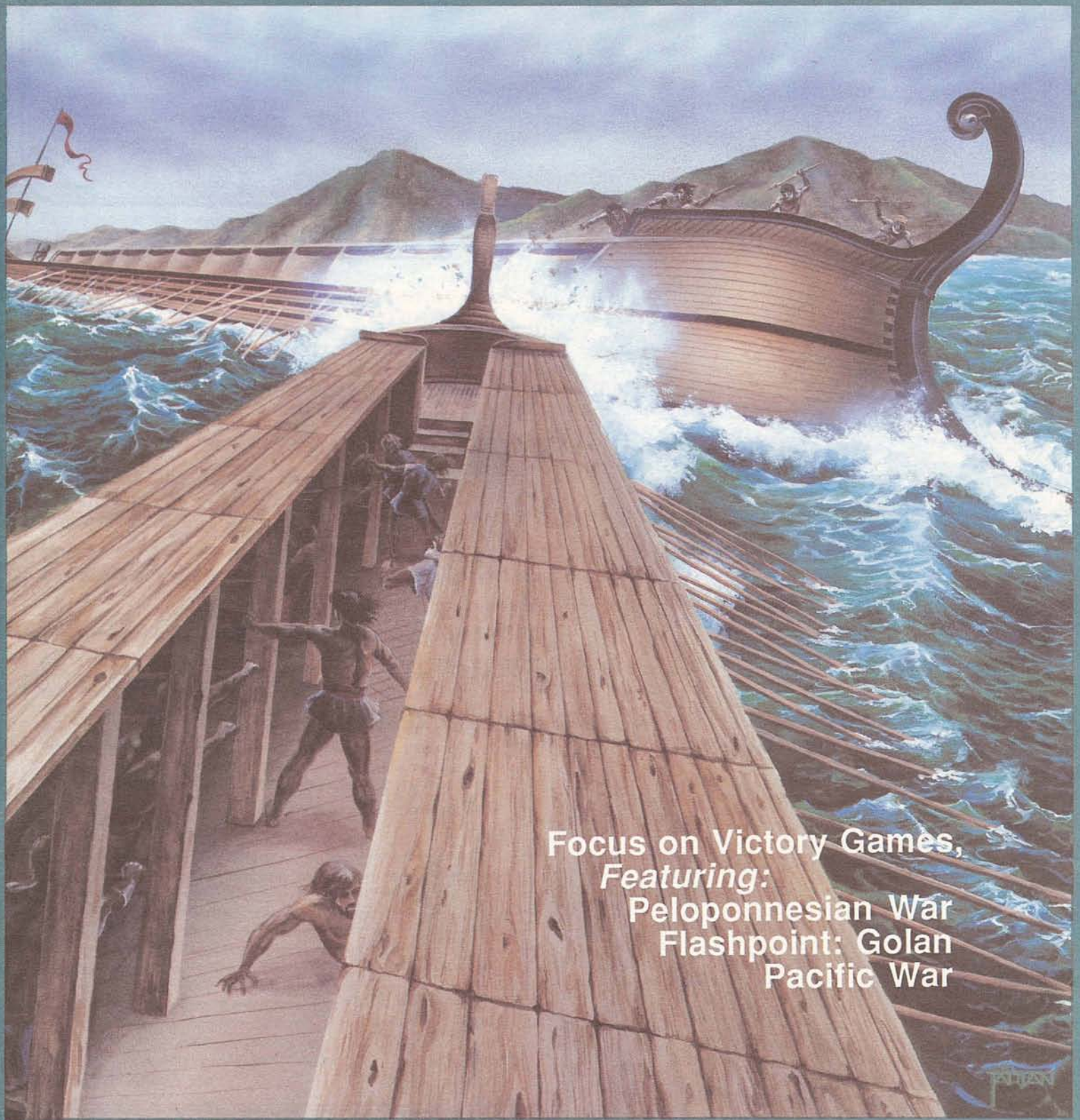
ALSO: Pacific War ★ Flashpoint: Golan ★ Civilization

GENERAL

AVALON HILL

Volume 28, Number 1



Focus on Victory Games,
Featuring:
Peloponnesian War
Flashpoint: Golan
Pacific War

The AVALON HILL GENERAL

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

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One-year subscriptions are $15.00. Two-year subscriptions are $24.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional $15.00 per year postage charge. All overseas subscribers must add an additional $25.00 per year postage charge. Send checks or money orders only. The Avalon Hill Game Company is not responsible for cash lost in transit. Those with a current American Express, VISA or MasterCard may call 800-999-3222 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this extension. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least six weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least six months in advance and contain information pertaining to The Avalon Hill Game Company's games in use.

Articles from subscribers are considered for publication at the discretion of our editoril staff. Articles should be typewritten, double-spaced, and embrace the tenets of standard English usage. (For submission of material in electronic format, please contact the Managing Editor beforehand.) There is no limit to word length. Accompanying diagrams should be neatly done, with appropriate captions. Photographs must have caption and credit line attached. Rejected materials will be returned whenever possible, provided return postage has been enclosed. Potential authors should be advised that all outside submissions become the sole property of Avalon Hill upon publication.

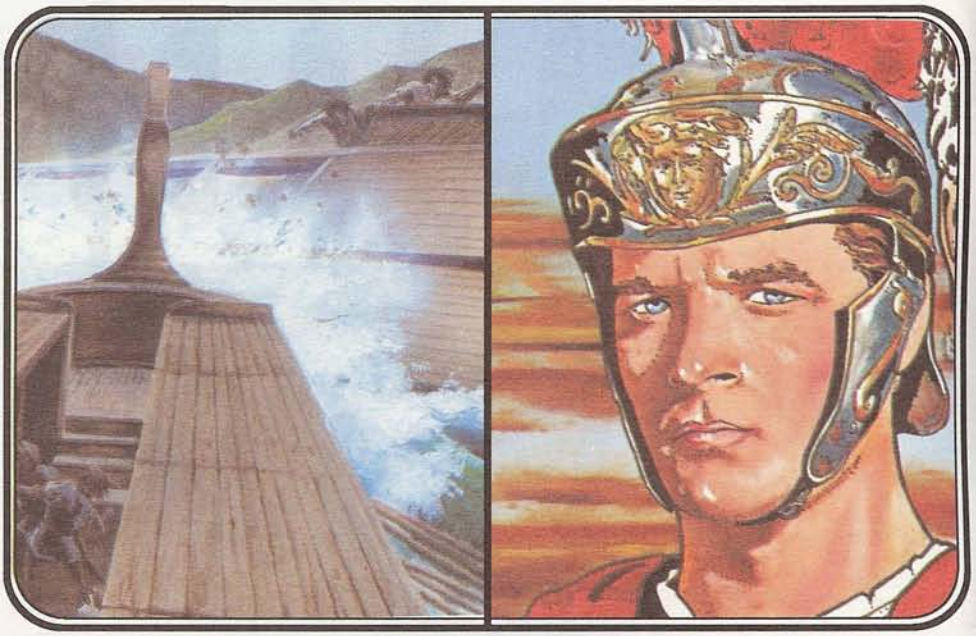
EXECUTIVE EDITOR: Donald J. Greenwood
MANAGING EDITOR: Don Hawthorne
GRAPHICS: Jean Baer, Charles Kibler and David Dobyski
COVER ART: Janet Lopez
GENERAL Subscriptions: Kathleen Grazer
Purchase of Games, Kits and Parts: Theresa Naimaster
FOREIGN DISTRIBUTORS: Readers are urged to make subscription arrangements with their appropriate agent (address shown where phone number not available) -

AUSTRALIA: Jedko Games Ltd. (Victoria) 555-1022; BELGIUM: SPRL Prolude (32 Ave. de Teruuren, Box 32, 1040 Bruxelles); CANADA: Andromeda (Toronto) 682-8381, E&K Kroeger (Scarborough) 752-4382, L'Avenir (Montreal) 341-1561, TD Imports East (Cambridge) 623-5282, TD Imports West (Calgary) 252-2006; FINLAND: Fantasiapelit Tudeer Oy (Vantaa) 872-5950; FRANCE: Jeux Actuels (Cailiquet) 3226-2257, Jeux Descartes (Paris) 4648-4820; GERMANY: Das Spiel (Hamberg) 044-8687, Games In (Munich) 523-4666, Welt der Speil (Frankfurt) 380-8088; GREAT BRITAIN: T.M. Games (Littlehampton) 377-3170; GREECE: P. Mamalis Ludo (Athens) 293-2203; HONG KONG: Wargames & Computers (Hing Kong) 417-1587; ITALY: Fernando Ferrari (Verona) 580-00319, Stratelibri (Milano) 295-10317; JAPAN: Post Hobby Company (Tokyo) 3351-0471; NETHERLANDS: 999 Games (Amsterdam) 644-5794, Captul Books (Amsterdam) 625-5537; NEW ZEALAND: Blackwood Gayle Ltd. (P.O. Box 28358, Auckland); NORWAY: AEH Hobby (Pilestredet 7, 0180 Oslo 1); PORTUGAL: Frente Crl (PC Duque de Saldanha 20, R/CO 1000, Lisboe); SINGPORE: Wong International (Singapore) 545-3995 SOUTH AFRICA: Gamma Games Ltd. (P.O. Box 2904, Capetown 8000), Wizards Warehouse (Capetown) 461-9719; SPAIN: Joc Internacional (Barceona) 345-8565, Naipe Juegos (Madrid) 544-4319; SWEDEN: Target Games AB (Stockholm) 611-9585.

Questions: R&D; *Note:* All questions should be diagrammed. No questions can be answered which are unaccompanied by a self-addressed and stamped envelope. Question must be based on the current edition of the rules of play (not historical or design matters). Questions on more than one title must be listed on separate pages and accompanied by a separate SASE for each game. Please, no phone calls regarding either rules questions or AREA ratings; such information will not be given without a written request.

IF YOU CHANGE YOUR ADDRESS: Inform us immediately! The Post Office destroys undeliverable magazines even if you leave a forwarding address. **The Avalon Hill Game Company assumes no responsibility for issues lost due to an invalid address.** Please state both your new and old address.

 ISSN 0888-1081



FEATURES

COLUMNS

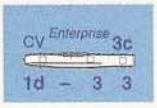
MIDWAY

Change history in the **BATTLE OF MIDWAY!**

"Victory fever" the Imperial Japanese high command would later term their state of mind in the spring of 1942. There seemed no end to the cheap, one-sided victories over the western democracies. Now was the time to mass the Japanese fleet for the decisive battle to destroy the portion of the United States Navy that had escaped the debacle at Pearl Harbor. An attack on Midway, a strategic speck of coral and sand within flying range of Hawaii, would surely lure the outnumbered US Pacific Fleet to its doom! What the Japanese didn't know was that American cryptologists were reading their coded messages and knew their plans in detail. When the time came, the heavily outnumbered US Navy, backed by Marine and Army aircraft based at Midway, massed all available forces to attempt a classic "ambush" of the overconfident Japanese fleet. The events that follow will determine the war in the Pacific, but this time there is a difference - **YOU** are in command.

An interesting and entertaining re-creation of history, **MIDWAY** is also a highly competitive game of chess-like subtlety played by moving the counters representing the ships and air formations present during the campaign on two identical searchboards. The first to find th enemy in the trackless ocean will be the first to attack. Combat is resolved on a separate Battleboard. Can **YOUR** limited assets stop the massed Japanese battle fleet? Or, can **YOUR** forces recover from their initial surprise, devastate the American carriers and capture Midway?

For two players; recommended for ages 12 years and up.

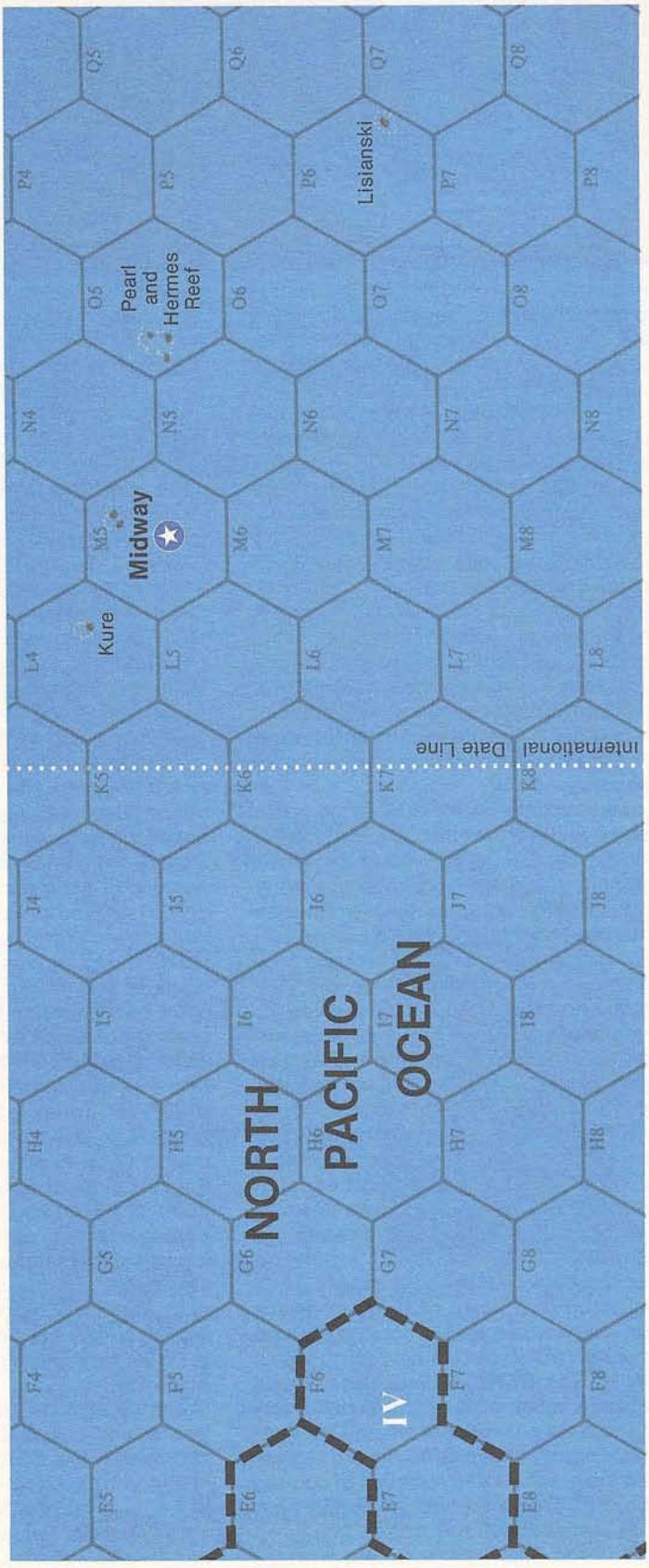


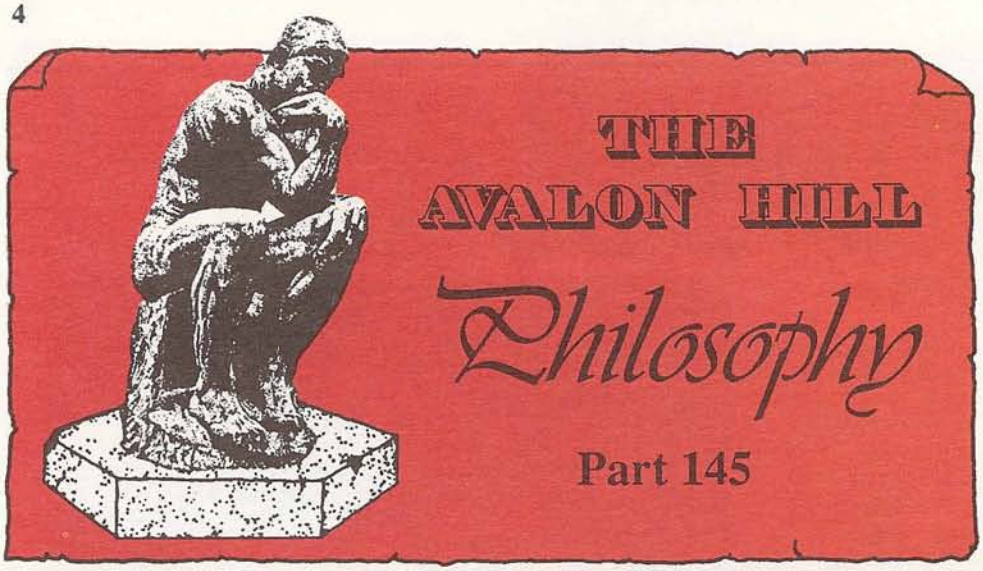
MIDWAY is available now for $26.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add $5.00 for shipping and handling (Canadian/Mexican customers, $10.00; overseas orders, $15.00). Maryland residents add 5% state sales tax.

The American History Series

Since 1958, the Avalon Hill Game Company has been producing strategy games for adults. Although we publish over 200 titles, the company is probably best known for its fine line of historical strategy games. Over the years, the popularity of these games caused by their ability to take history from the dusty books its resides in and bring it vividly to life has brought about the formation of an entire hobby - "Wargaming." Although very popular with hobbyists, these types of games are known to others only for their often esoteric subjects, long playing times, and lengthy and detailed rulebooks.

The purpose of the American History series, authenticated by the Smithsonian Institution, is to introduce this fascinating hobby to newcomers to the hobby through smaller, simpler, fast-paced, yet still challenging strategy games that cover well-known episodes in United States' history. In addition to a colorful mapboard and playing pieces, each title in the series contains a short (two-page) "Basic Game" to allow non-hobbyists to quickly master the game system. A lengthy "Battle Manual" in each game provides a detailed, illustrated account of the historical action, plus additional rules for those players wishing a more detailed and complex version of the game.





In January 1982, I took over the editorship of wargaming's longest-running periodical. My first chore, and the extent of my "training" in layout, was to paste-up the ads for *GUNSLINGER, CIVILIZATION, FURY IN THE WEST* and *STRUGGLE OF NATIONS* in Vol. 18, No. 5. (Three of those four "new" games are now out-of-print, and the fourth has an "Advanced" edition; says something, I guess, about out-living one's memories.) With the next issue of The *GENERAL*, I was "in charge", pledged to keep the magazine on track and traditional, devoted to bringing the readership the last word on Avalon Hill's games of strategy. Despite all, for the next ten years I tried to do just that. Maybe I succeeded; maybe not. I leave that for others to debate. But now, like Don and Tom before me, I am taking up other chores, and wanted to make my goodbye.

I owe thanks to an awful lot of folk. I am indebted to the typesetters and artists who made my ramblings and mumblings look good on paper. I am grateful to the many hobbyists who submitted their writings to my hands, and who suffered in silence as I butchered their words in the perhaps mistaken quest for clarity and brevity. But, perhaps my greatest gratitude is reserved for the readers, who never hesitated to let me know what they thought of the job I was attempting to do. To all the friends and otherwise I made while serving as editor of The *GENERAL*, my deepest thanks. You ensured that my days were never boring. I would only ask that you support my successor to the same fantastic extent, working with him to make this rag the best in the business.

Looking back over the past decade, I find it amazing that I can remember every issue, every article, and every mistake - no matter how trivial. Shows how much a part of my life The *GENERAL* has been. There have been some issues I would rather forget, and quite a number of which I am inordinately proud. I have done my best to upgrade the graphics and material; of course, much of this is a matter of taste, but I am rather pleased with our "look". I've lured some of the finest gamers into writing, despite my heavy hand with the red pen and our admittedly thin compensation. And, when I was "too" successful at this, I managed to increase the size of the magazine. I have certainly encouraged a more historical bent to the articles offered, while insisting that these still offered something to the players - variety, insight, entertainment - on the game in question. I tended to group articles together in issues by "theme" (on the still-unproven theory that one who is interested in the featured game might be intrigued by other titles with the same subject and/or design approach). There are some things, new offerings and graphics experiments, I would have liked to see instituted; but, in sum, I am quite pleased with what we together - you and I - have managed to accomplish.

I came aboard as a "full-time" editor. It took a few years, but eventually I was bitten by the "bug" that infects everyone here. It began innocuously enough with playtesting most of the games being worked on by the Avalon Hill crew and offering suggestions on design and presentation. Then I produced the "Wargamer's Guide to THIRD REICH", which was really just a special issue of the magazine, an extension of what I was already doing. Next, I started crafting scenarios for the new *ADVANCED SQUAD LEADER* system. I soon badgered Mac into allowing me to oversee a couple of the modules from design, through playtest, to publication. Inevitably came a couple of other game developments. And the *ASL Annual*. I also began beta-testing some of the computer conversions of our boardgames. By early 1991, I was spending as much time on all this as I was on The *GENERAL*. That wasn't fair to the readership. Especially since there was a mounting list of projects I wanted to be involved with that had nothing to do with editing this magazine.

Through the course of the last couple of years, and coupled with the above, my chores with The *GENERAL* were becoming rote and unexciting - at least that's how I felt. Chalk it up to "burn-out". Whatever small spark of innovation and originality I can lay claim to was being spent on these other projects. Our recent advances in production technology (see the "Avalon Hill Philosophy, Part 140") for the magazine only increased my ennui, even as it excited me about possible applications to other aspects of game publishing. In short, as someone recently pointed out quite forcefully, my efforts as editor had become "workmanlike, but uninspired"; taking a hard look, I realized he was right on the mark with his analysis. And that bothered me, for this readership deserves better.

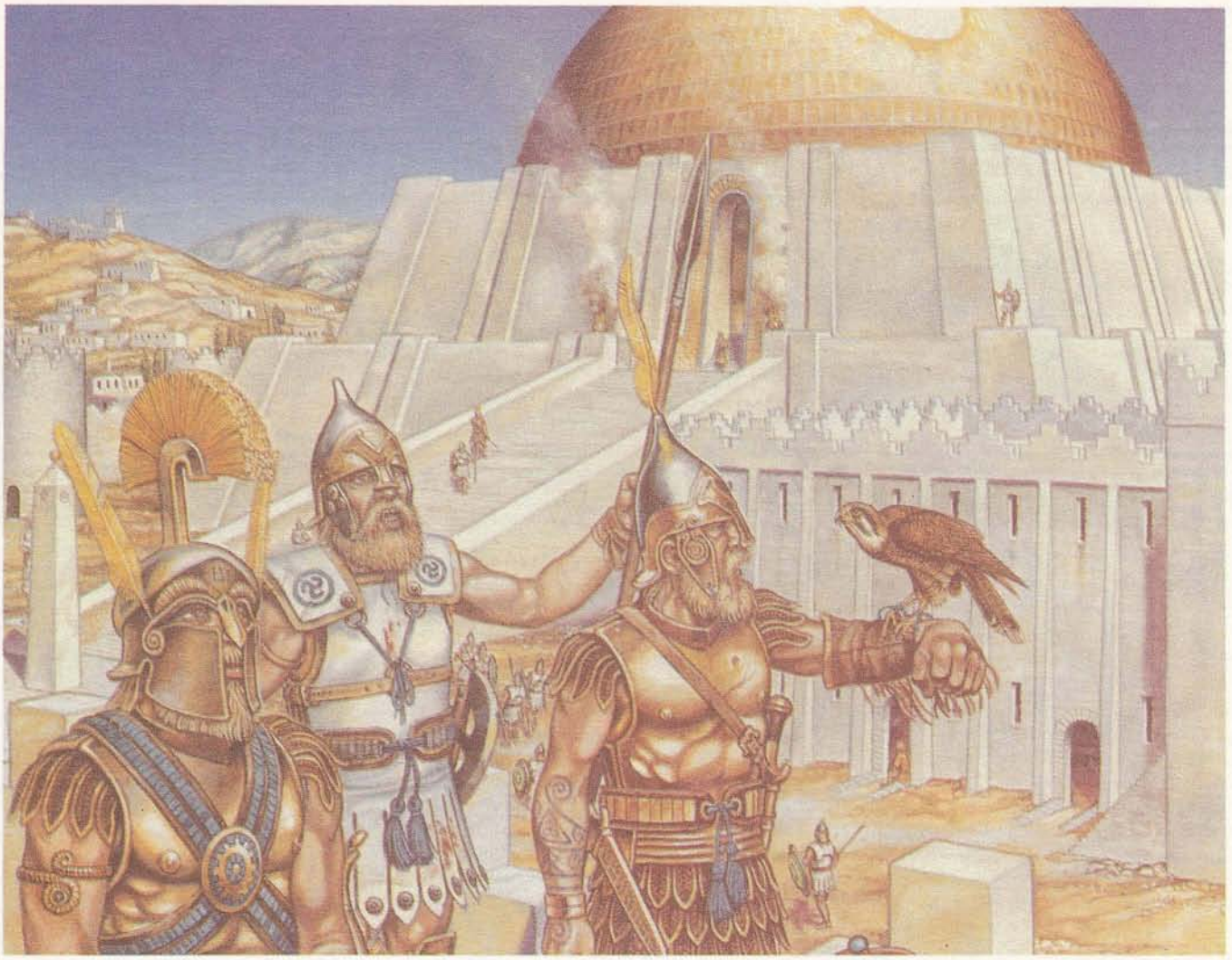
After ten years, it is right that I move on. I truly believe that a healthy magazine needs a fresh look and fresh ideas periodically (pardon the unintentional pun). That's what Don Hawthorne, the new editor, brings. He has years of working with the written word behind him, and a better appreciation of the sensibilities of authors than I, so get busy and send him all those articles you've been sitting upon for so long. With his background in graphic arts, and his broader experience as a game player, the readership can expect some pleasant surprises I'm sure. But I'll leave all that to him to expound upon in the next installment of the "Avalon Hill Philosophy". I've spent this issue (28-1) showing him some of the ins and outs, short-cuts and pains, of putting together a *GENERAL*. Indeed, this copy in your hands is very much a collaboration - actually, I have learned as much from him as he has from me over the past few weeks. For the next issue (28-2), I plan on handling the *ASL* material; the rest will be solely Don's work. He's a damn quick study, and I think you'll find soon enough that your magazine is in good hands.

In case you are wondering, I'll still be lurking about the Avalon Hill offices. I have a number of projects on my short list, things I've been wanting to turn to for some time but never had the chance. The *ASL Annual* has proved a success; with the 1992 issue I have increased the size to 80 pages. And I now face the decision of whether or not to double the frequency of that heretofore once-yearly orgy. In concert with Jim Burnett, I hope to finalize a new edition of the classic *STATIS-PRO FOOTBALL*, bringing the game into the '90s. Then there is my effort to polish up *DIPLOMACY* with a new "Deluxe" version, and produce a new "Wargamer's Guide" for my favorite game. All this by the end of the year. No doubt, other projects will make their way onto my broad desk.

And you readers haven't heard the last of me either. Now that the onus of deadlines and editing has been lifted from my sagging shoulders, I hope to once again be able to put pen to paper about the games that catch my eye. I've not had the chance (or inclination) to indulge myself in this manner for a while, and have I a lot to say!

So . . . Goodbye. It's been fun. Let's keep in touch . . .

Rex A. Martin
July 1992



Sun County–Prax

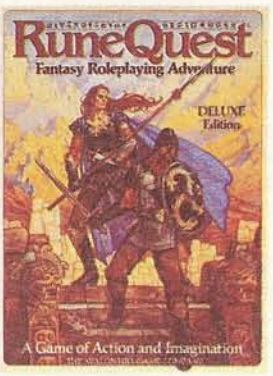
A Harsh, Dry Land

This small enclave of staunchly independent citizen-soldiers, home of the renowned Sun Dome Templars, has resisted nomads, famine, and drought for centuries. Strangers are not welcome in the Lands of the Sun, but many are drawn there by the promise of gold, fame, and adventure. Do you dare enter the Sun Dome Lands?

Sun County is a new RuneQuest campaign supplement featuring the celebrated fantasy setting of Glorantha.

Sun County includes:

- Four scenarios ready for play.
- Extensive historical notes on Sun County and its culture.
- Extensive detailed encounter tables.
- Profiles of important persons and peoples of the region.
- New full descriptions of Yelmalio cult.



Available at Waldenbooks, B. Dalton, and better book, comic, game, and hobby stores everywhere.

$18.95. Available now at your favorite hobby store, or directly from The Avalon Hill Game Company. Please add $5.00 shipping and handling charges; Canadian/Mexican orders add $10.00 (US); overseas orders add $15.00 (US). Maryland residents add 5% state sales tax. Credit card orders (only) call the Toll-Free number below.

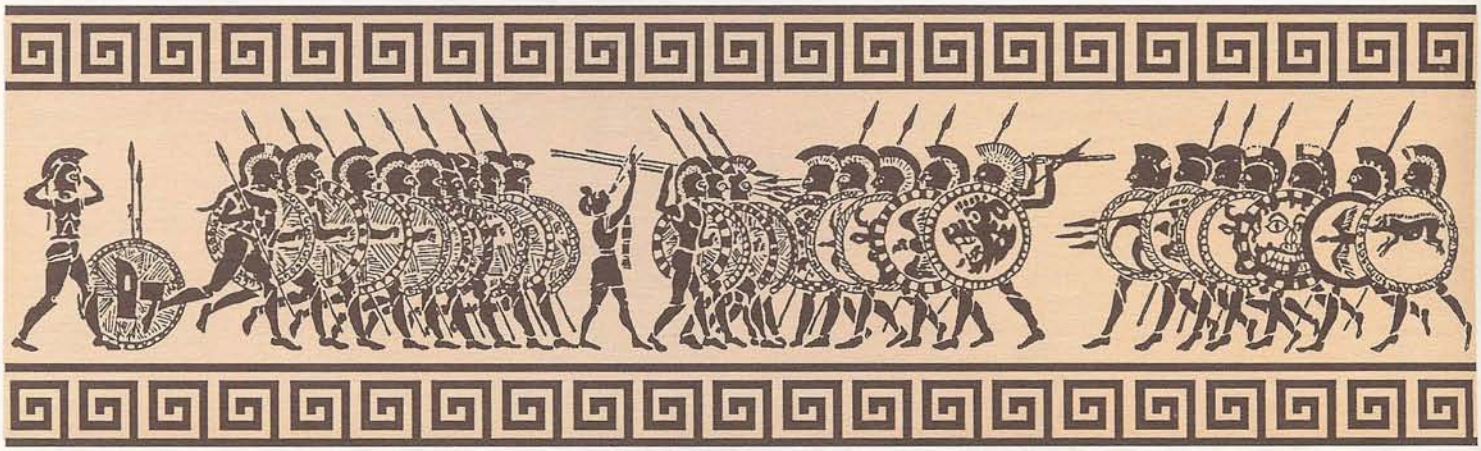
RQ Glorantha

AH GAMES OF STRATEGY

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road • Baltimore, MD 21214 • 410-254-9200
Credit Card Orders only, call TOLL FREE 1-800-999-3222

DEUS EX MACHINA



STRUGGLING AGAINST THE VICISSITUDES OF THE *PELOPONNESIAN WAR* GAME SYSTEM

By Mark Herman

Thucydides said of the Spartans that they were "a convenient enemy". He was referring to the many times Sparta missed opportunities for a riposte when Athens was vulnerable. Solitaire game systems tend to be convenient enemies, even when computerized, because they usually miss strategic opportunities. To solve this traditional weakness of solitaire systems, I enlisted in my design the services of the person we see in the mirror. If you believe the old adage that we are our own worst enemy, then *PELOPONNESIAN WAR* lets you experience this literally.

Those of you who already own *PELOPONNESIAN WAR* know what I am talking about. For those who do not I will briefly digress. *PELOPONNESIAN WAR* is based on the premise that the sum of good tactics is not strategy. Solitaire systems both computerized and manual tend to handle tactics well but the combination of these moves is usually disjointed and bereft of logic. I chose to take this problem and turn it into an opportunity. The player supplies the long term game strategies for both sides while the system handles the short term tactics of the opponent. Mechanically this is done by the player controlling one side while the game system operates the opponent. As the player gains strategic momentum and begins to defeat the system, he is forced to switch sides and rectify the former opponent's situation. This constant change of identities allows the player to challenge himself in the true style of a Greek tragedy.

The game mechanic whereby the player changes sides also serves historical purposes. One of the characteristics of this 27-year war was the constantly shifting domestic and coalition priorities that caused a commensurate shifting of state policies. These often illogical strategy shifts are recreated by both the temporary loss of direct player control over a particular side and the opposition leader's influence on enemy objectives.

The Spartan strategy was driven by the yearly change in the composition of the five Ephors, picked at random, who made Spartan political policy. Traditionally one of the two Spartan kings lead the army on operations while the other stayed home to handle domestic security. As Spartan military operations expanded from their traditional raid and battle strategy ("Attack Athens") a host of new leaders emerged. These leaders (e.g., Brasidas and Lysander) gained their positions due to the patronage of various Ephors (or the kings), and represent their policies.

Theoretically, Athenian policy was determined by majority vote of the electorate. In actual practice the electorate was dominated by charismatic leaders, initially by Pericles and later by wealthy patrons (Cleon, Alcibiades, and Nicias), whose ability to employ blocks of votes dominated Athenian policy. In the past when these demagogues had reached impasses, one of the opponents was ostracized by the electorate, allowing the survivor to implement his policy. After the death of Pericles and Cleon this political mechanism failed. Nicias and Alcibiades temporarily joined forces to ostracize a third opponent, allowing both of them to continue in office and clash over policy. This political tug-of-war resulted in the Syracusan expedition and the loss of Athenian naval superiority. Later, an oligarchy temporarily took control of Athens, but the fleet located on Samos refused to acknowledge the new government which was subsequently ousted. In the waning days of the war the electorate self destructed, preventing any coherent strategy from forming prior to defeat.

These radical changes in policy are embedded directly into the solitaire game system. When you control a side you determine its strategic direction. If you control the same side for two or more game turns a period of political unity is simulated. At the same time, the non-player side is usually characterized by chaotic changes in policy. When you cease to control a side it now experiences a radical shift in strategy. Although on the surface the political component of the game looks simple, it accounts for the impact of political turmoil upon the course of the war.

Your opponent (the game system) is driven by the historical strategies available to both sides. The opposing political entities employed these strategies in pursuit of their shifting political agendas. It is the intent of this article to acquaint you with the logic and motivations of the strategy matrix to improve your performance in and enjoyment of the game. Along the way I hope to supply some historical background to illustrate how the game simulates these strategic factors.

Know Your Enemy

What is the System Trying to Accomplish?

The heart of the solitaire game system is the Athenian and Spartan strategy matrices. Only one strategy matrix is active during any game turn. Historically there were a number of strategies used by both sides over the course of the war. The strategies on the matrices represent the policy responses that Athenian and Spartan politics imposed on their military leadership. The leader chosen at the beginning of each turn is the key policy maker, whose influence affects which strategy is implemented.

An examination of any particular strategy reveals three key parameters: Which areas and their associated spaces on the map are potential objectives, the area/objective probability, and the size and composition of the forces to be sent. The combination of these factors will produce a series of operations consistent with the historical examples which they simulate. Although working from similar principles, the implementation by each side (that is, Athens and Sparta) is unique to the cultural and historical precedent set by the war as described by Thucydides.

MAP A (Graphic Representation of Spartan Strategy Matrix):
KEY: 1: Defensive Strategy; **2:** Cut LOC; **3:** Cause Rebellion; **4:** Attack Athenian Ally; **5:** Attack Athens

Historically, neither side sent out on average more than one expedition per year. With the game turns representing three years, the game system launches from one to four operations per turn. The larger operations, such as the Spartan invasion of Attica, represent a series of expeditions to the same region over three years. The medium and small operations are representative of individual forays that are coordinated around a basic strategic theme.

What are the Opponents' Objectives?

Sparta

Sparta is a land power whose army is effectively neutralized by the Long Walls of Athens, which connect the city (through its port of Piraeus) to the sea. Traditional Greek siege operations that emphasize starvation over assault cannot work against Athens, because the Athenian navy protects the grain imports from the Crimea. Sparta finds it difficult to build a superior navy, because the Athenian empire has such vast economic strength, and shatters any Spartan navy that begins to form. This historical conundrum was solved by Athens losing over two hundred ships in its disastrous expedition against Syracuse followed by Sparta entering into an alliance with Persia (Random Event). The alliance with Persia gave Sparta a line of credit that enabled her to build and man a succession of fleets which supported a series of Delian League revolts that sapped the economic strength of Athens. These Spartan-commanded fleets lost a series of naval battles, which stretched out over the better part of the war's last decade, but whose singular significant victory at Aegospotami led to victory.

Spartan strategy has four basic thrusts. One focus is to attack Athens directly. This represents the traditional objective of forcing a Hoplite battle on the opponent by holding his crops and agricultural infrastructure hostage. Against a normal city state this tried-and-true method allowed the Spartans to force amateur opponents into disadvantageous battles against their own professional army.

Athens, under the leadership of Pericles, broke with tradition and allowed its lands to be ravaged without a battle, thus neutralizing this Spartan strategy. There were economic implications for Athens, as the wealthier members of the community lost their agricultural enterprises and became less able to sponsor military activities such as building triremes for the state. In the game this is represented by denying the Eisphora revenue to Athens on turns when Attica is ravaged.

When the Spartans (as controlled by the game system) use this strategy ("Attack Athens") they employ most of their available land forces and conduct only one operation over the game turn. This allows you to respond by employing a series of operations to gain a common objective. An example would be to capture the five Peloponnesian coastal spaces which spark a Helot rebellion, or to open a Line of Communication to Epidamnos to offset the economic loss of a ravaged Attica.

Causing rebellion amongst Delian League members is another Spartan strategy. Historically, the Spartan king Archidamus, in his assessment of the coming war, speaks of this as a key to defeating Athens. In antiquity, political theory and practices were constantly evolving. Most city states had disaffected factions who disagreed with the current political structure or treaty relationships. These groups, if properly motivated, would allow enemy forces to compel a change in government and allegiance, with themselves as the chief benefactors.

Over the course of the war both sides utilized this tactic to gain surreptitious entry through a city's defenses and capture it by *coup de main.* Of all the strategies available to the player this one is the most overlooked. Rebellions do not survive if you or the game system do not support them. Often an unsupported rebellion could be overawed by the presence of their former ally armed to the teeth and offering clemency, if the ringleaders were turned over for punishment. Early in the game, if the Spartans succeed in causing a rebellion in the Aegean or Asia Minor, it is difficult for the supporting military force to pass through the Saronic Gulf (Aegina space). The best response in this circumstance is to send one squadron containing a single naval SP (Strength Point) to an adjacent space and arrest the guilty without siege. The best opportunities for the Spartan side to support rebellions will be in Thrace and the Chalcidice, where overland access cannot be denied by the Athenian forces.

During the latter half of the war the Spartans attempted, and ultimately succeeded in, cutting off Athenian access to the Crimea — the "Cut LOC" (Line of Control) strategy. This strategy, initiated by Sparta and sustained by Persian gold, broke the economic back of Athens and won the war. The "Cut LOC" strategy objectives focus on the Eastern end of the map (See Table 1), and attempt to interrupt Athens' communication with the Euxine. The forces sent are small in size and are meant to dilute Athenian responses. It was the ability of Spartan naval forces to maintain themselves in Asia Minor that allowed the Athenian empire to rebel *en masse*. These massive defections reduced the tribute that funded the Athenian navy and diminished her ability to maintain her lines of communication. In the game it is the combination of supporting rebellions and extensive ravaging that reduces Athenian revenue. Since the size of the forces sent by the Spartans are small, several tend to be sent out per game turn, with a reasonable likelihood that one arrives at its objective. Unfortunately for these historical rebellions, they were unaware of the fine print in the Spartan-Persian alliance, which ceded to the Persians all of the Greek city states in Asia Minor. *C'est La Guerre.*

The last Spartan strategy is to attack an Athenian ally. Its objectives have the same probabilities as the Cause Rebellion strategy, but the forces sent are of medium size, not small. Usually two such expeditions will be successfully sent out in a game turn. They attempt to capture Athenian spaces and project a ZOI (Zone of Influence) in that area to inhibit Athenian movement. This strategy does not hurt Athens directly unless the operation arrives in an area with numerous Athenian garrisons. In this circumstance, the Spartan force can destroy Athenian control over whole sections of the map in one combat phase.

If you maintain a sizeable naval force in Piraeus, the game system when playing Sparta is fairly controllable. The one critical Athenian vulnerability is Sparta's ability to move overland into Thrace and subsequently by land to the Hellespont. It was Brasidas who employed this strategy, thus probably having found the wink link in the Athenian chain; his early death was a significant aid to Athens. It is when the game system attempts to fulfill Brasida's strategy that you need to watch out. The other danger from Sparta is its ability to counter-punch with its defensive strategy. Ambitious land operations into the Peloponnesus can be crushed by a massive Spartan reaction. If Athens is confronted with naval parity, then the situation changes dramatically, as it did historically, should the game system move directly to the Eastern Aegean and Asia Minor to cut the Athenian Line of Communication. Since the player will usually not permit this type of situation to arise by choice, it usually occurs when the game system is playing Athens, followed by an inopportune change of sides. *C'est La Vie.*

Athens

Athens is a naval power whose forces diminish in capability as they project power inland. When thrust into its Athenian persona, the game system acts likes its historic counterpart. The navy protects the critical Lines of Communication to the Euxine, which makes Athens impervious to siege. The Spartan army is best avoided unless the context of the battle gives the Athenian force superior size, or a skirmish escalates unavoidably into an Athenian disaster.

Naval power is exhaustive, not decisive in nature. The "exhaustive nature" of naval forces is represented by a coastal raiding strategy. Small Athenian forces ravage the Peloponnesian coastline as they move toward their objectives in Achaea/Arcadia, the Isthmus, and the Peloponnesus/Messenia.

Historically, Athens had two basic ways of defeating Sparta: The first was to defeat Sparta's center of gravity, her army. Defeating Sparta's army required Athens to develop its land forces and conquer Sparta directly. Athens had limited numbers of Hoplites, especially after the plague, but the potential for allying with Argos would have ameliorated some of the numerical disparity. It was this strategy that was favored by Alcibiades during the Peace of Nicias. In the game you, as Athens, can either outmaneuver the Spartan army with superior mobility (naval transport capability) in order to defeat it in detail, or attempt to win one decisive land battle.

The second is the Periclean strategy of exhaustion, which attempts to wear down Sparta's economy and Will (Bellicosity), through coastal raids and emplacement of forward fortified positions. Pericles preferred this strategy, but the Athenian democracy had difficulty maintaining its patience and treasury. After Pericles' death, the shifting political balance in Athens produced several erratic changes in strategic direction, which were most pronounced with the disastrous Sicilian expedition.

Athenian naval losses at Syracuse and Persian gold allowed Sparta to finally achieve naval parity. Over the last decade of the war, the superior Athenian steersmen still produced a string of naval victories, but the economic strength of Persia was too much for Athens. The destruction of the last Athenian fleet resulted in the Athenian Euxine LOC being cut, and the subsequent Spartan siege forced Athens to surrender. In the game, you will usually avoid losing the Athenian navy, but the game system may not. When playing Sparta, you must be prepared to exploit opportunities to sink the Athenian fleet if you desire to reproduce history.

Like Sparta, when the game system handles Athens it chooses from four basic strategies. The "Attack Spartan Ally" strategy emphasizes conquering components of the Peloponnesian League or expansion of the Athenian empire by conquering neutrals. The forces sent on these expeditions are medium sized combined forces (4N, 4H or 7H, 2C). Since the cost of this force is 1,800 or 2,400 talents there are usually no more than two operations sent per game turn. As can be seen on Table 1, the expeditions have equal probabilities for choosing an objective. This is consistent with the changing mood of the Athenian demagogues and their followers. This strategy option is the only one which can cause an operation against Thebes.

The "Cause Rebellion" strategy focuses on striking at Sparta's greatest weakness; its slave population (Helot Rebellion). The most likely objectives are on the Peloponnesian coastline. It was from such locations as Pylos that Athenian forces offered havens for runaway Helots. The Spartans relied on the Helots to operate their economy and free the Spartan population for military service. The long-term loss of slave labor severely damaged the Spartans in a manner analogous to the effect that emancipation had on the Confederate economy during the American Civil War. The Athenians use small forces which, due to their lower cost, can result in three to four operations, limited more by the Auguries than their treasury. Once one of these Athenian forces captures a coastal fortress they are difficult to dislodge, because the Spartans are usually hard-pressed to produce two naval SP's to win a siege; so forcing a "No Battle" with a small force is preferable. The Athenian matrix has a special emphasis (See Note on Matrix) concerning the Helot rebellion, which forces it to go after the fifth required location if the other four are already controlled.

When the "Cut LOC" strategy is employed, the Isthmus and Spartan holdings in the Peloponnesus are the focus. Athens employs medium sized forces which keeps the number of operations down to around three for the game turn. This strategy also tends to place an Athenian force in a coastal fortress, where they are even harder to dislodge due to the larger land and naval contingents.

Syracuse, the site of Athens' greatest defeat, should be mentioned, given its importance to any Peloponnesian wargame design. In the two-player version Syracuse is rarely attacked, since it has enough force to require a serious operation while the long term benefits come only after Sicily is subjugated. The problem is that subjugating Sicily with ZOI's is more trouble than the economic benefit is usually worth. In the solitaire version there is a sixteen percent probability in each of the strategies (except "Attack Sparta") for Sicily to be chosen as an Area of operations. Within that area, Syracuse is a fifty percent probability, with the remainder accounting for other historical operations conducted by Athens in Sicily during the war. If the Athenian strategy is "Attack Spartan Ally", the size of the force (4N, 4H) is usually large enough to defeat Syracuse, barring a Spartan relief operation. The other two strategies produce smaller forces, allowing for the historical disaster. One of the best responses is to send a leader to the Syracuse LOC via the Cape Taenarum, and offset some of the Athenian advantage with Spartan leadership.

The "Attack Sparta" strategy can only occur if Athens has built up its land forces in Athens to maximum (14H), and this force can move north to absorb the 2H SP's and the required cavalry contingent in Larisa. If Argos is in the war and its 4H SP's are available, the Athenian contingent of Hoplites can be smaller to make the required 15 Hoplite SP force. However, in all cases, Larisa or Macedon (if an Athenian Ally) are needed to fulfil the 4C SP requirement, since Athens can never produce more than 2C SP's during the game. When Athens produces this strategy it will never conduct more than one operation that game turn, but it often passes for lack of resources. The large force requirement ensures that the game system will not commit suicide against the Spartan army. If the Athenian land forces get this large, the game system can go for the decisive win, so be careful when these conditions come into conjunction.

The game system plays fairly well as Athens when it is moving its naval forces around the Peloponnesus and ravaging your territory. Often you will find it hard to score points with Sparta since there aren't many Athenian locations that are vulnerable to Spartan land power except Thessaly and Thrace. Unless there are Spartan locations that can be recaptured, you can often play Sparta for several turns in a row, since you are limited in your opportunities to score victories and to consequently drive the SCI into a large die modifier for switching sides.

System Mechanics

Once the game system's strategy has been picked, the solitaire interaction begins. The strategy matrix first evaluates whether the player's operations have placed it in acute jeopardy (Defensive Strategy). Athens reacts to its strategic position being threatened. The highest Athenian concerns are the Saronic Gulf (Aegina and Salamis), Gulf of Corinth (Naupactus), its key allies (Chios and Corcyra), and the Hellespont. Sparta reacts to long-term threats to the Peloponnesus, then threats to its key allies (Corinth and Thebes), and counterattacks Attica if Syracuse is threatened.

Historically, both sides were aware of their opponent's vulnerable points. An example was Demosthenes establishing a small fortification in the Pylos space, that caused the Spartan army

Table 1: Strategy Matrix Area Probabilities (All values in table in %)

Sparta
Objective (Percentage Of Being Picked)

Strategy	Attica	Caria	Ionia	Thrace	Isls	Allies	Hellspnt
Attack Athens	100						
Cause Rebellion	16	16	16	16	16	16	
Cut LOC				33	16		50
Attack Athenian Ally		16	16	16	16	16	16

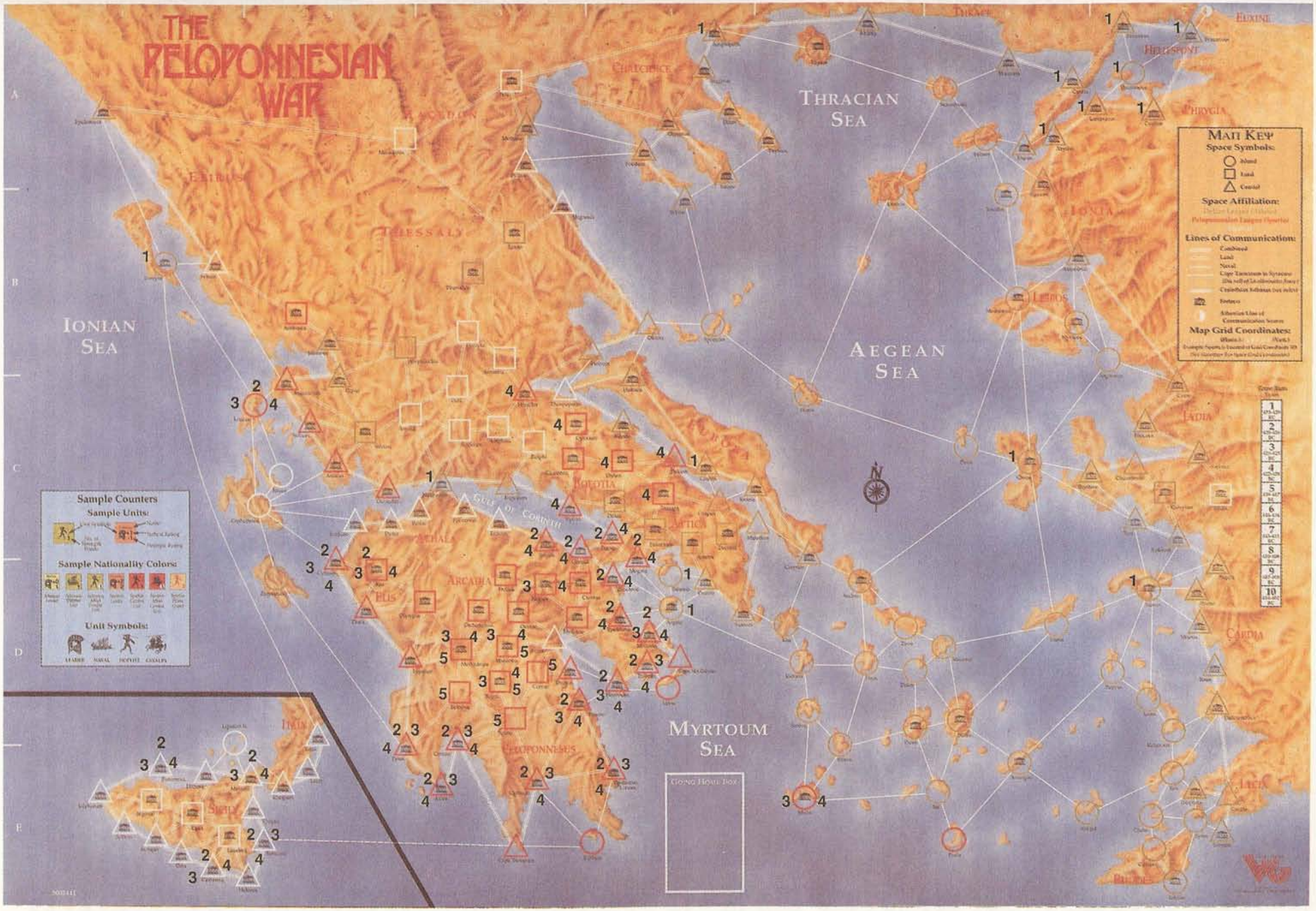
Athens
Objective (Percentage Of Being Picked)

Strategy	Isth	Boe	Sicily	Arcad	Allies	Pelop
Attack Spartan Ally	16	16	16	16	16	16
Cause Rebellion		16	16	33	33	
Cut LOC	33		16	16		33
Attack Sparta						100

Table 2: Objective Probabilities Once Area Is Chosen

Area Probability (%)	Space Probability (%)	Overall Probability (%)
100	16	16
50	16	8
33	16	5
16	16	2.5
16 (Thrace)	33 (Amphipolis)	5
16 (Sicily)	50 (Syracuse)	8
100 (Attack Athens)	50 (Athens)	50
100 (Attack Athens)	33 (Decelea)	33

Abbreviations: Arcad=Arcadia/Achaea, Boe=Boeotia, Hellspnt=Hellespont, Isls=Islands, Isth=Isthmus, Pelop=Peloponnesus/ Messenia, Thrac=Thrace.
Note: 16%=16.67%; 33%=33.34%, 5%=5.28%, 2.5%=2.56%



MAP B (Graphic Representation of Athenian Strategy Matrix):
KEY: 1: Defensive Strategy; **2:** Cut LOC; **3:** Cause Rebellion; **4:** Attack Spartan Ally; **5:** Attack Sparta

in Attica to immediately decamp and move directly to Pylos. In the same manner the player, when it suits his purposes, can threaten a critical location and get one of these pressure points to invoke an automatic response, thus furthering an ongoing strategic plan.

Another key system mechanic is the player's knowledge that success on his part will lead to him changing his allegiance. Now it would appear that this would allow the player to disperse his forces while scoring points, in the hope that he will switch sides and exploit this manufactured positional weakness. Due to the Auguries, however, the probability of conducting more than five operations in a single game turn is so low that the possibility of dispersal is limited. If the player threatens a vital space, the game system will effect a response which causes a re-concentration of forces when necessary.

If a defensive strategy does not occur, then the system will attempt to generate an operation based on its current strategy. Tables 1 and 2 show the probabilities of a given space being chosen as the non-player's objective. Table 1 illustrates each side's Area probabilities for each strategy. Table 2 gives the space probabilities for each combination of Area probability and space probability.

An examination of the tables shows that for each side, most Areas are equally probable given the current strategy. Particularly important locations such as Syracuse, Amphipolis, Decelea, and the Hellespont are first among equals. Using this knowledge you should consider which contingencies are most likely, and leave certain kinds of forces available as a reserve or to preempt probable game system operations.

Specific Strategies

With the knowledge of what the system is capable of and what it is likely to do in a given situation, how should you respond? The key at all times is to score points and draw down the opposing Bellicosities to ensure an end to the war. It is very important to limit your exposure to defeats. Each defeat costs you 15 points and requires two victories to offset. Two defeats require three of your victories just to break even. Since you are not likely to have more than five operations in any one turn, the impact of two defeats would see you break even or worse by the end of the turn, with nothing to show for three years of conflict.

What is Meant by "Limiting your Exposure to Defeat"

You should avoid moving small forces along routes where a skirmish with a superior force can occur, especially a skirmish that guarantees a battle. It is better to assemble the army from different points and alter it's route, or use a larger force to ensure safety. This problem can also be turned into an opportunity by assembling a force equal to the enemy blocking force, creating the opportunity for winning a victory during the Operations phase and another during the Combat phase. For Athens this is usually a naval force and for Sparta a land force where the additional +2 combat modifier gives your equally-sized force an edge.

Sometimes the game system will conduct an operation which attacks both a space and an inferior-sized force within its ZOI. This could lead to a double defeat and a loss of 30 victory points. If the inferior force has not yet moved, then an operation that uses the vulnerable force can move it out of harm's way. It is better to risk the siege and one defeat than to also lose the force and all progress for the game turn. Another response is to send a leader with reinforcements to that location to shift the situation in your favor, and perhaps snatch victory from the jaws of defeat.

Another aspect of the game is: Which side you want to play? The process is random, but you have some impact on that randomness. If you want to constantly switch sides, you will alternately lower a side's Bellicosity dramatically, then subsequently build it back up again. Because you lose one point of Bellicosity for each defeat and gain only half a Bellicosity point for each victory, both sides diminish in fervor over the course of the game. This usually results in the game lasting six to ten game turns.

In a long war you will attempt to maximize the number of operations you run each game turn to generate the largest number of battles. Assuming you attack vulnerable positions (mostly through sieges), the SCI should move heavily in your favor. This approach will score many points but almost guarantee that you will switch sides during the next game turn. The non-player side will have its Bellicosity lowered while your side will have its Bellicosity increased. This will cause a "two steps forward, one step back" phenomenon, whereby the respective Bellicosities will recover when actively controlled by you, resulting in a longer game. Obviously, the longer the war goes the more frequent the opportunity for fate to step in and muck up your plan, especially via the Auguries. This technique's weakness is that in order for the treasury to support five operations, the size of the forces are naturally limited by force availability and the amount of talents in the treasury. Use of small forces gives the game system its best chance to inflict losses, while the unexpected Auguries die roll prevents you from having a requisite number of operations needed to recover your score.

The alternative is to choose (and remain) one side for most of the game. This is done by using your operations very judiciously to remain in control of that one side. This technique usually works best with Athens. Make sure that the SCI doesn't get above +3 for any game turn. Through the use of ravaging, you lower the non-player Bellicosity quickly while gaining sufficient points to win (assuming that a surrender comes early in the war), perhaps enough by game turn three to achieve an automatic victory. The relatively low SCI should prevent you from switching sides quite as often.

The dangers in this ploy are your vulnerability to any defeats which the system may inflict, since you do not develop a surplus of Victory points. This strategy sometimes is forced upon the player due to the Auguries or an unexpected bold stroke from the game system.

Whenever hostages are taken, direct assault becomes prohibited. If this is to your benefit, so much the better. If this hampers your strategic plans then maneuver the game into an armistice. This is most easily manufactured by taking one side below a bellicosity of six and reducing the treasury of the other, presumably the side you control, to 1,000 talents. The armistice removes the effect of hostages for the remainder of the game and pumps large sums of money into the treasuries, allowing an increased tempo for operations.

Besides these general game approaches which apply to both sides, there are other peculiarities that are geographically and militarily unique to each of the belligerents. The strategies posed by the system are consistent with the history of the war. Due to the uncertainties implicit within the game design you should at all times use your military and economic assets in the most efficient manner possible.

Sparta

When you are playing Sparta, many Athenian strategies will cause your coastline to be ravaged. This technique represents the historical vulnerability of the Spartan economy to coastal raiding. The cavalry unit in Sparta represents the mobile unit created during the war to counter this raiding strategy. The cavalry unit will give you two intercept opportunities at Prasiae and Corone. If there are Spartan naval SP's at Gythium, the likelihood is that up to five Peloponnesian coastal spaces can avoid being ravaged due to successful intercepts, regardless of the skirmish result. This simulates the fact that you cannot do much damage if the raiding force is put on the defensive by a counterattack. If there are no Spartan SP's at Gythium, a good first operation can be to move a portion of the Corinthian fleet to Gythium, where it can exert a blocking position against Athenian coastal ravaging. If the enemy fleet is particularly small, the possibility that one naval SP could be eliminated in a skirmish can cause the Athenian operation to fail.

If Syracuse becomes the objective for an Athenian operation, one of your best responses is to follow the historical example; send an advisor. The Cape Taenarum-to-Syracuse LOC is dangerous for a force, but low risk for a leader moving alone. The Athenian force will have only one opportunity to intercept the leader and, even if successful, the leader is in a space with friendly forces; so the worst that can happen is that the battle occurs during the Operations phase instead of the Combat phase. Hopefully you will send a leader as good as Glyppas, or any other +2 Tactical leader. This type of help gives the Syracusans a fighting chance. If the Athenian force sent is a large force (4N, 4H), then defeat is likely in the naval portion of the battle, but during the land portion you may pull it out since you will have a +1 for the Cavalry advantage, plus your leader to offset the Athenian leader's tactical rating. If the Athenian force is medium in size then victory is much more likely. Evacuation of the Syracusan forces is unlikely here, since in most cases the Athenian force will be equal to or greater in size, forcing a battle upon the retreating force.

Athens' Thessalian ally is vulnerable to an attack. It only has two Hoplites, but is almost assured of getting the Cavalry advantage in a battle. A force with five Spartan Hoplites and a good leader can take this space and open the path to Thrace for small expeditions that no

longer have to fear the Thessalian blocking force. Loss of Thessaly also denies the Athenians any chance of conducting the "Attack Sparta" strategy due to a lack of force size unless Argos and Macedon are allies of Athens.

An important component of Spartan strategy is to deny funds to Athens. Athens' naval superiority is expensive to employ, and limiting Athenian revenue will reduce their operational tempo. Since the non-player side doesn't get the Eisphora, extensive ravaging in Asia Minor is the best method of reducing Athenian income and Bellicosity. In the game a land force can get into Asia Minor by moving overland through Thrace and crossing the sea at Byzantium. Historically, it was Brasida's plan to first capture Amphipolis and then build up forces for an overland march, to capture the Byzantium crossing points on the Bosphorous. The plan died with him, but it is available to the player. Unless the Athenians place a strong Hoplite and Cavalry force in Amphipolis to protect Asia Minor, a cavalry raid can damage Athenian revenue. This simulates the impact of Persian forces in Asia Minor which supported Delian League rebellions and attacked Athenian allies such as Amorges (Iasus space), who was in rebellion against the Persian king.

The "Cause Rebellion" strategy is a little-understood rule and an opportunity for Spartan counterattacks against the Athenian empire. Just before the war began, Archidamus gave a net force-assessment of the two coalitions. He felt that one of Athens' key vulnerabilities was its clients' dissatisfaction with Athenian rule. It was his view that aiding and abetting Athenian allies to defect from the empire would deny Athens the tribute that supported her navy. During the actual war, it was indeed the large scale rebellions in the empire which lowered Athenian tribute and naval capability. In the game, any space which is not on the Post Combat Movement Table is vulnerable to rebellion at least once per turn. Especially near the war's end when funds are short, a Spartan operation that causes and then supports a rebellion will lower Athenian revenue and, over the long haul, its bellicosity. Granted, your use of the strategy has only a 16.6% chance of succeeding, but it only costs 100 talents to attempt, and when successful it can raise a whole section of the map into rebellion if not curtailed by Athenian forces. Obviously, do not choose an objective which begins in an existing Athenian ZOI.

Overall, unless you direct the war against the Athenian empire there will be few opportunities to succeed with the Spartans. Until or unless the Athenian navy is absent from the Saronic Gulf (Aegina Space), overland routes to Asia Minor are your best bet. The capture of Amphipolis is the key to the Eastern end of the Athenian empire, and unless it is heavily garrisoned Spartan forces have easy access to the heart of the Athenian treasury through ravaging. Remember that although the Spartan Hoplite is hard to beat, moving them in very small forces leaves you vulnerable to an unexpected battle, potential defeat, and a hostage situation.

Athens

Athens is immune to siege unless its LOC to the Euxine is cut. If you are Athens two turns in a row, the game system is capable of first cutting your lifeline to the Euxine and then conducting a successful siege of Athens. Usually the Auguries, direct intervention by the Gods, and a number of missed interceptions are required for this to happen, but it is possible. The best way to prevent a Spartan force from accomplishing the unthinkable is to keep at least seven naval SP's in Piraeus. A force this size automatically brings any Spartan expedition it intercepts an immediate battle and likely defeat. If you are the type who disperses the Athenian fleet so that you change sides the next game turn and then exploit this vulnerability, beware of false hopes. What I have seen happen is that the dispersed operations which are aimed at unopposed sieges do not succeed to the degree required, and the player finds himself still playing Athens. The system in the meantime has gotten forces overseas against your vulnerable empire, and has inflicted several defeats and lowered your score. So, although this tactic sometimes works, you need to consider the possibility that you may make your bed only to be forced to lie in it.

To protect your Athenian LOC from a Spartan overland operation (see special notes on Spartan matrix), it is often useful to build up forces at Amphipolis or Byzantium with five or six Hoplites plus one naval SP to extend their ZOI. This can be accomplished by using a leader like Cleon, whose high strategy rating and low tactical rating make him ideal for this role. You declare one of these locations as the objective and move an Athenian Hoplite force to Piraeus to pick up one naval SP, which then moves along combined LOC's to the objective. During the Going Home Segment of the Combat Phase the force has a 50% chance of remaining in place. As long as the force has six Hoplite SP's, it is guaranteed to cause a battle with any Spartan force that may try to pass through it.

If Sparta has captured Amphipolis and can treat the Hellespont as a Land space objective, you must respond. Attacking Spartan coastline spaces with naval forces will often force a dramatic Spartan response. Now this may not seem very realistic, but in fact it is historical. In 425 BC, a small Athenian naval force under Demosthenes captured the Pylos space and built a fortification. The Spartan army under Agis was currently ravaging Attica when he received news of the new Athenian position. He immediately withdrew from Attica after less than two weeks of ravaging and took the Spartan army by the most direct route to Pylos. Remember that Sparta was a police state that controlled a large slave population, and any permanent Athenian positions jeopardized this fragile domestic situation. This situation is similar to the American Civil War which saw Union forces in Southern coastal regions become a focus for runaway slaves. By using one naval SP to threaten the Spartans, a massive reaction can ensue with the subsequent No Battle causing you no loss of Victory points. In this manner, when the non-player Spartan strategy starts to aim at your empire, a direct assault on the social fabric of Sparta will redirect the game system's attention.

The key strategy that should be implemented whenever possible is the ravaging of the Spartan coastline. This type of operation reduces Spartan Bellicosity by one each turn it occurs. If there is a Spartan fleet at Gythium, it usually takes two separate operations to accomplish the same effect of one operation without a Spartan fleet. Additionally, the presence of a Spartan fleet requires that the Athenian force be of medium size in case a battle is forced upon you. If Gythium becomes an effective blocking position, then force a naval battle on Gythium or from Cythera and eliminate it.

When controlling Athens, protect the empire, manipulate the paranoid Spartans, ravage their economy with your naval superiority, and pick off vulnerable locations with sieges. Balancing these elements will yield points and move Sparta toward surrender. The danger is in having small operations unexpectedly fail due to skirmishes and bad Auguries which allow the system to get in a powerful blow.

In Conclusion: *Deus Ex Machina*

PELOPONNESIAN WAR uses dice to replace the random number generation capability of a computer, and you to replace the strategic logic for each side's prosecution of the war. To paraphrase Clausewitz, defeat has a more powerful impact on the defeated than victory has on the victor. This logic applies in Peloponnesian war in that two defeats cancel out three victories. Leaving yourself open to defeat is where things go wrong. Of course, excessive caution causes large and expensive operations which reduce your opportunities for garnering Victory points.

Remember that your successes shorten the war, but do not necessarily garner a sufficient buildup of Victory Points to win it. Constant ravaging of the Spartan coastline and attacks on the Athenian empire lower the respective bellicosity indexes, even if you lose Victory points. As the war-weariness of the opponents moves the war toward conclusion, your continued efforts to gain victory points shortens your time to win. It is when these two relationships cease to be coordinated that defeat is your reward.

The game system uses mechanics to inflict the changing fortunes of war upon you in much the way that actors in ancient Greek tragedies were lowered into view to demonstrate the powers of fate. At times this approach may appear a bit contrived, and often the tactical response may feel too arbitrary to be correct. The confluence of probabilities sometimes works that way. I hope that my *deus ex machina* more often entertains, and lets you face yourself in one of the most hard-fought wars in history. The twofold purpose of games is both to challenge and to teach. I hope you feel that *THE PELOPONNESIAN WAR* accomplishes both.

My own experience with the game has been that, periodically, I will easily triumph due to good play and very favorable die rolls. But, just when I think I have the system beaten, I find that those same processes conspire to make a shambles of my strategy in the next game.

Some days you get the bear, and some days the bear gets you.

ATHENS IN VIET NAM

The Peloponnesian War

By Richard Berthold

For the women won't even let us touch them,
until we all conclude a general peace
for all of Greece.
Aristophanes, *Lysistrata* 1004-6

Now we can see it clearly—like light at the
end of a tunnel.
General Henri Navarre

The seeds of the great Peloponnesian War can be found in the Persian War of 480-479 BC. When the Great King was thrown out of the Balkan peninsula, his Greek subjects in Ionia revolted and asked Athens to head up a defensive alliance which would protect the Ionian cities from a resurgence of Persian power. In 478, the Delian League was formed and included almost all the islands and coastal cities of the Aegean basin. It was a naval league in that the members contributed either warships or money that was used to build warships, and Athens, in recognition of her immense naval strength, was given such a dominant position that by the middle of the century she had easily turned the alliance into an empire.

The emergence of the Athenian empire led to increasing friction with the other superpower of the ancient Greek world, Sparta. Sparta was certainly a bizarre place, little more than a huge socialist military camp devoted to producing fine hoplite soldiers and virtually nothing else. In the sixth century BC the Spartans had built their own power base, the so-called Peloponnesian League, which was actually neither a league nor limited to the Peloponnesus. It was a tightly controlled system of military alliances that gave Sparta access to immense hoplite strength, but little else, since the Spartans collected no tribute.

Isolationist Sparta and commercial Athens could live in peace, but inter-city war being a way of life in Greece, their respective allies could not. The First Peloponnesian War broke out in 457 BC over a border dispute between Corinth and Megara, and ended inconclusively with a peace treaty that formally recognized the division of Greece into two power blocs. Eleven years later, civil war in distant Epidamnus sparked a conflict between Corinth and Corcyra, a neutral state, which sought and obtained an alliance with Athens. Rather than backing down before Athens' awesome power, Corinth then did everything possible to drag Sparta and the might of the Peloponnesian League into the struggle. Reluctant though they might be to engage the Athenian empire, the Spartans could not stand idly by and watch Corinth, the most important member of their alliance, go down the tubes, and in 431 the Second Peloponnesian War erupted. Corinthian recklessness and ambition had begun the ruination of Greece.

Athens began the war with immense advantages. Her control of the sea was virtually absolute, which meant that the enemy was going to have a very difficult time just getting at her and her allies. The completion of the long walls linking the city with the port of Piraeus had turned Athens into a kind of artificial island, rendering her immune to the traditional strategy of laying waste the enemy's territory and forcing them to come out and fight or starve. So long as the fleet could protect the grain ships sailing in from the Black Sea, the city itself would be secure. Offensively, the navy provided the Athenians with a big edge in rapid troop deployment and threatened the Peloponnesians with surprise raids on their coastal areas. Athens also had unprecedented economic resources from her imperial income and trade and went into the conflict with something unheard of in Greece: a financial reserve. Finally, there was the open and democratic nature of Athenian society, which had already made her pre-eminent in human resources, outproducing other *poleis* in leadership, talent and imagination. The democracy could, however, become a liability if the Athenians did not guard against its traditional weaknesses of divisiveness and shortsightedness.

The Peloponnesians had a single advantage over the Athenians—they were overwhelmingly powerful on land. In every other respect they were hurting. Any fleet they might scrape together would be dramatically outnumbered and out-rowed (the main pool of skilled rowers was within the Athenian empire), and the alliance was totally unprepared financially to launch any more ships. And under the leadership of the Spartans, who didn't even *use* money, that financial picture was not likely to change in the near future. Lack of an effective fleet meant that the Peloponnesians would not be able to easily stir up trouble among the Athenian allies, but it is unlikely that this concerned most Spartans, since they had never had any use for the sea and their notion of warfare did not extend beyond crashing hoplites. This suggests a further great disadvantage for the Peloponnesians: Spartan leadership. A system geared to the *status quo* and limited mental horizons only rarely produces leaders of more than plodding ability, and Sparta's traditional insularity and policy-bending paranoia about the *helots* (the serfs who worked Spartan land) might also be expected to hamper the Spartan war effort. But blinding many to these serious weaknesses was the Spartan reputation; the widespread belief that ships and money and new-fangled ideas would not save Athens from the juggernaut of the Spartan-led Peloponnesian levy.

Pericles knew better, and in this classic situation of a naval versus a land power he had a plan that would employ Athens' strengths and nullify the Spartan ground attack. He intended to fight a new kind of war, one for which only Athens was prepared—a war of attrition. Pericles was interested simply in the preservation of Athenian interests, not the utter defeat of Sparta, which meant that Athens could achieve her victory by remaining on the defensive. This he proposed to do by evacuating the population to the Athens-Pireaus fortress and abandoning Attica to the enemy. Supplied form the sea, the city could hold out indefinitely, while the fleet conducted raids on the enemy coasts. Pericles figured that after a few years of spending their summers in Attica and accomplishing nothing, most of the Peloponnesians would lose what little interest they had to begin with, and the war would fizzle to an end.

Sure enough, in the summer of 431 BC King Archidamus led two thirds of the Peloponnesian levy north and devastated Attica, and nothing happened. Pericles' biggest problem was preventing the outraged Athenians from marching out to meet the enemy, and the operations of the fleet around the Peloponnesus were as much to boost Athenian morale as to pressure Sparta's allies. Unable to think of anything better to do, the Spartans came again the following year and trashed more territory, but this time the Athenians hardly noticed, for the hand of fate had thrown them a curve in the form of a plague. Possibly some form of epidemic typhus or cholera brought on by the urban crowding, the contagion ravaged the city and fleet and carried off perhaps as much as a quarter of the population. This was a heavy enough blow, but worse still, in 429 BC the disease struck down Pericles, and with his death came too the demise of his careful plan for winning the war.

Would Pericles' plan have worked? Probably, had the Athenians stuck to it a few years longer. The strategy imposed a terrific strain on the finances and morale of Athens, but by 429 BC the worst seemed to be past. The siege of Potidea had finally ended in 430 BC, stopping the biggest drain on the treasury, and there was not much of value left in Attica for Archidamus to destroy. The epidemic was in its last stages, and the loss of life had apparently not materially affected Athens' defensive posture. The initial demoralizing shock of the devastation and plague, reflected in 430 BC in a spurned peace offer to Sparta, had now been digested, and Pericles (who had been thrown out of office in 430 BC) was firmly back in the saddle. There was no sign that the Spartans, encouraged by the peace offer and the carnage in Athens, were about to quit, but in two years of war all they had accomplished was the tearing up of a lot of Athenian real estate. The Athenians had emerged from the ordeal of the first two years with walls, fleet, empire and morale intact, and it was improbable that they would be so sorely tested again. There was nothing to prevent Athens from following he Periclean strategy for many more years, and it is hard to see how Sparta could sustain interest, especially among her allies, in a war that was making no real headway and bringing Athenian raids down on the Peloponnesus.

But we'll never know, because Pericles did die, and without his restraining hand, Athens'

strength (her democracy) became her downfall. The cautious defensive strategy steadily evolved into an offensive one, and the goal of the war became the defeat of Sparta and the expansion of the empire. This would have been dangerous enough, but the democracy itself began to undermine the war effort, producing demagogues; men of mostly limited abilities who rose to power in the assembly by advocating a war of conquest. This led to a growing number of bad decisions and ill-conceived strategies, and created threatening divisions in Athenian society as the radical democracy struggled to manage a people becoming intoxicated with their own power.

In the wake of Pericles' death, new leaders and policies quickly appeared in Athens. In 426 BC we find Demosthenes, a politically unambitious military type, leading a land expedition into Aetolia in western Greece; exactly the kind of thing Pericles wanted to avoid. It was a failure, but not a disastrous one. Demosthenes' aggressive strategy was supported by the first of the demagogues, the radical imperialist Cleon, whose political power lay in his control of the assembly rather than in the traditional mechanism of the generalship. These "hawks" were opposed by the wealthy conservative Nicias, a man of less than mediocre abilities, but utterly patriotic and very influential.

But Nicias wasn't influential enough to prevent a major escalation of the war in 425 BC. An Athenian fleet on its way to Corcyra, where a bloody civil war was raging, was forced by weather into Pylos on the west coast of the Peloponnesus, and Demosthenes took the opportunity to seize and fortify the place, while the bulk of the fleet continued on. Sparta responded with unsuccessful attacks on Pylos and the incredibly stupid move of occupying the island of Sphacteria immediately to the south. When the Athenian fleet returned, it easily defeated the Peloponnesian squadron and landed a large number of troops on the island. The Spartans immediately sued for peace, but under the influence of Cleon the assembly rejected the offer and sent the demagogue himself to capture the island's defenders. Chance then intervened once again; an accidental fire burned all the cover from the island, revealing the small number of the enemy and their location, making an assault by Cleon's forces feasible. The victory was actually Demosthenes' work, but Cleon got all the credit when the surviving garrison of 292 (120 of them full Spartans) surrendered.

Yes, you read it right: *surrendered*. Never before in the history of the known world had Spartans given themselves up, and Athens was delirious. Cleon was cemented in power, and the Athenians went on a roll, rejecting all peace overtures. Defensive war was forgotten, and in 424 they invaded Megara and Boeotia, reversing completely the policy of Pericles. The Megaran campaign was partly successful, but the Boeotian invasion culminated in a decisive defeat at Delium. To make matters worse, in that same year a lone, uncharacteristically enterprising Spartan named Brasidas engineered the revolt of several Athenian allies in Thrace and captured Amphipolis, which guarded the land route to the vital Hellespont and Athens' food supply. This loss so frightened the Athenians that in the following year they agreed to a truce.

The Spartans were ready for peace, despite the successes of Brasidas, who in fact excited envy and suspicion among his more narrow-minded countrymen. The Athenian base at Pylos was a magnet for revolting helots, and concern about the captives from Sphacteria was so great that the annual invasions of Attica had been called off. Cleon was probably right in urging that the Thracian situation be cleaned up first, since that would allow Athens to negotiate from a far stronger position, but in the wake of Delium the Athenians were starting to think about peace.

During the year of the truce however, things in Thrace deteriorated further, as Brasidas continued to act independently of Sparta, and in 422 BC Cleon was sent north. In the ensuing battle for Amphipolis the Athenians and their inexperienced general were routed, but in the course of the struggle both Cleon and Brasidas were killed, clearing the way for peace negotiations.

The Peace of Nicias, signed in 421 BC, had about as much chance of success as the Munich Agreement of 1938. Basically, the belligerents agreed to return to one another the prisoners and most of the places they had captured, especially Pylos and Amphipolis. But while Athens and Sparta were ready to beat their swords into plowshares, Sparta's strongest allies, Corinth, Megara, Boeotia and Elis were dissatisfied with the terms and refused to sign the peace treaty. Exacerbating this problem, Corinth, Elis and Mantinea formed a separate alliance with Argos, whose thirty-year peace treaty with Sparta had just expired, and with the Thracian cities that had revolted from Athens. Meanwhile, the Spartans were realizing that returning Amphipolis (which they didn't control) would be a tough proposition, and in order to prod the Athenians, who understandably were balking at fulfilling their end of the bargain, they formed a defensive alliance *with Athens*. Sure enough, Nicias foolishly surrendered the Sphacterian prisoners, the most valuable card in Athens' hand, and the Spartans could breathe a little easier as they turned their attention to shoring up their crumbling alliance.

The next few years are a study in diplomatic confusion. Though an ally of Athens, Sparta secretly re-affirmed her alliance with the Boeotians, who were still at war with the Athenians, and in turn allied themselves with Argos, Elis and Mantinea, thus driving Corinth and the Thracian cities back to Sparta. With the utter failure of the peace, the war faction regained power in Sparta and Nicias was discredited in Athens, momentarily losing power to the newest "hawk", Alcibiades, who pushed for a vigorous anti-Spartan policy in the Peloponnesus. The ultimate result of all this maneuvering came in 418 BC with the battle of Mantinea, in which the Spartans single-handedly defeated the Athenian coalition and thus restored overnight their injured prestige and position in the Peloponnesus. The war was back on... sort of.

The primary reason for the allied defeat at Mantinea was insufficient support from the Athenians, who were having a hard time making up their minds between the policies of Nicias and those of Alcibiades. Athens was war-weary and the older generation in particular was getting fed up, but Nicias' failure and Sparta's successes had weakened the position of the peace faction, while the "hawks" had gained a most valuable asset: Alcibiades. Kinsman and protege of Pericles, Alcibiades was wealthy, intelligent, incredibly talented, beautiful, and utterly amoral and self-centered. He was a close friend of Socrates, and the device he wore on his shield was a picture of Eros, which gives some idea of his view of life. He was the darling of the younger generation, who enthusiastically supported his call for more war and the expansion of the empire, which he himself saw as the road to supreme power in the Athenian state.

After Mantinea, Alcibiades got the upper hand, and in 416 BC he led his fleet against the tiny, neutral island of Melos. This expedition had no military purpose whatsoever; it was intended simply to convince the Athenians that they were still "standing tall", and to pump up their flagging war spirit. When the Melians protested that it was not just to force them into the empire, the Athenians revealed the total moral bankruptcy of their policy: "...the standard of justice depends upon the equality of power to compel, and that in fact, the strong do what they have the power to do, and the weak accept what they have to accept..." (Thucydides 5.89). War inevitably brutalizes its participants.

The easy victory over the Melians coincided with a much more fateful development: An appeal for aid from allied cities in Sicily. In response the Athenians, now under the influence of Alcibiades and his imperial dreams, voted to send a massive force to capture Syracuse, the dominant power on the island. Nicias was far too clever in his opposition to the venture, and the assembly responded to his dire warnings by increasing the size of the expedition rather than cancelling it altogether. Incredibly, the same assembly then appointed Nicias a co-commander with Alcibiades and the political non-entity Lamachus; this could be compared to teaming Teddy Kennedy with Ronald Reagan for an invasion of Central America. Panels of generals with equal powers and authority were standard practice in ancient Greece, but this was a recipe for disaster if ever there was one.

In the early summer of 415 BC, a fleet of 134 triremes and a host of smaller vessels set out for Sicily, carrying over 30,000 fighting men. No sooner had they arrived at the island than Alcibiades was recalled to Athens to stand trial for impiety. The whole affair was clearly a political frame-up, and he well knew that with so many of his supporters in Sicily with the expedition he would surely be convicted by his enemies in Athens. And so he fled—to Sparta. There he advised the Spartans to re-open the war against Athens by sending a Spartan general to Sicily and establishing a fortified post in Attica, both of which were ultimately done. It would appear from subsequent events that Alcibiades' plan was to help Sparta bring Athens to her knees and then return to his native city to lead her back to power. And in fact, it worked out pretty much that way.

Back in Sicily, meanwhile, things were steadily going sour. In his reluctance to go through with what were really Alcibiades' plans, Nicias wasted a great deal of time sailing back and forth before beginning the siege of Syracuse; then in 414 BC Lamachus was killed, leaving the fate of the expedition in the less-than-competent hands of its surviving member. In 413 BC Athens sent a relief force of another 73 triremes and perhaps 20,000 under the command of the more reliable Demosthenes. Demosthenes took a final desperate shot at the Syracusan defenses, and when that failed he urged immediate withdrawal and the abandonment of what was now a lost cause. After some delay Nicias was finally convinced, but then the fateful eclipse of the moon occurred and the superstitious Nicias insisted on waiting the prescribed four weeks before taking any action. This delay gave the Syracusans time to defeat the Athenian fleet and force the expedition to attempt a retreat by land, its morale completely shattered. After great slaughter the army finally surrendered, and few survived the ensuing imprisonment in the quarries of Syracuse. Nicias and Demosthenes were executed.

Athens had blown it. Immediate action against Syracuse, even under the uninspired leadership of Nicias, would have led to the capture of that city and thus the entire island. Whether the Athenians could have held on to all this distant territory is another question, but instead of gaining new imperial possessions, they created a disaster that led to the loss of the old. Back at home the war moved into high gear again, as the Spartans took Alcibiades' advice and fortified Decelea in Attica, thus putting Athens under pressure year-round.

In 412 BC the bill for Athens' follies came due. Emboldened by the disaster in Sicily, the allies began revolting in droves; even worse, Sparta signed an alliance with Persia, which possessed a seemingly endless supply of money. Persian gold meant a Spartan fleet, which meant in turn a spread of the revolt and a threat to the security of Athens itself. The Persians may have been militarily helpless, but they weren't stupid, and they knew that the defeat of Athens would almost certainly lead to the re-establishment of their power in Ionia. And the Spartans were of course prepared to sell the Ionian Greeks down the river in order to win Persian aid. In the midst of all this, incidentally, was Alcibiades, playing a double game as he negotiated not only with the Persians, but also the Athenians. The time was growing ripe for his homecoming, and in any case life in Sparta, uncomfortable at best, had become a little dangerous after his seduction of the wife of the absent King Agis.

With the loss in Sicily of so many rowers (radical democrats all), and the absence of so many more stationed with the fleet at Samos, the conservatives in Athens were able to push for the creation of a limited democracy of 5,000 citizens. Unfortunately, the extremists got the upper hand, and what Athens got in place of the radical democracy was a narrow oligarchy of 400. This was the darkest hour; Athens was on the verge of civil war, with the fleet and army at Samos hostile to the Four Hundred, almost all the empire except Samos was in revolt, and Persia was now funding the enemy effort. But Sparta took no advantage of the moment, and Alcibiades convinced the fleet not to sail against the oligarchs, who were overthrown after three months by the moderates. The unlimited democracy was restored in 410 BC, and during these years Alcibiades led the fleet to victory after victory, restoring almost completely the Athenian position in the Aegean.

But the Athenians seemed bent on self-destruction. They turned down peace offers from Sparta, and in 406 BC threw out Alcibiades, their best commander, for some imagined failure. The Spartans, meanwhile, finally produced a good admiral for their new fleet, Lysander, another of those rare Spartans with ability and imagination. Things turned against Athens once more, and in 405 BC she lost her last fleet at the battle of Aegospotami. With her sea supply lines thus indefensible and the city under siege, Athens had no choice but to surrender in 404 BC. Corinth and Thebes demanded her complete destruction, but Lysander realized that Sparta needed some counterweight to Theban power in central Greece. So Athens survived, though stripped of her fleet, her walls, her possessions and even her democratic government. With the help of Lysander a group of oligarchic extremists, remembered as the Thirty Tyrants, took over. The exiled Alcibiades, perceived as a danger by just about everyone in the eastern Mediterranean, was assassinated on Lysander's orders.

The Athenian democracy had failed. Despite an immense superiority in resources and talent, Athens had found herself unable to put an end to the war, and after 27 years of struggle had lost everything. How could this happen? For Thucydides, the Athenian historian of the war, the answer is clear: The way of life fostered by the democracy was a source of powerful forces, but it took a capable leader to control and direct these forces, to restrain the people and channel their energies toward realistic ends. Pericles was, of course, this kind of leader; able and patriotic, and Athens' misfortune was that after his death the democracy found no one else who combined those two qualities. Nicias was utterly devoted to his country, but left a lot to be desired as an able leader. Alcibiades was one of the most talented men ever to capture the support of the people, but really cared about only one thing: Alcibiades.

As we saw, the death of Pericles meant the death of his careful plan for winning the war and the beginning of Athens' troubles. "His successors, who were more on a level with each other and each of whom aimed at occupying the first place, adopted means of demagoguery which resulted in their losing control over the actual conduct of affairs. Such a policy, in a great city with an empire to govern, naturally led to a number of mistakes..." (Thucydides 2.65.10-11) Indeed. Athens' prosecution of the war (the only real "foreign policy" of the state) became more and more the reflection of Athens' internal politics, as she became prey to demagogues who rose to power by advocating a war of conquest. Time and again the Athenians passed up opportunities to end the conflict as winners in order to try instead for a vastly greater victory. And time and again these attempts to grasp more were ruined not by the strength of the enemy, but by the Athenians themselves, as the political feuding created dangerous cracks in the structure of the democracy. This domestic disunity was bad enough, leading ultimately to the oligarchic revolution, but the cracks also showed themselves in the conduct of the war; in divided leadership of campaigns, inadequate support of expeditions and sudden reversals of policy. That this could be disastrous is amply demonstrated by the Sicilian mis-adventure.

For his part, this writer is inclined to agree with Thucydides. Athens in the second half of the Fifth Century BC was simply under too much stress and faced with too many temptations to survive without the restraining hand of a leader like Pericles. And it was clearly a question only of guidance, for the democracy (the common people who voted every important policy decision) constantly showed itself to be perhaps the most aware and able body politic in history. Remember, it was Athens that *lost* the war, not Sparta that *won* it. Their own worst enemy, the Athenians bounced back again and again after each new disaster, revealing the nature of the human resources shaped by a democratic society. "And yet, after losing most of their fleet and all the other forces in Sicily, with revolution already breaking out in Athens, they nonetheless held out for eight years against their original enemies, who were now reinforced by the Sicilians, against their own allies, most of which had revolted, and against Cyrus, son of the King of Persia, who later joined the other side and provided the Peloponnesians with money for their fleet." (Thucydides 2.65.12) The Athenians and their experiences in the Peloponnesian War are a powerful testament to both the weaknesses and the strengths of democratic government.

While suffering the political difficulties, the Athenian democracy during the war also underwent a moral crisis, which was both the cause and the result of its political trials. Fifth Century Athens was the focal point for the activity of the *sophists*, who were the world's first political scientists, interested in the nature of man, society and law. They were the first to make the distinction between man-made law, which was all the changing rules of society, written and unwritten, and natural law, which was seen as a body of unchanging moral absolutes. (i.e., "Thou shall not commit homicide.") This idea is, incidentally, basic to civil disobedience, which involves violating man-made law because your understanding of natural law—conscience, higher law, God's law, or what have you—tells you that man-made law is wrong. This is a very dangerous notion, because it is the individual who decides what constitutes natural law, and his definition is as valid (or invalid) as anyone else's.

The radical *sophists* in wartime Athens were defining natural law in very brutal ways, ways which conveniently justified Athenian imperialism, as we saw in their response to the Melians. On the home front the radical *sophists* like Critias, leader of the Thirty Tyrants, were attacking the democracy and its egalitarian ideas as contrary to natural law. Instead of the people, they would see as rulers those who were

by nature suited to rule—the "superior men"—and in place of the democracy they would have a narrow oligarchy. And after the disasters of the latter part of the war people began to listen to these characters. Reasonable and moderate men were losing faith in the democracy and becoming more attentive to these extremists at the other end of the political spectrum. Germany in the 1920s and 1930s saw a similar development, as moderate middle class Germans reacted to the failures of the Weimar government and the threat from the left by paying greater heed to the far right.

These ideas of these *sophists* on the nature of justice—that might made right—fit perfectly with the growing will to power and empire among the Athenians. As the war continued, the means slowly became the end for the Athenian people, as demagogic factionalism and the temptations of power combined to drive them to extremes. Pericles' simple defense of the empire was forgotten, and "victory" gradually became instead the grasping of more territory, the expansion of Athenian power and the total defeat of Sparta. Rather than what they might bring, success and power themselves became the real goals of the Athenians.

At the same time the continuation of the war produced among the Athenians a growing sense of frustration because of their seeming inability to bring the damned thing to an end. When they were losing, the quality and strength of their national character compelled them to fight their way back, and when they were winning, that same character seduced them into going for more. Athens had the power and the resources to carry on the war, even after a disaster like Sicily, but she could not stop it, and this frustration further aggravated the problem, driving the Athenian people to seek even more urgently that light at the end of the tunnel, that final victory that would solve all their problems. It might be fair to label the response of Athens to this frustration—her continued and amplified operations of war—as acts of collective hysteria. This was the tragedy of a people being destroyed by their own greatness.

All of these things—the political turmoil, the frustrations, the national hysteria—were accompanied, perhaps inevitably, by a steady moral disintegration. As the war dragged on there was a growing loss of respect for authority and the moral traditions of the community, indications of a loss of faith in the society as a whole. The war certainly contributed to this moral breakdown, especially through the psychological conditions (uncertainty, alternating hopes and fears, frustration) it imposed on the Athenians, but the far more important cause was sophism. Part of the impact of the sophistic challenge, which said that all man-made law and custom was relative and changeable, was the general erosion of accepted tradition and its authority, which of course undermined traditional morality. If all such things are relative anyway, why necessarily accept the traditions of one's fathers? Their values and standards of behavior may not be pertinent to your situation, and perhaps one should look instead to natural law. Of course, the appeal to natural law can be mighty dangerous for the social fabric, as characters like Critias demonstrated.

Finally, there is an aspect of the Athenian moral crisis that should be strikingly familiar to late Twentieth Century America; the development of a "generation gap". Athenian society during the Peloponnesian War gave rise to the first massive challenge of one generation by another in human history. As with America in the 1960s it was precisely the young who were the focal point of the crisis in Athens, although their reaction was hardly one of protesting war and using controlled substances. In fact it was generally the younger generation who were in favor of greater imperialistic adventures. But Athenian youth of the period of the Peloponnesian War were like many young Americans of the Viet Nam era in that the morality of their fathers, the inherited ethos of the society, was not necessarily valid for them.

A generation gap had never occurred before this for the simple reason that only now had the ascendancy of the state and the individual so undermined the strength of the family that the ties binding one generation to the next had been sufficiently weakened. With the stage thus set by the general social development of the city-state, conditions peculiar to Athens then prompted the generational challenge. First of all, there was he democracy, which itself involved a certain rejection of tradition. The egalitarianism that was fundamental to democratic society eroded the authority of parents, the previous generation, by stressing the importance of the individual and the equality of all. Suppose you're an eighteen-year-old Athenian male; you're a full political person, with a vote equal to that of your father, and in the Assembly you may be even more influential than he. Why then should you obey him when the two of you differ back at home? Political freedom is not conducive to the passive acceptance of tradition.

Nor is an emphasis on reason, which only naturally tends to devalue authority based on tradition, and the growing respect for reason in Fifth Century BC Athens was causing many to question and often reject traditional values. The focus of this was of course the *sophists*, whose rationalism was especially targeted toward an attack on tradition, and they had quickly earned themselves a reputation as corrupters of the young. It was not just their hostility to tradition, but also the simple fact that they existed, breaking the monopoly parents had held in the education of the younger generation. It is hardly surprising that the "Baby Boom" generation which was the first to seriously challenge traditional American values was also the first to go to college in massive numbers. Reason and doubt are deadly to knowledge based only on faith and acceptance.

The final factor behind the emergence of the generation gap in ancient Greece was the social and political failure of the Athenian democracy during the war and the loss of faith in the established order which it incurred. Nothing more need be said on this point; we have only to look a quarter century into our own past to see the effect of such a failure on the young of a society.

EDITOR'S CHOICE AWARDS

This issue marks the beginning of yet another volume year for The *GENERAL*, with yet another editor taking his farewell bow. But first, as is my custom, the assembled editors would like to honor the best of the many writers who have submitted their material to our rough hands for publication during the year past. The strength of this magazine has always been the many excellent articles written by gamers for their fellows. Once each year, we look to reward the "best of the best". But, selecting one author's work to hold up as the ideal is a frightening task - which is why we drop it on the shoulders of the readership. A poll of the readers will determine one of the following authors to be named "Editor's Choice" for his listed article. He will receive a lifetime subscription to The *GENERAL*, in addition to a $100 bonus. Please vote for only one of the nominees, and vote only if you have read all the articles nominated. Eliminating those written by the Avalon Hill staff, we offer the following articles from Volume 27 to select from:

❑ THE OFFENSIVE APPROACH
by David Buckland, No. 1

❑ THE PROBLEM OF SEQUENCE
by Thomas Dworschak, No. 2

❑ CAMPAIGNING IN ARMS
by Phillip Hansen, Nos. 2 and 4

❑ BATTLE LOG
by Steve Piotrowski, No. 3

❑ NOT IN KANSAS ANYMORE
by John A. Walker, No. 4

❑ SEMPER AVANTI
by Andrew Hershey, No. 5

❑ NAPOLEON VS. LLOYD'S
by Glenn Rahman, No. 6

❑ WOODEN SHIPS FOR ONE
by Mark Hunter, No. 6

As an afterword, let me express my thanks to all the authors who have, over the past decade, written for The *GENERAL*. Whether winners of the "Editor's Choice", nominees for that honor, or gamers having no pretensions to such an award, without them there would be no magazine. In some small manner, I would hope that this award has encouraged all to keep writing about our hobby and our games. But now, at last, I need no longer face the awful choice of which few articles to nominate for this honor each year - all of which I worked to see into print - and can instead enjoy what any reader has, the excitement of discovering new insights for my favorite Avalon Hill titles.

SERIES REPLAY
PELOPONNESIAN WAR
Athenian Player: Kevin Boylan
Spartan Player: Doug Whatley
Neutral Commentator: Mark Herman

The following two-player game took place in our Nation's capital on 15 November 1991 in Mr. Herman's basement. Kevin Boylan, who takes the role of Athens, was the VG developer for PELOPONNESIAN WAR. Doug Whatley (Sparta) is a Microprose programmer and, by all accounts, a really nice guy. Mark Herman, of course, is the designer. Throughout, the players' comments are preceded by their names in **bold** *type; those of the Neutral Commentator are in italics. The "Peloponnesian War" scenario begins in 431 BC, with each game turn representing three years. The Spartans launch the first operation in the game, since the first Athenian operation — the siege of Potidaea, which historically started the war—"happened" just before the scenario begins.*

Turn 1
Political Phase

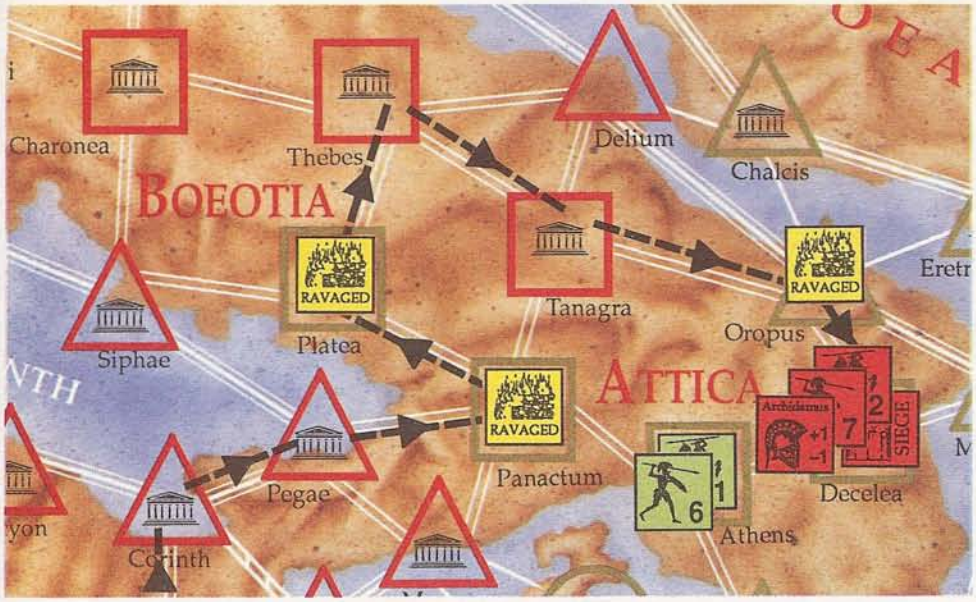
The entire first Political Phase is skipped, as per the scenario special rules. The scenario assumes that play begins with the first Spartan operation of the Operations Phase, Athens having already conducted its first operation.

Operations Phase

First Spartan Operation: Sparta sends an army of seven Hoplite SPs under Archidamus to ravage the Athenian countryside; its objective is Decelea. As Archidamus' army passes through Panactum, the Athenian army has an opportunity to "Intercept", but demurs. The Spartan army continues on to Thebes, there activates two Theban Cavalry SPs (at a cost of 400 talents), and then proceeds to Decelea, ravaging Athenian spaces along the way. This move prevents Athens from collecting an additional 1,000 talents of revenue at the end of the game turn.

In all cases an operation must take the shortest route to the objective. For this account, we have omitted continuous reference to the exact paths taken, but will fully describe all interceptions that occur. When several alternative routes of equal length were available, the route actually taken was determined randomly. Finally, we sometimes refer to forces according to the space they occupy or occupied (e.g., five Spartan Allied Naval SPs in the Corinth space might be referred to as the "Corinthian fleet") for the sake of clarity, readability and a sense of the general flow of play.

Kevin refused to intercept the Spartan army when it entered Panactum, because he knew that doing so would result in a battle that would probably have been disastrous for him. Since the Athenian force—seven SPs strong (six Hoplite and one Cavalry)—would have been 50% of the combined total of both sides' SPs in the Panactum space, a battle would have automatically resulted from the Intercept. In that battle, Athens' die roll modifier would have been only "+2" (+1 for Pericles' Tactical Rating, and +1 for Cavalry advantage) compared to Sparta's modifier of "+4" (+1 for Archidamus' Tactical Modifier, +1 for seven Hoplite SPs to six, and +2 for Spartan Hoplites).



Game Turn One, First Spartan Operation: *A Spartan army of seven Hoplites moves to Thebes to activate two Theban Cavalry SP's, then on to its objective, Decelea, ravaging Attica.*

Doug: That should keep him from getting the Eisphora (the aforementioned 1,000 talents), plus annoy him a lot. Not a bad start!

Kevin: Oh well! It was only to be expected that Doug would invade Attica in order to deny me income. Seeing as how turnabout is fair play, I figure to return the compliment by ravaging Sparta's coasts with a fleet that I'm sending to beat up the Corinthian Navy. One of the few things that I do remember from testing the solitaire version of this game is that Athenian coastal raids can prove very effective in reducing Spartan "Bellicosity"; the mechanic through which one drives the enemy into surrender. Since I don't really know of any other game concept upon which I can base my operations, I'll try to make coastal raiding the centerpiece of my strategy.

Second Athenian Operation:: The Athenians pass their "Auguries" die roll, consider their second operation of the turn (the first was sending Phormio's Army to Potidea), and launch an operation against Sicyon with six naval SPs under Pericles at a cost of 2,400 talents. This move will both bring on a battle with the Corinthian fleet of five naval SPs, and lay siege to Sicyon. Since Sparta has no navy, the operation is unopposed as the Athenian fleet circumnavigates the Peloponnesus and ravages most of the coastline along the way to its objective space. A skirmish occurs with the Corinthian fleet as the Athenians enter Sicyon, but without losses on either side.

This Athenian move is right from the pen of Thucydides (the famed Athenian historian whose narrative of the Peloponnesian War remains the basic primary source on the conflict). Thucydides records that Pericles—who led Athens during the early war years—consciously followed a limited-objective strategy which relied upon incessant coastal raiding to gradually wear down Sparta's will to continue the conflict. Meanwhile, the Athenian army remained safely ensconced behind the impregnable "Long Walls" linking Athens and Piraeus.

Second Spartan Operation: Sparta fails its Auguries die roll with a result of "5". For the rest of the turn, Doug must "Pass" whenever it's his turn to conduct an operation. *(Note that the Spartan "Auguries" rolls fail on rolls of a "5" or "6", while the Athenian "Auguries" rolls fail only on a die roll of "6".) The gods have smiled on Athens, which wins them a*

hearty stream of invective from Doug; although cursing the gods at the start of a war is probably not the wisest course when playing a game on ancient Greece!

Third Athenian Operation: Athens makes its second Auguries die roll and launches an operation against Melos with Demosthenes in command. He activates the two Athenian Allied Naval SPs on Chios (total cost of 1,000 talents) and proceeds to Melos unmolested. After this operation, Athens passes, since it only has 1,300 talents in the treasury (of which only 300 are available for operations due to the "Athenian Emergency Fund" restrictions which require that Athens maintain a 1,000-talent reserve). Thus, since Sparta has received bad omens and Athens has passed, the Operations Phase comes to an end.

Combat Phase

A quick examination of the map reveals that four sieges must be conducted (Sparta versus Decelea, and Athens versus Sicyon, Melos and Potidaea); but since the Athenian force at Sicyon and the Corinthian fleet are in each others' ZOI, a naval battle must be resolved first.

Naval Battle: The battle is between six Athenian naval SPs under Pericles (+4 die modifier: +1 for Pericles' Tactical Rating, +1 for six SPs versus five, +2 for Athenian Naval SPs) versus five Corinthian Naval and five Hoplite SPs (0 die modifier). It will be a naval battle because the Athenian force is exclusively naval. The Athenian die roll is "3" (+4) = 7 versus a Spartan die roll of "5". This results in two Corinthian naval SPs being eliminated (7 - 5 = 2) and all remaining Corinthian units placed in the "Going Home" box.

Sieges:

Siege of Decelea— Sparta fails and the army is placed in the "Going Home" box.

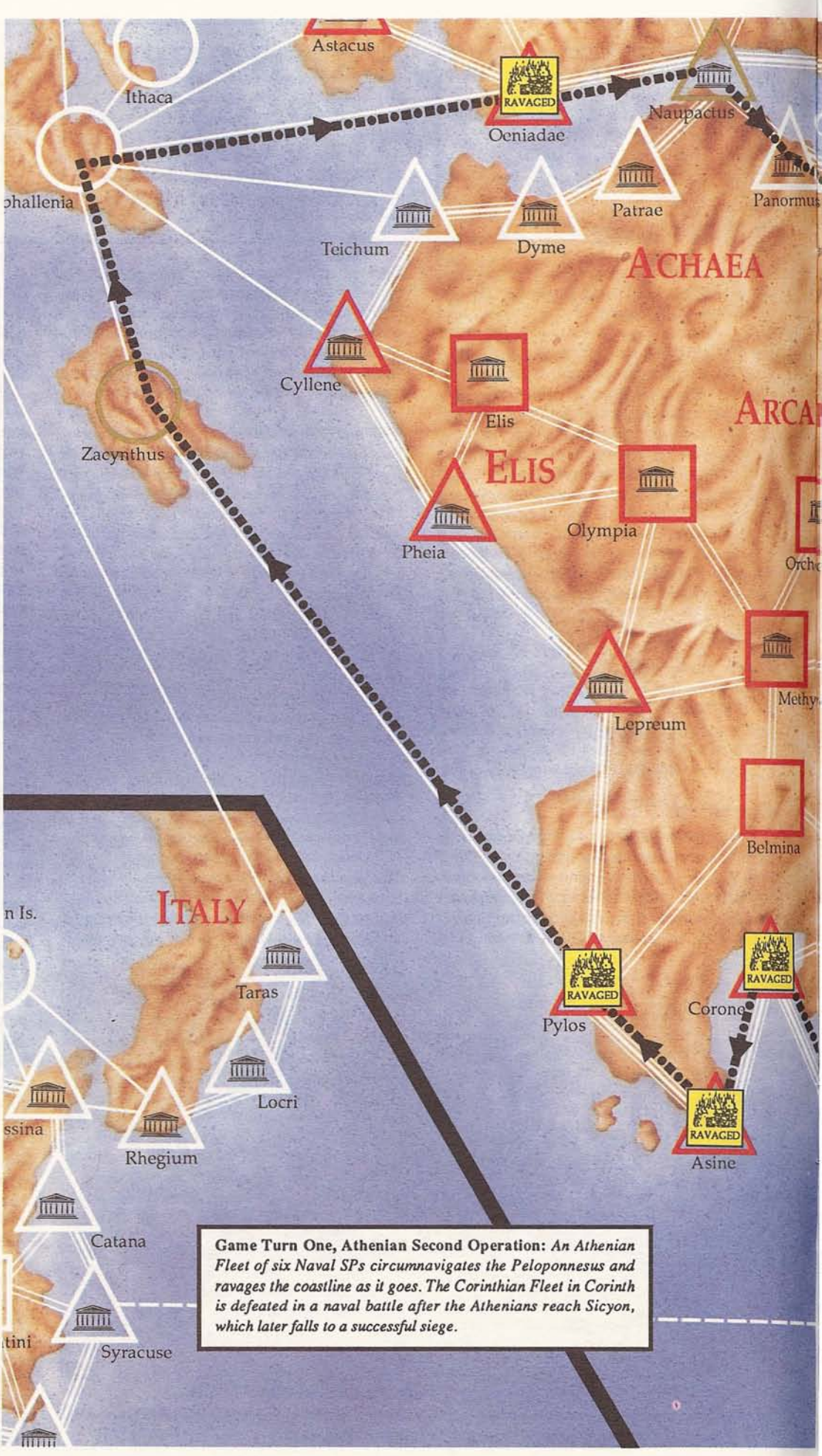
Siege of Potidaea—Athens fails and the army is placed in the "Going Home" box.

Siege of Sicyon—Athens succeeds, and gains 300 talents in booty. The subsequent "Going Home" die roll leaves one Naval SP as a garrison while the remainder of the army is placed in the "Going Home" box.

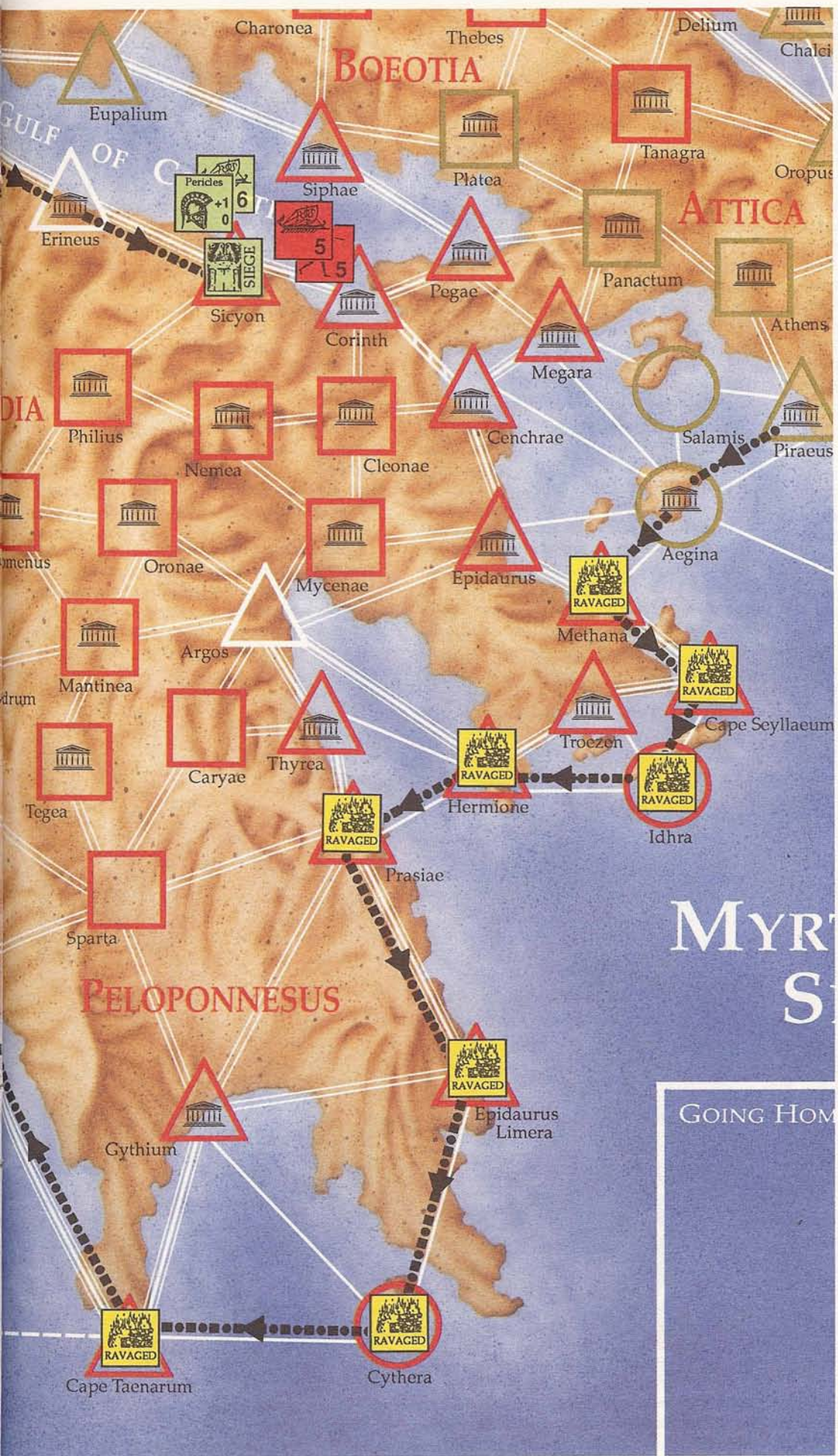
Siege of Melos—Athens succeeds and gains 300 talents. The subsequent "Going Home" die roll results in the entire force of two Naval SPs remaining as a garrison.

Revenue Adjustments: The Athenians gain 600 talents from booty and the sale of the enslaved populations of Sicyon and Melos, increasing their treasury to 1,900 talents.

Aggregate Victory Point Score: Athens' total is "+30" (+10 each for the victorious Naval Battle and the two successful sieges); Athens' Strategy Confidence Index is "+3". Sparta's total is "-45" (-15 for the lost Naval Battle and -10 each for the two spaces [Melos and Sicyon] captured by Athens); Sparta's Strategy Confidence Index is "-3".



Game Turn One, Athenian Second Operation: *An Athenian Fleet of six Naval SPs circumnavigates the Peloponnesus and ravages the coastline as it goes. The Corinthian Fleet in Corinth is defeated in a naval battle after the Athenians reach Sicyon, which later falls to a successful siege.*



With a +2 Tactical Rating leader present in each case (Phormio and Archidamus), the Athenian siege of Potidea and the Spartan siege of Decelea each had an 83.33% chance of succeeding, but both failed on rolls of "1"! Spartan strategy is not unduly disturbed by this failure, since merely ravaging the Decelea space denies Athens the Eisphora funds. The Athenians, on the other hand, now face the prospect that the unchecked rebellion in Potidea will spread, creating additional problems—and opportunities for Sparta to stir up even more trouble on Turn 2.

Kevin: The army in Melos likes the weather, I'm afraid. I was hoping that the force there would go home, leaving only one naval SP as a garrison. This unfortunate development will leave me substantially weaker at sea during the upcoming turn.

Rebellion Phase

Continued Rebellion Determination Segment: The Potidean rebellion continues because the Athenian siege failed. Had it succeeded, an Athenian garrison would have remained at the city and its ZOI would have ended the uprising.

Rebellion Expansion Segment: The failure of the siege of Potidea bears fruit as the rebellion spreads to Scione.

Administrative Phase

Revenue Collection Segment: Athens collects 3,300 talents (base of 3,500, minus 200 for four spaces either ravaged [Oropus and Decelea] or in rebellion [Potidaea and Scione]) for a total of 5,200 talents). However, Athens is denied the Eisphora due to the ravaging of Decelea. Sparta collects 1,950 talents (base of 2,500, minus 550 for 11 spaces ravaged by the Athenian navy) for a new total of 4,550 talents.

Strength Point Construction Phase: Athens builds an Athenian Hoplite SP, placed at Athens, and one Naval SP, placed at Piraeus; these reduce the Treasury to 4,800 talents (5,200 minus 400 talents). Sparta opts to increase its Army by building three Spartan Hoplite SPs in Sparta, reducing its treasury to 3,950 talents (4,550 minus 600 talents).

Kevin: I built up my naval forces in order to compensate for the needlessly large garrison that has remained on Melos. Furthermore, because of the spreading rebellion in the north, I want to maintain a sizable land force so that I am able to dispatch several expeditionary operations and still keep Attica well defended.

Doug: Considering that Spartan Hoplites are activated for free, and the Spartan army is the backbone of my war effort, I want to build it up to maximum strength before constructing a navy.

Armistice and Surrender Phase

Bellicosity Adjustment Segment: Athens' Bellicosity increases by one (one-half of Athens' current SCI of "+3", rounded down) from "10" to "11". Sparta's Bellicosity, on the other hand, declines by four (Sparta's SCI of "-3", plus "-1" for having ten Coalition spaces ravaged) from "10" to "6".

Not a great turn for Sparta. It appears that the Periclean strategy of attacking the Spartan economy is paying some dividends, assisted by the favor of the gods which restricted Spartan counter-moves on Turn 1. The only Spartan successes this turn were the ravaging of Attica (the Decelea space) and the expansion of the Potidaean rebellion. The rebellion strikes at the heart of the Athenian coalition and, if properly exploited, can quickly put Sparta back in the game.

TURN 2
Political Phase

Random Event Segment: The Random Event die roll is "4"; Thrace changes sides in the war. This event places the Abdera and Maraneia (Athenian coalition spaces) into rebellion.

Delian League Rebellion Segment: There are no rebellions since the Athenian SCI is a positive number.

Leader Selection Segment: The leader picks are Callicratides for Sparta and Pericles for Athens. Since Callicratides has the higher Strategic Rating, the Spartans will conduct the first operation.

Doug: This event increases Athens' problems in the north and should give me some opportunities, particularly near Amphipolis. If I can divert Athenian energies into this area, I may be able to keep him from raiding my coasts while reducing his revenue. As Mark will no doubt mention, the Spartans historically used a very similar strategy of fomenting and supporting rebellions against Athens during the Peloponnesian War. Hopefully, it will prove as successful for me as it was for them.

Kevin: As the old saw goes, "With friends like these, who needs enemies?" The incipient rebellions in Chalcidice and Thrace force me into a reactive posture this game turn. If they should spread (which is quite likely if the Spartans send an army or two in support), my treasury will soon be in bad shape and my Bellicosity sharply reduced. Thus, the order of the day is counter-insurgency operations, combined with the usual recreational coastal raiding along the Peloponnesus. Fortunately, I think I have enough talents in my treasury to do both this turn . . . if the omens are favorable!

Operations Phase

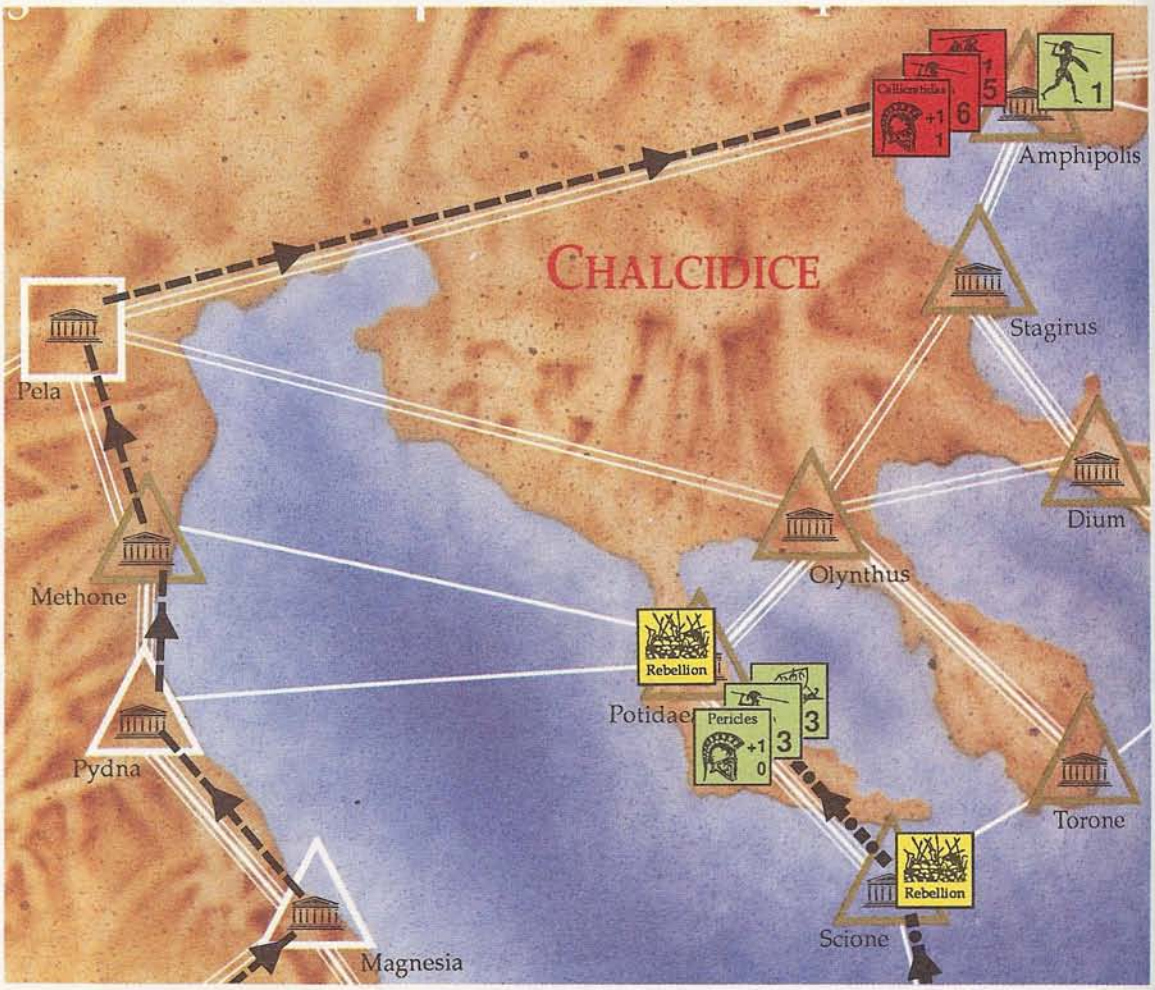
First Spartan Operation: Callicratides activates a Spartan army of one Cavalry and seven Hoplite SPs and marches it toward Amphipolis, picking up four additional Theban Cavalry SPs (cost, 800 talents, leaving 3,150 in the treasury) as it passes through Thebes. The Spartans are intercepted by the Thessalians at Larisa. In the resulting skirmish, one Spartan Hoplite SP is eliminated. When the Spartan army arrives at Amphipolis it is intercepted by the Athenian Allied Hoplite SP located there, and a skirmish occurs resulting in the loss of the Athenian Allied unit.

Doug: I struck at Amphipolis because it is a key strategic point along the land route to Byzantium and Asia Minor, and occupies a central position between the rebellions in Chalcidice and Thrace, from which support can be lent to both. Assuming that Kevin's operations this turn will mostly be aimed at putting down the rebellions, I plan to use my subsequent operations to seek battle with whatever forces he sends north (especially the numerically weaker ones). This strategy will help ensure the survival and expansion of the rebellion, while giving me an opportunity to rake in a heap of Victory Points. I removed all the cavalry from Thebes (a point of some question) because I wanted to have sufficient cavalry on hand to ensure that I will have the cavalry advantage in case I have to fight a battle against the large Thessalian cavalry force.

Kevin: Well, since there's no cavalry left in Thebes, the ZOI of the force there no longer extends into adjacent spaces. If the need arises, I'll be able to send forces north through Delium without fear of interception. Considering that the Hoplite force inside Thebes is still quite sizable, I would have to send much larger forces if there had been any risk of interception. For the moment, however, I'm going to mount an amphibious operation against the rebels in Potidea.

First Athenian Operation: Pericles leads an Athenian expedition of three Naval and three Hoplite SPs against the Potidaean rebels, arriving without interference. The Athenian treasury is reduced from 4,800 talents to 3,000.

Doug: Whaddya know? Pericles shows at Potidea with a weak Hoplite force and no Cavalry. Looks like just the target I've been waiting for. I can activate one Cavalry and two Hoplite SPs at Sparta, proceed to Corinth and pick



Game Turn 2; Spartan First Operation: *A Spartan army fights its way through Thessaly to support the rebellions in Chalcidice and Thrace (off map to the East) with an attack against the key Athenian strongpoint of Amphipolis. Later, Athenian forces attack Potidea and Maraneia (off map to the East) to suppress the rebellions; meanwhile, the siege of Amphipolis fails.*

another Hoplite SP, and then march north to do battle with Pericles. My battle modifier will be at least "+3" (+2 for Spartan Hoplites, +1 for Cavalry advantage) versus Pericles' "+1". It will almost certainly be "+4" due to my leader (unless I draw Pleistonax with his +0 Tactical Modifier), and could be a "+5" if I draw Brasidas or Lysander!

Second Spartan Operation: Once again the auguries are bad for further Spartan operations.

Doug: I can't believe it! Another failed Auguries die roll.

Kevin: So far I've passed my auguries rolls, but Doug's second straight failure sets me to thinking that I'm about due myself. I'd like to send another expedition north to help suppress the rebellions; but at the same time I'd also like to wear down the Spartan treasury and Bellicosity level by raiding the coasts of the Peloponnesus. Problem is, I might not get a chance to run another operation after this one, and I don't want to leave either element of my strategy incomplete. Fortunately, Doug's decision to take his cavalry out of Thebes now turns to my benefit by leaving me a way out of this dilemma. Since the force in Thebes no longer projects a ZOI into Platea, I can send a small army to Naupactus by that route without fear of interception. Therefore, I declare an operation with Maraneia as its objective space, and, having drawn Phormio as my leader, use him to activate one Hoplite SP at Athens. This tiny force then marches to Naupactus, activates the Naval SP (total cost of 600, leaving 2,400 talents in my treasury) and proceeds on its way to Maraneia by sailing around the Peloponnesus, ravaging the entire Spartan coastline enroute.

Well, this will truly test Sparta's mettle! Yet, while Sparta's incapacitated army essentially gives Athens a free hand for the rest of the turn, the effect is quite minimal since the Corinthian navy is blockaded and there aren't many ways that the Spartan army can seriously injure Athens anyway, except in offensives against Attica to reduce Athenian revenue.

Second Athenian Operation: Phormio's army moves (as Kevin just described) and arrives in Maraneia without interception.

This operation is feasible only because the lack of Theban cavalry opens up the direct land route between Athens and Naupactus. The lesson here is that "combined arms" can be just as important in a game covering ancient warfare as they are in simulations of modern conflicts. Whenever possible, both players should try to keep at least one cavalry unit with those of their forces that occupy strategic choke-points (Athens, Corinth and Thebes are the three primary examples).

Third Athenian Operation: Athens fails its Auguries roll. Since both sides have now failed auguries, the Operations Phase comes to an end.

Kevin: I just *knew* I was going to fail this auguries roll! Luckily, I was able to kill two birds with one stone in that last operation, since it was absolutely vital that I ravage the coasts of the Peloponnesus this turn. Doug's decision to remove all the cavalry from Thebes has proven to be a major error.

Combat Phase

There will be three sieges this Combat Phase (Sparta versus Amphipolis, and Athens versus Maraneia and Potidaea). But first, the Athenian naval SP at Sicyon and the Corinthian fleet are in each others' ZOI, so a naval battle must be resolved.

Naval Battle: The battle is between one Athenian naval SP ("+2" die modifier for Athenian Naval SPs) versus three Corinthian Naval and five Hoplite SPs ("+2" die modifier for three Naval SPs versus one). The battle is naval because the Athenian force is exclusively naval. The Athenian die roll is "3"; (1+2) versus a Spartan die roll of "5"; (3+2). This results in the Athenian Naval SP being eliminated (if a second Athenian Naval SP had been present, it too would have been destroyed).

Sieges:

Siege of Amphipolis—Sparta fails, and the army is placed in the "Going Home" box.

Siege of Potidaea—Athens succeeds and gains 300 talents in booty. The "Going Home" roll leaves one Hoplite SP as a garrison while the remainder of the army is placed in the "Going Home" box.

Siege of Maraneia—Athens fails and the army is placed in the "Going Home" box.

Revenue Adjustments: The Athenians gain 300 talents, increasing their treasury to 2,700 talents.

Aggregate Victory Point Total: Athens' total is "-5" (-15 for the defeat in the Naval Battle, and +10 for the successful siege); Athens' Strategy Confidence Index is "0". Sparta's total is "+10" (+10 for the victorious Naval Battle, while no points are lost due to the Athenian siege of Potidaea because the space was merely in "Rebellion" and not a Spartan coalition space); Sparta's Strategy Confidence Index is "+1". The aggregate Victory Point totals thus far are, Athens: +25; Sparta: -35.

Doug: Well, the Victory Point swing this turn evens things up somewhat, although my coast was once again ravaged and I failed to ravage Attica in return—meaning that Athens will be able to collect an additional 1,000 talents for the Eisphora.

Kevin: Apparently Phormio just cannot get the hang of conducting a successful siege. Last turn he failed at Potidea, and this turn he screwed up at Maraneia—both costly setbacks for Athens. In each case, Phormio's Tactical Modifier meant that the siege could only fail on a result of "1" on a six-sided die.

Rebellion Phase

Continued Rebellion Determination Segment: The Potidaean rebellion is put down due to the ZOI of the occupying Athenian Hoplite garrison. Scione, Maraneia and Abdera remain in rebellion since no Athenian ZOIs project into these spaces.

Rebellion Expansion Segment: The rebellion spreads to Thasos and Cardia.

Administrative Phase

Revenue Collection Segment: Athens collects 3,200 talents (base of 3,500 minus 300 for four spaces either ravaged [Amphipolis] or in rebellion [Abdera, Maraneia and Scione, Thasos, Cardia]), plus the Eisphora, for a total of 6,900 talents. Sparta collects 1,950 (base of 2,500 minus 550 for 11 spaces ravaged by the Athenian navy) for a new total of 5,100 talents.

Strength Point Construction Phase: Athens builds an Allied Naval SP, placed at Chios; reducing its Treasury to 6,700 talents. Sparta builds another two Spartan Hoplite SPs at Sparta, reducing its treasury to 4,700 talents.

Armistice and Surrender Phase

Bellicosity Adjustment Segment: Athens' Bellicosity remains at "11" (one-half of Athens' current SCI of 0). Sparta's Bellicosity declines from "6" to "5" (one-half, rounded down, of Sparta's SCI of +1 causes no shift, but a -1 is applied for the 11 ravaged spaces).

Doug's strategy of attacking Amphipolis and supporting the northern rebellions should have produced more striking results than it did, but that's what you get for cursing the gods! In any case, I think that Doug should have targeted his first operation against Larisa. If the Spartans can eliminate the large Athenian Allied force located at Larisa, the road to the north will be wide open, allowing them to mount a whole slew of small, cheap (1-2 SP) operations in support of the rebellions. Now, with 20/20 hindsight, we can see that Doug wasn't going to get to conduct any subsequent Operations due to bad omens; but I still think going after Larisa would have been the better move. Yet, despite Sparta's setback, Athens' VP lead actually diminished this turn. Doug is by no means out of the game yet. Since every battle can affect the Victory Point total by 25 points (+10 to the victor and -15 to the loser), four significant victories are all that's needed to put Sparta in the lead.

Doug: That's one thing I like about this game; you are never totally down and out. You always feel that you can turn things around swiftly with just the right combination of strategy and a little luck. If I can only pass some Auguries rolls in the upcoming turn, I think I still have sufficient forces and time to reverse Kevin's lead.

Kevin: So far my operations have been shaped by the need to react to Spartan moves and the expanding rebellion. The only area in which I have been able to pursue a coherent plan is with the coastal raiding. In all honesty, the fairly advantageous situation in which I now find myself is more a consequence of luck and Spartan errors than any brilliant strategy on my part. Whether or not I'll be able to convert my current advantage into a final victory is anybody's guess. As Doug says, if he starts making his Auguries rolls, and therefore gets to win a series of battles and sieges, the whole game could turn around in a heartbeat.

TURN 3
Political Phase

Random Event Segment: The Random Events die roll is "6": Plague in Athens. However, since no space in Attica was ravaged last turn, this event cannot occur. The re-rolled Random Events roll is "9": Macedon changes sides. The two Athenian Allied Cavalry SPs at Pela are removed and replaced by two Spartan Allied Cavalry SPs.

Delian League Rebellion Segment: Since the Athenian SCI from last turn was "0", a Delian League rebellion occurs. The rebellion is randomly determined to take place at Ephesus in Asia Minor.

Leader Selection Segment: The aggressive Brasidas leads Sparta this turn while the (sometimes) brilliant Demosthenes takes charge of the Athenian war effort. Due to Brasidas' superior strategic rating, Sparta will conduct the first operation.

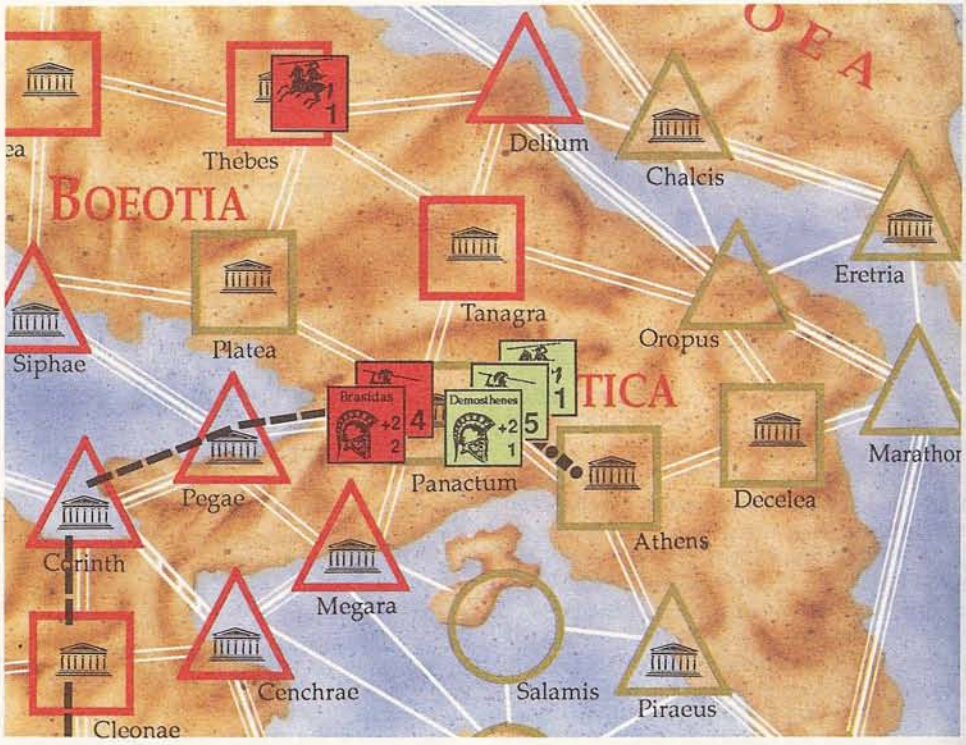
Sparta's strategic situation in the north continues to improve as Macedon (Pela and Macedon) becomes hostile to Athens while Thrace (Abdera, Maraneia, Cardia and Thasos) and Scione remain in rebellion. Revolution is now in the wind in Asia Minor as well.

Doug: The situation up north continues to improve my chances of turning the game around this turn. Hopefully, the cumulative effect of all these rebellions will distract Kevin from operations aimed against my own territory and that of my allies. Everything is looking good for my strategy of supporting Athenian League rebellions. If Athens' SCI is zero or negative at the end of this turn, *another* rebellion will automatically occur next turn. A few good die rolls in the Rebellion Expansion Segment, and Kevin could be looking at more uprisings than he could ever hope to put down. I think I'm going back to Amphipolis. The vacation reports from the last expedition were good, and I still want to occupy that chokepoint to support the northern rebellions. This operation should also divert Athenian attention away from the Peloponnesus.

Kevin: Hmm! I don't know quite what to think. Even though I'm undoubtedly beating the Spartans at this point, apparently my "allies" aren't impressed with my success and continue to jump ship. I simply must put down some of these rebellions, or their combined strategic effect over the next couple of turns could prove fatal. Last turn I got lucky when Doug's siege of Amphipolis failed and he was unable to run any subsequent operations, therefore leaving those rebels unsupported. However, sooner or later, that is bound to change.

Operations Phase

First Spartan Operation: Brasidas activates four Spartan Hoplites (at no cost) and moves toward Thebes to pick up a cavalry contingent. However, when the force enters Panactum, it is intercepted by the Athenian force in Athens. The resulting "Skirmish" causes no losses to either side, but since the combined SP total in Panactum is at least eight, and the intercepting SPs are at least 50% of the combined total, a land battle is *immediately* resolved.



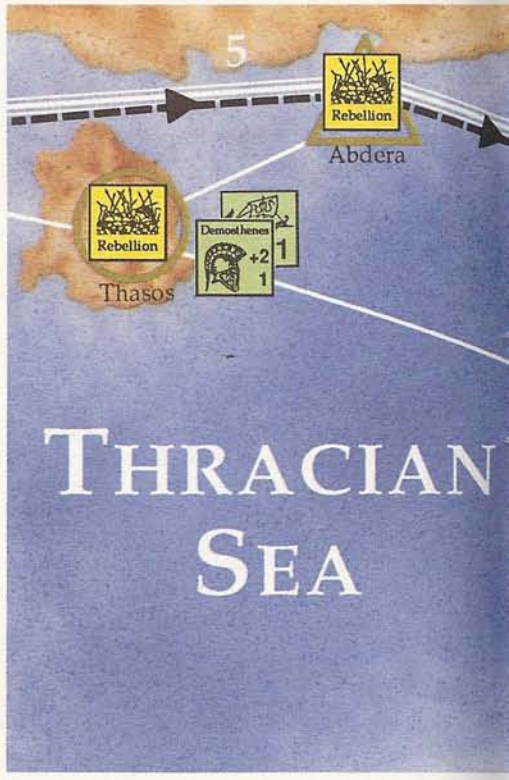
Game Turn 3, Spartan First Operation: *Sparta loses a small Spartan army when it is intercepted by the Athenians. The Spartan hostages reduce Sparta's options for the remainder of the game.*

Land Battle: The battle is between five Athenian Hoplite SPs and one Cavalry SP (+2 for Demosthenes' Tactical Modifier, +1 for Cavalry advantage, and +1 for 5-4 Hoplites) versus four Spartan Hoplite SPs (+2 die for Brasidas' Tactical Modifier and +2 for Spartan Hoplites). The Athenian die roll is "5" (+4 drm) versus a Spartan roll of "1" (+4). This results in the entire Spartan army being eliminated because the modified die roll differential is four (9-5). Furthermore, as a result of this battle, Athens captures Spartan hostages, a development which will prohibit the Spartans from attacking Attica until after an armistice. Athens' SCI is increased to "+1" and Sparta's is reduced to "-1".

This is most interesting! Demosthenes, the bane of Sparta, wipes out four Spartan Hoplite SPs and gives Athens great strategic leverage by taking hostages. This is only appropriate, considering that historically it was Demosthenes who captured Spartan hostages on the island of Sphacteria (the Pylos space)—although Cleon took the credit—thereby giving Athens a significant edge in the peace negotiations that led to the first armistice (the Peace of Nicias in 420 BC).

Doug: So much for the Amphipolis operation; and now my plans to reverse my losing trend this turn are in extreme jeopardy. The interception took me by total surprise; I assumed that since I had a large Spartan Hoplite force with a +2 leader, the Athenians wouldn't dare fight. As it was, the odds in the battle were perfectly matched, but my bad luck (or perhaps, the wrath of the gods) shone through once again.

Kevin: I can't believe my good fortune. Not only do the Spartans let me fight a battle on even terms, but the dice fall my way too. This victory came at just the right moment. Now, with the Spartans' ability to support the rebellions severely limited, I can hopefully quell them without further interference. First of all, I'm going to deal with those back-stabbing Thracians.



Game Turn Three, Spartan Third Operation:

First Athenian Operation: Athens launches an operation against Thasos with one Athenian Naval SP led by the victorious Demosthenes (reducing the Athenian treasury to 6,300 talents). This army arrives at its objective without interception.

Second Spartan Operation: Sparta finally passes an Auguries roll and sends an expedition to Maraneia in support of the Thracian rebels. Lysander activates seven Spartan Hoplite SPs (no cost) and proceeds to Thebes without incident (except for a chorus of catcalls as the army passes Athens), where two Theban Cavalry SPs (cost 400 talents) join the army. As the march northward continues, several interceptions occur as the army passes by and through Larisa; but since the Spartan force is considerably larger than the Athenian Allied force located in that city, there is no automatic battle and none occurs as a consequence of the "Skirmish" die rolls (there are no casualties on either side). When the Spartans arrive at Pela, two Macedonian Cavalry SPs are activated (cost 400 talents), after which the army (now consisting of four Cavalry and seven Hoplite SPs) proceeds to Maraneia without further interference. The Spartan treasury has been reduced to 3,900 talents by all this activity.

What disturbs me about this latest operation of Doug's is that it's overkill. The Athenian naval force at Thasos can't hurt him, and the objective is not important enough to warrant sending the entire Spartan army. I think that a Spartan Allied army heavy in cavalry would have done the trick. In fact, the most cost-effective move would have been to send a leader to Pela on his own. If he made it, the leader could activate a Macedonian cavalry SP and move onward to Maraneia. The Cavalry SP would remain as the garrison and support the Thracian rebellion, unless an Athenian force was sent to eliminate it as well. As is, even if the Spartan siege of Maraneia is successful, a Hoplite SP will be left as the garrison. Since Hoplites only project a ZOI into the space they occupy, the garrison will be unable to support rebellions in adjacent spaces. Considering the size of the army Doug sent to Maraneia, a more worthwhile objective would have been to lay siege to Byzantium and thereby cut the Athenian line of communications (LOC) to the Euxine. If successful, this operation would reduce Athenian revenue by 1,500 talents per turn, a truly crippling blow! Of course, the siege would automatically fail if Athens could throw a naval force into the city, but the same holds true at Maraneia. However, perhaps the most dangerous effect of Doug's move is that it renders Sparta itself vulnerable to attack by the inferior Athenian land forces.

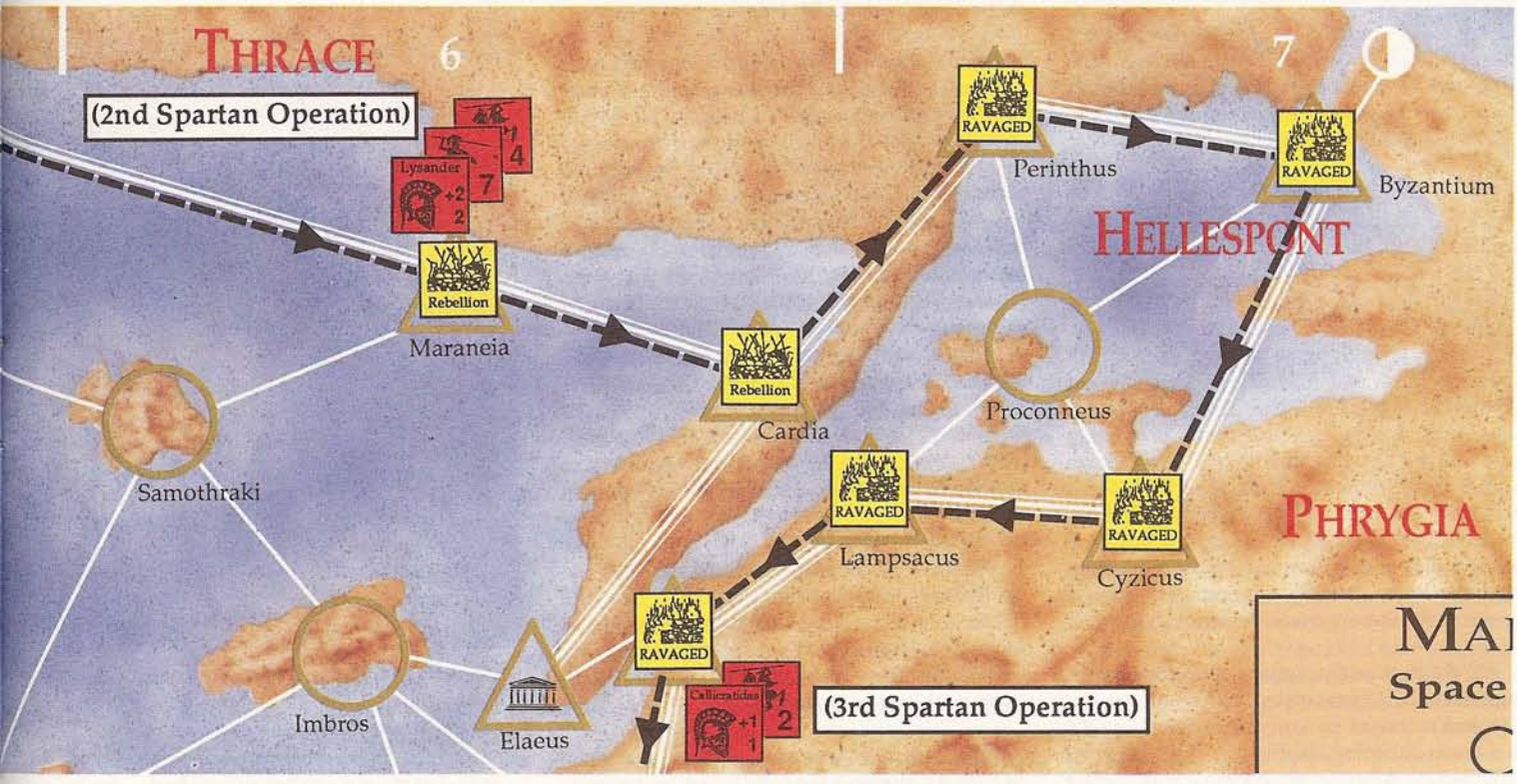
Kevin: I'm going to go after the Corinthian fleet, because it lets me kill two birds with one stone a second time around. Eliminating the Corinthian navy will assure me of naval supremacy even if the Spartans do a maximum naval build (five SPs) at end of this turn; and the operation also lets me continue my strategy of ravaging the coasts of the Peloponnesus. I declare Sicyon as the objective space, since this will allow me to both fight a battle and conduct a siege. If successful, these will bring me 20 victory points, as opposed to the maximum of ten points I could hope for if Corinth itself was the objective. Finally, in order to even the odds in the naval battle, Doug will have to waste an operation in order to send a leader to Corinth. Considering how badly he's been doing on his Auguries rolls, he might not even get that opportunity.

Second Athenian Operation: Athens passes its Auguries die roll and Alcibiades leads a force of six Athenian Naval SPs (cost: 2,400 talents, reducing the Athenian treasury to 3,900 talents) to Sicyon to attack the Corinthian navy and conduct a siege. The force ravages Sparta's coast along its way to Sicyon, where it is intercepted by the Corinthian fleet of four naval SPs. The resulting "Skirmish" die rolls equal "11", so a battle must be resolved immediately.

Naval Battle: This battle is between six Athenian Naval SPs (+2 for Athenian Naval SPs, +2 for six Naval SPs versus four, +1 for Alcibiades' Tactical Rating) versus four Corinthian Naval and five Hoplite SPs (no die modifier). The battle is naval because the Athenian force is exclusively naval. The Athenian die roll is "3" (+5) versus the Spartan "4". This results in four Corinthian Naval SPs being eliminated, while the Corinthian Hoplite force is placed in the "Going Home" box. Athens' SCI is increased to "+2" and Sparta's is reduced to "-2".

This leaves Sparta naked to invasion. With the Corinthian army out of the way until the "Going Home" segment, the isthmus leading into the Peloponnesus is wide-open to Athenian land forces passing through on their way to Sparta.

Doug: Oh well! I had intended to launch a naval operation against Corcyra as part of an effort to clear a line of communications to Epidamnos by the end of the turn. If it had come off, I would have gotten an additional 1,000 talents of income with which to rebuild my shat-



With Thrace in open Rebellion against Athens, both sides send forces to the region (Athens to Thasos, Sparta to Maraneia). Sparta then sends a cavalry raid into Asia Minor via the Hellespont, where it ravages the Eastern Athenian Empire.

tered army. Since I no longer have a navy, I cannot launch an operation against Corcyra, and the hostages prevent a direct attack on Athens. Thus, I'm left with only two options: I can either bring the Theban army down to defend Sparta or I can continue to take the war to Athens' allies. I opt to stay on the offensive, hoping that the home guard can protect the city of Sparta if it becomes necessary. I'm going to send a small force into Asia Minor and support the rebellion at Ephesus.

Kevin: Having the battle occur now, rather than in the Battle Resolution Segment, was an unexpected bonus. This way the Spartans never got a chance to send in a leader. The luck is certainly running my way this turn.

The 1,000 talents received for opening a line of communications to Epidamnos represents a side gaining direct access to the grain and trade markets of the rich Po River valley (in what is now northern Italy). To clarify a point which is not made fully clear in the rules, the LOC must consist of spaces actually controlled by the side in question. Neutral spaces along the route do *block it.*

Third Spartan Operation: Sparta passes its Auguries die roll and decides to raid into Asia Minor and support the rebellion in Ephesus by choosing Pygela (in Caria) as its objective. The leader picked is Callicratides, who activates one Spartan cavalry SP at no cost (this leaves only the Home Guard unit in Sparta) and moves to Thebes where a Theban cavalry SP (200 talents, reducing the Spartan treasury to 3,700 talents) is activated. The small cavalry force manages to sneak through Thessaly, crosses over the Hellespont at Byzantium and ravages the coast of Asia Minor until it arrives at Pygela.

That move would have made Nathan Bedford Forrest proud. It certainly gives Kevin a taste of his own medicine by ravaging more than ten spaces, and brings the war home to his already faltering allies in most dramatic fashion.

Doug: That makes up for some of the bad luck I've had so far in the game. There's nothing like a little burning and pillaging to make you feel better.

Kevin: How can a game with pillaging and plagues fail to amuse? Now, down to business. With the whole Spartan army off careering about the north and Asia Minor, I say: "What the hell?" I'm going to attack Sparta in hopes of winning the war outright this turn. Considering how well my luck has been going, I think I have a good chance of pulling it off. Even if I lose the battle, the small size of the defending Spartan force will ensure that my casualties won't be prohibitive; and in any case, I can't miss an opportunity to actually conquer and occupy Sparta. Talk about a conclusive victory!

Third Athenian Operation: After passing its auguries roll, Athens picks Sparta as its objective and activates an army of one Cavalry SP and seven Athenian Hoplite SPs (1,600 talents; reducing the Athenian treasury to 2,300), led by Cleon. The army arrives at Sparta after ravaging a swath through the Isthmus and the Peloponnesus where the Home Guard unit fails to intercept it and play continues.

Well, the main option left open to Sparta at this point is to declare an operation with Sparta itself as the objective space and attempt to bring down the Theban army as reinforcements. The sequence of play would be that Doug will pick a leader, place him at Sparta, and attempt to pass through the besieging Athenian army without being intercepted. If the leader is intercepted, he is removed from play for the remainder of the game turn and the entire operation is aborted. Success could prove decisive in determining the outcome of the coming battle, although the relieving force may have to fight a battle adjacent to Sparta because of Athenian interception (recall that the Athenian Cavalry's ZOI extends into adjacent spaces).

Doug: Well I guess it's either "with my shield or upon it". I'm going to attempt to use the Theban army to reinforce the Spartan Home Guard. If the Thebans are present at the battle, I might just destroy the better part of the Athenian army and salvage something consequential from an otherwise disappointing turn.

Kevin: Damn, I would have to draw Cleon—all mouth, no ability—to lead this decisive operation. That should even the odds for Doug in the coming battle. And I hadn't really considered the possibility that Doug would be able to bring in reinforcements. After all, who'd have thought that he'd make two Auguries rolls in a row! If he can bring in the Theban army, the odds against my winning the battle will be very long indeed (especially with Cleon in command), and my casualties could be high enough to turn this into a major disaster. Let's hope I can intercept his leader.

Fourth Spartan Operation: Sparta passes its Auguries roll, picks Mindarus as its leader, and declares its home space (Sparta) as the objective of the operation. Mindarus is activated and successfully avoids two Athenian interception attempts (one in Sparta and one in the adjacent space due to the Cavalry ZOI). However, as he passes through Corinth, Mindarus is successfully intercepted by Alcibiades' army, and the operation is aborted!

Fourth Athenian Operation: Athens passes its own Auguries die roll, picks Ephesus as its objective and draws Thrasybulus to lead the operation. He activates one Athenian Naval SP (400 talents; reducing the Athenian treasury to 1,900 talents) which moves to Ephesus without incident.

Kevin: I'm not going to allow the rebellion in Ephesus to spread like those in Thrace and Chalcidice did. I am going to settle matters in Asia Minor now, and send a message to my erstwhile allies about what happens to those who double-cross Athens!

Fifth Spartan Operation: Sparta once again passes its Auguries die roll (!) and Archidamus tries to conduct the same action attempted by Mindarus. Archidamus is intercepted, however, and the operation automatically aborted as soon as he is placed at Sparta.

Fifth Athenian Operation: Athens declares an operation with rebellious Scione as its objective and picks Pericles as its leader. Since there are no more forces in Athens, Pericles first moves to Potidaea, activates the Athenian Hoplite SP there (reducing the Athenian treasury to 1,700 talents), and continues on to Scione without any interception.

Kevin: While Doug is distracted by my army camped outside of his most important city, I'm going to continue reducing all of the rebellions on the map. That way, even if the battle at Sparta does prove to be a disaster for Athens, my overall strategic position won't be hopeless because I'll have secured the sources of income necessary to rebuild my land forces.

Sixth Spartan Operation: Amazingly, Sparta receives good Auguries yet again (hard to believe) and picks Pleistoanax to make one more attempt to bring down the Theban army. Unfortunately for Sparta, the Athenians have got this game down cold and pick up Pleistoanax almost immediately.

Kevin: I seem to be gathering in a fair crop of Spartan leaders this season. Doug's only got two more left. Let's hope he tries again and draws Glyppas; if I can catch him, then that'll leave only the relatively unimpressive Agis to face me in the battle.

Sixth Athenian Operation: The run of unusually good portents continues as the reading of the goat entrails comes up favorable for the Athenians once again. Athens picks Thassyllus

Game Turn Three, Third Athenian Operation; Battle Resolution: *Anti-climax in the South. Athens is denied an historical role-reversal by the Spartan's successful defense of their city. But the mere fact of Athens being able to mount such an operation bodes ill for Sparta, and is a grim sign of things to come.*

to lead an Athenian expedition against the rebellion at Cardia. Thassyllus sails off to Melos, activates one Naval SP, and proceeds to Cardia, where an interception by the Spartan army in Maraneia leads to an inconclusive skirmish.

Doug: I only have Agis and Glyppas remaining to lead operations. Since I will automatically pick a leader to command my forces in the battle at Sparta (that is, if any are available), I don't want to conduct more than one operation and thereby leave myself without a leader to draw. Another point that I must consider is that even if my next operation does successfully bring down the Thebans, it will also guarantee that Agis will lead my army into the battle, since one always uses the poorer tactical rating when conducting a battle. Furthermore, if the Thebans show up, I will lose the "+2" modifier for having an army that's at least 50% Spartan Hoplites. Now, the Thebans would assure me of a "+3" size advantage modifier, but I think I'm better off just trying to pick Glyppas. That way I get the same overall die roll modifier without having to risk an interception battle outside of Sparta (with the risk that I'd lose and see my SCI decline even more), and save myself 1,400 talents that can probably be more profitably spent in rebuilding my forces at the end of the turn.

Seventh Spartan Operation: Sparta "passes".

Kevin: I have run through my treasury like water this turn. I'll have to pass since there are only 1,300 talents left in my coffers and the conditions which release the Athenian Emergency Fund have not been met. At least I'm now in a position to stamp out a fair number of the rebellions that have been plaguing me.

Seventh Athenian Operation: Athens passes. Since both sides have passed in succession, the Operations Phase comes to an end.

Going Home Segment: The four Spartan Allied Hoplite SPs in the "Going Home" box are placed back on the map; two at Corinth and two at Thebes (as directed by the Post-Combat Movement Table).

Combat Phase

There are five sieges which must be resolved (Sparta versus Pygela, and Athens versus Cardia, Sicyon, Thasos, and Ephesus), but a battle must be resolved at Sparta because the Athenian and Spartan armies are in each others' ZOIs; and another battle could occur at Corinth because the ZOI of the Athenian fleet at Sicyon extends into Corinth.

Land Battle: Several special circumstances (see under 5.2.1) apply to this battle because it is occurring in the Sparta space. First, Sparta must pick a leader, and draws Agis; second, a special "+2" modifier will be applied to the Spartan battle resolution die roll. *(Note: This simulates the use of underage and overage Spartans to augment the Hoplite battleline in the dire emergency.)* The battle is between seven Athenian Hoplite SPs and one Cavalry SP under Cleon (+0 for Cleon's Tactical Rating, +4 for seven Hoplite SPs versus three, +1 Cavalry advantage) versus three Spartan Hoplite SPs (+1 for Agis' Tactical Rating, +2 for Spartan Hoplites, +2 for the special modifier from 5.2.1). It is a land battle because both sides are exclusively land forces. The Athenian die roll is "2" (+5 die modifier) = 7 versus a Spartan die roll of "5" (+5) = 10. This results in two Athenian Hoplite SPs being eliminated (10-7=3; but reduced by one due to the Athenian cavalry advantage) and all remaining Athenian units are placed in the "Going Home" box.

No Battle: Since the Athenian force at Sicyon is exclusively naval, and the Spartan Allied force at Corinth is exclusively land, the result is "No Battle". If the two forces were in the same space, the Athenian force would "Go Home". However, since they are in different spaces, both forces remain in place.

Sieges:

Siege of Pygela—Sparta fails, and the army is placed in "Going Home" box.

Siege of Cardia—Athens fails and that army is placed in "Going Home" box.

Siege of Sicyon—Athens succeeds and gains 300 talents. The subsequent "Going Home" die roll leaves the entire force of six naval SPs at Sicyon.

Siege of Thasos—Athens succeeds and gains 300 talents. The "Going Home" roll leaves one Naval SP as a garrison while the other goes into the "Going Home" box.

Siege of Ephesus—Athens succeeds and gains 300 talents; since only one Naval SP is present it automatically stays as a garrison.

The Spartan army in Maraneia leaves a one-Hoplite SP garrison while the remainder of the army is placed in the "Going Home" box.

Revenue Adjustments: The Athenian treasury is increased by 900 talents worth of booty, yielding a new total of 2,200 talents.

Aggregate Victory Point Total: Athens' total is "+35" (+10 each for the victorious Land Battle at Panactum and the Naval Battle at Sicyon, and for the three successful sieges; and -15 defeat in the battle at Sparta); Athens' Strategy Confidence Index is "+4". Sparta's total is "-35" (+10 for the victorious Battle at Sparta and -15 for the siege of Pygela; and -15 each for the battles lost at Panactum and Sicyon; Sparta's Strategy Confidence Index is "-2". The aggregate Victory Point totals thus far are, Athens: +60 and Sparta: -70.

Kevin: The three successful sieges more than make up for my defeat at Sparta, not just in terms of Victory Points and Bellicosity, but in terms of revenue as well (these counter-insurgency operations can be quite profitable). Again, my good luck stayed with me this turn, as witnessed by Doug's failure to get a leader through my blockade in order to bring in the Theban army. This proved decisive in holding down my casualties in the battle.

Rebellion Phase

Continued Rebellion Determination Segment: The rebellions at Scione, Thasos and Ephesus are put down due to the presence of Athenian garrisons.

Rebellion Expansion Segment: The rebellion fails to spread (understandably, considering the ruthless Athenian efforts to stamp it out this turn).

Administrative Phase

Revenue Collection Segment: Athens collects 2,750 talents (base of 3,500 minus 750 for 13 ravaged spaces, and Abdera and Maraneia being in rebellion) for a new total of 6,950 talents. Sparta collects 1,400 talents (base of 2,500 minus 1,100 for 22 ravaged spaces), yielding a new total of 5,100 talents.

With all of these ravaged spaces, sieges and rebellions, the Peloponnesus, Thrace and Asia Minor are beginning to look like Germany during the Thirty Years War. This perfectly illustrates the point we make in the strategic overview (in the "Historical Commentary" booklet included in the game) that the devastation of Greece ultimately turned the Peloponnesian War into a no-win proposition for both sides. A few more turns like this one and the damage to Greek civilization could be irreparable.

Strength Point Construction Phase: Athens constructs one Naval SP, one Hoplite SP and one Cavalry SP—all of which are placed at Athens and Piraeus. Sparta, for its part, decides to build a fleet of three Naval SPs at Gythium. These builds reduce the respective treasuries to 6,350 talents and 4,500 talents.

Doug: It's probably too late, but I had to build a navy in order to prevent my coastline from being ravaged yet again. If Kevin gets to raid the Peloponnesus just one more time I will automatically lose the game due to surrender (i.e., my Bellicosity will be reduced to zero).

Armistice and Surrender Phase

Bellicosity Adjustment Segment: Athens' Bellicosity increases to "12" (one-half of Athens' current SCI, and -1 for 15 coalition spaces ravaged and/or in rebellion). Sparta's Bellicosity declines from 5 to "1" (Sparta's SCI of "-2", and -2 more for having 22 coalition spaces ravaged).

Kevin: I have him on the ropes. Although I lost the battle at Sparta, I can at least brag that I ravaged the space. All I have to do this turn is ravage his coasts one more time and it's all over, unless Doug can string together a truly amazing series of victorious battles and sieges.

Doug: A downright depressing turn, with the exceptions of my raid through Asia Minor and the heroic defense of Sparta. Although I could still conceivably pull the game out, odds are that Sparta's strategic position has been fatally compromised.

TURN 4

Political Phase

Random Event Segment: The Random Events die roll is "10", which is one of the multi-event results requiring a second roll to determine the exact occurrence. The second roll is "4": Argos enters the war on Athens' side, so four Athenian Allied Hoplite SPs are placed at Argos as directed by the Random Events Table.

Delian League Rebellion Segment: Since the Athenian SCI is a positive number, there are no Delian League rebellions.

Leader Selection Segment: The leader picks are Lysander for Sparta and Thassyllus for Athens. Lysander's superior strategy rating allows Sparta to conduct the first operation.

Just like the Soviets attacking the Japanese in Manchuria during August of 1945, the vultures show up to get a share of the spoils. This just about hammers the final nail into Sparta's coffin by putting Argos' sizeable land force within easy striking distance of the city itself.

Operations Phase

First Spartan Operation: In hopes of protecting itself from Athenian coastal raiding, Sparta sends Lysander to Gythium to bolster the fleet with his excellent Tactical Modifier.

First Athenian Operation: Athens picks Thassyllus to lead an expedition against Cyllene. Seven Naval SPs are activated at Athens, and another at Ephesus (total cost: 3,200 talents, reducing the Athenian treasury to 3,150 talents). The expedition's path along the Peloponnesian coast is randomly determined to be: Methana, Cape Seyllaeum, Troezen, Hermione and Prasiae, all of which are ravaged. However, upon entering Epidaurus Limera, the Athenians are intercepted by the Spartan fleet, which prevents that space from being ravaged as well. The same thing occurs as the Athenian fleet traverses the Cythera, Cape Taenarum, and Corone spaces—none of which are ravaged. Skirmishes occur in all four spaces, but without losses to either side. No battles result from the skirmish die rolls. The Athenians then proceed to ravage the Asine and Pylos spaces.

At this point, Kevin must make a crucial shortest-route determination. Since the Zacynthus-Cephallenia-Cyllene and Lepreum-Pheia-Cyllene routes are of equal length, Kevin has to randomly determine which route his fleet takes. All he needs to do in order to ensure a Spartan surrender at the end of this turn is to ravage ten Spartan coalition spaces. Kevin has ravaged seven thus far; if the Lepreum-Pheia-Cyllene route is chosen, three more spaces will be ravaged.

Kevin: This is it! If I roll a "1", "2" or "3", I take the Zacynthus-Cephallenia route and will have to run another operation in order to win during this turn. If, on the other hand, I roll a "4", "5" or "6", I get to ravage those three spaces immediately and the game is over.

Doug: Aaargh!! (Guess what the die roll was?)

With those ten spaces ravaged, an automatic -1 will be deducted from Sparta's Bellicosity at the end of the turn, pushing it into surrender. Yet, Doug could still save himself by winning at least two battles or sieges (i.e., by generating an SCI high enough to yield a +1 Bellicosity adjustment when divided by two and rounded down). There are, of course, two major problems with this scenario. The first one is that it assumes that Athenian Subsequent Operations won't cause more reductions in Spartan SCI. However, an even more fundamental issue concerns whether or not Doug can pass the Auguries rolls necessary to pull it off.

Second Spartan Operation: Sparta fails its Auguries attempt on a roll of "5."

That ends the game! Athens is victorious; there's no need to play out the rest of the turn. (Kevin, stop dancing on the table; you're creasing the map and denting my ceiling!) Let's conduct a brief post mortem. I'll start by pointing out that Doug should not have cursed the gods on Game Turn 1! What else can account for his abysmal run of luck?

Conclusion

Doug: Seriously, my biggest mistake was not building a navy sooner and thereby protecting my coastline. Just look at how effective even a comparatively small navy was on the last turn; but it was unquestionably a case of too little, too late. Sparta can't let the Athenians ravage at will like that and still hope to win. Historically, the Spartans defeated Athens by shattering her naval supremacy; and while that's certainly a tall order in the game, the Spartan player is well-advised to try, at least to some extent, to neutralize Athenian seapower .

Kevin: I think the turning point in the game was when I was able to wipe out that small Spartan army under Brasidas. It stopped Doug from running a key operation in support of the northern rebellions and gave me hostages which, by preventing Spartan attacks into Athenian territory, assured that Athens got the Eisphora every game turn thereafter. The extra talents allowed me to conduct more and ever larger naval operations, whose high cost would normally be prohibitive. At the same time, Doug shouldn't have waited so long to build a navy, leaving himself vulnerable to the kind of miniscule naval operations that I ran on Turn 2. However, to be fair to Doug, I must admit that the luck did run in my favor throughout this game, both when I was rolling and when he was. The fact that Doug was able to conduct subsequent operations on only one turn out of four proved decisive in permitting me to build up an unchallenged lead, which eventually became insurmountable. Let's just say that the Spartan soothsayer is worth every drachma we bribed him with!

I think that, overall, Kevin played consistently by sticking to his strategy of ravaging Sparta's coasts and looking for opportunities to knock off vulnerable enemy forces. Kevin's point about the cost of his operations is a significant one. Since most Athenian operations require the activation of Naval SPs at the rate of 400 talents apiece, that player usually can't afford to conduct very many of them. Sparta, on the other hand, can run a great many operations for next to nothing because Spartan Hoplite SPs are activated for free. (Ironically, it was because of this dynamic that Doug himself, and others of my playtesters, insisted that Spartan Auguries fail on rolls of "5" as well as "6". Two things mitigated against the normal pattern repeating itself in this replay. First, by capturing Spartan hostages, Athens was able to ensure that it would receive the additional 1,000 talents raked in by the Eisphora, a development which—as Kevin says—let him conduct more operations than would normally be the case. Equally important, however, was the fact that on each turn Doug activated almost the entire Spartan army for one operation, leaving few or none of his zero-cost Spartan Hoplite SPs available for subsequent operations. Now, with perfect hindsight we know that bad omens would have prevented Doug from running any subsequent operations except on one game turn anyway; but although the Auguries played a more prominent role in the game than I am accustomed to seeing, I don't think Doug was really out of the game until the end of Game Turn 3.

Doug: That's what I like about this game; you never feel that you're fully out of it. Even when I was one hundred points down, I could still have bounced back. A good turn can see the score shift almost one hundred points. For instance, if one side wins five battles against forces of the opposing side (i.e., non-Neutral forces) the score will shift 125 points in its favor.

Exactly! And on Turn 3, Sparta passed five Auguries rolls. Those five operations could have been used to pick off the small Athenian garrisons scattered all around the north, such as the single Athenian Hoplite SP located at Potidaea. By running up an impressive tally of victorious battles and sieges in this fashion, Doug could conceivably have put himself into the lead. Instead, most of the Spartan army was sent on a fool's errand to Maraneia, an operation which had no prospects of bringing positive results commensurate with its size, and which almost lost the game by enabling Athens to attack Sparta directly. However, the worst aspect of the Maraneia operation was that four operations had to be wasted in a vain effort to get Theban reinforcements into Sparta, when they could have been used much more profitably elsewhere. For instance, if Doug had sent a leader to Thebes and taken three SPs to Potidaea, a battle would have been fought that he probably would have won. Add these missed opportunities to an admittedly bad run of Auguries die rolls, and defeat was the inevitable result.

Doug: I've learned many lessons on strategy tonight. Mark, what do you think was the most important lesson?

DO NOT OFFEND THE GODS!

MORE OLD CHESTNUTS

The Origins ASL Tournament Scenarios

By Jim Stahler

At Origins '91, held in Baltimore, I offered the second installment (see Vol. 27, Nos. 2 and 3 of The *GENERAL*) of my *ASL* Team Tournament. Eventually, 18 two-man teams participated. Congratulations to the team of Guy Chaney and Mike McGrath, who took first place in the standings. And an honorable mention must go to last year's winning team, Perry Cocke and Chuck Goetz, who finished in the #2 spot, losing matches only to Guy and Mike.

Like my 1990 tournament at AtlantiCon, the 1991 version had two-man teams play in four rounds, the best three of which counted. Teams are not eliminated from the tournament, except when they withdraw. There was one notable improvement over last year's competition: I figured how to get everyone playing with an odd number of teams entered without resorting to an unsavory "bye". I paired off all the teams but three. For each of those three, the U.S. player of one team was pitted against the German player of the second team, and his partner took the Germans against a U.S. player of the third team. The remaining members of the second and third team play each other. The teammates of these three teams do play members of different teams, but each team takes both the German and American side in each scenario - and everyone gets to play!

I used four more updated "oldies" from the original SL system. This year, my scenarios even had a theme. They all pitted American paratroopers against German forces, and they all took place in rural terrain (in fact, they all used Board 5). However, the four scenarios did represent four different campaigns: Sicily, *Market-Garden*, the Bulge and Operation *Varsity*. These were all primarily infantry actions, but each scenario includes a German vehicle or two to add spice to the challenge.

Once again, here I present the updated designs of the four scenarios I used in the team tournament, together with my rationale for the changes, along with a brief analysis of the strategies and tactics of each.

With the addition of the French to the system, I foresee many more potential scenario updates; indeed, I am already hard at work on the 1992 Team Tournament scenarios, to be offered at AtlantiCon in College Park, MD this coming summer. The best players will again put in an appearance; you could be among them.

THE NISCEMI-BISCARI HIGHWAY

For the first match, the action takes place in Sicily. Scattered paratroopers of the 82nd Airborne capture a couple of Italian anti-tank guns, lay a small minefield, and block the road between Niscemi and Biscari to protect the invasion beaches from a counterattack by the Hermann Goering Division. This scenario was originally published in The *GENERAL* as Scenario E.

One problem that I faced upgrading this scenario (indeed, all of them) is that the US paratrooper squads dropped from 8-4-7 MMC to 7-4-7 in the transformation of *SL* into *ASL*. That one factor drops each a column on the IFT for almost every attack, and significantly reduces their power in Close Combat (since the German MMCs tend to come in multiples of 4FP). The increased broken-side morale is nice; but originally, the GIs didn't suffer from DM, and so rallied quicker than they do now. (They just don't make paratroopers like they used to!)

At the same time, the German MGs—which usually form a significant portion of their fire attack strength—have been "improved" in *ASL* by a factor each. In the original version of Scenario E, the Americans had 40 attack factors, while the Germans (MMCs plus MGs) had 44. If I had made a straight translation to *ASL*, the Americans would have dropped to 35 factors while the Germans would be up to 49 factors (a swing of nine factors). Add to that the multiple ROF that MGs now have, and the Americans are at a severe disadvantage. In our local playtesting, the Germans always won. To redress the balance, I removed a LMG from the German OB and added a squad to the American OB. The attack factor ratio is now 42 US versus 46 German, very similar to the original design.

Yet the Americans still needed some help, as further playtesting proved. So I gave them six Concealment counters to confuse the German opponent a bit and make things more interesting for both players. I also increased the U.S. leadership by substituting a 9-1 for an 8-0. These are elite troops, after all.

I replaced the original PSW 231 with the PSW 232 model to keep the six-factor IFE intact. Besides, in July 1943, the PSW 232 was the more common vehicle in German service (although both were used by the Hermann Goering Division) at this stage of the war. To counter the armored threat, the paratroopers have the two captured AT guns (for which we can now use actual Italian counters), but they really need more to keep the armored car at bay. I increased the number of bazookas from one to three. Also, note that some of the A-P mines can be exchanged for A-T mines. At least one player in the tournament did this to good effect.

Speaking of mines, in the original system, mine factors could be sprinkled individually all over the map (1-2 factors per hex). Since the mines attack as units both enter and leave the hex, one factor could be quite effective. But no longer. Now mines must be placed in fields of six, eight or 12 factors per hex. Consequently, I increased the number of mine factors from "10" to "12". So the Americans can have now two hexes with six mine factors each, or put all of their eggs in one 12-factor basket. It forced some interesting decisions upon the American players in the tournament, especially when I removed the SSR that forbid the mining of building hexes.

Finally, I dropped the SSR forbidding foxholes to be dug, since I'd read nothing about the situation that would prevent such activity. In fact, digging foxholes seems to me the likely thing to do, given the time and opportunity.

For play-balance provisions, I allow the US player to set up one MMC using HIP. This can be quite important, especially for a bazooka team. As long as there is a squad lurking somewhere in the woods, the German will have to be very careful with his armored car. For the German play-balance benefit, remove one US squad. This takes us back to the number of squads in the original scenario. The US ELR is "5" of course, which is the norm for paratroopers; the German value is "4", also standard for them for this month of the war. Sniper numbers were set deliberately low, since this is a rural setting and snipers would have fewer places to hide than in a city.

All these changes bore up rather well in tournament play. Out of 17 games of this scenario, the Germans won nine and the Americans eight. It doesn't get much better balanced than this.

The important match-up in this scenario is the bazookas and AT guns versus the German armor. In 1943, the bazookas' To Kill number is "13" while the AC's strongest armor is only "3". Thus, the armored car can be destroyed on a DR or "9" or less, immobilized or shocked on a "10", against the front. From any other facing, it is killed with anything other than a dud. Clearly, this armored car crew should be mortally afraid of the bazooka-toting paratroopers. The bazooka's range is only four hexes, and at maximum range its To Hit number is "4" . . . but why take chances. The German player should keep his AC at least five hexes away from the nearest possible bazooka, and protected by infantry should the American get aggressive and move a BAZ forward into firing position.

The captive Italian AT guns are, meanwhile, both a lot less dangerous and a lot more dangerous than the bazookas. They are less so because their TK# is only "10" (although this can be increased by one within a two-hex range). That AC, with its frontal armor, has a fair chance of surviving a frontal hit from an AT gun. Of course, a flank or rear shot is significantly more deadly because of the weaker armor.

But the AT guns are more dangerous because they set up hidden, making that flank or rear shot more likely than any shot from a bazooka should the German get a bit careless. Too, the AT guns have a much longer range than the bazookas. It is possible for them to hit the armored car anywhere on the mapboard if they have an LOS to it. The chance of hitting becomes minimal beyond six hexes, especially if the AC is in motion. At the typical range of 7-12 hexes, the TH# is "8", with a possible +4 DRM (for being captured, plus fire at a moving target). Thus, the AC is only hit on a DR of "4" or less, making such far from a sure thing. The Americans should hold their fire unless the AC is stopped; and even then they may be reluctant to fire beyond a six-hex range.

The German player has the advantage in numbers, firepower, range, leadership and armor. And the German player has the initiative, which allows him to choose his axis of attack. The American has a lot of anti-tank weapons, but the prime US advantage must be deception - personified in his Concealment counters, HIP guns, and the mines. Most important, perhaps, the American player has time on his side, since the Germans are faced with a strict time limit.

The American player has three basic choices in his defensive strategy. He can: 1) set up everything as far forward as possible with the intention of keeping the Germans from crossing the road between 5R9 and 5EE7; 2) give up the building 4X1 and defend in the rear between buildings 4Y9 and 4CC6 behind the hedge; or 3) plan a fallback defense to make the German work to cross the road to get to Board 4, but preserve enough paratroopers to make a stand for the rear two buildings. Personally, I prefer the last option.

To keep the Germans from crossing the R9-EE7 road in their first turn, I like to position squads in 4R1 (to control hex 5R9), 4U1 (to watch 5T9, U10 and V9), 4V1 (which has LOS to 5S9) and W1 (for 5V9, W10 and X9). Note that a unit can start concealed in 4V1, though Open Ground, since no German unit starts on the map. On the other side of the board, US units should start in 4AA1 and 4B1 to discourage the Germans from marching down the road from 5GG5 singing panzer songs.

Once the Germans enter and bring significant fire to bear, the paratroopers should pull back. They won't last long trading shots with the enemy, since the Germans can concentrate their firepower better, the terrain is about even, and the Germans have a 9-2 leader and an armored car. Good positions to fall back to are the buildings in 4X1 and 4T3, and the woods in 4U3, V2, Z3 and AA4. When it becomes necessary to vacate that line, the woods in 4T4 and 4V3 are good spots for delaying units while all other survivors race for the big grainfield. When the paratroopers reach the buildings in 4X8, 4Y9 and 4CC6, they must stop and fight. By this time, the Germans should be short on time and faced with no protected avenues of approach. If all goes well, the German player will either have to reduce the paratroopers by fire to take a second building safely (which can take too long) or make a desperate charge across the open with little chance of success.

Two vital issues which the US player must consider in this strategy are the placement of the captured AT guns, and of his mines. The AT guns have but one mission - neutralize the German armored car. The key is to place them where the enemy won't expect, but where they can get a clear shot at the AC, preferably within six hexes. Even if these don't destroy the damn thing, if they remain hidden long enough to cause the German player to cautiously keep his AC out of the action, the guns have done their job.

That armored car is not likely to move through the woods; therefore your opponent has three choices for an approach. It can either cross the bridge in 5Y8, cross the bridge in 5Z9, or cross the gully somewhere between 5AA10 and 5FF7. An AT gun in 4CC1 can guard both bridges, and the other in 4FF1 can watch the approaches and exit of the gully. However, there are lots of other creative possibilities. A hidden gun in 4AA1 can guard the gully, while a gun in 4BB1 can fire at the armored car if it crosses either bridge. Other interesting places to consider are 4GG4 and 4Z3, or for a last-ditch defense 4CC6 and 4X8. Don't forget to boresight the guns, since the Germans enter from offboard; and remember that the gun crews can function as infantry when the guns break down (which they will do on a DR of "10" or more).

The 12 mine factors can be placed in one hex, divided into two fields of six factors each, or some of them can be exchanged for A-T mines. Personally, I shy away from that last option myself, since the A-T mines can only attack the armored car - which must move right into the A-T minefield. And even then, the A-T mine attack dr must be passed. However, at least one American player in the tournament did make use of A-T mines, which did eliminate the enemy AC. I prefer, however, to spread the mines out in two six-factor groups. Hex 4X1 is an interesting spot to place mines, because some German infantry will almost certainly enter that hex to satisfy the Victory Conditions. However, that is also a handy hex in which to post some of your own forces, who won't easily withdraw if surrounded by mines and who might trigger the minefield before the Germans even enter the hex. Hex 4Y1 is another obvious place for a minefield, blocking the only road between boards 4 and 5. A less obvious location is 4S3, which would be useful if the Americans are planning to make a stand at the road between 4R2 and 4W2.

If the GIs defend further back, mines could be put in 4AA4 and 4BB1 to deny the enemy good positions from which to fire on 4CC6. Alternatively, mines could be placed in 4W8 and 4X7 to interdict the only covered approach to the US positions. As with the AT guns, the mines are best placed in locations that the German won't expect, but that he will probably enter in the course of the game; and the placement should be integrated with the American scheme to stop the Germans. Obviously, if you play the same fellows frequently, placement should change from game to game to keep your enemy guessing.

There are two more aspects to consider in American play: smoke and prisoners.

All the US squads have a smoke placement number of "3", and they can place WP with a dr of "2". I don't see much opportunity for the paratroopers to make use of the latter, for they must be adjacent to a German unit during their MPh with two MF remaining. In this case, they might as well leave the neighborhood, since they face point-blank fire from the enemy if they fail to find their WP grenades. However, smoke can come in very handy. For example, smoke can be placed in the squad's own hex to cover a retreat, or to make an open ground hex safer to cross to reach cover. However, there is the attendant risk. If the squad fails to place the smoke, it can be attacked in its current hex without the cover of any smoke; and if the squad should roll a "6" on the placement dr, it cannot move at all! But, if the squad is in a tight spot anyway, the risk is well worth it.

It is not too likely, but sometimes a German unit must rout without a safe route. It must then offer to surrender, and the American player must decide whether to take it prisoner, or refuse the surrender and invoke No Quarter. Should you have the chance to capture a German in this scenario, it would be best to refuse the surrender. I have too often seen the guarding unit break (usually from a sniper) and the prisoners escape to eliminate the guard and rearm themselves. In this small scenario, that event can be fatal to the Americans. On the other hand, there will be very few times when "No Quarter" might prevent a German from surrendering. I recommend that the paratroopers take the attitude "No more Mr. Nice Guy," and keep themselves unburdened by prisoners.

German strategy depends on the choice of entrance hex made at the start of the game. Most gamers will select the protected road hex at the north end of the board (5R6). This locks the German into an attack through the woods in the northeast part of Board 4, and thence on through the grainfield towards 4X8. The Germans will have to take buildings 4X1 and 4Y9 to win. If the 5R9-5Y10 road is not defended, German platoons can get as far as hexes 4T1, 4U1 and 5V10 on Turn 1. If the enemy does defend the road, the German player should just occupy the woods from 5R8 to 5V8, all set to apply some serious firepower against the paratroopers. A HS or two can get to the road in hexes 5S9 and 5T9 without a leader, hopefully drawing some fire and exposing some American positions. Meanwhile, the 9-2 leader should have three squads with the MMG and a LMG with him, forming a very nasty firegroup with 20 FP. The other two LMGs, carried by two or three more squads, follow the 8-1 to compose another 14-18 FP group. The remainder have the mission of infiltrating the US positions - making withdrawal risky, drawing fire away from the larger firegroups, and exposing the American positions.

Your armored car should not rush into the combat too quickly. When the battle has been joined, the PSW 232 can be used to zip to the rear of the American forces to keep them from pulling back or to interfere with the routing of broken paratroopers. It should remain in Motion to lessen the chance of a hit, and always stay at least five hexes away from any bazooka

(it can take its chances with the hidden Italian AT guns). When the AT guns are located, the armored car can find a "safe" hex and stop to apply its considerable firepower against stubborn American positions, firing its IFE and CMG as a firegroup. It can even be used in an armored assault to help the infantry make that last hop onto the objective.

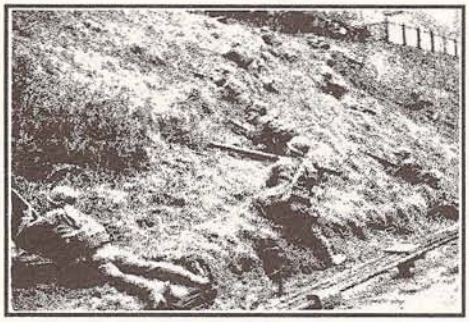
But don't overlook the southern entrance (via 5GG5/6) when pondering your German strategy. Going from 5GG6 to the building FF6 to the gully, your infantry can get to 5FF7 and 5EE8. On the bound during the Advance Phase, they go to Crest status to bring down fire on hexes 4CC1 and 4FF1. Alternately, they could continue down the gully and on the next turn go into Crest status as far down as AA10, or advance to the woods in 5Z10. From there, the Germans can head towards 4X1, or ignore it and go directly for 4CC6. Then on to 4Y9. Or the German player could grab 4X1 and 4CC6 to win the game.

Regardless of the route you take, you must concentrate against part of the American force and destroy it in detail, using your superior firepower, range and leadership. You must be alert to any opportunity to cut off retreating paratroopers, while bringing a lot of firepower to bear on their front.

Consider now the German smoke capability, and their view of "No Quarter". Every German squad has a smoke exponent of "1". Since the squad must expend two MF to even attempt to place smoke in an adjacent hex, and a dr of "6" freezes the unit, this is not a tactic for the German player to rely upon. The armored car, however, has a smoke dispenser that leaves smoke on a DR of "6" or less, without risk of depletion. This can be *very* handy, especially in the endgame. Suppose, for instance, the German player has units in 4AA4 that must take 4CC6. The PSW 232 is nearby, and no bazookas are around. The AC can move to 4BB5 and use its smoke dispenser. If it is successful, the infantry can then run through 4AA5, 4BB4 and 4BB5 with some protection from that smoke.

Unlike the panzergrenadiers, the paratroopers will often find themselves in positions where they will be forced to surrender (if the Germans have any luck at all). Adroit use of the armored car to penetrate into the American rear to prevent routs can bring this about. The Germans, unlike the ruthless Americans, should take prisoners whenever possible so that other trapped paratroopers will not be able to low-crawl away. Of course, the Germans must be careful, lest the prisoners escape and retake one of the objective buildings. (This nearly cost one German player his victory in a game in the tournament.)

In summary, "The Niscemi-Biscari Highway" is an almost perfect tournament scenario. It is fast-paced, and always varied. It offers both players several tough choices, yet the forces are such that one can recover from minor errors in judgement or luck. While the onus of the attack is upon the Germans, they certainly have the quality and quantity to achieve their goal - provided they don't dilly-dally. As the tournament results proved, it is an excellent challenge for all players of *ASL*.



DEVIL'S HILL

Market-Garden is in progress. The Allied vanguard has a very long, very narrow supply line that is the constant target of German counterattacks. Here, the men of the 82nd Airborne Division prepare to assault a German-held hill to protect the highway from enemy observation. This scenario features the US paratroopers on the attack; but it also offers the German player the chance to counterattack with his reinforcements. The paratroopers face second-line Germans, dug in on a hill, with some first-line reinforcements on the way.

This scenario is unique in two ways. It is rare for such a small scenario to give both sides an opportunity to attack (although when the game starts, the burden is on the Americans). Secondly, the German player both sets up first and moves first. This gives the defenders the first fire opportunities of the match, but if the Americans survive the initial prep fire, they can have both the defensive fire and their own prep fire before the Germans can react again. This makes for some intense minutes at the beginning of the game.

"Devil's Hill" was originally published as Scenario G in The *GENERAL* (Vol. 17, No. 2). I never played this first *SL* version, but I had been told that it was unbalanced in the German's favor - and I can see why at a glance. Not only do the paratroopers have to attack across open ground to a hill with an entrenched enemy on top, but the enemy has an advantage in range, a HMG and MMG, and a 9-2 leader! So, before doing anything else, I reduced the German 9-2 to a 9-1, while promoting one US 9-1 to a 9-2; and I reduced the Germans holding the hill to 2nd line troops. But when we playtested this version before the convention, the Germans still won consistently.

Back to the drawing board. In translating "Devil's Hill" to *ASL*, the paratroopers lose an attack factor per squad - nine factors. The Germans meanwhile gain a factor for each MG. This is a swing of 11 fire factors. I adjusted for this by adding another squad to the American OB, and by postponing one of the German squads until Turn 3. I also increased the leadership of the US 8-0 to 8-1 and transferred the onboard German 8-0 to the first group of reinforcements. In further playtesting, it seemed balance had been achieved. This was confirmed during the tournament, in which the Germans won eight games and the Americans seven. Again, the results were as close as one could want, with a lot of the matches themselves being real cliffhangers (which is appropriate, considering the Board 2 terrain).

For play balance, to aid the Americans add a second MMG to the US forces to give them more firepower. To help the German player, upgrade the second-line troops to 4-6-7s (as they were in the original design). The ELR of the paratroopers is the usual "5"; the Germans display their standard ELR for 1944, when times were getting hard. I gave them a SAN of "4" since they were defending, while the attacking paratroopers have a lower SAN of "3".

The first German decision that must be made is the placement of those crucial foxholes. One strategy used to good effect is to group them together to concentrate the defense. However, since the American player must take all three, it is perhaps best to spread them out. I prefer a placement in 2Q6, 2M5 and 2K5. The German HMG, the leader and a squad is placed in 2Q6 where this stack can defend the southern end of the hill, with cliffs in front making it tough for the paratroopers to approach. The 2M5 position also has a protected approach from the rear, which is quite handy for reinforcement or mounting a counterattack. It can be reached from the front only via open ground, which is covered in turn by the position in 2K5. I like to place the MMG and a squad in 2K5, where it can protect 2M5, defend against a drive through the woods around 2I9, or deter a sweep to the north of the hill.

The gun can be emplaced on the top of the ridge, but the German player will get the most value from it by setting it up HIP. Since it must be placed on Hill 621, it can be hidden only in the woods. My favorite spot for this potentially potent weapon is 2I7 or 2J6, covering the approaches to 2K5. Another fine position is in 2L8 to cover the central path to the hill, via 2L9 and 2M9. Yet another place for the gun is a hex to the rear of the hilltop, to bring fire on one of the foxhole hexes once captured by the paratroopers. Good positions are 2M4 (to fire on 2M5 or 2K5) and 2Q4 (for fire on 2Q6).

There is one squad left for the German to place. It can either garrison the middle foxhole (2M5), add to the firepower from 2K5 or 2Q6, or start in one of the woods hexes in front of the ridge where it is out of American LOS. Prime locations are 2H6, 2M7 and 2P6. Here it might slow the US attack, buying time for the reinforcements to arrive.

Let's pause to examine the American options. The US player must take all three foxholes, and hold them against any German counterattack. Initially, he faces only three German squads, plus the infantry gun. But if he takes very long reaching the hill, German reinforcements will stiffen the defense and one foxhole (at least) will become a much tougher position to capture.

There are three routes available to the paratroopers to reach the hill: the south flank (via the shellholes and 2S6), the central woods via 2L8, and through the northern woods (via 2I7). Regardless of the path chosen, the paratroopers will have to cross some deadly open ground to reach the objective - unless the German defenders are first broken. Breaking them is a job for the 9-2 leader directing the MMG. With three squads, he can form a firegroup of 14.5 factors,

making a 12 (even) attack on one foxhole. The American 9-1 can direct three more squads, and make an 8(+1) attack. Of course, these guys must first survive the German prep fire from their target(s).

What fire can the Germans dish out? If the German player should place his 9-1, two squads and both MGs in 2Q6, he could make a 16 (even) attack on one of the American positions - which will usually wreak havoc - and there is a fair chance of ROF dispatching another. If this *is* the German set-up, it is probably best to pick another route to the hill, or spread out the American squads to give him too many targets to engage easily. If the enemy places just one squad manning the HMG with the 9-1 in the target foxhole, he can still make an 8 (even) attack. This is better, but still dangerous - especially with the threat of ROF from that deadly HMG. However, I feel that this is a risk worth taking, for the 9-2 leader should help your GIs pass any MC (if he passes his, of course).

The remaining paratroopers must move out towards the selected foxhole on the first turn. If they don't capture at least one foxhole on Turn 2, you'll be in trouble. At least a couple of squads should be dispatched to the ridgetop to interdict the Turn 3 German reinforcements. Once the Americans capture one foxhole, they must work their way along the ridge to get to the other two. The US player must garrison any foxhole once captured, so that the enemy can't take it back on the bound.

It may also be worthwhile sending a squad or two to the opposite end of the hill from the main thrust to force the German player to keep troops in all his foxholes; these flanking Americans could possibly encircle the Germans should the opportunity present itself. They may even get into a position from which they can interdict the German reinforcements. Many good things are possible from such a small investment.

An important weapon for the paratroopers is their smoke grenades. There are likely to be many situations where the GIs must cross open ground, especially as they close on the ridgetop. This is the ideal time for a smoke in this match. And if a paratrooper squad manages to move adjacent to a German position with 2 MF remaining, it should attempt to place WP in the German location to cause a MC and hinder any fire from them.

The bazookas, on the other hand, have limited use in this scenario. There are not likely to be German targets in buildings or behind walls (although German reinforcements in 2M1 would be in range of a bazooka on the top of the ridge). The most likely targets for the Bazooka are the truck and the infantry gun. Bazookas devour trucks, destroying it on anything less than an "11" if a hit is achieved. The gun, however, is a lot harder to hurt. If hit, it is attacked on the IFT with an HE equivalent of "8". On a roll of "2", it is eliminated via a Critical Hit. If a "3" is rolled, the gun is disabled and the crew eliminated. Otherwise, a straight 8-factor attack is made on the gun's crew, modified by the gunshield if applicable. It always pays to take a shot against the gun with a bazooka, but don't count on doing much damage.

The German response to all this depends on the American success. If the German MGs have targets on Turn 1, prep fire to the maximum extent of their ROF. And take defensive fire shots against paratroopers moving in the open during the second half of the turn. When the German reinforcements show up on Turn 3, these should move to cover any foxhole still held by the German player. Double-timing with a leader, these first reinforcements can get from 2Q1 to 2Q5 and then advance to 2Q6. Or they can race to 2N4 from 2M1, to advance into 2M5; or to 2K4, ready to advance into 2K5. Don't put all the reinforcements into that foxhole, however; keep something back in case a lucky shot breaks everyone there. Then, a fresh squad could advance in on its next turn to shield the former occupants while they are rallied.

The German Flak truck presents a special problem. It must certainly be kept away from the bazookas, but it is also vulnerable to the paratrooper's inherent firepower. Just one US squad within four hexes can eliminate it on a DR of less than "6"! Perhaps the best use for it is to be moved to the rear of the ridge and positioned adjacent to a hex that the paratroopers must enter. If the enemy has taken 2Q6, for instance, one good spot for that truck is 2L4 or 2L5, from which it can make a point-blank attack on 2M4 or 2M5. Another fine spot is in 2N4, where it can fire point blank into any of the three adjacent Level-3 hexes. An alternate use for the truck is to forget about the temptations of point-blank fire and position it as far away from the action as possible. For example, it can enter at hex 2Y1 and move to AA4 on Turn 3. From there it can fire on the Level-2 hexes east of the ridge as far as 2M4 and the Level-3 hexes from 2O5 to 2Q6. And it is safely out of the range of everything north of hexrow S2 (except possibly the US MMG).

The last reinforcement group is the German player's "ace-in-the-hole". If the paratroopers still haven't gotten very far by the time they are available, the squads and leader can move to reinforce a foxhole. They can also be used to construct a line east of the ridgetop to block the paratroopers' advance along the ridge. Or you could opt to leave them out of the action for a turn or two, and bring them on in a rush to recapture any foxhole the Americans have left weakly guarded, or guarded by a unit broken by a lucky sniper shot.

All in all, this is another fast-paced, tense scenario. The German reinforcements shift the balance with their arrival, and may be called upon to mount a counterattack. The use of the Flak truck offers some interesting problems. The American player faces an uphill fight, across open ground, against entrenched MGs. Surely, the stuff of legends. This little-remembered scenario makes for an excellent proving ground for adept *ASL* players.

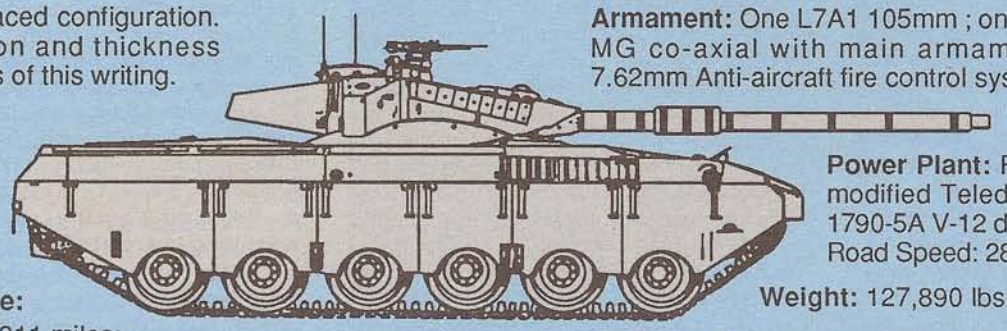
Mr. Stahler completes his review of the updated scenarios used at Origins '91 ("The Attempt to Relieve Peiper" and "Hunters from the Sky") in the next issue of The GENERAL.

☆

DESIGN ANALYSIS

ISRAELI MERKAVA Mk I (Prototype)

Armor: Spaced configuration. Composition and thickness classified as of this writing.



Armament: One L7A1 105mm ; one 7.62mm MG co-axial with main armament; one 7.62mm Anti-aircraft fire control system

Power Plant: Forward-mounted 900hp modified Teledyne Continental AVDS-1790-5A V-12 diesel. Hp/Wt Ratio: 17.3 Road Speed: 28 mph.

Weight: 127,890 lbs (combat)

Performance:
Range: 249-311 miles;
Vertical Obstacle: 2.99 ft; Trench: 10.5 ft; Gradient: 60%

Source: *Illustrated Guide to Modern Tanks and Fighting Vehicles*, Ray Bonds, Author. ARCO Publishing, New York, 1980

FLASHPOINT: GOLAN

Developer's Notes and Errata

By Kevin M. Boylan

There are a number of unique problems that arise when one is producing a wargame whose subject is a hypothetical conflict set in the future. Unlike historical wargames, there is no body of records that can be used to test the accuracy of the game system by comparing play results to those actually achieved in the conflict. Instead, both the designer and the developer of hypothetical wargames must make a long series of educated guesses when establishing the basic assumptions upon which their game system is based. In the case of *FLASHPOINT: GOLAN*, this task was made even more complex by the events that dominated the international scene during the game's development. The Gulf War had temporarily thrown the entire Middle East into a state of chaos in which any number of things could have happened to require a wholesale re-shaping of *FLASHPOINT: GOLAN*'s scenarios, victory conditions, and orders of battle. Simultaneously, the collapse of the Soviet Union upset the basic Cold War premises that had dominated global affairs and US foreign policies for over four decades, and which were the basis for the USA and USSR Intervention rules we had included in the game.

Ultimately, our solution to most of the problems presented by the fallout of the Gulf War and the Soviet collapse was to make the game's scenarios as flexible as possible, so that they could be easily adjusted to conform with the rapidly-changing situation in the Middle East. The basic game system, however, could not be made as flexible as the scenarios. Therefore, certain assumptions that decisively shape the play of the game had to be made on the basis of limited data. In this article, I will attempt to explain the logic upon which some of the more important of these assumptions was based, and attempt to provide the reader with an appreciation of the difficulties encountered when one attempts to simulate a war that has not yet happened... and hopefully, never will.

Victory Conditions

The victory conditions in *FLASHPOINT: GOLAN* reflect the premise that the Arab-Israeli conflict can ultimately be settled only by mutual negotiations, since neither side can seriously hope to secure a truly decisive military victory. The Arabs, for their part, have no real prospect of overrunning Israel because they are simply too badly outclassed by the Israeli military, and the Israeli people would doubtlessly fight to the bitter end in defense of their homeland. The Israelis, on the other hand, probably *could* completely overrun some of their Arab enemies, but the task of occupying and pacifying an implacably hostile Arab nation would require that most of the Israeli Army remain on garrison duty on a permanent basis. The Israeli Army, however, cannot remain mobilized for *any* extended period of time because the reservists who make up the greater bulk of its manpower also constitute a huge proportion of Israel's civilian work force. If they are absent from their jobs for more than a couple of weeks, Israel's economy will grind to a halt. Consequently, neither side can aspire to achieve a total military victory. Instead, victories are defined in the limited terms of securing political advantage by capturing territory and strategic positions which can be used as bargaining chips in post-war negotiations.

The classic example of this dynamic was the Yom Kippur (or October) War of 1973. In that conflict, the Egyptian armed forces were able to maintain control over a large bridgehead on the east bank of the Suez Canal even though the tide of military events in the final days of the war was running strongly against them. Egyptian retention of that bridgehead after the war confronted Israel with the strategic dilemma of a major breach in her first and best line of defense along the Suez Canal. Egypt's President Anwar Sadat used this strategic advantage as a bargaining chip to draw Israel into negotiations which ultimately required the return of the entire Sinai Peninsula as a *quid pro quo* for Egypt's recognition of Israel's right to exist and the cessation of the state of war which had existed since 1948. Therefore, Israel can be said to have lost the 1973 war in a political sense even though she won a decisive military victory against Syria, and at least broke even militarily against the Egyptians. In *FLASHPOINT: GOLAN*, therefore, if even one Arab nation wins a victory, then Israel loses no matter how well things went elsewhere. The fundamental problem confronting the Israelis is their lack of strategic depth, which ensures that virtually any territory captured and held by the Arabs will be strategically important.

The Syrian and Jordanian Defensive Victory Conditions reflect the fact that merely surviving a major Israeli offensive relatively intact would be a great victory, and ensure that the leader of the nation in question would become the darling of the entire Arab world. Naturally, because of the vast superiority of the Israeli Army (and the potentially decisive contribution

of the Israeli Air Force), neither Arab nation will be able to last very long if subjected to a full-strength Israeli offensive. Again, the capricious actions of the United Nations will often prove decisive in determining whether or not the Arabs can win—no matter how well their defense may be conducted in the realm of strategy and tactics.

A final point regarding victory conditions that needs some explanation concerns how Israeli losses reduce their level of victory. This is intended to represent the fact that Israel has repeatedly demonstrated an extremely low morale threshold in terms of its willingness to suffer casualties. Again, this is a consequence of Israel's relatively small population. Casualties which might otherwise be considered "light", given the intense, violent character of modern combat, are quite unacceptable to Israel. Even a conflict which resulted in decisive military victory would constitute a major political disaster for the sitting Israeli government if it entailed heavy losses in manpower. Some notion of the importance which Israel attaches to ensuring the safety of its servicemen can be judged by the fact that in 1989, several hundred Lebanese Arabs held in Israeli POW camps were released in exchange for the return of *two* captured Israeli soldiers.

Israeli Force Structure

Fixing the organization and composition of the Israeli Army was one of the more tricky problems encountered when we were putting the game together. The Israelis have traditionally been quite paranoid about giving out information concerning the size and organization of their military forces, and employ a whole range of devices to prevent giving away their Order-of-Battle. The most common method of camouflage is to refer to units and formations by the names of their commanders — Peled's Division, Sarig's Brigade and Ari's Task Force — rather than using their numerical designations. Another tactic is to use confusing or fictitious numerical designations in those cases when any are offered at all. Therefore, different sources covering the same campaign or battle will give different designations for what is obviously the same unit; which such designation is the correct one is anybody's guess. In at least one case, Israeli sources describe brigades with the same numerical designation fighting simultaneously on two different fronts hundreds of miles apart!

Consequently, our Israeli Army OB in *FLASHPOINT: GOLAN* is largely guesswork. Since it is difficult to judge the size of the forces which Israel has mobilized in the past, the number and types of divisions available was determined by making (several) educated guesses based upon mobilization for the 1982 invasion of Lebanon, and known Israeli equipment-holdings. The deployment of first-line formations and the locations of the mobilization centers for the others are totally conjectural. Indeed, there is no doubt whatsoever that we have exaggerated the size of Israel's peacetime border garrisons, but this flaw was unavoidable considering the unit and map scales we use in the game. Had we restricted the Israeli garrisons to something more accurately approximating their actual size (for example, only one brigade-equivalent on the Lebanese border), then the Israeli player would not be able to cover the front. As for the Israeli unit designations in the game, almost half of the brigade numbers are complete fabrications, and the division names (with a handful of exceptions) were taken from the Hebrew equivalents of the names of the designer and his closest relatives.

As a final point, I should note that the Israeli Army has historically stressed organizational flexibility to the utmost degree. Sub-units are split off and attached to other formations with almost reckless abandon, *ad hoc* battlegroups and task forces are created in large numbers, and relatively junior commanders exercise their initiative (which the Israelis strongly encourage) by commandeering whatever units happen to be in their vicinity. This emphasis which the Israelis place upon organizational flexibility is best illustrated by the fact that their Army maintained no permanent formations of larger than brigade size until the mid 1970s. Up to that time, Israeli divisions (*ugdas*) had been created only in wartime by the temporary grouping of several brigades. During the invasion of Lebanon in 1982, the Israelis still demonstrated a tendency toward the organization of divisions on an *ad hoc* basis. Naturally, this situation could not be fully portrayed in the game because of the need to group units into distinct formations for activation purposes. However, for those of you out there who are willing to put up with a lot of extra bookkeeping for the sake of additional accuracy, I offer the following optional rule: Each Israeli divisional HQ can command *any* four Israeli brigades, and brigades can be freely transferred between divisional HQs that are within command range of one another during the Reorganization Phase. Record which brigades are assigned to which divisions on a piece of scrap paper.

The Air War

According to Mark Herman, one of the first decisions he made when designing *Condition: Red* (the NATO-Warsaw Pact game from which *FLASHPOINT: GOLAN* evolved) was that the air war would be represented in a highly abstract fashion for the sake of speed and ease of play. When the game's venue was shifted from Central Europe to the Middle East, the wisdom of this decision became even more apparent. The qualitative advantages of the Israeli Air Force are such that any realistic air system must virtually guarantee that it will win Air Superiority in short order. Given this situation, it would have been ridiculous to spend a lot of game time (and add a great deal of complexity) simulating an air war whose end result was virtually a foregone conclusion. After a couple of turns, only the Israeli player would have had anything important to do with his aircraft! Happily, the current air system is both simple and quick to use, and accurately portrays the decisive impact which airpower can have in modern warfare.

Because of the limited number of spaces available on the Air Strike Aircraft Type Table, some common types of strike aircraft had to be omitted; for example, the US Marine Corps' AV-8 Harrier and the US Air Force's F-15E Strike Eagle. The F-18 unit is meant to represent the Navy's Carrier Air Wings (which also include A-6 strike aircraft) and the A-18s (an almost identical aircraft) used by the Marine Air Wings. Multi-role aircraft such as Israeli and US F-15s that are used almost exclusively in the Air Superiority role were deliberately excluded from the table.

The Strike Rating given to an aircraft is a rough measure of the weight of its maximum bomb load, while the Strike Modifier represents an agglomeration of a variety of hardware and software factors including: Pilot quality, the availability of "smart" munitions, all-weather and night attack capability, and the relative quality of bombing computers. Thus, although Israeli pilots are as good as American pilots, the US Strike Modifiers are better because of the greater availability of high-tech ordnance. Likewise, the generally unimpressive Strike Modifiers given to Arab aircraft reflect mediocre pilot quality, poorly-maintained equipment, and relatively low-tech hardware.

The Soviet Factor

The rules in *FLASHPOINT: GOLAN* that deal with intervention by the Soviet Union were written before the August Coup of 1991, and—despite some corrective revision—went to press before it became clear that Gorbachev's eleventh hour effort to hold the Soviet Union together was doomed to failure. Not knowing how the dice would ultimately fall (although we had a fairly good idea) we chose to err on the side of caution and leave open a small possibility of Soviet Intervention. In our defense, I think it's fair to emphasize that virtually no one predicted that the Soviet colossus would simply disintegrate with barely a whimper; for example, the entire United States foreign policy apparatus was caught virtually flat-footed.

To reflect the realities of the situation in the Confederation of Independent States, the USSR Status should always be treated as "Political Collapse" when playing *FLASHPOINT: GOLAN*. Consequently, the Soviet Union will never intervene with its ground forces, and almost never with its air forces. There still remains, however, the possibility that the Arabs can receive Special Munitions Points from what was once the Soviet Union. This does not represent the Soviets simply giving weaponry to the Arabs *gratis* —as was the case in past conflicts—but rather, the newly independent republics of the CIS taking the opportunity to sell-off surplus weapons and ammunition in return for desperately needed hard currency.

UNIFIL

In the area of Lebanon south of the Litani River there is a fairly large contingent of UN forces (French, Irish, Swedish, etc.) which were introduced after the first Israeli incursion of 1978. Their mission is to separate the Israeli and PLO forces from one another while screening northern Galilee from terrorist attack. Unfortunately, the UN forces are neither large enough nor well enough equipped to keep in check the many heavily-armed factions and armies (including the Lebanese and Israeli military) that operate in the region, and they have been alternately harassed, attacked and ignored by virtually everybody, including the Israelis.

Theirs is truly a thankless and impossible task. Because the United Nations Independent Forces in Lebanon (UNIFIL) are so ineffectual, I made a conscious decision to leave them out of *FLASHPOINT: GOLAN*. Indeed, had the UN units been included, their mere presence on the map would have given them greater tactical and strategic influence than they actually possess. Furthermore, it would have meant their taking up space in the countermix which we could ill-afford. It's really too bad, since I would ever so loved to have included an Irish unit in the game.

UNTOZ

The United Nations Treaty Observers' Zone lining the eastern side of the Golan Heights is a buffer zone which prevents direct contact and conflict between the Israelis and Syrians, and provides the UN with observation points from which it can monitor military activity and ensure that the ceasefire agreement of 1974 isn't violated. Although the *FLASHPOINT: GOLAN* maps only portray the UNTOZ as covering the northern part of the ceasefire line, in fact it extends along the entire eastern face of the Golan from the Jordanian border to the summit of Mt. Hermon. However, in many places the UNTOZ is only a kilometer or two wide; not enough to be tactically significant given our map scale.

The Maps

The maps in *FLASHPOINT: GOLAN* were drawn from 1:250000 Joint Operations Graphic Maps (JOGs) used by the United States military. While we attempted to present the wealth of detail provided by the JOGs on the maps in the game, the terrain as depicted on them cannot always be interpreted literally. The terrain types (Hill, Rough, etc.) are intended to illustrate different levels of *trafficability* rather than actual landform. For example, the range of "hills" running just to the east of the escarpment that lines the western edge of the Golan Heights aren't really hills at all. Instead, this feature represents a stretch of deeply-eroded, gullied terrain that slopes gently down to the top of the escarpment; because it would seriously impede the movement of armored and mechanized forces, I chose to portray it as a line of hills (which have a similar effect upon movement).

One thing that becomes obvious after just a quick glance at the map is that relatively little of the area portrayed can really be considered good tank country. Most of the open terrain on the map is crowded into narrow valleys or coastal plains, both of which are often densely sprinkled with easily-defended cities and towns which tend to absorb the energy of a mechanized advance. While at first glance the deserts stretching off to the east look wide open to armor, a closer examination will reveal that they contain huge areas of Rough terrain that seriously impede movement and channel maneuver. In most cases the Rough terrain designation indicates the presence of a volcanic boulder plain; i.e., a fairly level surface with densely-scattered boulders ranging in size from one to a dozen feet across. It offers good defensive terrain (especially for infantry, which has a

(Continued on Next Page)

FLASHPOINT: GOLAN

ERRATA as of February, 1992

Map Errata

Clarification: Beaufort Castle (N2118) is Town terrain.

Addition: The Town in N2424 is Notera.

7.3 Headquarters Capabilities

Addition: In the second exception under the "Restrictions on HQ Capability Use" heading, add: "Furthermore, employing the Air Defense Artillery, Anti-Tactical Ballistic Missile or HQ Detection capabilities (any number of times) does not count as the one capability usage that an HQ is permitted in a Movement or Exploitation Movement Phase. Therefore, an HQ can use these three capabilities an unlimited number of times during a Movement or Exploitation Movement Phase and still be able to make one use of another of its capabilities."

7.4 Combat Engineers

Change: The sentence after the "Time" heading should read, "This capability can be used to construct fortifications **only** when a subordinate unit or formation is activated. Minefields can be emplaced/breached, and bridges can be constructed/demolished in any Movement or Exploitation Movement Phase.

7.4 Cruise and Short-Range Ballistic Missiles (SRBM)

Delete: The note which says that this capability costs no Headquarters Capability Points. This note was printed in error. Headquarters Capability Points **do** have to be expended to employ Cruise and Short-Range Ballistic Missile capabilities.

9.1 Dismounted Infantry

Addition: A unit can Dismount at the conclusion of its movement in an enemy ZOC in order to initiate a Meeting Engagement Battle.

10.1 Reserves

Clarification: A unit belonging to a Primary Formation whose HQ is Disrupted cannot act as a Reserve even if it is also in Command Range of a Command HQ which isn't Disrupted.

10.4 Flank and Rear Attacks

Clarification: Flank and Rear Attacks are determined at the instant that a Battle is resolved. Therefore, a Flank or Rear Attack may result from movement of units as a consequence of earlier Battles during the same Movement Phase. Furthermore, in a Battle involving defending units in several hexes, a Flank or Rear Attack modifier applies if any of the defending hexes is Flanked or Taken in the Rear.

10.5 Retreat

Addition: A unit defending in City terrain which chooses to make an optional Morale Check in order to avoid Retreating suffers no ill effects if it fails the Morale Check, other than that it must Retreat.

11.2 Reaction

Delete: The Action/Reaction Table on page #20 erroneously indicates that SRBM Strikes can be conducted in Reaction to enemy movement; delete that reference. SRBM's cannot be fired in Reaction because their rate-of-fire and accuracy are too low to permit them to effectively engage a moving target.

15.1 Attack Helicopters

Change: The last sentence in the first paragraph in this section should be changed to read, "Attack Helicopters that are forced to abort by Air Defense Fire (16.0) are immediately placed at any friendly airbase **within the remainder of their unused range.**"

18.1 Jamming

Clarification: In the Jamming Phase of the Strategic Cycle, each HQ that possesses a Jamming capability can attempt to Jam **one**—and **only** one—enemy HQ.

19.3 UN Resolutions

Clarification: There can be no UN Resolution during Pre-War Game Turns (i.e., before Hostilities Commence).

25.22 *Intifada* Special Rule

Addition: The Intifada Special Rule given in the "Fire in the East" Campaign Scenario should apply in all Standard Scenarios as well.

Comprehensive Example of Play

Change: Initial Deployment (p. 22) - The Herzl Brigade's Task Forces set up in **S1502** and S1505 (**not** 1503 and 1505).

Change: Battle Resolution Procedure, Step #3 (p. 27). The overall Battle result is not a draw. Since their attack has failed, the Syrians *lose the Battle* even though they do not have to Retreat.

Change: Headquarters Capability Use (p. 29). Delete the entire paragraph concerning the Northern Command HQ using its Combat Engineer Capability to construct a Hasty Fortification. The Northern Command HQ could not have done this for two wholly different reasons: First, it couldn't have used a capability because it had already used one earlier in the Exploitation Movement Phase (When it launched an SRBM Strike during the resolution of the first Set-Piece Battle in the Exploitation Movement Phase). Second, it could not have done so because Section 17.1 (Constructing Field Fortifications) explicitly states that only **activated** units can fortify. Therefore, the Sabra Territorial Brigade's Task Force could not have fortified because it wasn't activated at the time; since it was Syrian 4th Armored Division's Activation Segment, only units of that formation could have Fortified.

Battle Summary (on back page of the Rules Booklet)

Change: The heading "Set Piece Battles" is repeated twice in the "Reserves And Fire Support" section. The second heading should read "Meeting Engagement Battles."

lot of places to hide), and is extremely difficult for mechanized and motorized units to cross. *Tels* are steep-sided, isolated lava cones or plumes rising out of the volcanic plain.

The most notable terrain feature on the maps (and the greatest barrier to mechanized maneuver) is the deep, steep-sided Valley of the Jordan River, which virtually divides the map in two from east to west (especially if one considers how the various mountain ranges which extend northward from the Valley of the Jordan extend the east-west division to the top of the northern map). The Escarpments which line the sides of the valley present an absolute barrier to mechanized travel, requiring that all east-west movement be limited to a relative handful of roads and highways. On the western side of the Valley, the Escarpment is typically lower, and is broken by a number of significant gaps which provide natural gateways for the invasion of Israel and the West Bank. One of the most difficult problems encountered while creating the *FLASHPOINT: GOLAN* maps was determining what was and what wasn't an Escarpment. The distinction was a crucial one, since Escarpments are impassable to mechanized and motorized units. Generally, I decided to err on the conservative side, choosing to omit Escarpments in most cases where additional research was unable to demonstrate whether or not a particular slope was impassable to vehicles. Doubtless this approach has resulted in some errors, but the maps are fairly accurate nonetheless; as accurate as one can get in a wargame design without travelling to the Middle East and actually walking around on the ground.

The place-names given on the maps are mostly taken directly from the JOGs, and represent the US military's attempts to produce phonetically-correct English spellings for Arab and Hebrew-language names which do not translate phonetically even when written using our alphabet. Given that places in the Middle East often have an Arab name, a Hebrew name and a (usually butchered) English name, coming up with a proper spelling is an extremely difficult task. Nothing illustrates this point better than the name-spelling contest which ensues whenever the American press tries to discuss the activities of Libya's dictator; it comes out as Khadafy, Gaddafi, Qaddaffy, and so on. Another example is the Israeli city of Zefat (N2128), which one can also find spelled Safed and Zafed. In general, I chose to use the spellings given on the JOGs except in the case of city or place-names with which most Americans would already be familiar using a different spelling. Therefore, I used the spellings Beirut and Sidon for those two Lebanese cities, and not Bayrut and Sayda, as was shown on the JOG.

☆

BACK ISSUES

Only the following back issues of The *GENERAL* remain in stock; price is $4.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of this issue). Type of article is indicated by the following abbreviations: A - Analytical, DN - Designer's Notes, H - Historical, Q - Questions, P - PBM (postal), S - Strategy, Sc - Scenarios, SR - Series Replay, V - Variant. The featured game for each issue is always the first one listed.

14-3: *AIW*-S, H, DN, A, Q; *TRC*-S, *3R*-S, *STAL*-SR; *WAS*-V; *PBLITZ*-Sc
14-5: *SL*-DN, A, Q; *WS&IM*-A, V; *TRC*-A; *MD*-S; *SST*-A; *3R*-A; *Games Guide*
16-1: *AZ*-S, Sc, V, DN; *3R*-S; *NP*-S; *PB*-SR; *1776*-S, A; *DIP*-S, *SL/COI*-Q
16-4: *MR*-DN, A, S, V, Q; *SL/COI*-A; *3R*-S, A; *TRC*-SR
16-6: *DUNE*-DN, S, A; *DIP*-V; OS-Sc; *AZ*-Sc, V, SR, DN; *PB*-A; *AREA*-Rules of Conduct; *ORIGINS '80*-Preview
17-4: *FE* - S, P, DN, V; *MD* - V, Q; *COI* - SR; *VITP* - S; *1776* - Sc; *WQ* - A; *SST* - V; *NAP* - S
17-5: *CM* - S, V, Q; *RW* - V; *SL* - V; *STAL* - V; *PL* - S; *3R* - S, SR; *CAE* - V; *KM* - S; *MR* - S
17-6: *STAL* - S; *WS&IM* - V, Sc; *WAS* - V; *3R* - SR; *SL* - S; *CL* - S; *VITP* - S; *TRC* - S
18-1: *FITW* - A, Q; *BIS* - S; *SL* - S; *DUNE* - V; *DIP* - S; *AK* - A; *PB* - SR; *AL* - S; *W&P* - S
18-2: *AF* - A, Sc, Q; *AK* - V; *3R* - DN; *TB* - V; *SL* - S; *AIW* - V; *VITP* - S; *DIP* - S; *DD* - S
18-3: *GOA* - S, DN, V, Q; *AOC* - V, Sc; *AK* - S; *VITP* - V; *SL* - S; *WS&IM* - SR, P; *DIP* - S
18-4: *GL* - H, V, A, Q; *SL* - A; LW - V; *W&P* - SR; *AOC* - S, P; *FE* - V; *WAS* - S; *AK* - S
18-5: *3R* - S, A, V, DN, Q; *SL* - S, A; *TRC* - V; *TB* - V; *RW* - V; *CL* - A; *DUNE* - V
18-6: *FT* - A, Sc; V, DN; *VITP* - V, Q; *MD* - S, Q; *SOTN* - A; Q; *SUB* - Sc; *BL* - V
19-1: *SOA* - A, V, DN, SR, Q; *TLD* - A, Q; *3R* - S, Q; *DWTK* - DN; *TB* - A
19-2: *BB'81* - H, Sc, S, DN; *TLD* - A, Q; *SL* - V; *3R* - S; *SOA* - SR
19-3: *GSL* - A, Sc, V, SR, Q; *DIP* - A; *RW* - Sc; *GE* - V; *1776* - Sc; *LRT* - V, Q; *SL* - A
19-5: *SON* - A, S, H, Q; *W&P* - S, Q; *DIP* - A; *WAT* - V; *WS&IM* - Sc; *SL* - A
19-6: *VITP* - P, SR; *3R* - V, Q; *DIP* - A; *FT* - V; *BIS* - V; *NAV* - A; *SL* - A, Sc; *SUB* - V, Sc
20-1: *GI* - S, A, DN, V, Q; *VITP* - SR
20-2: *TT* - A, DN, S, Q; *MR* - V; *LRH* - A; *SL* - Sc; *W&P* - V; *GOA* - S, Q; *DIP* - A; *PL* - V
20-3: *FRED* - S, V, Sc, Q; *PB* - A; *1776* - Sc; *DWTK* - S, V, Q; *DIP* - A; *CONQ* - V, S
20-5: *BR* - SR, S, H, Q; *LRT* - S; *DIP* - A; *GSL* - Sc; *GE* - A; *WS&IM* - Sc
20-6: *B-17* - A, V, SR, Q; *AF* - V; *LW* - S; *DL* - S; *FE* - S; *DIP* - A; *MD* - S; *BR* - SR; *GOA* - Sc; *SL* - A; *PL* - Q
21-1: *UF* - S, A, SR, DN, Q; *SOA* - S; *GI* - H, S; *TRC* - S; *DD* - S
21-2: *NAB* - S, DN; *W&P* - S, A, Q; *NAP* - S, Q; *DIP* - A; *FR* - S; *FE* - S; *3R* - S; *BFI* - S; *1776* - S; *SL* - A
21-4: *PGG* - S; SR; *PB* - A; *3R* - S; *TRC* - S, V, Q; *DIP* - A; *STAL* - V, S; *SL* - Sc
21-5: *HW* - S, V, A; *MR* - S, Q; *OR* - A; *DIP* - A; *3R* - A; *RB* - S; *CONQ* - V; *CIV* - S; *SL* - A
21-6: *FP* - H, V, SR; *AIW* - S, Sc; *BL* - V; *TAC* - V, Q; *SL* - A
22-1: *PAA* - A, S, Q; *TB* - A, V; *DWTK* - DN; *TR* - V; *GSL* - P; *DIP* - A; *AOC* - S; *WAS* - S, Q; *AK* - V; *CIV* - S; *3R* - S, Q
22-2: *BANZ* - A, SR, Q; *FT* - A, S; *SUB* - Sc; *VITP* - S, Q
22-3: *PB* - SR; *PL* - Sc, V, Q; *SOA* - S; *3R* - V; *DIP* - A; *CIV* - A; *UF* - Sc, Q; *AIW* - S; *GOA* - A, Q; *TLD* - A
22-4: *RF* - A, V, S; *TRC* - V; *PK* - S, Q; *DIP* - A; *3R* - V; *SUB* - V; *PGG* - S
22-5: *DEV* - S, A, Q; *GSL* - Sc; *BR* - S; *DIP* - P, A; *SC* - V; *FITG* - A; *ASL* - Sc, Q
23-1: *FL* - A, V; *DL* - V, *B-17* - V, DN; *HW* - S, Q; *VITP* - V; *3R* - S; *TT* - V; *LW* - V; *SST* - V; *RW* - V
23-2: *ASL* - A, S, Sc, Q; *BV* - SR; *UF* - S; *DIP* - A; *PL* - A
23-3: *SUB* - V, Sc; *ASL* - S; *BV* - SR; *HW* - V; *BL* - V, Q; *BB'81* - A
23-4: *EIA* - S, DN; *W&P* - V, S; *WS&IM* - Sc; *SC* - V; *NAP* - S; *YS* - S; *3R* - S, Q
23-5: *KOTA* - DN, Sc, Q; *WAT* - V, *B-17* - V, Q; *3R* - S; *RW* - V; *ASL* - S; *VITP* - S
23-6: *1830* - DN, S, V, Q; *FP* - Sc; *RB* - S; *DEV* - P; *CIV* - S; *MR* - S
24-3: *DIP*-A, H, PBM; *HW*- V, S; *EIA*-A; *DE*-A; *PAC*-S; *TVW*-Q
24-4: *RSN*-H, S, A, SR, V; *ASL*-A; *FE*-S; *3R*-S; *SL*-Clinic (Halftracks); *Interview:* Bill Peschel
24-5: *BRIT*-H, DN, S, A; *CAE*-S, A; *GL*-V; *CIV*-S, A; *SOJ*-A; *KM*-A, V; *MR*-A, S, Q
24-6: *TC*-H, S, SR, Q; *B17*-V; *ASL*-V, Q; *SL*-Clinic (HEAT); *AZ*-A; *PGG*-S; *3R*-S, Q
25-1: (25th Anniv. Issue) *KR*-A, SR, Q; *DLW*-S; *MOV*-DN; *2FLT*-V; Essay on Industry, History of The *GENERAL*
25-2: *TA*-S, SR; *FP*-V; *PLA*-A; *TRC*-PBM; *7FLT*-S; *SL*-Clinic (Mines); *AIW*-A
25-3: *PAT* - S, H, V, Sc; *TPS* - DN; *AK* - V; *3R* - Sc, Q; *ASL* - S; *PGG* - P; *PB* - A; *UF* - V; *SOA* - V; *PL* - S; *BB'81* - S
25-4: *EIS* - S, H, V, Sc; *WS&IM* - V, P, Sc; *EIA* - V, Q; *VITP* - S; *NB* - DN; *1776* - V
25-5: *GE'88* - SR, V, H, Q; *1776* - S; *ASL* - H; *FP* - Sc; *RB* - V; *OS* - V; *DEV* - S; *GOA* - DN, Q; *W&P* - S, Q; *BR* - DN
25-6: *ASL* - H, S, V, A, Sc, Q; *PAA* - S; *RSN* - V; *UF* - S; *FP* - Sc
26-1: *MOV* - S, DN, V, SR, Q; *DE* - V; *DUNE* - V; *DLW* - S; *KM* - S; *SC* - S; *ASL* - A, Q; *KR* - V, Q; *ROR* - DN; *CIV* - V
26-2: *TPS* - S, DN, SR, Q; *PB* - Sc; *ASL* - H, A; *3R* - S, Q; *HW* - S, Q; *UF* - V; *RF* - S
26-3: *MBT* - H, S, SR, Q; *FL* - V, Sc; *FP* - Sc; *ACQ* - S; *TA* - S
26-4: *SOJ* - H, DN, S, Sc, Q; *KM* - V; *TT* - V; *CIV* - S; *DIP* - S; *MR* - A; *ASL* - A
26-5: *UF* - S, V, SR; *AF* - V; *FT* - Sc; *B-17* - V; *FP* - V; *ASL* - H, Q
26-6: *NB* - DN, S, H, Sc, Q; *EIA* - Sc, V; *1830* - S; *WS&IM* - Sc; *DEV* - S; *W&P* - Sc
27-1: *TRC* - S, H, V; *ASL* - H, Q; *KR* - V, Q; *RF* - S; *TPS* - S
27-2: *3F* - V, Sc, A; *6F* - S; *2F* - V; *EIA* - S, Q; *ASL* - S, D, Q; *WS&IM* - V; *FT* - V; *VITP* - S
27-3: *3R* - S, DN; *TLD* - S, V; *ASL* - S, DN, Q; *FE* - S
27-4: *ROR* - A, SR, DN, Q; *CIV* - DN; *KR* - V; *EIA* - S; *DIP* - P
27-5: *BB'91* - A, S, V; *BB'81* - DN; *ASL* - H; *DIP* - P; *TA* - A; *ROR* - SR, Q; *DD* - S
27-6: *BKBD*-SR, S, DN, A; *SPD*-V; *GSTR*-S; *MOV*-V; *ASUB*-A; *W&P*-V; *NW*-V; *WRAS*-S; *S&B*-S; *CARR*-Sc; *WS&IM*-V

PACIFIC WAR; The Struggle Against Japan, is an immense simulation. The designer decided upon a scale of 100 miles to the hex, yet the game units go as small as the battalion level, single squadrons, and individual capital ships. I must admit I was originally drawn to the game because I was searching for an oriental version of *THIRD REICH*. The box art is a good sell; it caught my eye, and the map detail on the back convinced me to try the game. The map is one of the game's excellent points. The colors are beautiful, the detail good, and it is based on an equal-area projection. This means the distances between any given two points on the flat map is roughly the same as on our globe-shaped world. A nice touch, and it makes you realize why all the Toyota and Hyundai container ships travel to Seattle across the north Pacific.

The meat of the game lies in the Battle and Campaign scenarios. These go from the small one-month long "Relief of Wake Island" (14 turns) to the massive "Breaking the Bismark Barrier", a 22-month slug-fest that will take over 25 hours of playing time. One can even play the entire war out, month by month, from December 1941 all the way through July 1945 in the Strategic Scenario. The details of the Strategic scenario caused me to re-examine the Campaign scenarios. All of them, I noticed, involved primarily US forces operating in the Central and Southern Pacific (the Solomons, Midway, Marianas, the Philippines). This, I can only suppose, was because there exists a vast body of English-language literature covering these essentially American campaigns. The designer could find the detail he needed in a good academic library without much effort. What bothered me was that the operations in the China-Burma-India theatre could only be played (aside from a small engagement scenario) in the 95+ hour Strategic scenario. This in turn led me down the path of scenario design that follows.

Before leaping into a large effort such as the China fight, however, I decided to polish my scenario-designing skills. I had been intrigued by the small Aleutian "teaser" campaign in the Midway battle scenario. I was curious about what the Japanese did *after* the botched Midway assault and what the US did about it. The occupation of Attu and Kiska, two Alaskan islands, was not much of a threat — but it was a foreign army on US soil. This hadn't happened since 1812, and even then, the invaders had at least spoken English (of a sort). That led me to investigate and put together the three small battle scenarios that follow. The theatre of operations for these small battles is the Northern Pacific.

The Campaign in the Aleutians, 1942-1943

Although both sides knew the hazards of operations in the icy and unpredictable north Pacific, the Japanese were the first to probe this flank of operations. This was brought about, indirectly, by Doolittle's raid on Tokyo on 18 April 1942. While it may have helped Allied morale tremendously, the psychological result of that raid had an unforeseen impact. With most of the Japanese leadership stunned by the temerity of the surprise raid, it spurred the expansive-minded Japanese to action. These naval planners, like their Army counterparts, believed in the concept of *gekokoju* (meaning "oppression of the higher by the lower"). It was a form of insubordination by juniors who "acted for the greater glory of the nation". A singularly Japanese affectation, the theory dated back to the medieval era and had been used by the Army to expand the empire in Korea, China, and even in Siberia during the 1920's.

Their military planners, suffering from what is now called the "victory disease", used the Doolittle raid to great effect in the Japanese command sessions. The decision was made to expand the defense perimeter past the Kurile-Wake-Marshall line to prevent such an unhappy occurrence from ever happening again. The new northern anchor would be the Aleutians. By capturing bases in the area, an air barrier patrol of flying boats could cover the northern half of the 1400 miles between Adak and Midway (which they assumed would also be captured). This would prevent any surprise penetration by the US Pacific Fleet into the defense perimeter and make carrier raids like Doolittle's that much more difficult. Yamamoto also hoped to use the victory at Midway as a bargaining chip to open peace negotiations with the Americans. Obviously, the Alaskan islands would be a prime matter of concern in such.

In the far north the Japanese objective, originally, was merely to hold the islands of Attu, Kiska and Adak as a nuisance diversion (thereby distracting the Americans from Midway). After the Midway operation ended in disaster, Vice-Admiral Hosogaya, trying to salvage something from the expensive and costly campaign, was ordered to occupy the two western islands in force. This would hopefully offset the terrible news of the carrier debacle when made public. It might be a morale booster to be holding American territory. The United States, however, had broken the Japanese code (which played such a large part in American dispositions at Midway) and knew that a task force was nearing the Aleutians. Admiral Theobald, the US theatre commander, was unfortunately ordered to act with extreme caution. The Joint

Chiefs did not know the target area (unlike Midway) and did not want to risk Kodiak Island (or even Alaska itself) if some daring plan went awry.

BATTLE SCENARIO NR. 9
The Aleutians, May-June 1942

NUMBER OF PLAYERS: Two
MAPS: Map A Only
GAME LENGTH: 28 Days
OPERATION PLAYER: Japanese
OPERATIONAL INTELLIGENCE CONDITION: Ambush

SPECIAL RULES

1. All units must be legally deactivated or be considered sunk.
2. Japanese can only conduct Amphibious landings at Attu or Kiska.
3. Weather conditions must be rolled at the beginning of every battle cycle, and every time a tinted space is entered on the Contact Phase Naval Movement Track.
4. Add "+1" to all submarine/ASW attack rolls due to rough seas.

VICTORY CONDITIONS

JAPANESE DECISIVE
Capture Attu and Kiska, and sink more Capital Ships than they lose.

JAPANESE MARGINAL
Capture either Attu or Kiska, and sink more Capital Ships than they lose.

US MARGINAL
Sink more Capital Ships than they lose.

US DECISIVE
No Japanese ground forces on Attu or Kiska.

Any other result is a draw.

JAPANESE SET-UP

HEX 4635 (Ominato): CVL2 *Ryujo* with (2)1E-CV-L2; CVL6 *Junyo* with (1)1E-CV-L2; CA6 *Takao*; CL*A Kuma*; CL6 *Nagara* with 2 Hits; DD5 *Hatsuharu*; DD1 *Fubuki*; AA1 Amphib; CA4 *Nachi* with 3 Hits; SS1 with 3 hits; 1xInf. Bn; 1xMarine Bn.

ALLIED SET-UP

HEX 5161 (Kodiak Island): Port; Small Airfield; CA5 *Portland*; CL3 *Brooklyn*; CLS *Brooklyn* with 2 Hits; DD7 *Bagley*; APD1 *Paulding*; SS1 with 3 Hits; 7 Inf Reg.
HEX 4855: (Umiak Island): Small Airfield with (2)1E-LO, (2)2E-LO, 1xLRA; 8 Inf. Reg.
HEX 4856: (Dutch Harbor): Port
HEX 5259 (Alaska): Small Airfield
HEX 5057 (Alaska): Small Airfield

American forces in the north, like all the Allied forces in early 1942, suffered from the physical and psychological defeats that had been inflicted by the Japanese. The Philippines, Pearl Harbor, Wake, all had left their mark in command hesitation, troops prone to panic, and an alarming lack of initiative. In the Aleutians the Americans were overly cautious (a squadron of destroyers remained in Dutch Harbor throughout the entire operation) and feared a Japanese invasion of their main bases at Dutch Harbor or Kodiak. Allied naval units were limited to very short patrol sorties. Overcast skies and a series of weather fronts also restricted Allied search planes.

The Japanese task force commanders, on the other hand, were quite happy with the weather. Undetected and unannounced, the landing craft approached their targets. Japanese infantry and marines were successfully landed on Attu and Kiska on the 6th and 7th of June. Radio reports from the American weather station on Kiska and the two American missionaries on Attu ceased abruptly on June 8th. It wasn't until three days later that US patrol planes confirmed the *fait accompli*. The Japanese task forces, after a minor air strike on Dutch Harbor, then withdrew to the Kuriles.

Pondering the new strategic balance, the commanders, on both sides, found geography and weather hazards to be far worse than previously expected. The weather in the North Pacific (foggy, beset by squalls, mist and snow) was found to be quite atrocious. Visibility is generally poor due to a triple weather-front zone centered over the Aleutians anyway. Arctic air, mixing with moist Pacific air from the east and west, created abysmal flying conditions. Operations around the islands were complicated by high pressure fronts being forced off and around the land masses. This created the sudden Alaskan "williwaws" (gale force wind shear) which could easily toss planes out of the sky. Uncharted reefs were (and still are) common.

Support facilities, for both sides, were few and far between. It is 720 miles from Attu to Paramushiro in the Kuriles, and another 900 miles to the port of Ominato in Japan. It was even further for U.S. forces, 536 miles from Kiska to Umnak. Another 527 miles to Kodiak. And for supplies and reinforcements, a prodigious 1,957 miles to Seattle. The conditions were ripe for a stalemate, and that is exactly what happened over the next nine months.

The American North Pacific Force was ordered to conduct limited operations in order to blockade the islands and await an opportunity to recapture them. Although 1,200 Japanese infantry and 24 sea-float fighters slipped through, the occasional US naval bombardments, air attacks, and submarine operations slowly threw a blockade around the occupied islands. To make matters worse for Commander Mukai, the Japanese float plane pilots, soon found the swell and fog at Kiska harbor very dangerous. The planes and the seaplane carriers, attacked by American PBYs even at outlying points, were withdrawn in late August.

At the same time, Theobald advanced engineers down the island chain, building an airstrip on Adak in early September, and improving existing facilities at other sites. In January '43, a small garrison was landed on Amchitka and construction of a fighter strip was begun. Operations were hampered by the bitterly cold weather and subarctic terrain (a mixture of spongy muskeg tundra and volcanic ash). By February, however, a steady but intermittent bombing operation against the Japanese positions by Liberators and Mitchells was on schedule. Squalls and freezing weather hampered intelligence gathering, but British air search radar (ASV), installed on 20 Navy PBYs, was decisive in shifting the initiative to the Americans.

Japanese operations, meanwhile, were limited to running in supplies and small numbers of troops to replenish the garrisons. In November '42, an Imperial Headquarters directive called for the creation of an airstrip at Kiska. The US Navy, however, had received naval reinforcements in February and (with control of the Aleutian airspace) began to tighten the naval blockade. On February 19th, much to the dismay of Commander Mukai on Kiska, the *Akagane Maru,* carrying a platoon of troops and all the airfield construction supplies, was sunk by the U.S.S. *Indianapolis* and two light cruisers.

In response, the Japanese 5th Fleet was ordered out of Paramushiro and successfully escorted a convoy to Kiska on March 10th. The Americans, not to be caught napping again, pushed the thin blockade even further east. Rear-Admiral McMorris, leading a small task force of cruisers and destroyers, patrolled an area just to the west and south of the Komondorski Islands. In late March Vice-Admiral Hosogaya, on the *Nachi,* led a second convoy of ten ships towards Kiska.

BATTLE SCENARIO NR. 10
The Kiska Convoy, March 1943

NUMBER OF PLAYERS: Two
MAPS: Map A Only
GAME LENGTH: 21 Days
OPERATION PLAYER: Japanese
OPERATIONAL INTELLIGENCE CONDITION: Intercept

SPECIAL RULES

1. All units must be legally deactivated or be considered sunk. The furthest east any US naval unit can deactivate is Adak Island. The furthest west a Japanese naval unit can deactivate is the Komondorski Islands.
2. Japanese can only conduct an Amphibious landing at Kiska
3. Weather conditions should be rolled at the beginning of every battle cycle, and every time a tinted space is entered on the Contact Phase Naval Movement Track.
4. Use the optional LRA night bombing rule.
5. Add "+1" to all submarine/ASW attack rolls due to rough seas.

VICTORY CONDITIONS

JAPANESE DECISIVE
Land on Kiska, and sink more Capital Ships than they lose.
JAPANESE MARGINAL
Land on Kiska.

US MARGINAL
Prevent a Landing on Kiska.
US DECISIVE
Prevent a Landing on Kiska, and sink more Capital Ships than they lose.

Any other result is a Draw.

JAPANESE SET-UP

HEX 4635 (Ominato): Small Airfield with (2)2E-LO; CA4 *Nachi*; CL*A Kuma*; DD5 *Hatsuharu* with 2 Hits; APD5 *Mutsuki*; 1xEng.

HEX 4949 (Attu): 2xInf. Bn.
HEX 4850 (Kiska): 1xMarine Bn., 1xInf. Reg.

ALLIED SET-UP

HEX 5161 (Kodiak Island): Port; Small Airfield; DDll *Benson;* CL 5 *Brooklyn;* 7 Inf. Reg.
HEX 4847 (North Pacific): CA5 *Portland* with 2 Hits; CL3 *Brooklyn* with 2 Hits; DD7 *Bagley* with 2 Hits
HEX 4855 (Umiak Island): Small Airfield with (2)1E-LO British, (1)4E-L1; 1xLRA; 8 Inf. Reg.
HEX 4753 (Adak Island): Small Airfield with (2)1E-L1, (2)2E-LO; 1xLRA
HEX 4751 (Amchitka Island): Small Airfield with (l)1E-L1
HEX 4856 (Dutch Harbor): Port; SS1 with 3 Hits
HEX 5259 (Alaska): Small Airfield
HEX 5057 (Alaska): Small Airfield

The Battle of the Komandarski Islands was a surprising victory for the Americans. No ships were sunk, but the smaller American force had forced Hogoya to turn back the transports. The cruiser *Salt Lake City* was badly damaged in the action, but the victory (small that it was) did end Japanese efforts at surface resupply to Kiska and Attu.

The previous January, American planners in San Diego had decided that the Aleutians could not be bypassed. The morale and propaganda value alone of liberating US territory from the enemy was well worth the effort. Rear-Admiral Rockwell was appointed Commander of Amphibious Force North Pacific and given the Army's 7th Infantry Division for the job (which, oddly enough, had just completed desert training in California). Meanwhile, the Navy reinforced McMorris' force with three battleships and the escort carrier *Nassau* for some real striking power. After organizing the ships and supplies at Cold Bay, Rockwell's Task Force 51 set sail on May 4th. Rear-Admiral Giffen patrolled the north flank with Task Group 16.7 (which he called his "Alley Cats") while McMorris did the same with TG 16.6 to the south.

Submarine operations, in the meantime, continued with little luck for either side. The American subs were S-boats, obsolete and slow, ill-suited for the choppy waters of the north. Crewmen were constantly cracking ribs or breaking bones in the storm-battered boats. They were only mildly effective on patrol, sinking mainly fishing vessels in the Sea of Okhotsk, and were finally withdrawn in late 1943. The Japanese subs suffered the same problems as their American counterparts. The rough seas forced torpedo depths too low and the "fish" were constantly undershooting their targets. No US ships were sunk by Japanese submarines. On the other hand, the weather also hindered ASW operations as well. Only one Japanese submarine was sunk in combat. And that one was hit in shallow waters while trying to stop the Attu landings.

The new admiral at Paramushiro, Kawase, had the same 5th Fleet out to defend the garrisons; Japanese Intelligence sources indicated the Americans were getting ready to strike. Two cruisers were immediately assigned to him by Combined Fleet HQ and a powerful four-carrier task force was gathered in Tokyo. (Inevitably, these units came too late to help Attu and were eventually sent back to the Central Pacific.) On Attu, Colonel Yamazaki, counting his 2,630 men (from the North Chishima Coast Defense Infantry and 303rd Independent Infantry), had no illusions about his ability to hold out. On May 11th, the same day the first American reconnaissance teams landed from submarines, all secret documents were burned and the Japanese troops prepared for death. The Allied seizure of Attu, Operation "Landcrab", was underway.

BATTLE SCENARIO NR. 11
Operation "Landcrab", May 1943

NUMBER OF PLAYERS: Two
MAPS: Map A Only
GAME LENGTH: 21 Days
OPERATION PLAYER: Allied
OPERATIONAL INTELLIGENCE CONDITION: Intercept

SPECIAL RULES

1. All units must be legally deactivated or be considered sunk. The furthest east a US naval unit can deactivate is Adak Island.
2. The Allies can only conduct an Amphibious landing at Attu.
3. Weather conditions should be rolled at the beginning of every battle cycle, and every time a tinted space is entered on the Contact Phase Naval Movement Track.
4. Use optional LRA night bombing rule.
5. 0nly three air steps (Fighter or LRA only) may operate off the strip at Amchitka.
6. Add "+1" to all submarine/ASW attack rolls due to rough seas.

VICTORY CONDITIONS

JAPANESE DECISIVE
Control Attu at the end of the scenario.
JAPANESE MARGINAL
Sink as many (or more) Capital Ships than they lose.

US MARGINAL
Control Attu at end of scenario, and sink more Capital Ships than they lose.
US DECISIVE
Control Attu at end of scenario, sink more Capital Ships than they lose, *and* take no ground losses while at sea.

Any other result is a Draw.

JAPANESE SET-UP

HEX 4635 (Ominato): Small Airfield with (3)2E-L1; CA4 *Nachi*; CA6 *Takao*; CL4 *Kuma*; CL6 *Nagara*; DD5 *Hatsuharu*; DD1 *Fubuki* with 3 Hits; SS1 with 3 Hits
HEX 4949 (Attu): 1xInf. Bn., 1xInf. Reg. with 1 Hit
HEX 5047 (Komondorski): CV54 *K-Maru* with 1xLRA

ALLIED SET-UP

HEX 4856 (Dutch Harbor):
Port; CA5 *Portland*; DD9 *Benham* with 2 Hits
HEX 5161 (Kodiak Island):
Port; Small Airfield; APD1 *Paulding*; 7 Inf. Reg.; 9 Inf. Reg.
HEX 5057 (Alaska/Cold Harbor):
Small Airfield; CVE2 *Sangamon* with (3)1E-CV-LO; BB1 *Nevada*; BB2 *Pennsylvania*; BB7 *Idaho*; CA6 *New Orleans*; CL4 *Brooklyn*; DD7 *Bagley* with 2 Hits; DD11 *Benson*; AA1 Amphib. with 7 Div with 8 Hits; SS1.
HEX 4855 (Umiak Island): Small Airfield with (3)1E-LO, (1)4E-L1, 1xLRA; CL3 *Brooklyn*; CL9 *Cleveland*; DD15 *Fletcher*; 8 Inf. Reg.
HEX 4753 (Adak Island): Small Airfield with (2)1E-L1, (2)1E-LO British, 1xLRA
HEX 4751 (Amchitka Island): Small Airfield with (2)1E-L1, 1xLRA; ST1 *Seaplane*
HEX 5259 (Alaska): Small Airfield

The landings occurred on May 11th on two separate beaches. Fog, mud and good defensive positions forced the American advance to slow to a crawl. It wasn't until the 17th, under intense shore bombardment, that the Japanese were pushed back to a heavily ridged peninsula on Sarana Bay. Stubborn fighting, supported by *Nassau's* planes, pushed Yamazaki's men back to a ridge overlooking Chichagof harbor. The US battleships, however, had exhausted their ammunition and returned to Adak for resupply. On the 29th of May, after the departure of the naval fire support ships, Yamakazi decided to end the struggle in the grand tradition. A banzai charge of over a thousand men was thrown into a gap in the American lines. Overrunning two command posts, the fanatic troops killed the local commander; but the assault was broken by heavily-armed engineer reinforcements. The 400-500 survivors then killed themselves with grenades. In the final mop-up on the island, 2,351 Japanese bodies were found (along with 28 prisoners).

The American troops suffered about 15% casualties (600 dead and 1,200 wounded out of 11,000). Escort carrier *Nassau* flew off 86 combat sorties, dropping four tons of bombs, and lost seven planes to hazardous weather conditions (three to the treacherous williwaws). The only ship lost was the transport *Perida,* holed by rocks and beached at Massacre Bay. All in all, however, Rockwell was unhappy with the performance. The landings were clumsy, logistics were not up to par, and the naval bombardment/air support was ineffective. But, this was only the third amphibious operation of the war, and mistakes were expected.

The Japanese, particularly Kawase, had been concerned with the supporting American fleet actions. But confronted with the carrier and battleships, he did not commit the 5th fleet to battle. Imperial Headquarters concurred and agreed for him to go on the defensive. The garrison at Kiska, now cut off, was to be withdrawn to defend the Kuriles. After several I-class transport submarines were sunk, however, the underwater evacuation plan was dropped. While Allied forces were building up to 34,000 men, Kawase planned a pre-emptive "Tokyo Express" evacuation. On the 28th of July, covered by fog, good luck and American absence, two light cruisers and ten destroyers dashed into Kiska harbor and evacuated all 5,183 men. Due to the summer fog (it didn't lift until August 2nd), the Americans didn't find out about the withdrawal until after the combat invasion was launched on August 15th. Only four mongrel dogs, left behind by the Japanese, were taken by the invaders. (This

gave rise to a popular ballad, ending, "It took three days before we learnt/that more than dogs there simply weren't.")

With the Japanese presence eliminated, the Allied position in the Aleutians remained stable. Regular air and naval sweeps were launched on the Kuriles in order to maintain a credible threat to Japan from the north, but no major operations were planned. American forces, however, were destined to stay in the eastern Aleutians. For a third power soon entered the northern stalemate, one that would beat the US Navy to the Kuriles in 1945, and later make the freezing Bering Sea an arena for a truly cold war.

The Campaign in China, 1944

The operations in the southern region were, unlike those to the far north, quite major, and quite vital to both sides. Strangely enough, these operations were just as hampered by the weather and terrain, but instead of snow and ice, here it was rain and jungle. Due to a capricious climate and inhospitable terrain, there simply wasn't much action. On the Asian mainland, events moved far slower than the predominantly naval operations of the Pacific. It was also almost entirely a ground campaign. The British Indian fleet, with no amphibious capability, was limited to convoy protection. With the Japanese content simply to station a small squadron at Singapore (although their main fleet did re-base here in early 1944, it was aimed at the American fleet in the Pacific, not the British in India), events in the Indian Ocean revolved around submarine operations. These were highlighted by the occasional carrier raid on Sumatra or the Burmese coast.

In early 1942, China was cut off from the Burma road when the Japanese took Myitkyina from the British. The British themselves had their hands full as the Japanese seized Malaya, Singapore and Burma. Therefore operations in China would be very limited until the road could be re-opened. To accomplish this, the British had to overcome demoralized troops, a low supply priority *vis-a-vis* Europe, a dismal Indian support infrastructure, atrocious terrain, and the seasonal monsoons — all before taking one step into Burma. They also had to gain jungle expertise against the seemingly invincible Japanese. (The game very nicely accomplishes this by giving Allied reinforcements a much better morale/quality rating than the meagre starting units.) Initial British attacks down the Arakan to Akyab merely illustrated the deficiencies of road-bound troops and frontal assaults. It would take over a year of fighting for the British to overcome their conservative nature and expand on the theme that Wingate and his Chindits (the Long Range Penetration Force) had begun.

Chiang Kai-shek's Nationalists were another story entirely. Official American and British sources state that it wasn't until late 1943 that Chinese troops could be trained, supplies gathered in sufficient amounts, and airpower established enough to permit large-scale operations with any chance of success. The Nationalist Chinese, theoretically, had the largest army in the world (with 320 standing divisions). The reality was quite different. Most divisions were mere shells as Chinese commanders sought to promote their standing through pompous titles, hoarding supplies, and staying out of battle. This especially hurt combat capability, as the Chinese viewed casualties as a loss of face for the commanders. Corruption and local political schemes did not help the situation; and, to make matters worse, Chiang was heavily dependent on the Americans for supplies and equipment.

Since the Burma road had been cut, the Americans asked the British to supply airfields, railways and ports in India so their transports could fly from Bengal to Szechuan over the "Hump" of the Himalayas. The American Joint Chiefs wanted to support Chennault's 14th Air Force, and begin rebuilding the "Ledo" road to China as well. The airfields would come in handy for future operations in the Formosa-China-Luzon areas. They also, optimistically, thought Chiang might capture Hong Kong or Shanghai as a base for the future invasion of Japan. Churchill disagreed on the Ledo road, seeing it as "an immense, laborious task, unlikely to be finished until the need for it had passed". Nor would the airfields remain important with Allied advances in the Pacific. Most of all, he felt, ground gains in China were very unlikely. But, he continued, "we never deflected the Americans from their purpose. Their national psyche is such that the bigger the *Idea*, the more wholeheartedly and obstinately do they throw themselves into making it a success." Unfortunately the airlift, in 1943, averaged only 5,100 tons a month. This left the Chinese divisions poorly equipped, under-supplied, and inadequately trained. Given these circumstances, Chiang's armies did little more than hold territory and quarrel with the Communists. The best Chinese troops were those under Stillwell's command in northern India — the "Ledo Road" divisions. Generously supplied with American equipment and advisors, these would play a large role in Stillwell's plans for northern Burma.

In August of 1943 the Allied Quadrant Conference created a new headquarters, South-East Asia Command, with Mountbatten at its head. SEAC was directed to open a land route to China, improve the air route, and begin aggressive sea operations in support of these moves. Roosevelt had finally convinced Churchill that upper Burma was more important than Rangoon (or Sumatra) and, to seal the deal, bought him off with increased Lend-Lease aid. Stillwell was to advance from Ledo into northern Burma, supported by airdropped commandoes (Chindits and Marauders). It was hoped that the several Chinese armies in the Yunan would advance on Myitkyina from the north. This would support the left flank. But Mountbatten's attempt to acquire some amphibians for use along the coast was denied at the Sextant Conference in December. Partly due to manpower restrictions (he wanted 50,000 men for an amphibious assault), but mostly due to the lack of troop transports (the Pacific and the Mediterranean theatres were voracious in this regard), there were to be no flanking movements on the right. All amphibious operations were cancelled and the main effort placed on breaking China's isolation.

The U.S. Joint Chiefs were still determined to increase the air commitment to China. The Sextant Conference's primary conclusion was that SEAC's quickest contribution to the war would be to deliver the greatest possible supplies to the air force in China. To this end, the new B-29s were to be sent to Chengtu for striking at strategic targets in Japan. The majority of the "Hump" supplies were then to be given to the strategic bombers rather than Chennault's tactical squadrons of 14th Air Force. Because events in the Pacific (the invasions of the Marshalls and Gilberts) promised major gains, it was decided that any offensives by Mountbatten could only be made with forces presently available.

In the end Stillwell was ordered to continue his advance from Ledo in March 1944. Although there were disturbing indications of a truly major Japanese offensive building in China, the Americans were adamant in convincing Chiang to supply troops for the thrust to Myitkyina. After hedging, bluffing, and pleading weakness, Chiang flatly refused to help. Disgusted with the inactivity, Roosevelt threatened to cut off all Lend-Lease aid to China. On April 21st, surprisingly enough, the Chinese Nationalists were "convinced" that they should join the advance on Myitkyina. On May 10th, the first Chinese divisions began moving south.

By this time, however, matters in China had become alarming for the Allies. The Japanese, ironically, had been more anxious about the China-based air operations than anything going on in Burma. Chennault's air strikes on river transport barges had seriously curtailed ore and other raw material deliveries to Japan. The Liberator bomber raids, combined with increased submarine activity, made the supply situation a crucial problem. Increased coastal and river shipping losses could seriously impair the efficiency of both the China and Southern Area Japanese forces. This encouraged Imperial HQ to reopen the eight-year old China campaign. Their idea was to establish an overland rail route to Indochina and, more importantly, neutralize the Allied airfields in the Hunan and Kwangsi provinces. The offensive, code-named *Ichi-Go*, was set to commence in late April when five divisions were to begin the move.

An entirely unrelated offensive, code-named *U-Go*, had been launched a month before in Burma. This was nothing less than the long-awaited invasion of India. The primary reason for such an assault was to preempt the expected British offensive by seizing the Allied supply dumps at Imphal and Kohima. Another year of famine in the Bengal even raised hopes in Singapore that perhaps India might revolt if Japan led the way. Seven thousand Indian exiles followed the Japanese into the jungles of Burma.

Thus, the spring of 1944 saw impending conflict between two Japanese armies, two Chinese armies, the Indian and British armies, as well as contingents of American forces. Both sides foresaw the battles of 1944 as deciding the future of Asia.

CAMPAIGN SCENARIO NR. 12

China/Burma, Spring 1944

NUMBER OF PLAYERS: Two
MAPS: Map A Only
GAME LENGTH: 6 Months (March through August 1944)
COMMAND POINTS SCHEDULE:

Mar 1944	Japanese: 63	Allies: 10 (11)
Apr 1944	Japanese: 69	Allies: 20 (13)
May 1944	Japanese: 77	Allies: 21 (14)
Jun 1944	Japanese: 77	Allies: 25 (18)
Jul 1944	Japanese: 68	Allies: 33 (25)
Aug 1944	Japanese: 68	Allies: 37 (29)

SPECIAL RULES

1. During the initial Reinforcement Phase, the Allied player may freely (without Command Point cost) setup one or both Air Transport counters between India and China. Follow normal rules in ensuing months.
2. All Chinese armies out of Command range after the initial Reinforcement Phase must be randomly assigned a 1- or 2-step loss. They must also make a task check. Those that fail are broken. After this, follow standard Isolation procedure.
3. Use the Weather rules.
4. The number of Allied CPs in parentheses is the number of CPs available for units based in China *and* in command through one of the Emergency Air Links. HQ costs, however, need only be paid once.

VICTORY CONDITIONS

The Japanese win if they can trace a line of supply 14 MPs long from Kaifeng to Kwellin. In addition, they must control hexes 4717 and 4716, and limit Allied airfields in China to no more than two linked fields. Finally, the Japanese player must prevent Allied victory conditions in Burma.

The Allies win if they open a line of supply on the ground from India to Kumming, and prevent Japanese victory conditions in China.

Regardless of the situation elsewhere, the game immediately ends in a Decisive Victory if either the Japanese capture two Indian cities *or* if the Allies capture Rangoon, Myitkyina and Lashio.

JAPANESE SET-UP

Burma:

HEX 3908 (Singapore): Port; Small Airfield; South HQ; SS1; CA6 *Takao*; CA8 *Mogami*; DD12 *Yugumo*; 54 Div
HEX 4716 (Hanoi): Port; Small Airfield; 21 Div; 22 Div
HEX 4309 (Singora): Small Airfield
HEX 4609 (Victoria Point): Small Airfield
HEX 4711 (Tavoy): Small Airfield; Inf. Bde
HEX 4912 (Moulmein): Small Airfield; Inf. Bde
HEX 5011 (Rangoon): Port; Small Airfield; 15 Div; SS2 with 2 hits
HEX 5112 (Burma): Small Airfield
HEX 5213 (Mandalay): Small Airfield; 33 Div
HEX 5214 (Lashio): Small Airfield; 31 Div; OSB
HEX 5316 (Myitkyina): Small Airfield; 18 Div
HEX 5013 (Burma): Small Airfield
HEX 5312 (Akyab): Small Airfield; 55 Div
HEX 5115 (Burma): 56 Div (may start with two Reg. in Lashio and/or Mandalay)
HEX 4306 (Sumatra): Small Airfield with (2)1E-LO
Set-up on any airfields in Burma, Siam, or Malaysia except Myitkyina:
1xLRA, (3)2E-L1, (3)1E-L1, (3)1E-LO.

China Forces

Set up in HEXES 5124 and/or 5023: 12th Army (37th, 62nd, 110th, 3rd Armor, 69th Div)
Set up in Hankow, Kuiking, Nanchang and/or Anking: 11th Army (3rd G, 13th, 27th, 34th, 40th, 58th, 66th, 68th, 116th Div)
Set up one each in Canton and Hong Kong: 23rd Army (104th and 36th Div)

In any hex listed below: China HQ; 9xInf. Bde, 2xInf. Btn, 3xInf. Reg; (5)1E-LO, (4)2E-LO, (6)1E-LO

Ports and Airfields
HEX 4419 (Hong Kong): Port; Small Airfield
HEX 4420 (Swatow): Port; Small Airfield
HEX 4421 (Amoy): Port; Small Airfield
HEX 4422 (Foochow): Port; Small Airfield
HEX 4519 (Canton): Port; Small Airfield
HEX 4523 (Wenchow): Port; Small Airfield; 66th Div.
HEX 4525 (Ningshien): Port
HEX 4624 (Hengchow): Small Airfield; 61st Div.
HEX 4625 (Shanghai): Port; Small Airfield; 60th Div.
HEX 4722 (Nanchang): Small Airfield
HEX 4725 (Soochow): Port
HEX 4822 (Kuikang): OSB
HEX 4824 (Nanking): Small Airfield; 34th Div.
HEX 4922 (Hankow): Large Airfield
HEX 4925 (Hsuchow): Small Airfield; 70th Div.
HEX 4926 (Lianyunkang): Port
HEX 4927 (Tsingtao): Port, Small Airfield
HEX 5025 (Tsinan): Small Airfield; 64th Div.
HEX 5124 (Kaifeng): Small Airfield
HEX 5127 (Tientsin): Port
HEX 5225 (Paotang): 26th Div.
HEX 5226 (Peiping): Small Airfield; 32nd Div.
HEX 5325 (Taiyuan): Small Airfield; 39th Div.
HEX 5326 (Kalgan): Small Airfield; 63rd Div.
HEX 5525 (Kweisui): 35th Div.

JAPANESE REPLACEMENT SCHEDULE

1 Ground/(6)LO Air per month

JAPANESE REINFORCEMENT SCHEDULE

None; however, in the July Reinforcement Phase withdraw the 26th and 62nd Div to Manchuria.

ALLIED SET-UP

China:

At any linked airfield: 1 U.S. Engineer; (5)2E-L1, (3)4E-L1, (6)1E-L1(Chinese), (6)1E-L2, (3)1E-L1, 2xLRA
HEX 5120 (Chungking): Small Airfield; OSB
HEX 5016 (Kumming): Small Airfield; OSB
HEX 4919 (Kweiyang): Small Airfield
HEX 4817 (China): Small Airfield
HEX 4617 (Nanning): Small Airfield
HEX 4719 (Kwellin): Small Airfield
HEX 5322 (Sian): Small Airfield
HEX 5222 (Tungkuan): Small Airfield

The Chinese Army, as of January 1944, was organized into "War Areas". Each was under the control of a senior Chinese general who technically followed the orders issued by China HQ in Chungking. Offensive orders were rare at this stage in the war (and having them carried out on the battlefield rarer still), but some minor ground operations did occur. Transfers of Armies from area to area was almost unheard off, but it did occur upon occasion. (The limited CPs in China take this into account as, in reality, the Nationalists were only able to move a few forces at a time.)

1st WAR AREA (within 1 hex of Tungkuan): 4th, 27th, 31st, 37th, 38th Army
2nd WAR AREA (within 1 hex of 5324): 6th, 8th Army
3rd WAR AREA (within 2 hexes of 4622): 23rd Army
5th WAR AREA (within 1 hex of 5022): 2nd, 5th, 22nd Army
6th WAR AREA (within 1 hex of Ichang): 10th, 26th, 32nd, 33rd Army
7th WAR AREA(within 1 hex of 4520): 12th Army
8th WAR AREA (within 1 hex of 5621): 3rd, 17th, 29th Army
9th WAR AREA (within 1 hex of 4722): 30th Army
10th WAR AREA (within 1 hex of 5024): 21st Army
1st FRONT (within 1 hex of Kumming): 7th, 15th, 35th, 66th Army
2nd FRONT (within 1 hex of Nanning): 9th, 11th, 24th Army
4th FRONT (within 1 hex of 4819): 14th, 16th, 20th, 21st, 28th Army
CHINA HQ (Chungking): 19th Army

CHINA REPLACEMENT SCHEDULE

4 Nationalist Chinese Ground/(1)2E-L1, (1)4E-L1, (3)1E-L1 Air per month

Burma Theatre

Set up in any Port or Airfield Hex (All Units are British unless noted otherwise): SEAC HQ; 2xLRA, 2x(6)1E-L1, (6)1E-L2, (4)1E-L1, (6)1E-L1 (US), (2)1E-L1 (US), (3)2E-L1, (3)4E-L1, (3)2E-L1 (US), (3)4E-L1 (US); 2xEngineer
HEX 5502 (Columbo): Port; Small Airfield; BB4 *Ramilles*; BB3 *Resolution*; CV3 *Formidable* with (3)1E-CV-L1; CA2 *Norfolk*; CA3 *London*; CL2-4 *Mixed*; DD3-5 *Mixed*; SS1; (3)1E-L1; 18 Div
HEX 5613 (Dimapur): Small Airfield; 14I Div
HEX 5614 (Jorhat): Small Airfield; 1st Army (Chinese), 251 Inf. Bde
HEX 5413 (Imphal): Small Airfield; 17I Div, 23I Div, 7th Armor Bde
HEX 5514 (Kohima): 20I Div, OSB
HEX 5515 (Ledo): Small Airfield; 5307 Reg (US), 77 SF Bde, 21 AR Bde, 3I Div
HEX 5412 (Burma): 7I Div, 5 Div
HEX 5705 (Madras): 25I Div
HEX 5607 (India): Small Airfield
HEX 5608 (India): Small Airfield
HEX 5402 (Trincomalee): Small Airfield; 44I Div
HEX 5610 (Calcutta): Port; Large Airfield; 70 Div, 26I Div
HEX 5512 (Dacca): Port; Large Airfield; 5I Div, 36th Div

BURMA REPLACEMENT SCHEDULE
5 Ground/(6)1E-L1, (2)2E-L1, (1)4E-L1 Air per month

BURMA REINFORCEMENT SCHEDULE
APR 1944: CV2 *Saratoga* with (6)1E-CV-L1 (must be withdrawn at end of month); BB5 *Royal Sovereign*
JUL 1944: CV1 *Indomitable* with (6)1E-CV-L1; BB6 *Revenge*

Despite the lack of a road network on the Indian frontier, the Allied offensive did manage to roll, albeit slowly, down the Ledo road. Resupply was the great problem. At one point the transports were consuming over 25% of the fuel they were to deliver. Supply dumps, even in early 1944, were also under standard allotment by as much as 27%. And planned improvements to the railways, ports and roads in Bengal province were delayed by two consecutive famines. Despite these difficulties, Stillwell had managed to reach Myitkyina airfield by May 17th (although a stubborn enemy garrison would hold off the lightly-armed Allies until August 3rd). Stillwell's flank was secured by the Chinese who slowly advanced south from Kumming.

The Japanese 15th Army, in the meantime, compounded South HQ's transport problems but had failed to capture the Indian supply dumps. British troops held out at Imphal-Kohima and the Japanese invasion literally starved. With that victory, the Allies permanently seized the initiative. It took the rest of the year to clear northern Burma (the Ledo road pipeline proved exceptionally difficult). Japanese-supported guerillas attacked supply convoys in the dense jungle. But by January 1945, the Allies were advancing on a broad front. On January 12th, the Ledo road was formally connected to China across the 7,741-foot pass at Namhkam. Hours later, 475 miles away, Ghurka marines took the key port of Akyb from demoralized Japanese defenders. Mandalay was captured on March 20th, and Rangoon entered on May 2nd. Singapore beckoned to the expectant British commanders. But Churchill was proved right. By the spring of 1945, it was to be too late for the British to advance into Indonesia. The operation in Burma and Malaysia had become "small and tardy".

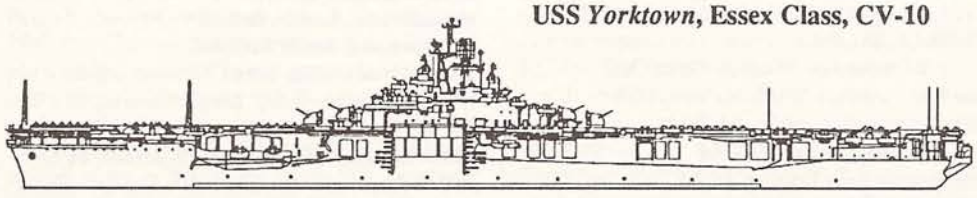
Returning our account to 1944, China's position was in a bad way. Her armies remained stalled on the Salween river north of Lashio and the airlifted supplies were only just creeping above 10,000 tons a month. In East China, Chiang's armies faced a crisis as the *Ichi-Go* offensive rolled over Hunan province. In May, Stillwell wrote a letter to Washington concerning the danger to the B-29 airfields at Cheng-tu. He wrote that the United States had to either pull out, or send in an American army as the Chinese could not continue the fight. As he saw it: "... ultimately the Japs must be fought on the mainland of Asia".

While the Joint Chiefs mulled over this news, General Hata, commander of the China Expeditionary Force, realized he was behind schedule. Worse than that, Japanese Imperial Headquarters was slowly (some would say, too slowly) becoming aware that advances inChina brought no solution to the problems of security. Changsha and Hengyang had fallen in August(as well as several airfields), but the victories were expensive. And although the supply route to the south was almost open, the Japanese planners were shocked to find a dearth of rolling stock for the trains. Supplies could not be brought up under the still-effective threat of Chennault's fighters. The Japanese troops faced a real danger of starvation.

Most agonizing of all were the disasters against the growing American colossus in the Pacific. American submarines were crippling Japan's ability to wage war. By August, half the merchant fleet had been sunk; in the first half of 1944 alone, two million tons (out of a five-million-ton total) were sunk by submarine and air attacks. And it was here, in the Pacific, that the Allied Joint Chiefs decided to press for the direct destruction of Japan. MacArthur was obviously bent on a return to the Philippines. Nimitz, however, was wavering. China or Formosa? In the end (mostly due to the Nationalist collapse in the south), the American Joint Chiefs finally wrote off the China theatre.

Events would prove this to be the correct decision. Long-range air and submarine patrols cut Japan off from her strategic oil and raw materials to the south (Sumatra and Java). This caused the Japanese to concentrate their fleet for a climactic showdown with the Americans. When Saipan was invaded on the 15th of June the Japanese fatally sortied their 1st Mobile Fleet. In the ensuing Battle of the Philippine Sea, three out of the last seven Japanese fleet carriers were sunk (partially due to using unrefined fuel from Borneo) and over 350 aircraft lost. The Imperial Navy was a mere shadow of its former self.

The critical victory, however, was not the sinking of the Japanese carriers (there were not enough trained carrier pilots left anyway), but rather the landing of American engineers on Guam, Saipan and Tinian. They began the great network of ports, roads and airstrips which would support the newly organized and strategically independent 20th Air Force. The first B-29 missions from here, flown in January 1945, signalled the beginning of the end for Japan. It would be from the west, from the Marianas and the Philippines, that Japan would be defeated. China and Burma, as it would turn out, for all the plans generated in 1943, would not be the road to Tokyo. Instead, Japan would be broken by a rain of fire from the air and strangulation from the sea.



USS *Yorktown*, Essex Class, CV-10

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this column free of charge on a space available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments utilizing Avalon Hill games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend nor endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend.

SEPTEMBER 4-7
PACIFICON '92, San Mateo, California
Contact: Charles K. Wofford, P.O. Box 2625, Fremont, CA 94536.
Note: As over the past three years, the premier event will be a *B-17* tournament.

SEPTEMBER 25-27
UPPCON '92, Uppsala, Sweden
Contact: Eva Omdahl, Frodeg. 10A, 75327 Uppsala, Sweden.

OCTOBER 8-11
ASL OKTOBERFEST, Brookpark, Ohio
Contact: Bill Connor, P.O. Box 4114, Youngstown, OH 44515. (216) 797-9009.
Note: One of the premier *ASL* events each year.

OCTOBER 16-18
NOVAG VII, Leesburg, Virginia
Contact: Ralph Allen, P.O. Box 122, Sterling, VA 22170.
Note: Among many other tournaments, competition in *NB, CIV* and *MOV*.

OCTOBER 16-19
CALGARY GAMING CONVENTION 5, Calgary, Alberta
Contact: Steve Zanini, 207 Bernard Drive NW, Calgary, Alta., CANADA T3K 2B6. (403) 275-9811.
Note: Among other events, tournaments in *ASL* and *CIV*.

NOVEMBER 6-8
ASL NORTHWEST REGIONAL, Richland, Washington
Contact: Pierce Ostrander, 1002 Perkins Avenue, Richland, WA 99352.

NOVEMBER 14-15
PENTACON VIII, Fort Wayne, Indiana
Contact: Steve or Linda Smith, 836 Himes, Huntington, IN 46750. (219) 356-4209.
Note: A diverse offering of events, including competition in *CIV, KREM, CM* and *B-17*.

NOVEMBER 27-29
COCOACON '92, Harrisburg, PA
Contact: CocoaCon, 210 South Grant Street, Palmyra, PA 17978. (717) 838-9502.
Note: Among others, *ASL, CM* and *KM* tournaments.

JANUARY 15-17
ASL OPEN, Houston, Texas
Contact: Curt Schilling, 2406 Parkwood Lane, SugarLand, TX 77479.
Note: An AREA-seeded *ASL* tournament.

FORGETTING HISTORY

Thoughts on the Assyrians in *CIVILIZATION*

By Michael Anchors

There is a tendency for novices in *CIVILIZATION* to shepherd their peoples into the areas of the mapboard settled by their namesakes in history. This way of playing makes fine sense for Egypt, Babylon and Asia; their historical niches are blessed with fertile soil and secure borders. But it makes no sense when playing Assyria. Awaiting the dark blue pieces in the upper valley of the Tigris River is a short, insignificant life between powerful neighbors. Optimists point to the historical grandeur of Assyria in the eighth and seventh centuries B.C.; realists remember that Assyria was overturned by the Babylonians in the sixth century B.C. and consumed by the Persians (Asians) in the fifth. They who forget history are condemned to lose when playing *CIVILIZATION*.

Can the Assyrians avoid becoming the Poland of the Near East? Would I be writing this article if they couldn't? The Assyrians have two alternatives to following the beaten track to Niniveh: Lean on Babylon, or lean on Asia—reducing the power of one neighbor while occupying some of its more favorably-situated territory. Of the two paths, leaning on Asia is the better choice. The Babylon and Assyria players start in areas separated by the Caspian Sea and a desert. These two blue peoples won't meet until Turn 4 at the earliest. By then, the Babylonians will have multiplied like fleas in the fertile plain of the lower Euphrates. The Assyrians, having traversed the barren Caucasus, will be less numerous and hard-pressed to take on the Babylonians. The Asians will turn the corner into Asia Minor and grow exponentially thereafter; it will be too late to turn on them by then.

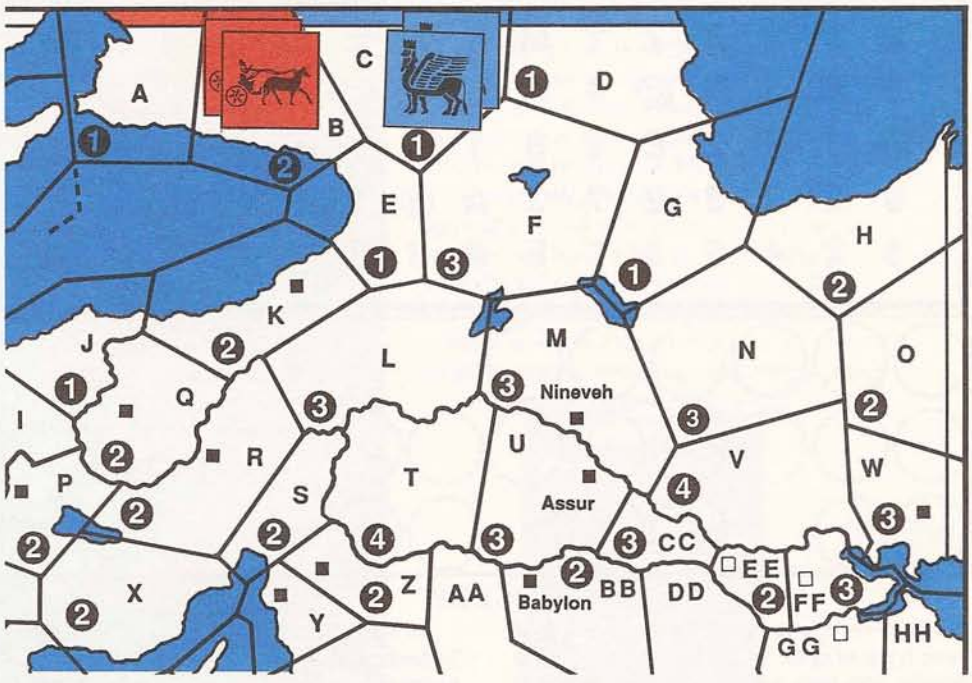
The best idea then, seems to be to pressure the Asians from the beginning. In fact, as we will see, this strategy works so well that the Asians will be forced to choose between extinction in Asia Minor or slow death in the territories Assyria doesn't want: Northern Palestine and the upper Tigris.

On the first turn, moving in AST order, Asia must move before Assyria. Refer to the accompanying map: If Asia does anything other than move both tokens to E, Assyria can get sole possession of E and migrate into Asia Minor ahead of Asia. With both Asian tokens in E, the Assyrians can only move their tokens to F. It would be unwise of them to leave tokens behind in A or B; they need warriors to fight for more fertile lands in the south.

Now, a wonderful thing happens. One of the Asian tokens in E starves! It is removed in the Surplus Population Phase. Asia can only grow by one token from a census of one to two on Turn 2. Assyrian tokens, meanwhile, double to four counters. This difference in population, multiplied geometrically in ensuing turns, spells doom for Asia.

Asia could avoid the population gap by staying out of E on Turn 1. That player could, for instance, hang back in A and B, building population until they can build a ship to transport themselves to Asia Minor ahead of the Assyrians. It sounds like a nice plan, but it doesn't work in practice. Building the ship costs two tokens, stunting the Asian growth as effectively as the move into E. Even if the Asians build their ship as early as possible, embarking from A, they will have to debark in J, where the Assyrians will be on hand to furnish a warm reception. In a game with six or more players, the Asians could sail around the western shore of the Black Sea, but two turns would be required to reach Asia Minor. And they may be opposed by Thrace *en route*.

Back on dry land, let us follow the course of events after Asia moves into E. On Turn 2, Assyria, having more tokens, moves first. One counter goes to E and three to L. If Asia entertains any hopes of living in Asia Minor, both Asian tokens must go to K. Any that were left in E or L would be destroyed. The census on Turn 3 shows: Asia four, Assyria seven.



On Turn 3, the Assyrian player puts two counters in K, R and L, and one in E. The Asians can only migrate westward. Two tokens go to Q, one to J and one to L. The splinter group in L will either be destroyed by the burgeoning Assyrians or migrate out of the area. Indeed, the progeny of L may be the only survivors of the Asian race. Census on Turn 4: Asia eight, Assyria fourteen.

Subsequent turns follow the same pattern. Eventually, the Asians in Asia Minor, migrating westward to escape the Assyrians, collide with the limits of their expansion—the dotted line in games with few players or the empires of Thrace or Crete in multiplayer games. With tokens to spare, the Assyrians may even build a ship and occupy zones bordering the Aegean Sea. If the Asians fight back, their extinction will be hastened because battle losses will further reduce their population more significantly than will the Assyrians.

If the Asian player is diplomatic, he may persuade the Thracian or Cretan player to harbor a remnant of Asia in exchange for a trade agreement and non-aggression pact. It is not in their best interests to do so. Thrace and Crete can build and manage cities on their own territory more profitably than the Asians. A ninth Thracian city earns gold cards; eight Thracian and one Asian city gets two hides and no gold. The lesson is clear. Furthermore, when Civil War is in the offing, it is better to have the Asian player out of the game, ready to take over a rebel faction, than have the rebels in one's own country managed by a nation on the board able to succor those rebels.

Once the Assyrian player forgets Assyrian history and turns the corner in Asia Minor, it is hard for him to go wrong; but there is one mistake he must avoid. On Turn 4 or later, while Egypt and Babylon are building cities, moving into the Bronze Age, the Assyrian player may be tempted to follow suit. Resist that temptation; stay in the Garden of Eden. The Assyrians must not compromise their population growth by building cities until they have settled the issue with Asia. Premature urbanization would allow the Asians to achieve parity in population and establish a permanent settlement in Asia Minor.

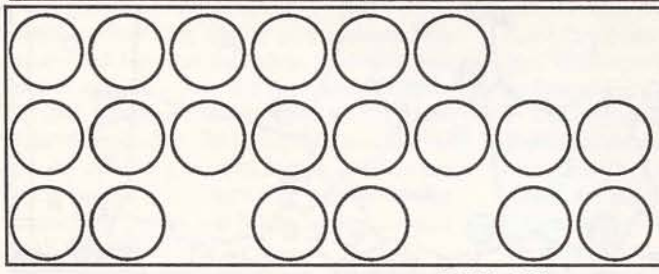
Continued on Page 52, Col. 3

CONTEST #160

6	E	8	3	%	%	J	#	@	A	1	5	!	1	@
9	2	4	2	@	D	9	4	8	@	9	D	J	2	@
8	@	#	7	W	1	8	8	4	2	9	@	E	2	#
D	3	1	3	@	7	E	Q	3	D	J	4	@	@	8
1	7	6	6	E	@	3	@	A	3	Q	1	$	8	D
8	$	3	$	!	E	A	&	J	4	@	E	$	E	$
8	8	@	7	D	J	6	6	4	7	3	2	1	3	3
7	4	E	6	!	J	4	?	W	3	D	6	3	W	J
3	W	6	@	D	J	2	$	1	6	#	E	8	@	2
@	D	1	8	8	$	4	Q	1	6	8	$	$	2	@
E	#	8	3	7	?	M	4	$	E	M	8	E	E	8
E	M	J	%	@	4	A	5	4	@	%	4	6	1	1
@	J	E	2	E	8	8	1	D	7	@	4	!	1	A
6	3	8	3	2	7	3	A	@	1	6	%	3	2	A
$	3	4	6	3	7	E	#	6	3	@	3	4	M	4

ITEMS IN PUZZLE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____



PUZZLE TITLE

RULES

The boxes above contain a combination of three types of brain-teasers which have proven popular with both our readership and puzzlers in general. They also seem to have proven far too easy, so we made this one a little more involved. If you thought it was a word-search, you're only partly right; it's also a substitution cipher, and it contains clues to a scrambled message related to its contents. To enter, simply decode the characters given and substitute their alphabetical equivalents. Then, find the twenty-one (21) items hidden in the word-search pattern. Finally, each of the items contains one or more outlined characters which are "key letters". When unscrambled, these letters form the title of the puzzle. To get you started, we've outlined one of the words, and we can tell you it's the name of a WW 2 aircraft. No other hints; certain aspects of the items will become clear as you begin to find the other 20.

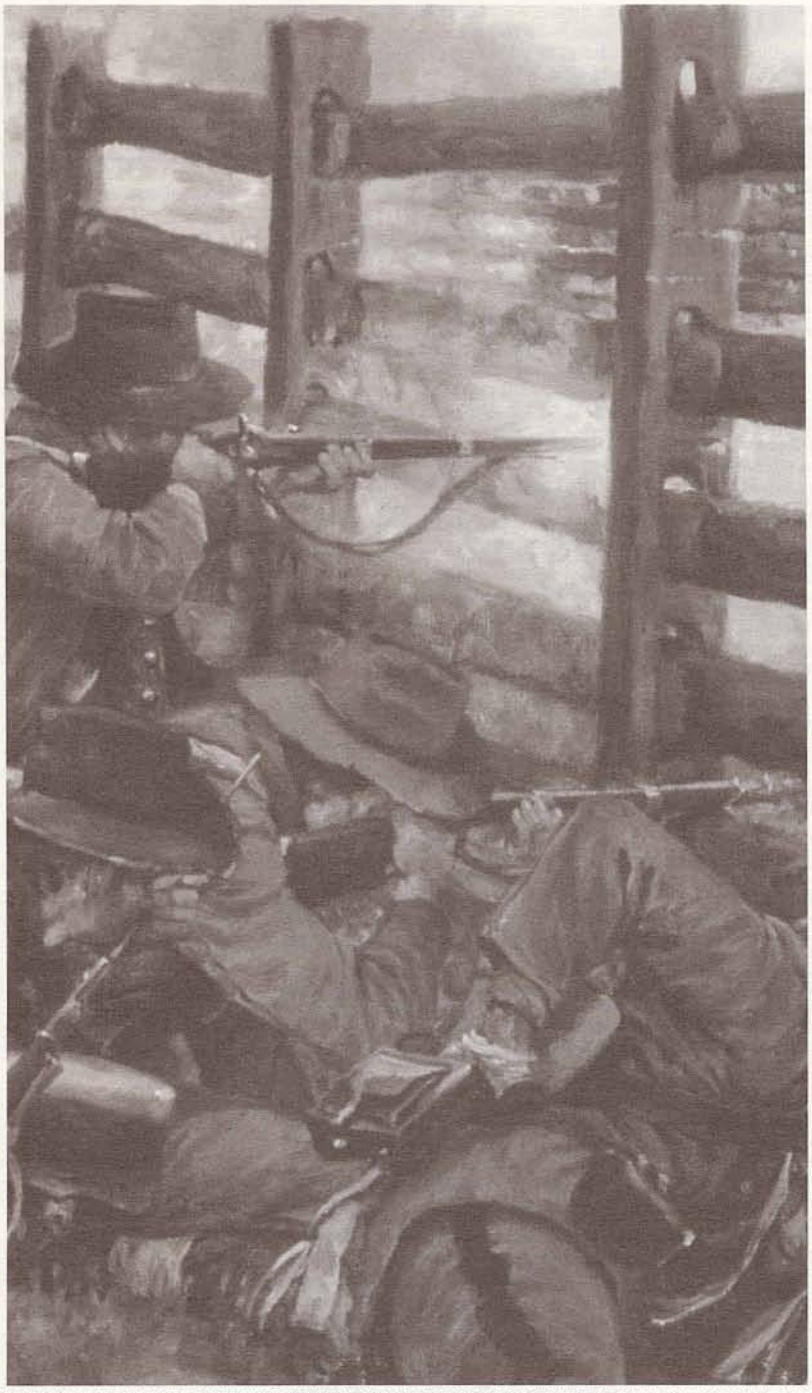
As with all word-search puzzles, entries may be horizontal or vertical, diagonal and/or even backwards; words may even overlap. But in all cases, the characters representing the letters forming the name are in proper order and in a straight line. The ten entries with the most correct answers from our list of twenty-one items will be declared the winners.

The answers to this contest must be entered on the official entry form (or a reasonable facsimile—a photocopy of this page will serve). Ten winning entries will receive a merchandise credit voucher from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the contestant's choice of the three best articles according to their judgment. The solution to Contest #160 will appear in Vol. 28, No. 2, and the list of winners in Vol. 28 No. 3 of The *GENERAL*.

WORKSHEET

__ = A	__ = J	__ = S
__ = B	__ = K	__ = T
__ = C	__ = L	__ = U
__ = D	__ = M	__ = V
__ = E	__ = N	__ = W
__ = F	__ = O	__ = X
__ = G	__ = P	__ = Y
__ = H	__ = Q	__ = Z
__ = I	__ = R	

Avalon Hill Announces the Release of *Stonewall Jackson's Way*



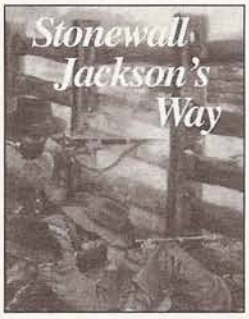
This is the first in a series of Civil War link-up games for the future that will feature a common hex and unit scale by Award-winning Game Designer Joe Balkoski.

This exciting new design simulates the Second Bull Run campaign in central Virginia during 1862, which forged the lofty reputations of southern leaders such as James Longstreet, Robert E. Lee and, of course, the heroic Stonewall Jackson himself.

Drawn almost exclusively from Civil War period maps, the two 22 x 32 mapsheets represent 2,000 yards per hex. Military units from regiments to divisions are represented along with each side's corps and army leaders.

This is one of the first Civil War games to concentrate on a specific campaign rather than a single battle. Despite it's rich detail, the game is fairly easy to learn and several scenarios can be played to completion within one hour. The game can be played by two players or by teams, and is highly suitable for solitaire play.

Stonewall Jackson's Way will appeal to Civil War buffs of all types as well as to those who are just being introduced to this dramatic period of American history. Its interactive game system assures that each game will be unpredictable, exciting, and competitive.



Available at better game, gift and hobby stores. If not available locally, feel free to order direct.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
Dept. J2 • 4517 Harford Road, Baltimore, MD 21214

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

Please indicate method of payment: ☐ Check ☐ Money Order ☐ Charge
☐ American Express ☐ MasterCard ☐ VISA DO NOT SEND CASH

ACCOUNT NUMBER _____ Exp. Date _____

SIGNATURE _____

To order, send your check, money order or completed credit card authorization for $35.00 plus $5.00 (Canada, Mexico $10.00; all other foreign add $15.00) for postage and handling. Payment must be in U. S. funds drawn on a U. S. bank.

For quick credit card purchasing, call TOLL FREE
1-800-999-3222 • Ext. J2

OPPONENTS WANTED

Wanted: FTF players for two-player or multi-player games. ADVCIV, KM, MID, BISMARCK, PAA, PGG, VITP, WAS, WS&IM. John S. Baker, 4675 S. Harrison Rd #95, Tucson, AZ 85730 (602) 290-9177.

Small group of college and high school age gamers seeking FTF opponents. Two-player/multi-player games. Ladies welcome. Trever Brown, 7916 Colette, #51, Tucson, AZ 85710. (602) 290-6867.

ADVICV players wanted for AvalonCon open gaming Thur/Fri warm-up for Saturday tournament. Also seeking non-smoking roommate(s) for Penn Harris. Mike Corner, 2418 Woolsey Street, Berkeley, CA 94705. (510) 548-2257.

Adult gamer seeks FTF opponents for LW. Non-rated but competitive. Kevin Kiff, 7807 Via Tortona, Burbank, CA 91504. (818) 767-6414.

FTF ADVCIV, BRIT, DIP, PAX BRITT, MOV, RB, 3R, ROR, others. Clubs in Redondo Beach and Tustin areas. Contact Tony Strong, 1027 East 7th Street, Apartment #5, Long Beach, CA 90813. (310) 591-0423.

Need AvalonCon-goers to share hotel room. Also, any level PBM/FTF L.A. County or Puget Sound. DIP, Orig. STALINGRAD, AK, WAT, TRC, ASL. Adult airline employee, will travel. Robert Ozerov, 1627 Ford Avenue, Redondo Beach, CA 90278. (310) 376-8847.

Any wargame clubs in the North Bay? I play ASL, DIP, TPS, will learn others. Any good ASL PBM systems? Chad Jensen, 13212 Middlebrook Way, Rohnert Park, CA 94928. (707) 795-0930.

Experienced calm gamer looking for players of ASL, 3R, RF, UF. FTF only. Can travel. Call or leave message. Bruce Epstein, 1223 Arguello Blvd.#1, San Francisco, CA 94122. (415) 566-4347.

South Bay gamers invited to play plethora of games. Sense of humor required. Play BB, GL, PB, UF, much more. Scott Johnson, 5707 Camalan Avenue, San Jose, CA 95123. (408) 227-3455.

GM needs players for EIA campaign/1807 game(s) using Patrick Havert's si-move, one-mailing PBM system. Beginners welcome! Jeff Millefoglie, 545 Joaquin Avenue, # F, San Leandro, CA 94577. (510) 357-8547.

AIR FORCE Campaign Game "Battle of Britain". Fly for the Luftwaffe or RAF. Only players interested in long-term play. C. Webb, c/o Hulett Associates, 701 Santa Monica Boulevard #200, Santa Monica, CA 90265.

Opponents wanted for ASL, SL. FTF. Rob Stone, 1714 Ventura Way, Suisun, CA 94585. (707) 421-1010.

Old Guard wargamer new to locale, not new to AREA. Will FTF AK, BB, FE, TRC, PGG, TPS, GE. No beginners or ASL players, please. Randy Heller, 138 Osprey Drive, Groton, CT 06340. 448-0198.

Opponents for SL and SL Gamettes needed in the Hartford area. All responses will be answered, or leave phone message. Steven Williams, 442 Stanley Street, New Britain, CT 06051. (203) 223-4904.

Small club of adult gamers seeks new members for FTF play. UF, AS, SC, WRAS, ADEL and more. Mike Fitzgerald, 4 Colonial Place, Norwalk, CT 06851. (203) 838-0517.

PBM DIP. Will be any side. My personal side choices are as follows: Fr, En, Tu, Ru, AH, It and Ge. Peace! Ken Burke, 6 Meadowbrook Road, West Hartford, CT 06107. (203) 521-2891.

Will teach Advanced 3R Multi-player or two-player, FTF. Other WW2 games also, not rated. Jim Moir, 15 N. Jupiter Ave., Clearwater, FL 34615. (813) 446-6382.

Experienced gamer in Jacksonville area for FTF competition in most AH games. I play for fun, not blood. Steven Lohr, 6017 Roosevelt Blvd., #71, Jacksonville, FL 32244. (904) 573-9073.

ASL players wanted in wanted in the Orlando area. Active ASL group determined to expand. All experience levels welcome. Come learn ASL. Russ Bunten, 8424 Shira Street, Orlando, FL 32827. (407) 855-6962

PBM BR,TRC. PBeM TPS (GEnie). AHIKS member, AREA rated. Hank Burkhalter, POB 12074, Panama City, FL 32401.

New AREA member. TPS, BB'91, STAL, DEV and others. Need systems. Interested in GM'ed game of EIA. Any out there? John Schwartz, 1009 S. A1A, PAFB, FL 32925. (407) 783-5582.

Adult Gamer looking for FTF, PBPh opponents in DIP, CW, or most WW2 games. Will also GM DIP. James Stevens, 705 Rose Creek Bluff, Woodstock, GA 30188-6968. (404) 591-7027.

Magic Realm PBM! Have five players, want more! Never too late to join. Beginners welcome also. C. Young, 1374B Hooli Circle, Pearl City, HI 96782-1927.

Searching for FTF AK, FT, TRC, VITP. Interested in enjoyment and learning. Bill J. Deneen, 12408 Maple Avenue, Blue Island, IL 60406. (708) 385-0203.

Adult Gamer seeks FTF opponent for ASL in the Fulton/Clinton/Quad City area. Rich Spilky, 811 Middle Road, Fulton, IL 61252. (815) 589-4037.

Long-time player looking for any opponents in the area. Will travel. No PBM's, please. AK, DD, PL, TPS. Jason Fulton, 1461 Queens Green Court, Naperville, IL 60540. (708) 420-2636.

Seeking opponents for TP:S, BB'91, MD, TRC, W&P, WAT, GE'88, SON, VITP, AK. Interested in learning other games. Brian Gifford, 738 South Washington, Kokomo, IN 46901. (317) 452-4955.

PBM. Reliable participants wanted for umpired blind games of PB, PL, TAC AIR & others. Carl Schwamberger, 1212 N 18th Street, Lafayette, IN 47904. (317)742-0998.

FTF in Lafayette, Indiana. Will play most historical games. Carl Schwamberger, 1212 N 18th Street., Lafayette, IN 47904. (317) 742-0998.

Loner in Kansas wants a few PBM opponents for MOV, SC, TT, DE, WQ, DP or MR. L.E. Schwertfeger, P.O. Box 225, Kinsley, KS 67547.

13-year-old gamer seeks ROR player(s). Novice to PBM - need help. Solitaire driving me nuts! Send salvation to Gabriel Cookson, 12 High Street, South Berwick, ME 03908. (207) 384-5758.

34-year-old wishes FTF (will try PBM) in: ASL, 3R, EIA, KM, DUNE, RF, BB '91, AIW, CON, HHWAY and others. Mike Duttera, 1030-L Spa Road, Annapolis, MD 21403. (410) 280-0068.

Looking for AREA PBM TRC, FE. AREA FTF AAOC, FE, RF, TRC, 3R. Non-AREA FTF same titles. Also PBM multi-player 3R. David Insley, 101 Rambler Road, Cambridge, MD 21613. (410) 228-9018.

Adult gamer seeks FTF opponents for ASL, from novice to experts. Anybody in the North Shore area? Also: WS&IM, GE '88. Michael Pierzchala, 9 River Drive, Apt. F, Danvers, MA 01923. (508) 777-3978.

Vanguard Hobby Club, meets once a month in Easton. All games played, all welcome (must be 18 yrs.) For more info contact: Ken Howe, 88 Riverfield Road, Taunton, MA 02780. (508) 880-7080.

Looking for FTF opponents for BRIT, 3R, TRC, STAL, KREM, DIP, HW, VITP, 1776 from eastern and central Massachusetts. David Gage, 8 Massachusetts Avenue, Worcester, MA 01609. (508) 752-2077.

Want to play in large multi-player games. Fun, not competition/ratings. Have KM, KR, ROR, EIA, NB, PPW, CIV, BRIT, others. Adult, some experience. T. Michael Trout, 7176 Driftwood Drive, Fenton, MI 48430. (313) 629-2032.

Experienced gamer seeks same for FTF, PBM 3R, RF, TRF, PGG. Want long-term commitment to finish games, quick responses. Kurt Robinson, 3202 91st Curve, Blaine, MN 55449. (612) 783-0237.

Experienced adult player seeks rated games of WAT, AK. Looking for timely responses. Patrick McNevin, 12985 Raven Street NW, Coon Rapids, MN 55448. (612) 754-3917.

Want to contact MD enthusiasts, especially those who like to use destroyers. Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404. (612) 872-4076.

Would like to contact JUTLAND players. Free *Blucher* counter to all who answer this advertisement. Contact Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404.

B-17 opponents wanted. I know a B-17 club exists but don't know where. PBM. Contact me and let me know. Thanks. David A. Brady, 5255 Manhattan Road, P-2, Jackson, MS 39206. (601) 362-1437.

Is anyone out there? Opponents wanted for ASL, UF, TPS. Is everyone left in this hobby a role-playing geek!? Jeb Nagel, 1202 Mackay Place, St. Louis, MO 63104. 776-4056.

Any naval gamers in central Jersey? Adult novice seeks FTF opponents for WS&IM, VG FLEET Series games, others. L.P. Myers, 63 Dalton Place, Edison, NJ 08817. (908) 985-1068.

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

Looking for a group of gamers on Long Island. Especially interested in DIP, 1830, CIV, TT, 3R, W&P, EIA, BRIT, KM. Mark Van Loon, 15 McKinney Avenue, Northport, NY 11768. (516) 754-0081.

Players wanted for GUNS OF AUGUST team game at AvalonCon. Don Tetmeyer, 4140 Leafback Place, Dayton, OH 45424. (513) 236-1568.

Beginning adult gamer in north central Ohio area willing to take his lumps seeks FTF opponents for BB, SOA, CASS, STAL. John Simatacolas, 25 Cedargate Court, Galion, OH 44833. (419) 462-5883.

PBM opponents wanted, AREA 1500 wants rated matches in WS&IM, 3R, DIP and CM. Richard Brockman, P.O. Box 284, Northfield, OH 44067.

12 ASLers now in OKC/Tulsa metro! More in OK for friendly fun and future State Championship? Novices and old SL players welcome! Call or write John Farris, P.O. Box 547, Norman, OK 73070. (405) 799-8691.

PBM ASL, TPS, BB'81. AREA or non-AREA both. Novice and Experienced. Keith Todd, P.O. Box 161, Gardiner, OR 97441. 271-4628.

AREA or non-AREA opponents sought for following: MBT, SL, COI, FE, GE, MD, TA. FTF or PBM (need system). Will GM blind MBT. Rob Schoenen, 1464 Neshaminy Valley Drive, Bensalem, PA 19020. (215) 757-1544.

Brian Sutton: If you're going to AvalonCon II, contact me to share room, ASAP. Johnny Hasay, RR 1, Box 225A, Benton, PA 17814. (717) 864-3367.

Seeking ASL'ers in King of Prussia area. Experienced adult gamer, will teach all, including juniors. Other AH titles too. Andy Hershey, 361 Hilltop Drive, Apt. 335, King of Prussia, PA 19406.

Soldats, L'Empereur d'Etna wishes you to join him on the field of honor in NAPOLEON'S BATTLES, SON, W&P, etc. Tom Semian, 219 1/2 Kittanning Street, Pittsburgh, PA 15215. 781-2147.

PBM rated or non-rated opponents for FR'40, AK, TRC. Non-rated for AAOC, others. Vance Hughes, 7302 Noah Reid Rd, Chattanooga, TN 37421. (615) 899-5703.

FTF opponents wanted in Knoxville and Morristown area. Rated and non-rated play for ASL system. Adults 19+ only. Tim Deane, 2110 Carolyn Drive, Jefferson City, TN 37760. 475-9286.

3R with a difference: How many brave souls out there interested in PBM Game-mastered 3R with fuzzy intelligence on rules, map, enemies, diplomacy and OBs? Contact: Gerald Keep, PO Box 3203, Kingsport, TN 37664. (615) 378-4793.

Klein Spring adult gamers! Let's play ADVCIV, ROR, AS, UF, MR, 1830, KREM, MOV, Cold War and other multi-player games. Tim Kelly, 17815 Telegraph Creek, Klein, TX 77379. 251-0611.

Wanted: Play-By-Mail opponents for W&P. Please contact Ronald C. Rotte, Route 1, Box 150, #493411, Tennessee Colony, TX 75884. (817) 860-7450.

Casual gamer (2-4 nights/month) seeks FTF 3R, GOA, W&P, EIA. Will learn other games. David Holmes, 7301B Alma Drive, #627, Plano, TX 75025. (214) 517-4265.

Richmond area gamers! XContact me for frequent wargaming. Gerry Germond, 5333K Huntmaster Drive, Midlothian, VA 23112. (804) 744-4903.

Recruit gamer wants to correspond with other rookies for PBM. Interested in any AH game. Bruce Harvell, 916 Elaine Avenue, Richmond, VA 23235. 788-3470.

Have large table! New to Seattle area. Want FTF gamers for MOV, FP, SOA, SST, MBT, KM, ALEX, CIV, FITG, PB and others. Beginners welcome. Judy Krauss & David Pugh, 10825 NE 18th Street, Bellevue, WA 98004. (206) 635-0835.

Experienced wargamer seeks opponents in the Bremerton area. Contact David Newport. David Newport, 2378 NE Adler Court, Poulsbo, WA 98370. (206) 779-7225.

The Columbia Basin ASL club is seeking new members for FTF play! Come join the action. Pierce Ostrander, 1002 Perkins Ave., Richland, WA 99352. (509) 946-2248.

FTF opponents wanted in Wales, England. You name it, I'll play it. Will travel or host you. Ricky E. Miller, U.S. Naval Facility, PSC 808, Box 500, FPO, AE 09420. 0437-767791.

AREA (1500 provisional) PBM for ASL, AK, AF, AZ, PB, PL, PK, TRC, SL, 1776, SOJ, 3R and more. Friendly, fair play. Also AHIKS. Contact Angelo Tropiano, Via Urbinati, 15, Palazzolo (SR), 36010, ITALY. 0039-931-882 909.

The Latest News In Competitive Gaming

Area News

For Today... and Tomorrow

BY RUSS GIFFORD

We've spent a lot of time in the last few issues telling you about the AREA tournaments that have sprung up around the country, and how great the effect has been on local gaming where these contests have been held. Tournament Directors (TDs for short) report increased gaming action, improved turnouts for later tournaments, and increased interest in gaming in general. Sounds like a prescription for success, right?

True, but as one reader writes: "I'm glad these tournaments promote competition, increase the local action, and improve play; but how about some hard facts on how to stage them?"

The point is well-taken. A good tournament doesn't just "happen". It takes a lot of work to make it seem so easy. *AvalonCon* is an excellent example of what can happen when people make the effort to make a good tourney. Tourneys are excellent methods to create equal competition when AREA ratings are used to seed them. But, like the games we play, there are some basic rules and definite guidelines for running a successful tourney, and in this issue of AREA NEWS we're going to cover some of them.

There is one caveat before we even begin: Remember that all the participants in a tourney are there to have fun. Gee, everyone knows that, right? True, but many TDs overlook this simple fact, and doom their efforts before they begin with poorly-conceived ideas and bad planning. Realize that while some of your players may have come from around the block, others could be driving in from the next state (or further). Either way, they expect to get a fair shake from the tournament and the TD. (That's you.) The decisions you make as a TD will have far-reaching consequences, so think before you decide. Some of your decisions come into play the moment you decide to hold a tournament. The first one is about the format of the tourney itself. Since this choice will affect everything else in your planning, let's discuss the different formats.

There are three standard tournament formats in use today: The "Round-Robin" (RR), the "Single Elimination" (SE), and the "Swiss Format" (SF). Each style has its positive aspects. The keys to choosing one are: The game in question, the anticipated number of players, and what you hope to accomplish.

If you aren't already familiar with these formats, a "Round-Robin" (RR) requires each player to face every other tourney participant once. This is ideal, since it means you'll have a "true winner" in the person who scores the most wins over the rest of the field. The problem, obviously, is time. You'll have one less round than the total number of players in the tournament, meaning that if you have six people, you'll need time to play five rounds. That's okay if the game is short, like *FOOTBALL STRATEGY* or *TITLE BOUT*, maybe even *STATIS-PRO BASEBALL* or *ENEMY IN SIGHT*, but anything longer and you won't have time in a one-day tournament (which are the most common). But if the game and time allotted are compatible, use the RR format. It requires no special rules for pairings, and is easy to oversee. But remember: If you have an odd number of players, one person each round will have a "bye" (meaning they'll sit out the round) since they won't have an opponent. In most cases, a "bye" isn't a tragedy, but can be annoying when you'd rather be playing.

Most tourneys are going to be for games that require more time to play than those listed above. Hopefully after your first tournament, you'll do such a good job that more players will want to take part next time. Since three games in a single day is a lot of gaming for most players, that would mean a maximum of four players for a RR format. Most formal tourneys, even first time tourneys, have more players than that! Solution? If you use a Single Elimination (SE) tourney, you can handle eight people in three rounds, which doubles the maximum we have just mentioned for a RR. Better yet, we can go to 16 players with four rounds, which covers the turnout of most local and smaller regional tournaments.

A SE tourney pairs all the contestants in a round, and the winners of the games advance to play in the next round. It can also be considered a "sudden death" tournament, since if you lose, you're out of the tournament. (This is the format the NCAA basketball tournament uses.)

This "sudden death" aspect is a key drawback for a wargame, though, since it means half the players will be bounced from the tournament. If they invested a substantial amount of time getting to the tourney, or a stiff convention fee to play in only this event, it's obvious they will not be happy with such a format. But if all your players are local, or if you hold lots of tourneys, it's a good format. The winner is always clear after its over, since they're the only one left unscathed. Too, the availability of AREA ratings to seed the tourney overcomes the problem of the two best players meeting in an early round while a poor player waltzes to the winner's circle.

What's wrong with that? Well, remember that the ideal goal of a tourney is to have the two best players meet for the championship in the final round. This heightens anticipation for the players and the spectators, and thus increases tension. But if you don't have a method to seed tourney players in order of their skills, the two best players might meet in the first round. At that point, the fireworks might be over before the tourney really started, since there is often a gap in skill level between the top players in a tourney and the rest of the field. Thus, the rest of the tournament is an anti-climactic cruise for the winner, and the other players don't get the chance to play a top player whose skill level is closer to their own. This deprives them of the opportunity to learn some tricks, or even play well enough to knock that top player out! Finally, if the best players meet early, the losers are left cooling their heels during the rest of the tournament while players of lesser skill continue. This is not a good situation for anyone. It leads to dissatisfaction with the tournament, since it fails to recognize good play. (The basic purpose of competition.) It also lessens the likelihood of repeat players the next time you hold a tournament.

"Seeding" players into the tourney by skill level prevents that from happening. The easy way to seed a single elimination tourney is to lay out the names in each round in order of their AREA rating. Move the top half of the list to one side, then draw players randomly from the bottom half and pair them against the top group. If there is an odd number of players, place the extra name in the top group, and give a "bye" to the highest rated player that hasn't yet had a "bye" in this tournament.

This highlights the drawback of a SE tourney—with an odd number of players, someone will advance toward the winning of a tournament without a risk that round. Worse yet, it can happen in the semi-finals, meaning a player got a free trip to the last step of the championship!

A further complication in SE tournaments is that unless you have four, eight, 16 or 32 players (or any other power of two), or are very close to those magic numbers, you'll generate many "byes". You can give an odd player a "bye" in a round so you'll have an even number of players in the next round, but if the even number thus attained isn't four, eight or 16, you'll just end up odd again in a later round. Thus, you are often better off giving numerous "byes" in the first round to reach a power of two for the second round, to make the rounds "bye"-free from then on. This creates an additional problem, since many "byes" in Round One means the addition of a round, or steals time from players who came to play, not wait. Another alternative is to have two players face off for the last spot if you have nine or 17 players. Not a great choice, but better than the alternatives. Still, depending on the game and the situation, a SE tournament is a viable format choice, when you use the participants' AREA ratings to seed the rounds.

Good games for SE tournaments include any game long enough so that, even if you are eliminated after the first round, you feel you "got a lot of playing in". *RUSSIAN CAM-*

PAIGN, any of the "classics", and games of similar natures are excellent choices for a SE tournament format.

There is a better choice for most tournaments—the Swiss Format (SF). Developed for single-weekend chess tourneys, it works very well for a one- or two-day wargame tournament. The SF is really a modified SE tourney; a player who wins every round will win the tournament. The big difference is that the *losers* in each round *must continue in the tournament*. This allows them to play, which is the goal most people have in entering a tournament in the first place. Better yet, as each round goes by, they will play people of similar skill levels. This means they have a better chance to win games!

The Swiss Format works like this: A win counts as one point and a loss zero points. A draw would be a half point. Pairing in the first round is handled almost exactly like that of a single elimination—list the players in order of AREA rating and split them into a top half and bottom half. (The best way is to list the players on individual file cards.) If you have an odd number of players, place the extra player in the *bottom* half of the field, and give the "bye" to the *lowest-rated* player that hasn't already had a "bye" in this tournament. (Note that this is the opposite of the method used in SE.)

Then pair the players in one of two ways: Either match the highest-rated player in the first group with the highest-rated player in the second group, or just randomly draw a card from the second group and pair it with the top card in the first group until all players are paired.

With the exception of the "bye", much like the SE, right? Sort of; the difference is, *all* the players will also play in the second round! This time, group the players by their *tournament* score. Thus, all the 1-0 players are in one pile, and all the 0-1 players are in another. If you gave a "bye" in the first round, you'll have an odd number in the 1-0 group this time. Again, give the "bye" to the lowest AREA-rated player who hasn't already had a "bye", and then match the lowest AREA-rated player in the 1-0 section to the highest AREA-rated player in the 0-1 section.

Then pair each section exactly like you paired the first round; list the 1-0 group in order of AREA-ratings, split it into a top and bottom half, and repeat the pairing method used in round one, then do the same thing for the 0-1 group. Next round is the same, only now you have three groups: 2-0, 1-1 and 0-2. Separate by score, give any "bye" to the lowest AREA-rated player in the 0-2 group who hasn't yet had a "bye", and start pairing. If the odd number wasn't in the 0-2 group, you'll have to move it from the higher group to the next lower score group.

It's easier than it sounds on paper, and the results are satisfying for all concerned. All you have to remember are two basic rules:

1) You can never pair the same people twice in the same tourney;

2) Run the tourney as many rounds as you would a SE—meaning as many rounds as it takes to get a single undefeated player. That's one round for two players, two rounds for four, three for eight, four for 16, etc. If you have more than eight but less than 16, you may have a single undefeated player after three rounds, so end it there.

The power of the SF lies in it's utility for almost any tournament, and its ability to keep players interested throughout the competition. By continuing, they are shooting for third place, or for best-finish by a previously unrated player. This spurs competition past the usual "win or die" attitude, and promotes the growth of a player's skills over a mere win-loss record. I highly recommend the SF for virtually any tournament situation.

The second important point for a would-be Tournament Director is to consider the basic rules of the tourney. As the TD, you have complete control over the tournament, and your word is law. But beware of what I call "TD Tyranny"! Make certain your rules are balanced and fair. A simple consideration, perhaps, but abuses still occur, because people aren't careful about their choices or aren't consistent. Be certain to *consider what you're asking*, and whether it's something *you* would find agreeable as a player. This pertains directly to game or scenario choices, "house rules", and playing conditions in general. On these points, establish what has gone before. The *GENERAL* is a great resource for finding tried and tested scenarios for longer games, or proven methods of time limits or handicaps. Don't go it alone if you can help it, because any sweeping rule change or deviation will surely cause you problems with people who came to what they thought was a standard version of what is very likely to be their favorite game.

Regarding time—*always allot more time than you think you need*. Speeding up the rounds is easy if you have too much time—taking more time because you tried to cram a four-to-six hour game into a three-hour time slot is impossible. Realize that people always play slower in a tournament! In the same vein, make certain you have plenty of space, good lighting, and *don't* overlook adequate heating and/or air conditioning!

Which leads to the final consideration: Advance notice is necessary to make a tourney work, and if you are going to make some rule changes, or choose scenarios, then *announce it in the flyers and notices!*

What you must do as a TD, then, is remain open to ideas, considerate of others, and flexible, even though you may have a plan of your own. In short, the players are your guests; be a good host. Look at your plan objectively, and ask yourself: "Does it consider what the players want?" Examine your rules and ask yourself: "Is all this necessary, or am I just getting in the way of the players having fun?" These guidelines can help make your Tournament a success. Don't get hung up on the numbers—remember, it's how much *fun* the players have that counts. If they have fun, they'll bring back their friends. If they have fun, people sitting in the sidelines will jump in next time. And if they have fun, your job as a TD will be a snap. Last but not least, you'll *really* appreciate the whole thing being fun should you get to play in your own tournament!

AREA TOP 50 LIST

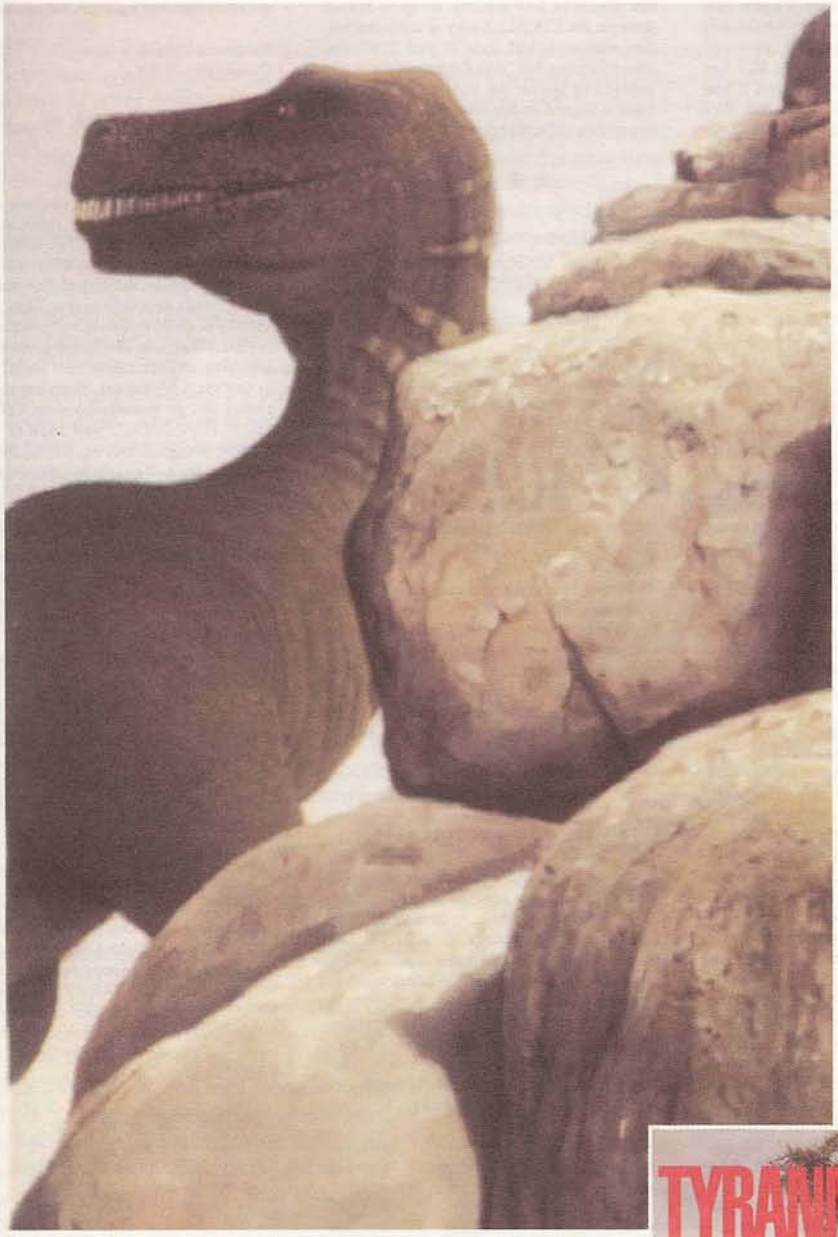
Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	80	2583YOW	1
2.	D. Burdick	79	2301IIR	2
3.	J. Kreuz	7	2197IGR	3
4.	B. Sinigaglio	65	2179GIJ	4
5.	D. Barker	7	2119GHN	5
6.	P. Flory	56	2109EHL	6
7.	J. Beard	69	2083JJU	9
8.	E. O'Connor	39	2081GIP	7
9.	P. Siragusa	74	2079FIL	8
10.	P. Landry	54	2054IJO	10
11.	D. Mattson	22	2050MKY	11
12.	G. Fortenberry	2	2033CDB	16
13.	N. Moran	2	2031CEH	13
14.	T. Deane	32	2029GBA	12
15.	D. Kopp	25	2027HJQ	25
16.	L. Barlow	27	2019KLW	17
17.	C. Corn	29	2017FEB	14
18.	J. Noel	33	2015EEK	15
19.	J. Bjonum	14	2000EFK	19
20.	R. Berger	20	1996EGG	20
21.	M. Sincavage	7	1984FFK	21
22.	S. Sutton	46	1978GHO	22
23.	J. Fuqua	4	1956CFA	23
24.	R. Shurdut	25	1954GHM	24
25.	J. Ingersoll	7	1940CEH	26
26.	M. Mitchell	17	1930GIO	28
27.	H. Newby	45	1923VKQ	27
28.	F. Reese	60	1911JDJ	29
29.	W. King	6	1907BDG	30
30.	T. Oleson	89	1906ZZZ	31
31.	W. Scott	77	1895NLW	32
32.	D. Greenwood	15	1892IIN	33
33.	M. Crowe	8	1890CCH	34
34.	J. Eliason	28	1879GJO	35
35.	M. Frisk	34	1866DFJ	36
36.	S. Goehring	4	1861GHN	38
37.	K. McCarthy	34	1842DFJ	39
38.	B. Sutton	5	1841DFE	40
39.	R. Schilb	4	1829GJN	41
40.	K. Kinsel	13	1819HHI	42
41.	J. Campbell	17	1818FFD	37
42.	R. Cox	2	1816ZMN	50
43.	P. McNevin	2	1815LKX	45
44.	G. Smith	6	1810GHO	43
45.	T. Greene	2	1806EGL	46
46.	G. Chaney, Jr.	2	1805CFA	44
47.	M. Cox	2	1784GEB	47
48.	R. Gifford	2	1784GIG	48
49.	J. Lutz	1	1781HHQ	–
50.	M. Gutfreund	1	1781GHN	–

PB/PL RANKINGS

The AREA Specific listing for a select game this issue focuses on the ever-popular *PANZERBLITZ/PANZER LEADER* family of games. Shown is the member's name, his hometown, and his Specific rating (V = verified; P = provisional). Note that this does not match the general AREA rating, for Specific AREA reflects only the results of rated play of the title indicated. Given the similarity of these games, the ratings for each have been combined, with the qualifying title for the player's rating indicated ("B" for *PANZERBLITZ*, "L" for *PANZER LEADER*).

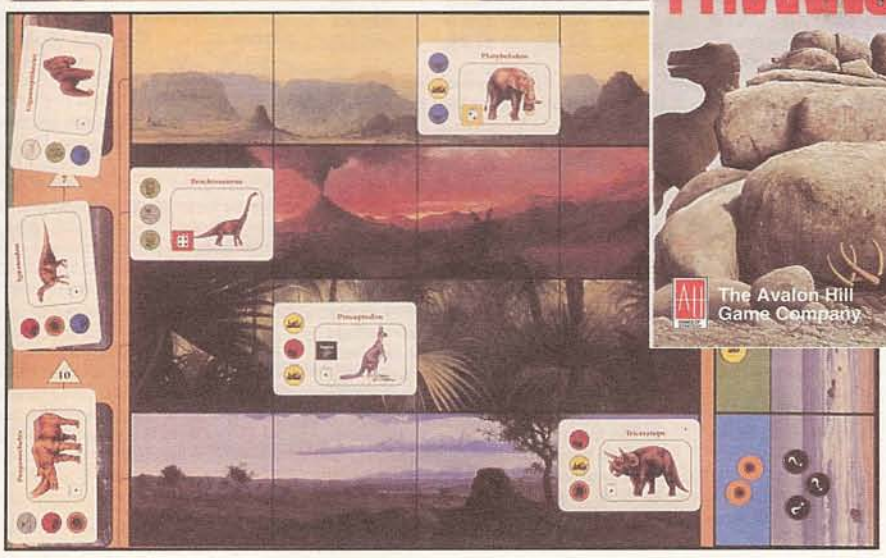
Rank	Name	Hometown	Rating
1.	D. Price(L)	Tunnel, GA	P1730
2.	O. Oates(B)	Welasco, TX	P1710
3.	B. Wright(L)	Incline Village, NV	P1645
4.	B. Wright(B)	Incline Village, NV	P1600
5.	K. Harris(L)	Silver Spring, MD	P1500
6.	S. Sunderwirth(B)	Catonsville, MD	P1500
7.	R. Wagenheim(L)	Troy, MI	P1500
8.	P. DeVolpi(B)	Lisle, IL	P1500
9.	J. Wollf(B)	Willow Bunch, SK	P1500
10.	S. Gore(B)	Boonville, IN	P1495
11.	S. Gore(L)	Boonville, IN	P1335
12.	J. Jenkins(L)	Riverside, RI	V1330

TYRANNO EX *A Different Kind of Party Animal!*



Follow the fearsome career of the Tyrannosaurus Rex through the primeval world in its battle for survival against the elements and other species (you know, your gaming friends).

Each player controls the population of several prehistoric animals and tries to increase their numbers by making favorable changes to the environment. If the other players succeed in moving the environment in another direction however, your animal may be rendered extinct. If environmental changes aren't enough to ruin your day, fellow predators should do the trick as each animal stakes its claim for the top of the food pyramid. The mighty Tyrannosaurus Rex is a long shot to maintain its realm, but there's a lot to enjoy in this primeval game of skill.



$35.00. Available now at your favorite hobby store, or directly from The Avalon Hill Game Company. Please add $5.00 shipping and handling charges; Canadian/Mexican orders add $10.00 (US); overseas orders add $15.00 (US). Maryland residents add 5% state sales tax. Credit card orders (only) call the Toll-Free number below.

AH GAMES OF STRATEGY

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road • Baltimore, MD 21214
410 • 254 • 9200
Credit Card Orders Only
1-800-999-3222

Letters to the Editor . . .

Dear Avalon Hill:

Thank you, thank you, thank you! As I poked my head into my favorite, local hobby store a couple of weeks ago, I was pleasantly surprised to see your new American History Series (AHS) *D-DAY '92* sitting on the shelf. A quick smile and two minutes of tactful negotiations with my wife, and I was walking out the door with the game under my arm. (Couldn't beat the price!)

Anyway, the basis of this letter is to let you know that I am definitely jumping on the bandwagon for your AHS games. Having been a gamer for well over 20 years, this series is a real breath of fresh air. (I also have *GETTYSBURG '88* and *BULGE '91*, but I didn't know *D-DAY '92* had been revised, so my surprise was genuine.) I know I'm not alone when I say that the demands of family and occupation (US Army for over 14 years) make it difficult to consistently sit down and play some of the longer, more complex titles. AHS now makes it possible for my friends and me to enjoy the wargaming hobby during weekends and afternoons, with little or no hassle. Just like in the early years (I still have an original *GETTYSBURG* and *CHANCELLORSVILLE* handed down from my brother), one can lay out a game and play it in 2-3 hours. On a rainy day, you can easily switch sides and play a couple of rounds, each.

AH has recently enabled me to "turn-on" some of my co-workers, who have since borrowed or checked out my AH/VG catalogues, brochures and copies of The *GENERAL*, to see what this wargaming thing is all about. The AHS format can also be easily expanded, in terms of numbers of new titles. How about breathing life back into *CHANCELLORSVILLE*, or revising *BULL RUN*? Not to mention any number of other key Civil War battles. The arena of the American Revolution, which is sorely lacking, would be perfect for expansion. Titles like *Turmoil At Trenton*, *Saratoga* or *Siege At Yorktown* would become popular within the AHS. Additional challenges could include revising *AFRIKA KORPS* and *ANZIO* similar to that of the new *D-DAY '92*. (The AHS would require a renaming, i.e., *Starting Point: Kasserine Pass* or *Patton in North Africa*, and *Invasion: Italy* or *Salerno: GIs In Italy*.) Future *AvalonCons* would surely benefit youth and introductory level competitors, as well as veterans who thrive in this genre, who could get more mileage (games played per hour) out of the time spent at the "Great Gamers Rallies".

In closing, I sincerely hope that you are able to continue with more AHS games in the future. I believe this series will re-open the door for you in terms of keeping old-timer/historical buffs, drawing in non-gamers (as in my office), and sustaining a base of quality, entry level games for the next generation; never underestimate the learning factor/value that historical simulations provide.

SFC Michael A. Arnold
10th Special Forces Group

Thanks for the kind words. The American History Series will soon include MIDWAY '92 and GUADALCANAL '93, operational level naval games which will share the same basic design systems, enhancing their appeal both to newcomers and to those old-timers who know that a game need not have 100+ pages of rules to be enjoyable.

★★★★★

Dear Impenetrable Monolith:

Mr. Weir reminds me of those special interest groups that are always pestering Congress. In their minds they represent so many people, but they fail to comprehend that the vast majority don't share all their opinions. They think that threats will force others to do things their way. I agree that there are problems in the hobby, but there is not, and never will be, a perfect system of anything run by people. Avalon Hill has done a great job over the years, and if you have some shortcomings, so do we. The criers of doom are getting a bit old. Perhaps people like Mr. Weir are just looking back to the "Good Old Days", forgetting that things always look so much better in the past. For me, I'll stick with my favorite game company to the bitter end? Thank you for giving me, and my friends, countless hours of cheap but very educational entertainment. And keep up the good work!

Roger Brandon
Dundee, Oregon

★★★★★

Dear Mr. Martin:

I had to take a moment to write and thank you for a tremendous issue of The *GENERAL* (Volume 27, Number 4). From cover to cover, I can't think of an issue I've enjoyed as much in the last ten years. I realize that the enjoyment of each issue is largely due to personal choice—mainly based on what games a reader owns, and what topics he or she is interested in. The fact that I own every game you featured in this issue can account for a lot of my glee, but not all of it.

In particular, I find Series Replays to be my favorite section of any *GENERAL*. The *REPUBLIC OF ROME* Series Replay was extremely helpful, as I haven't completely grasped all the ins-and-outs of the game yet. As a postal *DIPLOMACY* player, I obviously enjoyed the *DIPLOMACY* replay as well. Speaking of which, did you leave out Kathy Caruso's player description (page 48) for a specific reason, or was it just an oversight? Inquiring minds want to know!

As a hobby member, 'zine publisher, and shareholder, the future of this hobby is important to me. Although certain people (notably Mr. Weir in the Letters section) feel otherwise, I believe that Avalon Hill has done much in the past two years to plant the seeds of rebirth in this hobby. *AvalonCon* (especially the involvement of the kids), the new American History Series, the introduction of games such as *WRASSLIN'* and *ENEMY IN SIGHT*, are all examples of an attempt to bring new blood into the hobby, and to promote the hobby as a friendly pastime for the family. There will always be room for complex games like *ADVANCED SQUAD LEADER*, but I can't imagine sitting a 10-year-old down and asking him or her if they'd like to give it a try.

I look forward to following the progress of the American History Series, and to a hobby populated by the next generation of wargamers. I'm sure that The Avalon Hill Game Company will be a critical part of that hobby for years to come.

Douglas Kent
Rahway, New Jersey

The exclusion of Kathy from the line-up of the Leviathan was unintentional (I dare not anger her overly, since I fully expect to face her across a DIP map again come this summer), the result of some last-minute rearranging of the lay-out. For all the "inquiring minds", the following is the missing text:

ITALY is Kathy "Bloodsucker" Caruso. Kathy is a multiple winner, and will most likely be considered the most proficient Italian player in DIP history. Ranked 5th all time on the CPCRL, Kathy is a Machiavellian with style and flair. A past BNC, she also publishes the 'zine *Kathy's Korner* and manges to abuse, yet amuse, all non-Met fans. A legend in our time, I'm glad to have her on board for this one.

★★★★★

Dear Mr.Martin:

Although I have been reading The *GENERAL* for several years, this is my first letter to the Editor.

My personal attitude towards people is that both praise and criticism should be sparsely used; most of Avalon Hill's games deserve the praise, as well as most of the people writing for your magazine, so let me express it first of all.

But of course, "all that glitters..."

Being a dedicated *UP FRONT* player, I feel compelled to rectify some errors Mr. Harvester included in two of his articles ("*UP FRONT* with Sgt. Rock", Vol. 25, No. 3, hereafter "UFSR"; and "Up On the African Front", Vol. 25, No. 6, hereafter "UAF").

Please note that I appreciate his effort in analyzing this unique game, and wish he could contribute to its diffusion with other articles; but I hope he will pay more attention to some details.

Let's start with UFSR:

1) With a FP of 4 at RR 0, there are only *14* Fire Cards usable by the German squad, not 20.

2) Even if there really were 20 Fire Cards, the probability of the German player to see at least one of these in his initial hand would be 48.7%, and not 51.2% as Mr. Harvester incorrectly states; but given the real figure of 14, this probability goes down to *36.7%*. This figure must be compared with that for the Americans to be able to shoot on the first turn, which amounts to 21.2%, significantly more than what one would think if only the firepower ratio of 4/2 was taken in consideration.

3) The probability of someone getting pinned in an eight-man American Fire Group (containing the highest morale factors available) against a similarly tough six-man German group is as follows:

	Germans	Americans	Relative Increase
F-2	20.1%	29.1%	+11.8%
F-1	38.1%	51.3%	+34.6%
F 0	57.8%	72.2%	+24.9%
F+1	76.0%	87.6%	+15.3%
F+2	92.3%	97.2%	+05.3%

Therefore, Mr. Harvester's idea of a 25% increase is only true for a final Fire Strength of zero (0).

4) As to "Sgt. Rock" himself, if Mr. Harvester thinks that enlisting Superman is necessary to enjoy playing the Americans, one wonders why he did not include rules for green kryptonite.

And now, let's take a look at UAF and Mr. Harvester's opinions on *DESERT WAR*:

1) Italians surrender when the group they are part of gets completely pinned *at any range*, not only at RR 5 (please refer to Rule 50.41), as Mr. Harvester says a few lines later, correcting the error. By the way, if this is "a little national quirk", what could be defined as "a major national handicap"?

2) The five-card French had a 34.5% probability to have at least a Concealed card in their hand; six-card French raise the figure to 40.0%, with a relative increase of +15.7% (not 16.7%).

3) As regards Rally cards, the relative increase is of +13.1% (climbing from 50.5% to 57.1%).

In short, apart from a couple of minor problems with the rules, the main objection I make to Mr. Harvester is that he should double-check his statistical tools; his opinions, like mine and everybody else's, are questionable, but numbers seldom are.

Emanuele Oriano
Cadoneghe, Italy

★★★★★

Dear Avalon Hill:

This letter is, in part, in response to some of the more trying letters of recent months. I think it reflects well on The *GENERAL*'s open-mindedness to print them. Mr. Weir's lengthy piece on the use of dice in Avalon Hill Games is noteworthy. Though it is healthy to share opinions and create a forum of discussion, one should not so readily criticize Avalon Hill; it does not "force" gamers to use dice. Moreover, there are plenty of games that do not employ dice; *CIVILIZATION*, *DIPLOMACY* and *1830* as well as *Hearts*, *Bridge*, *Canasta*, *Chess*, *Shogi*, *Go* and *Stratego*. Regarding the leviathanic games of *ADVANCED SQUAD LEADER*, *THIRD REICH* and *EMPIRES IN ARMS*, I believe it reflects well on Avalon Hill to create them. These products are not designed for the mass market but, indeed, cater to a more specialized target audience. Their design is proven and has spawned countless hours of play and analysis.

The one question that begs to be asked is: Who concocts the curious names for the games? I am certain my fellow *grognards* are equally interested to know who gave birth to the names *BEYOND VALOR*, *YANKS* and *WEST OF ALAMEIN*.

Once more, thank you for your time in reading this letter and, long live the Knights of Avalon!

Charles Pflanz
Vancouver, British Columbia

Our normal policy is that the designers pick the titles of their games. Occasionally the developer will change them to something more marketable. YANKS and STREETS OF FIRE will be familiar to moviegoers, while WEST OF ALAMEIN is the title of a history of the desert war by Col. G. B. Jarrett (USA, Ret.).

★★★★★

Dear Mr. Martin:

In connection with my article "Not in Kansas Anymore" (The *GENERAL* Vol. 27, No. 4), here's an addition and a couple of errata. In Table E on page 10, the percentages for "Disorder" by period are 0.0, 9.7 and 12.5 percent, for the Early, Middle and Late periods, respectively.

In Table F (also on page 10), the second column heading, "Percent Units Lost", should be "Percent All-Units-Lost". The column gives the likelihood of the entire Roman force being destroyed (i.e., a modified DR of "3" on the CRT). Also, in the same table the positive numbers at the bottom of the "Percent All-Units-Lost" and "Percent Defeat" columns should have read "0". I apologize for the error.

I'd like to thank Don Greenwood, *REPUBLIC OF ROME*'s developer, for reading and commenting on the article when it was in preparation; and to thank all involved for the game itself. I've tried a lot of games over the years; *REPUBLIC OF ROME* grabbed me from the first. It's a gem of a game.

John A. Walker
New York, New York

SLAVERY IN *CIVILIZATION*

An Economic Variant

By Kevin McPartland

Notwithstanding a popular old expression to the contrary, slavery has been with humanity at least as long as other forms of human oppression masquerading as "professions". Evidence of people being held captive for the economic gain of the slave-holders predates written history. Nearly every civilization previous to modern times (and a few still-extant) fell into one of two categories: Those that held a small number of slaves, scattered among owners in the upper class, and those civilizations that depended heavily (or totally, as was the case with Sparta) on the labor of slaves to support their economy.

The first category included, by way of example, ancient Egypt. Their pharaohs and other noble or priestly families would typically have a few household slaves as servants, or for working the noble's personal estate to keep him fed and provisioned, or to provide extra cash. However the agricultural foundation of Egypt was her landed peasantry which, although closely regulated by the state, was by most definitions free. Even the pyramids, by popular notion built by huge gangs of horribly oppressed slaves, were in fact constructed by free men. The names of ancient Egyptian villages have been found inscribed in the giant building stones of the Great Pyramid of Cheops. During the agricultural off-season, groups of young men from a particular village would quarry a stone, raft it up the Nile River, and drag it up into place in the pyramid. This was done by free men in proud service to their Pharaoh and as an offering to their gods.

Ancient Rome falls into the other category of slave-holding civilizations. By the end of the Republic, Rome was wholly dependent on slave labor for the operation of her agricultural economy. Villas covering hundreds of acres and utilizing thousands of slaves were the result of Rome's immensely successful territorial growth; it should be remembered too that in this period, war reparations often included the surrender of some portion of an area's population—or even the slaves which formerly belonged to the now-conquered peoples. Slaves became such a dominant force in the Roman economy that just about the only honorable employment for poor free men became military service. As a result, the slave revolt led by Spartacus in 73 BC threatened the very core of Roman civilization; little wonder that the Romans imposed such horribly severe methods to suppress the revolt, and thus discourage future rebellions.

Convicted criminals would often be enslaved as punishment for their crimes, but slaves were usually acquired in ancient times as a by-product of warfare. Few soldiers of a routed army would escape death or capture by the victors. After a successful siege, the entire surviving population of a city (which usually included the skilled farming populations of the surrounding lands who had sought refuge behind its walls) would often be enslaved.

The following changes to *CIVILIZATION* work within the framework of the existing rules to add the mechanics of slavery without changing the nature of the game, and without the need for any new cards or tokens. They allow a player's civilization to take the same course the ancients' took. One might accumulate many slaves, freeing one's own population to create a dominating army of conquest—which will, in turn, capture more slaves. Conversely, one might have just a few slaves to accentuate the agricultural and commercial prospects of one's civilization.

THE RULES

1. Half of an enemy's combat losses can be converted by the victor into Slaves. Use the tokens of any one civilization that is not in play. (Note that this means this variant cannot be used with a full complement of players.) There may be no more than 55 slave tokens on the board at any one time. In conflict, half of the tokens of the losing player (fractions round *up*) are replaced with slave tokens. Slaves may only be taken of the winning player ends the Conflict Phase as the sole occupant of an area; slaves may not be taken if the conflict ends with coexisting populations. Slaves may be taken from more than one player in an area (e.g., a three-way conflict ending in a single winner). Slaves should be placed on the board upside down until they are moved in the "forced march" following their creation.

2. At the end of the Conflict Phase, and after all conflicts have been resolved, slave tokens captured *in this round only* may be moved to another area occupied by friendly tokens—"friendly" in this case defined as tokens of the civilization which captured the slaves. This move represents the forced relocation of the conquered peoples. The slaves may not move into an area containing non-friendly tokens at this time. They may move to an adjacent area by land, or they may move by sea if friendly ships are *already* in the sea area. These newly-acquired slaves may be loaded onto the ship(s) to their capacity and moved the ship's full movement allowance (even if the ship(s) had already moved in their own movement phase). Any or all of the victorious player's tokens who arrived in combat that turn *by sea* may accompany the slaves on this sea-borne "forced march". This rule allows players to make "slave raids" against one another.

3. Slaves never take part in population expansion. Immediately after population expansion, each player who owns the *Law* Civilization Card may remove one of his tokens from the board (place it in stock) and replace it with a Slave token (representing criminals condemned into slavery). Slave tokens are *never* counted as population during the Census Phase.

4. Slave tokens may not be used for the levy, construction or maintenance of ships.

5. Slave tokens *may* be used to build cities, but at least half the required tokens must be regular population tokens, regardless of how many slaves were used in the construction of the city.

6. Slaves *do* count against the population limits of an area, but they require less agricultural output for their support. (And no, they aren't being starved; to the contrary, as tenant farmers, they are considered to be "skimming the cream" of a given harvest before the surplus is collected by their masters.) In every area containing one or more Slave tokens, the support capability of that area is increased by *one* (1) token. (This is similar to owning the *Agriculture* Civilization Card for that area.) If the slave-owning player also has *Agriculture*, then increase the support capability by *two* (2) points above the printed value for every area containing slaves.

7. Slavery may be used to support cities. Losses due to surplus population or calamities may be taken from Population and/or from Slave tokens at the owning player's option. Slaves move normally during their owning player's Movement Phase on land, or at sea in their master's ships.

8. If, at any time and for any reason, slaves are in an area with no other population tokens, they immediately escape. Remove them from the board (and return them to the pool of units available for creation of new Slave units). Slaves may, however, be loaded onto a friendly ship, moved by sea and unloaded in another area with friendly population tokens. The crews of the ship are assumed to see to it that they don't escape. Note that, despite another Hollywood myth, slaves would never be put to work at the oars.

9. Slaves cannot be eliminated in conflict. They do not count when determining which player has the most tokens present in an area. At the end of conflict in an area, if their former masters are eliminated, the slaves are captured by the victorious player (along with some of their former masters). Slaves that change hands in this way may suffer another forced march at the end of the conflict phase. In the unusual situation in which their masters have been eliminated (or enslaved), but control of the area is shared by two or more other players, the slaves escape in the general confusion of the situation; remove the tokens from the board and replace them in the pool. Note that, even if your are certain that recaptured slaves were formerly your population tokens, they can *not* be traded back in for your tokens. There are no freedmen in this variant. In conflict between tokens in an area containing a city (in which the city's walls are *not* breached) slaves can only be taken if the owner of the city is also the winner of the token conflict outside the city.

Conflict Example:
An attacking force of 3 tokens enters an area with a population limit of 3. Said area contains 2 tokens and 2 Slave tokens. In conflict, first the defender loses a token, then the attacker. Conflict does not stop at this point, since Slaves *do* count against the population an area can support (while adding to this limit). Slaves can not be lost in combat, so the defender must remove his last population token. The defender's losses generate one new Slave token. (Players never garner slaves form their own losses!) The attacker later chooses to move all three slaves back to another area he controls.

10. Slaves may be traded to other players. Simply move the slaves during the movement phase, by land or sea, to an area containing the other player's tokens. They may be moved again in this round if their new owners' movement follows. This can be done for future favorable trades, to cement alliances, or for any other consideration. Of course, there is no means to force compliance with this sort of deal.

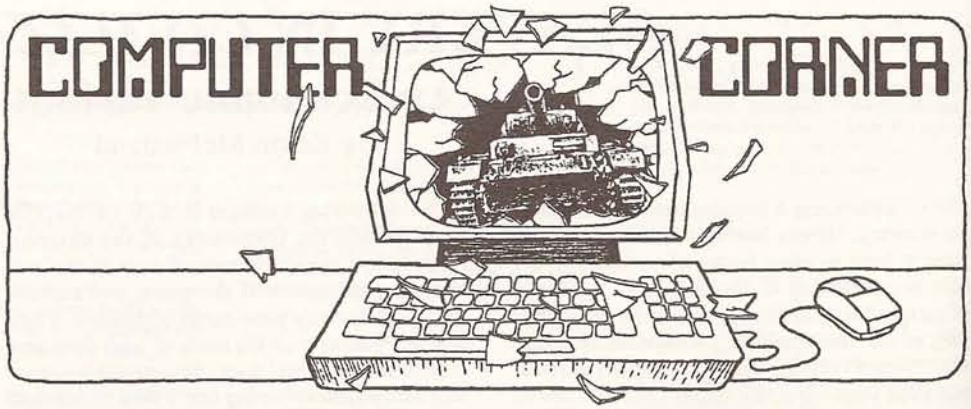
11. Many people believe that the severity of civil wars upsets the balance of the game; that in too many cases, the game's outcome is determined by the draw of one card. Therefore, a "Slave Revolt" can be used to replace the "Civil War" calamity. Simply enact a slave revolt as described below for all players currently owning slaves when the card calling for civil war is drawn. A blank card may be labeled "Slave Revolt" and added to the deck, maintaining the vulnerability (as well as the moral superiority) of those players who do not or will not own slaves.

11.1 Slave Revolt. Up to 8 tokens (chosen by the player's nominee) are exchanged with your nominee's tokens. The nominee can also choose up to 5 Slave tokens owned by other players in areas adjacent (even across water) to rebellious areas. The player chooses his nominee in the same manner as in a Civil War. Owning certain Civilization Cards actually makes this calamity worse. If the player has *Law* or *Literature*, then up to 12 tokens revolt. If the player has *Democracy*, then any 16 tokens revolt. Total tokens revolting are not cumulative; at most, 16 tokens will revolt, and players owning both *Law* and *Literature* will have only 12 tokens revolt. A slave revolt would be more likely to spread in a civilization where ideas of justice and equality were disseminated by a literate society, breeding discontent among the slaves.

Editor's Note:

It is perhaps necessary to point out that the author in no way advocates slavery as a viable (or necessary) adjunct of civilization. But neither are the terms mutually exclusive. Like government and agriculture, slavery grows out of conditions of environment and considerations of survival by societies in those environments. As humanity has progressed toward greater control of its environment and greater assurance of survival for its members, it has been blessed with the ability to rid itself of some of the more distasteful aspects of its heritage. And that, in the end, is what makes the story of human history a story of civilization. DJH

☆



PROGRAMMER'S GUIDELINES

By John Huff

Recently we have had many requests for information on what we are looking for in terms of new game development. In light of these requests, I decided to give that information for all the entrepreneurs out there who might be considering this venue.

First, I'd like to thank all of you for your interest. We are constantly looking for new products to market and new talent to work with. We have much to offer the independent developer, including our own printing facilities, distribution network, advertising facilities and over one hundred of the finest games ever produced from which to draw ideas and inspiration. Original designs are welcome as well.

The question then arises: What are we looking for and what do we expect? Frankly, a great deal. We are looking for developers who can complete products that are not only state of the art, *but that go beyond the current state of the art*. We must require this for one simple reason: From the time we come to an agreement with a new developer to the time when the product comes to market, 12 to 24 months will have passed. Just look at the last 24 months in terms of standards in the personal computer market...

So, to put *our* standards in a nutshell, here they are:

PLATFORM:

All submissions must be developed for the IBM compatible market first and foremost. We will not consider anything else, though conversions are always possible. Currently, any new submissions must support mouse, VGA graphics and be capable of installation on a hard disk.

LANGUAGE:

The submission must be programmed in a portable language that will facilitate quick conversion to a new platform. We recommend C++, but are not adamant about this if you can make a good case for another language.

GRAPHICS:

The image that the consumer sees on the screen will sell the product. If you are doing a conversion of one of our excellent board games, it must give the appearance and feel of the original game. If it's an original design, it should be exciting to look at (even if it's just a static display screen). Just ask yourself, "If I saw the game box in the store, would I buy this game?"

When you see an ad for a game in a magazine, how much does the screen shot affect whether or not you are interested in buying a game?

INTERFACE:

The use of buttons and gadgets on screen must be logical and attractive. Keyboard alternates and macro commands must be logical and easy to explain.

QUALITY:

The game "engine" must offer the following characteristics:

1. Where applicable, complete conversion of all board game rules.
2. Competitive computer players.
3. Long replay value.
4. Short execution time.
5. Modem or Play-by-EMail (PbEM) capabilities

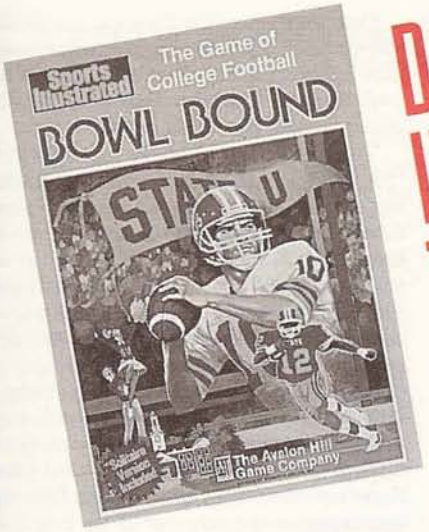
One person's energy and creativity can get stretched to the breaking point undertaking any project like this alone. You should consider the advantages of forming a team to combine the artistic talents, technical expertise and creative ability of a number of folks. This eases the workload, speeds up the process and helps keep the entire project from following leads which can result only in blind alleys that consume both time and energy.

To sum it all up, we are interested in excellence. The cost in time and money to bring a computer game to market is too high to waste on second-best ideas or also-rans. After reading this, if you think we can work together, the door could be open to a mutually profitable relationship.

AMIGA C3R UPDATE:

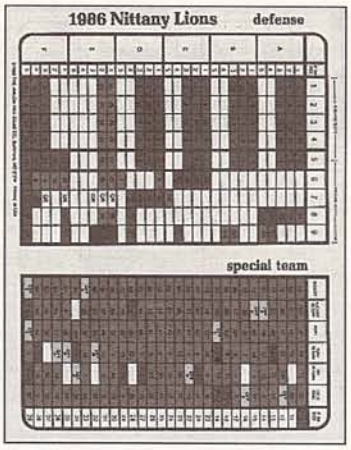
For those folks with an AMIGA 2000 that will not run *COMPUTER THIRD REICH*, we have traced the problem to an incompatibility with some hard disk controllers. We should have a fix for the problem shortly. If you are having this difficulty, contact me through the Consumer Service department and make sure that you are on the list to get notified when the repair is available.

☆



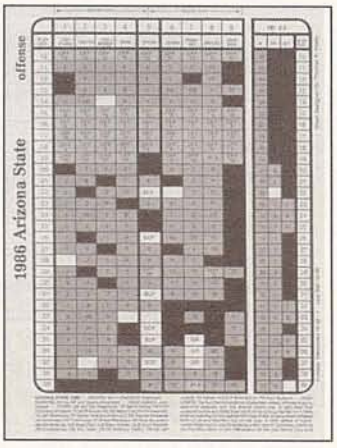
DOWN IN THE TRENCHES

. . . Here's YOUR chance to coach your favorite college team to a National Championship!



BOWL BOUND

. . . honors the best collegiate football teams of the '80s, yours to coach against other National Champions. Not just another dreary stat game with cards, the play is realistic yet elegantly simple. That's because the core of the BOWL BOUND design lies with the "Team Charts" which reflect careful analysis of the mass of statistics for each team and reduce them to a player-friendly format. The game never drags due to the necessity of assigning each player to a position; instead, you are free to focus on the essentials. What play do you call on that third-and-five; what defensive alignment do you put up to stop it? Can you be the next "Bear" Bryant or Joe Paterno? Can you coach Brigham Young, Miami, Auburn, Nebraska or Notre Dame to the championship? Do you have what it takes to be BOWL BOUND?



The basic rules are but four brief pages in length, and easily mastered by any fan of the sport. The simple system of play is based upon the use of 3 color-coded charts – one each for Offense, Defense, and Special Teams – designed to highlight the strengths (and weaknesses) of each gridiron great. For example, suppose the 1986 Nittany Lions are playing the 1986 Sun Devils in your tabletop matchup. Arizona State has the ball. The gamer coaching Arizona State must secretly choose an offensive play (1 of 9 offered), while the coach of Penn State must secretly select a defensive formation (1 of 6). A roll of the dice for the Devils, when cross indexed with their Offensive Chart, will show the potential gain (or loss) for the play. But the Defensive Chart for the Lions, along with a separate dice roll, will indicate a yardage gain or loss as well. The final result for that play will be these values combined. Thus, imagine that Arizona State has elected to try an End Reverse, with the dice roll of "11" yielding a gain of +5 yards; but the Penn State coach has his defense in the "A" formation, and the dice roll indicates a loss of 2 yards against this offensive play. End result – Arizona State makes 3 yards and you are ready for more action. If either of the gamers manages to outguess his opponent, or makes the best use of his team's particular strengths, a big play is in the offing.

Thus, 2 dice rolls referenced with the appropriate charts, keeps the action lively – leaving the players free to concentrate on strategy. Special Teams play is even easier to master. An additional 3 pages in the rulebook offer various options for those wishing the ultimate in realism from a tabletop football game. Also available by separate order are 2 further sets of team charts, covering legends as diverse as the 1945 Army team and the 1978 Crimson Tide, to bring yet more variety and new challenges.

Exciting for Solitaire Play, Too!

Solitaire rules devised in 1987 allow fans to play even when no opponent is handy. Through 2 decades and 3 editions, BOWL BOUND has withstood the toughest test – the critical acclaim of gamers – and proved itself a winner. The key to its success: "fun for the football fan – serious fun".

BOWL BOUND offers so much information and enjoyment that we won't be satisfied until there is a copy of this game in the home of every fan of the sport. For less than the price of a ticket to the Rose Bowl we offer a lifetime of pleasure. Nor need it ever grow stale. The 2 additional Team Sets offer over 50 more great teams of the past. To relive the past glories of your *alma mater*, just order the Team Charts. Look for BOWL BOUND wherever the finest sports games are sold. If not available locally, order direct with the coupon below. See you at the Bowl!

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
Dept. BB-1 • 4517 Harford Road, Baltimore, MD 21214

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

Please indicate method of payment ❑ Check ❑ Money Order ❑ Charge
❑ American Express ❑ MasterCard ❑ VISA DO NOT SEND CASH

ACCOUNT NUMBER _____ Exp. Date _____

SIGNATURE _____

Please send me:

____ **BOWL BOUND** (Includes 20 teams of the '80s)@ $20
____ **Team Set I** (teams from the '60s) @$12
____ **Team Set II** (teams of the '40s, '50s, '70s) @$12
____ **Team Set III** (teams of the '80s included in Bowl Bound) @$12.

If order totals:	ADD	If order totals:	ADD
up to $5.00	$2.00	$50.01 to $75.00	$7.00
$5.01 to $10.00	$3.00	$75.01 to $100.00	$8.00
$10.01 to $25.00	$4.00	$100.01 to $125.00	$9.00
$25.01 to $35.00	$5.00	$125.01 & Over	$10.00
$35.01 to $50.00	$6.00		

CANADA & MEXICO–Double the above. ALL FOREIGN–Triple the above.
For quick credit card purchasing, call TOLL FREE **1-800-999-3222.**

Sports Special

More Alone in the Pits

By Brien Martin

In the last issue of The *GENERAL*, I described a solitaire system for Avalon Hill's popular *SPEED CIRCUIT*. It was devised, and playtested, by several dedicated fans of the game over the course of several years. In the process of that testing, we also added three new optional rules, which you may want to introduce to your own racing club.

First, we came to ignore the requirements of Rule 13 and do not multiply Wear penalties for multiple laps. We have found that most players will be using a fairly high share of Wear points - especially with the poorer-rated drivers - because of the Acceleration/Deceleration charts and the effects of their use on the speed of each car. Secondly, we don't believe that a longer race automatically equates with more damaging wear to a race car. Every curve taken at excessive speed will cause the same amount of stress to a car's mechanical parts, whether it occurs on Lap 1 or Lap 51. As any car makes more of these moves, the parts take the same stress; it's just that the cumulative effects of the stress brings the car closer to an actual breakdown. So, we prefer to leave all Wear penalties the same, regardless of how many laps have been run in a race.

Our second optional rule deals with collisions. We all know that in the real world of Grand Prix racing, autos bump each other quite frequently, but this does not always result in a crash nor in either car needing to be re-started. Therefore, we initiated the following variant rules with regards to collisions. Use whichever appeals to the majority of the players in the race.

1) Each car is allowed one "free" collision per race, and it must be taken as the very first collision of a race in which the car is involved. In other words, each car's first collision of a race is ignored *except* when the other car involved has already had its "free" collision. In this case, the second car must then check for a Spinout or Crash. For each subsequent collision, roll one die and consult the Chance Table, using both the Driver's Rating (see last issue) and a "+1" modifier for each subsequent collision as die roll modifiers.

Example: A driver collides with another on Lap 6. This is his "free" collision and no action is taken; the race continues uninterrupted. On Lap 24, he collides with another car. As a Level 2 driver, he will now add +2 to his die roll on the Chance Table (+1 for Level 2, +1 for this being the second collision). If he survives this collision and has yet another later in the race, the DR modifier will be "+3" (an additional +1 for his second mishap).

2) Any car involved in a collision must roll on the Chance Table, even if that driver was not responsible for the collision. In this case, the car which is the "victim" will receive a "-1" modifier to apply to its die roll (along with any Driver Ratings which may be applicable).

Finally, our optional *Pit Stop* rules. On most of the Accessory tracks, pit areas are defined for the purpose of applying optional rules which appeared in the now-defunct publication, *ALL-STAR REPLAY*. Here then, are our rules for incorporating "Pit Stops" into solitaire games of *SPEED CIRCUIT* .

To determine the number of required Pit Stops in each race, use the following formula: for each ten-lap multiple (or fraction thereof), one Pit Stop will be mandatory. (For instance, in a five-lap race, there will be one Pit Stop, while in a 31-lap race, there will be four .) Cars must remain on the artwork of the Pits for one full turn, after which time, they may re-enter the race. Each Pit Stop restores one Wear Point on the car, even if the car has exhausted its supply.

Order of Pit Stops is determined by the row in which each car starts the race, and Pit Stops must be made strictly according to the following schedule (for longer races, simply extend the progression):

Table 6: Pit Stop Schedule

First, Third and Fifth Rows	
10 Laps	on Lap 6
15 Laps	on Laps 5 and 11
20 Laps	on Laps 6 and 16
25 Laps	on Laps 4, 12 and 21
30 Laps	on Laps 6, 16 and 26
Second, Fourth and Sixth Rows	
10 Laps	on Lap 7
15 Laps	on Laps 6 and 12
20 Laps	on Laps 7 and 17
25 Laps	on Laps 5, 13 and 22
30 Laps	on Laps 7, 17 and 27

On tracks where the Pit areas are not shown, players must come to an agreement among race club members as to where each Pit area will be constructed. Each pit area must be able to accommodate six cars at one time.

To enter the pits, simply move the car into "Pit Row" as part of its normal movement during the designated lap. No car may "skip" its scheduled stop to do so at a more convenient time. As each car enters the Pit, it moves toward the open space nearest to the track where the Pits exit. (This will remind players as to which cars are eligible to leave first .) To exit the pits, each car must follow the regular starting procedure, but with a two-space bonus. Thus, a car with a maximum start speed of 60 mph may still move five spaces on the track to simulate the "flying start" the car will get as it exits the pits. Start counting spaces from the first regular track space at the very exit of Pit Row.

With these optional rules, we found a solitaire system for SPEED CIRCUIT which has stood the test of nearly seven years of play. I believe that our "racing association" has benefitted from its use, allowing us to rekindle old memories of days long gone when an afternoon's action was not only enjoyed, but anticipated by school-boys with great interest. It is my hope that readers will feel the same.

If you have any comments, complaints or suggestions for improvement, please don't flood the mailboxes at The *GENERAL*. Write to me directly: Brien Martin, 1212 Varsity Boulevard, Apt. 624, DeKalb, IL 60115. I do hope to hear from you if you try our system. So, "Gentlemen, start your engines!"

☆

Forgetting... *Cont'd from Page 42*

In conclusion, no smart player would choose to play Asia in a face-to-face game unless he is the last player to pick his people and Assyria has not already been chosen. On the other hand, if Asia, Egypt and Babylon *have* already been chosen, and more favorable opportunities are not beckoning in the west, you should play Assyria. You can rub out Asia and occupy fertile territory, building a firm empire in Asia Minor.

The situation is different, and very tricky, in play-by-mail games. Since players write their moves simultaneously, the Assyrian player cannot know for sure whether the Asian player moved both tokens into E on Turn 1. The Asian player, knowing this, may send only one token to E, holding the other back in B or C. In this way, Asia could turn the corner into Asia Minor without losing population growth. Anticipating this, the Assyrian player might move both tokens to E himself, blasting out the Asian piece; in doing so, he reduces both peoples to one counter, but gets into Asia Minor first. The risk here is that, if Asia sent both tokens into E, both Asia and Assyria would be totally wiped out on this turn!

Think versus counter-think. That's what makes play-by-mail so interesting, and wargaming so fascinating.

☆

SEARCHING FOR THE PERFECT GAME

A Scientific Approach

By Frank Hamrick

I admit it; I'm a game addict! I can't resist them. I buy almost everything Avalon Hill and Victory Games publish. Since I was five years old, I have been fascinated with games. My dear old "Granny" is partly responsible; she taught me to play *Monopoly* and *Parchesi* on her kitchen table, and from that point on I was hooked. In 1961, after designing my own "wargames" for seven years, I saw my first commercially-produced simulation (*D-DAY*) and could hardly contain myself. I had to buy it. I forked over the $4.95 asking price and rushed home to begin a lifetime of wargaming!

Now, 30 years later and 125 games richer (or poorer), I ask myself, "Why"? Why do I keep buying them? Can a wargame addict ever have too many games? "Impossible," I say. "Absolutely!" my wife says. (In fact, according to her, I had too many 125 games ago!) What is the root of my compulsion? Why is it that my shelves are stocked with games, many of which I have played only once, and 22 of which I have never played to completion! Why buy a game and not finish it? Why buy a game at all? Why not play the ones I already have?

Each question alone could serve as the basis for an article for The *GENERAL*. Let me summarize my feelings. I love games so much that I'm never satisfied with just one. When I start playing one, and get about half-way through mastering it, I get interested in another. I sometimes find myself just staring at the shelves and trying to decide which one to play! I often end up using all my free time trying to decide. Many times I've gotten one down and brushed up on the rules, only to declare it has a problem that keeps me from playing it ever again. The board is too big; the game requires three or more players; it will take hours just to get it set up; the rules are so complex it will take me a week to get them into workable order; etc. Thus, I jump from one title to the other, and end up going back to the same three or four favorites.

Yet, when a new game appears on the store shelves I *must* have it. Why? What compels me to part with my hard-earned cash? Partly it is the desire to see *how* it works. I'm fascinated with seeing how the rules are handled and what the charts and tables look like. Another part of it is my love of maps and seeing what the board looks like. To a wargamer, there is no thrill quite like opening a new title and examining the components.

However, I want to *play* wargames. I want to enjoy the thrill of the challenge and the exhilaration of victory. But, you ask, can't I do that with the ones I *already* own? I have *UP FRONT* and *ASL*. I can enjoy *FIREPOWER* and *TURNING POINT: STALINGRAD*. Why do I need *ATTACK SUB* or *BLACKBEARD*?

After much cogitation, I've decided the answer lies in my quest—my undying, relentless quest—to play the "perfect" game! I've never found it. Every game I own is imperfect. Every game on my shelf has a flaw. Every game I have purchased represents the hope that it would be the "game of all games". This would be the game that I would play every day of my life, the rest of my life. Yet, each has failed.

UP FRONT doesn't have a beautiful map. *FIREPOWER* has scenarios that require trees to be bushes (why not make more mapboards with proper terrain—I would buy them). *DIPLOMACY* requires too many players (no solitaire play). *GULF STRIKE* and *PACIFIC WAR* are too big; *ASL* requires too much dice rolling and has far too many rules; *CIVILIZATION* takes too much time to play; and so forth.

So, what am I looking for in a game? What is "perfection"? Gradually, a list began to take shape in my mind. And soon enough, in good ol' Avalon Hill fashion, point values were assigned to the various aspects so I could "quantify" my values. I decided to operate on a scale of 100 points as denoting the "perfect" game. From this standard, points would be deducted for those things which seemed to "flaw" the design or presentation. Those areas that seemed more important (to me) would cost more points if lacking.

My first task came in "rating" my rating system. One of the problems I find in the RBG is that every aspect of a game is given the same weight (a perfect score being a "1" in each area). I feel, for example, that the "winning feeling" or sense of accomplishment one gets when victorious should carry more weight than the color of the counters. Thus, I inevitably placed more stress upon those areas I felt were most important in the hypothetical "perfect" game. I settled on 15 major areas of consideration (with sub-categories for some). These, along with the maximum number of points it was possible to garner, were:

1. Replay Value (14 points)
2. Winning Feeling; Sense of Accomplishment (10 points)
3. Enjoyment of the Play (10 points)
4. Intensity/Excitement Level (10 points)
5. Ease of Play (8 points)
6. Subject of Game (7 points)
7. Skill/Luck Ratio (6 points)
8. Mapboard/Components (6 points)
9. Play Balance (6 points)
10. Ease of pre-Game Preparation (5 points)
11. Size and Portability (5 points)
12. Realism/Simulation (5 points)
13. Game Length (3 points)
14. Number of Players; Solitaire Potential (3 points)
15. Size of Counters/Amount of Stacking (2 points)

Of course, the values assigned to each category is completely subjective. I find myself still changing these. So be it duly noted that no rating system is itself "perfect". As with the rating systems, so the games. No wargame finished my analysis with a perfect score of "100"; they each had some flaw(s).

Having made that disclaimer, let's look at each of my 15 factors:

REPLAY VALUE

A. Can be Played in One Evening?
Yes: 4 points No: 0-3 points

B. Endless Strategies, Choices, Decisions and/or Variations?
Many: 4 points Few: 0-3 points

C. Players Want to Play Again Immediately?
Yes: 5 points No: 0-4 points

D. Strategies Can Be Studied Solitaire?
Yes: 1 point No: 0 points

"Replay Value" is what the perfect game is really all about. If a game is perfect, you will never tire of playing it! More than one game can be played in a single sitting. Potential strategies will be endless, and a person can devote hours of private study to the various moves and tactics that could be employed. Is this not the secret to the fascination of *ASL*? A litmus test of Replay Value is how the players themselves act when they finish a game. Do they talk about the key moments in the match just completed—what would have happened if either had done this or that? At the recent AvalonCon, I observed several of the *ASL* adherents in a huddle discussing some of the finer points of a game just played and what a better strategy might have been, arguing the finer points of tactics and execution (and rules). Even those who did not play themselves were involved. (The same is true of *CIVILIZATION*, but the game has been hurt by the fact that when the players are finished they are too tired to think of discussing it without at least a day's rest.)

My top-rated games in this category include: *ASL, FIREPOWER, KREMLIN, PELOPONNESIAN WAR* and *UP FRONT*. The worst for replay value include: *SIEGE OF JERUSALEM* (game length), *OMAHA BEACHHEAD* (not enough strategies to hold interest over the months) and *DINOSAURS OF THE LOST WORLD*.

WINNING FEELING

Winning gives great feeling of accomplishment: 10 points

Winning gives good feeling of accomplishment: 7-9 points

Winning gives moderate feeling of accomplishment: 4-6 points

Winning gives little feeling of accomplishment: 1-3 points

Winning gives no feeling of accomplishment: 0 points

When I win a game, I want to feel that I have done something *significant*. The measure of a good, challenging design is whether or not the players review their play after the game, rehashing every move and reliving those key moments when they won the game. *Chutes & Ladders* doesn't quite measure up. However, any hard-fought game of *CIVILIZATION, TURNING POINT: STALINGRAD* or *DIPLOMACY* leaves the winner, no matter whether novice or old pro, with a fantastic feeling of exhilaration. This is really what game playing is all about to me. So, a game where you don't care whether you win or lose deducts the most points from a perfect score (and there are too many of those around these days). Perhaps another way to look at this undefined quality would be as "Competitive Value". How hard are you willing to work to win, and does it feel good when you do?

ENJOYMENT

Game is highly enjoyable, great fun to play, with much interaction:	10 points
Game is enjoyable and fun:	7-9 points
Game is mildly amusing but with little for players to do:	4-6 points
Game is boring:	0-3 points

Obviously, the "perfect" game is enjoyable to play. It must have a certain measure of fun, a certain vitality. But what may be "fun" to one game-player may not be to another. And, when I use the term "fun", don't think of frivolous. I think, for example, that *DINOSAURS OF THE LOST WORLD* is too frivolous to be fun. On the other hand, *BLACKBEARD* is great fun. So are *KREMLIN* and *CIVILIZATION*. So, what makes a game fun? Player interaction, cut-throat action, making deals while trying to outwit your opponent, lots of things to do. A game of simple chance, or one that involves waiting 30 minutes for your opponent to make his carefully calculated move is not my idea of fun. I guess the best "objective" test of "Enjoyment" (read, "fun") is to see the game being played; if the players are showing a general good-natured amusement about it all, then they must be having some fun.

INTENSITY/EXCITEMENT

Play is gut-wrenching; sustains a high level of interest throughout:	10 points
Play is intense, demanding concentration:	7-9 points
Play is moderately exciting, holding interest most of the time:	4-6 points
Play is boring, repetitive, not demanding:	0-3 points

I play a game for the thrill of competition and the excitement of besting my opponent(s). If every move causes me to concentrate, my hands to sweat, if the action is "gut-wrenching" to the very last turn - then you have a game-players' game. A game must demand your full concentration and mental faculties (no watching TV or reading a book in the middle of the opponent's turn), or it can't be very exciting can it ? Several AH/VG designs rank high in this category: *DIPLOMACY, UP FRONT, ASL, CIVILIZATION, KREMLIN, TP: STALINGRAD, PELOPONNESIAN WAR*, the *FLEET* series. In fact, come to think of it, most AH/VG games rank high in this category.

EASE OF PLAY

A. Charts (Any):	0-3 points
1-6 charts:	3 points
7-9 charts:	2 points
10-12 charts:	1 point
13+ charts:	0 points
B. Phases in Sequence of Play:	0-3 points
1-8 Phases/Steps per Turn:	3 points
9-12 Phases/Steps per Turn:	2 points
13-18 Phases/Steps per Turn:	1 point
19+ Phases/Steps per Turn:	0 points
C. Record-Keeping:	0-2 points
None or Little:	2 points
Moderate Amount:	1 point
Lots:	0 points

I'm lazy. If I have to make dozens of die rolls and examine ten charts just to resolve one action, I'd sooner play checkers. I enjoy *playing* games, not have them seem like work. Thus, the fewer charts, steps and records that must be kept, the better. I don't want to search through a maze of charts, no matter how well-organized. I don't want to spend my time concerned with which sub-sub segment of such-and-such-a-phase comes next. I don't care for extended and detailed record-keeping just to know what's going on, and what I should do next to improve my chances of winning. I want to concentrate on the strategy, not the effort.

Thus, I rated games with few Phases and "sub-phases" (steps) higher than those which require dozens of steps to resolve one player-turn. Again, the breakdown is purely arbitrary. I arrived at "8", "12", "18" steps/phases after studying the number listed in the "Sequence of Play" in the games I own. The number of Steps/Phases is not always easy to determine; in *PAX BRITANNICA*, for example, the number of steps taken per turn depends on whether or not war has been declared. In the *FLEET* series, AM and PM turns vary. *TURNING POINT: STALINGRAD* presents another problem. There is an initial Reinforcement Phase followed by Impulse Phases. In each impulse, each player moves and fights (considered one step). But the number of impulses is random per turn. How many "steps" per turn? (I finally decided on three actual steps: Reinforcement, Move/Combat, and End of Day.) Steps that are continually repeated should count but once as mere repetition does not complicate a game. It's the number of *different* actions that must be con ducted just to complete one turn that complicates a game's rules and detracts from the enjoyment.

The best games for ease of play? In my honest opinion: *D-DAY, AFRIKA KORPS, NAPOLEON, THUNDER AT CASSINO, RUSSIAN CAMPAIGN, TP: STALINGRAD*, and *UP FRONT* if you're talking about AH/VG wargames. The worst? *GULF STRIKE, AEGEAN STRIKE, PACIFIC WAR, CARRIER* and *ASL*, among others.

SUBJECT OF GAME

WARGAMES:	
WWII or Modern:	
(Land/Naval/Combined Arms):	7 points
(Armor only):	5 points
(Hypothetical):	6 points
(Aerial Combat only):	3 points
(Any Mid-east):	7 points
Korean War:	
(Land/Combined Arms):	5 points
(Aerial Combat only):	3 points
VietNam:	
(Land/Naval/Combined Arms):	6 points
(Aerial Combat only):	3 points
Ancients:	
(Land/Combined Arms):	7 points
(Naval only):	3 points
(Any Roman):	7 points
Middle Ages:	
(No Knights):	5 points
(Knights and Castles):	7 points
(Naval only):	3 points
Any 18th Century:	3 points
Any Napoleonic:	2 points
Any American Civil War:	2 points
Sports Games:	
College Basketball:	6 points
Pro Baseball:	4 points
Pro Basketball:	3 points
Auto/Chariot Racing:	2 points
Boxing/Wrestling:	2 points
Pro or College Football:	2 points
Other:	2 points
MISCELLANEOUS:	
Pirate/Crime:	6 points
Exploration/Colonial:	6 points
Geo-Political:	6 points
Diplomatic:	5 points
Economic:	4 points
Set-Piece (i.e., Chess, Checkers):	4 points
Domestic Politics:	2 points
American West:	2 points
Science Fiction/Future:	2 points
Word Game:	1 point
Quiz Game:	1 point
Generic Card Game:	1 point
Fantasy Role-Playing:	-5 points

I love wargaming—so my rating system obviously reflects those tastes. Other gamers, of course, would assign different values to the above listing, for this is no doubt the ost subjective of all my categories. A wargame may be great in every area... except the period of history I prefer. For example, *GETTYSBURG '88* rates as the 12th highest-ranked game in The *GENERAL* RBG (see

Page 58) but it wouldn't make my Top 20 because I'm not very interested in our Civil War. On the otehr hand, Victory Games' *6th FLEET* is ranked 46th on the RBG, yet it would be one of my top fifteen, in part because of the subject matter.

SKILL/LUCK RATIO

Mostly skill, with minimum of luck:	6 points
Moderate amount of luck, but stressing skill:	3-5 points
50% luck/50% skill:	2 points
Mostly luck:	0-1 point
All luck:	-5 points

Luck certainly can (and should) come into play in any game, and in a wargame it helps create that "fog of war." However, too much luck and the game loses its interest for me. I want to out-think my opponent, not out-roll him. A game such as *Risk*, for example, loses points in this category, while *D-DAY* would score relatively well. Certainly *UP FRONT* has a fair amount of luck (as per Joe Bair moving his Japanese with nine straight Movement cards at me while I sat there with no ammunition.) In this game, as in a number of wargames, luck helps create that "ragged edge, gut-wrenching" feeling. As others have said, "The best laid plans of men and mice often ride on the roll of the dice." At a certain point, however, the luck may come to overshadow the strategy in the play, by intent or accident of the design. It is at that point that I lose interest. If unable to take advantage of or recover from the roll of the die or draw of the card, what's the point in planning—or playing?

MAPBOARD/COMPONENTS

MAPBOARDS:

A. Topography:	
Realistic:	2 points
Fair Detail:	1 point
Little Detail:	0 points
B. Impact of Topography on Play:	
Very Meaningful:	2 points
Somewhat Meaningful:	1 point
Not Meaningful:	0 points
C. Colorful Artwork:	
Great Art:	2 points
Good Color:	1 point
Little Color:	0 point

OTHER COMPONENTS:

A. Artwork:	
Professionally Done:	1 point
No Art:	0 points
Amateurish:	0 points
B. Interesting or Innovative:	
Interesting:	1 point
No Board:	0 points
Mundane:	0 points
C. Color:	
Colorful:	2 points
Good Use of Color:	1 point
Colorless:	0 point

To me, a good map or playing board is the focal point of the game and helps establish its "personality". This, in my opinion, is the one big drawback to *UP FRONT* (even though the attractive terrain cards do help make up for this failure). *DESERT WAR* and *BANZAI*, however, suffer because the player is forced to "imagine" that Hills are really sand dunes, and that streams are wadis, marsh is soft sand, walls are ridges, and woods can be an oasis. (I wish Avalon Hill had just made extra terrain cards; I, for one, would buy them.)

I rated each gameboard differently, depending on whether or not it was a terrain map. Terrain maps scored in three areas: 1) realism of the topography, 2) the impact of that topography on the play, and 3) colorful topography. Non-map games, or those with abstract mapboards, are rated on three corresponding factors: its art, its interest and its color. However, even if its art and interest is great, it does not rate as high a score as a real map. (Remember, this is *my* rating system and I love maps.)

For example, a game like *CIRCUS MAXIMUS* suffers because there is no map as such, and the track is executed in flat, dull colors. If the track had been drawn to depict an actual chariot track, with ruts, undulations and so forth, it might have gotten a "1", rather than "0". *ASL* and *TURNING POINT: STALINGRAD* score high for their detailed topography.

I like colorful gameboards. That's one reason I enjoy Joe Balkoski's *FLEET* series. It looks great. Water is not the easiest geographical feature to make colorful and realistic; however, the overall "eye-appeal" of the playing maps is great for this series. *TURNING POINT: STALINGRAD*, however, while losing no points for terrain, loses "1" for color, as there is little "brightness" to the gameboard.

The impact of the topography depicted, as reflected in the rules, is also important. For example, although *RICHTHOFEN'S WAR* has a quite nice map with its depiction of the trenches from the air, it is meaningless in terms of the play. I prefer a game rich with meaningful topography, such as *ASL* or *FIREPOWER*. It's great to hide in a gully or capture a key hill on a battlefield. That's part of the strategy and emotion, and the appeal to wargaming.

The perfect game for playing boards? *ASL, RUSSIAN FRONT* and the *FLEET* series, perhaps. The worst? *Abalone, Pente, CIRCUS MAXIMUS*. What of *UP FRONT*? Games without a mapboard may lose points for poor art on the cards (which usually take the place of game boards), or lack of color on the cards. Thus, *UP FRONT* scores a "2" for Professional Art, "0" for having no board (under the "Interesting" category), and I give the full two points for color as the terrain cards in *UP FRONT* are colorful.

PLAY BALANCE

A. Chance to Win:	
Equal Chance for All:	3 points
One Side at a Disadvantage:	0-2 points
B. Amount of Activity:	
Equal Amount for All:	3 points
One Side has little to do:	0-2 points

A game in which all players have an equal chance to win gets my highest rating. Of course, chess and checkers are about as close as you can get to perfection in this category (except that the player going first has some slight advantage). In general, I find most AH games to be well balanced.

However, another aspect of play balance has to do with how much each side has to do per turn. I hate a game where one player must hurriedly take 20 minutes to move all his forces, and the other player has so little to do he can finish in two minutes. All players should have a similar number of things to do and decisions to make each turn. *OMAHA BEACHHEAD* suffers here. It seems to me that all the action lies with the US player; the German has about 25% as much, mostly just reacting to American moves (with few options, at that).

EASE OF PREPARATION

A. Short Set-up Time:	
1-10 minutes:	2 points
11-20 minutes:	1 point
21-30 minutes:	0 points
30+ minutes:	-1 point
B. Complexity of Rules:	
1-12 pages:	3 points
13-21 pages:	2 points
22-48 pages:	1 point
48+ pages:	0 points
ASL:	-5 points

Who wants to play a game he's tired of before he can even get it set up? Not me! Thus, the shorter the set-up time, the better. Ditto with the number of pages I must read before I can play that first match (or review if playing after a hiatus). Here's where the likes of *UP FRONT, PLATOON, CIRCUS MAXIMUS* and *PELOPONNESIAN WAR* shine!

Ease of preparation is obviously affected by set-up time, as well as the complexity of the rules—especially if you're trying to teach someone else the game. The quicker I can get my new partner into the match, the more likely he is to enjoy it (unless he's already a grizzled wargame veteran). Again, the "cut-off point" for my point values is completely arbitrary. Ten-minute intervals for set-up seemed a practical way to go. I spent an entire day timing "set-up time" for my games. It was an interesting exercise and taught me something about why I play some games more than others.

I based the complexity rating solely on the number of pages of rules one must digest in order to play the standard version of a game. I made a separate notation for Advanced Game play. This is not an ideal system for rating complexity ("white space" and type size may vary the length of rules on a given page), but I have found that, generally speaking, the longer the rules manual the more complex the game. There are some exceptions in all this, such as *UP FRONT* (which loses two points under this system). Even though the game, once it is mastered, is quite simple to play, the initial time spent reading and digesting the rules can be extensive. Thus, the overall best ratings for Ease of Preparation went to

DIPLOMACY, KREMLIN, MARCH MADNESS and *CIRCUS MAXIMUS*. Worst scores: *GULF* and *AEGEAN STRIKE*, and *EMPIRES IN ARMS*.

PORTABILITY

A. Box Size (in inches):	
No larger than 9x11:	1 points
Larger than 9x11:	0 points
Oversize (*Axis & Allies*):	-1 point
B. Board Configuration:	
Single/Modular Panels:	2 points
Double mapsheet:	1 point
Triple mapsheet:	-2 points
C. Piece Density	
1-300 counters:	2 points
301-600 counters:	1 point
601-900: counters:	0 points
901+ counters:	-1 point

I like to take my games with me. When I go on vacation or a business trip, I want to take a wargame along. But "portability" too often prohibits taking along a good wargame. For example, what 53-year old preacher is going to carry a copy of *Axis & Allies* with him on the plane! Or meet an important client with such a conspicuous box under his arm! Thus, I give the highest rating to those games that fit into a box that can be conveniently hidden in a suitcase or briefcase. (Not that I'm ashamed of my hobby! But, some people just don't understand the wargamer's mentality or have pre-conceived notions when they spot that artwork.)

The box, the board, and the playing pieces should be portable and should not take up a lot of room when spread out to play. The mapboard should also be small. If I'm on vacation, or in a motel room, or even at home, I can't keep a huge table under siege with a sprawling gameboard. My wife doesn't appreciate both the kitchen and dining room tables taken up with an immovable wargame for days on end. Thus, the less space taken the better (even though I do like mapboards). I find, for instance, that *GULF STRIKE* is a little too much. *EMPIRES IN ARMS*, the *FLEET* series, and *SIEGE OF JERUSALEM* all get "0". *FIREPOWER, UP FRONT* (no board), *ASL, ENEMY IN SIGHT, GUNSLINGER* and such all get two points (i.e., none deducted).

Piece-density is also a portability concern. The more units, the more trays I need, and the larger the box. (The number of counters also figures into ease of set-up and ease of play noted above.) The older I get the more I hate to maneuver huge stacks of tiny units across a board. After looking at the games I own, I noticed that my favorites had 300 or less counters. Those next favored had between 300-600 pieces (and some had as high as 750). Those I liked least (or found totally unmanageable) had over 1,000 pieces. Obviously there is some ambiguity in my breakdown. For example, *UP FRONT*'s 322 cards more than make up for the 304 counters as far as storage is concerned. (These numbers climb higher when you add *DESERT WAR* and *BANZAI* to the system.) Of course, most of the counters are not used in a single, ordinary game. But here we are discussing "portability"; I have managed to put all the *UP FRONT* counters in one tray, and to carry all the cards from the standard game and both its modules in the original box. Thus, its portability for counters scores a "1".

A "perfect" game—as it relates to portability—would be one such as *FIREPOWER*, with its bookshelf box, single-panel modular maps, and relatively small (216) number of counters. *GUNSLINGER* and *GLADIATOR* also shine in this category.

REALISM

Simulation/Realism High (as in *ASL, FP, SOJ*):	5 points
Abstracted Realism (as in *GE'88, DIP, ROR*):	1-4 points
Greatly Abstracted (Chess):	0 points

The more abstract a game, the less enjoyable it is to me. That's why I love good topographical maps and computer flight simulators. I settled on three levels of realism, with some shading for "abstracted realism". I did not consider "historical accuracy" in realism. Some readers might object to this, but "realism" to me is not determined by precise, minute accuracy to the historical record, but whether or not the game gives one a "feeling" for being there. If the map is accurate and the player gets the feeling of being a "general", or "sergeant", or "private" (as the case may be), then it scores high for realism.

Good topography in a wargame is a *must* for realism. Some games, such as *Monopoly* and *Risk*, while not particularly high in realism, are not as abstract as chess and its brethren. Thus, I deduct 1-4 points from these games, depending on the degree of partial realism. The purely abstract (Chess, Checkers, *Pente, Abalone*, etc.) lose five points here.

GAME LENGTH

45 minutes to 4 hours:	3 points
4-5 hours:	1-2 points
5-8 hours:	0 points
8+ hours:	-3 points

My schedule is tight. I am a pastor, with an active church congregation. In addition, I'm a family man who still believes in quality and quantity time with my wife and children. Thus, I don't have time for all-night vigils or all-day affairs (except for a couple of nights/days a year). Neither can I leave a game set up for weeks on end in my home. So games that can be completed in a short evening are ideal for my life-style. Obviously, the time a person takes to play any game is based on his own playing experience and personality. New players will take longer than players who have played the game dozens of times. My figures, however, are based on the average for someone between a novice and pro.

Obviously, short does not necessarily mean "better". Some long games, such as *CIVILIZATION*, are among my favorites, while some short games may not have much depth (tic-tac-toe). However, a game can be too long. Any game of a couple of hours is ideal for me, and even 3-4 hours is suitable. However, if it goes beyond four hours to play to conclusion, I can seldom find the time to complete it. The best games for my limited time schedule include *UP FRONT, DIPLOMACY, BLACKBEARD, KREMLIN, PELOPONNESIAN WAR, CIRCUS MAXIMUS, MARCH MADNESS, NAPOLEON, OMAHA BEACHHEAD*. The worst: EMPIRES IN ARMS, most of the more interesting *FLEET* series scenarios, *PACIFIC WAR, PAX BRITANNICA, TOKYO EXPRESS, SIEGE OF JERUSALEM, FLAT TOP, GULF STRIKE* and *CIVILIZATION* (standard game).

NUMBER OF PLAYERS

Can be played Solitaire or with two Players:	3 points
Best Played with 2+ Players:	2 points
Solitaire, or Two-Player, only:	1 point
Minimum of three Players required for game:	0 points

I play 60% of my games solitaire. Thus, if a game requires a minimum of three players, it will seldom get played at my house (until recently—I am recruiting players and trying to form a club in my area). However, I have yet to find a strictly solitaire design that I really like. Solitaire games usually make me feel like I'm competing against a machine rather than a living person. The one outstanding exception is *PELOPONNESIAN WAR* which, though designed as a solitaire game, plays equally well with one *or* two players. Its unusual "switching sides" rule translates into the player competing against himself rather than against a faceless, programmed system.

So, my favorite "solitaire" games (aside from *PELOPONNESIAN WAR*) are those made for two people but are so designed that each side can be played to its best advantage by one player (*TP: STALINGRAD; FIREPOWER*). In such cases I do find I tend to favor one side over the other—and in essence am playing against myself. I can still enjoy such games, since my "favorite" side usually wins!

The "best" games are those that can be played just as well with any number of players from one to six. (I hate those games that say you *can* play solitaire, but the full enjoyment can only be experienced with six players; I want the "full" enjoyment no matter how many are playing.) Thus, you will note I deduct nothing from those games that are equally good whether one or two are playing, and I deduct one point from those games that can be played solitaire, but are best played with a multiple number of players. The highest-rated games in this category? Try *PELOPONNESIAN WAR* and *BLACKBEARD*. *TP: STALINGRAD, UP FRONT, FIREPOWER* and *ASL* can also be played in solitaire fashion with moderate enjoyment. The worst offenders for me are the true multi-player games: *PAX BRITANNICA, CIVILIZATION, DIPLOMACY, EMPIRES IN ARMS, REPUBLIC OF ROME* and *KREMLIN*.

COUNTER SIZE/STACKING

A. Size of Counters:
- 5/8 inch counters (or none): 1 point
- 1/2 inch counters: 0 points
- 1/2 inch counters, but mapboard space limited: -3 points

B. Stacking:
- Minimum stacking required: 1 point
- Tall stacks of counters: 0 points

I can hear the guffaws now. What's counter size got to do with a perfect game? Plenty. I go by the maxim, "If you can't see it, you can't play it!" We grognards need to "read" the counters. Half-inch counters might be fine for you young bucks, but bifocals will change your tune one day. Too, if you have to stack counters, larger counters are more easily moved without "spilling". (One of the first things I noticed and approved about *TURNING POINT: STALINGRAD* was the counter-size and ample mapboard "areas", virtually eliminating high stacks of tiny counters.) I also give high marks in this area to *NAPOLEON* (a game I think has been sadly overlooked) and *DIPLOMACY*. I love the aesthetics and feel of wooden playing pieces.

You will note that I did make allowance for those games that do have 1/2" counters, but are not played on boards that crowd stacks into tight spaces or dense groups. Thus, if 1/2" counters are used, but there is plenty of space to move around, they get a "1" rather than "2".

As our hobby "grays", it would be nice to consider us old-timers. I hate squinting to read tiny numbers, or worse yet, using a flashlight to get the right light so I can read a unit's values! There were lots of "perfect" scores in this area, including: *UP FRONT, CIRCUS MAXIMUS, CIVILIZATION* (area movement negates those ten-high stacks), *DIPLOMACY, GUNSLINGER, FIREPOWER, MARCH MADNESS, NAPOLEON* and *TP: STALINGRAD*. The worst scores go to *GULF STRIKE* and *CARRIER* among others.

CONCLUSION:

I considered adding two other areas: "Completeness of Rules" and "Authenticity." As to the first, I generally find that AH/VG games meet my needs. Occasionally I have a problem with the rules or design, but for the most part if the rules are read carefully, their games can be played without great difficulty. One thing I do think might help a number of AH and VG games is rules organization. I often sit down at my computer and re-arrange the rules into a Sequence of Play order. Then, I use this new arrangement to play my way through the first few scenarios. Why not write the rules in Sequence of Play order to begin with, with "general rules" collected at the end or beginning of the manual? In fact at the recent AvalonCon, several of my opponents used my "sequence of play" digest instead of the rules manual.

"Authenticity" is not as critical to me since I'm not as concerned with minute historical detail and accuracy as I am interested in the play and historical feel. This is why I prefer grand strategy to tactical wargames. I have found that tactical-level games often become too technical for my tastes. I am more interested in planning and executing strategy than in checking LOS and other minutiae.

As I said, this is *my* chart. It won't necessarily work for you. But it may help you to design one for yourself. I had some fun devising mine and deciding what was important to me, and even more fun evaluating my collection against this rating system. The perfect game? *NONE*. Every game falls short somewhere. But, not to be discouraged, I will continue my search. In the meantime, here's those that come the closest:

HAMRICK'S TOP 20 GAMES

1. PELOPONNESIAN WAR (93 points)
2. UP FRONT (92 points)
3. DIPLOMACY (91 points)
4. TURNING POINT: STALINGRAD (90 points)
5-7. ADVANCED CIVILIZATION, FLEET Series, FIREPOWER (89 points each)
8-9. THUNDER AT CASSINO, KREMLIN (88 points each)
10. VICTORY IN THE PACIFIC (85 points)
11-12. RAIL BARON, OMAHA BEACHHEAD (84 points each)
13-15. SQUAD LEADER, BLACKBEARD, RUSSIAN FRONT (83 points each)
16. CIVILIZATION (82 points)
17. RUSSIAN CAMPAIGN (81 points)
18-22. *Risk*, AFRIKA KORPS, KOREAN WAR, BRITANNIA, SIEGE OF JERUSALEM (80 points each)

Several games have not (yet) been rated, most notably *REPUBLIC OF ROME, TOKYO EXPRESS, VIET NAM, THIRD REICH, LEE VS. GRANT, LUFTWAFFE, PAX BRITANNICA*, the *PANZERBLITZ* and *PANZER LEADER* games, and the *AMBUSH* series. I simply haven't yet acquired these, nor had time to form any opinions. It is assumed that one or two of these games may well place in my top twenty.

Finally, keep in mind that these ratings do not reflect which game I might enjoy the most on any given evening. There are nights that a game of *BLACKBEARD* (83 points) will fill my bag a lot quicker than *TURNING POINT: STALINGRAD* (88) or *PELOPONNESIAN WAR* (93). Mood plays an important part in both the rating system and one's favorite game. It does happen, however, that my two favorite games turned out to have the highest rating. *DIPLOMACY*, on the other hand, is not my third-favorite game to play. If I want entertainment I play *BLACKBEARD* or *KREMLIN*. If I want serious historical flavor and a chess-like battle with another person, then I'm all set for *PELOPONNESIAN WAR* or *TURNING POINT: STALINGRAD*. If I have a group ready to play and plenty of time, then nothing can beat *ADVANCED CIVILIZATION*.

It is quite nice, I should note, that we have such a variety of fine games to accommodate so many moods from Avalon Hill and its sister company, Victory Games.

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 143 Total Responses: 450

Rank:	Title	Pub	Rank Last Time	Times On List	Freq. Ratio
1.	Up Front	AH	3	20	7.4
2.	Advanced SL	AH	2	33	7.0
3.	Third Reich	AH	3	13	3.0
4.	Civilization	AH	10	6	2.6
5.	Bulge '91	AH	--	1	2.2
6.	Republic of Rome	AH	6	11	2.2
7.	Squad Leader	AH	9	3	2.2
8.	Diplomacy	AH	2	34	1.8
9.	Russian Campaign	AH	12	7	1.8
10.	TP: Stalingrad	AH	--	1	1.8
11.	Britannia	AH	--	1	1.6
12.	Empires In Arms	AH	13	3	1.6
13.	Russian Front	AH	18	4	1.6
14.	Merchant of Venus	AH	--	1	1.4
15.	Gettysburg '88	AH	7	3	1.2
16.	PanzerBlitz	AH	7	3	1.2
17.	B-17	AH	--	1	1.0
18.	Civil War	VG	--	1	1.0
19.	FlatTop	AH	8	5	1.0
20.	Napoleon's Battles	AH	--	1	1.0

A rare re-structuring of first place sees the redoubtable *UP FRONT*, after a steady climb, displace *ASL* from it's near-lock on the number one spot. The scores for each of these top two games are so much higher than those for third place and below that one might at first assume the same people are playing both *UP FRONT* and *ASL*, but the ballots do not support this theory. And indeed, there seem to be more new *UP FRONT* players at every convention; perhaps indicating a rennaissance of appreciation for this innovative and most realistic of all tactical combat games.

And while *ADVANCED CIVILIZATION* has fallen off the list, verbal commentary from many gamers indicates that voters may have listed its parent game rather than draw any distinction between the two titles.

THE QUESTION BOX

PELOPONNESIAN WAR
ERRATA:
5.0 COMBAT PHASE; No Battle
(2-Player and Multi-Player versions only)
When a "No Battle" occurs, one side will be placed in the "Going Home Box", as per the following conditions:
1. If the space contains an Army and a Force,the Force remains and the Army is placed in the "Going Home Box".
2. If there are two Armies and the space is *not* neutral, then the Army to whom the space is friendly stays, and the opposing Army is placed in the "Going Home Box".
3. If the space is a neutral space, then the Naval Force is placed in the "Going Home Box".
OPTIONAL RULE: Long Walls of Athens (Rule 5.3.1)
If Athenian Forces in the Athens space are to participate in a battle (not a siege) and there is no leader in the Athens space, then an Athenian leader, if one is available, is drawn randomly prior to battle resolution and placed in the Athens space.

Q & A
Q. Can Naupactus be used for "Shortest Legal Route" calculations?
A. No.

Q. Does Nicias effect a possible armistice when he is selected as a Leader during the Leader Selection Segment *only*, or any time he is selected as a Leader during the Operations Phase?
A. Only during Leader Selection.

Q. Assuming all requirements for conducting an Operation are met (favorable "Auguries" die roll, available Leaders, available funds, etc.), can an Operation still be conducted:
— if friendly units and an enemy Force occupy the home space of the side attempting the operation?
— if only an enemy force occupies the home space of the side attempting the operation?
A. Yes; yes.

Q. If a Spartan Army enters either the Athens or Pireaeus spaces per the "Long Walls of Athens" rule, is the siege resolved immediately, or normally, during the Siege Resolution Segment?
A. Normally.

Q. Do Naval ZOIs extend along the Cape Taenarum to Syracuse (Rule 4.1.3) LOC?
A. No.

Q. During a Going Home Segment (either Operations or Combat phase), where are Allied SPs placed if all the locations listed for that unit type on the Post-Combat Movement Table are enemy-controlled?
A. All Allied Land SPs (Hoplite and Cavalry) are placed in either Athens or Sparta, whereas all Allied Naval SPs are placed in either Pireaeus or Gythium. If Pireaeus or Gythium are enemy-controlled, then the Allied Naval SPs are eliminated.

Q. If a Cause Rebellion Strategy (Rule 4.4) cannot be conducted against enemy home or coalition spaces, is this strategy only effective against Neutral spaces?
A. No, for purposes of Rule 4.4 a "coalition" space is any space named on the Post-Combat Movement Table. All other spaces in the game are vulnerable to the Cause Rebellion Strategy.

Q. Can an Epidamnos LOC (Rule 7.1.3) be traced through enemy and neutral spaces that do not contain enemy forces?
A. No, all spaces through which a LOC to Epidamnos is traced must be both "controlled" *and* free of enemy forces.

Q. In a Land battle, is there a priority for determining where the SP losses are applied, or does the owning player simply choose which SPs are eliminated?
A. Losses from Land battles must be applied to Athenian/Spartan SPs before any Allied SPs are lost, and to Hoplite before Cavalry SPs.

Q. During a Going Home Segment (either Operations or Combat phase), if there are two or more leaders in a space, which Strategic Rating is used?
A. Use the lower of the two Strategic Ratings.

Q. In a Combined Battle between forces separated by a Naval LOC, are the number of Land SPs that can participate in the subsequent Land Battle, if it occurs, limited by insufficient Naval Transport (rule 4.4.4)?
A. No. Naval Transport limitations only apply during movement and have no effect on combat. All available SPs participate in combat when they fulfill the conditions of Rule 5.4, Condition 4 (Battle Resolution Segment).

BATTLE OF THE BULGE (1991 Edition)
"American History Series" Introductory Game

An overall favorable response to the first official release of our new line of introductory titles. Designed to be both intriguing to the new gamer as well as challenging to those more experienced, *BULGE '91* has evidently succeeded on both counts.

The third-best ratings for "Playability" and "Mapboard" are, perhaps predictably, offset by the extremely poor rating in "Authenticity" (a category usually interpreted as "realism").The poor "Rulebook" rating of 3.13 is a curiousity (as there seems little to go wrong in one page of rules!); nevertheless, this indicates some flaw, perhaps in presentation.

Finally, the "Play Balance" score should not be viewed as definitive until the game has been out a little longer. Doubtless *BULGE '91*, as any game with simple mechanics intended to encourage creative play in favor of creative rules interpretation, will generate many varied strategies over the course of it's publication lifespan. For those interested in the complete ratings, these are:

Overall Value: 2.53
Components: 2.66
Map: 1.86
Counters: 3.06
Rulebook: 3.13
Complexity: 2.20
Completeness of Rules: 2.73
Playability: 1.93
Excitement Level: 2.73
Play Balance: 3.60
Authenticity: 3.66
Game Length (average): 9.53
Shortest: 1 hr., 28 mins.
Longest: 3 hrs., 8 mins.
Year: 1991
Type: 2P
Sample Base: 30

READERS BUYER'S GUIDE

The following games are ranked by their reader-generated Overall Value. 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 each title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with "1" equalling "excellent" and "9" equalling "terrible"). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of "18" equates to three hours). A "+" following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system - original game plus add-on modules). Game Type is broken down into three broad categories: SO = Solitaire; MP = Multi-Player; 2P = Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the Sample Base) was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

Title	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
ADVANCED SL	1.80	1.77	9.25	2.11	3.44	2.04	33.02	'85+	2P	172
1830	1.85	2.00	3.88	2.72	2.04	3.20	24.52	'86	MP	50
CIVILIZATION	1.97	2.60	3.20	2.03	1.72	4.09	32.08	'82	MP	152
FLATTOP	2.00	2.47	3.61	3.12	3.56	1.76	43.96	'81	2P	95
EIA	2.08	2.45	8.08	2.94	3.84	2.11	156.86	'86	MP	71
TP STALINGRAD	2.10	2.14	3.42	3.56	2.23	2.94	30.00	'89	2P	61
UP FRONT	2.11	2.24	4.36	2.83	2.38	3.56	10.16	'83+	2P	126
RUSSIAN FRONT	2.12	2.33	5.32	2.88	2.67	2.40	40.16	'85	2P	113
KREMLIN	2.28	2.51	3.64	3.33	1.81	5.24	11.94	'88	MP	63
BRITANNIA	2.31	3.08	2.93	2.89	2.07	3.52	23.72	'87	MP	77
TAC AIR	2.38	2.39	5.02	2.91	2.77	2.72	33.65	'88	2P	88
GETTYSBURG	2.42	2.61	1.79	3.32	1.64	4.43	9.11	'88	2P	66
MOV	2.50	2.42	3.38	2.46	2.24	3.53	15.42	'88	MP	79
VITP	2.55	3.12	2.56	3.32	1.91	5.56	21.09	'77	2P	183
TRC	2.60	3.35	3.85	3.10	2.28	4.22	35.44	'76	2P	220
ENEMY IN SIGHT	2.61	2.88	2.30	2.63	1.87	5.76	7.73	'88	MP	68
7th Fleet	2.62	2.77	6.47	2.96	3.04	3.16	38.01	'87	2P	50
CASSINO	2.68	2.71	4.43	2.75	2.32	2.63	23.67	'88	2P	52
DIPLOMACY	2.71	3.36	3.00	2.69	2.92	5.16	33.26	'76	MP	169
ST. NAZAIRE	2.72	2.56	4.01	3.12	2.80	2.52	18.92	'87	SO	98
FIREPOWER	2.76	3.03	6.42	3.63	3.76	2.88	15.48	'85	2P	94
FLIGHT LEADER	2.79	2.20	4.62	3.00	2.77	3.20	10.18	'86	2P	76
MBT	2.80	2.68	5.37	3.16	3.36	2.57	15.08	'89	2P	51
DEVIL'S DEN	2.81	2.85	5.04	2.99	3.52	2.61	24.58	'85	2P	60
B-17	2.83	2.87	2.93	2.83	2.00	3.33	8.82	'83	SO	192
SQUAD LEADER	2.84	2.11	8.05	3.68	4.27	3.00	21.37	'77+	2P	231
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	'86	2P	55
WS&IM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	'75	2P	172
THIRD REICH	2.95	3.56	8.83	3.70	4.00	3.51	45.83	'81	MP	227
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	'74	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.80	'80	2P	138
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	'82	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	'83	2P	112
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	'79	MP	75
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	'83	MP	81
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	'76	MP	141
PG GUDERIAN	3.40	3.24	5.44	3.20	3.28	3.32	22.87	'84	2P	90
PATTON'S BEST	3.43	3.22	4.16	4.23	3.25	3.87	14.13	'87	SO	109
GLADIATOR	3.44	3.36	3.89	3.32	2.56	3.20	8.69	'81	2P	56
CM	3.47	3.60	3.28	3.39	2.64	3.36	11.70	'80	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	'85	2P	59
AIR FORCE	3.48	4.27	5.36	3.64	3.61	3.12	12.90	'80+	2P	76
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	'70	2P	215
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	'86	2P	66
Pax Britannica	3.64	3.60	4.85	3.91	4.25	4.61	52.14	'85	MP	50
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	'64	2P	130
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	'83+	SO	121
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	'64	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.68	34.79	'84	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.15	4.92	20.92	'79	MP	85
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.80	'76	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	'65	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	'74	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.91	5.08	27.16	'77	2P	125
RICHTHOFEN'S	4.33	3.78	3.99	3.60	3.24	4.87	8.23	'83	2P	53
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	'62	2P	104
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	'71	2P	170
TACTICS II	5.88	6.22	1.52	3.89	2.96	6.80	14.87	'61	2P	108

Featuring the first of our American History Series Games, *BATTLE OF THE BULGE* ('91), Vol. 27, No. 5 of The *GENERAL* picked up a bit over its predecessor with an Overall Rating of 3.75. The low ratings of conclusions to two-part articles perhaps indicates that many of our readers do not appreciate such a format; particularly since the first halves of these same articles placed so highly in the last survey. Be that as it may, based on a random sampling of 200 responses (with three points for a first-place listing, two for a second and one for a third), the responding readership ranked the articles of 27-5 as follows:

BEAUTY OF THE BULGE	247
SEMPER AVANTI	234
WACHT AM RHEIN REVERSED	101
TAC OPS	96
ONE DAY AT A TIME	95
LEVIATHAN II	88
IN THE GAME ROOM, ALL ALONE	86
ONE LAST BULGE	63
AH PHILOSOPHY	52
CROSSING THE LINE	39
ROR SERIES REPLAY II	32
COMPUTER CORNER	27
HOLDING THE LINE	22
SPORTS SPECIAL	12
AREA NEWS	6

Sumo is a quarterly newsletter from England which "covers any boardgame that interests me" ("me" being its editor, Mike Siggins). Mr. Siggins tells us *Sumo*'s "emphasis [is] on reviewing European games, sports games and the occasional wargame. The bulk of its coverage would interest game groups who play the likes of 1830, *CIVILIZATION*, etc." Subscriptions are $2.00 US per issue, but Mr. Siggins is not set up to handle the vagaries of the US banking system, and so he cannot accept United States checks. He advises subscribers to send US $10.00 in bills, or US $2.00 for a sample issue. (The *GENERAL* here reminds you that sending cash through the mails carries no guarantees whatsoever of its safe arrival.) Address all inquiries to: Mike Siggins, 129 Ardmore Lane, Buckhurst Hill, Essex, IG9 5SB, ENGLAND.

The Infiltrator's Report

The *Strategist* is the monthly newsletter of the Strategy Gaming Society. Articles and variants on a wide variety of AH titles abound in its pages, and a large number of those due to appear soon will deal with the use of destroyers in the original edition of *MIDWAY*. A year's dues to the *Strategist* are $11.99, and for a limited time, Strategy Gaming Society is offering a set of destroyer battle board expansion counters to those who renew or take out a new membership. The payment of $11.99 may be made to Strategy Gaming Society, and addressed to Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404.

At the DipCon dinner held on 5 July 1992 in Kansas City, this year's hobby awards and convention winners were presented to the assembled multitude. The "Don Miller Award" for service to the hobby went to John Boardman (publisher of *Graustak*, the oldest active *DIPLOMACY* 'zine). The "John Koenig Award", given for outstanding play in 1992, was presented to Gary Behnen for postal wins with all seven countries. Kathy Caruso, for her consistent and excellent play as a stand-by, was given the '92 "Melinda Holley Award" for quantity participation. And to Garret Schenck went the "Rod Walker Award" for the literary excellence of his *Zine Register #19*. Also presented were the trophies for this 25th annual three-day tournament. Congratulations to Marc Peters of Sun Prairie, Wisconsin, for his overall victory. Alan Calhamer, the game's designer and guest-of-honor, proved that he still had much to teach we youngsters by taking second place (along with the "Best Austria" trophy).

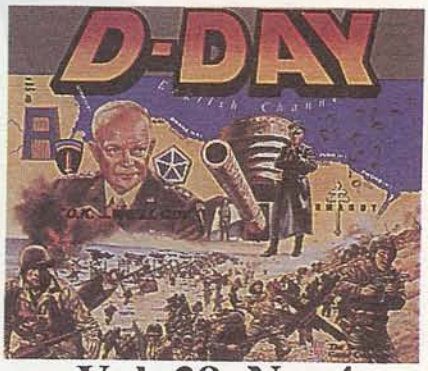
Contest #158 sent every entrant down in flames. *Nobody* got all the words from our clues as given. The most common error was for G2: "Italian Tree Part". Seeing the Damon Runyon-inspired *Guys 'N' Dolls* would tell you that the answer was "De Lim"; but it's a sad thing that so few contestants caught the pun on our classic Combat Results Tables. (Take another look at a die roll of "1" at one-to-one odds.) In any case, other errors abounded among the entries, so a Random Draw of those entries with the most correct answers resulted in the following lucky ten: Jonathan Barlow, Cave Junction, OR; Trevor Bender, Arlington, VA 22204; Karl Bodenheimer, Kansas City, MO; Jim Burnett, Clinton, TN; Kirk Crane, Las Vegas, NV; Jack Garrett, Greenville, OH; Ron Whaley, Knoxville, TN; Robert Orf, San Bernardino, CA; Joe Osentoski, Marysville, MI; and Scott Waisner, Grand Rapids, OH. Each will receive merchandise certificates from Avalon Hill.

Contest #159, however, drew a huge number of correct responses, an indication of its simplicity. Despite using a double-substitution sequence, for students of the Pacific War the solution was obvious with the clue of the non-encoded number "34". The cipher refers to a transmission during the Battle of Leyte Gulf, the correct translation of which should read: "FROM COMMANDER IN CHIEF PACIFIC FLEET ACTION COMMUNICATION THIRD FLEET WHERE IS REPEAT WHERE IS TASK FORCE 34 THE WORLD WONDERS". The winners will be listed in Volume 28, Number 2 of The *GENERAL*.

Finally, an apology; we failed to list the winner of one of our *RAIL BARON* tournaments at last year's AvalonCon. This was Mr. Chuck Foster of Fort Worth, Texas, who finished first in a field of 28 players. There is no truth to the rumor that we left his name off the list of AvalonCon champs to induce him to come back again this year. But, now that you mention it...

Next

Vol. 28, No. 3
The Eastern Front



Vol. 28, No. 4
The Western Front

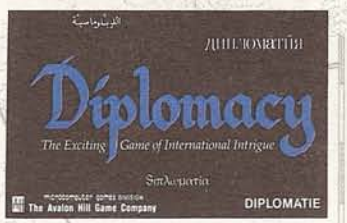
Diplomacy

Available now for Commodore 64/128K, AMIGA, ATARI ST, and IBM PC.

In this modern world of super-powers, mutual assured-destruction, third-world terrorists and other horrors of modern statecraft, it is pleasant to harken back to a simpler time. To a time when deceit, espionage and broken treaties meant something *special*. This is the time of **COMPUTER DIPLOMACY**.

COMPUTER DIPLOMACY is a game of strategy and skill for seven players (both human and computer controlled). Set in pre-WWI Europe, each player takes on the role of one of the Great Powers—England, France, Italy, Germany, Austria, Russia or Turkey—and through careful strategy, and even more careful negotiations with other players, seeks to control the continent. It is a game of power politics refined to their essence, of shifting alliances, compromise and cooperation, double-dealing and psychological maneuvering.

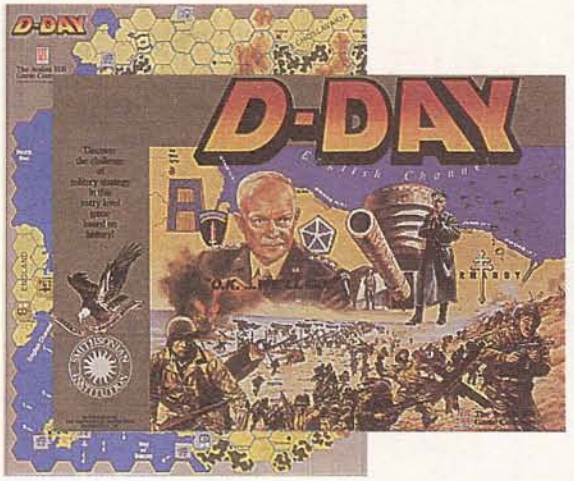
COMPUTER DIPLOMACY is available for the Commodore 64/128K, AMIGA, ATARI ST and the IBM PC. Look for it in leading computer games stores, or direct from **Avalon Hill** at $34.95. Please add $6.00 for postage and handling (Canada $12.00; Foreign $18.00). For credit card orders, call 1-800-999-3222 or (410) 254-9200, Fax (410) 254-0991.



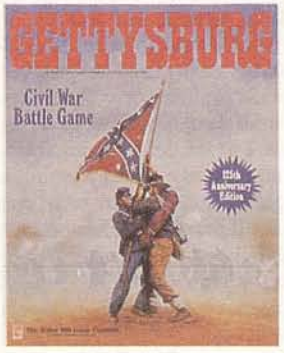
microcomputer games DIVISION
The Avalon Hill Game Company
A MONARCH AVALON, INC. COMPANY
4517 Harford Rd. • Baltimore, MD 21214

HISTORY COMES ALIVE!

The Smithsonian Institution presents its American History Series! Games that re-create events drawn from America's heroic past. Simple, fast-playing, yet challenging strategy games that cover well-known episodes in American history!



D-DAY #733 $21
A highly-competitive game of chess-like strategy for "students" of great military campaigns! Puts players into the shoes of the respective commanders. The "chesspieces" represent actual armor, infantry, and air formations present during the historic campaign. Well illustrated and highly-informative Battle Manual accompanies authentic gameboard map. Play is learned in 10 minutes from one sheet of Rules. For 2 players, ages 10 & up.



GETTYSBURG
#731 $20
The most highly-discussed, talked about, and debated American Civil War battle ever, now brought to life in game format. Here, YOU determine which generals were good, which made controversial moves, and who were simply bad tacticians. The Smithsonian version of GETTYSBURG puts you squarely in the shoes of Generals Lee and Meade to make all the battlefield moves deemed necessary to win. For 2 or more players, ages 10 & up. *Enjoyable played solitaire, too!*

BATTLE OF THE BULGE #732 $21 First in the Smithsonian series! An authentic re-creation of the largest sustained land battle fought by US forces during WWII. Includes historically-accurate full-color terrain game map. Battle Manual contains extensive historical background information and data. One sheet of Rules gets participants into play quickly, easily. For 2 players, ages 10 & up.

MIDWAY #734 $26
Commemorating its 50th anniversary, MIDWAY re-creates the military situation in the Pacific of Spring '42. This "hands-on" approach to history gives players the vicarious experience of being there in person : . . to plan the strategy, plot the moves, schedule the attacks, everything the real leaders had to consider. Features realistic game map, playing pieces, profusely-illustrated Historical Manual, and one sheet of Rules. For 2 players, ages 10 & up.

GUADALCANAL #735 $35 Covered are the 1942 actions that set the stage for the rest of the Pacific War. As Allied player, you must decide how best to deploy your forces to cover exposed Henderson Field against the Japanese player with a more powerful surface fleet. Either side can win! Can YOU re-create or change history? Your decisions make the difference! For 2 players, ages 12 up.

COMING SOON . . .
MUSTANGS #736 . . . WWII aerial combat over Europe!

All Games Authenticated by The Smithsonian Institution!
All Smithsonian American History Series games include both an introductory level version and a second more sophisticated version for those wishing the ultimate in realism.

See them at better game, hobby, book, and comic shops everywhere. If not available locally, feel free to order direct.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
Dept.04 • 4517 Harford Road, Baltimore, MD 21214

NAME _____
ADDRESS _____
CITY, STATE, ZIP _____
Please indicate method of payment: ❑ Check ❑ Money Order ❑ Charge
❑ American Express ❑ MasterCard ❑ VISA DO NOT SEND CASH
ACCOUNT NUMBER _____ Exp. Date _____

Qty.	Game Title	Price
___	#731 Gettysburg	$20
___	#732 Battle of the Bulge	$21
___	#733 D-Day	$21
___	#734 Midway	$26
___	#735 Guadalcanal	$35
___	#736 Mustangs(Available Spring '93)	

If order totals:	ADD	If order totals:	ADD
$20.01 to $25.00	$4.00	$50.01 to $75.00	$7.00
$25.01 to $35.00	$5.00	$75.01 to $100.00	$8.00
$35.01 to $50.00	$6.00	$100.01 to $125.00	$9.00
		$125.01 & Over	$10.00

CANADA & MEXICO–Double the above. ALL FOREIGN–Triple the above.

For quick credit card purchasing
call TOLL FREE **1-800-999-3222** • Ext. 04

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively 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 fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1. _____

2. _____

3. _____

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the sender to deduct up to $1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage charge for that order. Coupons are not valid for parts, magazines, or PBM kit orders.

Shipping charges are computed according to instructions found on the current Parts List and pre-paid order forms. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a $15 game. His postage charge is $4, which he may pay by sending in four postage coupons and $15, or two postage coupons and $17. Customer B lives in Canada and orders the same game. He must pay $20 in US funds plus three postage coupons, or $23 if no postage coupons are enclosed with his order.

$1.00 $1.00

THE PELOPONNESIAN WAR $35.00
Victory Games' Solitaire-to-Multi-Player Simulation of the Great War of Antiquity

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to 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 *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

1.	**Overall Value**	____
2.	**Components**	____
2a.	*Mapboard*	____
2b.	*Counters*	____
2c.	*Rulebook*	____
3.	**Complexity**	____
3a.	*Avalon Hill Complexity*	7
4.	**Completeness**	____
5.	**Playability**	____
5a.	*Excitement Level*	____
5b.	*Play Balance*	____
6.	**Authenticity**	____
7.	**Game Length**	____
7a.	*Shortest*	____
7b.	*Longest*	____
8.	**Year of Publication**	1991
9.	**Type**	SO

Opponent Wanted 50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Blitzkreig—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader—FL, Gettysburg—GE, Gladiator—GL, Hitler's War—HW, Kremlin—KR, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Napoleon's Battles—NB, Naval War—NAV, New World—NW, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Siege of Jerusalem—SOJ, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE ____ ZIP _____

CONTEST #160

On Page 42 of this issue, readers will find a combination cipher/word-search/word-scramble. As explained there, to enter our 160th contest, simply return a copy of that page with the 21 items (one has been done already), circled, their correct names listed to the right of the puzzle, and the puzzle's title (unscrambled from letters in the correctly de-coded words) printed in the circles below the word-search box. As in all word-search puzzles, entries may be horizontal or vertical, diagonal and/or backwards. Words may overlap, but in all cases the letters forming each word are in proper order and in a straight line. Any multi-word entries will have had the spaces omitted; likewise all punctuation has been omitted. When the cipher has been decoded and the word-search solved, each word will yield one or more letters which, when unscrambled, will yield the title of the puzzle. Ten winners will receive a merchandise credit voucher from The Avalon Hill Game Company.

The answers to this contest must be entered on the official entry form or a reasonable facsimile (a photocopy of Page 42 will serve). To be considered valid, all entries must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest #160 will appear in the next issue, and the list of winners in the following issue.

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

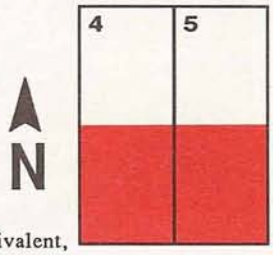
THE NISCEMI-BISCARI HIGHWAY

ASL SCENARIO T9

Northwest of BISCARI, SICILY, 10 July 1943: During the initial invasion of Sicily, many American parachute units were given the task of blocking German movement towards the landing beaches. One such, the 3rd Battalion of the 504th Parachute Regiment, landed two miles northwest of Biscari. After gathering as many of the scattered troopers as possible, the understrength battalion moved out towards the town of Niscemi. As they approached the Niscemi-Biscari highway, they encountered and captured two Italian anti-tank guns. With the newly acquired guns to bolster their defenses, the paratroopers dug in on positions covering the main highway.

VICTORY CONDITIONS: The Germans win if, at game end, they Control any two of the following three building hexes: 4X1, 4CC6, 4Y9.

BOARD CONFIGURATION:



Only hexrows Q-GG are playable.

BALANCE:

☆ The US may use HIP for one squad (or equivalent, and all SMC/SW that set up in the same Location).

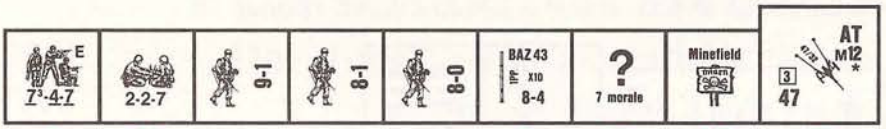
✠ Delete one 7-4-7 from the American OB.

TURN RECORD CHART

	✠1	2	3	4	5	6	7	8	END
☆ AMERICAN Sets Up First									
✠ GERMAN Moves First									

☆

Elements of the 3rd Battalion, 504th Parachute Regiment [ELR: 5] set up on board 4: {SAN: 4}

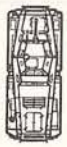


6 2 3 6 12 factors 2

✠

Elements of Aufklärungs Batallion, Hermann Göring Division [ELR: 4] enter on Turn 1 on hex 5Q5 *or* hex 5GG5/GG6: {SAN: 2}

8 3



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All buildings are wooden.
3. The Italian 47mm AT guns are subject to Captured use penalties for *both* sides.
4. The German entry hex may not be fired upon during the first German MPh.

AFTERMATH: Not long after the Americans had finished laying mines, a German column approached, composed of mixed elements of the Hermann Göring Division. Caught by surprise initially, the Germans soon recovered and pressed the attack. But the German troops never fully regrouped, and the stiff resistance shown by the paratroopers proved too much for the Germans to break through. With their limited armor support destroyed, the *landsers* finally broke and dispersed. In repeated efforts such as this, the American paratroopers were able to harass and block German reinforcements from reaching the invasion beaches.

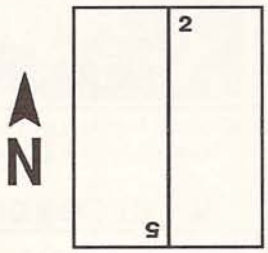
DEVIL'S HILL

ASL SCENARIO T10

South of NIJMEGEN, HOLLAND, 19 September 1944: Although the airborne portion of the "Market-Garden" Operation centered around the seizure of vital bridges, heavy fighting also occurred over control of the highway leading to the bridges as well. While parts of the 82nd Airborne fought to gain control of the bridges at Nijmegen, other elements fought for control of the Kleve-Nijmegen highway. One of the major objectives in the control of this road was Hill 75.9, better known as "Devil's Hill". Occupation of this high ground gave a complete overview of the highway below. Even though German security troops operating in this area were few in number, when concentrated in the defense of a natural strongpoint such as this, these troops often put up strong resistance. Such was the case when Company A of the 508th Parachute Regiment moved out to take Devil's Hill.

VICTORY CONDITIONS: The Americans win if, at game end, they Control the three hexes on Hill 621 that contain the German foxholes placed during set-up.

BOARD CONFIGURATION:



BALANCE:

- ✠ Substitute 4-6-7s for the 4-4-7s in the onboard German OB.
- ☆ Add one MMG to the American OB.

TURN RECORD CHART

	1	2	✠3	✠4	5	6	7	END
✠ GERMAN Sets Up First								
✠ GERMAN Moves First								

Elements of Landesschützen Division 406 [ELR: 3] set up on any level of Hill 621: {SAN: 4}

3 3 (see SSR2)

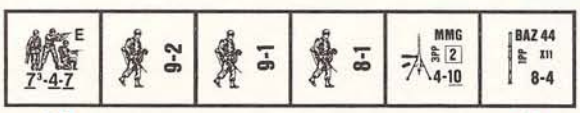
Enter on Turn 3 or later along east edge on/between 2Y1 and 2I1:

3

Enter on Turn 4 or later along east edge on/between 2Y1 and 2I1:

3 2

Company A, 1st Battalion, 508th Parachute Regiment [ELR: 5] set up on board 5: {SAN: 3}



10 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. The three-squad foxholes given in the German OB may not be exchanged for entrenchments of lesser capacity. All three must be set up in Level-3 hill hexes on Board 2.

AFTERMATH: Covering some 200 yards, the paratroopers' determined attack soon drove the defenders from the summit of the hill. But the Germans recovered quickly on the reverse slopes, and counterattacked repeatedly throughout the day. By nightfall, the Americans had undisputed control of the hill, though by morning the Germans had returned and infiltrated the paratrooper positions. Once again, the enemy had to be driven off "Devil's Hill".