of 2.91 ranks the game in 34th position. This places it between our two Civil War games, *CHANCELLORSVILLE* and *GETTYSBURG 77*. AH will not be doing a major revision of the game, though the graphics, particularly the map, will be redone. Whether this will make any major difference or not is beyond prediction.

The ratings certainly seem to justify the new graphics. The ratings for Physical Quality 3.36, Mapboard 4.01 (one of the all-time worst ratings in this category), and Components 3.00 are all well above the average ratings. However, it should be remembered that *FURY IN THE WEST* is not a new game, only a new AH game. It was first published by Battleline in 1977.

The rest of the ratings are all below average, though none are particularly spectacular. The best ratings were for Realism 2.82 and Excitement Level 2.09, signifying the game's playability and enjoyment despite its appearance.

The Play Balance rating of 2.99 indicates that the game was well-developed. The Ease of Understanding (2.55) and Completeness of Rules (2.45) ratings seem to confirm this.

None of these numbers taken individually tell the real story though. *FURY IN THE WEST* has a unique game system. The emphasis is on straggling, and thus forces the players to make choices each turn. They can move their units and lose more stragglers (and strength), or they can take a turn or two to rest and regain their stragglers (and strength). Whether a unit can be pushed into battle one more turn is not always an easy decision, and it is one that must be made each turn for each unit. Coupled with the geographical victory conditions, the game becomes extremely demanding. And exciting.

Civil War buffs may find the system less than valid, but it does give the game the feel of the battle which it recreates, The Battle of Shiloh. Gamers who find most Civil War games dull should give this one a try.

For a game containing such a unique system, the rules have few problems. Again, an indication of the fine development the game received. Don't let the Overall Value rating of 2.91 fool you. For its current price of \$11.00, not many games are a better buy.

The Game Length of less than three hours is right for either of the one-day scenarios, with the two day scenario being naturally almost twice as long.

Readers should note that to keep the RBG list at fifty titles, *1914* has been dropped.

## AVALON HILL RBG RATING CHART

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

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. 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	2.16	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	2.26	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. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.00	2.28	2.80	3.15	17.1
29. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
30. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
31. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
32. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
33. AFRICA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
34. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8
35. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
36. 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
37. 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
38. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
39. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
40. 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
41. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
42. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
43. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
44. 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
45. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
46. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	3.38	3.58	3.38	7.5
47. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
48. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
49. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
50. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
<b>AVERAGE</b>	<b>2.91</b>	<b>2.60</b>	<b>2.84</b>	<b>2.59</b>	<b>2.78</b>	<b>2.75</b>	<b>2.94</b>	<b>3.22</b>	<b>2.64</b>	<b>2.70</b>	<b>21.4</b>

## COMING UP NEXT TIME



**AIR FORCE**



Vol. 17, No. 1 managed a 3.07 rating which made it the second best issue of the preceding year—an encouraging result considering the Ancient period feature. As expected, the lead article by Alan Moon garnered best of issue honors with 418 points in our 200 random sample survey. The rest of the ratings were as follows:

THIRD REICH Series Replay . . . . .	192
Advanced RICHTHOFEN'S WAR . . . . .	146
The Evolution of Strategy . . . . .	78
The Crowning Achievement . . . . .	69
Would You Believe a Week? . . . . .	67
An Alternate Movement System . . . . .	62
Just One More Chance . . . . .	60
My Son, the Berserker . . . . .	37
Once More Into the Rubble of STALINGRAD . . . . .	26
The Asylum . . . . .	23
Staff Briefing . . . . .	22

Avalon Hill has been busy acquiring games from smaller companies again. The latest additions to the Avalon Hill stable include *SMOKER'S WILD*, *DRINKER'S WILD*, and *TEAM* from Gamma Two Games, and *THE PETER PRINCIPLE GAME* from Animal Town Game Co. Wargamers may be more impressed by the acquisition of such games as *PANZERGRUPPE GUDERIAN*, *FREEDOM IN THE GALAXY*, *FREDERICK THE GREAT*, *CONQUISTADOR*, and *PANZER ARMEE AFRIKA*.

The latest refugee from SPI to find employment in the Avalon Hill R&D offices is Joe Balkowski whose credits for the New York firm included: *TASK FORCE*, *WACHT AM RHEIN*, *ATLANTIC WALL*, *PATTON*, *NEY vs. WELLINGTON*, and about 15 others. Joe is expected to lend a hand in the sports dept. where his arrival should signal the beginning of the transition of *ALL STAR REPLAY* from a quarterly to a bi-monthly schedule.

From GAMECON ONE in Salem, OR comes news of a new convention service: *GAMESPEAK*. This feature consists of a direct telephone hookup to popular designers, publishers and personalities in the game business. Convention attendees can listen to their favorites discuss new games, variants, and upcoming projects while allowing dialogue similar to a radio talk show. This feature may be the answer to the travel problems of the hobby's personalities who must pick and choose between dozens of convention appearance requests each year.

Gaming's biggest lawsuit came to an end on March 6th with an out-of-court settlement of the creative rights dispute between D&D authors Gary Gygax and Dave Arneson according to a press release issued by Arneson. The terms of the settlement insure authorship credits for Arneson as well as clarifying his rights to future royalties.

We are currently accepting applications for "blind" or by-mail playtesters for *STRUGGLE FOR ARNHEM BRIDGE*. This is a relatively simple, area movement style game taking roughly three to four hours to play. Prospective testers must be at least 21 and willing to devote a lot of gaming time exclusively to playtesting for the next four months. The major emphasis shall be on the generation of as many games played as possible with reports on the levels of victory attained for play balance purposes. This playtest is ready to go now and a group will be selected and playtest kits dispatched shortly after you receive this so do not delay. Remuneration for testing is limited to free copies of the finished game for those who perform adequately. Advance apologies to the many who will apply which we will have to turn down without a reply—the playtest is limited to 20 groups.

## Infiltrator's Report

Conventions can be fun—at least that's what our Alan R. Moon reports following his recent visit to the Chicago Wargamer's Gamefest. Following is his summary of the convention.

"The convention was both well organized and smoothly run. There always seemed to be more than enough eager volunteers to do all the little things that need to be done at these events. And if you had a problem or question, they were only too glad to help.

Only six local dealers (the members of the Chicago Dealers Assn.) were allowed to exhibit at the convention. This is in keeping with the convention's goals, because the hosting Chicago Wargamers Association is more than just a gaming Club. They are an organization that has banded together all the clubs in the area as well as all the hobby dealers. As a non-profit organization, they run their conventions to support these dealers and as a service to the gamers. It is a system that works well for everyone. And it is a system that in my opinion is making the Midwest one of the best hobby areas in the country. All the dealers seemed to do very well, especially with the new Avalon Hill games which included the much sought-after *GUNS OF AUGUST*."

I had hoped to be able to report Alan's sound thrashing in his challenge *VITP* match with Max Zavaneli (see last issue's letter page) but such was not the case although Alan didn't come home any richer. The "TKO in THREE" grudge match was called due to a rules dispute after five turns with the Japanese leading by 29 POCs. Although we are told the judge sided with Alan, the game and the wager were cancelled at that point. Alan didn't come home empty handed, however, as he won both the *WAR AT SEA* and *FOOTBALL STRATEGY* tournaments—although the master of "The Battle of Brussels" ran into someone even luckier than he in the *NAPOLEON* tournament. If all of this interests you, you'll be glad to know that CWA's next convention isn't too far away. It will be held July 17-19. For information write to Tony Adams, 3605 Bobolink, Rolling Meadows, IL 60008.

I am very sorry to report that Avalon Hill will not be sponsoring any tournaments at the upcoming *ORIGINS* convention. Although we had assembled a twelve man crew to run our usual assortment of events, the current sponsors of *ORIGINS* decided to do away with the tradition of *ORIGINS* past and run their own convention with their own tournament policies. In short, they demanded the right to charge a universal \$3.00 fee for all tournaments which they would keep themselves, rather than turn over to the tournament sponsors/judges. Thus deprived of this token support to help defray the costs of tournament prizes, and being unsuccessful in our attempts to evoke any type of reply from the *PACIFIC ORIGINS* people to any of our questions, we regretfully withdrew our offer to run our customary events at this year's convention. It is our understanding that the *PACIFIC ORIGINS* sponsors will be running a number of tournaments using Avalon Hill games and we hope they are both enjoyable and widely attended, but we do feel we must go on record as stating that Avalon Hill has nothing to do with the conduct of these tournaments. Indeed, we are still awaiting a reply as to the acceptance or rejection of our offer of assistance in running several events for *PACIFIC ORIGINS* under the *PACIFIC ORIGINS* guidelines.

Lastly, I have been asked to briefly explain once again some of the terms found in the magazine which may be confusing to a new reader, so I ask that you old hands bear with me for a few more paragraphs.

A.R.E.A. stands for the Avalon Reliability Experience and Ability rating system which currently has over 5,000 members. Each member pays \$5.00 to be included in the rating system which will keep records for life on official matched games he plays provided he meets certain minimum standards of participation and conduct. All too often play-by-mail (pbm) games are begun and never finished because of the irresponsible actions of one or both players. Losing players simply stop writing rather than finish a losing cause or surrender gracefully. The A.R.E.A. system weeds out such undesirables by ejecting those who don't finish games or behave in an unethical manner. In this way, an A.R.E.A. rating with a high pbm qualifier indicates a mature, experienced competitor who is fun to play. As players report the results of their rated games their numerical ratings fluctuate giving a better indication of the player's overall ability. The letter qualifiers indicate the number of such games which have been rated, and thereby indicate the relative validity of the numerical ratings. The A.R.E.A. system is quite similar to the United States Chess Federation postal system. Those interested in more specific details about the A.R.E.A. system can obtain the A.R.E.A. official regulations for \$1.00 and a self-addressed stamped envelope by writing to Jack Dott; A.R.E.A. Technician, c/o Avalon Hill. The official Avalon Hill Championship postal tournaments which will get underway later this year require all participants to be A.R.E.A. members, although they need not necessarily be members of the TOP 50 listing.

Virtually no one arrived exactly at our answer for Contest No. 99. Apparently people didn't take our condition seriously that all players would make a move based on their own highest possible order of finish. With such a condition to fall back upon the Red chariot is absolutely guaranteed to win the race if it uses the wreck to screen itself from all possible future attacks. Although we had no actual winners we did send prizes to six who came close by selecting the correct move albeit with minor flaws in their attack plans. The winners were: P. Santana, Seattle, WA; J. Slobojan, Gleeley, CO; S. Quant, Worcester, U.K.; C. Lewis, Altadena, CA; M. Hall, Peterborough, ON; and E. Borkowski, Parma, OH.

In Contest No. 100 the Germans had four turns to take Stalingrad or five turns to eliminate all Russian units. Time was the key element to consider. The Germans had to weaken the Russians seriously in January to prevent a stall strategy capable of running out the clock on the German advance. They could attack the following positions in January:

3-1 Odds or Higher	Low Odds
2 Arm-Z35	28 Inf, 4 Cav-Rostov (1-1)
22 Inf-BB33	29, 35 Inf-HH31 (1-1)
6 Arm-EE31	3,4 Arm-CC33 (1-2)
2 Cav-GG29	3 Inf-GG31 (1-2 or 1-1)

If the Germans do not take Rostov and break the Manych River in January, they will almost surely lose. No matter what combination of other attacks they do in January, their best chance of success will be less than 1% against a perfectly coordinated stall defense if they do not breakthrough at Rostov and extend the Russian line dramatically. A 1-1 D Elim or Exchange against Rostov will eliminate the Russian option of winning by pure delaying tactics.



## OPPONENTS WANTED

Berserk gamer needs 18 or older for MR, DUNE, SST, WAP, AIW, JR. Will learn others. Any clubs in area? Ken Keller, 9202 N. 19 Ave., Apt. 131, Phoenix, AZ 85021, 843-7188.

Central Arkansas Wargamers: Let's get together for 11 or 12 p.m. CIO, COD, also enjoy TRC, FE, AOC. Need to learn WAP, 1776, CAE. Rick Ragsdale, 1009 Gray Lane, Jacksonville, AR 72206, (501) 982-1347.

14 year old wants 11 or 12. COI, COD, FE, GE, FLB, VLT, PUB and others. Any clubs in the Little Rock area? James D'Ambrasia, 9 Colen Ct., Little Rock, AR 72122, (513) 224-4552.

Dear Cannon Hill, Qld Correspondent, I've lost your address, please write again very interested in 11 games of SL, COI, COD and others. C.P. Reves, P.O. Box 42, Tewantin, Qld Australia 4726, (07) 473024.

Request opponents for pbn PB, STAL, GETT? 17. All letters answered, games finished, want reliable, serious opponents. Take on all rated games. Mike F., 1837 Arrow Hwy Apt G-103, Covina, CA 91722, (213) 332-8825.

Wanted players for TRC, WAP, CM, Contact by mail. Gil Hargen, 1180 Cotter Way, Hayward, CA 94541, 889-1478.

Old games and 20 General back issues. Good prices. Good condition. Send SASE for list. Kevin O'Neill, P.O. Box 606, Laytonville, CA 95454.

Experience PL & PB gamer desires 11 or 12 opponents. Can run up others for macro games. Developed many optional rules. Also, Alex, W&M, AIW, SQ, DR, K&V, B&S, 26211 Via Robert, Mission Viejo, CA 92691, (714) 830-2939.

Wanted: Pbn opponents for SL, COI, COD. You must be AREA rated with rating of 1100+. I have good pbn system. You choose scenario, I'll choose sides. Chuck Wannan, Jr., 2103 San Pascual, Pasadena, CA 91107, (213) 792-1345.

Opponents wanted for MA, DIP, or any monster game, for 11 or pbn. James M. Briggs, 5940 Redbrook Rd., San Diego, CA 92117, (714) 279-4964.

15 yr. old beginner, AREA 90, wants opp for W&M, SST, BS, 11, Pacific Beach preferred. Would like to join club that plays Sat. James Moore, 858 Tourmaline St., San Diego, CA 92109, 458-0757.

Wanted to play SL or COI in Subic Bay. Kyle AREA 1200 need experience will play anybody in WAT would like to start club here. Robert T. Reed, US Naval SRF Box 34 Subic, FPO San Fran, CA 96651, 49415.

AAAAA + pbn SL rated only. Two games simultaneously same scenario, switched sides. System uses paper maps (no board or counters). Fast replies. All letters answered. John Verhagen, 4098 Samson Way, San Jose, CA 95124, (408) 265-6585.

The National Wargaming Alliance is constantly seeking creative, motivated gamers who wish to take part in directing their hobby. Want to get involved? Contact: Jack Tvery, 9233 Kenwood Dr. #218, Spring Valley, CA 92077, (714) 697-3208.

16 yr. old wants opponents for pbn F40, AZ, FE and W&P. Also willing to play these TTT. All letters answered. Mike Reed, 5206 Calle de Ricardo, Torrance, CA 90505, (213) 378-2770.

SL, TRC, JR, FE. Adult gamer seeks 11 opponents. Charles Ogilvie, 201 3975 North Rd., Burnaby, B.C. Canada V3J 1S2, 939-6691.

Adult player, 16 yrs gaming exp., Rated 1600 wants pbn DIP rated or unrated; also pbn was any side or both need systems for above. Brian M. McCaig, #20426 Underhill Dr., Don Mills, Ont. Canada M3J 2J3.

Avenged 17 yr. old wants 11 opponents for SL, COI, COD, PB, PL, AIW in Colo. Springs area, call me between 3-7 pm weekdays. Paul Kervoy, 1708 Main St., Security, CO 80911, 392-5389.

Adult wants pbn opp. for PB, have lit. Also fit players for PB, GETT, DUNE, DIP in Stam. area. John Farewell, 61 Midland Ave., Stamford, CT 06006, (203)212-0919.

Opponents wanted for pbn TRC, will play either side no options. Also fit SL and COI, plus many other games. Mark J. Kalina, 33 Solopac St., Vernon, CT 06066, 875-2032.

I want to join a wargaming, fantasy, science fiction game, or role-playing strategy club. Please send me info on dues, locale, and the likes. K. Burke, 6 Meadowbrook Rd., White, CT 06017.

Pbn, rated for TRC, FR, Am 1600 Psn. Also fit for most AH titles, I am 17, may consider pbn with other titles as well. Albert Miller, 305 South Shore Drive, Dover, DE 19901, 607-2519.

Looking for pbn players interested in multi-player JR, SL, COI play. Will moderate games. State ratings, and preference of countries. All letters answered. John Brownwell, 18 Hackberry Dr., Felton, DE 19943, (302) 284-3835.

Wanted Vol 13 No. 4 with all counters also Vol 11 No. 4 good originals only. Will buy or trade with vol. 11 No. 3 or vol. 10 No. 4. Want 11 players for most games. Stephen Chin-Chee, 4359 N. 11th St., Apt. 2F, Miami, FL 33126, (305) 443-0006.

Average player, 28 seeks pbn adversary in AA or DD. I prefer Brits in AK and German in AK. Bill Mathis, 110 E. San Carlos Dr., Fort Rucker, FL 32568, (913) 849-9649.

18 yr. old wants 11. COI, COD, D&D, most AH, other companies too! All replies answered, let's go Saratoga Co. Butch Von Kogelman, 1012 Garden Venice, Ft. Lauderdale, FL 33309.

Opponents wanted for rated pbn Grand. TRC. Rated 1200 provisional. Anyone interested in pbn chess? Ron Lindsey, 2167 Telfair St., Augusta, GA 30904, (404) 738-5100.

Does anyone play STAL in GB? Want opponents in S Wales area. Fit only. Will travel. Also have RW, AK, TR, and Intending AF. I'm 18. Mark Baylis, "N. Queen St.", Hilltop Cheshire, Oswestry G.B. NP26 5HT, 2235.

Enthusiastic gamer desires opponents on Oahu. Will play any AH game but prefer strategic or classic games, such as 1776, WAP, VITP, JR, AK, etc. Charles Layton, 5702 E. Hie Ave., Ewa Beach, HI 96796, 499-2480.

AREA 1500 desires pbn W&M not to area but not W&M rated or not I will teach anyone a lesson use your system or mine. Jack Wilson, 1032 Jones St., Honolulu, HI 96818, 422-0315.

Looking for experienced war game freak to play SL, COI, COD, W&M, 1776, AIW, Fit only. Any clubs in the valley? Jeff Schumaker, 4588 Kyle Ave., Boise, ID 83704, (208) 376-1513.

I'm new to the Twin Falls area and need opponent for SL, COI, COD. I have new scenario to playtest. Any clubs around here? Eric Nelson, Box 3, Filer, ID 83328, (208) 326-5816.

Opponents wanted! Not for blood, AREA 815 AK, CI, CD, DD, SL, Greg Ferenz, 8155 S. Homan, Chicago, IL 60662, 436-8544.

Need pbn opponents for JR, GE, BL, will learn others. New to wargaming but learning fast! Also need pbn systems. For JR, GETT, BL, Mark K. Smith, 1550 E. Washington St., Franklin, IN 46041, (317) 654-8328.

Adult player needs opponents for pbn AIW, PL. Have system or one system, not rated players welcome also at 6334 Venus Ave., Portage, IA 46368, (219) 763-2823.

17 yr. old AREA 1200 seeks pbn, fit, games of FE, JR, WAS, AD. Need opponents desperately. Need systems for JR, WAS, AD. Alan Fishman, Box 36, College Springs, IA 51637, 582-3338.

Pbn, AK, BB, DD77, PB, TRC, STAL, Rated 1200 pbn. AK, BB, odd, sent rating and AREA number. Jack J. White, 2827 8th Ave., Council Bluffs, IA 51501, (712) 328-0957.

Looking for 11 in DSM area for SL, COI, COD, LW, WAS, JR, must be willing to come to me. Bernard Lattin, 3908 East 25th St., Des Moines, IA 50317, 266-6786.

Adult "Novice" needs someone to teach me pbn in PL, SUB, TRC, AK, Steve Layton, 5904 E. Lincoln, Wichita, KS 67218, 683-8695.

Unrated AREA player looking for fit or pbn player. Will answer all letters. Play for fun or area rating. PB, SL, AOC, VITP, W&P. Chuck Gouner, 7136 Villere Dr., Baker, LA 70714, (504) 775-5300.

Area player with 3 yrs exp. seeks opponents in Grand BB. Any side for friendly pbn, non-

## OPPONENTS WANTED

rated. Age 28. Rick Sattler, 2611 Royal Oak Ave., Baltimore, MD 21207 (301) 299-2991.

Wargamer looking for opponents for SL, COI, COD. Also have many other games. AREA rated at 1200. Please contact: Patrick Conroy, 7420 Hampden Lane, Bethesda, MD 20014, (301) 465-0247.

SL, COI, COD opponent for fit. Relative newcomer but have good grasp of all rules and mechanics. John Lovell, 6009 Conway Rd., Bethesda, MD 20034, (301) 930-8657.

PL opponent wanted. Jeffrey A. Wise, 1800 Simons Ct., Edgewood, MD 21040, (301) 676-1327.

Adult novice gamer needs opponents for pbn or fit in either AK or BL. All contributions gratefully accepted. Patrick C. Frye, 9520 Marikirk Rd., Laurel, MD 20811, (301) 490-0242.

Kriegsmariner! 15 yr. old admirer desperately wants to fit BIS. All inquiries answered. Gary Lawson, 40 Dale Ave., Draught, MA 01826, (617) 957-2965.

SL, COI, COD, pbn touring; open to all rated and non-rated. For more info please write. No phone calls. Please write. My phone, P.O. Box 1094, Leominster, MA 01453, (617) 537-6009.

WAP, WAS, PB, DD, FE, JU, SL, DIP, RP will learn others. Richard Warding, 781 Rockdale Ave., New Bedford, MA 02749, 956-6434.

Pbn AK, PB, PL, rated 950 pbn, unrated AIW, pbn if you have system. Will finish all games, play either side, all letters answered. R. M. Lang, 38 Maple St., Stoneham, MA 02180, (617) 438-1779.

20 yr. old beginner from Mexico looking for pbn opponent. Play FL, MD, PL, RW, SST, and TAC. Need system to play these games. Pedro Valdes Sada, Banderilla 910 Col. Obispo, Monterrey, NL, Mexico.

16 yr. old looking for a good fit in SL, COI, COD. Any clubs in Minneapolis? If not, like to start one. Dan Reed, 104 Canal Dr., Rockford, Minn. 55373, (612) 427-6215.

Where did all the wargamers in the Twin cities disappear to? Am I the only one left? Help me to reestablish contact! Randy Harmelink, 200 S. Winthrop St., #126, St. Paul, MN 55119, 738-3000.

Beginner needs pbn opponents AK, BL, PB, TRC, STAL, Taclt, W&P, Was. First come basis. Possible fit in TRC area. Are there any local clubs? Digger, P.O. Box 94, St. Paul Park, MN 55071.

American Wargaming Association National club democratic elections, monthly newsletter, regular tournaments, convention, special publications and more. To join, send \$5 to George Phillips, 1225 Island Dr., Astoria, Ariz. 85015.

14 yr. old wants opponents. I will play almost any wargame. I have SL, PL and LW. I've never played pbn but willing to learn. Tim Kelly, 5154 So. delmer Rd., Frankentuth, MI 48734, (517) 652-8653.

Opponents wanted to pbn AK, AZ, FE, PB, TRC. You choose sides. Optional or tournament rules to be negotiated. Peter Noflan, 207 Spring Rd., Hilldale, MI 49422, (517) 437-2234.

Multi-player pbn in PLAGUE TIMES and a few other surprises as well. Feen has openings in DIP and DIP variants, MACH, DUNE and more. Marlon Bates, P.O. Box 381, Kalkaska, MI 49646.

AREA 1200 wants pbn opponents for STAL, AK, AL, VITP. Fit these and DD, MD, BL, FE, TRC, JR, FR. Must be 1000+ rated only. Robert Goddard, 3550 Peck, Muskogee, MI 49444, (616) 733-1861.

AREA A Member Seeks pbn opponents for TRC, STAL, DD, AK. All letters answered. Jeff Sampson, 10449 Oakland Dr. #3, Portage, MI 49002.

Pbn, TRC, AK, 11, SL and all games. Lt. John P. Ridilla, Bco 4, INF, Schofield Fld, M196857, 624-3290.

Pbn, WAT, STAL, TRC, BB, BL, AZ, AK. I am not rated. I will pbn rated or not rated opponents. Les Lightstone, 16091 Harden Circle, Southfield, MI 48075, 559-7018.

Need pbn opponents for PB. Reliable not rated.

## OPPONENTS WANTED

Looking for 11 or 12. COI, COD, FE, GE, FLB, VLT, PUB and others. Any clubs in the Little Rock area? James D'Ambrasia, 9 Colen Ct., Little Rock, AR 72122, (513) 224-4552.

Adult player looking for fit COI, COD, SL opponents. Anyone in Akron? Marc Silling, 463 Silver Oaks Dr., Kent, OH 44240, (216) 678-8863.

Adult player wants fit COI, COD, M&C, M&S, 463 Silver Oaks Dr., Kent, OH 44240, (216) 678-8863.

I am moderating pbn games of BIS, DUNE, DIP, MR, SUB, No fee, only stamp costs. Send SASE for more information and game scenarios. Jeff Cray, 4429 Manchester Rd., Middletown, OH 45042, 423-3433.

17 yr. old gamer wants fit or pbn for WAT. Any players in Morrow area? Mike Meister, 7133 Blackhawk Dr., Morrow, OH 45152, 877-2476.

Local opponents for SHI, DR, FITW, CH. Have pbn please! Gary W. Jones, 1157 Tod N.W. A-2, Warren, OH 44485, 392-4940.

14 yr. old wants fit opponents for WAS, TRC, JR, and SL. Any clubs in the area? Tim Scherz, 2604 Helen St., Altamont, PA 18104, (215) 435-7140.

Adult gamer AREA 1500 wants pbn opponent for rated PL, PB, TRC, FE, AIW must rate 1400 or more I'll pick side you pick scenario. Robert D. Jones, Rd #2 Box 222 Creek Rd., Clark Summit, PA 18411, (717) 587-2714.

Average adult AREA 1200 wants pbn or fit, BB, PB, AL. Also interested in non-rated pbn or fit TRC, PL. Any gamers in Marcell county? Paul Sage, 337 Frederick Dr., Fort, PA 16121, (412) 344-3840.

Adult (24) gamer with average ability seeks fit opponent. Have TRC but willing to try others. Richard Male, 532 Janeway Dr., Norristown, PA 19401, 279-4166.

20 yr. old seeks fit opponents in Phila. Area. Prefer fit or SL, also have DD, WAS, BIS, SST, COI and COD. AREA or not. John Calvin, 1033 Ritter St., Phila., PA 19148, (215) 408-1160.

AREA rated 900 player, seeking rated pbn gamers. AK, STAL. Will answer all letters. Dave Lamoureux, 6348 Marchard #7, Pittsburgh, PA 15206, (412) 661-7372.

New area member seeking rated games. AK or STAL. I am rated 900 pbn. Will answer all letters. Jon Wiborg, 1329 Denton Ave., Pittsburgh, PA 15217, (412) 511-7333.

Adult player wants fit or pbn opponent for KM, JR, AIW, BL. Be prepared to win! Richard Phillips, Box 2014, Tisdale, Sask. Canada S0E1T0 (604) 873-5573.

For sale: Good cond. civil war, 1914 (counters unpunched). Gen. Vols. 6-11 missing. 61, 62, 83, 106, 111. Would consider trade for Le Mans. David Botzinger, 4641 S. Kallispaw Way, Aurora, CO 80015, (303) 690-9226.

For sale wargames and back issues of wargaming magazines, for list please send a SASE. All figures answered. Paul H. Vezetti, 17 Danell Dr., Stamford, CT 06905.

Wanted—Year of the Lord, Richard Luck, 1566 Oak Ave., Evanston, IL 60201, (312) 869-2237.

For sale: General Back issues, Vol. 12 thru 17. Also many games AH and others, old and new all subjects, bargain prices. Send for list. K. Xanterman, 1405 Greens Rd., Manhattan, KS 66502.

Must sell whole game collection by Augsburg. Over 40 games in collection. Please send SASE for list. Most games in good condition. Randy Carlwell, 107 Woodland St., Winchester, MA 01890, 729-5976.

For sale: AH games including TAC(S), Manage, 1914, others. Send SASE. Must sell all, bargains, don't miss out, cheap prices. I will pay postage. Gregory Cubitson, 1918 74th St., Brooklyn, NY 11204, 259-5436.

For sale: over 30 games, maps, and some pbn push in excellent to mint condition at half price or better. Send SASE for list. Robert DeMaio, 52 Lawrence Ave., Holbrook, NY 11741, (516) 981-8201.

Opponent wanted, Youngstown area, pbn or fit in PB, BL. Average not rated, need kit, also fit in JR, SL. Mark Coveri, 284 Lincoln Ave., Young, OH 44503, (216) 746-9311.

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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 replays 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, Richthofen's War, Jutland, 1776 . . . 2.53
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- 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
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- Vol. 15, No. 6—\*Cross of Iron—3, Victory in the Pacific, War at Sea, Arab-Israeli Wars, Starship Troopers, Panzer Leader . . . 2.66
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- Vol. 16, No. 3—\*Panzer Leader, Cross of Iron, War at Sea, Tobruk, 1776, Midway . . . 3.33
- Vol. 16, No. 4—\*Magic Realm—3, The Russian Campaign, Cross of Iron, Third Reich . . . 3.23
- Vol. 16, No. 5—\*The Russian Campaign, Submarine, Starship Troopers, War at Sea, Panzerblitz, Rail Baron, Napoleon, Blitzkrieg . . . 3.27
- Vol. 16, No. 6—\*Dune—3, Anzio 4 player Diadem, Diplomacy, Outdoor Survival, Anzio—2, Panzerblitz . . . 3.82
- Vol. 17, No. 1—\*War & Peace—3, War at Sea, Third Reich, Cross of Iron, Crescendo of Doom, Midway, Magic Realm, Luftwaffe . . . 2.79
- Vol. 17, No. 2—\*Crescendo of Doom—3, Victory In The Pacific, Microcomputer Games, Waterloo . . . 3.18



# 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. \_\_\_\_\_

## EDITOR'S CHOICE AWARDS

This issue marks the start of Volume 18 of *THE GENERAL* which means it is time once again to vote for the best articles of the past year. The winner receives a lifetime subscription to *THE GENERAL* plus a \$100 bonus. Eliminating those articles written by paid staff members from consideration we have the following articles placed in nomination by the editor. Please vote for only one of the nominees and vote only if you have read all of the nominated articles during the past year.

- NAPOLEON'S EMPIRE By Mark McLaughlin, No. 1
- POP QUIZ By William Nightingale, No. 1
- QUICK PLAY SCENARIOS By Courtney Allen, No. 2
- FIRST IMPRESSIONS By Bob Medrow, No. 2
- AFRIKA KORPS THEORY By Jon Lockwood, No. 3
- THE NISCEMI-BISCARI HIGHWAY SERIES REPLAY By Courtney Allen, Nos. 3 & 4
- ADVANCED RICHTHOFEN'S WAR By David Bottger, No. 5
- WAR AT SEA '81 By Jim Davis, No. 6

## CONTEST NO. 101

- |          |           |           |           |           |
|----------|-----------|-----------|-----------|-----------|
| 1. _____ | 6. _____  | 11. _____ | 16. _____ | 21. _____ |
| 2. _____ | 7. _____  | 12. _____ | 17. _____ | 22. _____ |
| 3. _____ | 8. _____  | 13. _____ | 18. _____ | 23. _____ |
| 4. _____ | 9. _____  | 14. _____ | 19. _____ | 24. _____ |
| 5. _____ | 10. _____ | 15. _____ | 20. _____ | 25. _____ |

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 \_\_\_\_\_

### READER BUYER'S GUIDE

**GUNS OF AUGUST \$17.00**  
**Corps-Level, Grand Strategic Game of World War I**

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.

\$1.00

\$1.00

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This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or pin kit orders. Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon. Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15; or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

## Opponent Wanted 50¢

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

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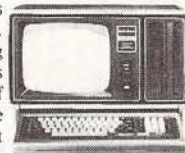
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