

GENERAL

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★ ★ The AVALON HILL GENERAL

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AH Philosophy Part 113

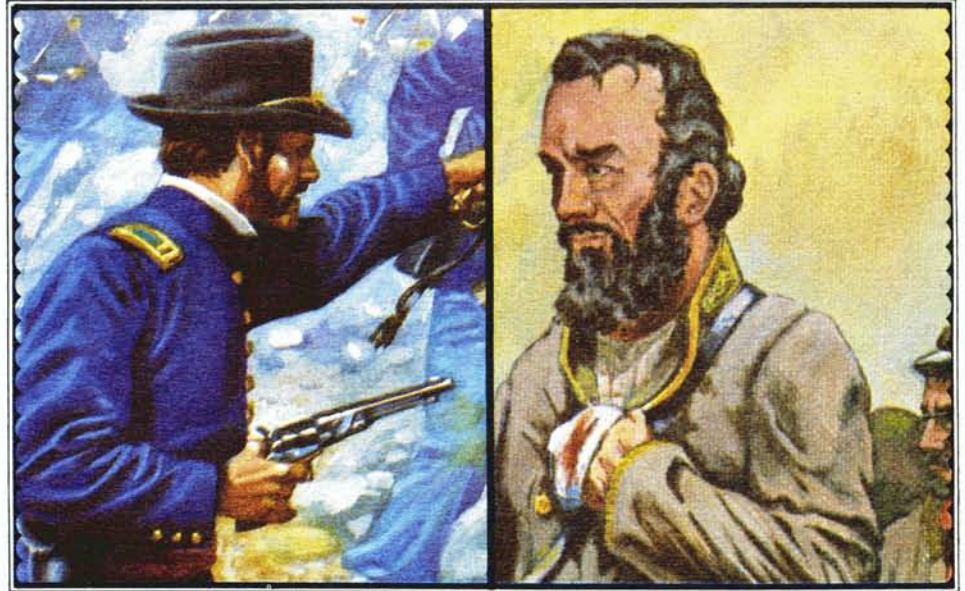
For the past four years, The *GENERAL* has accepted and printed (for a token \$1.00 fee) "classified" advertisements offering our products for sale by private parties. These have been loosely classed together in the section titled "Collector's Corner" on the back cover. However, recent abuses by some advertisers and an increasing number of complaints by readers who answered adverts in good faith have led the editors to the difficult decision to drop the printing of such "For Sale" ads.

As originally envisioned, these adverts of items for sale were to deal solely with "collector's items"—out-of-print games and magazines. And, of course, they were to be limited to the products of The Avalon Hill Game Company (and, by extension, those companies whose product lines had

been absorbed by Avalon Hill). Further, photocopying services were to be limited to recovery of expenses only. Unfortunately, it has proven that enforcing these policies—some of them demanded by the copyright laws of the United States—is impossible.

Of more concern to us are the reports from those readers who have answered certain ads in good faith, but feel that the material was misrepresented—or worse. The Avalon Hill Game Company unfortunately cannot intercede in such cases (having no authority to do so). Many advertisers now ask for responding readers to send an SASE for an unspecified listing of games and magazines

Continued on Page 37, Column 3



A DEVIL OF A FIGHT

Strategy in *DEVIL'S DEN* Scenarios

5
By David Bieksza

LAND OF THE MIDNIGHT GUN

Duels in Snowy Sweden

19
By Johan Lindgren

THE BATTLE OF THE INNOCENTS

Tactical Considerations on *BULL RUN*

20
By Craig F. Posey

THE SUGAR-COATED REBELLION

A Union View of *BULL RUN*

26
By Craig F. Posey

MASTERS OF DECEIT

The PBM World of *DIPLOMACY*

29
By Rex A. Martin, et. al.

HOW TO CRACK A PLANETARY FORCE FIELD

Variants for *STELLAR CONQUEST*

34
By Winchell Chung

STAFF BRIEFING

An Interview with Bruce Shelley

35
By Rex A. Martin

FOR WANT OF A GENERAL

Taking the Measure of Your Opponent

38
By Jon Southard

THE COMPLEAT DIPLOMAT

Twenty-five Years of Grabbing Dots

39
By Rod Walker

AID TO UNIVERSAL REVOLUTION

Plotting *FREEDOM IN THE GALAXY*

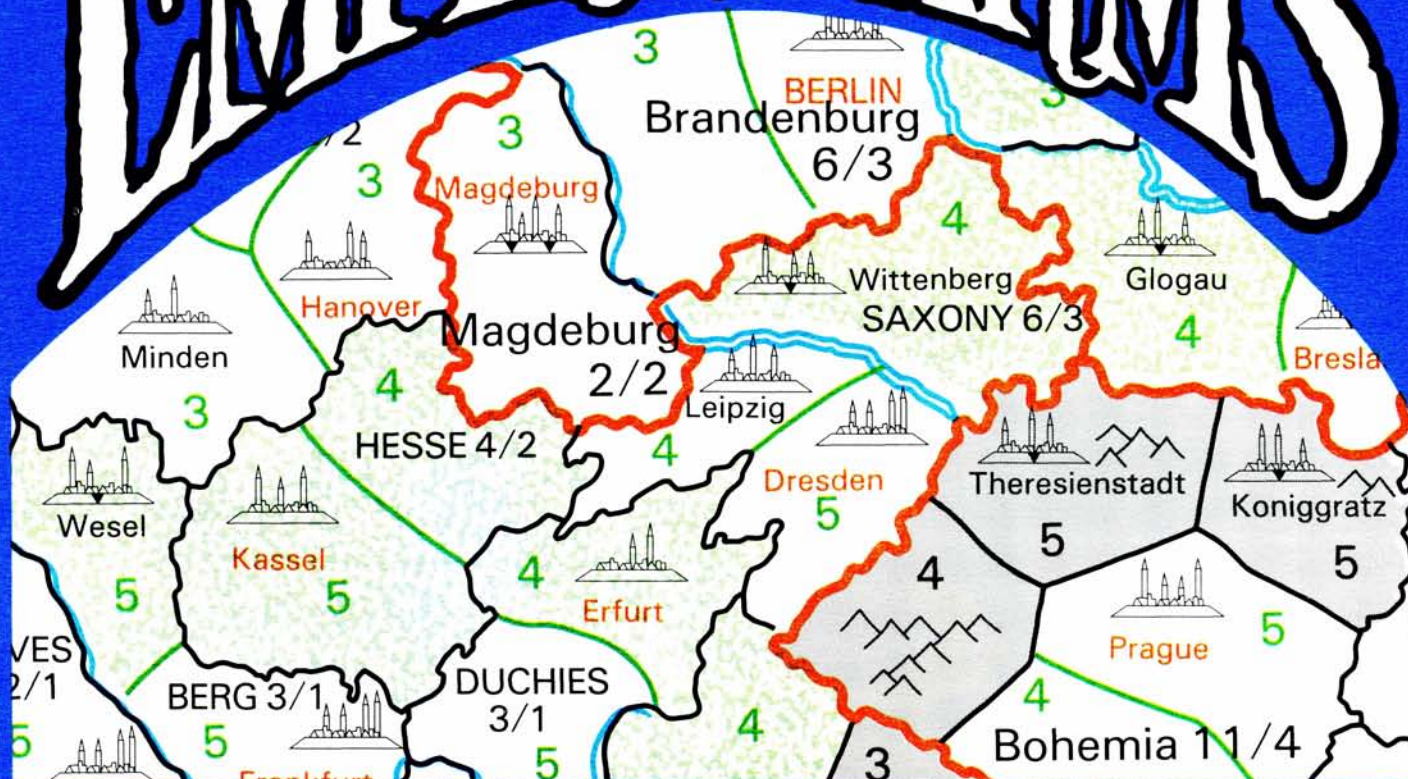
40
By Frank Calcagno

ASSAULT ON ROUND TOP

Scenario 3000

42
By Charlie Kibler

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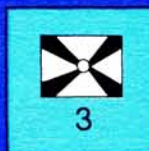
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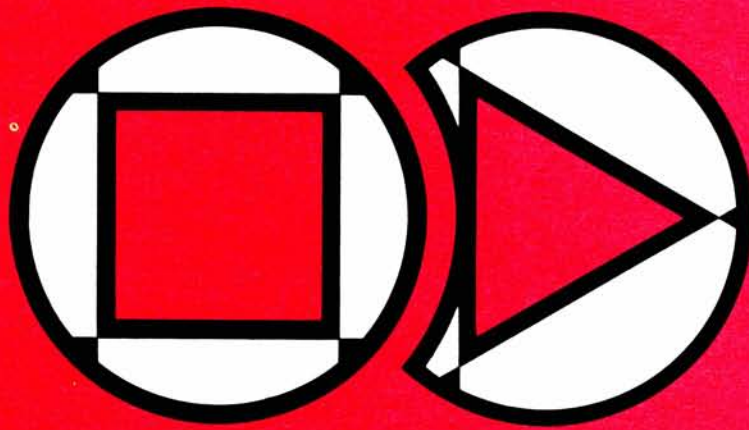
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A DEVIL OF A FIGHT

Strategy in DEVIL'S DEN Scenarios

By David S. Bieksza

Are you tired of re-fighting Civil War battles with anonymous divisions of faceless brigades? Would you prefer to deal with regiments of state volunteers that your history books mention so frequently? Do you imagine yourself loading double-cannister into your Parrott rifles or echoing Stonewall Jackson to "give them a bayonet"? Then your game has arrived: *DEVIL'S DEN*.

DEVIL'S DEN re-creates the attack of Hood's Division on the Union left in the second day of the Battle of Gettysburg. The scale of the game is uncompromisingly tactical: eight minutes per game-turn, thirty yards per hex, and fifteen men or one cannon per Strength Point. The average regiment musters five counters plus a regimental officer. Depending on scenario, total force levels vary from thirteen regiments to *thirty*. The mapboard stretches from the eastern slope of Little Round Top to the western slope of Houck's Ridge, a low rise near the huge boulders that comprise Devil's Den itself.

DEVIL'S DEN offers seven scenarios, grouped as follows:

Assault on Devil's Den

- 1) Historical
- 2) "Robertson's Brigade Stays Together"
- 3) "Hood Concentrates Against Devil's Den"

Assault on Little Round Top

- 4) Historical
- 5) "Law Attacks at Full Strength"
- 6) "Hood's Flank Attack"

7) *The Major Battle Scenario*

"The Major Battle Scenario" employs the full

order of battle on the entire mapboard for twenty game-turns. The "Assault on Devil's Den" scenarios use varying force levels on the western half of the mapboard for Game-turns 1-15. The "Assault on Little Round Top" scenarios use varying force levels on the eastern half of the mapboard for Game-turns 8-20. Scenarios #3 and #6 resemble "The Major Battle Scenario" in that they include nearly the complete counter mix. The remaining four "small" scenarios are the subject of this article. For each scenario the strategies of attack and defense will be described on a regimental level along with recommended tactics.

The rules are divided into a Basic Game and an Advanced Game. The discussion that follows assumes the full Advanced Game rules are used, since this configuration most closely matches the previously published version familiar to many. Besides, a history-intensive game such as *DEVIL'S DEN* is best appreciated with the full spectrum of optionals in effect. However, for the benefit of those unfamiliar with the system, a separate module discusses the implications of using each Advanced Rule.

ASSAULT ON DEVIL'S DEN

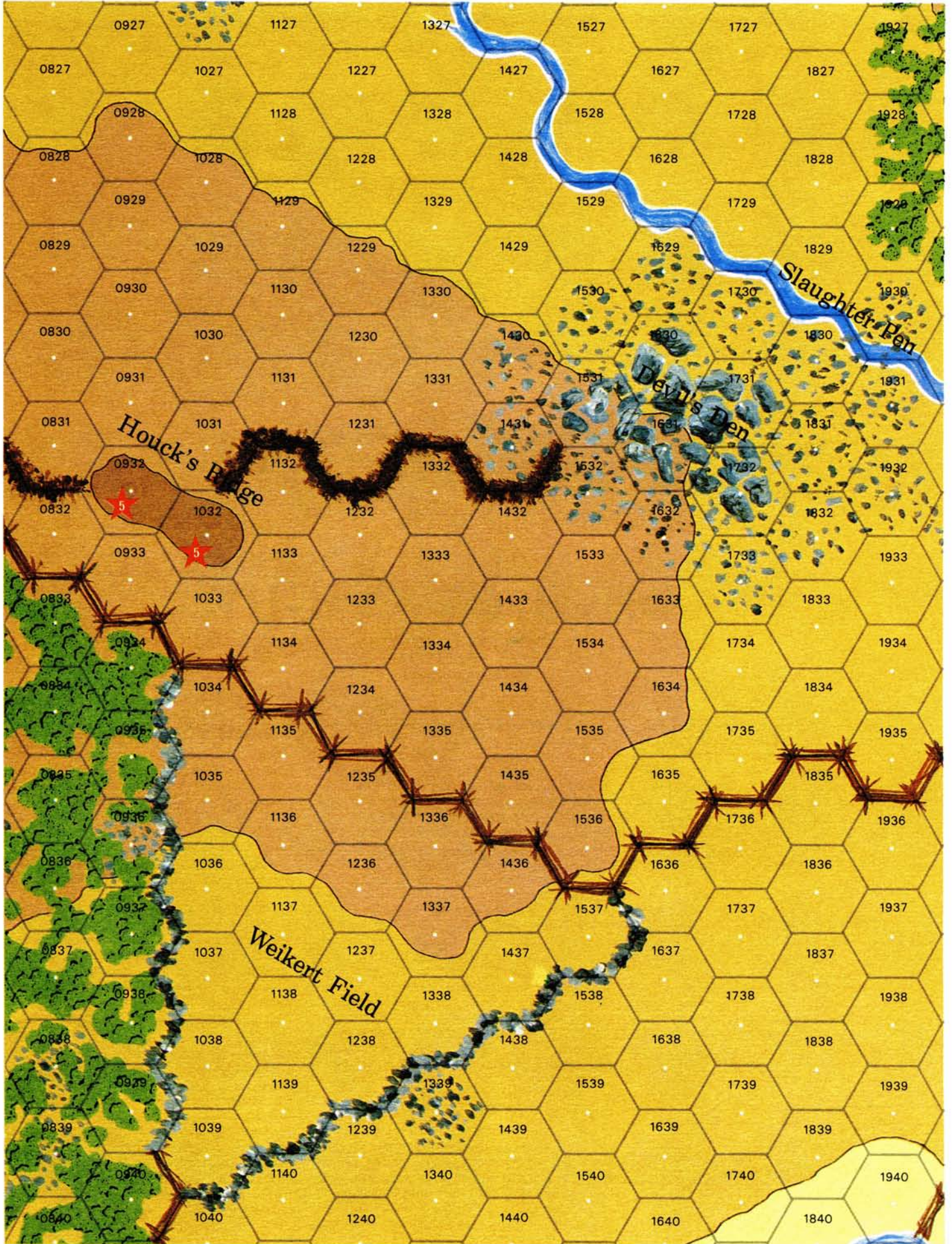
The events on Little Round Top largely overshadow the fighting that occurred over possession of Devil's Den and Houck's Ridge. These scenarios allow the players to examine a novel situation. Note that both the number of game turns and the amount of forces exceed those for the "Assault on Little Round Top" scenarios, so players should prepare for a larger gaming session.

HISTORICAL SCENARIO

The Confederate player can take comfort in the thought that historically the South did indeed capture the scenario's geographical objective (the two hexes marking the top of Houck's Ridge). Furthermore, the total Rebel strength is nearly double the total Yankee strength (see Tables 1 and 2), 256-130 points. However, before the Confederate player begins congratulating himself for an easy victory, a word of caution is in order. The situation closely resembles that in *LITTLE ROUND TOP*—a piecemeal offensive can squander the Confederate manpower advantages. A comparison of Tables 1 and 2 indicates that the strength advantage does not dramatically favor the South until the arrival of Benning's Brigade on Game-turn 8. The entrance of the 40th New York on Game-turn 5 even swings the balance of forces in favor of the North!

So the Confederate strategy uses the four initially appearing regiments to cause attrition to the enemy and gain a favorable line of departure for the four regiments of Benning's Brigade, who later in the game surge forward to capture the objective. Specifically, the Texas regiments absorb the brunt of the punishment in Weikert Field while the Alabama regiments turn the enemy left flank at the Slaughter Pen. Benning's Brigade then applies a pincer movement, assaulting the high ground from both sides of Houck's Ridge. The two late-arriving regiments of Anderson's Brigade should turn out to be superfluous.

Examining the mission of each regiment in detail, Law's Brigade sends one regiment through the



Devil's Kitchen (at the foot of Big Round Top) while the other advances up the valley of the Bloody Run. The choice of which regiment goes where is immaterial; examination of Table 1 indicates that they are interchangeable. Assuming for the sake of clarity that the 44th Alabama enters the woods, it is imperative for the regiment to use double time movement on Game-turn 1. (Veterans of the previous edition should carefully note the changes in the restrictions and penalties of double time march.) This is not simply to cross the open ground before the breechloaders wielded by the Union Sharpshooters can wreak havoc. The regiment must seal off the Devil's Kitchen before the Sharpshooters can flit to the south map edge. If the regiment fails to accomplish this, the threat to its rear posed by Federals diverts the Alabamians from the main fighting. And if he ignores the threat, the Confederate player will quickly learn the combat and morale penalties for fire from the rear. For those familiar with *LITTLE ROUND TOP*, the potential exists for a situation analogous to the important contributions of the 20th Maine "detachment".

The other regiment, the 48th Alabama, faces a difficult task in gaining control of the Slaughter Pen between Devil's Den and the woods. For its immediate objective, the 48th interferes with the construction of breastworks by the 4th Maine. A hasty rush to melee the 4th Maine risks piecemeal destruction, since the 44th Alabama is certain to be delayed by terrain and enemy opposition. The Maine troops could concentrate against the 48th and then shift sideways into the woods to concentrate against the 44th. A safer plan limits the 48th to Fire Combat only as the means of obstructing the construction effort. When the 44th finally closes with the 4th Maine, even a weakened 48th Alabama can join in sweeping away the opposition. Meanwhile, the 48th should stay alert for an opportunity to slip into the woods behind the Sharpshooters and block their withdrawal.

To maximize the effects of its firepower, the 48th Alabama avoids double-time movement. In fact, a leisurely advance on Game-turn 1 maximizes the number of targets for the off-map artillery. Since the arrival of Robertson's Brigade on Game-turn 2 is virtually certain to rob the Rebel guns of all eligible targets, they may as well blast away now. The most valuable targets are the artillery pieces of the 4th New York Battery. The destruction of a cannon or two pays dividends far out of proportion to the apparent loss; this becomes clear when the infantry advances right up to the Parrott muzzles.

The importance of pushing the 4th Maine out of its position is that the South gains control of a key bottleneck. As long as the 4th Maine's left rests on the 520-foot contour line—the boundary of the playing area—the Union flank cannot be turned. But Confederate control of the area forces the Federal flank to dangle for the rest of the game. However, Law's Brigade should refrain from immediately venturing into the "Valley of Death". With the fresh 40th New York bearing down upon them the Alabamians are asking for a bloody repulse. Instead, the tree line south of Bloody Run provides an excellent location from which to gain fire superiority over any opposing force. By the time Benning's Brigade arrives the Blue troops on the east side of the ridge crest should be suffering badly from attrition.

Even after a regiment of Georgians from Benning's Brigade reaches the firing line, Law's Brigade still has an important contribution to make. The advance into the open for the final assault is best accomplished in two lines, Alabamians in front and Georgians in back. This screens the fresh troops from enemy lead until they can bound forward for melee. At the same time Law's men can increase the pressure by attempting to slip around the enemy flank.

The two regiments of Robertson's Brigade should attack aggressively *only* if the 124th New York has advanced to the stone wall in Weikert Field. In this case, one game turn of double-time movement delivers them to the wall itself, pinning the enemy in preparation for a double envelopment. However, the New Yorkers are far more likely to keep their distance. So Robertson's Brigade still takes cover behind the wall, but at normal speed to keep firepower at normal strength. The Westerners then engage in a straightforward firefight. For obvious reasons, the gun crews of the 4th New York are prime targets.

Besides ordinary attrition, Robertson's Brigade has another important task. The stone wall in Weikert Field and the stone wall at the southern edge of Rose Woods nearly intersect. The woods hexes in the vicinity are crucial; I have come to think of them as the "hinge". Union possession of the "hinge" means a secure right flank and a wide field of fire. Confederate possession negates both. The southern edge of Rose Woods is the best natural defensive position on the entire mapboard, especially above the 520-foot contour line. A frontal assault on this position can result in heavy casualties to the attacker. But with the "hinge" as a line of departure the Confederates can roll up the position quite efficiently.

With this in mind, the Confederate player should deploy the 3rd Arkansas on the brigade left. Although the regiments appear indistinguishable according to Table 1, the 1st Texas is handicapped by a sixth unit. Yes, "handicapped" since regimental orders cost more Command Points with increasing numbers of ineffective units, the extra unit in the 1st Texas can exert an additional drain on the regimental officer's Command Point expenditures. Lt. Col. Work is not more than an average officer, so the 3rd Arkansas is less likely to become paralyzed in the fighting for the "hinge".

(Note: henceforth the two-company unit will be called a *division*—lower case "d". Surprisingly, this was the actual terminology in use during the Civil War.)

With the advent of Benning's Brigade the Westerners have one more duty to perform—screening the advancing divisions from long-range fire. The South fares better in losing strength from ineffective divisions than from fresh troops. Afterwards, Robertson's Brigade can offer support to the Georgians as needed, or it can drift over to Devil's Den to generate the regimental snipers.

The four regiments of Benning's Brigade bear the burden of the main assault—capturing the geographical objective at the top of Houck's Ridge and overcoming a likely deficit in attrition. The obvious deployment places the two "B" morale regiments in the center and the two "C" morale regiments on the less important flanks. Table 1 indicates that regiments with the same morale rating are interchangeable, so for the sake of clarity the following discussion will assume that the regiments deploy from left to right in numerical order: 2nd, 15th, 17th, 20th.

The 2nd Georgia marches toward the "hinge". If the 3rd Arkansas has gained a foothold there, the Georgians pass through en route to enveloping the Union line; otherwise the regiment renews the attack at the fence line. Sooner or later the defenders must yield, thanks to the appearance of Anderson's Brigade scheduled for Game-turn 13. The Yankees dare not linger too long lest they end up surrounded. The 2nd then unravels the enemy line or pursues the enemy northeastward.

The 15th and 17th Georgians have the Victory Point hexes as their ultimate destination. The top of the ridge lies at the end of a "funnel" lined with Yankee muskets, so the direct route is foolhardy. Instead, the Georgians secure these flanks before crossing the 560-foot contour line. The 15th clears

out the southeastern corner of Rose Woods. If Robertson's Brigade has succeeded in grinding down the Unionists, the defenders may be too weak to resist a frontal assault. The more likely alternative, however, is that the stone wall is too tough a nut to crack. Then the 15th coordinates its actions with the 2nd, so that the former pins the enemy frontally while the latter encircles them. The 17th Georgia can expect an easier task. Besides less forbidding terrain, the 17th profits from coordination with the 20th Georgia and Law's Brigade. Together the Rebels threaten to encircle the entire enemy position on the eastern slope of Houck's Ridge.

The 20th Georgia treads the longest path to reach its destination beyond the Slaughter Pen. Column formation and double-time speed propel the 20th to the line of departure at the edge of the woods. As described above, Law's Brigade screens the Georgians from hostile fire by advancing into the "Valley of Death", allowing the regiment the opportunity to rest up and shift to line formation. Then, the reinforcements pass through the Alabamians at full strength and smash into the defenders east of the ridge crest. In conjunction with the attack of the 17th Georgia the Confederate assault should be irresistible. The Victory Point hexes then fall easily.

Finally, if events have gone well for the Confederates, the two regiments of Anderson's Brigade arrive just in time to join the victory celebration. If not, the thought of 56 Strength Points materializing behind his right flank will almost certainly convince the Union player to withdraw before it's too late. Depending on the success Benning's Brigade enjoys in pinning the enemy with Opportunity Fire, Anderson's Brigade may even intercept fleeing Northerners. Double-time march should not be overlooked as a means of bagging some. In this case the glory belongs to the 11th Georgia—the 59th Georgia bears too many liabilities. In any case the Confederate player should remember that Anderson's Brigade must maintain a "continuous line" to the north map edge.

To summarize, the Confederates capitalize on their manpower advantage by expanding the frontage of their attack as much as possible. Operations unfold in two phases. In the first phase Law's Brigade turns the enemy left flank at the Slaughter Pen and Robertson's Brigade gains a foothold in Rose Woods at the enemy right flank. Apart from these geographic goals, both brigades emphasize attrition in preference to a premature attempt to seize the high ground. In the second phase Benning's Brigade climbs both slopes of Houck's Ridge in a coordinated assault and captures the objective hexes.

The Union player faces double adversity for this scenario. First, in historical terms, Benning's Brigade did in fact overrun Houck's Ridge. Secondly, in game terms, the Union player gains Victory Points only for attrition; in contrast, his opponent accumulates them for attrition, ownership of both objective hexes, and failure of the III Corps to maintain a "continuous line" to the north map edge. This means that the North can win only if it achieves favorable attrition—attrition sufficient to offset the South's extra Victory Point sources.

So the Union player's strategy lies in inflicting significant losses on the enemy and then evacuating the battlefield via the north map edge. Though he thereby abandons Houck's Ridge, he also stops what is likely to become a fatal hemorrhage as his exhausted and outnumbered troops battle Benning's Brigade in the final game-turns. To carry out this strategy, the Union player establishes a semicircle of blazing muskets and cannon along the stone wall of Rose Woods and the south ridge crest. The bottleneck between Devil's Den and the 520-foot contour line resists enemy pressure as long as possible, but eventually reinforcements must establish a line northeastwards from Devil's Den along the

TABLE 1
ASSAULT ON DEVIL'S DEN—HISTORICAL
CONFEDERATE ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective*	morale	leadership
44 AL	1	24	9	C	9-5
48 AL	1	25	8	C	10-6
3 AR	2	29	15	A	10-6
1 TX	2	28	13	A	9-5
2 GA	8	23	10	C	9-5
15 GA	8	25	12	B	10-6
17 GA	8	23	12	B	9-5
20 GA	8	23	8	C	9-5
11 GA	13	21	11	C	9-5
59 GA	13	35	12	C,D	9-5

*Minimum number of Strength Point losses to make all units ineffective.

TABLE 2
ASSAULT ON DEVIL'S DEN—HISTORICAL
UNION ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective	morale	leadership
4 ME	0	19	10	C	9-5
4 NY	0	8	5	A	na
86 NY	0	19	9	B	9-5
124 NY	0	16	10	B	9-5
2 SS	0	6	4	A	na
99 PA	2	19	10	C	8-4
40 NY	5	29	11	C	9-5
6 NJ	9	14	9	C	8-4

TABLE 3
ROBINSON'S BRIGADE STAYS TOGETHER
CONFEDERATE ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective	morale	leadership
44 AL	1	24	9	C	9-5
48 AL	1	25	8	C	10-6
3 AR	2	29	15	A	10-6
1 TX	2	28	13	A	9-5
4 TX	2	28	13	A	10-6
5 TX	2	27	12	A	10-6
2 GA	8	23	10	C	9-5
15 GA	8	25	12	B	10-6
17 GA	8	23	12	B	9-5
20 GA	8	23	8	C	9-5
11 GA	13	21	11	C	9-5
59 GA	13	35	12	C,D	9-5

TABLE 4
ROBINSON'S BRIGADE STAYS TOGETHER
UNION ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective	morale	leadership
4 ME	0	19	10	C	9-5
4 NY	0	8	5	A	na
86 NY	0	19	9	B	9-5
124 NY	0	16	10	B	9-5
2 SS	0	6	4	A	na
99 PA	2	19	10	C	8-4
40 NY	5	29	11	C	9-5
6 NJ	9	14	9	C	8-4
140 NY	11	30	13	B	10-6
146 NY	11	30	10	C	9-5
91 PA	11	15	7	C	8-4
155 PA	11	24	10	C	8-4

contour. At the appropriate moment the surviving Union forces break contact and retire off the board.

In order to determine the appropriate moment, the Union player should keep an informal tally of losses after the appearance of Benning's Brigade. An advantage in attrition of five Strength Points translates to one game turn of enemy occupation of the ridge top. A difference of 25 Strength Points, for instance, means the Union can let the enemy capture the objective hexes on Game-turn 11. Unfortunately, in practice the Union player must also allow for the certain capture of the 4th New York's guns, friendly losses from Opportunity Fire, and such.

It now becomes clear that the "continuous line" requirement must be scrupulously observed; each game turn of neglect is equivalent to enemy possession of the objective hexes for one game-turn. A single regiment can satisfy the requirement, and only three of its divisions need remain out of the fight, as described below. Union players who gnash their teeth at this requirement can take consolation in the thought that it was worse in the earlier edition—the line had to extend all the way to the north tip of Devil's Den!

Therefore, the 86th New York spends Game-turn 1 establishing the "continuous line" and spends Game-turn 2 transferring the duty to the newly-arrived 99th Pennsylvania. Afterwards, the New Yorkers line up at the south edge of the woods for an extended firefight with Robertson's Brigade. For the reasons explained above the "hinge" between the stone wall at the tree line and the stone wall in Weikert Field is a key position, so the 86th may be forced to melee the troops from Arkansas in order to retain possession—perhaps the only melees conducted by the Union throughout the game. Failure to control the "hinge" requires the regiment to fall back in a northeastward direction to prevent the enemy from outflanking it. But success only delays the inevitable; the heavy terrain in Rose Woods compels the regiment to begin its withdrawal early in order to coordinate its exit from the mapboard with the rest of the Union forces. A tardy retirement means an unpleasant collision with Anderson's Brigade.

With the 86th New York and 99th Pennsylvania crowding Rose Woods, the 124th New York receives the unpleasant task of holding the open ground between the trees and the rocks. Two divisions can take shelter in the rough terrain bordering Devil's Den, one of which can dig a breastworks on Game-turn 1. (Brig. Gen. Ward contributes his *Command Influence Bonus* to Col. Ellis to assure its construction.) The rest must accept the slim protection of the crest. When deploying them, the Union player should recall that a Line of Sight coincident with the crest hexside is blocked (see 13.16). Alternately, if the 4th New York Battery maintains its position on the brow of the rise (see below), screening the crews from small arms fire becomes a priority for the 124th New York. The infantry accomplish this by stacking on top of the artillery crews (small divisions only—see 35.0); since only the top unit in a stack receives casualties from hostile fire, the infantry thus protects the valuable crews. In any event, the regiment has no fall-back position shy of the north map edge. Its mission is to slug it out on this line to the last cartridge.

To repeat an earlier discussion, the 4th Maine guards a key bottleneck. As long as the regiment stands fast the Union left is solidly anchored to the scenario boundary line. But when the Confederates pull the cork they gain access to maneuvering room that allows them to exploit more fully their manpower advantage; the Federals lack a fall-back position on which to rest the brigade flank.

The probability that the 4th Maine can repulse Law's Brigade is vanishingly small. To delay the inevitable the regiment relies on breastworks. Three

divisions can make the attempt on Game-turn 1 (hexes 1832, 1932 and 2132). Division #1 (in hex 1733), the regiment's largest, chooses moving over digging. Unlike the previous edition, *DEVIL'S DEN* offers a serious impediment to movement, so the division risks isolation by staying put. At least the 4th no longer has to worry about enemy infiltration through Devil's Den.

To support any construction performed after Game-turn 1, the brigade commander gallops over and bestows his Command Influence Bonus on Col. Walker. However, because of the trade-off between digging and shooting the Union player needs to estimate the severity of enemy fire according to the restrictions of Multiple Unit Fire (37.0). He should not overlook Robertson's Brigade, either. A high probability of adverse combat results (which about the construction attempt) indicates that it may be wiser to abstain from construction in favor of Offensive fire. A word of caution also applies to the idea of building a pair of breastworks in the woods between Bloody Run and the 520-foot contour. Regrettably, the process ties up two divisions for the game turns, a drain on manpower the 4th Maine can ill afford. Worse, the supporting Sharpshooters may fail to delay Law's Brigade long enough to complete the construction. As a less hazardous alternative, the regiment's weakest division can place a secondary strongpoint in hex 1930. Regardless of the pattern of breastworks, the 4th Maine slugs it out to the last cartridge. Once it is ejected from the area of the Slaughter Pen, the regiment has no fall-back position closer than the north map edge.

Like elite units in any century, the two divisions of the 2nd Sharpshooters have awesome capabilities but insufficient numbers. Self-activation and a higher Movement Allowance, for instance, suggest a role as infiltrators. In the enemy rear the Regulars qualify for bonuses in both fire and melee, while the Confederates suffer corresponding penalties in morale checks. The Yankees also threaten to scarf up unprotected Rebel officers. In short, they may have the same decisive effect as the 20th Maine "detachment" in *LITTLE ROUND TOP*.

Unfortunately, the Confederate player is likely to be well aware of these factors, especially after reading this article. The Sharpshooters can expect to receive no opportunity to sneak behind the enemy forces, except perhaps later in the game when they can wriggle through a Zone of Control hoping Opportunity Fire misses. Apart from infiltration, the "regiment" can either delay the enemy in the woods or fight stubbornly at the tree line. If the Union player feels unlucky, the delaying action is best. The divisions team up to retard the advance of the 44th Alabama through the Devil's Kitchen and make a final stand in the bottleneck alongside the 4th Maine. During the withdrawal the 2nd Sharpshooters carefully avoids allowing the 48th Alabama to dive into the woods and cut off the Sharpshooters from behind.

If the Union player feels lucky, then aggressive action is best. The divisions position themselves at the tree line and pepper both enemy regiments out in the open. For example, with Rebel divisions in hexes 2837 and 2937, a bold move advances division #2 into hex 2836; the woods and the breech-loader benefit reduce the effectiveness of hostile fire and the division can Split Fire into the adjacent infantry with triple effect. In choosing this option the Union player exposes the Sharpshooters to punishing melees, but in compensation the Alabamans lose both time and troops.

The 4th New York Battery stiffens the defense as long as the crews avoid disorder and loss. Needless to say, the Confederate player recognizes this and lists the crews as the top priority when distributing fire strength. Cover for the two permanently unlimbered sections on the brow of the ridge is

THE DEVIL'S DEN SYSTEM

The sequence of play reveals much about a complex historical simulation. For *DEVIL'S DEN* it runs as follows:

- 1) Command Phase
- 2) Activation Phase
- 3) Movement Phase
- 4) Fire Combat Phase
- 5) Melee Combat Phase
- 6) Ammunition and Breastworks Phase.

The resemblance to *LITTLE ROUND TOP* is clear.

A number of activities occur in the Command Phase. The most important involves checking each unit's command status. To be in command a unit must be within its regimental officer's Command Radius, a path of limited length unblocked by enemy units of Zones of Control. A unit out of command still fires normally, but to move it must hope for a good die roll on the Random Movement Table. Artillery crews and the 2nd Sharpshooters, neither present in large quantities, are exempt from command control. Crew activities consist of just movement, fire, and self-rally. Units of the 2nd Sharpshooters possess a small Command Point allotment for self activation. Officers and Confederate snipers likewise function without the supervision of superiors.

In the Activation Phase regimental officers expend their Command Point Total in the form of orders to their subordinate units. Orders comprise the following:

- Rally
- Change formation, facing, or order of stacking
- March or double-time march
- Melee or charge
- Volley fire
- Fix/remove bayonets
- Gather ammunition
- Construct breastworks

The cost of an order varies by type (e.g., two CPs to Rally, but three CPs to Rally in an enemy Zone of Control) and by the number of ineffective units in the regiment (+1 each!). Ineffective status is described below, but its impact on the Activation Phase is enormous. Assume, for instance, that the five units of the 20th Maine are all ineffective. Col. Chamberlain, the best leader in the game, decides to issue a March order and expends seven of his 11 Command Points (two for the order itself plus five for the ineffective units). The 20th Maine cannot perform any other action in this game turn; at minimum another order would cost six CPs and thus exceed Chamberlain's available total! Note, however, that only Volley Fire requires an order—regular fire is "free" and even units out of command can shoot.

In contrast to *LITTLE ROUND TOP* and the previously published version, the officer issues an order to the entire regiment, not to individual units (with a few exceptions). This speeds up Command Point manipulation considerably. Also in contrast to *LITTLE ROUND TOP*, a March order simply activates the units to expend Movement Points in the conventional manner.

Movement considerations include formation and facing. Infantry formations are line and column; artillery formations are limbered and unlimbered. Units face a specific hexside and must move directly forward, adjusting their facing if necessary. The three-front hexsides represent the field of fire, which may be subdivided for Split Fire in the Advanced Game. The three frontal hexes contain the unit's ZOC.

Defensive Fire precedes Offensive Fire in the Fire Combat Phase. The Fire Combat Result Table cross-references fire strength and a dice roll much like the Infantry Fire Table in *SQUAD LEADER*. Various circumstances adjust the column used (e.g., one column to the left for the target at higher elevation or one column to the right for a target in column formation). The terrain of the target hex (clear, rough, or wooded) also affects the column used. A dice roll modifier penalizes large stacks under fire. This is possible because an 11-66 dice roll readout replaces the 2-12 readout of the first edition (which improves the pace of combat resolution).

Combat results comprise a loss of one or two Strength Points to the top unit in the stack or "disorder" affecting the entire stack. Disorder to an already disordered unit causes Strength Point loss. A disordered unit can continue to fire at slightly reduced strength, but is frozen in place and can execute only one regimental order: rally. Multiple rally orders must be issued for disorder units in different hexes, so a regimental officer may be forced to drain his Command Point Total just to keep his regiment in good order.

Weapons are classified as either small arms or artillery. Small arms consist of rifles and Sharp breechloaders, though the distinction makes little impact on play. Small arms fire at full effect out to a range of twelve hexes, but because fire strength doubles at a one-hex range firefights tend to occur at short distances. Union artillery (Parrott rifles exclusively) acts like longer-ranged small arms, including combat resolution on the same table. At short range a two-gun section becomes deadly, provided its crew remains healthy. Small arms and artillery fire separately, so a target hex can suffer two attacks in a single Fire Combat Phase. When Confederate off-map artillery appears in the Advanced Game, fire to and from these guns is resolved in a different manner. A shot may hit, miss or scatter, much like indirect fire in *PANZER LEADER*, and if anybody ends up on the receiving end a special table is consulted to determine the results.

Melee requires an advance into the enemy-occupied hex. The Melee Combat Results Table cross-references a strength differential with a die roll, and results may affect both attacker and defender. Circumstances can adjust the strengths of either side (e.g., +1 to the defender for occupying a rock or rough-woods hex or +1 to the attacker for all units having fixed bayonets). Results include various combinations of Strength Points losses, disorder, retreat or no effect. However, unlike the previous version (and *LITTLE ROUND TOP*), "continuous" melees are impossible; the results assure that one side or the other must retreat from the melee hex.

Morale considerations provide an important influence on play. A Strength Point loss in fire or melee mandates a morale check, as do a number of other situations. The Morale Table cross-references the checking unit's morale with a die roll. Various adjustments shift the column used in an unfavorable direction but the presence of an officer favorably modifies the die roll. Results comprise "no effect", "disorder", "disorder plus retreat", "shatter". Shatter eliminates the unit in question, the fastest (and rarest) attrition possible.

distressingly scarce. The Union player can hope for the best and not move them, thus maximizing Offensive Fire. Infantry can screen the crews from small arms fire as described above. However, an ineffective division should avoid stacking with a crew, because its reduced morale increases the chance of disordering the crew in a failed morale check. Alternatively, section #1 can give up two game-turns of Offensive Fire to reach hex 0934, provided infantrymen dismantle the fence in preparation. The woods and the stone wall offer superb protection. Section #2 also needs two game-turns to enter hex 1431. A breastworks constructed here by infantry on Game-turn 2 greatly improves the crew's prospects of survival.

Section #3 rolls up to Houck's Ridge at a pace certain to exasperate the Union player. (Actually, the speed is somewhat greater than artillery off-road movement in Intermediate *GETTYSBURG*.) Its destination is hex 1231; the crest hexside provides scant security, but facing to the southwest the section can fire down either slope of the ridge as needed. Once in position the entire battery keeps firing until it is overrun. The gunners aim their pieces at infantrymen only—the off-map artillery sections pose no threat. Note that any crew can man any section of guns, so voluntary crew transfers or consolidation of two ineffective crews to man a single section may prove beneficial. However, trundling different sections of guns into the same hex may prove harmful since a single "D" result will silence both.

Upon its arrival, the poorly-led 99th Pennsylvania relieves the 86th New York in maintaining the "continuous line." With proper positioning the Pennsylvanians can carry out this duty yet still contribute to the defense. Three divisions occupy hexes 0234, 0534 and 0834, which extends the "continuous line" down to the 0900 hexrow. That frees two divisions to line up behind the stone wall and add their weight to the firefight, while at the same time they cast a Zone of Control to the 1000 hexrow as directed. Furthermore, in the relative lull before the attack of Benning's Brigade, remnants of the 4th Maine can redeploy to Rose Woods and relieve parts of the 99th. After all, a non-rigid ZOC exerted by an ineffective unit satisfies the requirements just as well as a rigid ZOC. Column formation hastens the redeployment without affecting the "continuous line." (See, it really does make a difference that a division in column formation possesses a Zone of Control.) On the other hand, this is not the place to stash divisions out of ammunition, since they lose their Zones of Control until re-supplied.

While the 99th waits for the requirement to end it should not bother with breastworks. If the Union strategy unfolds favorably the positions won't be needed, and may even pose an annoying movement penalty to the withdrawing troops; if not, they won't make a difference. After the release of the regiment it joins the 86th New York at the stone wall. By taking over some of the latter's frontage, the 99th helps the New Yorkers concentrate against the 3rd Arkansas in the struggle for control of the "hinge". But at the proper time the Pennsylvanians retire northwards in conjunction with the rest of the Union forces.

The 40th New York probably arrives just in time to witness the eviction of the 4th Maine from the area around the Slaughter Pen. The chance of reaching the area in time to save the 4th Maine is too remote to consider, and a counterattack through clear terrain invites disaster. Instead, the 40th lines up along the 520-foot contour from Devil's Den northeastward. Besides the defensive benefit for elevation, this position guards the eastern approach to the top of the ridge and places the 40th close enough to the north map edge to make evacuation feasible. The regiment must resist the onslaught of the enemy only long enough to validate the Union's

strategy of withdrawal or to avoid encirclement . . . whichever comes first.

The 6th New Jersey musters too few men to cause any decisive effect on the battle. At worst this is the only Federal regiment available to respond to a crisis, perhaps extending the line of the 40th New York to halt a flanking move or temporarily recapturing the top of Houck's Ridge. At best it covers the planned withdrawal of the other regiments off the map.

In a sense the Union strategy is not terribly dynamic. The North can achieve victory only through favorable attrition which requires maximizing the volume of lead showered on the enemy, and that implies nothing more subtle than a "bash-'em-and-thrash-'em" approach. In brief, to be successful the Union player must remain patient and coolly judge the correct time to depart the battlefield.

VARIANT

When "Robertson's Brigade Stays Together," the South receives a pair of additional regiments on Game-Turn 2. In compensation, the North acquires the four regiments of Weed's Brigade on Game-Turn 11. Surprisingly, the South benefits more. Just as economists speak of "the time value" of money, this scenario vividly demonstrates the time value of *units*: two extra regiments on Game-Turn 2 are far more decisive than four extra regiments on Game-Turn 11.

Unlike the historical scenario, this scenario provides sufficient strength for a Confederate push to the top of Houck's Ridge right from the start. Inspection of Tables 3 and 4 reveals that the South holds the advantage in manpower even after the 40th New York enters on Game-Turn 5, 161 Strength Points to 116. The strategy this suggests calls for Robertson and Law to attack vigorously and gain solid possession of the high ground *before* Weed's Brigade can intervene. As a bonus the South can pick up a few Victory Points by disrupting the enemy "continuous line". Benning's Brigade takes no part in the assault—untouched by the attrition the brigade can confidently expect to fight Weed's Brigade to a standstill.

Law's Brigade now represents one-third rather than one-half of the initial forces, so its influence diminishes accordingly. Its first task is to avoid worsening the traffic jam about to ensue for Robertson's men. Both regiments plunge into the Devil's Kitchen and offer what assistance they can to the Texans assailing Devil's Den. By thus conserving its strength, Law's Brigade provides the decisive momentum in storming the eastern slope of Houck's Ridge. After the capture of the objective hexes the Alabamans screen the approach of Benning's Brigade, and after that the brigade either retires into reserve or assembles in the "Valley of Death" to stiffen the Confederate flank against the turning movement by Weed's troops.

At full strength Robertson's Brigade has no reason to pause before contacting the enemy. The swarm of gray counters erupting out of Entrance Area 2 will unavoidably dishearten the Union player and impress any kibitzers! In general outline, the brigade conducts much the same assault that Benning carried out in the historical scenario: four regiments attacking over a broad front as simultaneously as possible.

From left to right, one regiment dives into the western side of Rose Woods while another hits the corner of the woods closest to the high ground. Together they attempt to shake the trees free of bluebellies so that Southern muskets line the wooden fence marking the eastern edge of the woods by the time Weed's Brigade advances. Another regiment attacks the crest line between the top of the ridge and Devil's Den. The arrival of the 40th New York may temporarily check its progress, but pressure from Law's Brigade on the other side of the rise

is sure to prevail. The last regiment overcomes the opposition in the vicinity of the Slaughter Pen, also with Law's aid. As shown in Table 3, the regiments are sufficiently alike that exact assignments are immaterial. The exception is the extra division of the 1st Texas, as described under the historical scenario. The 1st Texas had best go to the right where Law's Brigade can support it. This also permits the Alabamans to continue the momentum when the Texans falter.

When Benning's Brigade relieves the Texans, the latter have several options. They can go into reserve, either locally or as the last-ditch defenders of the top of the ridge. They can mop up the remains of the III Corps troops (most likely holding out in Rose Woods) to free the Georgians to face Weed's V Corps troops. Or they can redeploy into the "Valley of Death" to solidify the far Confederate flank.

By the time Benning's Brigade enters the map-board, Law and Robertson should have pushed all enemy divisions out of sight of Entrance Area 1. This permits the Georgians to safely march in column for most of the distance to the front lines. And haste is critical—they have just four Movement Phases in which to form battlelines and greet Weed's entrance. As usual, the two "B"-morale regiments hold the center and the "C"-morale regiments the flanks. The former defend the direct route to the objective hexes, from the fence at the tree line to the 520-foot contour line. The left flank rests in Rose Woods; this regiment may have to continue the fight against the III Corps infantry, possibly with the help of the Texans or even Anderson's Brigade. The right flank extends across the "Valley of Death" to Bloody Run. Alabamans may extend the line in the direction of either Little Round Top or Big Round Top. The right flank stands ready to fall back in response to Union pressure but the center, probably located only a few hexes away from the geographical objective, stands firm. The South may lose some territory and suffer heavier attrition at this point, but Weed's Brigade has insufficient time to capitalize on either.

The Union player, in a more desperate situation than with the historical scenario, follows a more desperate strategy: the III Corps forces fight to the last man rather than conduct a planned withdrawal. The intention is that every Strength Point in casualties inflicted on the enemy means one less opposing Weed's Brigade. The V Corps forces just bludgeon their way to the top of the ridge in the allotted five game turns. The effort, frankly, is likely to fall short, but the Union player can at least enjoy turning the tables on his opponent by thumping Secessionists for a change.

The III Corps units adhere to much the same strategic guidelines as in the historical scenario, but with the expectation of a quicker deterioration in their position. For example, the construction of breastworks is limited to Game-Turn 1. Law and Robertson constitute such an irresistible tide that a few breastworks one way or another won't make much difference, so the infantrymen may as well swap their shovels for muskets. An exception is the 99th Pennsylvania. Eventually Rebels will percolate through the trees seeking to clear the Yankees out of Rose Woods. Thus the Pennsylvanians have both the time and the necessity for breastworks. Incidentally, the "continuous line" requirement constitutes less of a burden as it may seem, since Confederate pressure almost automatically forces a line of troops to face west near the north map edge.

In general, the Union player assumes that the entire III Corps force is doomed, so every increment of damage inflicted on the enemy is to his advantage. Weed's Brigade merits somewhat greater finesse. Each of the four regiments carries out a specific mission.

The 91st Pennsylvania, the weakest regiment, holds the brigade's right flank. If the III Corps

troops have retained a foothold in Rose Woods the effective stacking restrictions favor the 91st in reinforcing it. As long as the Confederates flail away at the regiment, the flank of the brigade's main thrust stays untroubled. If the Federals have been kicked out of the woods the poor 91st has no choice but to stand in the open and swallow the lead that would otherwise be aimed at more threatening regiments.

The 140th New York, the brigade's best regiment, strikes at the top of the ridge by the shortest route. Its sole mandate is to "hug'em and slug'em". Depending on the dispositions of the III Corps survivors, the 140th may find it profitable to double-time onto the mapboard.

The 146th New York, the brigade's second-best regiment, provides support for the 140th. Initially this involves establishing a base of fire from the rough terrain at the upper end of the "Valley of Death". After the New Yorkers soften up the opposing battleline, they advance to distract the enemy's attention from the 140th.

The 155th Pennsylvania holds the brigade's left flank. Its purpose is to generate favorable attrition against whomever it faces. Since the exhausted members of Law's and/or Robertson's Brigades most likely constitute the enemy flank, the regiment hesitates not a moment in advancing on them. Ammunition shortages among the Confederates may provide the 155th with good opportunities for exploitation.

ASSAULT ON LITTLE ROUND TOP

Players of *LITTLE ROUND TOP* have undoubtedly stared at the line of companies from the 83rd Pennsylvania extending to the map edge and wondered what happened at the other end. These scenarios answer the question. Both the number of game-turns and the number of regiments are smaller than in the "Assault on Devil's Den" scenarios, making these scenarios the fastest-paced of all.

HISTORICAL SCENARIO

In contrast to the Devil's Den combat, historically the South was repulsed from this scenario's geographical objectives grouped around the summit of Little Round Top. So the Confederate player had best wipe that smile off his face—his prospects are even dimmer than the Union player's in the other scenario. According to Tables 5 and 6, his initial superiority of 35 Strength Points (126-91) suffices to overcome Vincent's Brigade, but when the last Union reinforcement arrives he faces a 60-point deficit!

The victory conditions warrant close examination. Unlike Houck's Ridge, Little Round Top bestows Victory Points only at the *end* of the game, not on a per-turn basis. So the South's strategy must reflect some degree of territorial control over the long run. The crucial point is the recognition that the Confederacy need not control all six objective hexes. The objectives are sufficiently dispersed that the South can win by holding only a portion of the objective hexes, provided it holds an adequate advantage in attrition.

The strategy this point suggests is that the Gray troops overpower Vincent's Brigade, fortify the hilltop, delay Weed's Brigade, and then yield just enough objective hexes to achieve a victory. Vincent's Brigade must be whipped quickly lest the defenders dig breastworks across that vast expanse of rough terrain until Little Round Top resembles Mount Suribachi. Furthermore, the Confederates must be careful to sweep the remnants northward to minimize the length of their defensive line needed to counter the infusion of fresh enemy troops.

To carry out this strategy the attackers use their four best regiments and detail the fifth to establish a defensive line facing Entrance Area C in order to welcome Weed's men. A glance at Table 5 instantly identifies the "Sad Sacks" as the 47th

TABLE 5
ASSAULT ON LITTLE ROUND TOP—HISTORICAL
CONFEDERATE ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective	morale	leadership
4 AL	8	23	8	C	9-5
15 AL	8	30	15	B	10-6
47 AL	8	18	8	C	8-4
4 TX	8	28	13	A	10-6
5 TX	8	27	12	A	10-6

TABLE 6
ASSAULT ON LITTLE ROUND TOP—HISTORICAL
UNION ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective	morale	leadership
20 ME	8	26	13	B	11-6
16 MI	8	17	9	C	7-4
44 NY	8	26	14	B	10-6
83 PA	8	20	9	C	8-4
2 SS	8	2	1	A	na
140 NY	12	30	13	B	10-6
D,5 US	13	6	3	A	na
146 NY	14	30	10	C	9-5
91 PA	14	15	7	C	8-4
155 PA	14	24	10	C	8-4

TABLE 7
LAW ATTACKS AT FULL STRENGTH
CONFEDERATE ORDER OF BATTLE

rgt	turn of entry	original strength	losses to become ineffective	morale	leadership
4 AL	8	23	8	C	9-5
15 AL	8	30	15	B	10-6
47 AL	8	18	8	C	8-4
4 TX	8	28	13	A	10-6
5 TX	8	27	12	A	10-6
44 AL	9	24	9	C	9-5
48 AL	9	25	8	C	10-6

Alabama. The attacking force then consists of, from right to left, the 15th Alabama and 4th Alabama, 4th Texas and 5th Texas. The Alabamians remain in the woods to push the enemy northward while the Texans fight their way up the western slope of the hill and carry the top. Afterwards, the Confederate player keeps an informal tally of losses as a guide to how much territory he can afford to relinquish.

Before describing the regimental missions, two points need to be stressed. First, just as in the Devil's Den historical scenario, the Confederates will be repulsed in a piecemeal fashion if they attack in a piecemeal fashion. This primarily pertains to the fighting in open terrain, so the Texas regiments must coordinate their advance to strike the Blue line simultaneously. Due to the restricted range of rifles in woods, the Alabama regiments can operate independently from the Westerners, though they still coordinate their attacks with each other.

The second point is that although the Rebels enjoy the initiative the Yankees control the overall shape of the engagement. This derives from the one-turn lag between the start of the game and the initial contact between opposing troops. In particular, the fundamental variable is the reaction of the 20th Maine—does it remain on the brigade's left flank to fight the 15th Alabama, or does it rush to the brigade's right flank to contest possession of the 15-point objective hexes with the Texans? Either

possibility may occur, so the Confederates must remain flexible to adjust their assault accordingly.

The 5th Texas aims for the top of the hill via the western slope. Regardless of what the 20th Maine does, the 16th Michigan must shift to its right to block the direct route to the top. That allows the 5th Texas one game-turn of double-timing—the inability of the Yankees to build breastworks permits the Rebels to reduce their firepower. Assuming the 16th Michigan remains at the 600-foot contour line, the Texans should have one division in position to melee on the second game-turn, with the rest of the regiment following suit on the third. This leaves scant time for the 16th to construct breastworks. The 5th can expect almost complete annihilation of its opponent.

Afterwards the regiment faces two possibilities. If the 20th Maine has stayed put, the top of the hill lies deserted. The 5th has little choice but to seize the objective hexes while the opportunity presents itself. Enveloping the 44th New York is a temptation the Confederate player should resist. Anticipating the worst, the New Yorkers customarily refuse their flank, so the outlook for immediate gains is dim. The better way lies in capture of VP hexes and preparation for the inevitable counterattack.

If nothing else, a breastworks marker *must* be placed in the 15-VP objective hex, 1313. (Yes, Confederates *can* build breastworks!) The rough terrain

THE ADVANCED GAME

BRIGADE OFFICERS. The most common employment a player finds for a brigade officer concerns breastworks. Unless the regimental officer issuing the "Construct Breastworks" order has an adjusted Command Point Total of ten or more, a die roll is required to place the marker. The brigade officer's Command Influence Bonus guarantees successful completion (apart from adverse combat results) for all regimental officers except the lowliest replacement captain. In the brigade officer's absence, the consequences of rolling nothing but "5" or "6" for a series of construction attempts are too horrible to contemplate. The least common employment concerns divisions out of command. This usually occurs after a weak division conducts a lengthy retreat, so the player hesitates to remove the brigade officer from the action in the front lines just for the sake of a few Strength Points.

Standard practice stations the brigade officer with a stack of ineffective divisions. Besides raising their morale he provides greater flexibility for the regiment—the regimental officer can lead one stack of ineffective divisions into an enemy Zone of Control at the same time that the brigade officer does the same for another stack of ineffective divisions belonging to the same regiment. The Command Influence Bonus means little to a regiment containing effective divisions since the officer rarely expends his unadjusted Command Point Total. It may or may not make a difference for a regiment containing a few ineffective divisions. But it almost never improves the efficiency of a regiment full of ineffective divisions—the penalties outweigh the bonus. So a brigade officer is by no means a panacea.

And a brigade officer can actually be a liability. If he becomes a casualty the most competent regimental commander must replace him, to the detriment of the affected regiment. Indeed, in the "Assault on Little Round Top" scenarios the Confederates can cripple the 20th Maine by bagging Col. Vincent, thus forcing Col. Chamberlain to take command of the brigade.

SPECIAL OFFICERS. Gen. Warren is a freebie for the Union, but historically shell fragments struck down Gen. Hood just as his men began to advance. Thus, the appearance of the Hood Staff counter causes a chain reaction of promotions that leaves one regiment in the lurch. Fortunately, the Confederate player need only worry about that in "The Major Battle Scenario".

INFANTRY CHARGE. Of all the techniques to increase the attackers' melee strength, this is the most powerful—each charging division receives a +1 bonus. "Pursuit" occurs infrequently, since the pursuing division often ends up out of command. However, if a charging division wins a melee in a Victory Point hex, pursuit nicely "insulates" the objective hex from an immediate counterattack. The extra morale check represents only minimal risk for regiments with morale levels of "A" or "B". But the requirement for the regimental officer to "see" the defender severely limits the use of infantry charge in woods.

DOUBLE-TIME MARCH. Double-timing is almost as ubiquitous as breastworks in a typical game. The main text has pointed out numerous occasions where double-time movement proves its utility.

FENCE REMOVAL. Negating a +1 Movement Point penalty by expending two MPs hardly seems worth it. But fence removal is man-

datory under two circumstances: passage of artillery (see 19.21) and qualifying for an infantry charge (see 32.11).

STACKING AND TERRAIN. At first glance players may conclude that this is just a historically-inspired annoyance. But in practice the stacking restrictions have the important consequence of coupling the defensive benefit of terrain to the cost of reduced effective strength. Melee is especially affected. For example, a division with four Strength Points that occupies a rock hex has an effective strength of five; an enemy division with six Strength Points that enters the hex to melee faces a differential of -1!

SPLIT FIRE. There are two possible uses for this rule. In one, a rules maniac may note that in many cases a few additional Strength Points do not increase the column of an attack, so he slows the game to a crawl by rolling a plethora of tiny attacks in hopes of lucking out. In the other, the rule surfaces infrequently, and for a legitimate reason: it helps a division threatened by melee from more than one hex to apply Defensive Fire more widely.

MULTIPLE UNIT FIRE. Enthusiasts of *SQUAD LEADER* recognize this as the fire-group rule. It can be thought of as a realistic way of reducing coordination in the midst of a smoke-filled battlefield. The casualty rate decreases somewhat in consequence, so defending regiments tend to last longer.

VOLLEY FIRE. On the average, "fresh" regiments using volley fire deplete their ammo at twice the rate they find new supplies. So a one-column shift hardly seems worthwhile. However, volley fire can serve to maximize firepower because it permits non-adjacent divisions to combine fire (see 37.1, #3).

BAYONETS. Fixed bayonets provide a welcome bonus in melee, but not as good a bonus as for an infantry charge (+1 only if all attackers have bayonets). Oftentimes, it substitutes for a charge in wooded terrain, where the restricted Line of Sight for the regimental officer sharply curbs the number of enemy divisions eligible to be charged. Early in the game bayonets slip on with ease; late in the game, the additional costs for ineffective divisions may force the regimental officer to choose between ordering their removal or ordering some more productive action for that game turn.

Fixed bayonets do not always reduce the infantry's firepower. The maximum shift on the Fire Combat Results Table is two columns. So a division, say, firing uphill into a rock hex, suffers no additional penalty for fixed bayonets. And the penalty appears quite mild in comparison to the earlier version and *LITTLE ROUND TOP*, both of which prohibit a division or company with fixed bayonets from firing.

AMMUNITION DEPLETION. The subject of ammunition matters greatly to the infantry. Only by fabulous luck can divisions gather ammo as fast as they run out. Added to the uncertainty of re-supply is the uncertainty that the regimental commander can afford to issue this order repeatedly for a regiment full of ineffective divisions. Thus, when a regiment becomes "expended" the player must ask himself whether a given fire attack is important enough to risk ammunition depletion. Again the result is a lower casualty rate. This may seem to favor the defenders, but the main text has discussed an important exception in the "Assault on Little Round Top" scenarios; the "expended" regiments of Law and Robertson begin losing their punch just as Weed's counterattack begins to gain momentum.

The subject of ammunition matters little to the artillery, at least in the scenarios discussed here. The heaviest rate of expenditure belongs to the 4th New York Battery's two advanced sections, which typically consume a bit more than half of their allotted supplies.

CONFEDERATE ARTILLERY. As noted in the main text, the Gray cannoners rarely get the opportunity to shoot, primarily because Rebel infantry nearly always stand within the ten-hex "safety" limit for potential Yankee targets (see 42.15). The situation undoubtedly changes in "The Major Battle Scenario", where the off-map artillery harasses Vincent's Brigade while it fortifies Little Round Top.

CONFEDERATE SHARPSHOOTERS. As noted in the main text, the health of one's officers is of paramount importance. An officer lacking an infantry bodyguard in the presence of snipers deserves to be plugged.

BREASTWORKS. The crucial importance of breastworks to both sides has been pointed out repeatedly in the main text. There is no need to belabor the point here.

OPPORTUNITY FIRE. Retreats and artillery formation changes trigger Opportunity Fire infrequently. Movement out of a Zone of Control accounts for most of the Opportunity Fire attacks. The effect is significant. First, it puts a premium on the retention of a regimental reserve, since a "D" result pins the moving unit in the exit hex. True, defending regiments can rarely spare a reserve force, but attacking regiments should bear this in mind instead of automatically sending everybody to minimum range. Second, it increases the difficulty of breaking off contact with the enemy when a force wishes to withdraw. A departing division can either turn around to leave, offering a column shift for rear fire, or move backwards, increasing movement costs. (Note that the restrictions on backward movement are less severe than in the previous version and in *LITTLE ROUND TOP*.) Either way a player may have to sacrifice a pinned division to continue the force's withdrawal.

DEVIL'S DEN. This rule did not appear in the earlier edition. The 4th Maine can no longer use the rockpile as a redoubt, but similarly the Confederates can no longer use it as an infiltration route.

to the northeast takes second priority for construction. With enough time and manpower to prepare it, a defensive line dug into the wooded rough from hex 1410 to hex 0911 can only be described as formidable. Unfortunately, only effective divisions qualify for building breastworks, a fact the 16th Michigan will certainly remember when allocating fire combat. Worse, if the regimental commander becomes a casualty, his successor suffers from a one-third chance that the construction effort is in vain.

In any event, the rock hexes along the northern crest line of the hill provide an excellent location for weary divisions in the defense. Only four Strength Points can fire or melee in a rock hex, so weak divisions waste no excess manpower. Better, the bonus for a division defending against fire and especially melee renders a rock hex surprisingly secure. Note that the penalties for the rock hexes in Devil's Den do not apply up on Little Round Top.

All these considerations are likely to be academic when the 5th Texas encounters the 20th Maine at the top of the hill. Col. Chamberlain of the 20th Maine ranks as the best regimental officer in the entire game, so his troops can perform a wide variety of tasks in the same Player Turn. The Texans can expect this regiment to be well dug in along the

crest line and well prepared to counterattack in order to hold its ground. Worse, the 5th lacks support in its struggle with the 20th—the 4th Texas has its hands full with the 44th New York, and the Alabamans are far off the woods. Short of praying for good luck in a frontal attack, the best course of action for the Confederates lies in exploiting the length of the enemy line. The exact shape of the assault varies according to the enemy dispositions but, in general, the 5th Texas achieves a line of departure in the rock hexes and then braves Opportunity Fire to infiltrate through enemy Zones of Control. Melee from the rear is, in modern parlance, a good “force multiplier”. But the Confederate player should resign himself to the likelihood that defeat of the 20th Maine leaves the 5th Texas a mere shadow of its original strength.

The 4th Texas aims for the top of the hill via the southwestern slope. Regrettably, a significant obstacle bars the way—the 44th New York. Since the New Yorkers already occupy a worthy defensive position, the breastworks appear immediately. In addition, a convenient rock hex offers an anchor for the northern flank of the regiment. The 4th Texas does not seem to have a viable way of overcoming these advantages. The most common result of a frontal attack leaves the 4th Texas exhausted at a relatively minor cost to the 44th New York.

So perhaps a conservative approach is best. The regiment assembles in the clear terrain southwest of the hill avoiding, both double-time penalties and the enemy bonus for targets within three hexes. Then it advances across the 560-foot contour line and stops. This runs contrary to the natural tendency of the Confederate player to move the regiment to minimum range, but against an entrenched enemy at higher elevation the Texans have the scales tilted against them for both fire and melee. The regiment may even consider erecting breastworks by the contour. After all, sooner or later Confederate advances on the flanks of the 44th New York force it to fall back. The wiser choice preserves the strength of the 4th Texas for a more propitious moment instead of wasting it just for the sake of quick action.

The 4th Alabama ranks as the weakest of the four assaulting regiments. Its potential varies greatly according to what the 20th Maine decides to do. The worse case for the 4th happens when the enemy regiment remains in place. Consequently the Alabamans encounter the entire 83rd Pennsylvania in opposition. Comparing Tables 5 and 6, the 4th enjoys just a slight superiority over the 83rd, so a headlong rush into the midst of the enemy promises to avail little. A better approach follows a more methodical attack, such as concentrating firepower on a single target hex until the occupants weaken enough to fall victim to melee. At the same time perhaps half the regiment can march to the tree line in order to add fire support to the 4th Texas in its struggle with the 44th New York. Of course, the gains of the neighboring 15th Alabama may generate favorable circumstances for the 4th. But given a choice, the regiment prefers to dislodge the Pennsylvanians’ other flank. Shattering the connection between them and the 44th New York offers more outstanding strategic consequences, namely an inducement for the New Yorkers to withdraw before they are outflanked.

The outlook is much brighter when the 20th Maine speeds to the top of the hill. Now the 83rd Pennsylvania must fend off *both* Alabama regiments. In this case the 44th New York leaves its flank in the woods to aid the 83rd, so the 4th Alabama’s first priority lies in defeating this flank division. Success offers the possibility of rapidly outflanking the Bluecoats, forcing them to pull back all the way to the rocks in the 1800 hexrow. Normally this position is too formidable to storm from the adjacent clear terrain, so the 4th Alabama turns aside to assist the 15th Alabama in mopping up the 83rd Pennsylvania. Later the 4th can skirt the New Yorkers once again, this time on the eastern slope

of the hill. And in the final game-turns, conservation of the regiment’s strength pays dividends when the onslaught of Weed’s Brigade inevitably produces a crisis for the defending Confederates.

Strategically, the 15th Alabama represents the broom that sweeps the blue counters northward. Tactically, the opposition it encounters differs radically according to the enemy strategy for the 20th Maine. Regardless, the regiment’s first move is invariant; remain in column and march due eastward, stopping just out of rifle range. True, this leaves it in a very vulnerable position, but only if the 20th Maine decides to hang around. To beat up on the Rebels the Yankees must advance out of the shelter of their breastworks, and even then the enemy terrain limits the number that can reach minimum range. Furthermore, change of formation in an enemy Zone of Control does not trigger Opportunity Fire, unlike *LITTLE ROUND TOP*. Thus, this daring advancement is actually a calculated risk. With luck the Rebels exchange slight losses for a long bound forward and the chance to ensnare the 20th Maine out of its breastworks.

Once in battle formation, the 15th Alabama demonstrates its superiority by inflicting as much damage as it can before the enemy slinks back to the line of works. There the regiment’s superiority ends (especially because the 20th Maine’s “detachment” rejoins the parent around this time) and no pat formula can restore it. Frontal attacks risk dashing the 15th to pieces on the works, while the heavy terrain surrounding Chamberlain’s Spur reduces a flanking movement to a crawl. The best way to persuade the Maine troops to abandon their position is a threat to cut them off from the objective hexes to the north, such as if the 4th Alabama overpowers the 83rd Pennsylvania or the 15th Alabama lucks out and pierces the enemy line at the northern flank. Now the bad terrain on the Spur hinders the Federals as they attempt to fall back and re-form, so the Alabamans must press forward and keep them off balance. Even so, the best the Secessionists can hope for is mutual exhaustion of the opposing regiments.

On the other hand, departure of the 20th Maine improves the prospects for the 15th Alabama considerably. The 83rd Pennsylvania has its hands full fending off both the 15th and the 4th. After the 15th has flattened the Pennsylvania it thrusts northwards along the 560-foot elevation level. This positions it to threaten the 44th New York, which by now has probably fallen back to the tree line, with encirclement. Also, if the 20th Maine “detachment” has wandered within rifle range of this elevation level with Random Movement the 15th strives to disorder it—the wait for Spontaneous Rally may freeze it in place until the end of the game. For the Confederate defense in the final game-turns the 15th simply delays the fresh enemy troops on the eastern slope with whatever strength remains.

Finally, the 47th Alabama establishes the primary defense against Weed’s Brigade. The main line of resistance consists of three breastworks facing Entrance Area C in hexes 0715 through 0717. A four-SP division occupies the rocks in hex 0714. From this line the Alabamans enjoy a clear Line of Sight into all non-wooded terrain north of the closest Victory Point hex, an important consideration due to the requirement for Weed’s men to arrive in column formation. In addition, the small spur of rocks in the 0900 hexrow provides a fall-back position after the unavoidable enemy breakthrough.

In case the Alabamans require several attempts to complete their works, the regiment remains in column formation and uses double-time movement for as long as is necessary to reach the destination. The double-time penalties should be meaningless; the Alabamans have no intention of engaging in combat, and far more menacing targets confront the enemy riflemen. If by bad luck the works are incomplete when the 140th New York appears, the 47th still enjoys one game-turn of grace—the 140th

must appear in column and so can do nothing to interfere with the digging. Confederate players dismayed by Lt. Col. Bulger’s poor leadership (the worst regimental officer in the entire Southern order of battle) can console themselves with the thought that in the previous edition Bulger was just the replacement for a certain Col. Jackson . . . whom the rules specifically identified as an incompetent!

Despite the appearance of the 140th New York in vulnerable column formation, the 47th cannot count on devastating the reinforcements. The Federals will certainly act to maximize self-preservation, and once in line formation they screen the subsequent reinforcements. However, losses to the New Yorkers and the protection of the breastworks combine to favor the defenders, at least initially. Unfortunately, the fatal flaw in the entire Confederate defense is an ammunition shortage, striking Texan and Alabamans alike. The brigades of both Robertson and Law become “expended” on Game-Turn 13, just before the bulk of Weed’s Brigade enters. A special danger plagues the 47th Alabama—a Zone of Control rather than a division connects the regiment’s left flank to the scenario boundary line. If the division on this flank runs out of ammo, it loses its Zone of Control! The enemy can pass through the gap untroubled by Opportunity Fire and, more importantly, the regimental officer can keep those troops in command.

Even in the absence of this peril, the 47th cannot hope to contain the entire brigade for half a dozen game turns. Once the enemy gains a foothold, the regiment is capable of crumbling with depressing rapidity. So the Alabamans do *not* fight to the last cartridge. When the enemy pierces or outflanks the line of breastworks and a counterattack cannot restore the situation, the 47th accepts the inevitable and begins to fall back. A delaying action on the western slope aids the Confederacy by reducing the amount of time available to the Union for recapturing the objective hexes.

Two sources provide support for the Confederate infantry: artillery and sharpshooters. The contribution from both is negotiable. The guns never have the opportunity to fire because the strategy described above essentially guarantees that a Gray division will stand within ten hexes of the potential target. The snipers, stuck in Devil’s Den, suffer from poor fields of fire and minuscule probabilities of success for the targets that do become visible. After all, few priorities rank higher than the health of regimental officers, so the Union player deserves disaster if he neglects to protect them with bodyguards four Strength Points strong.

To summarize, Confederate strategy calls for striking the enemy as quickly as possible on a four-regiment frontage while the fifth prepares a defense against the enemy reinforcements. By forcing the Union troops toward the northeastern slope of Little Round Top the Confederates capture the majority of the Victory Point hexes and can concentrate their worn divisions to meet the reinforcements. Finally, they yield just enough territory to preserve the victory. Alas, the strategy glosses over many of the South’s problems. The initial attack must be hasty to prevent Vincent’s Brigade from digging a maze of breastworks, so the attackers cannot afford to concentrate on portions of the Union line (except perhaps for the 4th and 15th Alabama against the 83rd Pennsylvania). The Confederates must continue to hurry in the middle game turns to consolidate their hold on the objective hexes before Weed’s Brigade intervenes. And ammunition shortages hobble the Rebel defense in the final game-turns. Thus the Confederate player should strive to overpower Vincent’s Brigade as impressively as possible in order to discourage the Union player enough that he concedes early.

Of course, now that Union players have read the above, they have no one to blame but themselves for becoming demoralized. Superficially the situa-

tion resembles the Devil's Den variant scenario—a superior Confederate force thrashes the defenders and late Union reinforcements attempt to reverse the tide of battle. But down in the “Vally of Death” Weed's Brigade was “a day late and a dollar short”. On Little Round Top the same brigade has less opposition to overcome and more time in which to do it. So the Union player's toughest task is to retain his equanimity while Vincent's Brigade bleeds.

Thus the Union strategy calls for the four regiments of Vincent's Brigade to fight rather than retreat. In general, each regiment holds its ground and attempts to build breastworks. It falls back only when outflanked and it breaks contact with the enemy only when ground down to a handful of Strength Points. This accomplishes two goals. It saps the strength of the enemy, especially in the open terrain on the western slope of the hill; and it minimizes the amount of time available to the Confederate player to consolidate his gains. Both goals enhance the chance of success for Weed's counter-attack. The reinforcements split up to re-take the hill, with two regiments punching through the 47th Alabama on the western slope and the other two applying pressure in the woods on the eastern slope.

The implementation of the strategy takes two forms, depending on the use of the 20th Maine. That regiment has two options. It can either remain on Chamberlain's Spur to engage the 15th Alabama, or redeploy to the top of the hill and battle the Texans. The first option causes an easier enemy occupation of the Victory Points hexes but prevents the enemy from pushing Vincent's Brigade into a harmless corner. The second option intensifies the struggle for the objective hexes at the cost of losing much territory on the endangered left flank. Thus the choice of the 20th Maine to stay on the left flank or switch to the right greatly affects the flow of play in the first half of the game.

The first option—remaining on Chamberlain's Spur—has several advantages. First of all, the 20th Maine can catch the 15th Alabama in column formation, providing fire and morale benefits to the Unionists that do much to neutralize the strongest regiment in Law's Brigade. Second, Col. Chamberlain's Command Radius can reach the regiment's “detachment” on the second game-turn, speeding up the division's entrance into action by a considerable amount over Random Movement. And third, by the time Weed's counterattack unfolds Vincent's men will probably retain control of a significant stretch of the tree line on the eastern slope of the hill, thereby diluting the Secessionist defense of the objective hexes and providing an excellent line of departure for the reinforcements.

The disadvantages have both strategic and tactical consequences. Strategically, the 16th Michigan lacks support facing the 5th Texas. This causes an earlier withdrawal for the 44th New York alongside and may permit the Texans more time to throw up breastworks to protect their gains. Tactically, the immediate destruction of the 15th Alabama because of its column formation is virtually impossible. At best the 20th Maine conducts a pre-emptive strike that scatters the Alabamans and forces them to waste time re-organizing. At worst the regiment finds that it has advanced out of its line of breastworks only to become enmeshed in enemy Zones of Control and unable to establish a coherent defense back on the Spur. The result of this option is likely to be a hammer-and-tongs fight between the 20th Maine and the 15th Alabama that oscillates back and forth along the southeastern slope of Little Round Top. In the end, both sides reach mutual prostration.

The second option—shifting to the hill crest—has the more obvious advantage of conducting a direct, rather than an indirect, defense of the objective hexes. The Texans encounter greatly increased resistance in attempting to secure the 15-VP hexes. Though they are still likely to capture the objectives, they will be in poor shape to defend

them. Unfortunately, this option leaves the 83rd Pennsylvania in the lurch, allowing the 15th Alabama and part of the 4th to overwhelm the poor Pennsylvanians. And the 20th Maine's “detachment” may never rejoin the regiment.

To reach the hilltop ahead of the Texans, the regiment must shift to column formation and double-time on the first game-turn. Despite their linear initial placement the troops reach the 640-foot contour in a piecemeal manner, thanks to the bad terrain covering the Spur. However, Col. Chamberlain has sufficient Command Points to issue the wide variety of orders made necessary by such piecemeal arrival.

The first task is to guard the most vulnerable 15-VP objective, hex 1313. The first division on the scene, the four Strength Points of division #5, should have time to build a breastworks here. The second division relieves it so that it can slip into the rocks in hex 1213 or 1114. This protects the northern crest line and, for the reasons discussed above, places the regiment's weakest division in the best defensive position it can occupy. The third division secures the southern crest line. The terrain east of the crest is clear, so the division is better off advancing west of the crest (e.g., into hex 1514). The last division anchors the line in hex 1612, throwing up breastworks to prepare for the withdrawal of the 44th New York.

This defense may halt the Confederates cold, and such a stalemate allows Weed's Brigade to counter-attack at a more leisurely pace. But even if the 20th Maine retreats, it still has the opportunity to infiltrate the rock hexes by the northern crest line and aid the reinforcements.

The first option for the 20th Maine seems superior on the basis of the comparison of advantages and disadvantages. The second option seems better on the basis of the closer relationship to the victory condition. In practice, either is a winning strategy.

As long as the 83rd Pennsylvania can remain between the brigade bruisers, its contest with the 4th Alabama looks like a stand-off. On the other hand, the departure of the 20th Maine leaves the 83rd in a desperate situation. Initially the regiment extends its left across Chamberlain's Spur and digs in as fast as it can. With the 20th Maine en route to back up the 16th Michigan, Col. Vincent can safely abandon the latter in order to boost Cpt. Woodward's Command Point total for this purpose. The weakest division in the regiment avoids the front line in order to build a strongpoint or two in the rear.

Conceivably two full Confederate regiments can assault the Pennsylvanians, so the Union player essentially writes them off. By fighting to the death perhaps even initiating a few melees—they may inflict more damage than during a lengthy withdrawal. In addition, yielding ground endangers the neighboring 44th New York and compels it to retire prematurely. The point at which the 83rd ceases to contribute to the Union defense is easily determined—when the regimental strength falls below four Strength Points. This number of men plus a leader in a wood-rough hex equates to six Strength Points in melee, which is also the effective stacking limit in woods. To achieve a differential greater than zero the enemy resort to the use of an officer, fixed bayonets, infantry charges, and so forth. When the 83rd Pennsylvania reaches this point, discretion outweighs valor and the survivors use the first opportunity to find a quiet corner of the battlefield.

The 44th New York is hardly affected by the destination of the 20th Maine. If the boys from Maine switch from the left flank to the right, the boys from New York leave their left flank division in the woods to help out the 83rd Pennsylvania. If not, the entire regiment occupies open terrain to help out the 16th Michigan.

In either case the 44th constructs a line of breastworks along the 600-foot contour from the tree line to the rocks in hex 1715. The regiment anchors its right flank among these rocks in preparation for the

inescapable collapse of the 16th Michigan. On paper, the 4th Texas enjoys only a slight advantage over the 44th New York, but on the mapboard the benefits of breastworks and higher elevation tip the scales in favor of the defenders. The Yankees are quite capable of devastating the Rebels to their front.

However strong this position may be, the New Yorkers cannot bivouac here indefinitely. With the 20th Maine on the brigade right, the Alabamans push past the regimental left; with the 20th Maine on the brigade left, the Texans push past the regimental right. Thus the 44th cannot evade the compulsion to abandon this position. The rocks in hexes 1812 and 1813 provide the basis for the regiment's first fall-back position—the clear terrain to the south discourages the Confederates from attacking. The tree line on the eastern slope marks the regiment's second fall-back position. Here the 44th struggles with the Alabamans to retain this favorable line of departure for the oncoming reinforcements. In general, control of Chamberlain's Spur provides no advantage during Weed's counterattack. But control of the tree line on the eastern slope stretches the length of the Confederate defenses; and conversely, the collapse of the 44th provides the enemy with access to better defensive terrain and more space for delaying the reinforcements.

Regardless of what the 20th Maine does, the 16th Michigan is doomed. It contributes to the defense by inflicting as much damage as possible on the 5th Texas before vanishing. For openers, the regiment moves northward along the 600-foot contour line to interpose itself between the Texans and the top of the hill. The Confederate onslaught follows immediately. Curiously, the attackers cannot simply steamroller the 16th. By stacking pairs of divisions, the Yanks are better suited to observing the six-SP effective stacking limit in rough terrain than the Rebs. Thus the 16th Michigan has an unexpected weapon: melee. As an incentive, Lt. Col. Welch is no longer singled out as an incompetent as he was in the first edition rules, so he now provides a bonus when involved in melee. And since the 5th Texas can position one division to conduct a melee on the second game-turn, the 16th may be forced to convert these exhortations into action in order to restore its position along the 600-foot contour line. Such an aggressive posture may actually generate an opportunity to throw up breastworks. If the 20th Maine tarries in the woods the construction benefits the Michiganders, but if the Maine regiment back-stops the 16th the importance of the breastworks decreases. In the former case Col. Vincent oversees the effort to ensure completion, but in the latter case the brigade commander has more urgent business with the 83rd Pennsylvania.

Ultimately the 16th Michigan is fated for destruction. The last few Strength Points can look to the rocks along the northern crest line for temporary refuge. But once the regiment drops below four Strength Points the time for evacuation has come, as explained above for the 83rd Pennsylvania.

One more division supports Vincent's Brigade—the 2nd Sharpshooters. Its support is negligible on Chamberlain's Spur; it becomes ineffective after losing a single Strength Point, it cannot stack with any V Corps division, and it becomes expended for ammunition depletion earlier than any other Union division in the scenario. Thus the Regulars are better off changing to column formation for a long march through the woods.

In theory the division positions itself to snatch an enemy officer in an uncontested melee, especially when the Confederate player forgets that the Sharpshooters have 12 Movement Points instead of 10. In practice the best the division can hope for is that the enemy overreacts and diverts strength from the front lines to track down and nail the Regulars. More often the enemy recognizes the division's weaknesses and, at most, details an ineffective division from the regiment the 2nd Sharpshooters is annoy-

RULES CLARIFICATIONS

The playings of *DEVIL'S DEN* that supplied the material for this article made certain assumptions about the rules; these unofficial interpretations follow.

COMMAND. Since ineffective units cannot Double-Time March, there should be "P" rather than "+1" on the Command Point Cost Chart. Units of a regiment with a March order may change facing and/or order of stacking in lieu of moving. A Gather Ammunition order may be issued even if no units of the regiment are out of ammunition. Note that change of formation is carried out before other orders are issued; thus a unit can change from column to line and then perform orders prohibited to it in column formation.

OFFICERS. Unlike infantry in column, an officer *can* enter a rock hex. The cost is 4 Movement Points.

STACKING. A unit entering an occupied hex may be placed anywhere in the stack—it does not necessarily become the top unit. Similarly, units may leave a stack in any order—the top unit does not necessarily move first or last. A moving stack (17.22) may change the order of stacking in any hex entered.

Since stacking restrictions apply only at the end of the Movement Phase, an illegal stack may be temporarily created (e.g., two units from different regiments) provided the stacking rules are observed by the end of the Movement Phase. Failure to do so forces the moving unit(s) to automatically retreat with disorder at the end of the Phase. If such a stack is created in an enemy Zone of Control, the moving units are ignored for Opportunity Fire purposes.

FIRE COMBAT. Adjust a unit's Fire Strength in the following order: (1) deduct one Strength Point for disorder; (2) determine Strength Point allocations for Split Fire; (3) compute increases to the adjusted strength; (4) compute decreases to the adjusted strength (if more than one reduction applies, round fractions down after each decrease). A stack of units has its Fire Strength adjusted unit by unit, not as a whole.

The adjustment for elevation applies to multiple unit fire if at least one attacking unit is at lower elevation.

LINE OF SIGHT. A unit blocks the Line of Sight only if the sighting unit has a clear LOS to this unit. (This is intended to handle the odd case of a line of units diagonally behind an obstruction; it may happen that the LOS to the first unit is blocked and then each unit blocks the LOS to the next, leaving the entire line invulnerable!)

MELEE COMBAT. A unit with a Melee order that becomes ineffective due to Defensive Fire *cannot* melee (unless it is stacked with an officer), and so any units beneath it in the stack cannot melee, either. A unit advancing into a vacant hex (14.33) has the option to change facing after the advance. Attackers that win a melee but are disordered still have the option to change facing.

MORALE. The last line of 16.11 should read "a retreat and it would *not* check again." Morale is adjusted not only for Volley Fire but also Rapid Fire.

INEFFECTIVE UNITS. A unit that is both ineffective and disordered may not conduct Opportunity Fire. To be eliminated by an "R" result in melee, a unit must be both ineffective and disordered at the instant the enemy unit enters its hex.

THE 2ND US SHARPSHOOTERS. Since Rapid Fire may be conducted offensively or defensively, a US Sharpshooter unit does not need to expend Command Points in order to use it.

REINFORCEMENTS. Reinforcements cannot change formation while off-map; they must enter the map in the formation listed in the Reinforcement Schedule. Benning's Brigade has a choice of formation; the entire brigade need not enter in the same formation, but all units of the same regiment must. The 99th PA appears in Area A in *Line*.

ASSAULT ON LITTLE ROUND TOP. Several Union units begin the game overstacked. The excess, depending on terrain, cannot fire defensively in the Confederate Player-turn and all overstacking must end by the completion of the first Union Movement Phase. The Sharpshooters become Expended for ammunition purposes on Game-Turn 12. Delete Gen. Law from the Confederate forces, as he is busy replacing Hood as Division Commander. The Confederate deployment boundaries are exclusive, not inclusive.

DEVIL'S DEN SCENARIO VARIANTS. In the "Robertson's Brigade Stays Together" scenario, Weed's Brigade enters in *Line* formation.

LITTLE ROUND TOP SCENARIO VARIANTS. The Confederate reinforcements are placed in a deployment area—they do not appear at the map edge. They may have any facing. The balance of Weed's Brigade arrives on Game-Turn 12.

BRIGADE OFFICERS. Note that a brigade officer may provide a bonus to either one regimental officer or one out-of-command unit.

INFANTRY CHARGE. Since melee is mandatory with this order, each charging unit must prepare to conduct a valid melee. For example, two units in separate hexes could not face the same target hex if they would violate stacking to enter that hex. Not all of the units in a regiment are required to charge—those units that will charge should be so marked in the Activation Phase. Thus a regiment can receive a Charge order in every game-turn as long as no *unit* charges in two consecutive game-turns.

A unit that becomes disordered or ineffective by Defensive Fire cannot melee. It is still halved in fire (still through the center front hexside only), but it is not subject to the extra morale check. Charging units may *not* remove fences. However, non-charging units may remove fences for charging units that move later in the Movement Phase.

DOUBLE-TIME MARCH. A unit ordered to double-time march suffers the stated penalties even if it does not expend the extra Movement Points. However, since disordered or ineffective units cannot double-time, they are not subject to the stated penalties (*Exception:* a unit which has just become disordered or ineffective by Defensive Fire).

An officer can issue a double-time march order only if he first issues a march order. The Movement Allowance of the regimental officer is also increased by double-time. (Otherwise, he would be outdistanced by infantry in column!) Brigade and special officers do not benefit from this.

Note that 33.11 should list an additional

effect—the strength is also halved for melee (14.42).

FENCE REMOVAL. Fences may not be taken down in a hex adjacent to an enemy unit where any part of the fence runs along a common hexside. (Thus a unit cannot move adjacent to an enemy unit, remove the fence, and then melee across the hexside, thus avoiding the penalty.)

STACKING AND TERRAIN. The limit on the number of Strength Points allowed to fire or melee applies to a unit or stack after deductions for disorder but before adjustments for Split Fire, range, and so forth.

When a crew is stacked with guns, the combination is treated as a single unit. However, such a stack has different strengths according to the situation. For stacking, both units are counted (e.g., crew of three + a section of two guns + an infantry unit of three = stack of eight). For firing from rough and woods, only the guns are counted (e.g., from the previous example the stack has a strength of five). For being fired upon (specifically the dice roll modifier) or meleed, only the crew counts (e.g., from the example the stack has a strength of six).

CONFEDERATE SHARPSHOOTERS. A CSA sharpshooter unit is subject to the same Zone of Control and Opportunity Fire rules as officers. It is subject to the standard LOS rules.

BREASTWORKS. To clarify, Breastworks that need one turn to construct actually need one player turn (i.e., the order is issued in the Activation Phase and the construction attempt is made in the following friendly Ammunition and Breastworks Phase). If construction requires two turns, the attempt is made in the following friendly player turn.

During construction, the *regiment* may receive any combination of orders, but all units actually involved in the construction may only execute the Breastworks order. Thus, a unit cannot receive a Rally order and then a Breastworks order—but it can if it rallies spontaneously. Furthermore, a change of facing by one hexside, which has no Command Point cost, may be performed at the beginning of construction.

If the construction marker is removed due to Defensive Fire, the unit in question still cannot fire offensively. A breastworks can be dismantled only in the hex containing the marker, though enemy units may be adjacent.

OPPORTUNITY FIRE. If the top unit in a stack leaves an enemy Zone of Control, the top-most stationary unit receives the Opportunity Fire (another exception to 10.33). Since Opportunity Fire is resolved before the movement occurs, dice roll modifiers for seven- and eight-SP stacks do apply and officer casualties may occur.

If the moving unit is disordered by the Opportunity Fire and its exit hex is occupied such that an illegal stack is created, the moving unit must retreat two hexes and the stationary units must check morale. Otherwise the disordered unit *must* change facing to match the facing of the stationary units.

DEVIL'S DEN. A moving unit stops and becomes disordered in the first hex of Devil's Den that it enters. A retreating unit does not retreat an additional distance due to disorder from Devil's Den, and an already disordered unit does not lose a Strength Point. A unit that manages to leave Devil's Den must rally in the normal manner.

ing to act as both rear guard and safe haven for the regimental officer.

The 140th New York leads the reinforcements onto the mapboard. Its prime mission is to overpower the 47th Alabama. While this may not seem very imaginative, especially with Vincent's Brigade in sore need of help, the best Union strategy avoids piecemeal thrusts back up the hill. The remainder of Weed's Brigade enters two game-turns after the 140th, so by the time the New Yorkers defeat the Alabamans the brigade is poised to apply pressure on both sides of the hill simultaneously, thus maximizing the effect of the Union manpower advantage.

Nor is the 47th Alabama a pushover. Comparing Tables 5 and 6, the 140th New York ranks higher in every category. But the Confederates occupy breastworks with flanks that are difficult to turn. Worse, the Unionists must enter in column formation. To minimize their losses, the New Yorkers choose between two possibilities. In one, the infantrymen hide in the trees until they can change into line formation on the following game-turn. Unfortunately, this delays the attack against the breastworks for a full-game turn (at minimum), so the Union player must judge how desperately Vincent's Brigade fares as to whether he can afford to dawdle. In the other choice, assuming enemy troops stretch from hex 0714 to hex 0717, the reinforcements can sacrifice two divisions to block Lines of Sight to the other three, namely by occupying hexes 0513, 0514, 0412, 0413 and 0312. Unless the Union player rolls unlucky morale checks, the regiment can melee at least two breastworks on Game-Turn 13.

The 140th New York cannot expect to batter away at the 47th Alabama repeatedly until the line breaks. Before the first melee gets underway the attackers have spent two Fire Phases in column formation and a third at point-blank range. Worse, if an attacking division retreats from melee the straight defensive line practically assures that Opportunity Fire will strike the rear of the retreating troops. Thus the regiment's first attack on the position represents its best effort.

Each Confederate division receives a +1 melee bonus for rocks or breastworks. For reasons discussed above the division in the rocks is best ignored until it weakens considerably. The other three divisions have an effective defensive strength of six. (The regimental officer stacks with the weaker division, of course.) A +1 melee differential corresponds to a two-thirds chance of gaining the hex, so to attain this differential the 140th pulls out all the stops—fix bayonets and charge.

At worst, the New Yorkers fail to penetrate the line. Then the regiment simply exchanges shots with the 47th Alabama to soften it up for the next assault—by the 146th New York. It thus screens the rest of the brigade when the men arrive in column formation and encourages the enemy to deplete his ammo. Until the division in hex 0717 runs out and loses his Zone of Control, the Union player should beware attempting to infiltrate through the gap between the enemy line and the scenario boundary; Opportunity Fire may strand the infiltrator out of command.

A more likely outcome is that the 140th seizes at least one breastworks. Then the regiment methodically expands its foothold. Since breastworks can be dismantled in the same manner as fences, the Union player should consider removing captured breastworks in case the enemy manages to retake the position either by counterattack or by default (i.e., a failed Northern morale check). Ideally the 140th mops up the 47th Alabama singlehandedly so that the 146th New York can sail past en route to the top of the hill. The 47th *can* collapse catastrophically if it stands fast, so a fighting withdrawal is more likely to occur. The 140th then assists the fresher 146th as best it can, usually by covering the

146th's right flank while it ascends the slope.

The 140th New York receives uncertain support from the next group of reinforcements—Battery D, 5th US. The artillery suffers from numerous handicaps: slow speed, Opportunity Fire when unlimbering, Lines of Fire obscured by assaulting infantry, and fragility (a single hit renders the crew ineffective). The most productive task for the guns lies in battering strongpoints in the 47th Alabama's line. The sections advance to a two-hex range and attempt to unlimber. The presence of the 140th New York should dilute Opportunity Fire due to the restrictions of Multiple Unit Fire (37.0). If the Opportunity Fire scores hits, the Union cannoners can take consolation in the possibility that the Alabamans run out of ammunition. (Battery D arrives in the same game-turn that Law's Brigade becomes "expended".) Any sections that succeed in unlimbering then bombard with Rapid Fire. Cannister at 60 yards is simulated by a strength multiplier of "x6"! After the withdrawal of the 47th Alabama the guns have scant hope of keeping up with the pace of the advance, so the battery can amuse itself by taking potshots at the enemy's off-map artillery.

The 146th New York has the honor of striking directly for the 15-VP hexes at the top of the hill. Its appearance in column formation should be adequately screened by the 140th New York and Battery D. In line formation it conducts the final push to topple the 47th Alabama, joins in the pursuit, or dodges aside to dash for the top, as appropriate. The Union player may find it worthwhile to have the 146th leave behind the 140th New York (to mop up) and/or conduct double-time movement for one game-turn, in particular when the two Pennsylvania regiments are on the verge of storming the top of the hill. The sole intent of Vincent's Brigade during the first half of the game consists of draining Confederate strength specifically for the benefit of the 146th New York. So, during the second half of the game the regiment should succeed in defeating the opposition. Directly or indirectly the 146th assures that the bulk of the game provides a good opportunity to reverse any deficit in the attrition totals.

According to Table 6, the 91st Pennsylvania rates as the worst regiment in Weed's Brigade. Yet it possesses the capability to carry out an important mission—securing the rocky area along the northern crest line. The regiment's weak divisions accommodate the Strength Point stacking restrictions of rock hexes far better than the other regiments in the brigade. The 91st initially heads for the 5-VP objective in hex 0912. After ejecting any Confederates that may have advanced that far, the Pennsylvanians can turn back to hit the rear of the 47th Alabama, sideslip to enfilade the 47th if it has fallen back to a secondary defensive position, or press onwards to re-take the 5-VP objective in hex 1114. The 91st enters the rocks even if the 20th Maine is operating here; the Maine troops are depleting their ammunition about now, so the Pennsylvanians' firepower helps out. Control of the rocks protect the flanks of the friendly forces on both sides of the hill. Furthermore, the rocks lead directly to the 15-VP objectives. The 91st Pennsylvania—or even the 20th Maine—may just beat the 146th New York in the race to the top.

The 155th Pennsylvania marches to the rescue of the remnants of Vincent's Brigade on the eastern slope of Little Round Top. Thus it remains in column formation as long as possible, though it should require only one game-turn of double-timing. As mentioned above, Vincent's Brigade has been busy weakening the Confederates, so even if few survivors greet the 155th, the impact of a fresh regiment is likely to sweep the enemy back toward Big Round Top.

However, objective hexes have a higher priority than attrition, so only extraordinary circumstances justify moving a division of the 155th below the

560-foot contour line. All the clear terrain on the eastern slope makes it essential that the Pennsylvanians approach the hilltop in concert with the rest of the Union forces. If the Stars and Stripes already waves over the summit, the regiment can continue down the tree line to grab the last two objective hexes.

To summarize, the key to the Union strategy is perseverance. The victory conditions consider ownership of the geographical objectives only at the end of the game, not at the end of each game-turn. The Union player can tolerate destruction of Vincent's Brigade and possible loss of all the objective hexes as long as the Confederate forces shrivel commensurately. The fresh troops of Weed's Brigade then counterattack decisively, swinging the Victory Point balance in the Union's favor in the final game turns.

VARIANT

As described above, the variant scenario of the "Assault on Devil's Den" adds two regiments to the Confederate order of battle, with tremendous consequences resulting. The variant scenario of the "Assault on Little Round Top" also adds two regiments to the Confederate order of battle. But it turns out that the impact on the course of play is minimal. When "Law Attacks at Full Strength", the extra regiments are the mediocre 44th and 48th Alabama. They appear deep in the woods on the second game-turn, so they cannot make an immediate contribution to the offensive. Thus the Confederate strategy remains unchanged.

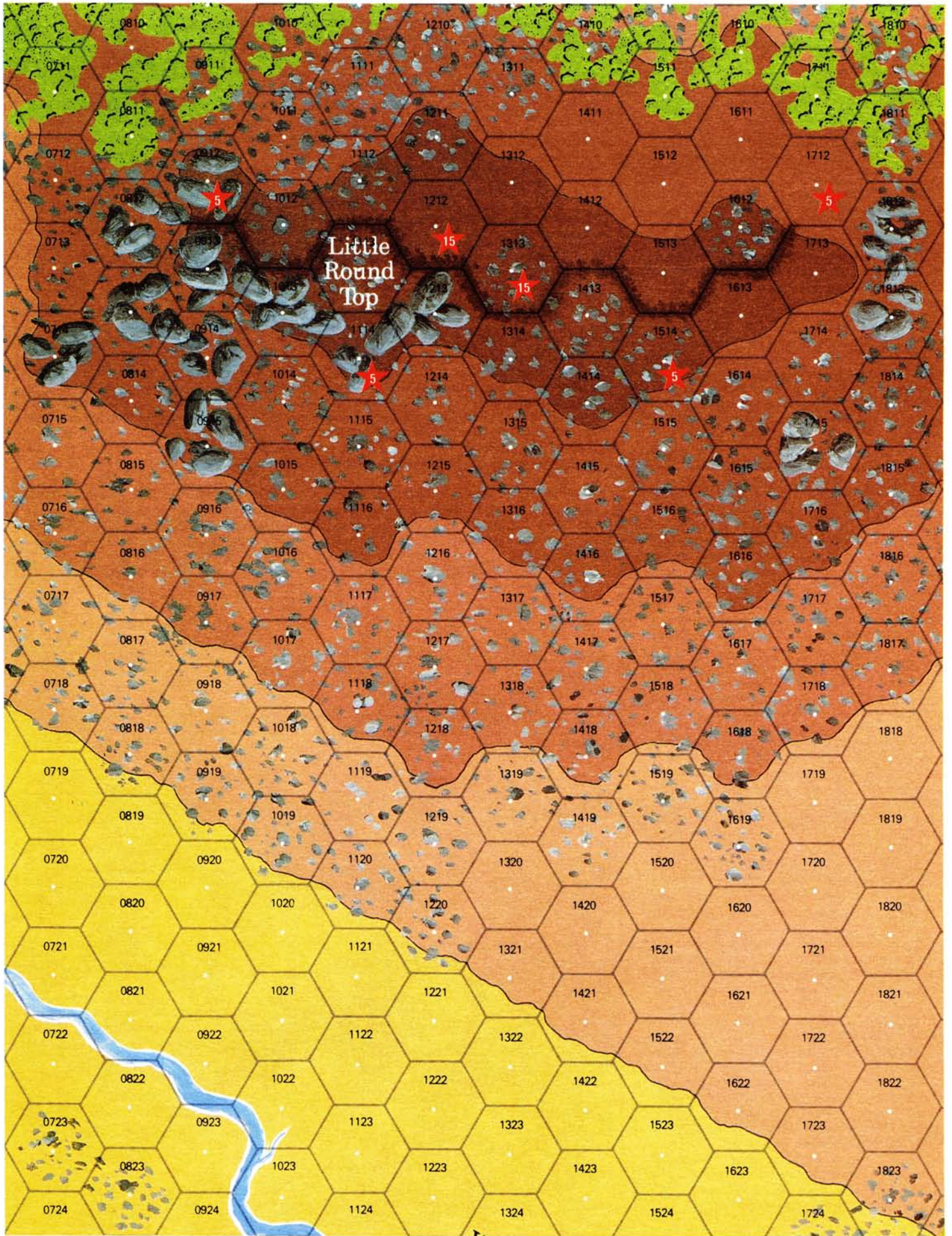
The extra regiments are useful but not decisive. Their belated arrival and poor quality diminish their influence on the battle, while the additional manpower still fails to match the Federals' strength (see Table 7). Worse, they run out of bullets just as fast as their comrades. So the Confederate player continues to be the underdog. Nevertheless, the Alabamans can reinforce two key parts of the standard strategy: the push to the top and the defense against Weed's Brigade.

The 47th Alabama, bolstered by its missing division, benefits the most from the support of another regiment. Together they present a solid defense from the scenario boundary line in the tree line. Due to its head start, the 47th bears to the right, defending the rocky area. Its flanks rest among the boulders (hexes 0714 and 0912) while its center shelters behind an arc of breastworks. The other regiment digs a solid line of works from the rock hex to the edge of playing area (along the 0700 hexrow). The regiment's last division can remain in reserve and construct secondary strongpoints. The better leadership of the 48th Alabama compared to the 44th qualifies it for this duty.

The 44th Alabama lends its weight to the Texans' advance up the western slope. The Alabamans in no way match the high quality of the Westerners, so in the first half of the game they may offer little more than fire support. But the preservation of effective units pays off in the second half of the game, when the Alabamans may be the only divisions capable of constructing breastworks to protect the Confederate territorial gains.

Just as the Confederate reinforcements have no effect on Confederate strategy, so too they have no effect on Union strategy. At most the extra regiments persuade the Union player to shift the 20th Maine to the top of the hill in order to counteract the extra forces directly threatening the geographical objectives. Otherwise, Vincent's Brigade still sacrifices itself to weaken the enemy strength and Weed's Brigade still hammers the Rebel survivors to recapture the VP hexes.

In compensation for the Alabama regiments, the Union receives the entire brigade of reinforcements on Game-Turn 12. Since it presumably still enters in column formation, and the Confederates possess



more rifles with which to welcome it, the Union player spends this extra time to preserve as much of the brigade's manpower as possible. The troops can hide in the woods (the limitations of one regiment per entry hex should make no difference) or they can ask for volunteers (namely the 155th Pennsylvania) to catch the hail of bullets. The wrong choice is to do both. Isolating a portion of the brigade in front of the defensive line begs the Confederates to advance out of their works and deliver a potentially crippling first strike with both fire and melee.

Despite the greater initial resistance to Weed's Brigade, the counterattack unfolds in the same manner as in the historical scenario. Despite the earlier appearance of some of the reinforcements, the counterattack is unlikely to regain as much ground as in the historical scenario. Despite everything, the Union player has no grounds for worry. He still controls the favored side, but he operates with a narrower margin of error.

TACTICS

Some tactics have been described above, and others are included in the discussion of the Advanced Game Rules. A heterogeneous group of tactical ideas that are worthy of mention forms the subject of this section.

Just as in *LITTLE ROUND TOP*, proper use of Command Points lies at the heart of expert play. With a regiment full of effective units the commanding officer often has excess CPs. A clever use of leftover CPs is an order of melee, even though the player may have no such intention for the regiment. This allows the divisions to advance for free into hexes abandoned by the enemy after failing morale checks in the Fire Combat Phase. Another possibility occurs after the regiment becomes "expended" for ammunition purposes. An order to gather ammo in anticipation of a division suffering ammunition depletion may shorten the length of this painful status. Of course, the order to volley fire and the order to gather ammo are inseparable.

The greater the number of ineffective units, the less a regiment can accomplish in a single game turn. Examples will soon manifest themselves to players new to the game. Frequently a regimental officer must expend his CPs solely for movement adjacent to the enemy so that he can afford to do melee order in the next game turn; bayonets fixed earlier in the game may never be removed; or searches for ammunition may take place sporadically. Thus the decision to distribute fire strength oftentimes boils down to maximizing the chance of creating ineffective divisions. Shooting that eliminates an already ineffective division actually reduces CP costs for the enemy regiment!

Shooting that disorders an already ineffective division similarly benefits the enemy regiment by temporarily reducing CP costs (see 5.44). Consequently, a player may find that rallying ineffective units is counterproductive; 15.25 should be taken to heart! However, the player can reduce rally costs by keeping ineffective units stacked together—a rally order applies to all units in a single hex. As a bonus, the regimental officer can lead more strength into a hostile Zone of Control (see 17.22).

A player should study his divisions carefully, since some are more fragile than others. The 140th New York, for instance, possesses five divisions of identical size (six Strength Points). But divisions #2 and #5 become ineffective after a loss of two Strength Points while the others become ineffective after a loss of three. Inattention to such difference may frustrate the player's intentions. This begins to border on role-playing—the player, like a regimental officer, must know his troops well enough to assign the best division to a given task.

Continued on Page 25, Column 2

CONTEST #129

You are the Confederate Player in a game of *DEVIL'S DEN* and it is the Activation Phase of your Game-Turn. To win this contest you must prepare a plan having the best chance of capturing the two Victory point Hexes on Houck's Ridge (be the last to occupy or pass through 0932 and 1032). To accomplish this goal you have available the 15th and 20th Georgia Regiments, as well as part of the 1st Texas Regiment (as shown below). Facing your forces are the two battered Union regiments shown. All infantry units have lost one Strength Point and the 15th and 20th Georgia are both commanded by their first Replacement Officers. Below is a complete listing of units involved, their positions and facing at the beginning of the Confederate Activation Phase:

Union Unit Placement:

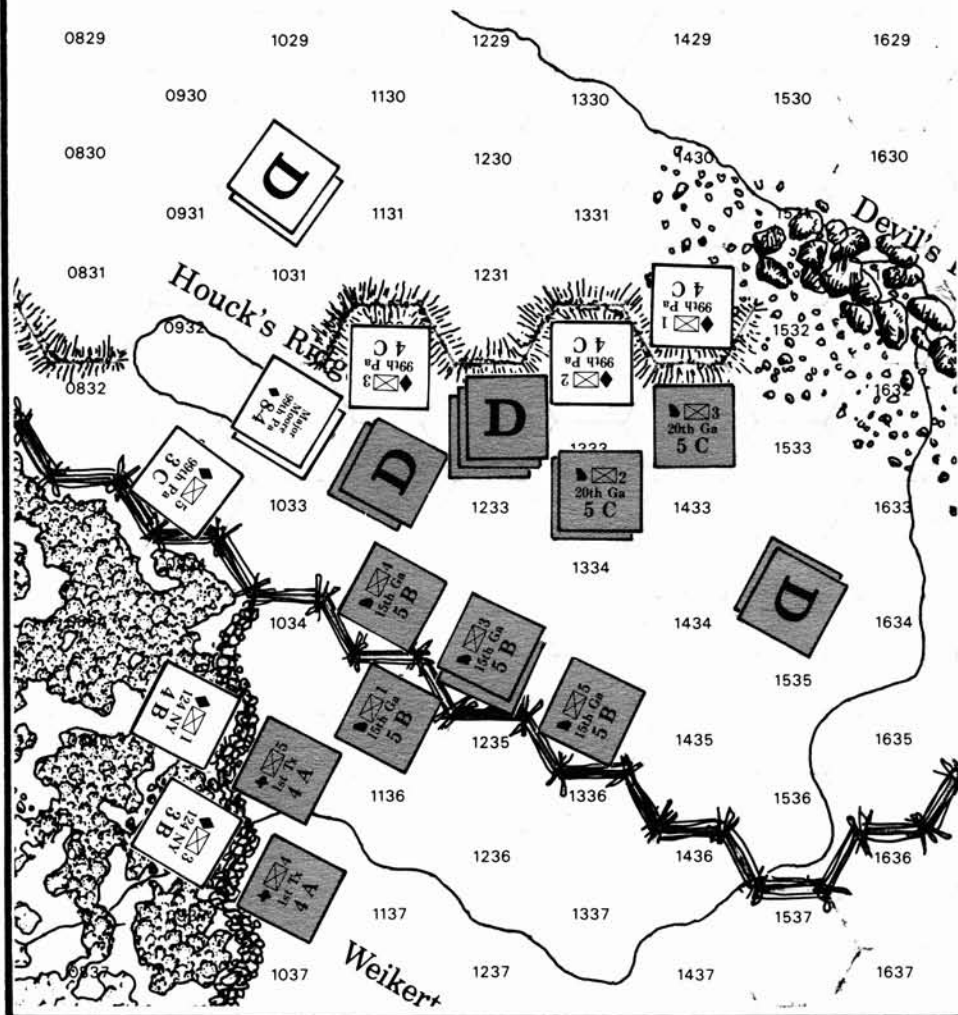
- 124th New York #1: 0935 (SW)
- 124th New York #3: 0936 (SW)
- 124th New York #5: 1030 (NE), Disordered and Ineffective
- 99th Pennsylvania #1: 1431 (W)
- 99th Pennsylvania #2: 1332 (W)
- 99th Pennsylvania #3: 1132 (W)
- 99th Pennsylvania #4: 1032 (SW)
- 99th Pennsylvania #5: 0933 (SW)
- Major Moore: 1032 (SW)

Confederate Unit Placement:

- 1st Texas #5: 1035 (NE)
- 1st Texas #4: 1036 (NE)
- 15th Georgia #1: 1135 (NE)
- 15th Georgia #2: 1133 (NE), Disordered
- 15th Georgia #3: 1234 (NE)
- 15th Georgia #4: 1134 (NE)
- 15th Georgia #5: 1335 (NE)
- Lt. Col. Hershiger: 1234 (NE)
- 20th Georgia #1: 1232 (E), Disordered
- 20th Georgia #2: 1333 (E)
- 20th Georgia #3: 1432 (E)
- 20th Georgia #4: 1534 (SW), Disordered and Ineffective
- 20th Georgia #5: 1232 (E), Disordered and Ineffective
- Lt. Col. Waddell: 1332 (E)

To enter Contest 129, record how you think your activation, movement, fire and melee combat should be conducted to give you the *best chance* of capturing the Victory Point Hexes. All Optional Rules are in effect for the contest. Simply list the orders your two officers will give to their regiments, indicate the movement of marching units and if and where you want your units to fire and/or melee. Where your answer requires the stacking of units, indicate which is on top with an asterisk. Note that there is no perfect solution to this battlefield problem, as certain die roll combinations will frustrate the best plan. To win the entrant must offer the solution having the *best chance* of success.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for the issue as a whole and a listing of the three best articles. The solution to Contest 129 will appear in Vol. 22, No. 6 and the list of winners in Vol. 23, No. 1 of *THE GENERAL*.



LAND OF THE MIDNIGHT GUN

Duels in Snowy Sweden

By G. Lingren

When we decided to run a tournament of some kind for the local war-gamers, the choice of which game was quite obvious. In the Swedish city of Sundsvall [situated on the east coast some 250 miles north of Stockholm], *GUNSLINGER* had sold very well (about 20 copies). And it's an excellent game for a tournament. You can have seven players playing at the same time. And each scenario plays relatively quickly.

We began with 14 participants, and divided them into three groups depending on hometown and who they knew among the other participants. The three groups played five scenarios each, garnering points in each; and the seven with the highest totals then played an "A" final, with the surviving players in a "B" final to determine one winner. In the finals, it was a straight knock-out and the player who eventually won (Jonsson) shot down his leading opponent on the last game-turn just as we were about to declare a draw.



SHOWDOWN MG1:

Description: Seven small-time crooks have been summoned to a desolate place out in the wilderness. For some reason they grow suspicious of each other, and the shoot-out all dreaded is a fact.

OPPOSING FORCES

Side A: First character: US Scout
Side B: Second character: Ike
Side C: Third character: Border Rider
Side D: Fourth character: Texas
Side E: Fifth character: Guard
Side F: Sixth character: Gambler
Side G: Seventh character: Dude

MAP

	B	
G		F
H	V	E

SET UP: Everyone is alerted. Each character sets up anywhere on maps G, B and/or F. The first character sets up first, then the second player, and so forth.

SPECIAL RULES: Characters may escape the field only along the south edge of mapboard A.

GAME LENGTH: 30 turns

VICTORY POINTS: Points for the competition are awarded as follows—for eliminating an enemy (kill, knock-out, make surrender, etc.) gain two points; be eliminated, lose two points; escape, gain two points; survive, gain two points; hold field, gain two points. Obviously a player may qualify for more than one of these.

SHOWDOWN MG2:

Description: A small group of folk have managed to get themselves through the desert but they have lost all their weapons except their knives. Suddenly they spot a stack of small waterbags—it's not a hallucination! Losing their last vestiges of civilization, they begin to fight over the water.

OPPOSING FORCES

Side A: First character: Prospector
Side B: Second character: Reb
Side C: Third character: Lucky
Side D: Fourth character: Happy
Side E: Fifth character: Cattle Baron
Side F: Sixth character: Owner
Side G: Seventh character: Clerk

MAP

	B	
H		F
V	E	G

SET UP: No one is alerted. Each character must set up within five hexes inclusive of H-L24/A-J12. The first character sets up first, then the second player, and so forth. Place the same number of waterbags as there are characters in F-T12/G-J12.

SPECIAL RULES: All characters are armed only with a knife. Each surviving character must draw a Fatigue Card at the beginning of each game turn.

GAME LENGTH: 30 turns

VICTORY POINTS: The first character to hold on to a waterbag and do a LOAD gains ten points. The second to do so gains eight, with the rest gaining—in order—six, four, three, two, and one points. A waterbag may be picked up with the play of a "Draw and Cock". When the player has completed the "Load" action (drinking the water), the character is removed from play. Passing out loses the player two points. There is no escape from the playing area.

SHOWDOWN MG3:

Description: An ordinary Friday night in a cattle town.

OPPOSING FORCES

Side A: First character: Reb (HH-J16)
Side B: Second character: Lucky (BB-H5)
Side C: Third character: Happy (EE-S10)
Side D: Fourth character: Cattle Baron (FF-D4)
Side E: Fifth character: Prospector (HH-F19)
Side F: Sixth character: Clerk (AA-R7)
Side G: Seventh character: Owner (AA-N4)

MAP

BB	DD	
		FF
AA		
	EE	HH

SET UP: No one is alerted. Each character must set up within the saloon. The first character sets up first, then the second player, and so forth. The first character may also place one table and four chairs within the saloon. All guns of each character are placed in the hexes listed in parentheses following that character.

SPECIAL RULES: Characters may escape the field in any direction.

GAME LENGTH: 30 turns

VICTORY POINTS: Points for the competition are awarded as follows—for knocking out a enemy character, gain four points; for being knocked out, lose two; for shooting at a character that has not fired at you, lose two; eliminate a character who has fired at you, gain two; for exiting field, lose two; for holding field alone, gain four; for holding field with others, gain two.

SHOWDOWN MG4:

Description: A small altercation over the ownership of a horse erupts into gunfire.

OPPOSING FORCES

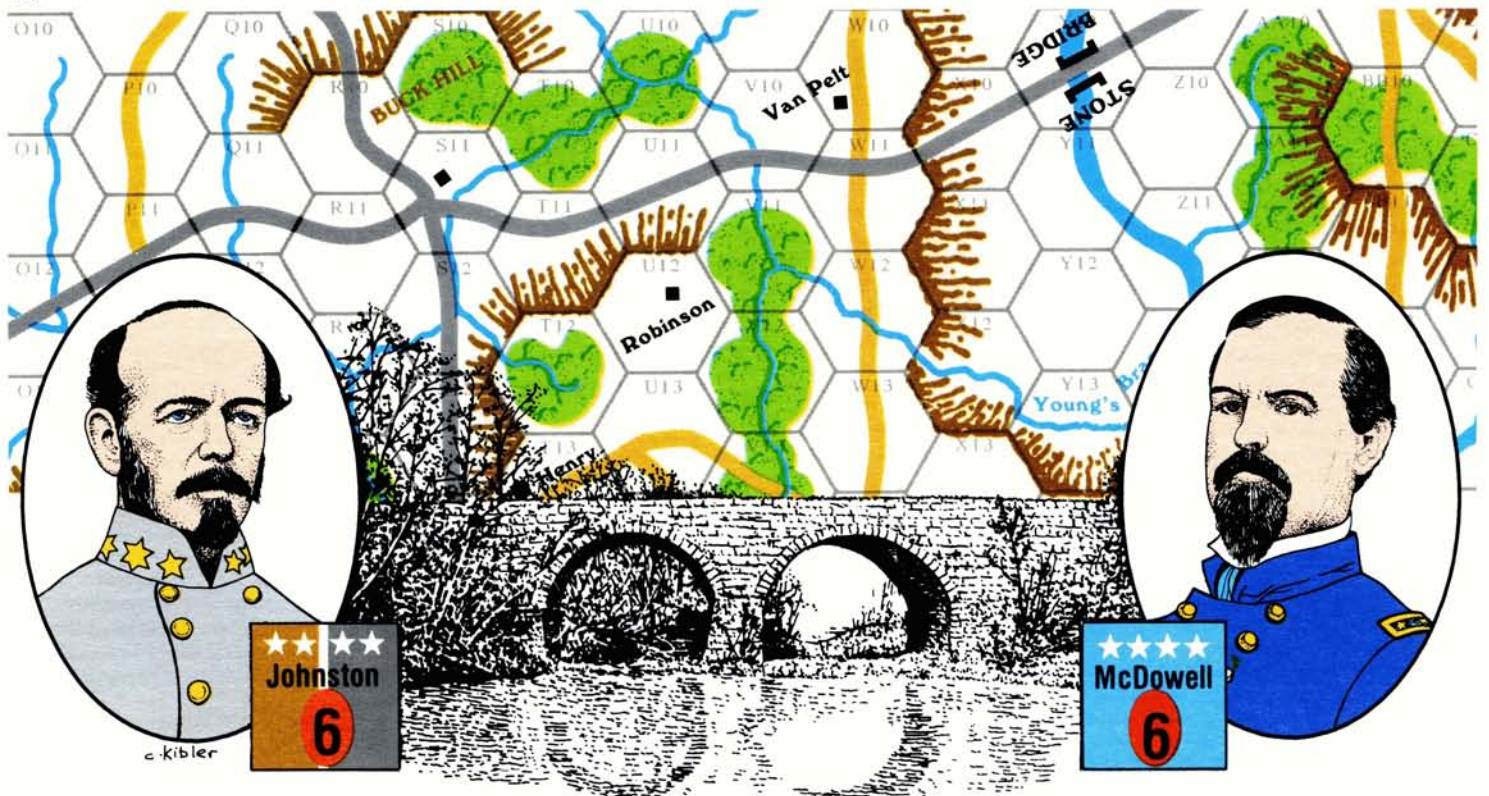
Side A: First character: Gambler
Side B: Second character: Dude
Side C: Third character: Ike
Side D: Fourth character: Border Rider
Side E: Fifth character: US Scout
Side F: Sixth character: Texas
Side G: Seventh character: Guard

MAP

	DD	BB
GG		FF
	VV	
C	HH	EE



Continued on Page 33, Column 2



THE BATTLE OF THE INNOCENTS

Tactical Considerations on BULL RUN

By Craig F. Posey

War was an adventure in July 1861; the call to the colors had been issued by both countries, and their youth had answered. Parties and parades had been given for the new soldiers and uniforms had been issued in a dazzling array. The streets and camps were filled with life and activity. After all, the war would only last a few weeks at the most. By the first of July, the Union had 187,751 men serving in the army (unfortunately no figure can be given for the Confederacy). Each one of President Davis' calls for volunteers had been met enthusiastically.

In the second week of July, the stage was set for the first major engagement of the war. In Northern Virginia the Confederacy had three commands protecting the routes into the state, and more especially to Richmond. Along the Potomac were General Holmes (below Washington) and Col. Hunton (at Leesburg); spread between Fairfax and Manassas was the command of General Beauregard; and screening the Shenandoah Valley were the troops of General Johnston. The Union had basically two commands in this theater: General McDowell's Army of Northeastern Virginia and General Patterson's troops near Harper's Ferry.

Except for Patterson's command, these forces were soon to be drawn together near a small railroad depot in north-central Virginia called Manassas Junction. The Union Army that would strike south from Washington numbered 37,921 men, from which there would be some deletions as terms of enlistments started to expire. To confront this force General Beauregard had his Army of the Potomac numbering approximately 22,530. To this would soon be added General Holmes' brigade of 1,355 and Col. Hampton's legion of 645. Given discretionary orders to join the above force by President Davis was General Johnston's Army of the Shenandoah of 10,960 men, who arrived (except for some 2,860 men) by July 20. At this point the game *BULL RUN* begins.

And at this point we will break our historical narrative, because at this point the outcome of the Battle of Manassas is in your hands. Can you, as McDowell, punch through the Southern lines and successfully execute the drive on Richmond? Personally, we hope not and our purpose is to give a detailed examination of the *BULL RUN* game system, the Union options, and the methods available to the Confederate player to halt any Union drive in its tracks.

DYNAMICS OF PLAY

BULL RUN is an elegantly classic game system that stresses several major tactical concerns of this period. Actually these concerns can be subdivided into two major sections—namely, command control and terrain. The section on command control can also be subdivided into two further subsections: leaders and leadership, and combat units and unit integrity. Terrain, on the other hand, is also composed of two subsections: permanent and non-permanent.

Our first area of consideration, though, must be the design parameters of the game and their historical validity. Given within the body of the game's Designer's Notes section are certain precise figures that are translated into game terms. These figures are: one hex = 1,000 feet; one infantry defense point = 300 men; and, one artillery defense point = two guns. While these are the general guidelines, and the ones that we shall use, the designer does note that there are certain variances with some units due to their unique situation. Still a number of units can be checked, most especially those that are unbrigaded. The first unit to be checked is Hampton's Legion, a unit recruited from the aristocracy of South Carolina, which consisted of six companies of infantry, four of cavalry and an artillery battery (although only the infantry was

present at the battle). The actual strength of this unit at Manassas was 654 men which is reflected by its two defense points. In General Bee's brigade we have the Sixth North Carolina Regiment, which at Manassas had a strength of 846 men. I must admit that its two defense points seems wrong, but then this unit detrained with Smith's units during the battle and so some disorganization might warrant the lower rating. As for the artillery, the figures generally tend to verify the awarded defense points. At the battle of the Union Army had at its disposal a total of fifty-six artillery pieces, as opposed to fifty-five for the Confederacy. In truth, both armies are awarded twenty-eight defense points of artillery.

The terrain depicted on the mapboard of *BULL RUN* stretches from the Sudley fords in the north to just south of Manassas, and from just east of Centreville to area just east of the Bull Run mountains. This represents an area of roughly 6.5 by 10 miles. Taking the scale of the map, and having lived for some time within a mile of the battlefield, it took some effort for me to adjust to the "hilly" terrain; but then it is a matter of scale as the area within the context of the map is actually gently rolling, with the greatest areas of rising being on both sides of the Warrenton Turnpike after it crosses Bull Run, and this is consistent with the represented terrain. The map shows military crests after all, not necessarily reflective of true elevation.

SPECIAL TRUST AND CONFIDENCE

Probably the greatest advance in wargame design in the last twenty-plus years has been a desire to reflect the effects of individual leadership abilities in the games. Over the past two decades the effects of leader and headquarter counters have ranged from the non-existent to the ridiculous. (Nothing has ever quite compared with the thrill experienced by a cornered Confederate player who manages to cap-

ture Meade as he enters play in *GETTYSBURG '58*. For those who don't know or can't recall, the rules in that game specified that if a leader counter was eliminated all units under his command were automatically eliminated. Talk about a mass surrender!

As games are now being designed, leadership is achieving its rightful role and in *BULL RUN* it is critical to the play. The leader counter in *BULL RUN* represents the actual leaders and their small personal staff. A leader unit has no combat abilities in this game. A leader can be eliminated as a result of combat or possibly during the movement phase (simply refer to the Series Replay in Vol. 20, No. 5 & 6 of *The GENERAL* for examples).

Actually, as we shall see, leaders do have a vital combat function. In this simulation leaders are vital if an army is to carry out its commander's (your) intentions. Any *BULL RUN* player is only as good as his ability to control his leaders.

Leaders have two states, they are either "active" or they are not. A leader that is not active cannot maneuver his troops. Combat troops which cannot move are little better than eliminated units. In order to give each army some freedom of action each player has certain leaders which are always active. The Union player has four such active leaders: McDowell, Hunter, Heintzelmann, and Richardson. The Confederate player has eight such leaders.

While these leaders and their commands are not problems, how can the other leaders and units become active? The first way, and most likely to apply, will be for an inactive leader to be within (with an important exception) four hexes of a superior leader who is active. A brigade leader can trace the four hexes to his division (Union only) or army commander. An inactive division commander must trace command to his army commander.

An inactive leader can also be activated if it is stacked with an active leader. Units and leaders are automatically active if they are within the four hexes of an enemy unit or his opponent's base hex.

The one exception to tracing this four-hex command path is that it may not be traced *through* (into and out of) a ford hex. Truly, in order for an army to function great care must be taken to assure proper command control of all units; otherwise some units will risk finding themselves cutoff with no means to react.

As was stated earlier, leader counters serve no purpose in combat and this is quite true—with one major derivative exception. Once our leaders have managed to manipulate their commands into the vicinity of their opponents, the desire to create the most efficient combat formation arises. In *BULL RUN* both players have the option to use their regiments individually or to combine two or more regiments into a brigade marker.

In order for a command to form brigade its leader counter and those infantry regiments under his command whose defense points exactly equal that of the command's brigade marker must start the turn together in the same hex out of an enemy unit's Zone of Control. This synthesis of units creates a new combat formation whose attack strength is greater than that of its components. How much greater is a reflection of the leader's ability and the choice of regiments used? Probably the best example of this is Longstreet's brigade marker; by combining the Longstreet unit with the 5th NC, 11th VA, 17th VA and 24th VA Regiments, a new unit with eight attack points is created from the original four. While Longstreet's command yields the greatest point increase, all brigade markers do create some increase. As we shall see later on, the brigade marker has several other benefits which recommend its extensive use when meeting the enemy.

As important as these abilities of a leader, the third aspect of leadership is just as critical and in some cases more so. This last ability is that of rallying shattered regiments.

The *BULL RUN* combat results chart is a "throw back" to those of the "classics" and is one of the bloodiest used in recent years. On this new chart eliminations and exchanges abound, but this reflects only the surface of the case. Actually these results represent units routing due to adverse combat conditions. How can we say that? Simply that if an infantry unit is eliminated within four hexes of his leader, it is not "dead".

The rules provide that infantry regiments that meet the above requirements are put in a holding area. Starting with the Noon turn, each player can resurrect (rally) one of these regiments per turn. True, the leader must meet certain requirements in order to rally these troops, but at least their death is not final. Hence, as is, the *BULL RUN* CRT is actually a lot less bloody than those old "bulls" of wargaming, the "classics".

As we can see, leaders are vital to the ability of either army to function in this game. What are the results if a leader unit is eliminated? Actually, brigade leader elimination effectively eliminates his brigade from further combat. Without the brigade leader, the regiments are frozen unless they can trace a command path off of an enemy unit or an active leader is stacked directly with them. Secondly, once the leader is eliminated there is no possibility of rallying any of the previously eliminated regiments, nor can any future eliminations from this brigade be rallied. Lastly, the brigade cannot form, thus losing its most efficient formation. Leaders are critical, they must be protected and nursed through the game if victory is to be achieved.

CONSTANCY AND DISCIPLINE

There are three branches of combat troops presented in the game *BULL RUN*. Each army has a varying proportion of infantry, artillery and cavalry. While leadership is the motive force of the army, the combat units are the workhorse that must execute the plan. It is our intention now to make an inquiry into the strengths and weaknesses of each type of combat unit and how they each should be best utilized.

The backbone of the fighting forces of the armies are the infantry units—regiments and battalions that were assembled. Within the context of the game system there are two types of infantry units: the individual regiments and two or more regiments combined into a brigade marker.

The most efficient usage of combat troops is obviously the formation of the brigade. Brigade markers represent a formed and coordinated body of troops acting in concert, as opposed to each regi-

ment acting desperately and disparately. As we stated earlier, while the defense factor of a brigade marker is the same as its component parts, its other two factors do exhibit some important changes. The movement rate uniformly drops from four points to three. The attack factor on the other hand increases, and in some cases quite significantly. With proper regimental selection, the attack factors of five brigade markers in the Confederate Army alone increase 100% above that of what their component regiments could muster. The worst Confederate increase is Bee's brigade marker at a mere 20% above its components.

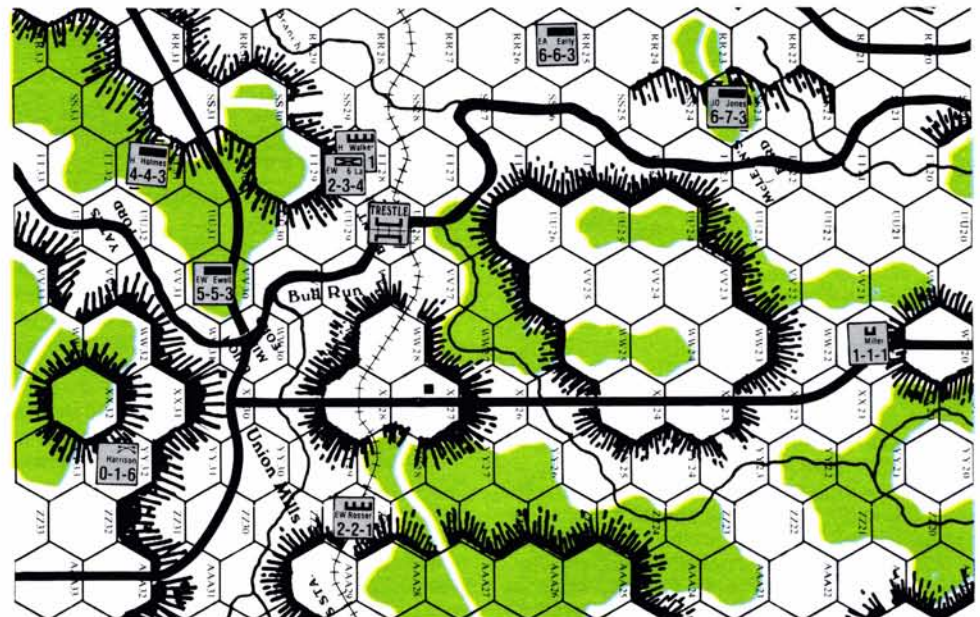
While it is true that the offensive power increases with the use of brigade markers, their ability to defend a hex also increases. In a return to the rules in original *AFRIKA KORPS*, units in a stack can be attacked separately. Obviously, this has advantages in forcing a position since if two or more units are in a hex, one unit can be hit massively while the others are soaked off against. This would then leave the onus of attack on the defender in his turn. He then has the tough choice of counter-attacking or withdrawing.

There are a couple of exceptions to this ability by the attacker to subdivide a defender's force in a hex. First, a brigade marker cannot be separated into its components for combat; it must be treated as one unit. And, as we shall see later each brigade marker may add to its integral defense a number of artillery batteries equal to the number of its component regiments. As touched upon above artillery and infantry operating in concert can combine their defense strengths into one total. This is called "screening". Actually, artillery turns out to come in very handy in this simulation. First, because of its ability to screen or be screened by infantry; second, because of its ability to use long range fire; and, lastly, because of its road movement rate. It does have its handicaps, as all units do; artillery should avoid woods hexes (i.e., defending in, attacking from or attacking into); it has a slower non-road movement rate; and it has to be deployed to fire with full effectiveness.

Some general rules for the usage of artillery in order to maximize their assets and minimize their liabilities are:

1. Artillery should be positioned in clear terrain hexes in order to avoid the halving effect of woods upon its attack and defense factors.

ILLUSTRATION 1: The recommended defense of the lower fords when the trestle is emplaced. With the trestle down, Early moves to QQ23 with the generals. Note that it is important to remember that the Union player will see only the backs of the counters.



2. When possible, artillery should be on hilltop hexes adjacent to the slope so as to get the benefit of an automatic line of sight.
3. Artillery on the front line should always be paired with an infantry unit (except when being used as "cannon fodder").
4. Always minimize the amount of time an artillery unit spends off of the road.
5. When not supporting an attack and there are targets in range, always fire so long as you can achieve at least a 1-2 odds.

The cavalry at Manassas was only distantly related to the cavaliers that would range over Virginia in less than two-years time. At Manassas the Union had one battalion of Regular cavalry (seven to nine companies), while the Confederacy could mount approximately 1200 troopers. While the Union cavalry was united it was not involved in battle. The Confederate units, on the other hand, were divided into three major commands and ten independent companies. Historically, Stuart's command was the only unit to actually participate in the fighting, although several commands were engaged in the pursuit.

In the game, the major units are represented by "charging" battalions (2-2-6s) which are the combat cavalry units. In addition to these units the South has four 0-1-6 cavalry units which are used to portray the independent units. As to their usage, Palmer's Union cavalry is normally committed to hindering the arrival of Smith's reinforcements, while Stuart's (1st VA) and Radford's (30th VA) units usually become involved in the fray for they like the 0-1-6's tend to become "cannon fodder"—often on the flanks.

Cavalry, though, can serve another important function. The Confederate cavalry, especially, can be used to sweep around the enemy flank and threaten any unprotected leader counter. Since the mapboard is so extensive these end runs are easily executed. And easily blocked.

Cavalry then will be used primarily to screen sections of the front line or central road junctions. And cavalry will be used as a mobile force to threaten strategic areas (such as central road junctions), to turn a line or to cause concern for the safety of leader units.

Before we close this section on combat units we must discuss one section of the combat rules that are completely different from that in any previous game. As we stated earlier, an attacker can attack units in a stack as he chooses. Unfortunately the best defense can be unhinged by stacking infantry and artillery together in uneven amounts. For example, in a stack of three units, two infantry (a 2-3-4 and a 1-2-4) and an artillery (1-1-1) the defender has no option as to who is paired with the artillery unit. Therefore, instead of the 2-3-4 and 1-1-1 together as the defender might prefer, the attacker gets to choose the pair and could select just the opposite of your desire. Therefore, as a general maxim, infantry units should never be stacked together, unless they are to go into brigade or when smaller flank forces are involved.

TERRAIN ON HIS PARADE

Any consideration of the soon to be proposed Confederate defensive positions must start with an analysis of the terrain available for use. This game, *BULL RUN*, is no exception in this need for the detailed consideration of its terrain features. It should be a factor that every good gamer takes into account in every good wargame.

The game area is effectively divided in half by the Bull Run, a steeply sided major stream that is crossable by troops only at a certain well-worn fords or at the Stone Bridge. There is also a shorter stream, the Cub Run, that rises west of Centreville and joins Bull Run at hex III8, and that has the same crossing restrictions as Bull Run through most of its length. The Catharpin Creek, which rises in the

northwest area and joins the Bull Run at Q4, also has the same crossing problems along certain areas of its length. Aside from the fact that they can only be crossed in certain designated crossings, no unit may enter any hex of these streams except at those areas.

Behind Bull Run the terrain is a mixture of gently rolling hills and large tracks of wooded areas. Still it was primarily cultivated farmland. Throughout this area the terrain is cut by small seasonal streams, which in the game are treated as gullies since they were dry at this time of the year.

Woods hexes have only two effects upon the play of the game; they inhibit movement, and halve artillery fire into or out of a woods hex. A stream (gully) hex represents lower level terrain and doubles the defense factors of units being attacked exclusively from this type of terrain. Streams also inhibit movement into their hexes by having a cost of two movement points to enter. A hex containing both a stream and woods cost three movement points. Much like streams, hilltop hexes double the defense factor of units being attacked exclusively from lower terrain. Artillery units which are adjacent to a crest on its hilltop side, have an automatic line of sight over the surrounding lower terrain.

There is one important modifier to terrain that affects troop movement abilities, namely, the road net. There are three classes of roads, though the functions of two are exactly the same with one exception. These roads are the minor roads and the railroad. The railroad functions exactly like a minor road except for the rail movement allotted to the Confederate 11AM reinforcements. Minor roads, except for artillery units which pay one-half movement point to traverse these hexes, cost combat and leader units one movement point to enter from an adjacent and connecting road hex. Major roads cost artillery one-third movement point and other units one-half to traverse. There is but one exception to the above, units formed into brigade markers *cannot* use the road movement rate.

It should be obvious that each type of terrain has its uses in the Confederate defense of Manassas. The Confederate player shall attempt to utilize streams and hilltops to double his defense strength and cause a proportionate increase in Union losses due to any attacker eliminations or exchanges. We shall treat, due to their importance, the stream crossing points as a separate section so as to allow a fuller consideration of them.

A FORD, NOT A LINCOLN

As we stated earlier, the major streams can only be crossed at certain designated areas. These points are the eighteen fords and two bridge hexes found on the mapboard. Since the fords predominate, let us discuss them first.

We need to know the effects of the fords upon combat units in order to progress further in our discussion. The ford attributes are:

1. No brigade markers are allowed into a ford hex.
2. No more than eight defense points may ever enter a ford per turn per player.
3. No more than eight defense points may ever stack in a ford.
4. Units in a ford attack/defend at half strength.
5. Units forced to retreat *through* a ford are eliminated instead.
6. Command paths may not be traced through a ford.
7. It costs one movement point extra to enter or to leave a ford.

All things considered, a ford can be made almost impregnable. The maximum attack force that can be mustered against a force defending a ford is eight strength points (eight attack points of adjacent attackers in a ford, divided in half, plus four points

for artillery). From a defensive standpoint a mere three defense factor infantry regiment screening a two defense factor artillery, or vice versa, can make 1-2 odds the best attack that can be made across the ford. The Lewis Ford can be held by even fewer points due to the hilltop at Z13. Of course, some judicious bombardment of attached artillery can chance the odds before the assault—destroying the artillery and leaving the infantry vulnerable to soak-off.

Bridges differ from fords in several major aspects. Unfortunately, bridges can be the weakpoint in our defense, but as will be seen we can alter this problem somewhat.

Let us turn to the question of whether "to bridge or not to bridge". The Confederate player has the option to retain the railway trestle at UU28 or to burn it down. Historically General Ewell destroyed the bridge on July 17—but was this necessarily the best choice? The Series Replay (featured in *The GENERAL*, Vol. 20, No. 5-6) shows what could happen when we retained the bridge, but the choice is not so easy as it may seem. What are the advantages to retaining the trestle as opposed to the ford that would normally be at this location? Since the trestle functions in all respects as many other bridges, we need only compare bridges with fords.

As opposed to fords there are only two restrictions placed upon bridges, namely:

1. No bridge markers may enter a bridge hex.
2. Units on a bridge attack or defend at half strength.

In all other aspects a bridge hex is treated as a clear terrain/road hex. As such there are no movement penalties when crossing bridges and command paths may be traced over them.

From a defensive standpoint, a Union assault force attempting to cross at the trestle could consist of a maximum of twelve attack/defense points, halved, supported by six points of artillery for a total of twelve points. In order to forestall a 3-1 attack at this point at least five defense points are necessary.

From the Confederate player's standpoint, then, the disadvantages to the trestle would be:

1. Greater difficulty in preventing a crossing attempt.
2. The ease of Union movement across once cleared.
3. The ability of the Union to trace command paths over.

By the same token these disadvantages become advantages if the Confederate player is intent upon making a crossing. The main problem, however, with erecting the trestle is that it will draw the Union player's attention to this area. Unless we are prepared for the possibility of a major assault in this sector then the bridge should be burned.

The first illustration shows a viable defense against the possibility of Union attention. The positions of the pickets in this illustration serve to limit the Union initial placement. Harrison at hex YY32 limits a possible Third Division set up from CCC35 to that hex and BBB35. Rosser pushes the Union set up on the secondary road CCC25. Miller, by the same token, cuts the main road as well as the secondary road from CCC19 and the road to McLean's Ford.

Ewell is placed in the bend of the run so that any attempt to near the trestle will awaken Ewell, and hence the entire army. If any of the pickets are attacked, any advance into their hexes will also activate the Confederate Army. Due to the danger of a bridge crossing, Early is positioned such that on any turn the South is awakened he will be within command range of Johnston and Beauregard and capable of reaching TT28 in one turn, putting three full brigades at the lower fords. Also, either of the generals at QQ23 can reach SS28 on the same turn

and keep activated all of the brigade leaders in this sector.

Assuming that we have chosen this set-up and the Union has not made a commitment in this area, and as the Confederate player a crossing is desired for the advance upon Centreville, upon activation at 10:30 AM, Early moves to TT27 and a commander to SS28. At 11 AM, Early, the Sixth Louisiana and Walker cross at the trestle and Ewell crosses at Union Mills Ford. Holmes can move to TT28 to cross the trestle at 11:30 while the leader moves to XX27.

Our other option lies in the destruction of the trestle (as was done). With the trestle gone the only change we need make is the removal of Early from RR25 to QQ23, with the leaders, to increase his options. The reason here is that less force is necessary to protect the southern flank since the best Union attack at the Burnt Bridge is now only at 1-1 odds. Once activated the southern troops can follow exactly the same crossing schedule as above, except that on the second turn the leader goes to UU28 instead of XX27.

While the trestle should occasionally be employed, we generally believe that it should be burned. Primarily, this is because of the greater ease of defending the crossing without hampering the speed of a Confederate crossing. Still, employing the bridge can unhinge a Union player's plans or so mesmerize him as to lead him into error.

WHAT ABATIS HEX?

The other terrain markers that can be employed by the Confederate player are the four abatis markers. These counters represent field fortifications thrown up by the Southerners to deter any Union stream crossing attempts on their northern flank. In order to adequately consider the placement of these counters we must study their attributes and drawbacks.

From the standpoint of the defensive player, the abatis has four major attributes. These features are:

1. It costs one additional movement point to either enter or leave a abatis hex.
2. An abatis cancels all road in its hex.
3. Brigade markers are not permitted on an abatis.
4. Units are not permitted to retreat *through* an abatis.

Numbers one and two above directly affect movement, effectively giving a clear hex with an abatis marker a three movement factor cost. Number three increases a defensive position by taking away an attacker's ability to form brigade on an abatis. Number four can be dangerous to any unit with its back to an abatis, by converting a retreat into an elimination. This is obviously significant if you can manage to trap an enemy against one.

From the defender's viewpoint, except for crossing problems which can occasionally arise during a withdrawal or advance, the only major drawback to an abatis is that it cannot be placed on a bridge or in a ford.

With these items considered, where in the vicinity of the Stone Bridge or Farm Ford should they be placed? The shaded area in the second illustration shows the limit of their set-up area.

The first consideration must be the blockage of the main lateral line of communications between any attack across the Sudley fords and Centreville, namely the Warrenton Turnpike. The weakest link in this line is the Stone Bridge. True an alternate line exists through the Farm Ford. Since we prefer any advance by the Confederates to come from the opposite flank we prefer to hinder any attempt to cross these areas. Since stopping a crossing is uppermost, the placement of an abatis in each of the indicated hexes (X8, X9, and X10) seems popular. [Although not foregone.]

With the two crossing points blocked, we still have an extra abatis marker. We prefer to block the north-south road connecting the Poplar and Farm fords, by placing the last abatis at V7.

This abatis screen should effectively secure the Confederate right flank in case of the anticipated Union flanking maneuver. True, if a Union advance does not appear in this sector the abatis markers may have to be cleared to allow a Confederate drive on Centreville. As we said, though, our first consideration is a solid defense, not an offensive.

A SPECIMEN OF FAST TRAVELING

Before we proceed to discuss our proposed Confederate defensive stance, we need to disgress a moment and consider the Union player's options. In this simulation, the Union player *must* attack in order to win since the failure of the Union player to reach any of his objectives concedes the game to the Confederate player. In this case, what are the options available to the Union player in order to reach his goals?

From the Union player's viewpoint, the front line can be divided into four sectors, each presenting its own problems in achieving his ends. The four sectors consist of:

1. The lower fords consisting of the Burnt Bridge, Union Mills Ford and Yates Ford.
2. The central sector which comprises the area from Cub Run to McLean's Ford.
3. The Confederate left flank which stretches from the Farm Ford to Cub Run.
4. The upper fords: the Sudly fords and the Poplar Ford.

The lower fords can offer some great temptations to an inexperienced Union player or even an experienced player if the trestle is left up. The reason for this is that this area is protected by two weak brigades spread over three fords. Confederate reinforcements are at least two turns away (that is, two turns after they awake). Also, a victory star is only four hexes beyond the run and if a breakthrough can be achieved Manassas is only ten hexes further.

But, as discussed in the section on the trestle, a strong Confederate defense can be created in this sector. True, Union artillery could destroy most of the defenders, especially those at TT28, but the time necessary to carry out this project and the firing positions do not exist without awaking all the Confederate troops. An infantry force could stage a rush upon these fords, but will probably meet with little chance of success. Still, the Union player will quickly determine that the sector cannot be ignored, as the majority of Confederate threats to Centreville start at these fords. Expect the Union player to place his major emphasis elsewhere and to attempt to screen this area.

Sector two, even with a victory star three hexes beyond the fords, will normally be written off by the Union commander. He will be unlikely to attempt to attack into the heart of the Confederate Army. There are four fords in this area with a total of six brigades to defend the crossing points. If any sector is to be considered impregnable this would be it. Even the maximum amount of Union artillery could not force Longstreet or Jackson out of a ford defense position. The best bombardment attack the Union could arrange against these two units is a three-to-one when they are in brigade. The Union player has only a 33% chance of causing the brigade to uniform and the same to retreat the brigade marker. Unfortunately, forcing the brigade to retreat is meaningless as Union units cannot advance into its position before the enemy can march back.

Generally this section of the front will be screened by the Union player, who will look elsewhere for a crossing. The Union player must be cautious as any crossing at the lower fords by the Confederates resulting in an offensive by them will eventually draw the troops in this sector into the fray once

THE MANASSAS CONNECTION

Unlike the leadership of the Army of North-eastern Virginia (whose leadership had proved, with some notable exceptions, to be incompetent), that of the Army of the Potomac was to rise to great heights. Within these troops the leadership of the famous Army of Northern Virginia was to be found. Below is a sampling of those individuals who served with the armies at Manassas and were to eventually rise to command the Corps and Divisions of the legendary General R.E. Lee's forces:

COMMAND LEVEL	RANK AND POSITION AT MANASSAS
Corps	
J.A. Early, Lt.-Gen.	Col., commanding Sixth Brigade, AoP.
R.S. Ewell, Lt.-Gen.	Brig.-Gen., commanding Second Brigade, AoP.
J.B. Gordon, Maj.-Gen.	Capt., Raccoon Roughs, Sixth Alabama
A.P. Hill, Lt.-Gen.	Col., Thirteenth Virginia
W. Hampton, Lt.-Gen.	Col., Hampton's Legion
T.J. Jackson, Lt.-Gen.	Brig.-Gen., commanding First Brigade, AoS.
Fitzhugh Lee, Maj.-Gen.	Cpt., Acting Asst. Adj.-Gen. to Ewell
J. Longstreet, Lt.-Gen.	Brig.-Gen., commanding Fourth Brigade, AoP.
Division	
T.H. Holmes, Maj.-Gen.	Brig.-Gen., commanding Holmes' Brigade
D.R. Jones, Maj.-Gen.	Brig.-Gen., commanding Third Brigade AoP.
J.B. Kershaw, Maj.-Gen.	Col., Second South Carolina (Palmettos)
E.M. Law, Maj.-Gen.	Lt. Col., Fourth Alabama
R.E. Rodes, Maj.-Gen.	Col., Fifth Alabama
T.L. Rosser, Maj.-Gen.	Cpt., Washington Artillery
R. Taylor, Lt.-Gen.	Col., Ninth Louisiana
J.A. Walker, Brig.-Gen.	Lt. Col., Thirteenth Virginia
C.M. Wilcox, Brig.-Gen.	Col., Ninth Alabama

the Union's screen is removed on their side of the fords.

The area from the Farm Ford to Cub Run comprises a total of five crossing points, four fords and a bridge. In this section the Confederate defense seems to be thin, with a total of three brigades to cover the entire front. One brigade—Cocke's—starts at the fords; the other two, Bee and Bartow, start at the southern end of the sector. What are the Union player's options in this sector?

A concerted effort by the Union player will undoubtedly effect a crossing at some point in this area. This is especially true when one considers that the odds are good the Stone Bridge and Farm Ford will probably be undefended. Undefended, that is, except for the abatis markers. Still, a Union player tends to be cautious about the possibilities of alerting the frozen Confederate units. Any attempt to cross at these two points, Farm Ford and the Stone Bridge, will usually result in this eventuality occurring. The other three fords are normally lightly defended, but reaching them can be tortuous; and Bee and Bartow will rapidly be in position to lend their support to any threatened areas.

There are, however, several major reason why a Union player would select this sector. First is the Warrenton Turnpike. The success of any attempt to turn the Confederate left flank eventually rests upon the Union possession of this major throughfare. The Warrenton Turnpike is the only major line of communications between the flanking force and Centreville. If this road is not open to the Union

any threat to Centreville by the Confederates take on new dimensions.

The very least that can be expected from the Union player in this area is a secondary drive against the Stone Bridge. Especially, as we shall see in the next section, since we predict that the majority of game will feature the Union player attacking the Confederate left. Still, anticipate any Union action in this area to await their 10:30 AM turn.

The fords in the last section of the front start the game completely undefended. In the game, as occurred historically, the majority of Union crossing will come in this area. Normally the Confederate player will commit Evans's weak command to stem the tide in this sector. But each player will soon realize that a Union crossing in this area cannot be stopped. The best the Confederate player can hope to do is to delay the crossing long enough for reinforcements to start creating a defensive position further back. A crossing in this area combined with the expected 10:30 AM rush on the Stone Bridge is probably the greatest threat to Confederate security that the Union can manage.

All things considered, the most viable Union offensive will generally comprise the following aspects:

1. A screening force covering the fords below Cub Run.
2. A secondary force threatening the Farm Ford and Stone Bridge crossing points.
3. A major strike force positioned to assault the upper fords.

The prime concern of any Union player, once an attack such as described above is decided upon, is what proportion of his force should be allotted to each task. After careful study and much testing a generally acceptable proportion has been uncovered.

The Union screening force should consist of a minimum of three brigades of infantry with attendant artillery. For the task in hand we prefer to use Tyler's First Division with Richardson's brigade detached. One brigade should be sufficient to cover the second sector, while McDowell leads the other brigades to their positions at the lower fords.

The Fifth Division, under Col. Miles, serves ably as the force to conduct the assault upon the Stone Bridge. In order to keep Miles active he should be stacked with Col. Heintzelman. Once the Stone Bridge is cleared, the Fifth Division is available to either pursue the attack upon the Confederates or to go to the assistance of Centreville if an enemy threat has developed there. The upper fords are to bear the brunt of the Union crossing. This area can be divided into two separate areas with simultaneous crossings in each area being carried out. At the Poplar Ford, Col. Heintzelman, acting in concert with Miles at the Stone Bridge, will clear the ford and cross his division. At the Sudley fords Richardson with the Second Division will cross and brush aside any units placed to impede their progress.

With this program of campaign by the Union in mind, we can now proceed to present our ideas upon how the Confederate player can forestall a possible Union victory. Any drive on Manassas must be stopped before it can gain the speed necessary to carry it to its objectives.

HARMONIOUS ACTION

Our current project is to discuss, in detail, our proposed Confederate set-up for the defense of Manassas. As we indicated above, we expect that the Union player will leave three brigades as a rear guard force south of Centreville to act as a screen. We expect at least two brigades to try and force the Stone Bridge. This leaves six brigades with artillery support to cross the Sudley and Poplar fords. With this outline in mind we shall decide our positions.

Since we have already discussed our defense of the lower fords in the section on the trestle, we can

let this area stand as outlined, with the trestle burned. As stated earlier, Early will be in QQ23 with the generals as a central reserve, and Jones will hold McLean's Ford with Miller's artillery at WW21 to give some flank protection and to force the Union player to set up, initially, away from the fords. Walton's artillery should be placed at PP23 so as to maximize his movement.

Longstreet's brigade is charged with covering Blackburn's Ford; Longstreet, himself, will form brigade at RR10 with Garnett's artillery. The first Cub Run fords are assigned to Bonham's brigade. Bonham, in brigade, is found behind the ford at MM20. The 7th South Carolina goes to MM16 on picket. The 3rd South Carolina and Shield's artillery cover the Cub Run Ford from hex JJ19. This leaves only the 30th Virginia Cavalry which is placed at MM22. Since the Cub Run Ford is protected, Kershaw's command is positioned at II20, with Jackson's brigade at II21 and Pendleton's artillery at HH21.

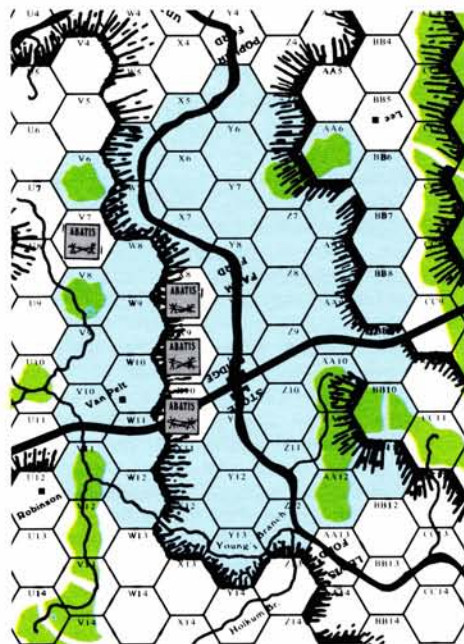
There might be some questions as to why the last three commands are placed such as they are. Actually, since we expect the Union player to come at us from the north, Jackson will set out immediately for this sector, as will Walton at PP23. When the leaders are awake, one of the generals will end its first movement phase at KK23 from whence it can activate Pendleton, Kershaw and if necessary, Bonham—which with Early's troops should have a significant impact in the northern sector. The placement of Bee and Bartow at CC20 is mandatory, as is the placement of Hampton at EE34. These units are also scheduled for movement towards the threatened area.

The brigade commanded by Col. Cocke is charged with protecting the fords south of the Stone Bridge to the Cub Run. Within this area of responsibility one position is critical; a unit must go at hex DD10 (preferably the 49th VA). This unit stops the Union player from tracing a route march to the Poplar Ford. The remaining units are disposed by below:

1. Cocke goes in brigade with Heaton at X11.
2. The 28th VA and Latham are at CC14.
3. Langhorne's cavalry goes to Y15.
4. The 1st Virginia and Rogers are placed at Z13.
5. The 8th Virginia sits at DD17.

In this case the 1st, 8th and 28th Virginia regiments protect their designated fords. Cocke is set

ILLUSTRATION 2: Within the set-up area allocated for abatis markers, we prefer the indicated locations as they hinder any Union attempt to cross at either Stone Bridge or Farm Ford.



to cover and to aid in the defense of the Stone Bridge, thus freeing Evans for commitment elsewhere. Langhorne is placed such that once Cocke is activated he is free to operate as necessary. In order to expedite its forward movement, Stuart's 1st Virginia Cavalry is placed at hex AA18.

While all units are important, with the expected Union flanking maneuver Col. Evans's command takes on added importance. This command is responsible for minimizing the Union territorial gains until reinforcement arrive. Evans and the infantry are emplaced in hex V6. The artillery (Davidson) and the cavalry (Terry) go to V10. This can be considered bold, but it is no more than the approach Evans had historically. [Even so, I don't think that I, as the Union commander, could resist hitting Cocke on Turn 2 and seeing what develops.]

With this set up, against the expected Union attack we shall give a general outline of the proper Confederate reaction. On turn one the following actions occur:

1. Evans dispatches one infantry regiment to X4 to block the Poplar Ford.
2. Evans' other infantry regiment goes to T7 while the leader withdraws to V7.
3. Terry goes to P5 and Davidson to P8, these units are to block the Sudley fords.
4. Jackson, Bee, Bartow, Walton, the First Virginia Cavalry and Hampton speed towards the Chinn Ridge-Henry House Hill area.

When the remainder of the army is woken, probably 10:30 AM, then Cocke, Early, Kershaw, and Pendleton start towards the fighting. At this point seven brigades are committed to the defense of the threatened sector, against an expected eight. This leaves six uncommitted brigades, five at the lower fords and Smith's command.

At this point circumstances will dictate the Confederate player's actions. If Centreville is weakly screened and the defense in the west is going well, a drive upon Centreville is possible with the five or six brigades in hand. This should pull some troops off the Union attack forcing him to shore up his threatened sector. If the defense in the west needs shoring up, then Smith and possibly one or two other brigades can be shipped to the threatened area.

The prime Confederate consideration in all cases must be to keep the Union troops away from the star hexes and Manassas. Remember, if the Union player does not achieve his victory conditions the Confederacy wins just assuredly as if they took Centreville.

LINES OF DEFENSE

Once it has been determined that the Union player is going to conduct an attack upon the Confederate left flank, the Confederate player must have a definite plan of defense. The objects of any Confederate program must be two-fold: to slow the Union advance until reinforcements arrive, and to cause the Union player to inflict costly exchange results upon himself in those attacks which he makes. The best way to achieve both of these goals is to utilize doubled terrain as much as possible, and fortunately the north-west section of the map is abundant in this.

Our first line of defense, once the reserves are up, is behind Young's Branch. Due to problems in reaching certain areas our reinforcements will set up along a front stretching from Z13 to U13 to Q16. In order to form this position Evans must necessarily occupy the following positions: hexes X4, P6; then X4, P7; then T7, P8; and U9, R9, hopefully. At this point we should have the outlines of our defense position in place and at this point the survivors of Evans's command can fall back into the defense.

Once this position is turned or forced, our second position is at hand. As the center of the line falls

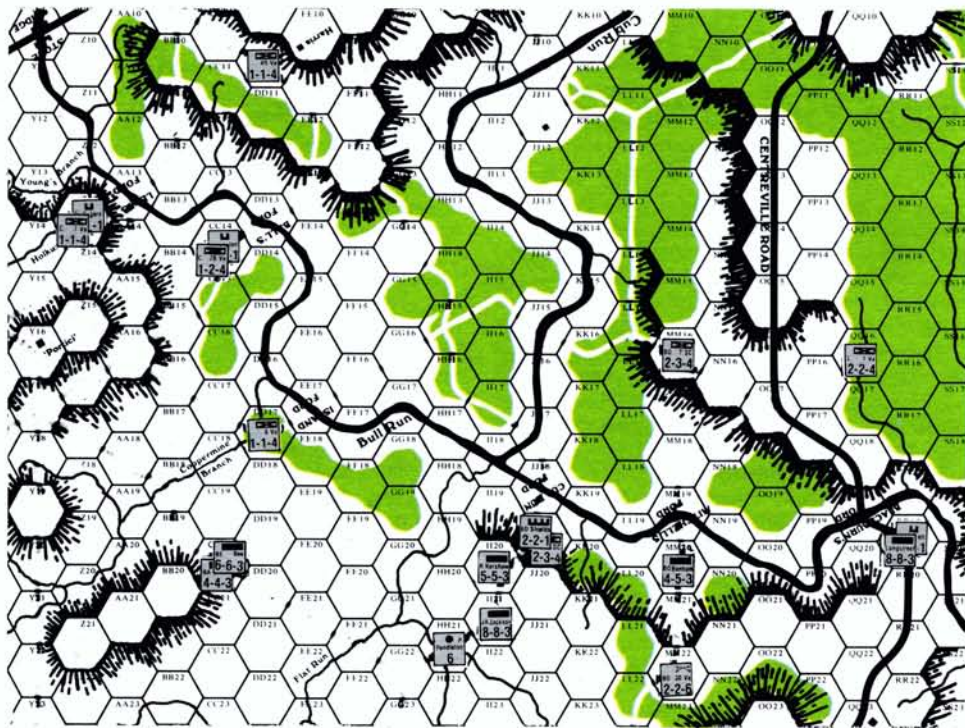


ILLUSTRATION 3: The recommended Confederate placement for the defense of Bull Run and Manassas, offering the greatest number of options for both the defense and an offensive.

back behind the woods south of the Henry House Hill a new line is formed here. The object is to fortify and channel the Union attack down the Sudley Road.

A third position is within easy march, once the Union has managed to force his way through. The next line consists of the Holkum Branch, Wheeler House Hill, and ridge at O19. At this position the major weakpoint is the gap between S18 and V16, through which the Sudley Road runs. To plug this hole we prefer a strong brigade, say Jackson's, with artillery support at T17.

After this point the strength of subsequent positions starts to deteriorate, but they still exist. The next line stretches along the Coppermine Branch to the Lewis house to Mount Pone. As we, hopefully, have diverted his drive away from Manassas, this river line can be held by lesser numbers of troops than was necessary before, and the excess troops can be shifted to bolster the Confederate left. At this time the Union drive should be towards the Bethlehem Church victory star.

Once the fighting has shifted closer to Bethlehem Church, the final Confederate defense line will be reached—the Flat Run. By shifting Bonham's troops at JJ19 to II19, the Flat Run can be held with a minimal force by moving into hexes HH20 and FF22. At this point the main battle will be in the clear terrain around the Bethlehem Church.

If the Union has progressed to this point, what has the Confederate player gained? Assuming a reasonable number of exchanges, the Union forces should arrive in this area greatly weakened. Besides exchanges, the Union player will have had to have made deductions for rear and flank guards, especially if Stuart is being used effectively. Add to this the length of the Union line of march, we see that his reinforcements will be of no help. Conversely, the Confederacy will have collected troops as he fell back, and in his final position the distance his reserves will have to travel is greatly reduced. The Confederate flow of reinforcements will also be enhanced by the Centreville Road.

Ergo, the Confederate player should not be greatly concerned if he must stage a retreat, in fact he should rely upon it. In fact, trading ground for time and

troops is just as valid here as it is in games featuring an invasion of Russia. The extension required of the Union front and his line of communications accrue certain advantages to the South. Also, the retreat we have outlined will tend to draw the Union player away from Manassas, towards a secondary point at which, eventually, the South should be able to mass the greater force.



Devil's Den . . . Cont'd from Page 18

Conversely, a player in need of fast attrition should look to his opponent's ineffective divisions. A division both ineffective and disordered surrenders in lieu of retreating from melee (see 17.2, #7). So this tactic calls for friendly forces to move adjacent to an ineffective division, disorder it with Offensive Fire, and then melee it out of existence. Veterans of the previous edition should be aware of this new vulnerability of ineffective status.

Finally, the question of whether or not to stack an officer with infantry depends on his exposure to flying lead. A result of "1" or "2" on the Fire Combat Results Table eliminates an officer alone in a hex, but only forces an additional roll on the Officer Casualty Table for an officer accompanied by any number of troops, no matter how small. Clearly the latter is safer. In general an officer goes solo only under the cover of deep woods.

CONCLUSION

By stressing the actions of individual regiments in great detail, *DEVIL'S DEN* occupies a unique niche in Civil War gaming. This article has attempted to echo that stress by discussing strategies in terms of regimental missions. The conclusion to be drawn from the discussion is that *DEVIL'S DEN* is the game for the historical gamer, someone who enjoys thorough planning, who revels in great detail, and who delights in the slow unfolding of a historically-faithful situation.



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In offering our thanks to those who use the opportunity of attending ORIGINS to review our magazine and subscribe, the editors would like to present them with something more concrete. At ORIGINS '86 in Los Angeles, those who institute a new subscription or extend an existing one to *The GENERAL* will be presented a free copy of our 1964-1984 Index. This sixteen-page index brings twenty years of continuous publishing of the hobby's oldest magazine in focus. From the AH Philosophy to the contests, from our Series Replays to Buyer's Guide evaluations, every facet of *The GENERAL* is divided for ready reference by those interested in specific games. The major portion of the Index is devoted to a game-by-game listing of every article that has appeared in these pages since the early enthusiasm of wargaming washed over those fascinated by military history. Whether for the old fan or the newcomer, *The GENERAL* Index serves as an excellent introduction to and review of wargaming's premiere publication.

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SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 111

Total Responses: 581

Rank:	Title	Pub	Rank Times		
			Last	On	Freq.
Rank:	Title	Pub	Time	List	Ratio
1.	Third Reich	AH	5	30	2.7
2.	Up Front	AH	4	12	2.4
3.	Panzer Leader	AH	—	1	2.3
4.	Russian Campaign	AH	17	30	2.1
5.	Squad Leader	AH	6	30	2.0
6.	Flat Top	AH	1	3	1.9
7.	Bulge '81	AH	—	1	1.8
8.	B-17	AH	3	13	1.7
9.	VITP	AH	8	3	1.7
10.	Cross of Iron	AH	15	5	1.6
11.	Panzerblitz	AH	—	1	1.5
12.	Diplomacy	AH	16	2	1.4
13.	Advanced SL	AH	—	1	1.3
14.	Ambush	VG	2	2	1.3
15.	Air Force	AH	—	1	1.2
16.	Crescendo of Doom	AH	—	1	1.2
17.	Firepower	AH	7	4	1.1
18.	G.I.	AH	9	20	1.1
19.	Submarine	AH	—	1	1.1
20.	Guns of August	AH	—	1	1.0

As to be expected after Vol. 22, No. 3, both *PANZER LEADER* and *PANZERBLITZ*, as well as *GUNS OF AUGUST*, appear again on the list of current player preferences. Of some note, only months after its release, *ADVANCED SQUAD LEADER* comes to the fold. Surprisingly, all of the original SL modules also are being heavily played at the moment; *ASL*'s release has seemingly sparked a revived interest in the entire system. Meanwhile, the three longest-lived on this list (*THIRD REICH*, *RUSSIAN CAMPAIGN* and *SQUAD LEADER*) continue to dominate the top five, with an old classic and a "new" classic joining them. As usual, a number of games just failed to make their mark hereon, among them *WAR & PEACE*, *STALINGRAD*, *HITLER'S WAR*, *WS&M* and *CIVILIZATION* which appeared on the last list.

THE SUGAR-COATED REBELLION

A Union View of BULL RUN

By Craig F. Posey

With the election of the Republican candidate to the Presidency, the nation had been thrust into turmoil. The fear engendered by this turn of events was soon to create a major schism between the Northern and Southern sections of the "United" States. In the Deep South, state conventions were called which resulted in the passing of Ordinances of Secession. In quick succession, South Carolina, Florida, Alabama, Georgia and other states south of the Mason-Dixon line withdrew from the Union and created their own government. Shots were fired prior to 14 April 1861, but the surrender of Fort Sumter marked the commencement of hostilities. With the outbreak of the rebellion, a decision had to be reached as to the method of its suppression. While many would have preferred a peaceful solution, Lincoln decided a military answer was required.

In a series of proclamations (the two most important being dated 15 April and 3 May) the President initiated the creation of an army and set the tone of future strategy. In the first of these proclamations, 75000 volunteers were called to arms; and in the latter the Regular Army and Navy were increased in size. Also in the proclamation of 3 May 1861, an additional 42034 volunteers were called. Other proclamations created and extended a naval blockade of the Southern coasts, and authorized the suspension of the writ of *habeas corpus*.

As new troops poured into Washington, a field commander was soon necessary to organize and train them. On 14 May, Major Irwin McDowell was promoted to Brigadier General and given command on the 27th. The task of forging an army out of raw recruits appeared insurmountable. The nation lacked any contingency plans, or even a proper staff system. Still, an army of sorts was improvised. Eventually, even a plan of campaign was extemporized which entailed the coordination of McDowell's operations with those of Major General Robert Patterson's command.

Initial suggestions (3 June) called for a movement by McDowell upon Manassas in order "to favor Patterson's attack on Harper's Ferry". By 8 June, this idea had been scrapped. On the 20th, Scott suggested that Patterson march towards McDowell and link up with him, but McDowell pointed out the difficulties of such a flank march on the 24th. On 29 June, at the White House, McDowell presented his plan of campaign, which called for him to strike the Confederate line of communications at Manassas while Patterson pinned Johnston down in the Valley.

As to the operations of Patterson's force, he was originally assigned to command the Department of Pennsylvania on 28 April. From then until 3 June, he set about recruiting and training a force comprised primarily of Pennsylvania militia, and on that date joined them and began his movement towards Harper's Ferry. By 15 June, Patterson's four brigades had finally reached the Potomac River but had yet to cross. At this point, Patterson's command consisted of approximately 12000 troops stiffened by the arrival of some Regulars, cavalry and artillery sent west by Scott. After learning from Scott that Harper's Ferry had been evacuated on the fifteenth, Patterson replied, "Design no pursuit; cannot make it." Finally crossing the Potomac on the 17th, he immediately retreated back. Why? First, Scott had recalled all the Regulars from his force back to Washington; and second, because he had received some exaggerated reports as to Johnston's force size. At this point, Patterson decided to take a more cautious approach to the capture of Harper's Ferry.

Patterson would eventually once again cross into Virginia, but he would wait until 2 July. During this period his command would steadily increase in size from 8000 in early June to 14350 by the 28th. However, Patterson now became even more cautious. His ineptitude was rapidly becoming apparent.

McDowell's forces were also increasing during this waiting period. On 24 May, some 8000 troops were under his command; by 25 June, 14430; and on 16 July, 37316 troops. As is apparent, the rise from 24 May to June 25 was gradual, whereas from mid-June to 16 July new troops literally poured into the camp. Excepting a minor action on 17 June, McDowell's forces would spend their time organizing and training for the coming contest.

With the acceptance of McDowell's plan to turn the Confederate positions around Manassas, the army was ordered to advance on 8 July. A further delay caused by the late arrival of troops and a lack of transport moved the start of the campaign back to the 16th. One of the prime considerations for a victorious campaign lay in General Patterson's keeping Johnston occupied in the Valley. And what was he doing to achieve this end?

To predicate Patterson's actions, he believed that Johnston possessed 30000 to 40000 troops (actually about 9000), while he had only 14000. Also, his regiments were nearing completion of their short terms of service. Of fourteen regiments, nine would march for home between the 19th and 30th of July. Still, his actions seem confused.

On 3 July Patterson occupied Martinsburg. A vertiable spate of messages from his headquarters there followed—"When you make your attack I expect to advance and offer battle." (9 July); "I would rather lose the chance of accomplishing something brilliant than, by hazarding this column . . ." (13 July); "If an opportunity offers I shall attack . . ." (14 July). On 16 July Patterson engaged a Confederate force at Bunker hill and lost one man. On 17 July, his army began a march towards Springfield, away from Johnston! He queries Scott, "Shall I reoccupy . . . Harper's Ferry or withdraw entirely?" On the 18th, Scott inquired of Patterson as to the location of Johnston's forces. Patterson replied—

The enemy has stolen no march on me. I have kept him actively employed and by threats and reconnaissances in force caused him to be reinforced. I have accomplished in this respect more than the General-in-Chief asked, or could well be expected.

At this moment Johnston's forces had already started marching towards Manassas Junction so as to aid Beauregard in the forthcoming engagement.

Prior to his departure from the Washington defenses, General McDowell organized his Army of Northeastern Virginia into five divisions of varying strength. The First Division under Brigadier-General Tyler with four brigades was the largest and composed of 12795 officers and men. The Second Division (2485 men), under Colonel David Hunter, was divided into two brigades and was the smallest. The three brigades of the Third Division, under Colonel William Franklin, embraced 9062 effectives. Brigadier-General Theodore Runyon's Fourth Division (5502) consisted of nine unbrigaded regiments and served as the Army's reserve. Of this division, only three regiments reached the vicinity of the battlefield, and then only late on the 21st. The last division, Colonel Dixon Mile's Fifth had two brigades totaling 6173 rank

and file. In total there were 51 regiments of volunteer infantry, a battalion of Regulars, a battalion of US Marine recruits, a battalion and a squadron of US cavalry, and 13 miscellaneous artillery units with 55 guns. Considering the armies previously mustered into American service, this was an imposing array. On paper McDowell would seem well-prepared, but his army had several hidden flaws—incomplete training, faulty staffing and organization. Still, it was now time to move.

McDowell started his forces forward on 16 July, towards Manassas, full of high hopes and great expectations. After detaching the Fourth Division to act as reserve and to protect the army's line of communications, the remaining four divisions were ordered along parallel roads to Fairfax. Having failed to catch the Confederates in their advanced positions at Fairfax Court House, McDowell intended to push on towards Centreville the next day. McDowell's General Order Number 19 directed Tyler's division to take the van and proceed through Centreville towards Gainesville, while the divisions of Heintzelman and Miles were to move into the town and Hunter's to take up positions near the outskirts. With a concentration of the army about Centreville ordered, McDowell accompanied Richardson's brigade towards that town on the morning of the 18th. Later, directing Tyler, "Do not bring on an engagement . . .", he rode over to talk to Heintzelman.

Directives are one thing, but actions another. Tyler's division took the wrong road out of Centreville and instead of marching for the Stone Bridge, headed for Blackburn's Ford. From the Union standpoint, an unfortunate skirmish took place against Confederate troops led by Longstreet and Early (which resulted in 19 dead, 38 wounded and 26 missing). Unfortunately this was not the only result as the 12th New York Regiment was routed, Union morale badly shaken, and the 4th Pennsylvania Regiment and 8th New York Battery withdrew from the army.

The disaster at Blackburn's Ford strained relations between McDowell and Tyler, and indirectly led to a three-day halt of the Union army. Actually, the reasons given for this stagnation were twofold: to await rations and to reconnoiter the Confederate positions. Unfortunately, this delay, coupled with Patterson's incompetence, permitted Johnston the time necessary to transfer the majority of his army to Manassas.

With McDowell's forces now poised to strike the Confederate flank, it is now time to move on to discussion of the Union player's options within the context of the game system. The Union player must be cognizant of his army's strengths and weaknesses, as well as the strategic considerations for his future operations.

You Are All Green Alike

The ability of an army to act as a cohesive and efficient machine is not entirely a function of organization or numbers, but rather of *leadership*. If leadership were simply a matter of training, then the Union army in 1861 could have been considered well-lead as its army, brigade (except Runyon) and nine brigade commanders were educated at West Point. Leadership, though, cannot be learned from a textbook. As for field service, only eight of these officers had been involved in the Mexican War. In *BULL RUN*, leadership is expressed as an officer's ability to motivate his and other troops.

In this light, from the Union player's standpoint, his leadership is abysmal. Out of a total of 17 leaders, only four can influence his army's forward movement, compared to the Confederate total of eight out of 17. The disparity becomes obvious. In addition the Confederate player has two independent units which are self-motivating. Is this Union liability as great as the numbers insinuate? No, due primarily to the army's organization. Unlike the Confederate organization of thirteen independent brigades, the Union divisional structure allows, for instance, McDowell to stretch his command authority through his division leaders to their brigades and thence to their regiments. As to his other leaders, properly placed they can influence more than one division as well. Yes, this is a liability, but not one insurmountable.

Since the Union player's ability to control his troops seems assured, though drawbacks can appear, our next consideration must become the Union combat units. A comparison of the brigade markers of the two enemies should give some insight into their various potentials.

With, respectively, twelve and thirteen brigades markers for the Union and Confederate players, a determination of these units is simple. The average Union attack factor is 5.4, the Confederate 5.2; defense factors show 6.2 against 5.6. So the Union has a qualitative advantage. The true test of a brigade marker, however, is its ability to gain attack strength over its true components when in use. How do the Union brigade markers fare in this arena? While the Confederate increases range from 20 to 100 per cent, the Union's range is from 20 to 67 per cent (with an average of 41%). Truly, Union formations are less efficient than those of the Confederacy.

In essence then, there are fewer Union brigades, which are generally stronger but less efficient. Still, the Union does have one other factor in its favor—its artillery batteries. With its artillery concentrated into twelve counters with an average strength of 2.1 (as opposed to the Confederate's 1.4), the Union player has a potent weapon. While the Confederate artillery tends to rapidly turn into cannon fodder, the role of the Union artillery batteries will be directly linked to the attacks of the Union infantry. Concentrated artillery fire can be used by the Union player to crack the Confederate line and, if other targets are unavailable, to suppress (eliminate) their opponent's artillery. Artillery will work hand-in-hand with the Union infantry.

As to Palmer's cavalry battalion, while it is as strong as either of the Confederate battalions, it suffers from command problems. Without an extraneous active leader, this unit will nominally see duty as either a flank unit to the main line or, eventually, as a soak-off sacrifice in some battle.

An approximate equality of force exists between the two combatants. While the Confederates have a superiority in cavalry and regiments unnecessary to form a brigade (which can be used for soak-offs), the Union qualitative superiority in its brigade markers and artillery will balance the scales. Tactics and leadership will decide the outcome of the contest.

Consummate Judgement, Precision, and Skill

Having ascertained that a parity of force exists between the two opponents then, as the Union player a shift in our favor must be manipulated. One method of maximizing the Union potential is by correct usage of our troops; but more important will be the proper initial commitment of units.

In order to decide where it is most advantageous to commit the main Union thrust, it is necessary to study the anticipated Confederate set up and the terrain (as discussed in my article, "The Battle of The Innocents" elsewhere in this issue) which must be overcome. In all these considerations, we must

bear in mind that the majority of the Confederate army will be unable to react until the 10:30 AM turn. In order to expedite our discussion of possible Union operations, we will divide the map of *BULL RUN* into four sectors:

- a) the lower fords, south of Rushy Branch
- b) the Centreville Road, Cub Run to Rushy Branch
- c) Portici, the Stone Bridge to Cub Run
- d) the upper fords, north of the Stone Bridge

A discussion of each sector will allow the drawing of certain conclusions about the advisability of each. Each of the four areas has certain recommendations as a point for a Union penetration. The prime considerations have to be the location of victory hexes, accessibility and ease of crossing Bull Run. We must always bear in mind any potential threat to Centreville, also.

The lower fords, at first glance, seem to be ideal for a Union attack, especially if the trestle is in place. First, they have a victory star right behind Yates Ford at QQ32, and Manassas is only fourteen hexes from the fords. Communication with Centreville is expedited by a major road connecting it and Union Mills. Thirdly, the fords are defended by only two brigades.

Regrettably, a conservative Confederate set up in this sector will entail excess units spread out east of the fords to push back the Union initial placement. Confederate brigade markers will be placed directly behind two of the fords. One will definitely be behind Union Mills Ford. Why? So that any attempt to approach the fords will unfreeze the entire Confederate Army by entering the leader's *recon range*. A sly Confederate player might occasionally even put a leader east of the fords to unfreeze their army earlier still.

Any union attempt on this sector, due to the availability of enemy reserves, will entail a rush through the Confederate screen against the Burnt Bridge and Union Mills Ford. The one thing to remember, though, is that a properly defended ford is almost impregnable. The reason for this lay in the artillery rules, which limit the amount of artillery which can be used for fire support. If a crossing in force can be engineered, then a drive on the victory star will switch the onus of attack to the Confederacy.

The four fords in the Centreville Road sector shield a victory star at QQ23, only *three* hexes from a ford. This would seem to be an opportune area in which to attempt a crossing. Why? The fire positions available for the Union artillery sweep the entire front. Once Confederate pickets have been cleared, Union troops are free to threaten any and all fords. Another factor is that a Union push in this area protects Centreville. But . . .

For those who are masochists, go for it. Otherwise, avoid this sector like the plague. It is protected by no less than six Confederate brigades, one at each of the fords and two in reserve. Two of these are the strongest the South can muster, Longstreet and Jackson. In addition, the Confederate player has access to twelve points of artillery. Excepting a series of extremely lucky one-to-ones, this area should prove virtually impenetrable.

The three fords in the Portici area will probably surprise most newcomers to this game. This series of fords will generally be undefended. In effect, the entire sector is defended by one Confederate brigade. Still, there are two others in reserve at CC20. While we expect Cocke's brigade to have at least one picket in the area (probably at EE11), a Union offensive is possible but it will certainly draw the Confederate reserves to the threatened ford.

The last area, the upper fords, will most likely be the Union sector of first preference. This is because a crossing at the Sudley fords will be unopposed, once the Stone Bridge is cleared a line of

communications with Centreville will be open, and the Sudley Road offers an excellent route to the victory star at Bethlehem Church.

The entire sector is protected by Colonel Evans' Seventh Brigade and four abatis markers. The Southern player will rapidly ascertain that Cocke's brigade can seal the Stone Bridge, that the Farm Ford can be sealed by an abatis at X8 and that Evans' brigade marker will close the Poplar Ford. A quick glance at the game board shows that this leaves the Sudley fords open, with only the Confederate cavalry and artillery units to hamper any thrust. Another advantage of this sector, from the Union viewpoint, is the piecemeal commitment of Confederate reserves that will ascend on this flank. Unfortunately, until the Warrenton Turnpike is cleared, reinforcing Centreville if an emergency arises will be extremely difficult.

All things taken into account, I tend to prefer a semi-historical attack upon the Confederate left flank. The initial crossing and attacks will favor the Union, and if momentum can be maintained and losses minimized, then victory should be assured. Our next consideration must be what force commitments are advisable for this projected offensive.

Feeling The Enemy Gently

McDowell attacked the Confederate left flank, but his orders called for dividing his forces into three segments. The flanking force was composed of four brigades—two from the Second Division (Porter and Burnside) and two from the Third Division (Franklin and Willcox). These units crossed at the Sudley Springs Ford. Elements of Tyler's First Division (the brigades of Schenk, Keyes and Sherman) were stationed east of the Stone Bridge. The brigades of Sherman and Keyes eventually crossed at the Farm Ford, while Schenk held the bridge. Also in the area was Howard's brigade which acted as a reserve until ordered to cross Bull Run at the Sudley fords. The remaining three brigades (those of Blenker, Davies and Richardson) were stationed in the Centreville area. Of these three brigades, two were from the Fifth Division and one from the First.

Generally, I approve in essence in McDowell's plan, but within the parameters of the game a different assignment of force would be our choice. Due to the location of two fords in the Sudley region, two active leaders are necessary to expedite the flow of troops over these streams. This being the case, Richardson's brigade with Hunter's division suits this area well. This placement allows the troop coordination necessary in this area, and also allows the use of Palmer's cavalry against the railroad if the opportunity should arise.

With the closing of the Farm Ford, the only other one available to cross easily is the Poplar Ford. Since some force will be necessary to remove Evans' blocking troops, Heintzelman's division has been selected to cross at this point. Once this division is across it will move to link up with the troops from the Sudley fords.

Miles' Fifth Division, which is stationed east of the Stone Bridge, serves a dual purpose—to threaten the Stone Bridge and the fords south of it and to reinforce Centreville, if necessary. Miles, himself, will spend the early part of the game visiting Heintzelman's headquarters.

The defense of Centreville proper is entrusted to the remaining three brigades of Tyler's First Division. McDowell will accompany these troops in the early stages so that their role will not be entirely static.

Several general rules apply to the usage of our combat units and their ability to wage a successful campaign. First, the troops at the Sudley Ford crossing, along with the units of Heintzelman's division should be stacked in groups of eight defense points. This, being the greatest number of defense points that can enter a ford in any one turn, will allow for

THE MANASSAS CONNECTION

Even an army that suffered a disastrous defeat can learn from its mistakes. The Army of the Potomac, which was to arise from the ashes of the Army of Northeastern Virginia, was eventually to triumph over the Army of Northern Virginia at Appomattox Court House four long years later. Still, it never shed the remnants of its heritage. McDowell's army would supply no less than 25 ranking generals to the Army of the Potomac:

COMMAND LEVEL	RANK AND POSITION AT BULL RUN
Army	
A.E. Burnside, Maj.-Gen.	Col., cmdg 2nd Brigade, 2nd Division
Corps	
W.B. Franklin, Brig.-Gen.	Col., cmdg 1st Brigade, 3rd Division
O.O. Howard, Brig.-Gen.	Col., cmdg 3rd Brigade, 3rd Division
E.D. Keyes, Maj.-Gen.	Col., cmdg 2nd Brigade, 1st Division
H.W. Slocum, Maj.-Gen.	Col., 27th New York
W.F. Smith, Maj.-Gen.	staff officer for McDowell
G. Sykes, Maj.-Gen.	Major, U.S. Regulars
H.G. Wright, Maj.-Gen.	Chief Engineer to Heintzelman
Division	
A. Ames, Maj.-Gen.	2nd Lt., artillery, unit unknown
W.W. Averell, Maj.-Gen.	staff officer for Porter
R.B. Ayres, Maj.-Gen.	Cpt., Battery E, 3rd U.S. Artillery
J.J. Bartlett, Maj.-Gen.	Cpt., 27th New York
H.G. Berry, Maj.-Gen.	Col., 4th Maine
G.A. Custer, Maj.-Gen.	2nd Lt., dispatch rider
C. Griffin, Maj.-Gen.	Cpt., Battery D, 5th U.S. Artillery
S.G. Griffin, Maj.-Gen.	Cpt., 2nd New Hampshire
I.B. Richardson, Maj.-Gen.	Col., cmdg 4th Brigade, 1st Division
J.B. Ricketts, Maj.-Gen.	Cpt., Battery I, 1st U.S. Artillery
I.P. Rodman, Brig.-Gen.	Cpt., 2nd Rhode Island
A.W.A.F. Baron von Steinwehr, Brig.-Gen.	Col., 29th New York
J.S. Wadsworth, Maj.-Gen.	aide to McDowell
F. Wheaton, Maj.-Gen.	Lt.-Col., 2nd Rhode Island
A.W. Whipple, Brig.-Gen.	Chief Typographical Engineer
O.B. Willcox, Maj.-Gen.	Col., 1st Michigan
Artillery Reserve	
H.J. Hunt, Maj.-Gen.	Cpt., Battery M, 2nd U.S. Artillery

a more systematic crossing. Second, brigade commanders should always be stacked with the correct selection of their own regiments so that they can form brigade upon need. This will allow, especially, advancing troops the option of forming brigade to attack or not forming when march or pursuit is required without consuming valuable time. Third, whenever possible, artillery should accompany these brigade stacks, preferably a sufficient quantity to allow the total stack infantry and artillery combined—to equal twelve defense points. Fourth, excess infantry regiments should always be available to absorb exchange losses or participate in soak-offs. Finally, care must be taken with command paths, especially those being traced from opposing units, lest our units find themselves inactive. (Consult the *BULL RUN* Series Replay, in Vol. 20, Nos. 5 and 6, for the dangers of inactivity.)

With these basic principles in mind, it is now time to launch a general outline of the projected cam-

paign. Tyler's brigades, in keeping with their defensive role, will undertake at 10:30 AM a limited offensive against any Confederate pickets on their side of Bull Run. The success of this offensive is mandatory to the campaign. The duty of these troops is to seal the fords so as to forestall any threat to Centreville. Hopefully, this threat to the Southerner's crossing points will induce your opponent to maintain a major presence in this area and possibly commit his reserves to this sector in hopes of keeping the fords open for his own counter-offensive. Once the fords are safely closed, any excess units and McDowell can proceed to the main front.

The opening of the main advance starts with Richardson's crossing of the Sudley Ford with units of his brigade and Palmer's cavalry. The first turn will see Richardson and Palmer in the Sudley Springs Ford, while Hunter and Porter occupy the Sudley Ford. Palmer's function is to threaten the security of the Confederate reinforcements entering by rail at A18 at 11 AM. At this same time, Heintzelman's division will move up to threaten the Poplar Ford.

Once Evans' blocking forces at the upper fords are cleared, the Union forces will link up and make a two-pronged attack. One drive will aim to clear the Stone Bridge and the other the intersection of the Sudley Road and warrenton Turnpike. Once communications with Centreville are assured by the opening of the Warrenton Turnpike, the real work of the campaign begins.

As the Confederate player forms each of his successive defensive lines, the key positions must be attacked with at least 3-1 odds. Once the target is removed, its hex is occupied and our opponent will be forced to counter-attack or retreat to his next position. As each falls, our losses must be minimized. From 12 noon on, we must plan in advance which regiment to rally on that particular turn. Rallying of previously eliminated units will become our only way of maintaining our soak-off capability without impairing the brigade markers.

Eventually, the Confederate player will have to stand and fight. If all has gone as expected, our opponent will find himself cornered into defending the victory star at the Bethlehem Church. Once that star is taken, the Union player can shift onto the defensive and force the Southern player to counter-attack at a disadvantage.

If all has gone as hoped, then the Union Army has taken and held Bethlehem Church and won the game. The campaign I have just outlined does not come with a cast-iron guarantee of success; it merely gives a slight edge to the Union player if the plan comes together. A few crucial die rolls in the early turns of the game, resulting in exchanges which sap the Union strength, will jeopardize the entire program. Or make sure that you always roll well.

CONCLUSIONS

While *BULL RUN* is a deceptively simple simulation, when given a fair chance the game displays great depth of detail and accuracy (belied by its complexity rating of four). Every player will soon learn that the game is keenly balanced and offers a multitude of tactical options.

Even the options, while in theory vast, eventually become, as each player learns to handle his troops, more constant. The greatest options available to each player will be where to place his attack/defense and in what proportions. Too much or too little in any area can quickly spell disaster, especially with the automatic victory conditions for each player.

Each game is to some extent a race. A race to achieve your ends before your opponent satisfies his own. It will not be uncommon for the game to eventually revolve around its last turn, and last die roll before the conclusion becomes clear.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	48	2559XOV	1
2.	D. Burdick	47	2188GGN	2
3.	B. Sinigaglio	33	2150GHT	3
4.	P. Siragusa	42	2150EHK	4
5.	J. Noel	1	2135CDF	—
6.	E. Mineman	18	2119DFG	5
7.	J. Kreuz	42	2112GGM	9
8.	F. Preissle	45	2104LNX	6
9.	D. Garbutt	46	2072GIN	7
10.	J. Beard	37	2068HIQ	8
11.	H. Newby	13	2060OLJ	10
12.	P. Gartman	13	2052HJG	11
13.	S. Sutton	15	2012FHM	13
14.	D. Munsell	43	2009IHM	14
15.	M. Sincavage	37	1988EFK	15
16.	B. Remsburg	31	1979JGJ	16
17.	P. Flory	24	1972EHK	21
18.	P. Landry	22	1967HIN	17
19.	W. Scott	45	1964LJU	18
20.	F. Freeman	22	1964EFG	19
21.	G. Charbonneau	11	1937HGJ	23
22.	E. Reese	28	1935HDH	22
23.	R. Beyma	23	1910DDF	24
24.	R. Leach	49	1906LS	25
25.	L. Kelly	41	1889WWZ	26
26.	M. Simonitch	18	1874DEH	27
27.	B. Schoose	13	1871GIM	28
28.	M. Rogers	8	1855CEH	29
29.	N. Cromartie	33	1838GHO	31
30.	R. Berger	9	1833CDE	32
31.	P. DeVolve	14	1828DED	33
32.	E. O'Connor	6	1824EFL	34
33.	D. Greenwood	48	1821GFJ	35
34.	G. Smith	2	1821FFL	36
35.	B. Salvatore	15	1816GKO	37
36.	F. Ornstein	31	1813GHM	38
37.	J. Anderson	5	1809DDF	39
38.	J. Martin	6	1807DFI	40
39.	R. Phelps	29	1806HJQ	41
40.	T. Oleson	57	1800XZZ	42
41.	D. Kopp	7	1799GIN	49
42.	M. Miller	34	1795GHO	44
43.	M. Frisk	2	1793CDH	46
44.	E. Miller	2	1783HJQ	47
45.	K. McCarthy	2	1782CEH	48
46.	R. Shurdut	14	1763DEK	45
47.	R. Hoffman	1	1753EGM	—
48.	J. Power	1	1742CEH	—
49.	S. Johns	1	1739HEG	—
50.	M. Dultz	1	1735ORZ	—

MEET THE 50 . . .

Mr. Paul DeVolpi is 29, single, holds a BA in Political Science and works as a photographer in Lisle, Illinois.

Favorite Game: RUSSIAN CAMPAIGN
 AREA Rated Games: TRC, STAL
 AREA W-L Record: 8-1
 Gaming Time/Week: 8 hrs.
 Hobbies: Volleyball, Chess, Camping
 Pet Peeve: Tournaments without time limits.
 % Time PBM: 0%
 Play Preference: FTF

Mr. DeVolpi voices his concern: "There are so many benefits to playing games, but wargaming suffers such a negative public image. Unless public acceptance is incurred, I believe growth of the hobby will be slowed. We as gamers should emphasize the benefits—such as the learning of history and science and the sharpening of skills in math and reading through gaming. Also, the social interaction of gamers should not be overlooked with both friends and family. Gaming is a learned and practical skill with applications in numerous other fields of endeavor. We should stress this to all we meet."



MASTERS OF DECEIT

The PBM World of DIPLOMACY

Compiled by Rex A. Martin



The following series of short articles have been drawn from the exquisite "DIPPY" 'zine, "Masters of Deceit". This occasional publication is a labor of love by Mr. Robert Olsen (6818 Winterberry Circle, Wichita, KS 67226), who has managed to convince the most prolific of the disparate free souls who inhabit the netherworld of PBM DIPLOMACY to contribute their thoughts to his kind editing. In doing so, he has cast a most illuminating spotlight on the extensive activities of that branch of the hobby. "Masters of Deceit" is much more than just a look at how to get involved in PBM DIPLOMACY. It also carries articles on strategy for each country, lists of award winners, useful publications for PBM DIPers, addresses of the most reputable gamemasters, questions and answers on play, and much more. Packed into 52 dense-set pages, it is well worth the price—\$1.00 (to Mr. Olsen, the editor, or to Mr. Steve Arnawoodian of 602 Hemlock Circle, Lansdale, PA 19446). For those interested in dipping in, the following thoughts on getting started are merely a few from the "Masters of Deceit".

For the rest of us, the PBM DIPPY hobby is a strange fowl—neither war-game nor family game. It is not simulation, not science-fiction, not fantasy, not a boardgame, not miniatures, not role-playing. It is unlike any other hobby activity I can name. Yet it has an immense following, and has been called the "fourth branch of the game world" (the other three being, of course, boardgames and miniatures and role-playing). Here we have people from all walks of life whose greatest joy is outwitting not just one, but six other opponents; and their art lies in doing so in a totally "luck-free" environment. Needless-to-say, much of their skill at "gaming" lies in their ability to convince others to do things their way; if there is one common trait among the best DIPLOMACY players, it is their ability to use words to deceive and conceal, or to clarify and reveal. The pbm aspect of DIPLOMACY makes them experts at putting their words on paper. The following shows how expert.

FOOT IN MOUTH

By John Caruso

We are squeezed in here to greet you readers, and to warn that "Dipdom" can be habit forming. Many years ago, a man named Allan Calhamer had a brainstorm. He decided, "why not invent a friendly beer and pretzel game that can be played at someone's home, that has intrigue, deception, alliances and plenty of risk involved?" He wanted to make his game as simple as possible, and still have a playable, challenging game. For a setting, he decided on pre-WW1 Europe . . . and thus was DIPLOMACY invented. To date it is the most popular multi-player game on the market; Avalon Hill alone (the second publisher to date) has sold over 100000 copies.

In 1963, a gentleman by the name of John Boardman, quite taken by The Game (note the caps), founded what is now the play-by-mail (PBM) DIPLOMACY hobby. He gamemastered the very first by-mail game. Over the years, many hobby gamemasters and magazines have come and gone, and there have been drastic changes in DIPLOMACY publishing—whether it be in the material printed, the format, or the change from ditto to xerox. Through the years, Dipdom has survived and grown. And, as miraculous as this may seem, John Boardman is still publishing and still gamemastering. Devotees to this game are in it for life!

The newcomer to our ranks will find many different types of small magazines (or 'zines) to choose from. There are games-only 'zines, humor 'zines, information and statistics 'zines, 'zines offering strategy, and 'zines offering general information on The Game. These publications range in price from \$3.00 for ten issues to over \$2.00 per issue. Not all of these publications contain game openings (games needing new players), nor are all the

openings for DIPLOMACY. Lists of game openings are available to any member of Dipdom for a self-addressed and stamped envelope, from either Rod Walker (1273 Crest Drive, Encinitas, CA 92024) or Robert Sacks (4861 Broadway 5-V, New York, NY 10034). You then choose the game and 'zine of your choice, and contact the gamemaster for information on how to join his/her game.

So how do you decide which gamemaster to work with? You request samples of some 'zines (usually sending one or two first-class stamps or the cost of a single issue). From these samples you select where you wish to subscribe, where you want to play, and what games—as well as how many games—you will feel comfortable with. You'll find most publishers very cooperative and willing to help you with recommendations for possible 'zines you may wish to look into, as well as supplying information about their own 'zines and the games they have available.

There is one remark that you will probably hear repeatedly from publishers and gamemasters: that you should "not overextend yourself". By that they will mean that you should not join more games or 'zines than you can comfortably handle. A reasonable approach for most newcomers is to take 4-6 'zines and only 2-3 games at first, at least until you discover if you are ready for pbm gaming—and if you have the time and money to put into it. Don't let anyone fool you, it does take money. Stamp costs mount up, the occasional "short" phone call can start to get expensive, and you must keep up active subscriptions to all the 'zines that you receive. Miscalculation of one's time and money available is probably the biggest reason many newcomers drop out. DIPLOMACY by mail is great fun, but wade in slowly; jump in head-first and you may find you've dove into three inches of water.

That brings us to the gaming aspect of Dipdom. Let's face it, nobody plays to lose. But if you do happen to lose, take it in stride. Be a gracious loser. And in winning, try to be a respectful winner. You'll find that the friends you make through PBM DIPLOMACY will remain with you. Winning isn't everything, and making friends is what this hobby (any hobby for that matter) is all about. We are all human; we are here to meet others with similar likes and interests. The game is merely the vehicle for this. Through the years that we've had the pleasure of participating in Dipdom, we have made many friends that are close and dear. We hope that you reading this are as fortunate as we when you come to explore our hobby.

YOUR FIRST GAME

By Tom Swider

Actually playing DIPLOMACY postally is the only sure-fire way to improve one's play of the game. Face-to-face (FTF) games are not as orderly, and are often called off before a win or stalemate develops. Most postal games follow more structured alliance schemes, and are played to a satisfying conclusion. The beginning player's toughest problem lies in being organized enough to survive. Having introduced postal DIPLOMACY to several people, I will attempt to answer some of the questions often asked:

1) How do I sign up for a game?

Before sending anybody money for a gamestart, you should try to discover which 'zines are best to play in. The best way is to look over poll results of the last year. Various gamemasters are there listed in order of best to worst, in the opinions of those voting. Most GMs do a respectable job. If you want a GM *par excellence*, pick one of the top three. All the others are equal in service provided. After selecting a few GMs, obtain their addresses (either from the Hobby Census, or ask a hobby member) and inquire about game openings. The rest is up to your discretion.

2) *As a novice, how many games should I sign up for?*

I feel that two games would be ideal. If you just sign up for one, you will probably get bored. Just playing in one game will not give you broad enough exposure to different strategies and playing styles, both your own and those of other more experienced players. Most of us like to jump into things headfirst. It's fun but if you sign up for a lot of games (say, five or more), chances are you are overemphasizing the importance of a "silly kid's game" in your life. Two games will allow you to experiment with differing approaches to negotiation while allowing you the time to be an active correspondent in both games—increasing everybody's pleasure. It is highly recommended that each game be played in a different 'zine and under a different GM. You may also wish to submit preference lists so that you play an Eastern Power in one game and a Western in the other.

3) *How should I submit orders?*

At a minimum, your written orders should include the date, your moves and your "John Hancock". My format is something like this:

The Simple-Minded Antelope Invitational 1/14/85
Spring 1901
Germany to GM

Dear Dick,

Another gamestart; another win. I should thank you for putting me in a game full of novices. So, here are my orders:

Spring '01: A Mun-Tuh
F Kie-Den
A Ber-Kie

Press:

GER to WORLD—I'm gonna win!

All the best,

Tom

You should always send in orders as soon as you receive the adjudication of the previous turn to avoid missing a turn (the dreaded "No Moves Received", or *NMR*). You can always resubmit replacement orders later if what you have on file is less than ideal.

4) *How often should I write?*

It all depends on the circumstances. If it is the beginning of the game, you should send out a letter to each opponent. Later on, you will want to write to your allies more often so as to coordinate your orders, but you should still try to write one letter to each player each turn. When you *receive* a letter, you should try to respond immediately to it. Postcards are ideal for this purpose, as your reply need not be elaborate.

Crises may also warrant more letters. Example: your ally has not written you recently, so ask why he's not writing (he may be changing sides). Or you may need to present your case persistently to receive support against somebody you wish to stab (or got stabbed by).

5) *What should I write?*

Successful players usually prefer to take risks and play boldly. I therefore recommend that in your letters you try to be specific. Those who fail to be specific generally fall. When proposing a deal, mention specific orders and dates and the division of spoils. You might also wish to ponder on what you'd like to see happen in upcoming turns.

Try to keep things brief. Nobody wants to read more than a typed page of negotiations. Being too verbose means you're repeating yourself or going into too much detail.

It is also a good idea to write a little something on what is happening in your normal life. Most of us have many interests outside of *DIPLOMACY*—sports, politics, drinking, books (to name a few). I've made many friends through *PBM DIP*; striking up a friendship based on common interests is one way of making letter writing easier. But don't give a lot of personal info at first. Instead write a little each time, and see if the person is willing to open himself to a friendship.

6) *Should I tell the others that I'm a novice?*

Unless you can use your status as a newcomer to psychological advantage, NO. Players are very prone to attack a beginner at gamestart for the easy kill. Revealing your novice state nonchalantly later on may give you an edge needed to then catch an opponent off-guard.

If you've any other questions, never hesitate to write your GM. Most of us are anxious to help. Or, even drop a line to me (P.O. Box 1324, SUNY, Binghamton, NY 13901).

THE NEGOTIATIONAL MISSIVE

By Edward Wrobel

Undoubtedly the most important writing in postal *DIPLOMACY*—and, some argue, the only worthwhile writing in *DIPLOMACY*—is that sent to a fellow participant in a game. Absent this most marvelous exchange, all

the articles on tactics, strategy and negotiation, all the press and all the public megaBashing, is without any meaning.

So, how does a simple novice approach this potentially exhilarating, and possibly fatal, activity? Alas, there is no such animal as "cookbook negotiation". The spoonful of sugar and a touch of spice that create a dual-figure power in one game may result in abrupt elimination before 1903 in another. Specialized, individual attention is necessary—but not sufficient.

Do not, therefore, compose a form letter of introduction and send a copy to each player. The odds are that one or more will be bored to tears by a recitation of your current familial and financial circumstances; yet another will be offended by your hobby of constructing models of medieval interrogational devices; and a third, rather than finding your membership in *MENSA* impressive, will instead believe that organization to be a haven for social outcasts desperately seeking third-party confirmation of their worth as human beings. You have just managed to alienate half your opponents. Further, your purported enthusiasm for the game will be belied by your failure to invest the time necessary to prepare an individualized communique.

This is not to say that you should avoid all personal references. One of the greatest joys of participating in *Dipdom* (other than successful execution of a vicious, unforeseen, merciless stab) is getting to know a variety of people from all parts of the country. The operative word here is *tact*. Don't be boorish. You cannot become everybody's friend; but everyone is a potential ally, depending on the circumstances. Avoid sabotaging a potential alliance with too aggressive a campaign for friendship.

So what do you write about if not your favorite subject? How about the *game*? Here again it is best to be somewhat circumspect. Yet you must not assail your opponent with pages of meaningless rhetoric. Remember that whatever you write (and probably much that you never did write) may be passed along to your neighbors (on the mapboard). Some players may pass along the letter itself, although this tactic may backfire if the perpetrator gains a reputation as a "letter passer". (One intrepid gamester actually published an article encouraging the practice and then was left to wonder why his mailbox contained so little.) Be pleasant. If you must threaten—and good players will do so rarely—be nice about it. Try not to come across as a raving paranoid. The point of the game is to persuade, not vent your spleen.

On occasion, success can be had by proposing *any* plan at all. Unfortunately, most postal games include a player or two who write little, for one reason or another. If yours is the only alliance offer received, it will probably appear to be the best offer. On the other hand, if Austria passes your proposal to blitz Turkey on to the Turkish player, it may well create an Austro-Turkish alliance distinctly hostile to you. I would advise against making such sensitive proposals to complete strangers early in the game. Even with a trusted "friend", such letters are risky.

The most prudent beginning for a novice is a specific proposal favorable to mutual security interests (e.g., a bounce in Burgundy or Galicia, a demilitarized zone in the English Channel, a pledge to refrain from building Black Sea fleets in 1901). Once a measure of trust has been gained (perhaps as early as Spring '01 after the exchange of a few letters), the possibility of more aggressive and riskier joint action may arise. Don't be afraid to suggest revisions to orders, but do remain aware of the deadline and required mailing times.

A common ploy, in fact, involves pleading lack of time to revise orders or, conversely, making a suggestion without allowing time for an opponent to meet the deadline. Beware, however, of game delays, deadline extensions, season separations, GM effectuation of late orders, and . . . the *telephone*. The telephone is useful in conducting last minute negotiations, submitting revisions to orders just prior to the deadline, making sensitive proposals without leaving potentially embarrassing evidence behind, and perhaps impersonation (but, do *not* deceive your gamemaster).

I would be expected to close with admonition to write your heart out, to write early, to write often, to write well. Instead, I counsel prudence. Invest some time in reflection before rushing about helter-skelter, bombarding every player with long, chatty letters every turn. Make an effort to keep in touch with every player certainly, but examine the intelligence you gain with a jaundiced eye. There may be occasions when it is better to fail to respond to a letter rather than be caught in an awkward lie or raise suspicion by dancing around pointed questions. Silence is generally perceived as indicative of disinterest or hostility—justifiably so. Therefore, use it as prudently as you would any other tactic, in small doses at the proper moment. Such as I do now.

THE LITERARY ARTS—PRESS

By Edward Wrobel

To the moderately well-informed novice, the negotiational missive will appear to be the most important genre in postal *DIPLOMACY*. And, indeed, it is undeniable that employment of the pen in the creation of clever ruse and sly persuasion is a most noble and fruitful activity. Yet, there are other equally exciting modes of written expression extant in *Dipdom*.

No doubt you have learned already of the institution in *Dipdom* known

as "Press". The term refers not to the venerable Fourth Estate itself, nor even to that curious mutation of a respectable profession widely known within the Hobby as 'zines. Rather, *press* is made up of pronouncements submitted to the gamemaster by the players—for publication! Thus, it differs substantially from negotiational correspondence in the scope of the intended audience. Such reckless expansion of the number of partners in this most delicate intercourse of written exchange brings forth much fruit rotten at its very flowering. Let us examine a core or two.

Perhaps the most elitist (as well as the easiest to compose) is "Golden Age Pseudo-History." To master this form you need only write a nonsense account spanning several paragraphs sprinkled with many fictitious names boasting combinations of vowels and consonants exotic to English usage and barely concealing the most egregious puns (e.g., "Poderkegg"). You need know little of history, and less of the game at hand. What is important in GAPH is the *appearance* of erudition struggling desperately to be funny.

No style of writing is more effective at swaying the weak-willed than "Litigational Mind-Rasslin'". Generally the most virulent strains of LMR are found in the MegaDip subhobby (see Ken Peel's article later) where it is used to bolster weak, defective or just plain nonsensical positions and arguments. But the goal of LMR—cowering another human being into mental jelly—is ideally suited to the conduct of certain facets of *DIPLOMACY*. The strength of LMR is also its weakness, however—it is inherently responsive and destructive. To explore the dark chasms of legalistic nit-pickery and the stark walls of irrelevant obstructionism so characteristic of Mind-Rasslin', one must first confront the position put forth by an opponent. Only then can you shrilly and cruelly highlight the uncrossed "t", undotted "i" and mismatched socks marring the *Other*. After all, if life is but an adversarial proceeding, death must be the eternal absence of an adversary.

"Adversary"—now that would be a key word in the lexicon of "Byrnesse Abuse"—if words of greater than two-syllables were allowed to play. "Sophomoric" might be another, but the operative word is "fun". Yes, in BA, a single word can qualify as a phrase if repeated with sufficient frequency and volume. Other examples include, "Honey", "Woody" and "gossipy silliness". In all this, the in-joke insult is elevated to an art form. But you gotta be "(w)in" to play!

And play you will, well before you are capable of any of the higher forms of expression. Still, the urge to dabble in press may be . . . well . . . irrepressible. Attempt, first, a bit of "Infield Chatter", the most basic and widely-employed press vehicle. As the name implies, this is mere noise to distract your opponents. A few gamemasters scorn Chatter, but most view it as valuable free filler for their 'zines. Your Chatter may well develop into "Banter" as you begin to interact with other players and your words take on some modicum of meaning. There is no need to rush through this stage. Much press is little more than stylish Banter, and it can be amusing. Moreover, it is readily accepted by other players and may lead to a mutual sense of comradeship conducive to negotiational success. Development into higher forms, including those described here, can be exhilarating, but dangerous as well. You run the risk of being boorish or alienating your allies; you might even find that your press war has spilled over onto the board—or into your private life.

But that's a topic unsuitable for novices.

HOBBY HUMOR

By Robert Olsen

Dippers say the darn'est things . . . The German player writes press threatening to use the French player's skull for an ashtray on his endtable. A 'zine publishes a warning about an individual who exhibits an obsessive and wholly inappropriate interest in hamsters. An entire 'zine is dedicated to people with bizarre nicknames insulting each other's intelligence. Every second sentence you read in another seems to include phrases like "simple-minded antelope", "dunderhead" or "toady". An author includes in his "Masters of Deceit" article a suggestion that readers should "run away" when they encounter a certain well-known hobbyist.

What a bunch of hotheads! How can they say such terrible things about each other? Well, it's pretty easy actually. This is, after all, our idea of fun.

Remember your Tolkien. Frodo said, "Servants of the Enemy would . . . well, seem fairer and feel fouler, if you understand." The same principle works in the *DIP* world. After all, these people are really just after your supply centers anyway, right? And the way to your centers is through your heart and mind. If someone starts patting you on the back and kissing you on the cheek, he probably wants something; you'd be wise to keep your hand on your wallet at all times. On the other hand, if one of Dipdom's celebrated flakes is in your new gamestart and writes you a letter opening, "I hate novices and always attack them . . . you're not a novice, are you? Oh, and I hate college students and blonds and tall people and shoe salesmen and . . .", you know where you stand. Especially if you are a tall blond working your way through college by selling shoes.

The verbal jousting you'll see in some 'zines sometimes goes under the fond term "abuse". Most of it deals (as does the game itself in a sense)

with that inexhaustible topic, human folly and frailty. Outrageous as it sometimes gets, it's all in fun (well, mostly). And, if you've got thick skin and can give as good as you get right from the start, you'll achieve instant respectability and, who knows, perhaps even be adopted as someone's toady (a very high honor).

Hobbyists' sense of the ludicrous often comes out in the form of institutions devoted to mutual teasing. Examples include the vast amount of energy expended awhile back on the Hobby Mascot Poll (won by a mythical dog, who fictitiously died leaving the title to a real live cat, who later expired, necessitating a new election which resulted in a victory for Bob the Extinct Moa), the Toady Poll (to determine the most unctuous sycophant, as well as the most domineering master of the same), the Yawner Poll (for Dipdom's most boring and annoying personalities), and of course the biggest of them all, the Nixon Award (which is annually given by the editor of the 'zine "Murdrin Ministers" to the biggest liar in the hobby), a coveted prize which includes a sumptuous kitschy trophy suitable for hiding in a closet under a pile of dirty laundry.

So, if the blood of Don Rickles flows in your veins, give it a try. You've got nothing to lose but your dignity. All Dipdom (well, some of it) respects the player who can abuse people with style and flair. And remember, when writing that first letter of negotiation, be sure to come right out and state, "Woody is a simple-minded hamster molester." Your co-players will be impressed; yes, even if one of the players is the notorious Steve Arnawoodian himself.

PUBLISH—IT'S GOOD FOR YOU!

By Pete Gaughan

Several publishers have lately started to lament loudly the shortage of new *DIPLOMACY* 'zines, and a general decline in the overall level of postal *DIPLOMACY* activity. In addition, many Dipsters are becoming frustrated (if their comments to me are any gauge) by what they perceive as limited outlets for their enjoyment of the hobby—fewer game openings, less diversity in 'zines, and a reduction in such interaction as letter columns.

There is a response which, I believe, solves both the hobby-wide problem and any individual's disappointment: go ahead and start your own 'zine.

Now, of course, not everyone can publish. But I feel that many gamers assume they can't because all they hear is how difficult and time-consuming it is. I think most publishers who have been at it for a while agree that the rewards more than compensate for the difficulties. Don't be misled into believing a 'zine is the only answer; articles or *sub-zines* (inserts mailed out with larger periodicals) can provide some of the same satisfaction without much of the toil. But, you never know until you've tried, and a 'zine is the ultimate expression.

I have three rules, and three steps, when I recommend to prospective editors that they sample the waters of pubbing. I think that these apply to all 'zines, but I invite debate on what constitutes a good guidebook. First, the rules:

1) *A DIP 'zine does not make money.*

From the readers' point of view, you might say, "no one is required to subscribe." Realize going into the undertaking that you will be subsidizing your new "child", and determine how much you can afford. Some people think being realistic is depressing. Actually, realistic goals will help you have more fun, since few things are as depressing as going broke. And don't expect to extract all your costs from the readers. If most publishers charged enough to cover their costs, the average 'zine would be well over a dollar an issue, if they survived at all.

2) *A DIP 'zine is not responsible to outsiders.*

I'm not talking here about questions of morality or legality; certainly any publisher has a responsibility not to slander or gossip. But if you choose to publish every six weeks, or run only variant games, or publish feuding letters, that's between you and your subscribers. Don't let reactions from non-payers deter you from what you feel is best.

As an example, look at Kathy Byrne's "Kathy's Korner". "KK" is criticized by some for its sarcastic tone; but it has one of the largest and most devoted sets of readers in the hobby. The critics, you see, are generally not subbing to "KK". Kathy's readers are obviously getting what they want out of the 'zine, so let it rest.

3) *A DIP 'zine should generally be responsive to its readers.*

Okay, you're the editor. You're in charge. After all, the 'zine is a reflection of your style and attitudes. But listen to the subbers, whether you have ten or ten thousand. If you get a lot of questions about your house rules, they may be too complex (or too simple). If you want letters but don't receive any, check back issues and see if you are encouraging writers; or are they being turned off by the format or topics in your column?

Does all this seem fairly basic thus far? Probably. And it will not be of much help to someone whose 'zine is still in the planning stages. But would-be editors need to know these principles before they act on them. The action should take this course:

A) Know thy competition.

This isn't difficult, since all you need to do is read what other people are doing. Compare styles, graphics, and features. Then figure out what's missing. Is there a topic, a popular game, or a format that nobody's using? Are Dipsters looking for political arguments? Or are they tired of them? If you've read 25 'zines, you've probably covered a sufficient cross-section of the hobby.

B) Choose a gimmick.

This is the most important step, to my thinking (and the most open to debate). If you want to run a "warehouse" (game adjudication only) 'zine, you can probably skip this. But a gimmick is essential for any kind of reader participation, or for the editor's creativity.

A gimmick is an overall theme, a unifying topic. Look around; some successful gimmicks include internationalism, women's lib, geographic groups, satiric comedy, even the opportunity to abuse other readers (all in jest of course). If all else fails, try to determine which segment of popular culture you fit into to and cater to them. You'll do best when you are comfortable.

Picking your gimmick is closely tied to surveying the other existing 'zines. If there's something (legal) you'd like to do which nobody else is doing, you have two very strong arguments to go ahead. On the other hand, if the hobby literature seems saturated with a concept, your own enthusiasm for it may not be enough to succeed.

Consider the probable response to any gimmick. If you want a large subscriber base, don't concentrate on Renaissance music. And if you would rather get a unique message out to a small, close-knit group, avoid attractions such as extensive hobby news or a wide-open letter policy. Or prepare to write lots of notes explaining why you're restricting your circulation.

C) Get the presses rolling.

The actual cut-and-paste, copy-and-collate isn't the only thing; but it can be the most important thing. Every step of the way, decisions are demanded. ("Do I have room for this, or will it squeeze out that; and do I even want that?") The physical process would require another article, but in general—to learn, ask around. If you'd like to use rub-off lettering, borders and frills, get specifics from a few publishers who are already using them. Ask about how various reduction levels work. Also, find out which systems of organization are most successful. Most pubbers are more than willing to answer your questions. Be sure you can get a quick answer from a few folk you respect to those mid-monthly phone calls and questions in the mail.

In the midst of all these mundane things, keep an overview in mind. You're trying to help yourself, and your readers, to be part of the fun of *DIPLOMACY*. If some detail detracts from that (say, "black press" or too-long deadlines), keep your larger priorities in mind and change it. But, by all means, for the ultimate in PBM *DIPLOMACY*, publish!

MEGADIP—THE POSTAL HOBBY EXPOSED

By Ken Peel

One must always remember that in the postal world of Dipdom, nothing operates on an obvious level. The surface appearance of the postal hobby is but a fabric of intricately woven myths. It will often take a novice years to overcome the strongest myth—that the primary objective of experienced postal players is to win games of postal *DIPLOMACY*. Upon entering the postal hobby, I soon came to realize that the relationship between influence in the hobby and poor performance in games was more than casual. Paradoxically—and I hope I am not shocking anyone—in a hobby that seems to revolve around the postal play of a game, actually winning the game is unimportant. In fact, to the extent that winning a postal *DIP* game requires a player to stab former allies, it can be counter-productive; a relationship forged in a game should not be so flippantly squandered. Annihilation, of course, serves no purpose among friends, so one must strive to establish a strong presence in a game and survive, and aim for a constructive draw (or perhaps weaken the structure of an enemy by forcing him into a win).

When one realizes that the supposed object of the game is to be avoided, a second myth evaporates. Suddenly it is clear that nothing about the game really matters, except for its usefulness in developing alliances for other ends. And, the games serve as smokescreens for obscuring the genuine pursuits of the postal hobby. With the exhilaration of sudden enlightenment, Dipdom is cast in a radically different light!

Since there is no real *purpose* to the postal hobby, the *process* becomes everything. One must constantly seek to construe threats to the hobby, and battle against them. But, while the quest for "power" is the basic activity of Dipdom, power can never really be possessed and can be obtained only by opposing the attempts of others to exercise it. Organization for some greater good, of course, is the greatest threat of all, and must be organized against at all costs by those with power. No one dares admit that the Emperor wears no clothes; but since nothing really matters, the claim of working for a "greater good" is tacitly transparent and everyone instinctively—and

of course correctly—views every organized project in the postal hobby as a bald power play.

Exceptions often seem to be made for advocating support for the "hobby services". Boardman numbers, Miller numbers, the Orphan service and, yes, even the novice package "Masters of Deceit" are all necessary for maintaining the myth of the importance of the games. Giving one's time and money to support hobby services is praiseworthy. Attempting to *organize* support for these hobby services, however, is dangerous. This, obviously, goes too far.

Influence and prominence in Dipdom are built in three ways: 1) by purposeful mediocre performance in games, 2) by active involvement in controversies, 3) by publishing a 'zine.

The most basic, and indispensable way to nurture your own larger megaDip alliance structure is through the careful and consistent process of large draws and second-place finishes in the *DIPLOMACY* games you play. As you gain more experience, you will learn to avoid cooperation with certain backwater, powerless clusters of game-oriented players such as the Mad Lads and the Midwest Mob. These reckless individuals will constantly endanger your power structure through their headstrong and heedless stabbing of game-allies in their frantic pursuit of victory. I cannot emphasize enough how fleeting and self-defeating such "accomplishments" are.

After playing in enough games in a mediocre fashion, and when one feels secure in his alliance structure, it is time to begin seeking out the opportunistic manipulation of controversies by learning when to be the cautious peace-maker (when at a disadvantage in numbers) and when to go for the jugular (when the other guy is down). Launching oneself into controversies must not be done prematurely, and must be undertaken with care. Modest beginnings are best. Just as war is the ballot box of the international system, controversies determine power relationships in Dipdom. The two most important elements in conducting a successful controversy are, first, accurately gauging the relative strengths of probable coalitions on a given issue (and of being on the winning side) and second, not caring about the issue. Perception is everything, because it goes without saying that the issue will be meaningless. Still, it is amazing how often someone, in his zeal to persuade others of the importance of his advocacy, will actually persuade himself. Absolute indifference to the issue at hand is a wise precaution for anyone launching a controversy. So often, someone will have a really good feud going, only to have the weight of opinion suddenly shift against him because he went off the deep end with an earnest attempt to argue facts. This is the quickest way to lay bare the necessarily vacuous nature of any controversy.

As one begins to establish a name in Dipdom, there comes a point where further gains practically demand publishing, with the special status it gives to those who engage in "The Trade". This final element—publishing—is self-evident, and a virtual necessity for reaching the pinnacle of influence in Dipdom. Publishing offers visibility, and provides a forum for propagating one's own views. Usually the justification for publishing is to run postal games for the benefit of one's subscribers and the hobby at large. But since the games don't matter, there is no gain in pandering to non-pubbers whose influence is necessarily slight. The real reason for publishing is to prove that one has "arrived" by entering the inner sanctum of the hobby.

A case study will help illustrate these points. There is a postal player—Steve "Woody" Arnawoodian—who is the subject of ridicule in press, 'zines and editorials throughout Dipdom. He has, I believe, the highest game load of any player—playing in about 60 games (even Woody isn't sure), but regularly bombs out with his highly inept and unpredictable playing style. What is more, he once published the most hodge-podge and bizarre 'zine ("Coat of Arms") ever to grace Dipdom, which he traded with virtually every other pubber. Even his feuds are unlike others; Woody will embrace what are clearly joke issues, and will aggravate his target unmercifully with the help of anyone willing to join him and look as ridiculous as himself.

But before you shake your head and feel sorry for this seemingly marginal case of postal flotsam, you should realize that despite the surface appearances, Woody is in actuality the most powerful and influential figure in Dipdom today. That such a revelation will surprise even established postal players is all a part of the subtle system. One player I mentioned this to was shocked, then after careful thought his eyes grew wide and he slowly nodded with a dismayed, fearful look. He then questioned with lingering hope whether Woody's star is on the eclipse because of the recent fold of "Coat of Arms". This is far from the case, however. Woody is a master of the dialectic. In the last year, Woody has become overburdened and could not keep up with his games in a *purposeful* mediocre fashion. He was simply getting blown away, because he was unable to keep in close enough contact with the other players. Woody's stated purpose for folding his 'zine is to double his game load! In short order, Woody will be in over 100 postal games and playing several positions in *every* 'zine in the hobby. What is about to unfold will be an awe-inspiring power play in postal *DIPLOMACY*. When Woody returns to publishing, he will have such a massive alliance structure that he will be closer to total control of Dipdom than has ever been possible.

I realize that the example of Woody Arnawoodian is hardly a typical case history. Still, I hope it helped illustrate the elegance and clarity of my arguments. Do not allow yourself to be fooled by the seeming game-orientation of the hobby. The other writers in this publication are merely seeking what they consider cannon fodder (you!) for their own megaDip power structure. What a diabolical ploy—to parade themselves as altruistic advisors to novices! At least you know what *my* objectives are. You novices can trust that I will always tell you the straight scoop, so feel free to contact me anytime you need advice on whether you should support this or that person in this or that undertaking or controversy. Heck, you can just about figure that whatever side I'm on, that's where you novices should be too.

REPRISE

By John Caruso

For those who have read this far, welcome to the hobby. Below is a list of gamemasters who usually have openings and whom I can recommend as fair, honest, impartial and reliable. Drop them a line, find out their costs, and enjoy yourself.

Bob Acheson, P.O. Box 4622, Station SE, Edmonton, Alberta, Canada T6E 2A0.
John Boardman, 234 East 19th Street, Brooklyn, NY 11226.
Dave Carter, 118 Horsham Avenue, Willowdale, Ontario, Canada M2N 1Z9.
Cathy Cuning, 1526 North Lawler, Chicago, IL 60651.
Mike Ehli, Box 60505, Room 114 Caswell, University of Oregon, Eugene, OR 97403.
Greg Ellis, 700 Rio Grande, Austin, TX 78701.
Steve Heinowski, 12034 Pyle, Oberlin, OH 44074.
Lu Henry, 6056 Waverly, Dearborn Heights, MI 48127.
Melinda Holley, P.O. Box 2793, Huntington, WV 25727.
Steve Knight, 2732 Grand Avenue South #302, Minneapolis, MN 55408.
Andy Lischett, 2402 Ridgeland Avenue, Berwyn, IL 60402.
Mike Mazzer, 1900 Kelton Avenue, Los Angeles, CA 90025.
Jeff Richmond, 3313 Platt Road, Ann Arbor, MI 48104.
Russell Sipe, P.O. Box 4566, Anaheim, CA 92803. (Openings in electronic mail DIPLOMACY.)

For those who might like to read a bit about the hobby and the game, there are some fine 'zines. Below is a listing of the best you might look to first.

GRAUSTARK, by John Boardman (234 East 19th Street, Brooklyn, NY 11226). Send an SASE for sample. Lots of interesting reading material, and game always available.
SLEEPLESS KNIGHTS, by Dave Carter (118 Horsham Avenue, Willowdale, Ontario M2N 1Z9). Two stamps Canadian for a sample (or \$.50 US). One of the two top Canadian 'zines with much reading material as well as good games.
LIFE OF MONTY, by Don Del Grande (142 Eliseo Drive, Greenbrae, CA 28138). Two stamps for a sample. Probably the most underrated 'zine of its kind. Features an ongoing story, "Dip Warz", and lots of things of interest for Monty Python fans. Also frequently offers pbm openings for other multi-player boardgames—notably, *KINGMAKER*.
MAGUS, by Steve and Daf Langly (2296 Eden Roc Lane, #1, Sacramento, CA 95825).
Two stamps for a sample of this neat and fun-filled 'zine. Much press and other fascinating reading.
CATHY'S RAMBLINGS, by Cathy Ozog (1526 North Lawler, Chicago, IL 60651). Two stamps for a sample. Very interesting 'zine featuring regular and "Gunboat" [i.e., *anonymous*] DIPLOMACY. This is the only U.S. 'zine known that runs fantasy role-playing games by mail. The letter column contains ramblings from the States, Canada and Europe.
POLITESSE, by Ken Peel (8708 First Avenue, #T-2, Silver Spring, MD 20910). Two stamps for a sample. This is the "Warthog" (Washington Area Retinue of Tacitly Highly Organized Gamemasters) 'zine, specializing in face-to-face play in the DC area. Interesting reading from both Ken and Ed Wrobel, the former editor.
XENOCOGIC, by Larry Peery (P.O. Box 8416, San Diego, CA 92102).
Three stamps for a sample. This one concerns itself with the California hobby, with a bit of wider Dipdom sprinkled in. Interesting reading material in each issue.

The above are some of the many good publishers and their products. There are, of course, many others.

One last thing to speak of. As in real life, there are many different personalities and many different problems within Dipdom. You shouldn't be discouraged by what you see at first glance. Many of the hobbyists are real fine people, and always willing to help out. All have an active interest in promoting the game, and enjoyable play of it. Have fun, and may your visit to Dipdom be long and enjoyable. And, always keep in mind the words of a former great hobbyist, paraphrased, who once said (more or less)—"It's only a goddamned game." ☆

Midnight Gun . . . Cont'd from Page 19

SET UP: Everyone is alerted. No one has a two-handed weapon. Each character sets up anywhere on maps BB, FF and/or EE. The first character sets up first, then the second player, and so forth. Place a Horse in hexes C-E17/E18 with its head facing the wall.

SPECIAL RULES: It takes one "Load" to untie the horse, after which it will follow the character's movements so long as it's being held (requires the use of one hand). The character guiding the horse must state which side of the horse he is walking on (the horse protects him from head hits achieved by someone firing from the opposite side of the horse; instead the horse is hit). If someone aims at the horse, divide the range by two. If the horse is released (no one is consciously guiding it) it will move randomly as per the Stagger system twice per game turn (check at beginning and end of each turn) but will *not* drop. The scenario ends immediately upon the horse exiting the field of play.

GAME LENGTH: 30 turns

VICTORY POINTS: Points for the competition are awarded as follows—guiding the horse off the field, gains ten points; eliminating any enemy character, gains one point; being eliminated, loses two points.

SHOWDOWN MG5:

Description: Part of the Wild Bunch has taken up residence in a small town. What with the celebrating going on, it is not long before a fire is started. Worse, someone unlimbers his gun and soon everyone is shooting.

OPPOSING FORCES

For the "A" Final:

Side A: First character: US Scout
Side B: Second character: Ike
Side C: Third character: Border Rider
Side D: Fourth character: Texas
Side E: Fifth character: Guard
Side F: Sixth character: Gambler
Side G: Seventh character: Dude

MAP

		GG	HH
BB	DD		
FF	CC	EE	
			AA

For the "B" Final:

Side A: First character: Reb
Side B: Second character: Lucky
Side C: Third character: Happy
Side D: Fourth character: Cattle Baron
Side E: Fifth character: Prospector
Side F: Sixth character: Clerk
Side G: Seventh character: Owner

SET UP: Everyone is alerted. The first character sets up first, then the second player, and so forth. Each character must be placed on a mapboard on which no previous character has been placed. Place markers representing the flames along the southwest hexrow (E2, F2, G3, H3, I4 and J4) of the house on map FF.

SPECIAL RULES: Characters may not escape the field of play; to do so is to be considered eliminated.

The fire will spread within a building, without regard for walls, one hex per turn. Upper floors, porches and the roof burn at the same rate. Special rule 5.7 is in effect for burning hexes and hexes adjacent to burning walls. A wind is blowing to the northeast (i.e., from hex FF-E2 to FF-D2). Whenever the fire reaches an outerwall, it might spread to another building. Draw a card and check the wound number for each such hex; if the number of hexes to any building in a straight-line downwind is equal to or less than the drawn wound number, the fire has spread to that building (mark it with a fire counter) and will spread therein.

GAME LENGTH: 30 turns

VICTORY POINTS: An all-or-nothing scenario. The last survivor wins.



HOW TO CRACK A PLANETARY FORCE FIELD

Variants for STELLAR CONQUEST

By Winchell Chung

STELLAR CONQUEST is a time-tested classic of science fiction boardgames. But, like all science fiction games, it is almost irresistible to play around with the rules as published. I would like to present for your approval a few variants developed over many years of play. Twelve years to be exact; I purchased the original, manila-envelope version in 1973. All these variants add some complexity to the play, but make up for that by adding realism (if such a thing can be spoken of in terms of this game).

SYSTEM DEFENSE SHIPS

These are starships built with no stardrive (i.e., they cannot leave the star system at which they were built). Their main attraction is that, unlike starships, they can be built in a system under siege. This is because they are built on-planet and not in orbit like their star-faring cousins. [“On the besieged planet Bootis 2, frantic construction was underway in the camouflaged hangers to build a liberation fleet of patrol boats . . .”]. Now, besieged colonies have a chance to break the siege under their own power rather than waiting for the cavalry to come over the hill. Since they never leave their star of origin, they require no counters. They are recorded in a manner similar to missile bases. See Table 1.

Table 1: System Ships

Name of Ship	Combat Equivalent	I.P. Cost
Patrol Boat	Corvette	6
Crusier	Fighter	15
Monitor	Deathstar	30

MISSILE BASES

The cost of missile bases is decreased according to a new table of prices. See Table 5. Also, a new class of base (Mega-Missile Base) of combat ability equal to the Deathstar is added. Otherwise, they are unchanged. (I am at a loss for the absence of an equivalent of a “grounded” Deathstar in *STELLAR CONQUEST*.) Ground installations can always be built equal or larger than the shipboard equivalents. If anything, it is easier to build the ground version. For example, they will have unlimited ammunition. A Deathstar, light years from home base, cannot run down to the corner factory to place an order for ten thousand anti-matter warheads.

INCREASED DEFENSES

Improved Ship weapons is now balanced by increased defenses. Against a ship with ISW, it will allow only one barrage per combat turn instead of two. Against a ship without ISW it will have a 50% chance of preventing the barrage entirely. Roll a die, three or less and it prevents the attack. One can safely assume that a ship-sized force field would be developed before planetary-sized ones.

ADVANCED SHIP RANGE

Allow all ships to travel up to twelve hexes away from a combat post before they disappear. This is an intermediate step leading to Unlimited Ship Range. The original rule, with ships venturing more than one light year away from base plunging into the “Bermuda Triangle”, always struck me as mildly ridiculous. But the richness of strategy the rule adds to play more than

makes up for its ridiculous rationale. This optional rule ameliorates that silly aspect, but retains the necessity for careful planning and gradual expansion of the sphere of empire.

Table 2: Ship Movement Sequence

Level	Cost w/Pred.	Normal Cost
1 Scout +1	—	10
1 3 HS	—	20
1 4 HS	30 w/3HS	45
2 5 HS	40 w/4HS	55
2 6 HS	50 w/5HS	65
3 7 HS	60 w/6HS	75
3 8 HS	70 w/7HS	85

Speed of light reached, no further increase allowed.

SCOUT MOVEMENT INCREASE

Allows all scouts to move at a speed one better than the normal maximum speed. This benefit is retained even as the maximum speed increases.

EXTENDED BUILDING

It is possible to build an item which cost more than a colony’s production year budget. So what if Ceti 3 only produces 20 IPs? Now, it too can buy its very own Deathstar—in installments. Just allot the colony’s IPs to the item each production year until the cost is paid. It is *not* possible to save IPs. The IPs you spent on an item last production year cannot be re-assigned. In addition, since production is happening at that planet, all unfinished items (and the investment in them) will be lost if the planet is captured. Such projects may be voluntarily destroyed in the same manner as factories. (Though, of course, this will bring a slight mistiness to the eyes of the owning player).

Table 3: Technical Sequence

Level	Title	Cost with Pred.	Normal
1	Industrial Technology	—	20
1	Controlled Environment	—	30
2	Improved Industrial Tech	40 with Ind Tech	55
2	Advanced Ship Range	50 with 5-Hex Speed	65
2	Planet Climate Control	60 with Cont Environ	80
3	Unlimited Ship Communication	70 with 7-Hex Speed	90
3	Robotic Industry	80 with Imp Ind Tech	105
3	Unlimited Ship Range	90 with Adv Ship Range	125

Table 4: Weapon Sequence

Level	Title	Cost with Pred.	Normal
1	Missile Base	—	15
1	Patrol Boat	—	20
1	Corvette	—	25
2	Advanced Missile Base	30 with Missile Base	40
2	Cruiser	40 with Patrol Boat	50
2	Fighter Ship	50 with Corvette	60
3	Mega Missile Base	45 with Adv Missile	70
3	Monitor	60 with Cruiser	80
3	Deathstar	75 with Fighter	100
4	Improved Ship Weapons	—	100
4	Improved Defense	—	125
4	Planet Shield	—	150

PLANETARY CLIMATE CONTROL

This is also called terra-forming. By using vulcanism, the greenhouse effect, weather control, induced sunspots and other examples of macro-engineering, the planet is made more hospitable. [“Lob another nuke into Mount Burp; the air needs just a pinch more sulphur-dioxide”.] When the cost is paid for the planet, the planet becomes the next-better planetary class: Barren becomes Minimal Terran, Minimal Terran becomes Sub-Terran, Sub-Terran becomes Terran, and Terran remains unchanged. You may experiment with allowing PCC to be done more than once to a planet. PCC is an enhanced form of Controlled Environment Technology.

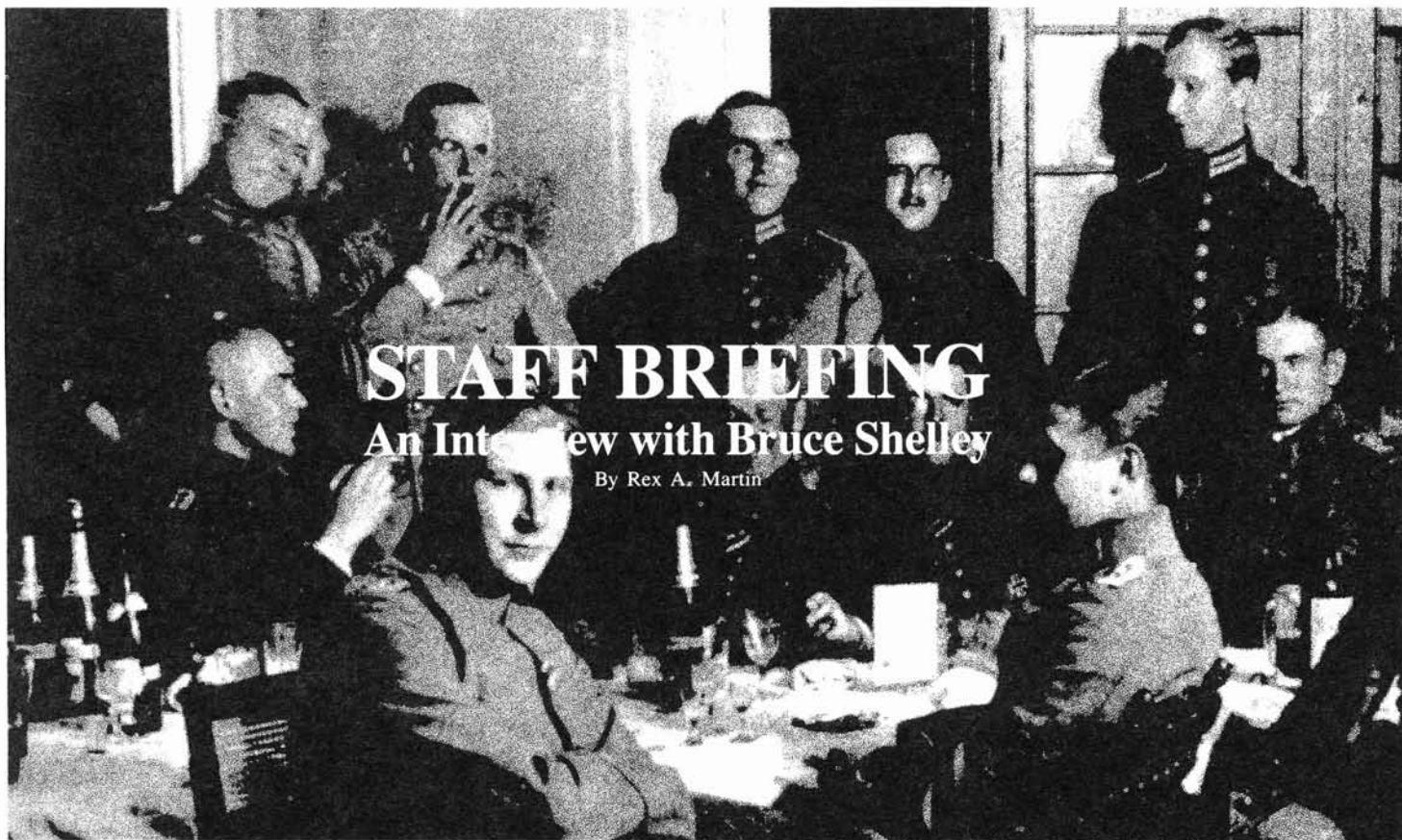
Table 5: IP Costs

Missile base	4
Advanced missile base	10
Mega Missile base	25
Patrol boat	6
Cruiser	15
Monitor	30
Scout	3
2 scouts	5
Colony Transport	1
Corvette	8
Fighter ship	20
Deathstar	40
Planet shield	30
Planet climate	25

CRACKING PLANET SHIELDS

This rule makes it possible to destroy a planetary shield, with some difficulty and risk attendant. Any warship may try to breach the shield. It makes a normal combat roll on the Combat Results Table, under the “Attacking a Deathstar” column. If it succeeds, the shield goes pop. If it fails, the ship goes pop *instead*. It is expensive in terms of ships, but it’s worth seeing the look on the faces of all those arrogant colonists who were thumbing their noses at you.





Q. Before coming to work for The Avalon Hill Game Company, you worked for a number of other companies in this industry. Which ones were they, and what games did you work on?

A. I was one of the original founders of Iron Crown Enterprises, though not one of the principals. This company was started by a group of friends from the University of Virginia with a mutual interest in a locally developed role-playing game that has since become the basis of the product line of this company. I remember playtesting the game system and campaigns extensively. My main contribution was in helping to write and edit rules, and representing the company at conventions. I also playtested their Civil War game.

From ICE I moved briefly to SPI, which was a fantastic experience. I remember thinking at the time that this was like being a baseball fan all your

life and getting a chance to play in the major leagues. While at SPI in 1981, I designed the remake of *American Civil War*, which appeared in S&T a couple of years later. I was hired by SPI mainly thanks to the recommendations of people I had blindtested for—Eric Smith for *Pea Ridge* and Bruce Maxwell for *Jackson at the Crossroads*. During my brief stay, I met most of the well-known people in SPI history, and learned a great deal about games.

Q. Do you feel that this previous experience prepared you well for your work here? How so?

A. Yes and no. I convinced myself that I had a basic ability to write concise and fairly clear rules, given a reasonable enough time and experience with the

game. I also learned a great deal about design theory, mainly at SPI. I met a tremendous number of experienced designers, all willing to discuss design problems. However, graphic design was the province of Redmond Simonsen at SPI. He made the decisions concerning how a game would look. At AH each staff member is responsible for every step of his projects from "soup to nuts". I feel the least confidence in my ability to give a game the graphic look that makes you want to play it. I can recognize good work when I see it, but I'm not good enough at picturing it beforehand. I didn't get much experience in this area before joining The Avalon Hill Game Company, as this was generally the job of someone else with more ability.

Full Name: Bruce Campbell Shelley
Birth: July 1948 in Fremont, Michigan
Started Wargaming: July 1967
First Wargame: 1914
Favorite Wargame: No clear favorite—*SQUAD LEADER*, 1776, *DNO*, *Ney vs. Wellington*, *Ambush* and *A House Divided*
Favorite Non-Wargame: 1829
Outside Interests: Collect games, books, coins, and Boy scout patches; reading, esp. history, historical fiction, and detective thrillers; sandlot basketball; rotisserie baseball; stock market
Employed by AH: January 1982
Designs: *TRIVIA* and *American Civil War*
Developments: *LITTLE ROUND TOP*, *LEGEND OF ROBIN HOOD*, *HUNDRED DAYS BATTLES*, *BATTLE FOR ITALY*, *PANZERKRIEG*, *TITAN*, *B-17*, *DEVIL'S DEN*, 1830



I think the most valuable experience I brought to Avalon Hill was my 15 years of being a game player and tinkerer. I enjoy playing games solitaire and analyzing them (something that amuses my colleagues—I simply tell them its the only way I can get the best players in the world in the same game). I know a number of designers who don't play games anymore, and I think it shows in their work.

Q. And what role did your formal education play in your choice of vocation?

A. I studied environmental science at the SUNY College of Forestry at Syracuse University and economics in grad school at UVA. Neither study led to Avalon Hill or was planned to, but the skills that I developed studying economics are very valuable to a game designer. Economics teaches you how to research and collect data, analyze it, derive a theory to explain the phenomena you're examining, and build a model to test your theory. This is precisely what designers of our complex games must do, except that economists are primarily interested in the theory and its practical application, while the game company wants to sell board game versions of the theoretical model. Economics teaches logical problem solving, something game designers and players must master.

Q. I know that, like many here at the offices, you are an avid and eclectic gamer. What type of games do you favor?

A. For the past several years most of my recreational gaming has been with multi-player, simple mechanics games. I especially enjoy the social aspect of getting together with several friends for games. This comes partly from spending 40 to 50 hours a week working basically alone with my current game projects. I have gradually come to reserve the more complicated two-player games for solitaire play, mostly to study the history illustrated or to examine the design elements in detail.

I personally favor games that: a) are mechanically simple but offer many potential strategies for play; b) minimize luck and maximize the reward for skill; c) offer many decision points and give victory most often to the best decision maker; and d) are graphically appealing, especially those with attractive maps. I want to spend my time playing, not thumbing the rules. I am especially interested in economic games or games with economic overtones. My favorite historical period is probably the 19th Century, from Napoleon through the Colonial Wars. However, I am interested in good games first, and historic periods or topics later. If I was forced to name my favorite ten games of all time, they would come from a wide range of topics and periods, but they would all exhibit three or more of the factors I mention before as being important.

Q. You, as all of us are, are involved in evaluating game submissions. What do you look for in the initial design of a game? Is there anything you consider to be the "kiss of death" when you are handed a prototype to pass judgement on?

A. I look for a game that is: a) easy to get started and proves fun to play; b) based on a topic with enough appeal to warrant our interest; c) graphically appealing to play (or has the potential to be so); d) well presented; and e) essentially complete. If a submission fails on more than one of these criteria, it is probably doomed. In order to sell a game to Avalon Hill you must convince a staff member that he would rather work on your submission than a game of his own creation. This is tough to do, but it happens once or twice a year, mainly because the guy at home often has spent much more time on his design than a company can afford.

Games that are not completely finished and playable as submitted get "kissed". You shouldn't consider submitting a game design to any publisher until you believe it's only a professional artist away from being put into print.

Q. To date, *B-17, QUEEN OF THE SKIES* is the most successful—sales-wise—development for which you have been responsible. What's the story behind how it came into your hands?

A. *B-17* was introduced to Avalon Hill by Dr. Vincent ("Vinny the Ninny") Frattali, a local game player/collector and sometime dentist. Our first impression was just more confirmation of Vince's nickname. With due respect to designer Glen Frank, we thought most of the original artwork was so amateurish we had to be almost forced to try the game. After Vince got us to try it, however, we recognized its potential and were soon negotiating with Glen. I'm not exactly certain how the project fell to me, although I believe my other projects at the time were not the most pressing. I remember Don Greenwood asking me if I wanted the job. I said yes and went on from there. Incidentally, Vince kept closely involved in *B-17*, and was a tremendous help to me.

Q. Did you do a lot of research for the game *B-17*?

A. Yes. My knowledge of WWII in the air generally and *B-17*s specifically was quite basic. I read or skimmed everything locally available about these bombers and how they operated. This is an enjoyable aspect of our work, and I feel I learned a great deal. I believe the research and reading helped make *B-17* a better game. For instance, I was able to list the exact targets bombed by the 8th Air Force during the time period of the game, something Glen wasn't able to find. I also changed some of the charts and tables to reflect a more realistic situation. For instance, a combination of the original landing and wounds table would give the following expected result from a 1000 plane (10000 men) raid that suffered no casualties until it returned home and tried to land in poor weather: 333 planes destroyed, 1110 men killed, 1110 men seriously wounded, and 1110 men lightly wounded. Research showed this to be historically absurd and I made several changes to tone this down.

Q. Are you interested in history? Any particular period of strong attraction to you?

A. I have been interested in history for as long as I can remember. Military history has always been fascinating, and over the last 10 years I have become increasingly interested in economic history, especially the origins of money and banking, the industrial revolution, and the development and impact of railroads. In terms of military history I'm most interested in the events taking place from Napoleon's time to WWII, inclusive. I'm probably more familiar with the American Civil War than any other period. A good book or game on any time period, however, can awaken a new interest and send me off to the library for more information.

Q. What is the most difficult task you've been faced with since coming to Avalon Hill? Any details?

A. Being nice to Alan Moon; ha, ha, just kidding, Alan. Actually my toughest task so far is a design I've been working on for a few months now. It is intended to be a *B-17*-type game about tanks. I felt it shouldn't be too tough to do so and could sell well. Unfortunately, commanding a tank in a fluid combat situation in World War 2 is something quite different from flying a bomber in a straight line across Europe. There are several layers of complication not present in *B-17* that are giving me trouble.

Q. And, among your many projects here, which was your favorite?

A. I'm not sure I have a favorite, but the one I'm most proud of is getting AH to publish *TITAN*. This is a multi-player fantasy game which I think has been ignored by a majority of the WWII aficionados. It was developed over many years by two real craftsmen (David Trampier and Jason McCallister) and published by them originally (I believe) in 1980. When I joined Avalon Hill in 1982 I brought my copy and introduced the game to the staff. They

quickly recognized this game's excellence, and we were able to purchase the rights from the designers. I believe David and Jason were not going to reprint when the original 1000 copies or so were sold. So I am happy to believe that I helped keep this game going and spread it to many more people. I think *TITAN* is one of the ten best games of all time. If you have a group of gaming friends who like relatively simple games with tremendous opportunities for strategy and tactics, give it a try.

Q. You've a number of other interests beyond wargaming? Care to enumerate them?

A. In college I rowed and played lacrosse, and joined the Phi Delta Theta fraternity. I rarely let my schooling interfere with my education. I am now a member of a local athletic club and try to play basketball three or four days a week. Like most AH people, I read quite a bit, mostly history, thrillers and detective mysteries. Most of my family collects one thing or another, and I'm no exception. I collect games, books (military, economic, and railroad history), US coins and British merchant tokens (18th and 19th centuries), and Boy Scout patches. I've been a fan of the Baltimore Orioles since childhood, and go to 20-to-40 games a year. I like traditional jazz, 60's rock 'n roll, and some classical music. I rarely watch TV, and when I do it is usually PBS. The only magazine I subscribe to other than wargame mags is *Forbes*, which I use to help me with my stock market investments. I'm single and have never been married, although I've had some close calls. My explanation is that a woman would have to be a fool to marry me, and I'm not marrying a fool.

Q. You're also a . . . I hesitate to say it . . . rabid sports fan. And, you of course play a number of our sports games. Which do you prefer?

A. The only Avalon Hill sports game I play regularly is *FOOTBALL STRATEGY*, which I think is excellent. I am the New Orleans Saints in the AH Football Strategy League, and probably play 20+ games each fall. In a league format the pressure and intensity of each game is tremendous. I remember Alan Moon wanted to practice one year and the only way he could recreate that intensity was to bet \$10 on the game. The mechanics of this game are quite simple but the strategy and second-guessing capture beautifully the feel of real football. It's not too hot solitaire. The matrix format was tried several more times, but never so successfully in my opinion. I also enjoy *WIN, PLACE AND SHOW* for group fun.

Incidentally, just because I prefer baseball to football and your tastes are the opposite is no reason to call me a "rabid" fan.

Q. Getting back to the hobby/industry, what trends do you see developing in the design of wargames? How will this go over in the marketplace?

A. The trend I read the most about is the "Double Blind" system. I've tried two of these games—one was great and one wasn't. I applaud the innovation and recognize it offers exciting face-to-face play. However, I don't think you'll see Avalon Hill do this type of game, mainly because it is difficult to play solitaire. As you know, *B-17* and *AMBUSH*, both solitaire games, have been AH and Victory Games' best selling wargame titles recently. I think you'll see more of these types of games from us, especially I hear from Victory. At Origins this summer, Vince Frattali and I continually cruised the flea market and auction looking for a copy of *Iwo Jima*, the recent S&T solitaire game. Every other magazine game was available in quantity (I bought six from one guy for a dollar each), except *Iwo Jima*. Now this could just be bad luck on our part, being in the wrong place at the wrong time, but I believe that people are holding on to that game because they could play it solitaire. I never did see one *Iwo Jima* game for sale at the convention.

I think solitaire games can be sold to the people playing computer games, as well as to our normal market. The computer players are leaving board gaming because they have found a relatively competent opponent who is always there. When you lose to a computer, there are no witnesses and no twinge of humiliation. Computer games can be conveniently saved to be continued later, and are often available as pirated copies for a fraction of the cost of a board-game. We all know people who have thousands of dollars of software they have obtained for the price of a disk.

Q. I note that the fervor in computer gaming seems to have peaked; good or bad from your viewpoint?
A. I don't think the fervor in computer gaming has peaked; the fervor in making computer games may have peaked. The market is now sifting out the companies making mediocre games. It doesn't take a genius to realize that home computers and computer gaming are here to stay. The recent bubble of activity may have burst, but the surviving machines and computer game companies are the best, and they will be improving. To me, however, computer games are nowhere near as visually appealing as a good wargame map, and are often too cumbersome for multi-player games. Computer games still don't take the place of the social gathering of several friends for a game, and only one player can be at the keyboard at a time.

Richard Hamblen told me he expects to see more computer/board game hybrids that can take advantage of the strengths of both systems. This would also reduce the incentive to obtain copied disks. This requires either an individual or a company with the ability to do both types of games. Avalon Hill has tried this, but I don't believe there are any similar projects under way now.

The damage to the traditional boardgame market is permanent in my opinion. Everyone I know who owns a computer and plays computer games was once a board gamer. Now most of the money they spend on gaming goes into software, legal or illegal. I think the only boardgames these people will be buying will be excellent two-player games that are good for solitaire play, good and fun multi-player games, and challenging solitaire games.

I think the future emphasis must be on the excellence of the individual game, rather than on the large numbers of titles available. This is something Don Greenwood has been saying for years. At first I disagreed with him, assuming from my economics training that more was better. More titles meant more choice and a greater number of games appealing to me. Maybe it's just that I'm buying and playing fewer games these days.

Q. What comes next in your line-up? What game(s) are you working on now, and how is your design for the solitaire armor game going?

A. At this moment, I am working on a multi-player railroad game by Francis Tresham, designer of *CIVILIZATION*. It touches on several of my interests and rewards skillful play. There is almost no luck involved, and each player has many decisions to make. The best decision maker usually wins. I am beginning to look upon it as my favorite game of all time. It will be about as complex as *CIVILIZATION*, but takes half as long to play. This game, *1830*, should be in print by the time you print this.

1830 is played on a map of the northeastern United States and southeastern Canada, and begins with no railroads yet in existence. Each player has a limited amount of cash to invest in railroad properties and stock of the eight major railroad corporations included. The Majority Stockholder of each corporation is its President and makes all operating and financial decisions for it. Tracks must be laid, stations built, and rolling stock purchased. Profits are paid out as dividends to stockholders (increasing share values) or paid to the company

treasury to finance further development. Along the way there are opportunities for clever plays and sharp practices—all in the spirit of the "Robber Barons".

As I mentioned above, the solitaire armor game is stalled. I've hit a couple of bottlenecks, and while I concentrate on other projects I'm still tinkering and waiting for the light bulbs to turn on. As it stands now, the game poses the player as the commander of a Sherman tank in Europe 1944-45. You and the rest of your tank platoon are part of a combat team assigned to capture (occupy) certain geographic objectives on a *SQUAD LEADER* style mapboard. You will be required to keep track of your ammunition and fuel expenditure. To some extent, you must obey orders in your movements and fire direction, but independent action will also be possible. The actions of friendly forces and the enemy are handled by the game. The enemy force is generated somewhat randomly, but you will have some idea of what to expect. I hope to add promotions, skill improvements, Sherman tank variations, and a campaign game.

Q. To wrap up this most revealing interview, do you have any last thoughts you'd care to share with our readership on the state of the hobby of wargaming?

A. I was recently killing some time in a toy and game store in a Baltimore mall. I couldn't help eavesdropping on three teenagers in the wargaming section. They looked and sounded like normal kids to me, and they were having a great time choosing the next game one boy was to buy. They discussed their experience with one game or another, this company's games or another, this period or another, etc. As it looked like they might be all day I didn't hang around; but I left somewhat reassured. Here were bright, modern kids bubbling over with enthusiasm for history and wargames.

So far in the 1980's there has been a sizable shrinking in the market for wargames. I believe this has stabilized and the industry as it now exists will survive, if not flourish. However, the next year or two may be very important for the hobby's future. I know of at least two companies that have been told or have decided that they must be solidly profitable in two years or the financial backing will be withdrawn. Also there has been a degree of specialization in the hobby, each company occupying a separate niche of product types. Any company whose specialty loses support among consumers may fail if they cannot quickly reorient themselves. Anyone with a good idea and a few thousand dollars can still get started in this business, though, and every game company around today was started by such entrepreneurial spirit.



ELITE CLUB

Members of the club earn a 10% discount for LIFE on mail order purchases of any product from The Avalon Hill Game Company, Micro-computer Games, or Victory Games. This includes games, play-by-mail kits, parts, magazines . . . everything. This 10% discount will apply to any single order each year—a true savings for the buyer in these days when every penny is important. The best just got more affordable than ever.

You become a member by making a one-time initial order amounting to \$90.00 minimum. This order must be made direct from The Avalon Hill Game Company (purchases from retail stores do not qualify one for the ELITE CLUB). Be sure to enclose a check or money-order for the full order, plus 10% to cover shipping and handling (or the postage coupons you get as a subscriber to *The GENERAL*).

they are offering for sale. Obviously, it is impossible to structure the restrictions on submitting such adverts without demanding an unconscionable increase in our time spent reviewing such (and could well prove to be equally unenforceable), the decision to end the practice of printing "For Sale" ads was inevitable.

The "Collector's Corner" listings will appear for the last time in the upcoming issue (Vol. 22, No. 6). Commencing immediately thereafter, all such "For Sale" ads will be returned to sender. It is sad that the actions of an irresponsible few have led us to this decision, but perhaps inevitable. I would like to point out that clubs which wish to advertise their meetings, and adverts for amateur magazines devoted to the play of our games, are still welcome. These will, as always, appear in the "Opponent's Wanted" section.

I would also like to point out that there remain outlets for those readers wishing to sell, trade or buy out-of-print or used games. Virtually every gaming convention now has sanctioned flea markets and/or auctions. This is an excellent way to pick up those missing items you desire, especially since you can see what you are paying for. The largest of these, held at ORIGINS each year, regularly sees hundreds of items—both rare and common—go on the auction block. The sale organized by George Petronis at last year's ORIGINS in Baltimore spanned three days. The fee to attend a large local convention, such as the upcoming ATLANTICON in New Jersey, is well worth it if able to sell those games you may no longer happen to want to those who *are* seeking them—or to pick up that missing gem for your collection. There is no replacement for seeing what you are buying before you buy it.

For those unable to attend a large convention or wishing to engage in the trade year 'round, a number of organizations and publications exist to foster their habit. One of the better is the *International Game Trader*, an irregular periodical devoted to collecting and owning games. Subscriptions are \$1.00 per issue or \$5.00 per six-issue run. Each subscriber is allowed up to three lines for adverts each year (no information is available for rates for non-subscribers). More information may be obtained from the editor, John Farewell (61 Midland Avenue, Stamford, CT 06906). As to formal organizations (as opposed to those loose collections of collectors that seem to be forming among the members of some larger wargame clubs), certainly among the stables is *The American Game Collectors Association*. It should be noted, however, that the field of wargaming occupies only a specialized slot in this organization, which is devoted to all sorts of games. For more information on the AGCA, which recently held its first convention, write Marty Krim (34 Millard Avenue, Lynn, MA 01904). In these, and other organizations devoted to the collecting and trading of games, systems have been established to control and police the actions of their membership.

So outlets remain for those serious readers looking to sell, trade, or buy the out-of-print games of The Avalon Hill Game Company. We wish them the best of luck and must apologize that the actions of an irresponsible few have made their task more difficult. The editors would welcome hearing of their efforts in pursuit of our retired games, and of any outlets for that pursuit that could be publicized in these pages for other collectors.



FOR WANT OF A GENERAL . . .

Taking the (Negative) Measure of Your Opponent

By Jon Southard

It has been written that many more wars have been lost through great blunders than have been won through great generalship. Napoleon himself said that in war the winner is usually the side which makes the fewest errors. And his own downfall from 1812 to 1815, which began with the impossible and ultimately disastrous attempt to conquer Russia and culminated in the miserably botched-up battle of Waterloo, gives much evidence to support that view.

This principle of war also holds true in wargames. It is possible to identify and characterize many kinds of mistakes that players may make, be they commanding La Grande Armee, a panzergrenadier company, or the *Bismarck*. We can even predict that a player who makes certain kinds of errors is likely to make certain other kinds. We can encourage him to do so and prepare to gain an advantage. And while we're at it, why not search our own play for common faults?

BAD GENERALSHIP

One broad class of errors can be called "bad generalship". This comprises all the kinds of mistakes which can be made in the same way on real battlefields as on paper ones. In other words, these are the mistakes one reads about in the history books (quite distinct from those special to wargames).

Lack of Direction. An attack ought to have an objective and a plan. The plan ought to include a main blow, with a force strong enough to take the objective. But often it becomes evident that the other fellow has neither a plan nor an objective; he's just making an attack here, an attack there, without force or depth along any particular axis. The early turns of *RUSSIAN CAMPAIGN*, for instance, provide many temptations for the German player to race his forces all over the map killing Soviet units. Unfortunately for him, there are a lot more Soviets where those came from. To win the game he needs to select geographical objectives and drive on them in strength.

Keeping No Reserves. How tempting it is to use every unit you have right away. And what disaster will ensue if you succumb to that temptation. A tyro at *VICTORY IN THE PACIFIC*, for instance, might send most of his ships out as "patrollers" hoping to gain lots of victory points. He'll be upset when your "raiders" sweep the seas in one or two well-chosen areas. Some players of *Civil War* (Victory Games) tend to spend all their CPs at the start of the turn—and then are helpless against an opponent who has saved his. In general, anyone who doesn't keep reserves is vulnerable to surprise and to counterattacks.

The Direct Approach. For some people war means to go out and hit the nearest enemy stack, nothing more. A common beginner's mistake, for instance, is to fail to take advantage of zone-of-control rules. They look for the obvious DE instead of for the "retreat, surrounded, dead". Someone like that is also unlikely to take advantage of subtle strategic approaches in say *THIRD REICH* or *BLITZKRIEG*; he won't think of a parachute or amphibious operation in your rear, say. That means you don't need to guard against such threats as closely as you normally would. It also means he may forget to guard against them himself.

Excessive Caution. Most games give the player an objective and a time limit within which to accomplish it. And in most situations, you will suffer more casualties the faster you move. Some players fear casualties so much that they move very

conservatively—and forget that the clock is ticking. (*Ambush* is a marvellous game for testing a player's psychology in this respect—does he beat every bush before moving his men forward?) A player like this should be encouraged in his tendency to delay. Give him a good bloody nose at the earliest opportunity, even if it costs you some units too.

But keep a reserve, even if a weak one, to give him something to worry about. His whole problem is that he takes counsel of his fears—make sure he has some fears to take counsel of. In a *SQUAD LEADER* scenario, for instance, you would want some visible unit, however weak, covering every approach. He'll be likely to think, "Goodness, I can't move through those woods within range of that light machinegun!" (Never mind that it's only two factors of FP.) Note that this is the opposite of how you'd play against a rash opponent. Against the latter type of player, you want strong stacks in hidden positions to open up when he races in without reconnoitering.

Lack of Creativity. Some people get into habits of using a particular piece for only one purpose or approaching a particular operation in only one way. In *THIRD REICH* they always attack Russia after France. In *SQUAD LEADER* they always shoot HE instead of smoke, and they always use parachutists to secure a bridge. In *D-DAY* they always land on the same beaches. A player like this would be terribly surprised if you marched through France into Spain instead of turning on Russia, or if you used boats or gliders instead of paratroopers. It can pay to know the "standard approach" for a particular situation and then consciously do something different just to upset an opponent who's never thought of doing anything else.

The five general mistakes mentioned above all betray an ignorance of the principles of war. It's worth remembering, therefore, that an opponent who makes any one of them has shown himself ignorant of generalship, and may make some of the other mistakes too. Look for them.

POOR USE OF RULES

A second class of mistakes has more to do with weak game-playing skills than with generalship. Many players tend not to understand or apply the mechanics of the particular game they're involved in. These are the guys who mouth off about how tough their "hordes" are even as their situation goes all to pieces. They are the guys who rely on a die-roll and give earnest encouragement to the dice before throwing. They're the guys who don't have a "3" strength unit, and thus have to lose a "5" instead. (But would they willingly pay five dollars for a three-dollar meal?) In general, they haven't analyzed the rules; in fact, they haven't really paid much attention to the rules at all. Here are some specific varieties which can be exploited.

Not Paying Attention to the Functions of Units. As an extreme example, imagine playing *WAR AT SEA* or *VICTORY IN THE PACIFIC* against someone who thought that having ships in an area would block enemy movement through that area. People very often have a kind of fixed intuitive idea about how units ought to function. Unconsciously, they don't play by the rules; they play by what they think should be there. Watch for your *SQUAD LEADER* opponent who puts his 8-0 leaders on top of stacks in the line of fire. Once you've recognized that your opponent has this tendency, you should be able to anticipate what pieces he may misuse. He will be

leaving you openings which you should be ready to take advantage of.

Forgetting Important Possibilities. Someone who hasn't studied the rulebook carefully won't be aware of all the options it offers him—or you. Imagine playing *PANZERGRUPPE GUDERIAN* against a German who'd never heard of the overrun, or playing *SQUAD LEADER* against someone who'd forgotten about double-time movement. That would change your own setup and play, wouldn't it? Normally one guards against the full range of options open to the enemy. But an opponent who doesn't take advantage of all his weapons lets you simplify your play. In planning the defense of a building in *SL*, for instance, you normally would be careful that no single smoke round would block all your defensive fire. But if you're halfway through the game and your opponent hasn't yet used smoke, maybe you could take the chance.

Forgetting to Shoot (or in general to do things beneficial to himself). In *SQUAD LEADER* he's the one who forgets to fire his multiple shot weapon twice per turn. In *VICTORY IN THE PACIFIC*, he fails to send out ships to take control of areas you can't, or obviously won't, contest. In *PANZERGRUPPE GUDERIAN*, he fails to move the maximum number of units by rail each turn. Against this kind of person the accomplished player can take risks he normally wouldn't. Maybe you can afford to risk walking Sgt. Kelso across that open ground—your opponent's track record suggests he may not even make all the defensive fires he possibly could. Maybe you can afford, in *Civil War*, to go after that city; even though your opponent could shift troops by sea and river to counter you, he probably won't even think of it. Study your opponent's moves for these sorts of oversights.

NON-CALCULATION

A third class of mistakes again relates to poor use of game mechanics. All wargames involve calculation of risk versus gain, calculation of the chances that a particular move will succeed. And sometimes it becomes clear that your opponent hasn't looked ahead to see what this move might gain him, compared to what it might lose him.

Wasting Force. A gamer should not expose a strong piece to damage unless it will gain him some commensurate reward. He shouldn't use the *Bismarck* to chase after a cruiser; sinking that cruiser isn't worth the chance of damage to the battleship. A gamer should have a "3" strength unit ready to exchange for the enemy's "3". If he doesn't, you've gained that little bit of an edge.

Pyramiding. "If A and B work, then I can do C, and then if that works I'll do D, and wow!" Yes, but fat chance that all those maneuvers will work. Players like this think more of the desirable possibilities than of what's practical—like the hungry man who mused that if he had some ham, he could have ham and eggs, if he had some eggs. In trying to anticipate the moves of such a player, remember that he's likely to choose whatever course promises the most spectacular result even if the chances of actually achieving that result are very small.

Opportunism. Everyone wants to be on the lookout for good opportunities. But not everyone asks what a particular attractive-looking move really will gain him. He just hits whatever presents itself. These are the players, again, who wander across the *RUSSIAN CAMPAIGN* board killing units instead

of driving on specific objectives. They can be so easily baited or diverted. In *SQUAD LEADER*, for instance, such a player may well waste his fire on the first possible target, instead of saving it for some other piece whose move actually will prove more dangerous.

Playing for the Wrong Objectives. The most common form of this mistake is to concentrate on killing units instead of taking territory. *FREDERICK THE GREAT* is a famous example of a game which forces players to think in terms of taking one or two cities, not of annihilating the enemy army. Against a player who doesn't realize that, it's possible to lose one's army without giving up territory—because he's not thinking in terms of taking the territory. *Civil War* works the same way. The Union cannot annihilate the Southern army in battle. Instead he should be "hitting 'em where they ain't", using his mobility to attack places the South can't defend and thereby reconquering states. If he tries to chase after Confederate armies instead, the Southern problem becomes a lot simpler.

CONCLUSION

These, then, are some of the flaws to look for, and exploit, in your opponents. They become most noticeable when playing against the same players often, or over the course of a long game (say, played by mail). And, of course, they occasionally crop up in even perfect players; now that we recognize them, we can look at ways to overcome them.



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 our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

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

MAY 24-25

DUPAGE MEMORIAL DAY GAME CON,
Glen Ellyn, Illinois

Contact: Eric Ortega, 7321 Northgate Way, Apt. #3, Downer's Grove, IL 60516. (312) 964-4024.

MAY 30-31, JUNE 1

DIPCON '86, Fredericksburg, Virginia
Contact: Pete Gaugan, 3121 East Park Row,
#171A, Arlington, TX 67010.

Note: An exclusively *DIPLOMACY* event featuring the national championship.

JUNE 19-22

ATLANTICON '86, Trenton, New Jersey
Contact: Atlanticon '86, P.O. Box 15405,
Baltimore, MD 21220. (301) 298-3135.

Note: The largest of the East Coast gaming conventions, with events for all tastes.

JULY 3-4-5-6

ORIGINS '86, Los Angeles, California
Contact: Strategicon, P.O. Box 8399, Long
Beach, CA 90808. (213) 420-3675.

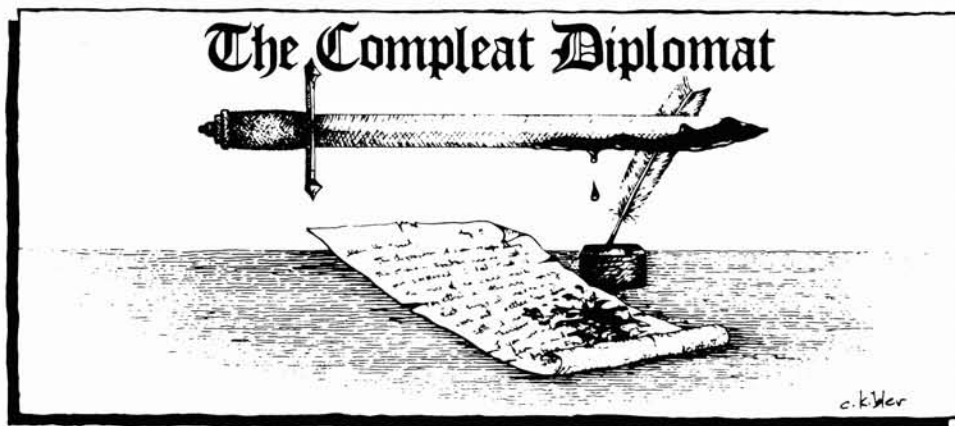
Note: The National Adventure Gaming Convention, featuring the latest game releases and hundreds of events. Tournaments, seminars, demonstrations, and more for all aspects of the hobby.

AUGUST 16-17

5th ANNUAL SQUAD LEADER OPEN,
Charlotte, North Carolina

Contact: D.R. Munsell, 6101 McBride Street,
Charlotte, NC 28215. (704) 535-7401.

Note: Five rounds of *SL* and its gamettes, and a free buffet lunch for competitors!



Twenty-five Years of Grabbing Dots

By Rod Walker

This year (1986) marks my 25th anniversary as a *DIPLOMACY* player. That's a long time to be so involved in the play of one game, and a lot has happened in that period. At the risk of projecting total egomania, I thought I'd spend this column talking about those 25 years and, in the process, about the development of *DIPLOMACY* fandom.

In its earliest days, *DIPLOMACY* was not generally available in stores. It was privately produced and marketed by its inventor, Allan B. Calhamer. (I still own a "copyright Allan B. Calhamer" board from the period.) A few large stores in Eastern cities stocked the game, whenever Allan could convince them to do so; but generally he sold the game out of his home. I bought it through an ad in the *Atlantic* which a friend, Conrad von Metzke, now himself a long-time fan, called to my attention. That was 1961, and about that time *DIPLOMACY* became the property of an obscure game firm, Games Research Inc., which owned the game until Avalon Hill bought it in 1976. Very few wargames can boast of being continuously on the market for a quarter-century (and *DIPLOMACY* has been since 1959), but this game is not only classic but very classy and is a good bet to be around for quite a while.

In the year or so after I got the game, Conrad and I inveigled several of our friends into learning it and playing it. We had a lot of wild and wooly *DIPLOMACY* parties. I'm not sure how well we played, but we certainly had a lot of fun [which is the whole point of gaming, isn't it?]. When our group was broken up by graduations and other rites of passage, Conrad made an abortive attempt to start a game by mail . . . and then we all lost touch with one another.

Less than a year later, the postal *DIPLOMACY* was in fact founded by John Boardman (whose "Graustark" is still a major pillar of modern *DIPLOMACY* fandom); this led to a rash of Dipzines named after fictional places ("Ruritania", "Brobdingnag", "Wild 'n Woolly", "Trantor", "Barad-dur", "Orthanc", "Norstrillia", Conrad's "Costaguana", my own "Erewhon", etc., etc.). I finally discovered postal *DIPLOMACY* in 1966 and founded my 'zine the same year. At that time there were fewer than two dozen 'zines active in the States, one in Canada, and none elsewhere. The hobby spread to England in 1970, and today well over 100 *DIPLOMACY* 'zines are published throughout the world (including three in Australia). The sheer paper bulk of it all is staggering.

DIPLOMACY fandom is an anarchic affair in which one can play many roles—and I've played most of them. One can, for instance, play *DIPLOMACY* games. I did that for a while, with moderate success. In those days most *DIPLOMACY* players were science fiction fans, and they viewed games as excuses to have fun and write extravagant

news releases ("press"). Considering that men like Jerry Pournelle and Jack Chalker, now professionals, plus some very talented amateurs, were doing the writing, it was something to read! Nothing like that goes on in postal *DIPLOMACY* these days; the gamers are considerably less literate and considerably more lazy. But you can still play in some pretty good games if you know where to look for them.

Another thing you can do is game-master *DIPLOMACY*. I did a lot of that, both regular and variant games, and of course published my own 'zine. 'Zines, actually . . . all sorts of them covering different sorts of games or content or whatever. Many people find publishing, as I do, addictive. It is also expensive and very time-consuming, but it can be extremely rewarding if you have any literary pretensions. Generally, a dozen or more new 'zines appear in North America every year . . . and just about as many vanish. Fan publishing is not a stable field.

My first postal game was "1966AA". Every postal game is given a standard alpha-numeric designation called a "Boardman Number"—so that game was the 27th game begun in 1966. There is a person who assigns these things, and also prints the complete game report (players and annual supply center holdings) for each game after it ends. I've done that too; I was Boardman Number Custodian for a few years (1969-1972). By the way, those of you who have bought the *Gamer's Guide* may wish to note that the "sample game" in that publication is in fact the same first game I was in, 1966AA. Which country was I? Austria. Nobody else in that game is still active in fandom except for the GM, John Boardman. This game was also a classic for its press, probably the best and most extensive ever written for a game of *DIPLOMACY*. I am adapting some of that material for a fantasy novel, *In the Service of Her Holiness the Pope*, I am working on.

As I mentioned above, *DIPLOMACY* fandom is basically an anarchy. Not everybody is happy with that, and there have been many attempts to "organize" the hobby—beginning with the abortive "International Diplomacy Federation" of 1966. Several groups have put in appearances since. Most were attempts to impose this or that philosophy on the hobby, or to create a power base for some individual or clique. This whole process is called "Mega-Diplomacy". The only group which was to any degree democratic and effective was the "International Diplomacy Association" (1972-1981), but eventually it collapsed due to membership apathy and internal squabbles and power struggles. Even the smallest pond will attract self-serving and power-hungry frogs. As an officer of the IDA, I helped engineer its self-destruction as the only viable alternative to continued private plotting. It was a

very sad time, but many of us learned then that *DIPLOMACY* fandom is better off as an anarchy.

Even so, there are many small, task-specific organizations which *do* work. There are privately organized committees to sponsor hobby awards, for instance. The "Don Miller Memorial Award for Hobby Service" is one such. There is a periodic fun-auction to raise funds for hobby projects and services. These services, in turn, are independently run and privately transferred from one "Custodian" to the next. This system sounds almost autocratic, but continued good judgement of choice of successors in nearly all cases has resulted in a responsible, responsive hobby leadership. I've held a few of these posts and found the work rewarding; but you just can't keep it up for more than two or three years, and then you have to give it up.

Probably the most interesting and rewarding job I undertook was as editor/publisher of the hobby's "flagship" 'zine, *DIPLOMACY WORLD*. This was designed by its founder, Walt Buchanan, to be a central source for good writing about the game, and also for hobby statistical information: game winners, poll results, rating systems, and the like. The hobby's first 'zine, "Graustark", used to perform that function; but as the hobby got larger, there simply wasn't enough room in a 'zine which was trying to run games and press and letters and book reviews and whatnot to cover all of postal *DIPLOMACY* as well. The function of *DIPLOMACY WORLD* was (and is) thus not to "control" the hobby, but to report it, and to provide insightful literature about the game. There have been four editors of DW to date, counting myself. But the time came when the 'zine needed fresh thinking and reorganizing. Besides, after more than three years (and the magazine is virtually a full-time job if you try to run it yourself) I was absolutely burned out by the work. So the burden was shifted onto several pairs of shoulders. Kathy Byrne, one of postal *DIPLOMACY*'s most enthusiastic and talented players, is now General Editor. Larry Peery, another old-time fan and a wild character, is now Publisher. I kept a fancy title and write the occasional article. Many other hard-working souls will contribute to a completely new (but still dedicated to the same virtues) *DIPLOMACY WORLD*.

It's been a quarter-century since I first played this silly game. A lot has happened; *DIPLOMACY* fandom is an ever changing kaleidoscope of weird, sometimes wonderful and sometimes sordid things. *DIPLOMACY* fandom is, because of that, unique (in-so-far as I know) in the wargaming field generally. As a total experience it can be exhilarating and disillusioning by turns. It can be a turn-off, but it can also be addictive. I guess I'm in for another twenty-five. I'll let you know how it turns out.

Rod's fancy title at *DIPLOMACY WORLD* is Editor Emeritus. For information about on the magazine, write to Larry Peery (P.O. Box 8416, San Diego, CA 92102). Subscriptions to *DIPLOMACY WORLD* are \$12 for four quarterly issues. For a thorough discussion of *DIPLOMACY* and general tips on playing the game, Rod Walker's *GAMER'S GUIDE TO DIPLOMACY* is available from The Avalon Hill Game Company for \$4.50 plus 10% postage/handling. Two amateur guides to postal *DIPLOMACY* and the play of the game are also available for \$1 each. Send for either or both: "Masters of Deceit" (Bob Olsen, 6818 Winterberry Circle, Wichita, KS 67226) and "Supernova" (Bruce Linsey, 73 Ashuelot Street, Dalton, MA 01226).



AID TO UNIVERSAL REVOLUTION

Plotting FREEDOM IN THE GALAXY

By Frank Calcagno, Jr.



Revolutions are of critical importance to both players in *FREEDOM IN THE GALAXY*; the Rebels strive to cause revolts, while the Imperium labors to avoid or crush them. Eight star-faring races who have colonized various planets throughout the galaxy are represented in the game. The location of those colonized (and more importantly, their home) planets plays an instrumental role in the game due to the "Domino Effect" of revolution. Loyalty shifts and revolts which originate on each planet occupied by a star-faring race result in a shift of the political climate of the other planets occupied by that race. The effect is amplified even further if a revolt *starts* on a home planet. Therefore, it is to each player's advantage to know the exact location of each home planet and the associated colonies.

During the course of play of *FITG*, literally hundreds of counters can occupy the various environmental and orbital tracks of the 51 planets located on the mapboard. Within these tracks are the vital information necessary for the successful implementation of the "Domino Effect" (i.e., presence of star-faring races and locations of home planets). As play progresses, the overall picture is further covered up! Therefore, the facing map serves as a player's aid and may be consulted by each player during the game to view at a glance the planets most sensitive to revolution at any moment. Players will find that overall strategies and objectives are more readily comprehended using this player aid—as opposed to searching the entire board, moving stacks of counters in the process. The following are shown on the player's aid:

The following abbreviations and colors are used to represent the various star-faring races:

KAYNS	(K)— 4 Planets
PIORADS	(P)— 6 Planets
RHONES	(R)—15 Planets
SAURIANS	(S)— 8 Planets
SEGUNDENS	(G)— 5 Planets
SUVANS	(V)— 5 Planets
XANTHONS	(X)— 4 Planets
YESTERS	(Y)— 6 Planets

KAYNS—Yellow
 PIORADS—Pink, includes Sovereign Nam Nhuk
 RHONES—Orange
 SAURIANS—Green
 SEGUNDENS—Grey, includes Sovereign Tensok Phi
 SUVANS—Pale Blue, includes Sovereign Balgar
 XANTHONS—Gold
 YESTERS—Blue

The number of planets indicated above are the number which each race occupies. Sovereigns are shown as a subscript in a box; *Imperial*, *Neutral* and *Rebel* sovereigns are respectively indicated by the abbreviations "I", "N" and "R". An asterisk denotes the home planet of a star-faring race.

With some use, much of this information can be memorized, marking you as a master player of this complex and entertaining game. Good luck, and may all the revolutions in your galaxy go your way!

Presence of Star-faring Race (with abbreviation and color-code)

OR

Absence of Color denotes No Star-faring Race Present

○

N

Presence of Sovereign and Political Affiliation

*○S

Home World of Star-faring Race

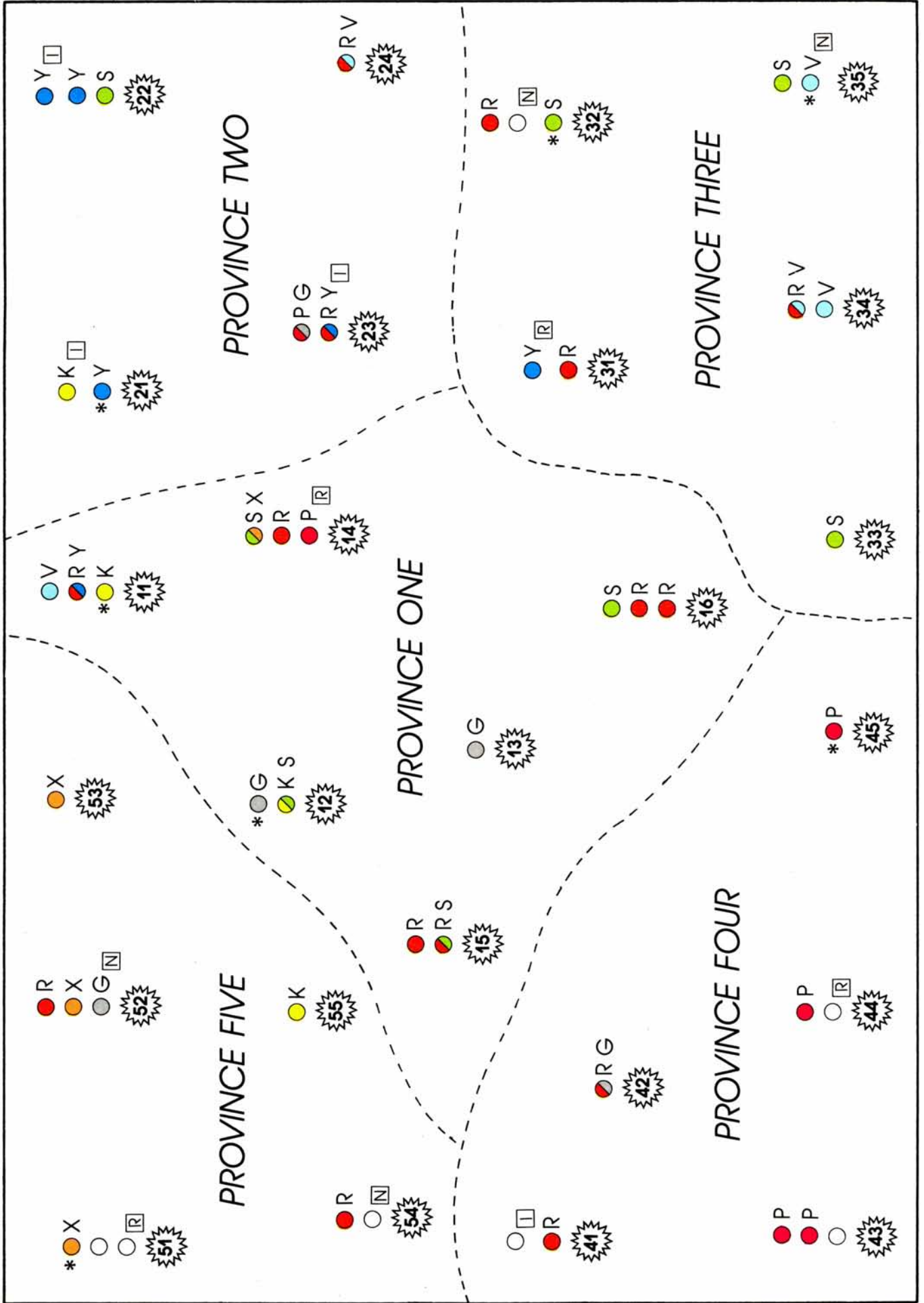
32

Star Identification and Location



FREEDOM IN THE GALAXY—AID TO UNIVERSAL REVOLUTION

See Facing Page for Key



ASSAULT ON ROUND TOP

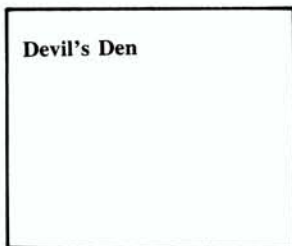


SCENARIO 3000



BOARD CONFIGURATION:

Note that Scenario 3000 uses the mapboard from *DEVIL'S DEN* (see chart for adaptations of terrain features). Compass points are as shown on the mapboard.



BALANCE:

- ★ Add one 4-4-7 to each Russian infantry group.
- ♣ Reduce Game Length to 18 Turns.

North of RIGA, 31 September 1944: It is a little known fact of geography that to the west of Leningrad lies a small area that duplicates the terrain near the Pennsylvania town of Gettysburg in exact detail [thus supporting the Theory of Parallel Topography currently popular among certain wargamers]. Although bypassed in the initial invasion and fighting of 1941, the Soviet offensive of mid-1944 in the region brought the hill to the fore in the plans of the generals of both sides. Given the order to seize the crest, Cpt. Dukovski was permitted to select the officers to whom would go the honor of liberating this bit of Mother Russia. He was also offered armor support, indicating the desire of STAVKA that he seize the symbolically and strategically important *Emaelienkai Kaerugeli Vejerxaujaka* without delay. Dukovski gave orders that the attack be launched at dawn on 31 September without artillery preparation to achieve maximum surprise.

Meanwhile, at dusk the day before, reinforcements for the weary platoon of Lt. Steinheim—currently encamped on the lower slopes—had been dispatched from the panzer division reserves. Picking their way through the fallen timber in the dark, the reinforcements became split into two uneven forces. Worse, some of the equipment was lost through misadventures of various sorts. But their officers drove them on toward where Steinheim's men had taken positions that dominated the field called "Slaughter Pen" (for the annual wrestling matches held there by the nearby villages).

Steinheim, unaware of all this, was enjoying a morning cup of ersatz coffee and a danish with his troops. Huddled around their campfires (the nights were already growing colder than was comfortable), the odd mixture of veteran survivors and teen-aged conscripts hoped the day would be as peaceful as the previous week had been. Conversation was sparse, light-hearted and low. Steinheim did not feel much like chatting himself; he'd spend the week scouting the woods behind his positions for routes of retreat. He knew that if the Russkies came in force, his small but well-fed band could not hope to halt them. In contravention to standing orders, he'd retreat all the way to Berlin if need be to save this handful of men.

As the sun rose, so did the Russians that had crept near. As the enemy troops ran shouting toward the dubious shelter of a series of rail fences, Steinheim and his men leaped to their guns and poured a furious fire into them. The assault on "Round Top" had begun.

VICTORY CONDITIONS: The Russian player must have more unbroken squads (or their Equivalent in HS) on Little Round Top (elevation 640+) hexes than the German player has on that level at the conclusion of play.

Terrain Chart

DD Term	Fence	Wall	Crest	Rocky	Rocky Woods	Rough	Rough Woods	Woods	Stream
ASL Term	Fence	Stone Wall	Hedge	Rocky	Rocky-Woods	Rough	Woods	Woods	Stream
LOS Obs/Hind	Half-Level Hindrance*	treat exactly as ASL Wall (B9.)	treat exactly as ASL Hedge (B9.)	■Level 1	■Level 1	■Hindrance	treat exactly as ASL Woods (B13.)	treat exactly as ASL Woods (B13.)	—
TEM/Indirect	+1/0 ^C			+2/+1	+2/0	+1/-1			
MF Entry Cost				MF Entry Cost			MF Entry Cost		
Infantry	1+COT			3			1+COT		
Cavalry	1+COT			1/2 C			2		
Horse-drawn	NA			NA			4		
MP Entry Cost				MP Entry Cost			MP Entry Cost		
Cycle	NA			NA			6		
Armored Car	3+COT			NA			2		
Fully-Track	1+COT			NA			2		
Bren/Halftrack	2+COT			NA			3		
Truck	4+COT			NA			6B		
Fortifiable	—			no			yes		

Key: COT, BB, X, ■, etc.—see ASL Terrain Chart

*Unless the firing unit can claim Wall Advantage along that hexside.

TURN RECORD CHART

★ Russian Sets Up First	1	2	3	4	5	6	7	8	9	10
★ Russian Moves First	11	12	13	14	15	16	17	18	19	20

Players may find it easier to maintain the turn Record on the Track found on the *DEVIL'S DEN* mapboard.

Elements of 112794th Rifle Regiment [ELR:3] set up as per Special Rule 3006: {SAN:2}

Group A

7 1 ?

Group B

7 1 ?

Group C

7 1 ?

Elements of "Der Scherz" Panzer Division [ELR:3] set up as per Special Rule 3007: {SAN:2}

Group I

4 2 ?

Group II

5 2 ?

Group III

5 2 ?

SPECIAL RULES:

3001. All rules for *ADVANCED SQUAD LEADER* are in effect. Optional rules are in effect only if all players agree to such.

3002. To represent the fictional terrain, players must utilize the mapboard from *DEVIL'S DEN*. Compass directions are as shown on the compass symbol found on that map. Terrain equivalents, in *ASL* terms, are found in the "Terrain Chart" on the facing page.

3002.1 Place vehicular Trailbreak counters in hexes 0108, 0208, 0309, 0409 and 0410 so that a continuous "trail" extends from offboard to hex 0411. Place vehicular Trailbreak counters in hexes 1204, 1205, 1206, 1207, 1208 and 1209 so that a continuous trail extends from hex 1203 to hex 1210. All Trailbreak rules are in effect except that vehicular movement is only ¼ MP.

3003. Environmental Conditions are Moderate with no wind at scenario start.

3004. Prior to placement, the German player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

3004.1 Roll *twice* for each infantry group, and apply the results to the chart below. Add the specified leaders to each group:

Leader:

DR	Type
2	10-3
3	10-2
4	9-2
5	9-1
6	8-1
7	8-1
8	8-0
9	8-0
10	7-0
11	7-0
12	6+1

3004.2 Roll *twice* for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

Support Weapon:

DR	Type
2	FT and 8-3-8 sapper
3	HMG
4	81mm MTR and 2-2-8 crew
5	50mm MTR
6	LMG
7	LMG
8	LMG
9	MMG
10	PSK
11	50mm MTR
12	no weapon

3005. Prior to placement, the Russian player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

3005.1 Roll *once* for each infantry group, and apply the results to the chart below. Add the specified leader to each group:

Leader:

DR	Type
2	10-2*
3	10-2
4	9-2
5	9-1
6	8-1
7	8-0
8	8-0
9	8-0
10	7-0
11	7-0
12	6+1

* If a "2" is rolled, roll a single die. If this results in a "1" or "2", the Russian player receives a 10-3 leader instead of the 10-2 specified.

3005.2 Roll *twice* for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

Support Weapon:

DR	Type
2	HMG 50cal ("8") and 2-2-8 crew
3	82mm MTR and 2-2-8 crew
4	HMG ("6") and 2-2-8 crew
5	no weapon
6	LMG
7	no weapon
8	50mm MTR and 2-2-8 crew
9	MMG
10	82mm MTR and 2-2-8 crew
11	76* INF Gun and 2-2-8 crew
12	FT and 6-2-8 sapper

3005.3 If a Gun is received, it (and its crew) may *not* use HIP.

3006. The Russian player begins the scenario with all three infantry groups on the mapboard. The three Russian "jump-off" hexes are 0230, 1636 and 3038. At each of these points one group (Russian player's choice) will be set up, maximum of one MMC counter per hex, in a series of connected hexes that includes the "jump-off hex". No Russian unit may be placed east of the fence-line running 0130-2337-3139-2942. Leaders and support weapons must be stacked with a MMC.

3007. The German player begins the scenario with only one infantry group on the mapboard. Roll a die to determine which group will be placed: 1-2, place Group I; 3-4, Group II; 5-6, Group III. The units of the on-board group may be placed in any hex within three hexes of hex 2228. A maximum of one MMC may be placed per hex. Leaders and support weapons must be stacked with a MMC.

3007.1 The remaining two German infantry groups enter play on Turn 1. One group (determined by dr) will enter at hex 0108. The other enters at one of three points, again determined by a dr: 1-2, enter at hex 1202; 3-4, at 2502; 5-6, at 3312.

3008. No HIP (A12.34) is allowed to either side.

3009. Reinforcements. During the course of play, each side will receive randomly determined armor reinforcements. These reinforcements must enter upon a DR *less than* the current game turn. Each player makes his DR at the beginning of his own Player Turn Rally Phase.

3009.1 The Russian player must make two such Reinforcement DR—first one for a Tank group, and then one for an Assault Gun group. Should one be received, he will continue to roll as per SSR 3009 until the other arrives.

3009.11 Upon arrival of each armor group, the Russian player makes one dr to determine the point of entry. If a "1-3" is rolled, the vehicles may only enter on any of the hexes numbered 1 on the mapboard (southwest corner); if a "4-6", the vehicles may only enter on any of the hexes numbered 2.

3009.12 The composition of the Tank group is determined by a random DR (again kept secret and recorded), with the results applied to the following table:

Tank Group:

DR	Type
2	three IS-2m
3	four T-43
4	five T-34/85
5	four T-34/85
6	five T-34 M43
7	four T-34 M43
8	five T-34 M43
9	five KV-1S
10	five T-34/85
11	three IS-2
12	four IS-2

3009.13 The composition of the Assault Gun group is determined by a random DR (kept secret and recorded), with the results applied to the following table:

Assault Guns:

DR	Type
2	one ISU-152 and two SU-85
3	two ISU-122
4	three SU-85
5	two SU-85
6	three SU-76M
7	two SU-76M
8	three SU-76M
9	three SU-76i(g)
10	two SU-85
11	two SU-122
12	two SU-152

3009.2 The German player must make one Reinforcement DR (as per SSR 3009) until the arrival of his Tank Destroyers.

3009.21 Upon arrival of the German armor group, it will enter play directly upon hex 0108—as per standard offboard set up and movement (A2.51)—as though it occupied continuous offboard portions of the Trailbreak. The German player may, however, chose to enter his armor reinforcements on hex 1202 by delaying their entry for one turn.

3009.22 The composition of the Tank Destroyer group is determined by a random DR (kept secret and recorded), with the results applied to the following table:

Tank Destroyers:

DR	Type
2	three JgdPz V
3	three JgdPz IV/70
4	two JgdPz V
5	two JgdPz IV
6	two Hetzer and one Marder II
7	two StuG IIIG and one Marder III(t)M
8	three StuG IIIG
9	three Hetzer
10	three StuG IIIG(L)
11	three JgdPz IV(L)
12	three JgdPz V

3009.23 Upon determining the actual composition of the armor reinforcements, it is necessary that the presence of any German armor leader must be established. The German player makes a single DR on the "leader" table above (see Rule 3005.1). The armor leader indicated is the type received (although a roll of "8+" indicates that *no* armor leader is present with the reinforce-

ments). Note that a "2" DR results in the presence of a 10-2 armor leader (since no 10-3 exists). This leader is entered with the armor in any of the AFV.

3010. The streams on the mapboard are shallow and easily crossed. AFVs must roll for BOG (B20.46) immediately upon crossing a stream hexside. If the vehicle bogs, it is immobilized in the hex it was attempting to enter. See accompanying Terrain Chart for movement costs.

3011. Fires may not be deliberately set.

3012. Concealment may be grown (per A12.12) in the following new terrain types, as well as any currently allowed by the ASL rules: Rocky, Rough, and Rocky-Woods.

AFTERMATH: Among the first to fall was Cpt. Dukovski, whose body was bypassed by the Soviet soldiers now scrambling for cover. But, within moments of Dukovski's death, Lt. Steinheim also fell—picked off by a sniper as he bent to lift a wounded man. Meanwhile, in the confusion of the developing firefight, the German breakfast was forgotten and assaulted by various denizens of the woods in a well-timed rush led by a maddened squirrel reportedly a "Pennsylvania provocateur".

With his commander dead, with the screams of frantic wildlife, with enemy troops rushing across open ground to the north and a sporadic fusillade coming from the Russians hiding behind the fences, an experienced NCO seized the initiative and ordered the surviving Germans to begin a fighting withdrawal through the woods. With the enemy fire from their right flank now stopped, the Russians raced for the foot of the slope that led to "Round Top". Harried by the continuing pressure—Russian soldiers had plunged into the woods behind them—and the trackless woods, the German squads became dispersed and a series of small bitter firefights broke out on the wooded slopes to the south. But one squad managed to slip in among some rocks bordering the open field in the valley to the south.

The first chatter of automatic fire from these Germans broke the impetus of the Russian rush, as men tumbled into the high grass—some dead, and some hugging the ground for their lives. At the same moment, one of the German reinforcing columns appeared on the slope above and proceeded to take up positions at the crest. Even as Russian soldiers coming up through the woods behind the position overwhelmed Steinheim's men among the rocks, the Germans on the crest opened fire. Now indeed the hilltop looked impregnable. One of those inexplicable moments of peace fell upon the battlefield, broken only by the occasional nervous shot.

The impasse lasted only a few minutes, for the arrival of Russian armor again changed the balance. Smashing down fences and rumbling across the rocky ground, the behemoths took up firing positions in the open and proceeded to shell the hilltop with impunity. Meanwhile, the Russians who had pursued the fleeing German platoon arrived at the tree line near the 600-foot level of "Round Top". Signalling the armor to cease their barrage and advance in support, the Soviets burst from cover to strike the flank of the German position along the crest.

Suddenly, the other contingent of Germans dispatched the night before also charged—into the flank of the charging Russians! A swirling melee developed on the southern end of the hilltop. Machine pistols and knives were the order of the day among the boulders and scree. The Russian armor, with the surviving infantry from the "Valley of Death", pressed up to the large boulders at the northern end. And straight into the furious fighting on the hilltop drove several German AFVs dispatched when reports of the attack reached divisional HQ.

The progress of events much beyond this point remains unclear even yet. Only a dozen wounded survivors (on both sides) struggled back to friendly lines. It appears that annihilation was nearly total. Among the unconfirmed reports of the stunned soldiers that came back: the last panzer and last Soviet tank firing at each other point blank; a German NCO with a captured Soviet LMG shooting into a struggling knot of German and Russian soldiers; a Russian tank commander standing on his blazing tank, screaming as the flames reached him and firing his pistol at German wounded on the ground around; a Russian private killed trying to drag a bleeding German to shelter; a Russian gun crew abandoning their artillery piece and struggling to reach their commander, dying one by one; stragglers from both sides plunging into the bloodbath as they reached the crest; a maddened squirrel leaping into an empty machinegun nest and carrying away bullets. Whatever the series of events, it seems that both sides were virtually wiped out.

The next day, German reinforcements reached the scene. Awed by the carnage, much of it hidden by a blanket of new-fallen snow, they were ordered into positions to once again defend the hill—if need be, to the last man. Three days later, due to Soviet advances to the north, the hill was abandoned in the general retreat. After the war, modern farming methods in the Soviet Union transformed the hill slope, which now bears no resemblance to its appearance that bloody day. Nothing today remains to show the bitterest fighting of the war (although reports of a ghostly squirrel ambushing lone Soviet policemen in the woods persisted for years afterward).



Dear Rex;

Thank you for publishing my *AFRIKA KORPS* game variant, "Operation Compass" (Vol. 22, No. 1), in *The GENERAL*. For the benefit of those of the readership that will play the variant, I would like to point out a small error that crept into the game, and add an optional rule—both involving the air rules.

First, the ranges in hexes on the "Air Unit Movement Ranges Chart" for the Ju88 and Ju87, both bombers, were reversed. They should read 100 hexes round trip for the Ju88 and 30 hexes for the round trip range for the Ju87. Note that no air unit may fly any type of air mission unless it has the movement to return from that mission to a friendly airbase. Of course, this is determined at the start of the Mutual Air/Naval Phase of each game turn.

In order to add a little flavor to the variant, if both agree at the start of the game the players may place their air units, during the Mutual Air/Naval Phase, simultaneously.

Thanks again for seeing Operation Compass into print, and continue doing as first rate a job with *The GENERAL* as you have in the past.

Arnold Blumberg
Baltimore, Maryland

★★★★★

Dear Mr. Martin:

Thank you for printing my article "Saving the Third Army". Several units in the diagrams are, however, misplaced. The trench and bridge on A-AA3 should be on A-A3* and the 3-1 minefield on A-AA2 should be on A-A2*. The Israeli infantry at A-Z1 should be on A-Z3*. The Egyptian infantry platoons in B-BB6 should be in the fort at B-B6. A careful perusal of the diagram also reveals that the T34/100 should be on A-P2, not A-P3; the combat engineer in A-S1 should be loaded; one of the 85mm AT guns on B-R11 should be a 120mm mortar; and there should be a BDRM-1 in B-CC10. (The units marked with an asterisk were improperly placed in my original manuscript—my apologies.)

I hope that people don't give up on Situation A-5. It is a lot of fun and can be balanced by using the optional supply rule and delaying the Egyptian reinforcements for a turn or two. Use of the smoke rule, however, invalidates the Egyptian strategy I described. I don't want to criticize your editing, especially in the light of your "AH Philosophy #111", but I think you may have done *AIW* a disservice by deleting my comments on how to balance Situation A-5. Judging from the layout, it may have been for lack of space. As it stands, the ending is quite blunt and negative. I was also disappointed to see that you changed the subtitle, but in retrospect I'm glad that you removed my reference to Dirty Harry.

Jim Eliason
Wilmington, Delaware

★★★★★

Dear *GENERAL*,

Please award "AAA" marks to Rex E. Jones for his suggestions in "Panzer Leader Situation X" (Vol. 22, No. 3), which will add spice to any game of *PL* or *PB*, should one care to use them, concerning Hidden Units. Having had misgivings about the Artillery Rules ever since I started playing those two games (artillery can fire without having their target actually spotted, just to clear the field and at the expense of their own security), may I suggest the following three variations on Rex's Hidden Units rules for use in any *PB/PL* situation:

- 1) Indirect fire does not require spotting, but is reduced by half (fractions rounded down) if the target is unspotted. The firing units are spotted if in enemy LOS.
- 2) Direct fire does not require spotting, but is reduced by half (fractions rounded down) if the target is unspotted in addition to the regular DRMs for towns or woods. Doubled "A" fire would not apply in this case. The firing units are spotted.
- 3) As regards to the optional rule in the second paragraph of Rex's HU rules, units having entered an enemy's LOS would be able to claim hidden status again as soon as they move into a second covered hex after being spotted.

Pierre Y. Garaud
Meyrin, Switzerland

Letters to the Editor ...

Dear Editor,

In reference to Mr. Palmer's article on *THIRD REICH*, "Germany: The Mediterranean Strategy" (Vol. 22, No. 1), I would like to clarify several items.

First and foremost, Mr. Palmer points out that he prefers to take an attrition option on the Western Front on the Fall 1939 turn. I found that it is absolutely necessary to do this, as (assuming losses from attacks on Denmark and the Netherlands) it seriously depletes Germany's resources otherwise. Thus it is virtually impossible to maintain three armored units in Venice (as Mr. Palmer dictates) or to help Italy. Yes, Italy does need aid from Germany if she declares war on the first turn, as she is left with a grand total of two BRPs for builds—definitely not enough to cover both Italy and Lybia from a possible Allied double Move. I suggest that Italy remain neutral until Turkey is taken and the second arm of the pincer comes into action.

As far as *Barbarossa* goes, invading the Caucasus can be more of a headache to the Axis than to the Allies. A peninsula seven hexes long and six hexes wide (on the average) can be very slow going without a large armor commitment by the Axis player to gain the area quickly. But as soon as the Caucasus is gained it's clear sailing ahead.

A few hard questions for Mr. Palmer. I find it hard to build a good portion of my force pool when playing the Axis. With so many offensives on the Mediterranean and constant unit loss, the Axis can very easily fall behind the Allies BRP-wise. How can one amend this? Secondly, the three armor units mentioned in the beginning of the article are never mentioned again. Do they sit out the war in Venice, attack Yugoslavia, or SR elsewhere?

Rory Cory
London, Ontario

★★★★★

Dear Mr. Martin:

I never write to *The GENERAL*. Nothing moves me enough, happily or unhappily, to set pen to paper. *ASL* versus the old *SL-COI-COD-GP*? Big deal. Folded mapboard gripes? Ho-hum. Not enough diagrams; too many fantasy game articles; did the Russians win WW2 single-handedly or not; the errors in master plans gone by. These are just ripples on the calm ocean of numbered cardboard.

But wait ... No more GERTRUDE ZOMBRO?

This lady symbolizes why your company does so well—the staff is involved with the games and especially with the people who play them. I can remember several hand-written notes over the years, answering my (infrequent) subscription problems and questions. It's nice to get that attention—to know someone cared enough to take solve my problems in a personal way.

Please pass on my thanks and best wishes to her. She's a tough act to follow.

Eric Kirchner
APO New York

There will never be enough that I can do for Gertrude, who devoted so many years to this company and hobby. I hope that, as with Mr. Kirchner, the warmest thanks of our entire staff are sufficient.

★★★★★

Dear Mr. Martin:

You are hearing from the "early days" of AH. I have enclosed my "new" renewal of a subscription to *The GENERAL*. I started with Avalon Hill with *CHANCELLORSVILLE*, *GETTYSBURG* and *WATERLOO*. Tom Shaw and I were correspondents when I formed a wargaming club at Heidelberg College in Tiffin. I saw four complete turnovers in the club through graduations in my 20 years as a college administrator (I moved on to other things in 1980). The advent of fantasy games has left me cold, but I have kept up with the field by buying *The GENERAL* and selected wargames of interest to

me at the stores. I like what is returning to AH, and I wish to lend a bit of support.

In reference to the "Letters to the Editor" (Vol. 22, No. 2), David Holmes can have his fantasy games without quarrel from the likes of me as long as the games challenge his deductive mental processes and do not prevent him from applying what he has learned of the "real" world. Second, I want to congratulate Daniel Beattie in the same column for making a very valid point about some "technical" wargames who "know more about the width of the T-34 tank treads than they do about the causes of WWII". Historical simulation games should stimulate the "turned-on" to a sense of history and totality of situations and events, political, cultural, spiritual and military surrounding the time and area of their interest. Wargaming has always lead me and the students I had in my club to the library and personal research. There is room in the human brain for coping with both trivia and overriding concepts!

We are suffering in our society from a lack of knowledge of history in its broad applications. Social studies in our schools and colleges have taken a back seat to technology. Max Lerner [*The American historian for those who may not recognize that name*] in writing *A Generation of Zeros* laments that we are producing a generation of highly trained and skilled technicians whose education is being short-changed in English, languages, history, philosophy and the arts. They are being trained very well to do highly skilled things in our society, but they cannot think!

I have observed this trend in my years in wargaming. Perhaps the turnaround is now coming. Keep up the good work with historic simulation games.

George Deinzer
Tiffin, Ohio

I tend to agree with Mr. Deinzer, having observed the same principle at work among the ranks of miniaturists who know more about Napoleonic uniforms than about the issues of the time they profess to study. And that is why occasional bits of history have been slipped unobtrusively into these pages over the past four years.

★★★★★

Dear Sirs:

The last time I wrote was in response to your articles in *The GENERAL* about *HITLER'S WAR* (Vol. 21, No. 5) and the variant rules suggested by Michal Palmer. I endorsed all his alterations: decreasing devastation repair to two, doubling subs if Germany controls Hex O6, and eliminating conventional morale bombing. I have been playing with these changes and have, unfortunately, uncovered a serious flaw. In reducing repair to two for each Production Point, Germany is able to concentrate more on research and production. Previously the U-boat campaign had been stifled. The Allies would use en masse. It now seems that the lesser cost of repair permits Germany to research more quickly, thus reducing the cost for the subs early and thereby gaining a substantial advantage.

I am afraid I was premature in my judgement in accepting these changes as a solution to the strength of bombers and weakness of U-boats. This is not to say that I do not agree with Mr. Palmer on this issue. Therefore, I would like to propose an alternative. Conventional morale bombing is abolished. (This is historical and I believe its elimination would help keep bomber forces and air defense from becoming excessively large.) U-boat tech levels are concurrent with ASW tech levels. Each player can only spend one point per turn on research if at a higher level than the other. U-boat levels and costs are as follows: Level 0 costs six, Level 1 costs three, and Level 2 costs one. I have not yet tested this hypothesis extensively, but I think it may well work to strengthen U-boats without going overboard. Other players should try it for themselves.

Thank you for your attention. I believe *HITLER'S WAR* is super game and wish someone would design one this good and playable on the Pacific war.

Dustin Koellhoffer
Richardson, Texas

Dear Mr. Martin:

I am sure that Avalon Hill frequently receives requests from gamers on new game topics, but please allow me to express my opinion.

Avalon Hill continues to produce more and more new games covering World War II—*RUSSIAN FRONT* and *ADVANCED SQUAD LEADER* being the most recent—and, according to *The GENERAL* (Vol. 22, No. 2), three more games (*Sturmovik*, *The Med and Hell on Wheels*) are planned. I am sure that these will be fine games, but in all honesty I am growing tired of AH's continued emphasis on WWII. Surely every possible theater at every possible level of that war has now been covered in one game or the other.

The most studied and interesting conflict in the United States today is the Vietnam War which, with the possible exception of *FIREPOWER*, has been totally ignored by Avalon Hill. And there are many other interesting modern-day conflicts which, in my opinion, would make excellent game topics: Korea, Southern Africa, and Central America to name a few. I was very pleased to recently see an entire *GENERAL* (Vol. 21, No. 6) devoted to modern-day games, particularly *FIREPOWER*. In my view, *FP* is the most exciting game concept to emerge since *SQUAD LEADER* in 1977.

In any event, I certainly hope that AH will hear the voices of us "Modern-dayers" and adopt a more balanced policy toward producing new topics.

C.B. Blackard
Pine Bluff, Arkansas

I too am pleased that, with the addition of Craig Taylor to the design staff, we will be producing more "modern games". I think all will be pleased with the upcoming FLIGHT LEADER dealing with jet-age air combat he is now developing. However, as all of us have found, one man can only carry so many projects at one time. I expect that, over the next few years, fans will see several new games on the modern period from The Avalon Hill Game Company. In the meantime, might I suggest that "modern-dayers" among our readership cast an eye sometime over the offerings from our sister company, Victory Games of New York, specialists in this time period; I think you'll be pleased with their line.

★★★★★

Dear Don,

I arrived home from a vacation to find the new rules of *ADVANCED SQUAD LEADER* waiting for me. I have spent the last week reading through them and playing a solitaire scenario. I am sure I am not telling you anything you don't already know or have already heard many times—this is a thing of exquisite beauty. I cannot put it down. While I heard you at ORIGINS mention that you were going full-color, I still was not prepared for this. How did you ever talk the powers that be into this? I buy printing in my job so I know what went into this and I know what it is like getting something like this approved—let alone flawlessly printed!

Clearly you have put as much time into the organization as you have into the rules themselves. I can tell you both were worth the effort. Those fold-out charts are a real boon. The color-coding really makes the rules easy to follow. I am amazed after trying to use the playtest rules how really easy it is to move around in these rules, how easy it is to find something, and how easy it is to remember where something is once you have looked it up once. The playtest rules were a sea of grey which was one of the things that caused me a problem on that last go-around. It kept blending together in my mind.

These rules are sharp and clear. And so far they seem to work well. I have been looking for the little glitches that I spotted in my "play-testing" and it seems that they are all cleared up. The problems raised in earlier versions are, for the most part, beautifully solved. Of course, anyone who has not been through those earlier versions will think, "how simple all these solutions are; of course that is the way to do it; why did it take Greenwood three years to get this thing out?" If they only knew.

I have a few specific comments for later. But for now you should bask in a job well done. Hell, you might even play the thing sometime. It's fun!

John Loth
Herndon, Virginia

THE QUESTION BOX

DEVIL'S DEN

6.6 & 16.1 A strength point loss triggers both types of checks "immediately". However, the order could be important since a live officer in the hex provides a modifier on the Morale Table. Which is checked first?
A. Check for officer casualty first.

12.43 Do you shift the Fire CRT one column to the left if the defender is at least one elevation level above any of the attackers, or all of the attackers?
A. If above ANY of the attackers.

13.21 & 13.3 It appears that rule 13.3 serves to limit the two-hex restriction of 13.21. How do these two rules relate together?
A. Rule 13.21 takes precedence. A unit can't see through more than two woods hexes, regardless of other conditions.

21.2 Where does the 99th PA arrive, and in what formation?
A. The 99th PA arrives on the second turn in Area A in Line formation.

ADVANCED SQUAD LEADER

A4.134 & A4.15 Can a Minimum Move be used by a MMC to conduct an INF OVR against an adjacent SMC?
A. Yes.

A4.151 If a SMC is being attacked by an INF OVR, can it choose the option of being moved to an Accessible Location if it already has a First Fire counter on it?
A. No, "otherwise incapable of movement."

A4.151 If a MMC is attacking a SMC by INF OVR and the option to move the SMC to an Accessible Location is chosen, can the SMC be moved into the hex from which the MMC is entering the SMC's Location?
A. Yes.

A4.32 Suppose an Infantry unit using Bypass movement is attacked in the Bypass hex by Defensive First Fire and it survives without being broken or pinned. Could it then expend an additional two MF to enter the building instead of entering another hex?
A. Yes.

A4.431 Can units who transfer SW perform other actions (e.g., Recombination, Scrounging, etc.) in the same RPh?
A. No.

A7.212 If a unit's Location is occupied by an enemy unarmored vehicle, is it still free to attack other targets. Is this true even if the vehicle has vulnerable PRC?
A. No.

A7.353 & A22.611 If a HS fails a MOL Check during the Defensive First Fire, can it still use its inherent FP for Subsequent First Fire in that same phase?
A. Yes, halved.

A7.53 If a leader uses his leadership modifier to direct a FG in Defensive First Fire, then later on in that same phase can he direct a FG in which some units are using Subsequent First Fire and some are using Defensive First Fire?
A. No.

A7.7 If a MMC is attacked by Defensive First Fire which causes Encirclement but it continues its movement out of the encircled Location, are other friendly units in that target Location (who were not moving in a stack with the attacked MMC) encircled?
A. No.

A7.7 Suppose an attack by German units causes Russians in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?
A. No, they are not "friendly".

A10.2 If an attack results in a 1MC and this causes the elimination of a leader, do the other units in the target Location take the 1MC before taking the required LLMC?
A. Of course.

A10.41 Can a Hero voluntarily "break" to be able to move during a RPh (such as to escape a Blaze hex)?
A. No, that would simply result in a Wound which is a form of Reduction. It would not leave it broken and therefore it would be unable to rout.

A11.14 If two SMC combine their inherent FP (without a MMC) in CC, do they automatically defend together as a single stack? Or can their opponents single out one of them for an individual CC attack?
A. They defend as a single stack.

A11.4 & A15.432 If a Russian Berserk MMC enters into CC in an enemy-occupied building Location during its MPH, can Russian units who advance into the CC Location that same Player Turn cause an Ambush to possibly occur (since they are *not* reinforcing a Melee)?
A. Yes.

A11.41 If a force qualifies for an Ambush, can part of the force decline CC (by Ambush Withdrawal), while part of the force attacks the enemy units in CC?
A. Yes.

A12.53 Does Mopping Up cause enemy units in Rubble Locations of the building to lose Conceal-

ment, or to surrender (if broken)?
A. Only if in an original hex of that building.
A12.53 Are units attempting to Mop Up a building required to be within two hexes of any completely rubble hexes of the building? Of any Blaze hexes of the building?
A. No. No.

A15.43 If a berserk wounded leader and a friendly berserk MMC begin their MPH in the same Location, must they move together as a combined stack even though the wounded leader has only 3 MF?
A. No.

A15.5 & A20.3 If a player's units are under the protection of the No Quarter rule and one of his units receives a Surrender result from a Heat of battle DR while ADJACENT to a Known enemy unit, does it just become disrupted instead of surrendering?
A. No. It becomes berserk.

A20.5 If a Guard forces a prisoner to attempt Entrenchment or to clear rubble/Flame/roadblock, is the Guard automatically considered to be TI? Is the Guard considered to be using Hazardous Movement if it is forcing the prisoner to attempt to clear rubble/roadblocks? Does the Guard have to expend MF to force a prisoner to attempt rubble clearance?
A. Yes. Yes. Yes.

A20.551 If an unarmed unit attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another

attacker), is the unarmed unit immediately rearmed?
A. Yes.

A23.3 If a placed DC is detonated, does the TEM of a wall hexside in the target Location affect the attack?
A. No.

A23.6 If a DC is thrown across a wall hexside, can the wall's TEM affect the DR of the attack on the target Location? ... of the Thrower's Location?
A. Yes, to both.

A24.4 Is conventional smoke in a -1 level depression hex a level 2 LOS Hindrance?
A. No, level 1 (i.e., two levels above level -1).

A24.61 If an Original SMOKE source is on a level 4 hill hex and it drifts, due to a Mild Breeze, to a level 1 hex, is the drifting gray SMOKE a levels 2 and 3 LOS Hindrance? A level 4 LOS Hindrance? A levels 5 and 6 LOS Hindrance?
A. No. Yes. Yes.

B8.41 The rule states that a unit in a Sewer hex *must* move during its MPH. But what if the unit is completely surrounded and thus unable to move, is it eliminated?
A. Yes.

B23.7 If an Infantry unit moves directly from one Rowhouse hex to another Rowhouse hex (at ground level), would it be attacked by any mines present at ground level of either hex?
A. Yes.

AH RBG RATING CHARTS

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

ADVENTURE GAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length		Year	Sample Base
							Shortest	Longest		
1. CIV	1.99	2.17	3	2.17	1.96	3.60	18.43	44.52	1982	126
2. TT	2.22	2.26	4	2.45	1.95	3.81	16.54	36.30	1982	53
3. DU	2.27	2.23	3	2.45	2.30	2.32	10.20	16.90	1979	110
4. DIP	2.30	3.18	3	2.41	1.82	4.83	24.46	46.24	1976	117
5. CM	2.44	2.88	3	2.65	1.85	2.54	9.71	18.22	1980	99
6. GSL	2.48	1.95	5	3.04	2.55	2.01	4.97	18.22	1982	86
7. MA	2.76	2.91	4	2.84	2.47	4.40	18.36	45.49	1980	26
8. SOTN	2.85	2.98	5	3.71	2.43	4.35	14.45	40.56	1979	56
9. FG	3.03	2.63	7	3.11	3.83	2.82	12.51	67.38	1981	51
10. KM	3.03	2.65	7	3.60	3.22	3.73	18.66	31.40	1976	147
11. SST	3.21	2.96	5	3.14	3.38	3.20	9.18	28.03	1976	127
12. WO	3.27	2.70	2	2.67	2.21	3.94	10.91	17.53	1979	88
13. GL	3.31	2.73	4	3.02	2.89	2.88	3.90	11.02	1981	65
14. MR	3.42	2.01	7	6.01	3.91	3.18	9.63	29.02	1979	109
15. AW	3.60	3.48	4	2.48	2.33	5.06	9.82	16.52	1981	50
16. NW	3.88	3.67	2	1.84	1.65	6.92	3.28	10.92	1983	61
17. OS	4.35	3.28	3	2.45	2.79	4.24	5.11	11.54	1972	62
18. OR	5.26	3.84	1	2.73	3.96	5.27	9.92	15.42	1971	52

STELLAR CONQUEST

Intergalactic Conquest in the 25th Century

\$24.00

Our latest in the sci-fi line, *STELLAR CONQUEST*, rated better than average (as reported in Vol. 20, No. 2) on the Adventure Game RBG—at least in the judgment of the few who responded to this installment. Indeed, in every category except those dealing with the components, the game showed well in comparison to the other, elder science-fiction titles. Of course, the idea of economic, scientific and military development in a hostile galaxy is one that intrigues many, offering them the possibility for all flights of fancy.

The Overall Rating (judged on a scale of 1 to 10) would have placed *STELLAR CONQUEST* ninth on the short adventure game list, if enough readers had responded. Obvious even from this limited survey, the game is highly playable and exciting, with the fine play balance inherent in any multi-player game. However, not greeted with such acclaim was the physical quality of the production, for reasons yet not clear to us. Certainly, I felt the artwork and color a vast improvement over the original edition.

Nor is the game overly simplistic, since victory demands a fine command of economic development and many of the more peaceful aspects of colonialism and colonization. But the game does command an in-

vestment of time (as seen by the average length of play below) and multiple playings to devise a winning strategy, especially against players as competent as oneself. While not for everyone obviously, it should draw its adherents over the next few years. And, for anyone a fan of science-fiction, it is definitely worth a look.

Overall Value: 2.88
Components: 3.45
Map: 3.31
Counters: 3.55
Player's Aids: 3.49
Complexity: 4.56
Completeness of Rules: 3.22
Playability: 2.43
Excitement Level: 2.78
Play Balance: 2.51
Authenticity: 4.35
Game Length
Shortest: 2 hrs., 16 mins.
Longest: 4 hrs., 31 mins.
Year: 1985
Sample Base: 22



Our long-overdue, long look at the old favorites *PANZERBLITZ* and *PANZER LEADER* seems to have been well-received by the readers (Overall Rating—3.19) Not unforeseen, the pieces dealing with those games grabbed the top three spots among the individual article listings. Most gratifying was the response to David Schaffer's dramatized account of a "Series Replay"; it is to be expected that a few more of our authors will submit such now that the path has been paved (albeit, they'll have to be superior to match the standards Mr. Schaffer has established). Ratings of all the articles in Vol. 22, No. 3, based on a random sampling of 200 reader responses, are as follows:

THE BEND IN THE CORRIDOR	322
THE PATHS OF ROMMEL	274
PANZER LEADER SITUATION X	126
THE BATTLE FOR THE TRENCHES	98
ON ALL FRONTS	96
SAVING THE THIRD ARMY	67
ALMOST CIVILIZED	48
PROBABLY THE LONGEST DAY	46
COMPLEAT DIPLOMAT	45
LUCK OF THE DRAW, SUPPLEMENT	35
A BRIDGE NOT TOO FAR	29
AH PHILOSOPHY	14

Once again it is necessary to remind readers that those seeking answers to game questions *must* include a self-addressed, stamped envelope with their query. Please place questions on separate games on separate pages (and enclose a SASE for each set). And, make sure that you specify which game you are concerned with; many recent correspondents have not done so and we are forced to guess—at times incorrectly—with which title they are having problems. Finally, many have used the postage-paid order envelopes to dispatch questions to these offices; please do not do so as they do not reach the design offices. The envelopes enclosed with each issue of *The GENERAL* are intended for mail orders and are routed to the Mail Order Department. Please be patient when awaiting responses; many of those who answer questions for us are not employees of The Avalon Hill Game Company (often they are the game designer or a major playtester) and have other responsibilities as well. With your cooperation, this service can continue smoothly.

Onto my desk recently came *Kaissa*, yet another among the many amateur 'zines devoted to the *DIPLOMACY* hobby. What makes it distinctive, however, is the literate and thought-provoking style of its editor and contributors. The latest issue (#106) carries an excellent article on an outsider's look at wargaming, an extensive and informative reporting on hobby news and concerns, and the first installment in a new *DIPLOMACY* variant. Of great interest to anyone who may be interested in getting into the PBM hobby, issue #100 carried a 13000+ word article detailing many aspects of postal *DIPLOMACY* that have nothing to do with strategy and tactics but which one must know to play the game with any competence. *Kaissa* appears "quadriweekly" and subscriptions are \$5.00 for four issues (\$14.00 for 12). Would-be authors take note, it is the rather unusual practice of the editor of this amateur 'zine to pay for articles—guaranteeing a higher quality of submissions than most. Those interested in obtaining more information should contact its editor, W. Elmer Hinton (20 Almont Street, Nashua, NH 03060).

Infiltrator's Report

For those looking for more 'zines, *The New 'Zine Register* is the work of a game refugee from Great Britain now dwelling on our shore. Mr. Simon Billenness, active for many years in the European hobby, has brought his publishing venture with him. *The New 'Zine Register* lists pbm 'zines, many with games other than *DIPLOMACY* as well, and services worldwide. The latest 28-page issue has just reached subscribers. This thrice-yearly publication is \$1.50 (inclusive of postage). More information may be had from Mr. Billenness (61A Park Avenue, Albany, NY 12202).

Our favorite counter-cutter, Richard Gutenkunst, has not been idle over the past months. The winter snows of Minneapolis has driven him to produce two more excellent sets of counters for variants which have appeared in these pages recently. Now ready, according to Richard, are the counters (mounted and laminated) for Glenn Rahman's "Fur Traders and Buccaneers" variant for *CONQUISTADOR* (Vol. 21, No. 5) and for Craig Taylor's unique "Campaign Game" for *FIREPOWER* (Vol. 21, No. 6). Counter sets for these may be ordered direct from Mr. Gutenkunst (Box 3301, Traffic Station, Minneapolis, MN 55403). The *CONQUISTADOR* counters cost \$4.00, and the *FIREPOWER* campaign counters cost \$2.00. Since a good percentage of this goes toward postage and packaging, Richard is offering *both* sets for one price of \$5.00 to those willing to order both. From the many complimentary letters received on his last offerings, we doubt any fan of these games will be disappointed.

The latest issue of *HEROES* has hit the stands, with a bit of something for everyone. Beyond the usual fine articles on our role-playing games, an article on the boardgame *DRAGON PASS* (loosely based on *RuneQuest*) uses the rules to highlight subtle points of strategy and play. Capping the piece is a lengthy Q&A section of great use to fans of the game. Brett Murrell is to be congratulated for his effort. In the same issue, Tom Swider presents a brief article on expanding and balancing *DUNE*. Individual copies of *HEROES* are available from The Avalon Hill Game Company for \$3.00.

Our *PANZER LEADER* contest (#127) brought the largest response in some time. quite a few were disqualified due to the failure to rate the *issue* overall as well as list the three best articles. (I

would stress that those entering our contests be sure to place a numerical value in the space allowed on the entry blank following the phrase "Issue as a whole".) Despite this, some 56 correct answers were left to draw from, necessitating a random drawing to determine our ten winners. What is most intriguing, however, is that over twice as many responses detailed winning strategies—every one of them wrong! So the next time you sit down to play, ask your opponent how he responded; it should let you know what you're in for. The ten winners, each receiving a merchandise credit from The Avalon Hill Game Company, are as follows: Stephen Biellak, Fairport, NY; Robert Distasio, Pittsfield, MA; Randy Fabian, Gresham, OR; Jonathan Hodges, Kenner, LA; Allen Kasson, Topeka, KS; Peter Majewicz, Marion, NY; Phil Rennett, Fairfax, VA; Rick Seal, Zachary, LA; Fred Timm, Santa Clara, CA; Rick Troha, North Olmsted, OH.

Contest 128 demanded a thorough grounding in the rules of the new *RUSSIAN FRONT*. The Axis player needs to not only capture Moscow, but also isolate it so that no Soviet counterattack can reach the city to possibly recapture it.

To do this, the 8-6-6 and 6-4-6 panzer corps and a 4-3-10 *fliegerkorps* are moved to FF25 and marked with a Blitz marker ("3" showing); the 6-5-6 infantry and 5-5-6 mountain corps and another 4-3-10 air unit are moved into Moscow (convert the rail hex so Moscow can be used as an airbase, if taken); the 5-4-6 infantry corps is moved to FF24, and the 7-5-6 panzer corps and the final 4-3-10 *fliegerkorps* are moved to DD25. The blitz attack is +4 and gives a 50 percent chance of eliminating the Soviet 4-3-4 infantry army with no loss of movement due to additional combat rounds. Even if the 4-3-4 is not destroyed in two combat rounds (an unlikely possibility), the blitz can continue (using Option 19.2) at a cost in Axis hits. When the combat in FF25 is concluded, blitz move the 6-4-6 panzer corps to EE26. The combat in DD25 is +4 and should be won handily, although the Soviet Guards may last several rounds.

The riskiest attack is that on Moscow. If the German *fliegerkorps* defeats the Soviet air army and the 6-5-6 infantry corps is used, this battle is +3 and the Moscow garrison should be annihilated after a combat round or two. If both air units are eliminated, the Axis player may try alternating the two attacking corps (at -1 and -2) in combat rounds in hopes that luck with attrition can finally wear down and eliminate the defender (this possibility is why *both* German corps were moved into Moscow). If the Axis loses the air-to-air battle, the attack fails as the best attack would be at -3. However, if the Moscow attack succeeds, the ring of German units around the city will prevent a Soviet counterattack.

Solution to Contest 128

Axis Unit	Hex Entered	Reserve Placed	Blitz Placed	Blitz Movement
4-3-10 Air	FF25	No	Yes	No
4-3-10 Air	EE25	No	No	No
4-3-10 Air	DD25	No	No	No
8-6-6 Pz	FF25	No	Yes	No
7-5-6 Pz	DD25	No	No	No
6-4-6 Pz	FF25	No	Yes	EE26
6-5-6 Inf	EE25	No	No	No
5-5-6 Mtn	EE25	No	No	No
5-4-6 Inf	FF24	No	No	No
4-3-6 Inf	DD24 (no move)	No	No	No
3-2-6 Inf	GG24 (no move)	No	No	No

OPPONENTS WANTED

OPPONENTS WANTED

OPPONENTS WANTED

The Military History Society of Huntsville is looking for new members. Monthly meetings...

Adult gamer seeking opponents for SL, GL, TRC others. Jim Waterhouse, 226 Liberty St., Walnut, IL 61376...

Le Marshall, New Hampshire's finest historical gaming club, is seeking members in the Manchester/Nashua area...

Pbm Hell's Highway, Panzer Command, Pacific War, PK, FP, FITW, FT, GOA, FE, TRC, others. Duane Cates, 621 Riverside Dr., Ft. Worth, TX 77440...

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On All Fronts is for the wargamer who plays SL thru ASL. Sample copy \$1.50. On All Fronts, P.O. Box 265, Marshall, AR 72650...

The "Opponents Wanted" advertisements on this page are intended as a service to the readership of this periodical. This service will continue so long as certain editorial policies are adhered to strictly...

AREA 1200 Prov. wants to fit FF. Willing to learn others. Also looking for opponent for Status Pro Basketball. David Burger, 1828 Symphony, Anaheim, CA 92807...

Pbm opponents wanted for TRC. AREA rated 1500 prov. Any state. John Blau, P.O. Box 702, Arcata, CA 95521...

Looking for someone who can give me a challenge in COI, COD, PL, AREA only. Kevin Raznof, 92 Carrollton Ave., Elmira, NY 14850...

Reliable adult seeks rated/nonrated pbm BB#1, GOA, WAP, NATO, GE#4. Am Prov. 600, Ricardo Cruzan, 1918 Edgewood, Tyler, TX 75701...

For Sale: AH wargames, sports games, magazines. Nice variety. Very low prices. Send SASE, please for list: Bill Rottor, RR2, Box 6, Minoak, IL 61260...

Finally, due to the pressure of various deadlines, often advertisements submitted weeks before an issue appears will not be printed in that issue. Please be patient; such will be printed in the immediately following issue...

AREA 1600 Prov. rated player seeks pbm Gf game with 1600+ opponent. Contact Roger Fowler, 406 Market Apt. #6, Emporia, KS 66801...

The Baltimore Conflict Gamers Club is now open for membership. Contact Larry Bertel, Jr. 768-2159 or John Breivolge 944-9166...

Adult gamer seeks fits for AH games possible with other wargamers. Stephen Gressinger, 21 Stroudbridge Ct., Navet, NY 10954...

Adult seriously seeking fit for CAE, FT, GE, Gf, TLD, MD, NAB, TRC, UF, VITP, W&P. Will travel 30 mi. Michael Carter, 106 N. Stuart, Ellensburg, WA 98926...

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Adult player seeking fit opponent for all AH games. Play PL, RW, BIS most. Would try pbm. Martin Mount, 3229 Stanford St., Apt. #2, Muskogee, OK, 74454...

Adult player seeking fit opponent for SL series. All letters answered. Allan J. St. Mary, 212 2nd Ave. NW, Spring Grove, MN 55974...

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Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). **EXCEPTION:** Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

- 1. Overall Value _____
- 2. Components _____
- 2a. Mapboard _____
- 2b. Counters _____
- 2c. Player's Aids _____
- 3. Complexity 5
- 3a. Complexity _____
- 4. Completeness of Rules _____
- 5. Playability _____
- 5a. Excitement Level _____
- 5b. Play Balance _____
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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 rooting 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 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 bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

- 1. _____
- 2. _____
- 3. _____

Opponent Wanted

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CONTEST 129

To enter, list the orders each Confederate officer will give their respective Regiments; further indicate the movement and combat of your involved units.

Lt. Col. Hershiger orders:

Lt. Col. Waddell orders:

Unit	Movement	Fire	Melee	Final Position

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

- 1. _____
- 2. _____
- 3. _____

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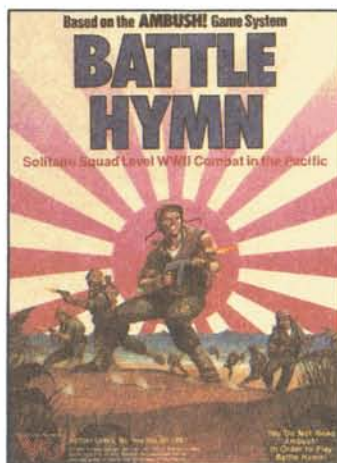
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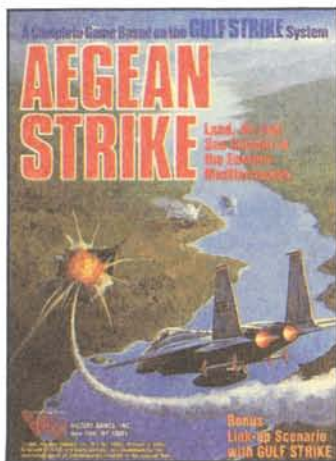
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THE KOREAN WAR

From Initial Invasion through Chinese Intervention

\$24.00 #30017

Was the Korean War the first war ever lost by the United States? Or was the struggle the first US triumph over Communism? History's verdict has not yet been reached, but you can decide for yourself with this comprehensive operational level game.

Components: Rules Booklet, two 22"×32" Mapsheets, 520 Playing Pieces, one 8"×11" Player Aid Card, one 10-sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** One month per turn. **Map Scale:** 7.5 miles per hex. **Unit Scale:** Division, regiment, brigade. **Players:** Two. **Playing Time:** From 1 to 15 hours, depending on the scenario.

The definitive simulation of the Korean War includes five introductory scenarios, each playable on a single mapsheet, and an Advanced Game scenario entailing both mapsheets, spanning all of war-torn Korea.

AEGEAN STRIKE

Air, Land and Sea Combat in the Aegean Sea

\$20.00 #30016

Based on the acclaimed integrated system pioneered in *Gulf Strike*, this intense simulation treats with extraordinary detail the tumultuous military and political arena of the Aegean Sea.

Components: Rules Booklet, one 22"×32" Mapsheet, 520 Playing Pieces, one Decimal Die, Counter Storage Tray. **Complexity:** Very High. **Solitaire Suitability:** Medium. **Time Scale:** Two days per turn. **Map Scale:** Twenty-eight kilometers per operational hex, and 280 kilometers per strategic hex. **Players:** Two (also highly recommended for team play). **Playing Time:** From 2 hours to 30 hours.

This innovative game system, simulating triphibious operations as no other system has done before, can be played in 4 different scenarios. As an additional bonus, rules are included to link *Aegean Strike* with its predecessor, *Gulf Strike*, to play a massive, dramatic scenario.



VICTORY GAMES, INC.

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