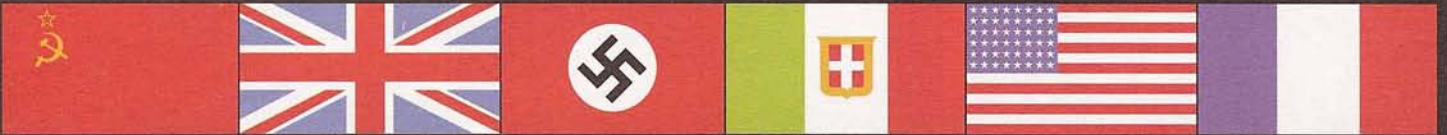


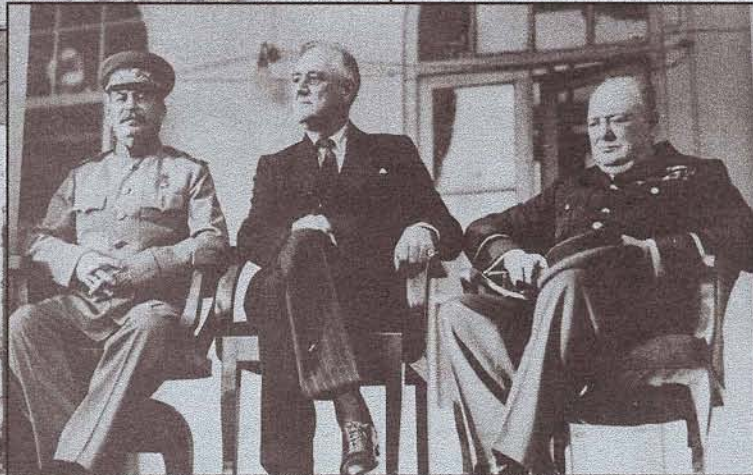
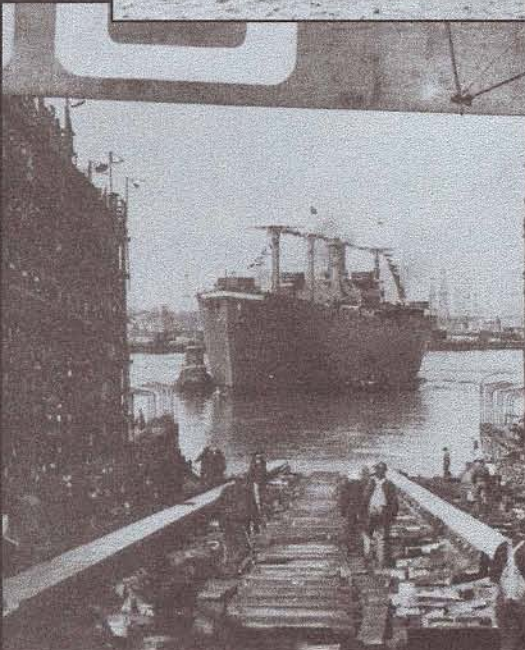
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★ AVALON HILL

Volume 28, Number 6



The World At War™



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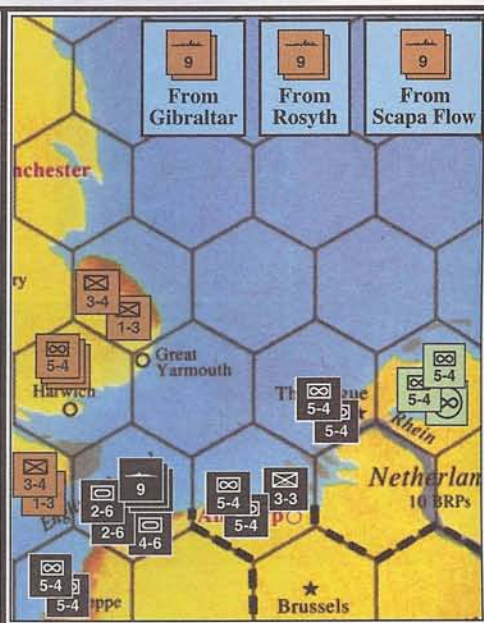
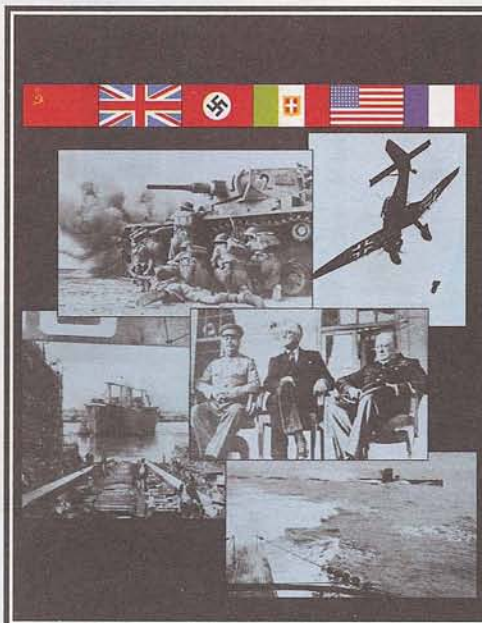
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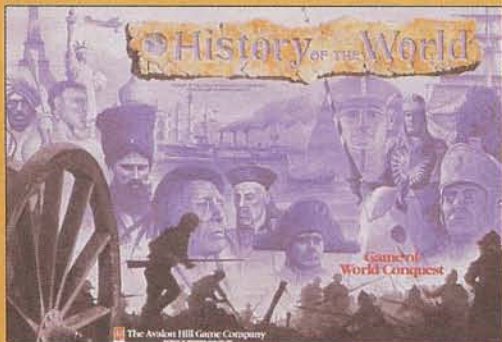
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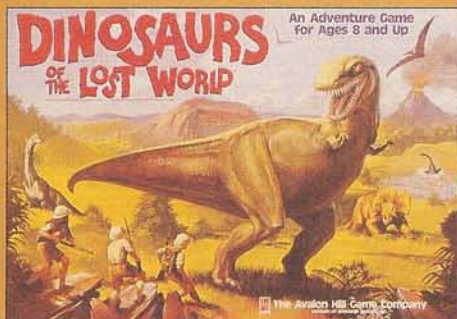
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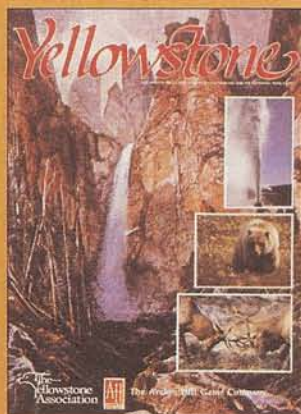
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THE AVALON HILL

Philosophy

Part 159
REGRETTABLE VIRTUE

Not too long ago at a game convention, I heard someone dredge up a popular truism from the 1960's: "We hate and fear that which we do not understand." Pretty fair assessment of ignorance, I had to agree. But when the subject turned to history, this same individual, in an attempt to mollify some non-wargaming visitors, made the following comment: "Warfare is a crime against humanity; one of the most terrifying aberrations of which human nature is capable."

Whoops. It was at this juncture that I had to remind the speaker of his earlier comment, and to point out that anyone who hates and fears war cannot possibly understand it.

I referred him to Fletcher Pratt's *The Battles That Changed History*; it never fails to amaze me how very few history students or their professors have read or even heard of this work. And it's inexcusable that more wargamers haven't read it. Why? For one thing, changing history is what our hobby is all about. Why would anybody sit down to a weekend-long session of *ADVANCED THIRD REICH* just to duplicate the moves of their historical counterparts? You play to do better than the commanders did originally; or at least as well.

More importantly, Pratt's work goes to the heart of an aspect of our hobby which I've always found more than a little disconcerting:

I notice that among many gamers, there is often an apologetic attitude about their hobby. When describing it to parents, spouses, friends, even fellow hobbyists, there is a tendency to distance wargaming from war. If this were an expression of modesty, it would certainly be proper and fitting. What we do on paper or with our computers produces nothing save entertainment and education, bears no tragedy greater than the occasional waste of money in the purchase of a bad game, and neither victory nor defeat threaten any consequence greater than a bruised ego, no loss but reputation. But the denigration of war as a human endeavor does more

than bite the hand that feeds the hobby; it is self-deluding.

To the point, many of us seem to be trying to assure those outside the hobby that our view of war is completely analytical, that we in no way sanction the activity. When I confront people about this, they are quick to admit just that; when I ask them why, more than a few of them are just as ready to proclaim that, after all, war is nothing but a waste, of lives, money and matériel (as if the last two were in any way equal to the first), and that violence never solves anything.

Which, alas, proves that they don't know what they're talking about.

Few concepts in modern thought have gained such widespread acceptance as the idea that war is "about" the infliction of human suffering. And few concepts are further from the truth.

War is "about" the imposition of one political entity's desires upon another; when political venues are judged insufficient (rightly or wrongly) to achieve this goal, the machinery of war is called upon to achieve the destruction of an opponent's *ability* (not necessarily their *will*) to resist such imposition. Granted, it's not one of the better aspects of human behavior; or is it?

Winston Churchill himself pointed out that while war was, indeed, terrible, slavery was worse. And in fact, compared to religious dictatorship (such as the Inquisition), state-mandated racism (such as Nazism), or cultural self-immolation (such as Communist China's "Great Leap Forward"), war is positively noble. Admittedly, it takes extreme examples like those to find something less palatable than war. And humans do suffer in war, to be sure. But to blithely assume that war is waged *solely to make humans suffer* is to miss the lessons that war teaches.

Returning to Pratt, we can find the most valuable of those lessons in his introduction to *The Battles That Changed History*, when he asserted that: "... the special genius of Western European culture when it takes up

arms is ... for really *changing the course of history in battle, not merely arresting a movement, but completely altering its direction.*" [Italics mine.]

Warfare has never threatened the destruction of Western civilization as often as it has served to defend it, as at Thermopylae, Arbela, the suppression of the Nike Sedition and dozens of other conflicts. Warfare made it possible to secure independence for a continent from European dominance and create a unified state from a collection of squabbling polities on that continent (incidentally putting an end to institutionalized commerce in human beings). That state would grow into the only nation in history truly capable of—or even willing to attempt—global peacekeeping. This role, almost two centuries later, would twice prove especially important to a Europe literally occupied by one nation bent on conquest, then later threatened by another with similar intent.

But isn't that the point? you may well ask. Determining the course of another peoples' destiny by force of arms is necessarily bad, isn't it? Usually it is. But even a child knows that a perfectly reasonable criterion for resorting to violence is not to throw the first punch. This is not specious reasoning; it's fundamental morality.

Would anyone espousing a blanket condemnation of war have advocated continued appeasement of Nazi Germany? Perhaps there are people who still believe that "economic sanctions"—that is, putting a money squeeze on forces of a patently aggressive nation sitting in control of a third of the world's oil supply— would have served to displace Kuwait's Iraqi oppressors.

The bitter truth is that when one nation begins such an adventure, other nations are bound by any laws worthy of the name to prevent and/or punish such adventurism. "To protect the weak and make humble the proud" has been the watchword of truly great nations since Rome, and it has been only the most regrettable virtue of civilized society that we can do so, when we must, by war.

It's rarely the most desirable solution; and the fact that we've had nuclear weapons for fifty years and haven't used them again in war since seeing their destructive power bespeaks of a rather impressive restraint on the part of our species as a whole.

Conquest is an aspect of barbarism; and like it or not, war is an aspect of civilization. We don't have to glorify it, and so long as we remain civilized, we won't enjoy it. But when nothing less terrible will serve, we have it; and pretending it doesn't exist, or deluding ourselves that there are always alternatives, is to tell the barbarians that their way is as acceptable as ours.

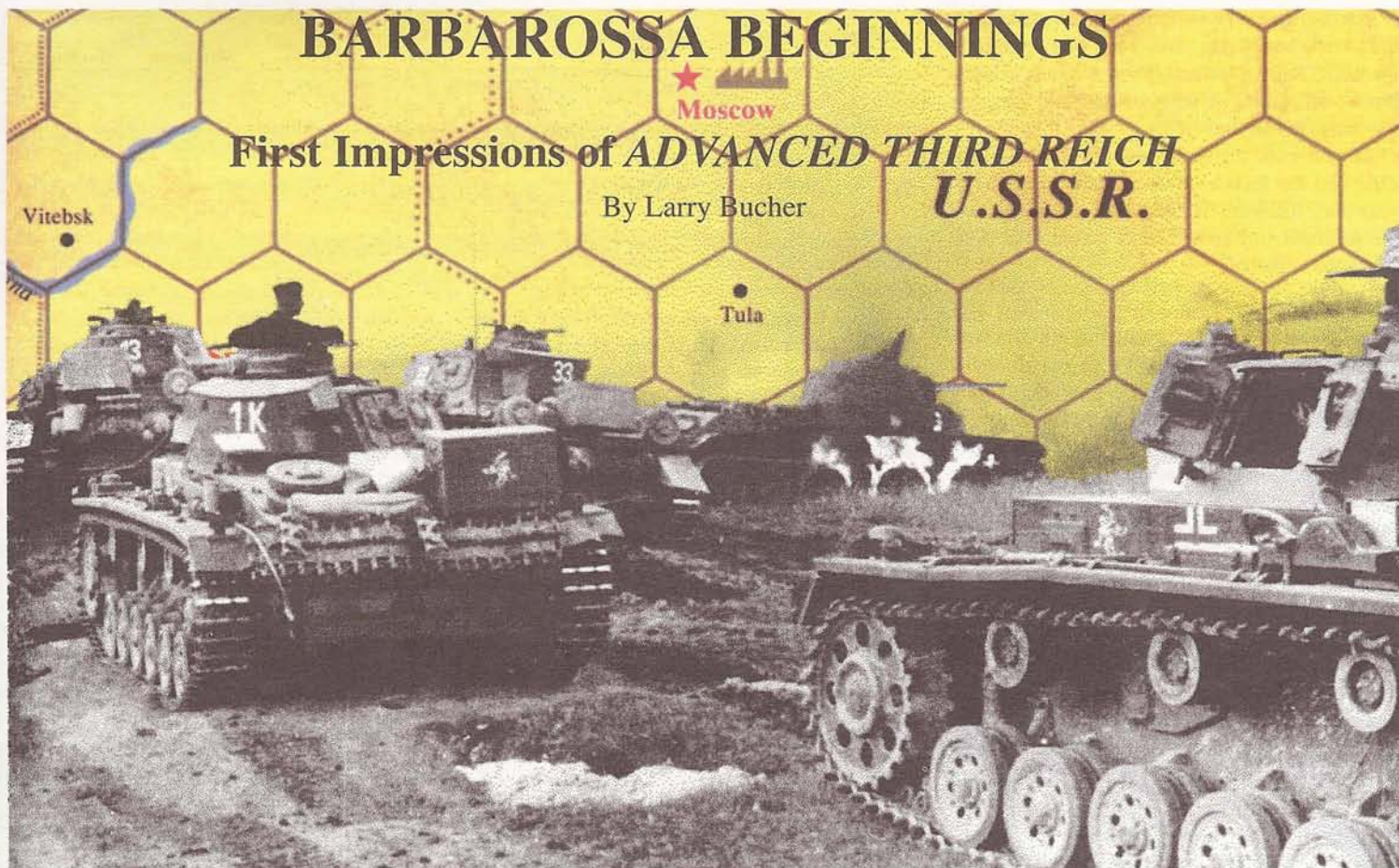
And invite them to stay.



BARBAROSSA BEGINNINGS

First Impressions of *ADVANCED THIRD REICH* U.S.S.R.

By Larry Bucher



This is an account of and some observations on my first efforts with *ADVANCED THIRD REICH*'s Barbarossa Scenario. My "name recognition" among *THIRD REICH* players notwithstanding, it should be regarded as a beginner's effort. I had not actually pushed counters around a *3R4* board for several years, but the new package was irresistible. The play described herein is solitaire, which has its drawbacks but at least guarantees equal levels of incompetence—of which there is plenty, as the reader will discover.

Wishing to concentrate on getting comfortable with the advanced version, I used no variants but did decide to use the optional turn initiative rule.

[A3R is the completely revised and redesigned update of our popular THIRD REICH game designed by John Prados and originally published back in the late seventies. A commentary provided by A3R's designer/developer, Bruce Harper, is presented in bracketed italics throughout the text. Ed.]

THE FIRST ATTEMPT

German setup doctrine would seem to pose no great problems: Just concentrate air and armor as near the center of the front as the rules allow (i.e. south Poland and Slovakia) to obtain maximum attack flexibility. Factor limitations in Hungary and Rumania, as well as the need to deploy Hungary's own forces, force the center of gravity a bit farther north than optimum.

The only real rule problem I encountered was deployment of the Italians; do they or do they not count against the 10-factor limit in Rumania (or

Hungary)? Neither 51.2, 56.61, nor the diplomatic tables are conclusive. By the scenario rules, which specify a limit of 10 German factors, you can add the Italians. But, by the same reasoning, you could start all the Italians in Finland! Anyhow, pending a ruling, I decided that Italians in Rumania or Hungary would count against the factor limits there. *[They do. BH]*

The only other rule difficulty that I had was a matter of convincing myself that a rule meant what it said. Can you stage an air unit and, simultaneously, recycle its underlying airbase counter to its new location? *[Yes. BH]* After repeated re-readings of 26.1, the answer turns out to be that Yes, you sure can, once a turn. There is no prohibition, 26.121's "at any time" gives broad latitude, and 26.16's wording is the clincher. It's a radical change for a *3R*-fourth-edition mind to incorporate, but in practice you need only remember that the enemy is likely to have five air factors coming at you from any supplied hex he controls.

Watch the air basing. Warsaw wasn't printed on the eastern map-half, neither were the Königsberg and Cracow half-hexes. Locate and use them, otherwise you'll repeat my head-scratching over six air units, only four air base counters plus Helsinki and Rumania in which to park them.

Also remember Warsaw and Cracow later, when counting objective hexes.

[While the scenario states that only the eastern portion of the mapboard is used, this is not meant to limit the Axis initial set-up. The Axis

player may use the western portion of the mapboard if he wishes. BH]

My Russian defense is a hastily set up fourth-edition relic: A weak front line, too near the border, backed up by stacked 3-3/3-5 hexes to slow exploiters. It doesn't work.

SUMMER

In Summer 1941, the Axis break through the weaker defense in the south, capture the Kiev and Kharkov Industrial Centers and park an exploiter next to Rostov. A Soviet 31+ attrition gets three units, but no hexes, while a limited offensive against Kiev rolls an "A". BRP levels stand at 123 Axis, 87 USSR; Russian Resistance level: +8.

FALL

In Fall, 1941, the Germans drive exploiters north from the Ukraine to the Baltic, surrounding most of the Red army. Soviet counterattacks are mostly unsuccessful (including a 1-3 that could have broken the encirclement), but do eliminate two armor and the German airborne unit. BRPs 69 Axis, 15 USSR; Russian Resistance level: +6.

WINTER

The Winter roll is 5, a communist break—the Germans can fly Defensive Air Support but can't do much else. Hindsight: the Germans should have retreated more units away from the encircled Russian units, preventing their rebuilding after suicide attacks. As it is, the Soviets have a solid Leningrad-Rostov line; the front bears a quite remarkable resemblance to the real-war German 1941 high-water mark.

The German 61+ Winter attrition gets seven units, two hexes (the two south of Leningrad). Plentiful German Defensive Air Support deters a Soviet offensive, -1 DMs or not, and Russia's 51+ attrition rolls only a 5.

At year end, the Axis have 35 BRPs, USSR zero, and the Russian Resistance level is +6. At year start, BRPs are 217 Axis to 155 Russian, and the optional initiative roll is a four (the Axis retain the initiative).

SPRING, 1942

In Spring 1942, no exploitation is permitted, but Germany takes Leningrad with lots of air and an expensive EX on a 32-24 1-1 attack. Putting on the Soviet hat, things look grim. Germany has three one-hex penetrations in the Soviet line, one of them only two hexes from Moscow. The Industrial Centers in Moscow, Gorki, and maybe Stalingrad are endangered. The Soviets already face BRP losses of 15 for Leningrad and 5 for the Finnish border, and only three factors of Soviet air are on the map.

(I speculate here that a tentative "lesson learned" is never, or almost never, risk Soviet air in 1941-42. Position it out of counterair range, in hexes that will provide maximum *potential* Defensive Air Support coverage, so that the Germans will have to take it into account and reserve interceptors to deal with it, if necessary. But almost never commit it to combat, it's too expensive to *replace*.) [A correct conclusion; the USSR's main problem in 1941-42 is running out of BRPs, and an air unit is just too expensive. The USSR can also profit from counterattacks based on local air superiority. BH]

The unattractive Soviet options are...

... gamble on a series of 1:2 or lower attacks on Axis armor. A crashshoot at best, and it leaves holes in the line wherever it fails.

... retreat as far as possible. But most everyone from Leningrad to Kharkov is in restrictive Zones of Control.

... attrition, hoping at minimum to recover the hex two hexes from Moscow (the Axis would have to destroy two armor to retain it). Then attempt to cobble up a double line with new construction—but making it overrun-proof seems impossible. Still, this seems the only way to go.

[The root cause of the Soviet dilemma would appear to have been Russia's overly-ambitious 51+ Attrition in Winter 1941. This made it much more difficult for the Russians to retreat in Spring 1942, because of the Zones of Control of the German armor. BH]

(Incidentally, don't be fooled by the misinterpretation of attrition losses that appeared in a recent *Fire & Movement* review. The *F&M* writer mistakenly claimed that attacker couldn't select a hex for occupation if the defender had taken *any* losses from it. Not so—the immunity only applies when defender has taken *all* his losses from the hex. Thus the rule will usually apply only when defender has to lose just one unit and takes it from a double stack. If an overstacked airborne unit is involved, a total loss of two units might be

Defending Factors	Attacking Factors	Defending Units	Attacking Units	Air	
				Minimum	Maximum
1	6	1-3	Exploiting 4-6, 2 AF	0	4
2	12	1-3	4-6, 3-3, 5 AF	0	9
3	18	1-3 (Swamp)	4-6, 3-3, 11 AF	6	13
4	24	2-3	4-6, 3-3, 17 AF	12	18
5	30	2-3 +1 DAS	4-6, 4-6, 22 AF	18	22
6	36	3-3	5-6, 4-6, 27 AF	24	27
7	42	3-3 +1 DAS	5-6, 4-6, 3-3 ABN, 30 AF	30	31
8	48	2-3, 2-3	(Impossible in "Barbarossa")		

DAS: Defensive Air Support
AF: Air Factors
ABN: Airborne

taken from one hex. And a much rarer exception can be imagined: Initiative reversal, two consecutive attritions by one side, defenders overstacked four or higher facing the second attrition...)

Back to the game, the 51+ attrition rolls a six. The Stalingrad IC is SRd to the Urals. BRP levels are 122 Axis, 83 USSR; Russian Resistance level is +3. Objective hexes: Germany 8, Russia 5. Optional initiative: 2, and Russia will move first in Fall, 1942. This should save the situation...? Unless there's a mild winter...

SUMMER

A German fiasco. What was to have been the northern wing of an exploitation pincer, designed to take Moscow and isolate two-thirds of the Red Army, encounters the dreaded "4, 6" roll on a 2:1 attack. Even though the consequences have been toned down, the breakthrough is thwarted. The southern pincer force therefore turns south instead of north, isolating everything south of Kursk, and occupies Rostov and vacant and IC-less Stalingrad. But—having vacated most of the front from Lake Ilmen to Bryansk, in anticipation of attrition or suicide attacks by isolated units—Germany now has a big gap there and too many fully-supplied Russians ready to pour through it. SR is able to remedy the situation, but just barely.

As the Soviets contemplate their double-turn, it appears best to take an offensive now (with all but eight factors of Axis air inverted) and attrition in Fall. Their attacks get mixed results and suffer heavy infantry casualties, but Finland will go in the Fall, and a concentration of three armor units just west of Kursk may be able to do considerable supply-line damage in Fall.

BRP levels are: 65 Axis, 33 USSR. But here the game is forced into a surprising and premature end by the Russian Resistance table. Although Russia is poised to take Finland, re-occupy Leningrad, and isolate half the German army from Kursk south—*there is no way to manipulate builds to nudge the Russian Resistance table above zero*. The Germans would be insane not to accept the Russian surrender and steal a decisive victory. Seizure of Stalingrad and the Rostov IC, plus heavy losses, do the Soviets in.

Bad rule? Nope, bad play. By hindsight this could have been avoided by a Summer attrition (an eight-factor limited offensive would still have opened the Fall gate to Finland and Leningrad).

Germany's own summer disaster led to a conviction that the game had swung to the Soviets and I paid too little attention (well... none at all) to the Russian Resistance table until too late.

AFTERTHOUGHTS AND TENTATIVE CONCLUSIONS

1. The optional initiative rule greatly favors the USSR. But, as Russia is likely to need a 1942 double turn to survive, I think it should be used. Another argument: In a Campaign, the double turn will occur in all but greatly skewed games—if an object of playing Barbarossa is to study the eastern front as a part of the *A3R* whole, the rule belongs. [This rule provides for a shift in initiative (and a Russian double move) some time after Spring 1942, with the likelihood increasing as time goes by. BH]

2. Russia should be quick to SR vulnerable Industrial Centers to the Urals in 1941 when the BRP penalty will be less. Kiev and Kharkov, certainly; Rostov, probably; Stalingrad and Gorki, maybe.

3. Overruns introduce new tactical considerations; odds of 6:1 are required. While most players will already have worked the following out for themselves, it will be helpful (to me if to no one else) to set down the overrun mathematics for ready reference (see chart, above).

The third and fourth columns show typical defender-attacker combinations; the last two columns show the minimum number of air factors (given the strongest conceivable attacking ground component) and the maximum number (given the weakest allowable attacking ground component).

The highest Axis overrun force theoretically assemblable in the Campaign Game is 72: Two 5-6s, two 3-3 airborne (if Variant 22 is held), the Italian airborne, plus 30 German and 10 Italian air, 10 Vichy air (activated as a minor ally), and four more air factors rounded up from Spain, Turkey, or some combination of lesser minors. It could overrun a defense value of 12. If you ever see it happen, write and tell us about it—and tell us what you were smoking at the time. (This assumes that the defending stack contains no supplied armor to impose a Zone of Control exit cost. If armor *is* there, the airborne units cannot participate; the Axis maximum then becomes two 5-6s plus 30 air, for a total of 40 and thus able to overrun only "six".

The maximum for the Western Allies is a little less improbable: Two 5-6s, the U.S. and British airborne units, and 44 air, yielding 60 factors able to overrun a defense of 10. (As above, if supplied armor is faced the maximum drops to the same as that for the Axis: 40 overrunning six.) The Soviet best is 32: Two 4-5s, two airborne 2-3s and 20 air—able only to stomp on a defense no greater than “five”. (Turkey as a Russian minor ally could raise that to 36, stomping “six”.) And early in the game the Soviet maximum is only 21 (3-5, 3-3, 15 air), able only to cope with a “three” defense.

Staring some more at the numbers, I’m impressed by the rapid escalation in the number of air factors required. Overrunning a single 2-3 requires, in most cases, about half of the available Axis air; a 3-3 nearly all of it. And the figures take no account of potential Defensive Air Support to be dealt with.

One other calculation I made: Using the optional initiative rule, there is a 1-in-6 chance (obviously) of the Soviet double move in Spring/Summer ’42; a 4-in-9 chance of it happening by Summer/Fall; 7-in-9 by Fall/Winter; 25-in-27 by Winter/Spring ’43; and 80-in-81 by Spring/Summer ’43.

THE SECOND ATTEMPT

Onward. Do I dabble with the 1941 scenario, try to get my feet wet with diplomacy, variants, naval warfare and more? Or do I try “Barbarossa” again, incorporating lessons learned? The latter, I think. Especially since, while writing this, I just discovered that I had totally overlooked the -1 DRM on the invasion turn! (The oversight probably just about balanced out the use of an obsolete Russian defense.)

I construct a revised Soviet defense which is perhaps worth recording: A line of 1-3s runs from G40 Southeast to L40, Southwest to N38, Southeast again to S38. A second line, a mixture of 1-3s, 2-3s, and 3-3s, backs up every hex from F40 to T38 except for G41 where the lake makes it unnecessary. (Watch the geography at T38; that hex was all water until Charlie Kibler landfilled it.) Armor is in B45, Leningrad, I45, M43, O41, and Q41. A 3-3 garrisons Moscow and a 1-3 in S40; air is at F45, Moscow, P41. Features:

... the front line is at least two hexes away from Axis units, their infantry can thus participate in no overruns and can do nothing but beat up on 1-3s.

... the armor at the Finnish border, covered by the F45 air, is a questionable experiment. The Axis can get a 1-1 on it but—if they roll an “A”—Finland is in at least some jeopardy. They would have to reconstruct out of the Zone of Control, and the Soviets may have a shot at Helsinki. This is why armor is in Leningrad, where a 2-3 would otherwise do—to provide a potential exploiter. The Axis could probably save Helsinki by basing Defensive Air Support in and around Riga, but it gives them something to ponder before they roll that 1:1.

... the I45 armor is placed to provide a Zone of Control obstacle to exploiters headed for

Moscow. I suspect the Germans can still take Moscow, but only by ignoring virtually every other target. Two spaced armor in the area could guarantee Moscow’s safety, so the Leningrad armor could be used and the Moscow infantry moved to Leningrad...

... the three armors in front of Kharkov should shield it, to allow the Strategic Redeployment of its Industrial Center to the Urals.

... the S40 infantry channels any exploitations there into armor Zones of Control and keeps them away from Rostov’s Industrial Center.

... Kiev is written off. I believe it can be defended, if at all, only at the cost of unacceptable weaknesses and far worse losses elsewhere.

For an alternative defensive approach, use all 3-5s at or near the border, spaced one hex apart, with 1-3s filling the gaps between and at the ends. The 3-5s can’t be overrun—you can’t do it by overstacking the airborne; because of Zone of Control exit costs, it takes a minimum of four Movement Points to overrun a supplied armor unit—and although the 1-3s can be overrun, the armor Zones of Control will retard any forward movement. Then use the remaining infantry for a second and a partial third line, two or three hexes farther back. (If that line of thought—or the one to follow—proves fruitful, then German setup may turn out to be not so cut and dried as I pronounced it way back in the third paragraph. Do you start German armor at the border, for maximum advance potential—or do you keep it a hex behind the border, to avoid being semi-stuck in Soviet ZOCs?) *[All true, although this type of defense guarantees the loss of about 30 BRPs-worth of Russian armor—and may require a Russian offensive in Summer 1941 to allow their reconstruction if the German player isolates them. BH]*

For yet a third approach to defense, try this: start with the first defense, but park a sacrificial armor in Q34 and another in P36 or O36. Their Zone of Control barrier prevents any significant redeployment of German armor from Poland to the south or vice versa. The maximum German armor force to the south (if they’ve put it there) will be two armor in Hungary, with two more plus the Italian armor in Rumania. Those in Hungary haven’t the Movement Factors to do any overrunning of the main defense; the best they can do is serve as potential exploiters. It should be possible now to assess Axis capabilities in various sectors of the main front, their capacity (or lack thereof) to threaten Kiev, Kharkov, and Moscow, and to reorganize a more efficient secondary defense accordingly. This is perhaps a bit artificial and “gamey” because of the half-map cutting off German movement—but even if a full map were in use, it would take a lot of Movement Factors to go around Q34 without entering the Zone of Control. Anyhow, for the game I’m about to commence I’m going with the first defense set forth. *[Since no one really knows what the best set-up for the Russian is, why not? BH]*

SUMMER

In the Summer of 1941, almost everything goes right for Germany. Exploitations from the north

end of the line and from just north of Kiev isolate the 16 infantry factors remaining in between; the three 2:1s that opened the gates incur no casualties. The Germans lose only one armor (on an overrun roll), one infantry, 10 factors of Finns and two air factors—and the airborne, on their last exploitation attack. It had made a 1:1 drop on Kiev, less to seize the city than to reduce the chance of successful counterattack on the encirclement from the south. Strategic Redeployments are used to beef up the encirclement and to position Defensive Air Support to support it.

A Soviet 2:1 counterattack at M41 breaks the encirclement and the German exploiters are in turn encircled. It will be easily broken, simply by movement, but four exploiters are unable to exploit in Fall 1941, and the six units Strategically Redeployed into the encirclement area are frozen and eight air factors unsupplied. The Soviets destroy the Kiev Industrial Center and Strategically Redeploy Kharkov’s. Post-counterattack, they are dangerously concentrated around M41 and the line in front of Moscow is a thin one. But Russia is able to rebuild all losses except seven air factors. BRPs: 118 Axis, 85 USSR; Russian Resistance level is +9.

FALL

German attacks go well again, as they surround many Russians. It takes only 38 BRPs to rebuild all losses, and they have plentiful unused Defensive Air Support. A Soviet 31+ attrition gains only one hex, but that was all they needed to restore supply. They SR Rostov’s Industrial Center to the Urals and rebuild all losses. BRPs: 65 Axis, 20 USSR; Russian Resistance level is +8.

WINTER

The winter roll is a 4. The Germans put the isolation lock on for the third time with a 2-hex attrition gain. The Soviets roll only a six on their own attrition and—finally—lose 23 BRP’s worth of pocketed units. BRP levels: 64 Axis, 14 USSR; Russian Resistance level is +7. YSS BRPs: 227 Axis, 174 USSR, and the initiative roll is a six.

SPRING, 1942

The Germans get a full exchange on a 23-to-20, 1:1 attack that takes Leningrad. Elsewhere their attacks go well, not gaining much ground because of mud but, by attacking alternate hexes with armor, they leave the Soviets with only 21 supplied ground factors on the map—and 11 of those are in armor Zones of Control.

Soviet bad luck on attrition rolls is rapidly becoming a tradition in this house. On 51+ they roll only a five and lose 13 factors worth 19 BRPs to isolation. BRP levels: 170 Axis, 108 USSR; Russian Resistance level is +6. Objective hexes: Axis 8, USSR 5. Initiative roll: 3.

SUMMER

The Axis Summer, 1942 turn is an attacker’s dream. Suffering barely a scratch—an armor unit and one air factor—they isolate everything north

(Continued on Page 14...)



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Probably the most significant change in *ADVANCED THIRD REICH* (compared to fourth edition *THIRD REICH*) is the enormous increase in the effectiveness of air attacks against naval units. In *ADVANCED THIRD REICH*, a few air factors can mount a very effective attack on naval factors at sea. As a rule of thumb, when used to attack enemy naval factors one air factor now does roughly as much damage as *three* naval factors. Since air factors are aborted in combat about three times less often than naval factors, one friendly air factor is equivalent to roughly six friendly naval factors in intercepting an enemy naval mission. That represents a marked change from the impotence of fourth edition *THIRD REICH*'s air/naval interceptions.

In addition to their tactical implications, the new air/naval rules have broad strategic effects: Sea supply lines and invasion routes can now be protected or interdicted by the side with air superiority over those sea routes. This article describes the changes in the air/naval combat rules, presents examples of play to illustrate the effectiveness of air attacks against a typical naval mission, and discusses the tactical and strategic implications of the new air/naval combat rules.

AIR/NAVAL COMBAT IN *ADVANCED THIRD REICH*

The air/naval combat rules are fully described in *ADVANCED THIRD REICH* (A3R) rules 26 and 27. For air attacks on naval units at sea, air/naval combat usually consists of previously unused friendly air units making one attack per hex against any enemy naval factors that move within range of the air factors in the enemy sea

supply, naval movement, combat (sea transport or invasion), or strategic redeployment phase. Air interception is automatic, without the need for an interception die roll. Air units may also be used to fly air cover over friendly naval activities or to attack enemy ships in port.

Combat between opposing naval units (fleet combat) occurs in a series of rounds within a single hex, and both sides may use air factors to attack the other sides' naval units as they move to the fleet combat hex and at the start of each round of the ensuing fleet combat. The results of air attacks during fleet combat are implemented prior to determining the results of each round of fleet combat. Air units may also make one attack on a naval force when it enters a hex to land units, whether by sea transport, invasion or strategic redeployment.

AIR INTERDICTION OF NAVAL MISSIONS

A single air/naval combat round consists of one air defense dice roll (using two six-sided dice) and then one air attack dice roll (also using two six-sided dice), with the air defense results being implemented prior to the air attack. The Air Defense Table (26.4542), Air Attack Table (26.4543), and Air Force Nationality DRM Chart (26.6) are set out in tables throughout the text.

Each naval force has an air defense level that is equal to the number of its fleet factors divided by nine (fractions rounded up), with additional air defense factors if the naval units are in port. This makes attacks on naval units in port more costly for the attacker, though such attacks can also be more costly for the defender. Each air factor which is not

eliminated or forced to abort by the air defense dice roll carries out its attack against the defending naval units, with each air factor in excess of ten adding a +1 dice roll modifier. The best place to begin is with an example that illustrates how effective air attacks on naval forces can be.



EXAMPLE: RAF Defense against *Sea Lion*

27 German fleet factors (FF) sail from J-30 (Kiel) to J-25 on a seaborne invasion mission as shown in Figure 2.

Embarked on the German fleets are a 4-6 and a 2-6 armor unit. Assume that the British attack this naval mission with six air factors (6 BAF) based in hex J-25. The new rules allow the British to attack the German fleet within five hexes prior to the land units being able to land on J-25 (hexes J-29 to J-25 inclusive). A sample battle was rolled as follows (for ease of reference, AD refers to air defense level, AF to air attack level (equal to the air factors used), and DR to the dice roll):

Hex J-29: 27 German FF vs. 6 British AF
AD = 3, DR = 7 = 1/1. One British air factor

is eliminated, and one aborts (returning to base without completing its attack).

AF = 4, DR = 7 = 1/3. One German fleet factor is eliminated and three are damaged (returning to base without completing their mission).

(The German air defense was 3, that is, one for each 9-factor fleet. The level of the British air attack was calculated after the air defense result was implemented. The one British air factor which was forced to abort may attack in future rounds against the same naval force. The three damaged German fleet factors return to their port of origin. While they are immediately repaired upon their return to port, they are also inverted and may not carry out any additional activities until the next turn. Damaged fleets may not be attacked by enemy air or naval units while returning to port).



Hex J-28: 23 German FF vs. 5 British AF
AD = 3, DR = 7 = 1/1. Again, one British air factor is eliminated, and one aborts.

AF = 3, DR = 7 = 1/2. One German fleet factor is eliminated and two are damaged.

(The German air defense level is still 3, because fractions are rounded up).



Hex J-27: 20 German FF vs. 4 British AF
AD = 3, DR = 7 = 1/1. Once again, one British air factor is eliminated, and one aborts.

AF = 2, DR = 7 = 1/1. One German fleet factor is eliminated and one is damaged.

Hex J-26: 18 German FF vs. 3 British AF
AD = 2, DR = 7 = 1/0. One British air factor is eliminated.

AF = 2, DR = 7 = 1/1. One German fleet factor is eliminated and one is damaged.

(By pressing home their attacks in hex J27, the

Air Defense Table - 26.4542

Air DF	Dice Roll										
	2	3	4	5	6	7	8	9	10	11	12+
1	0	0	0	0	0	0/1	0/1	1/0	1/0	1/1	1/1
2	0	0	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	2/1
3	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	2/1	2/1	2/2
4	1/0	1/0	1/1	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3
5	1/0	1/1	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3
6	1/1	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2
7	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2
8	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2	3/3
9	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2	3/3	3/3
10+	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2	3/3	3/3	3/4

Air Defense Factors (Air DF):

- 1 for every 9 fleet factors, including damaged fleet factors (round fractions up)
- 1 for each surviving counteraired air factor (26.4522)
- 2 if the attacked naval units are in a port
- 3 if the attacked naval units are in a port which is an objective
- 3 if the attacked naval units are in a port which is a fortress
- 4 if the attacked naval units are in a port which is both an objective and a fortress
- 4 if the attacked naval units are in a port in a two-port hex (27.111)

Dice Roll Modifiers:

- +1 for each air defense factor over ten.

Results: The number before the slash is the number of attacking air factors which are eliminated. The number after the slash is the number of attacking air factors which abort their mission and return to base. Air factors which abort may take part in future air sorties during the current combat phase.

EXAMPLES: A single fleet factor has an air defense of one. 17 fleet factors have an air defense of two. 19 fleet factors have an air defense of three. 18 fleet factors in a port have an air defense of four. 17 fleet factors in Gibraltar have an air defense of six.



British reduced the German naval force to 18 fleet factors, which dropped the air defense level by one—an important achievement, as a glance at the Air Defense Table will confirm.

As it happens, 18 fleet factors are also required to carry both German armor units, so after the British air attack in hex J26, the German 2-6 armor unit is also eliminated).

Hex J-25: 16 German FF vs. 2 British AF

AD = 2, DR = 7 = 1/0. One British air factor is eliminated.

AF = 1, DR = 7 = 1/0. One German fleet factor is eliminated.

Who won? The six British air factors were



unable to completely stop the German invasion, but by almost any criteria the Royal Air Force was victorious. The British lost five air factors (worth 15 BRPs), and the Germans lost five fleet factors (also worth 15 BRPs), but in addition the seven damaged German fleet factors were unable to carry the German 2-6 armor unit, which was therefore eliminated (costing the German player an additional four BRPs). Germany may also rebuild only two fleet factors per turn (27.82), whereas the British may rebuild all their lost air factors immediately (assuming they have the BRPs to do so). Perhaps most importantly, the strategic goal of the German invasion has likely

been thwarted, because no German armor unit is available for exploitation into central England.

The contrast with 4th edition *THIRD REICH* couldn't be more striking—in the old game only a handful of fleet factors would have been lost.

The result of any air/naval battle is dependent on a number of variables, including the number of hexes through which the fleets had to sail, the number of air and fleet factors involved, and the air defense and air attack dice rolls. Let's look at the example with these variables in mind:

1. The German fleets had to sail through four hexes to reach the beach, and suffered five air attacks before landing their cargo. If they'd only had to endure one or two air attacks, both armor units would have reached the beach and the German fleet losses would have been halved.
2. The British had enough air factors to absorb some losses and aborts in the first couple of hexes and still attack the German invasion force effectively. If the British had one or two fewer air factors, the invasion would have succeeded.
3. The Germans didn't have enough fleet factors to absorb the reduction in strength caused by lost and damaged naval units and still keep their air defense high enough to turn back the British air attack. The Germans were also only a few fleet factors short of delivering both armor units to their destination.
4. The importance of the dice rolls deserves special mention. The rolls used in this example were the same for both sides, namely the most likely roll; a "7". Even the slightest variation from these theoretical dice rolls can radically change the overall result of the battle, especially if one side or the other is lucky in the initial round. For instance, let's look at the example again, assuming that the Germans roll a "10" in the first round and the British roll a "7":
Hex J-29: 27 German FF vs. 6 British AF
AD = 3, DR = 10 = 2/1.
AF = 3, DR = 7 = 1/2.
Hex J-28: 24 German FF vs. 4 British AF
AD = 3, DR = 7 = 1/1.
AF = 2, DR = 10 = 1/3.
Hex J-27: 20 German FF vs. 3 British AF
AD = 3, DR = 7 = 1/1.
AF = 1, DR = 7 = 1/0.
Hex J-26: 19 German FF vs. 2 British AF
AD = 3, DR = 7 = 1/1.
No air units attack.
Hex J-25: 19 German FF vs. 1 British AF
AD = 3, DR = 7 = 1/1.
No air units attack.

In this second example, the Germans achieved a favorable air defense dice roll in the initial round, and the British achieved an equally favorable air attack dice roll in the second round. The fact that two attacking British air factors were eliminated in the first round (rather than one, as in the first example), made all the difference—the German air defense remained at three throughout the battle and the British air attacks petered out. The inva-

Air Attack Table – 26.4543											
Air DF	Dice Roll										
	2	3	4	5	6	7	8	9	10	11	12+
1	0	0	0/1	0/1	0/1	1/0	1/1	1/1	1/2	1/2	1/3
2	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	1/3	1/3	2/3
3	1/0	1/0	1/1	1/1	1/2	1/2	1/3	1/3	2/3	2/3	2/4
4	1/1	1/1	1/2	1/2	1/3	1/3	2/3	2/3	2/4	2/4	3/4
5	1/2	1/2	1/3	1/3	2/3	2/3	2/4	2/4	3/4	3/4	3/5
6	1/2	1/3	1/3	2/3	2/3	2/4	2/4	3/4	3/4	3/5	4/5
7	1/3	1/3	2/3	2/3	2/4	2/4	3/4	3/4	3/5	4/5	4/6
8	1/3	2/3	2/3	2/4	2/4	3/4	3/4	3/5	4/5	4/6	5/6
9	2/3	2/3	2/4	2/4	3/4	3/4	3/5	4/5	4/6	5/6	5/7
10+	2/3	2/4	2/4	3/4	3/4	3/5	4/5	4/6	5/6	5/7	6/7

Dice Roll Modifiers:	
+1	for each attacking air factor (AF) over ten.
#	Air Force Nationality DRM (26.6)

Results: The number before the slash is the number of enemy fleet factors which are eliminated. The number after the slash is the number of enemy fleet factors which are damaged and return to their port of origin.

sion succeeded and (for the sake of argument); Britain was overrun and forced to surrender in another few turns. The reversal of fortunes in the second round came too late to save the British.

The reader can work out the result if the Germans should roll a "7" in the first round and the British roll a "10". (Which result being: The invasion not only fails as in the first example, but the British have a good chance of destroying the other German armor unit as well).

AIR COVER

One other rule must be mentioned. Players may assign air units to provide air cover for naval missions (26.46). The covering air units may engage some or all of the attacking enemy air factors, with the covering air units receiving a +1 DRM in the resulting air combat.

Let's return to our familiar example, with the Germans using a single German air factor as air cover for the invasion fleet:



Hex J-29: 27 German FF, 1 German AF (air cover) vs. 6 British AF

The German player decides to engage just one of the attacking British air factors. If the German player loses (despite the favorable die roll modifier in air combat), we end up in the first example

(since the surviving British air factor still gets to attack the German naval force). If the air combat is tied, both the German air factor and the British air factor will be eliminated, and we are in the second example. But if, as is more likely, the German player wins the air combat, then the following might occur:

- 1 German AF, DR = 3 + 1 = 4
- 1 British AF, DR = 3
- 1 British AF eliminated
- AD = 3, DR = 7 = 1/1.
- AF = 3, DR = 7 = 1/2.



Hex J-28: 24 German FF, 1 German AF (air cover) vs. 4 British AF

- 1 German AF, DR = 3 + 1 = 4
- 1 British AF, DR = 3
- 1 British AF eliminated
- AD = 3, DR = 7 = 1/1.
- AF = 1, DR = 7 = 1/0.

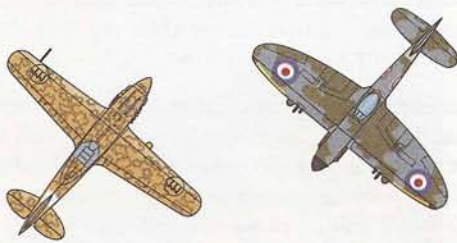
Hex J-27: 23 German FF, 1 German AF (air cover) vs. 2 British AF

The British might as well call it a day, as they have already lost two-thirds of their attacking force, while the Germans have lost only two fleet factors (with another two being forced to return to port).

Air Force Nationality DRM Chart – 26.6

DRM	Nation
0	Germany (subject to Axis variant 23), Britain, United States
-1	Italy (subject to Axis variant 9), France, Russia
-2	All others

The lesson is clear—even a small amount of air cover can shift the balance in an air/naval battle significantly. Of course, the British might have won the initial air combat, but it was more likely that the German player would not only eliminate one attacking British air factor, but have his own air factor survive to fight again in the next round.



ADJUSTING TO THE NEW AIR/NAVAL COMBAT RULES

The newfound ability of air units to intercept naval movement, SRs by sea, sea supply, and offensive naval missions completely changes the tactical flavor of the game on the Western and Mediterranean fronts. In particular, it forces France and Britain to be much more careful in planning their defense against *Sea Lion* and their supply of bases in the Middle East and Mediterranean. The Axis player may now make realistic plans to invade Britain or reinforce and supply North Africa—provided there are enough Axis air units available to protect the Axis fleets.

The hints and guidelines that follow should aid new players in adjusting to the new air/naval combat rules. While the new rules are much more complex, they add a tremendous amount of tactical and strategic flexibility and flavor to the game.

1. The number of hexes your fleets must travel under an enemy air umbrella is the single largest concern in naval mission planning. It is far more important to minimize your fleet's exposure to enemy air than to maximize your naval interception roll or minimize an enemy's naval interception roll.
2. Combine your fleets into a single naval force before coming under enemy air attacks. While there are some cases where you can use an "attack from two sides" approach to your advantage, usually operating as a single naval force maximizes the number of enemy air factors shot down, which minimizes the damage to your own naval units.

3. When planning an operation, a good rule of thumb is to think through the air/naval attack in advance assuming that your fleets roll a "6" and the enemy air rolls an "8" (that strategy is also good for fleet combat). If your navy wins such an engagement, then you have enough naval factors for the real battle.
4. The following naval losses are typical for air/naval battles over four hexes of combat:
 - Five air factors vs. one 9 factor fleet—four fleet factors eliminated and five damaged;
 - Eight air factors vs. two 9-factor fleets—nine fleet factors eliminated and nine damaged;
 - Ten air factors vs. three 9-factor fleets—eight fleet factors eliminated and fifteen damaged.

These figures are estimates, using poor air attack dice rolls and good air defense dice rolls, but they can be used as a guide for determining how many air factors are required to successfully interdict enemy naval activities.

5. Attacking naval units in port is more expensive for the attacking air because of the extra air defense capabilities of ports, objectives and fortresses. Each round of air attacks will cost one, and possibly two, air factors. On the other hand, because damaged fleets are eliminated when they sustain additional damage (26.4546), air attacks against naval units in port can also be devastating for the defender, provided the attacker has a large enough attacking force to see the attack through to the end. The defender should either keep his naval units in ports out of range of enemy air, or base several air factors in such ports (these air units must be counteraired before the naval units are attacked, which reduces the force of the air attack, and the surviving defending air factors are added to the air defense of the naval units, making the air attack even more costly for the attacker—26.4522).
6. When using air units to protect friendly naval missions from enemy naval interception, you need to cover either the entire route of the mission or the ports from which the enemy sails. Any weak spot in the coverage is where the enemy will attempt to intercept. You therefore should base your air units so as to make any weak spots as far away from the enemy ports as possible so that at least the chances of enemy naval interception are minimized.
7. One point that should not be overlooked is a

change to the Naval Interception table. Uninverted air units are a major aid to friendly interception die rolls, so naval interceptions almost always succeed when enemy naval activities come close to uninverted friendly air units, no matter how far away your intercepting naval units might be.

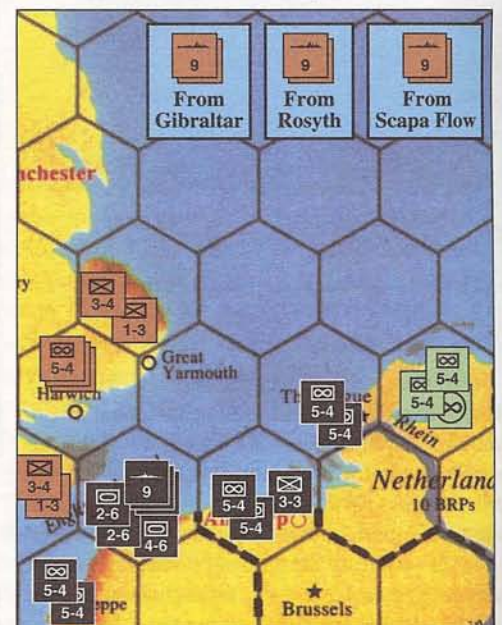
8. Finally, as mentioned earlier, the most important dice roll in any air/naval combat sequence is the first air defense dice roll. If that dice roll goes poorly for you, reevaluate the future combat rounds—a later change of fortune is not likely to make up for a bad start to the battle. Break off combat and let your air or naval units live to fight another day.

The next two sections discuss the implications of the new air/naval combat rules on two of the most important Axis strategic opportunities (the third being operation Barbarossa) in the early part of the war: The invasion of Britain and the supply of forces in Libya and the Middle East.

SEA LION

What do the new air/naval rules do to the German chances of getting across the channel? The examples used earlier are typical of a 1940 German invasion, but now let's examine a typical scenario for an invasion of Britain in 1941.

Germany is assumed to have all 40 Axis air factors (30 German and 10 Italian) in the vicinity of Britain, its 3-3 airborne unit within range of the British objective hexes and the southern beaches, and 27 fleet factors based in French ports. The British are assumed to have 54 fleet factors available to intercept the German invasion, with the remainder being either committed to the SW box or destroyed. The likely deployment of the Royal Navy would be 18 FF in Scapa Flow, 18 FF in Rosyth and 18 FF in Gibraltar. We shall also assume the British have 15 air factors based in Britain.

Sea Lion
Possible Unit Dispositions

If we assume that the Germans load up their fleets with the maximum of one 4-6 armor and two 2-6 armor (or lent Italian 2-5 armor), then the Germans can hit a beach hex defended by four ground factors (for a defense of 12) at 2:1 odds only by using the airborne unit and 15 Axis air units for ground support. Since another 15 Axis air units must counterair the British air units, this leaves 10 German air factors available to attack the British fleet should it intercept the German invasion. What could 10 air factors do against an intercepting British force of, say, 36 fleet factors?

Assuming the British need to sail through four hexes of air attacks, the battle might go like this:

1st Round Engagees 	Eliminated 	Returned
-------------------------------	-----------------------	---------------------

1st round: 36 British FF vs. 10 German AF
AD = 4, DR = 7 = 1/2.
AF = 7, DR = 7 = 2/4.

2nd Round Engagees 	Eliminated 	Returned
-------------------------------	-----------------------	---------------------

2nd round: 30 British FF vs. 9 German AF
AD = 4, DR = 7 = 1/2.
AF = 6, DR = 7 = 2/4.

3rd Round Engagees 	Eliminated 	Returned
-------------------------------	-----------------------	---------------------

3rd round: 24 British FF vs. 8 German AF
AD = 3, DR = 7 = 1/1.
AF = 6, DR = 7 = 2/4.

4th Round Engagees 	Eliminated 	Returned
-------------------------------	-----------------------	---------------------

4th round: 18 British FF vs. 7 German AF
AD = 2, DR = 7 = 1/0.
AF = 6, DR = 7 = 2/4.

5th Round Engagees 	Eliminated 	Returned
-------------------------------	-----------------------	---------------------

5th round: 12 British FF vs. 6 German AF
AD = 2, DR = 7 = 1/0.
AF = 5, DR = 7 = 2/3.

After the fifth round, the intercepting British fleet will engage in fleet combat with the German invasion fleet. Again using dice rolls of “7”, the British will lose three more fleet factors (with four damaged), while the Germans will lose only one fleet factor, with two damaged. This would leave them with 24 fleet factors, which is still enough to carry their full invasion force (which includes one two-factor armor for exploitation). The British have failed, having sacrificed 13 fleet factors for little in return.

But the British dispositions were faulty. By posting five air factors on an airbase in hex H23 (which is within range of all four British beaches, but out of range of all German air bases in France), the British could have kept five air fac-

tors immune from German counterair attacks. This brings about several important results. One is that the presence of five uninverted British air factors would guarantee interception of the German invasion fleet by the 18 British fleet factors in Gibraltar. The Germans would thus have to face 54 British fleet factors, not 36. The five British air factors would also be able to provide air cover for the intercepting British fleets. Since the Germans would have only used 10 air factors for counterair attacks, rather than 15, they would also have five more air factors available to attack the intercepting British fleets. The ensuing air/naval battle is quite complex and difficult to analyze:

1st round: 54 British FF, 5 British AF (air cover) vs. 15 German AF

Right away the British have a difficult decision to make. If they engage only one attacking German air factor, they will destroy it (likely with no losses), but their fleets will suffer severely. If they take on five attacking German air factors, they might lose the air combat. For the sake of argument, we’ll assume they engage three attacking German air factors:

3 German AF, DR = 3
5 British AF, DR = 3 (size) + 3 (air cover DRM) = 6

3 German AF eliminated

1 British AF eliminated

AD = 6, DR = 7 = 2/1.

AF = 9, DR = 7 = 3/4.

2nd round: 47 British FF, 4 British AF (air cover) vs. 10 German AF

Now the British engage two attacking German air factors:

2 German AF, DR = 3
4 British AF, DR = 3 + 3 (size and air cover DRM) = 6

2 German AF eliminated

1 British AF eliminated

AD = 6, DR = 7 = 2/1.

AF = 5, DR = 7 = 2/3.

3rd round: 42 British FF, 3 British AF (air cover) vs. 6 German AF

The Germans have already lost the battle. Their air units can heroically inflict some additional damage on the intercepting British fleets, but ultimately the German fleet will be smashed by a superior enemy naval force.

(Naturally the battle might not have ended in quite this way, as the key first round air combat between the British air factors providing air cover and the attacking German air factors they engaged might have gone better for the Germans had they been lucky).

Is Britain therefore invasion-proof in 1941? Don’t bet on it.

The force levels attributed to the British in these examples are fairly optimistic. Usually the British have fewer air units, and the Royal Navy has often sustained considerable damage (or is trapped in the Mediterranean). A German player facing an essentially intact Britain might be advised to go east—which at least saves him the

trouble of working out details of air/naval combat!

The British army also isn’t always fully deployed in Britain, so it is common for some beaches to have a defense of less than four ground factors. If this is not the case, there might be easier pickings in the Mediterranean, after which economic warfare against Britain and a military campaign against Russia is a sound Axis alternative to an invasion of Britain.

Finally, it is generally a luxury for the Germans to try to obtain 2:1 odds for the landing itself—even in the examples just given, if the Germans settled for a 1:1 attack (such as 14:12, to ensure a five out of six change of having a surviving ground unit), they could have avoided “wasting” ten air factors on ground support (the quotation marks of course refer to the possibility of a “5” die roll in the 1:1 attack, in which case the invading ground units would be eliminated). The extra air units are enough to get the Germans across the Channel, and make it risky, if not impossible, for the British to counterattack at 1:1 odds once they are there. To use every air factor for the invasion, without saving any for defensive air support against a British counterattack, is to give the British a relatively safe (5/6) way out of their difficulties.

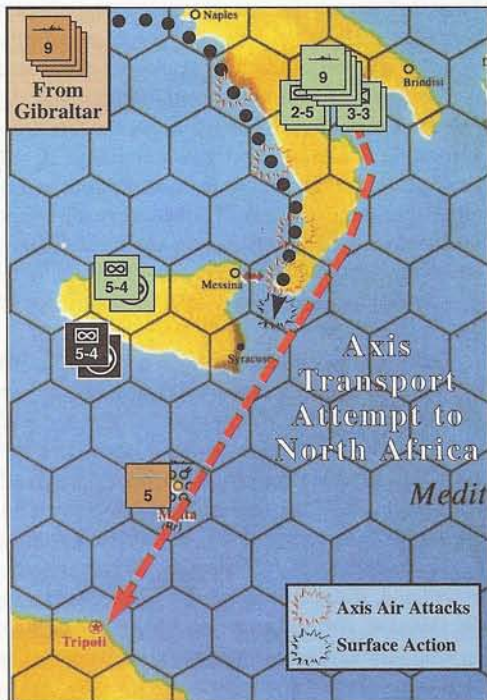
The real implications are that the new air/naval rules pretty much guarantee that Germany can get across the channel by weakening the air and naval defense of Britain to the point where the Axis air units can control the sea lanes to Britain. Ultimately, *Sea Lion* may be a matter of luck, as even an EXchange result on the invasion ground attack may be enough to save the British. On the other hand, if the British can be pounded prior to the invasion, the outcome may have very little to do with luck (the same can be said of the invasion of Russia—laying the groundwork for the campaign elsewhere on the board can be more important than what happens once the invasion starts—but that’s another topic altogether).

AXIS SUPPLY OF NORTH AFRICA

The point of this article is to discuss the impact of air/naval combat, so I won’t discuss the pros and cons of the Axis trying to support ground troops in North Africa. In *A3R*, Tripoli is a limited supply source, but a commitment of Axis air units to the Mediterranean is nearly always required to fully supply Axis armor and air units in North Africa. With five to ten air factors, the Axis can generally protect the Italian fleet from Allied naval interception, as the Allies can usually ill-afford to place air factors in the central Mediterranean. If the Allies do commit air units to this area, the Axis must match them or take advantage of opportunities elsewhere.

To give new players an idea of how many air factors are required to protect Italian convoys to North Africa, imagine 36 Italian fleet factors ferrying four ground units (two 3-3 infantry and two 2-5 armor units) from Taranto to Tripoli as shown in the illustration below (see the illustration on page 14).

Protecting the convoy are five Italian air factors based on an airbase in DD-20, and five German air factors based on an airbase in EE-19. The British intercept with five submarines based in Malta and 36 fleet factors based in Gibraltar, the latter's interception route taking them down the Italian coast to intercept at DD-22 (one hex east of Messina). The British chose a longer intercept route in order to minimize their exposure to the German air units. In order for the convoy to succeed, the air units would have to sink or damage at least half the British force because in fleet combat the British receive a +3 DRM and the Italians a -3 DRM due to nationality and activity modifiers.



The Axis air can first intercept in hex Z-23, but decide to wait until AA-23 because only five Italian air factors can reach Z-23. Assuming all sides roll "7's", the combat would work out as:

Hex AA-23: 10 Axis AF vs. 36 British FF

AD = 4, DR = 7 = 1/2.

AF = 7, DR = 7-1 = 6 = 2/4. (The Axis air attack dice roll is reduced by one because of the Italian air nationality modifier of -1).

Hex BB-23: 9 Axis AF vs. 30 British FF

AD = 4, DR = 7 = 1/2.

AF = 6, DR = 7-1 = 6 = 2/3.

Hex CC-23: 8 Axis AF vs. 25 British FF

AD = 3, DR = 7 = 1/1

AF = 6, DR = 7-1 = 6 = 2/3

Hex DD-22: 7 Axis AF vs. 20 British FF

AD = 3, DR = 4 = 1/1

AF = 5, DR = 7-1 = 6 = 2/3

Now the first round of fleet combat occurs in DD-22, the naval interception hex. The 15 British fleet and 5 British submarine factors are slightly favored against the 36 Italian fleet factors, although if the British fail to win in the first round of fleet combat (forcing the Italians to withdraw), the Axis will have the upper hand,

because the British will undergo another air attack from the six surviving Axis air units.

This example illustrates several points about defending convoy routes to North Africa (or elsewhere). The Axis sank eight British fleet factors, and only lost two German and two Italian air factors. Since the air factors can be replaced immediately (assuming the Axis have the BRPs to rebuild them), while the British may only rebuild three fleet factors per turn (again, assuming they have the BRPs to do so), the Axis could easily win such a war of attrition in a few turns. Whether they can afford to spend a few turns is another question! If the Axis needed to protect a critical convoy, then they could easily do so with a commitment of perhaps 15 air factors. The only real Axis problem (other than *finding* 15 air factors) is geography: The Axis air units must guard all the hexes of the convoy route so that the Allies have to sail through at least three air attacks of 15 factors prior to getting at the convoy.

In *A3R*, the Axis can ensure that convoys reach North Africa, although a significant commitment of air factors is required. Sometimes these convoys will carry reinforcements, but often they will carry supplies, so that Axis armor and air units can operate in Libya and Egypt. From the Allied perspective, the Allies should try to prevent supply to North Africa as much as possible. By preventing air units based in Libya from being supplied, the area covered by the Axis air umbrella will be reduced, and interception at Tripoli will be less costly. Remember, the Royal Navy has a huge advantage against the Italian Navy in fleet combat, and can defeat an Italian force twice its size, provided it can fight through Axis air to get to the convoy. Basing British naval units in both Gibraltar and Suez also prevents the Axis from optimizing the placement of their air units. Other than holding on for as many turns as possible, there is little else the Allies can do against a determined Axis player bent on supplying Libya. As a final note, while France is in the game the French Navy can be used to interdict Italian supply or convoys, but the Allied player has to be very wary of sending the French fleet under an Axis air umbrella—the negative French diplomatic table modifiers for lost French naval factors could well turn French colonies Vichy when France falls.

CONCLUSION

The new air-versus-naval combat rules are much more complex than the previous rules in fourth edition *THIRD REICH*. However, I believe these new rules are the single best improvement in the game, adding tactical and strategic flexibility, opportunity and vulnerability. They make the game much more flavorful and enjoyable. Because of the major changes in the rules, new *ADVANCED THIRD REICH* players must become thoroughly familiar with both the tactical combat changes and their strategic implications. I hope that this article helps that process.

ADVANCED Third Reich

FIRST IMPRESSIONS

(... continued from Page 7)

of Kursk, capture Moscow, Gorki (with its Industrial Center intact) and Vologda. It appears the Soviets can take an offensive and restore supply fairly easily. They do so in the north, saving 17 infantry factors. But "4, 6" rolls on a 2:1 attack frustrate them in the south and 23 factors (30 BRPs) die of hunger.

Game's over. Down to at best -2 on the Russian Resistance Table, the Soviets surrender. Some more afterthoughts and/or tentative words of wisdom(?):

1. The rule on Industrial Centers being unable to Strategically Redeploy until the enemy is within five hexes is an important one. The Germans deliberately (at Stalingrad) and accidentally (at Gorki) held back at six-hex distance until able to go all the way to the Industrial Center. Getting an exploiter next to an Industrial Center is almost as good as capturing it; the adjacency prevents Strategic Redeployment of the Industrial Center (or of units into it), the Zone of Control prevents construction.

2. It's a good idea to use a copied mini-map to keep track of hex control. This isn't a great problem in Western Europe and Africa; in those theatres memory will usually suffice. But the greater expanse of the eastern front, the free-wheeling exploitations and envelopments, make the reference map very useful in determining, for an example, if the destruction of that exploiter really *did* re-open a supply line. [I have my doubts as to whether this is really necessary — I prefer those colorful Control Markers. BH]

3. Two games, two rather premature German victories, does that prove anything? Maybe. Too soon to say. Die-roll luck certainly did favor Germany in that second game; one or another of the various defenses I've outlined may prove a tougher nut for the German to crack... or may not... Much awaits discovery.

I'll end with a speculative question. Imagine that it's the 1960's again. *A3R*'s "Barbarossa" component (only) is placed on the market as a stand-alone game. Its only competition, published simultaneously, is *STALINGRAD*. Which one would win the hearts and minds of gamers? [I never really liked *STALINGRAD*, if the truth be told... BH]

As *A3R* players we're obviously prejudiced, but my hunch is that, while both games would have their devotees, "Barbarossa" would hold a significant lead.

[I was sufficiently concerned with the author's silence as to the Russian use of the Siberian Transfer that I asked him about it, but apparently they showed up right on schedule. BH]



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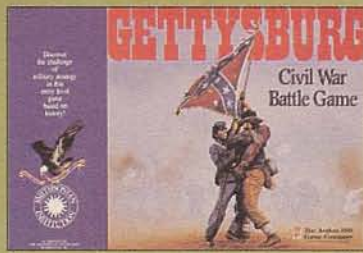
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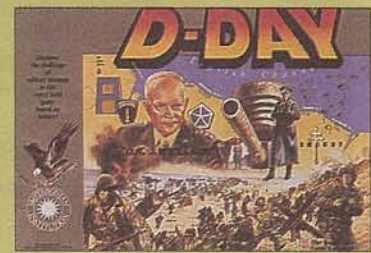
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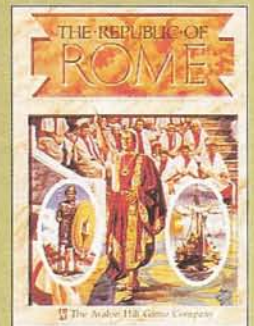
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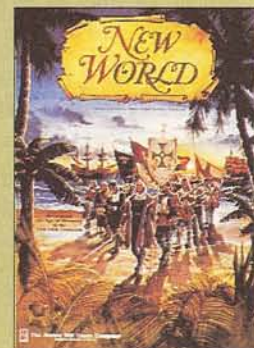
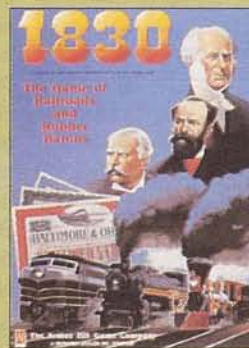
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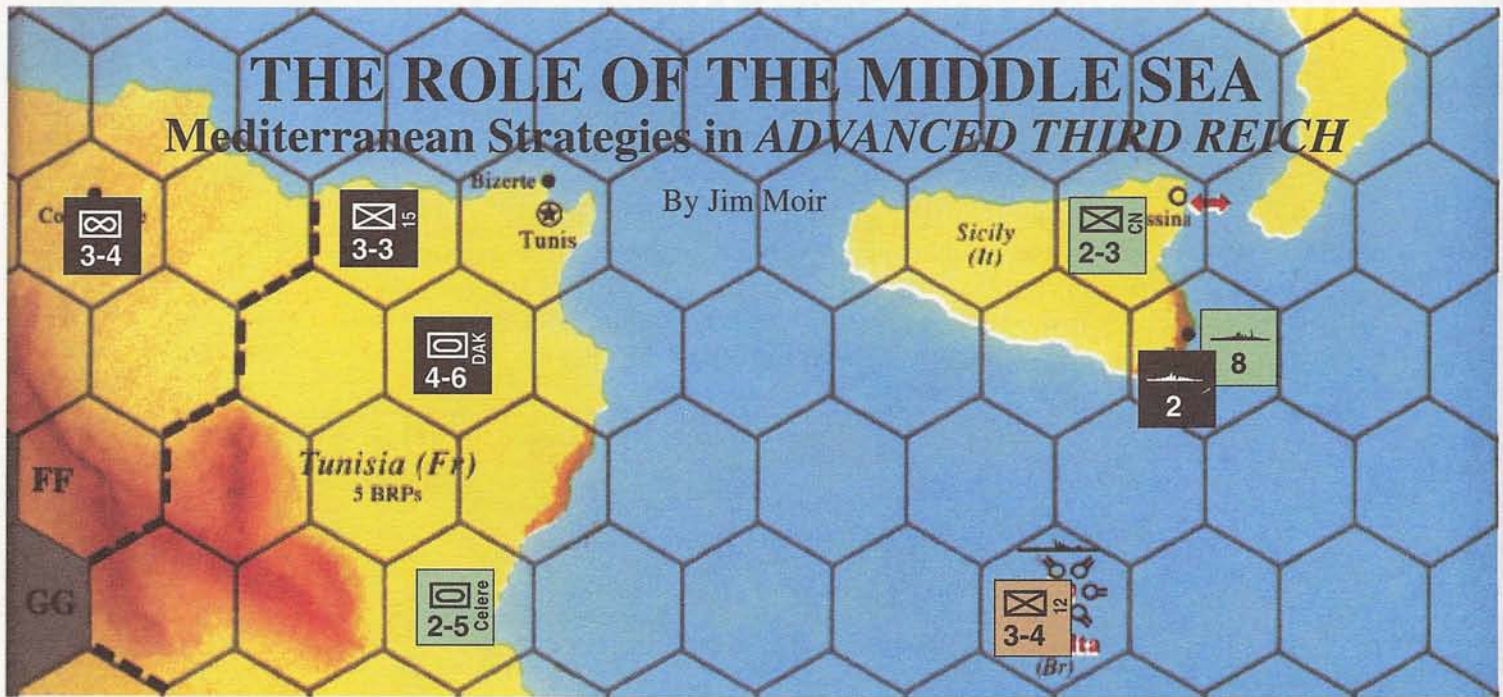
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THE ROLE OF THE MIDDLE SEA

Mediterranean Strategies in *ADVANCED THIRD REICH*

By Jim Moir



After the release of the third edition of *THIRD REICH*, a number of articles appeared in the *GENERAL* advocating Mediterranean strategies. In *ADVANCED THIRD REICH*, many of the assumptions upon which these plans were based have changed, as have many of the rules relating to their implementation. As a result, the old plans must be examined carefully to determine the extent to which they are still valid. This article looks at some of these plans, not only to point out their flaws under the new rules and offer improvements, but also to draw the reader's attention to the portions of these plans which are still sound. There is no doubt that emphasizing the Mediterranean is still an attractive option in *ADVANCED THIRD REICH*, although it may well be an illusion to even speak in terms of "planning" until the first few moves of the game are completed.

THE THIRD REICH STRATEGIES

Perhaps the first contribution to the theory of *THIRD REICH* in the Mediterranean was "The Spanish Gambit", by David Hablanian (Vol. 18, No. 5). Reduced to its essentials, this plan involves a German attack on Spain followed by the capture of Gibraltar, after which the Italian fleet is transferred to the Atlantic and Britain invaded. Much of David's article is devoted to a detailed analysis of the invasion of Spain and the reduction of Gibraltar.

Nicky Palmer's article "Germany: The Mediterranean Strategy" (Vol. 22, No. 1) suggested a different approach. He advocated an early (Winter 1939) Axis attack on Turkey, even before the fall of France. The Axis intent would be to gradually improve its position in the west, while demolishing the British position in the Middle East. Once the Axis obtain all their goals in France and the Mediterranean, they can turn

their attention to Russia in late 1941 or early 1942 without fear of an active western front for some time.

In "Axis Southern Yearnings" (Vol. 24, No. 6), Mark Nixon analyzes Nicky Palmer's suggestions with characteristic thoroughness. He concludes that Germany's reach exceeds its grasp, and concludes France must be conquered before the Axis can realistically consider any other campaigns. He then goes on to a detailed analysis of an Axis campaign against Turkey and the Middle East, followed by an attack on Spain in late 1941 and a climactic 1:1 attack on Gibraltar off the Mediterranean. The remainder of his article discusses the German prospects against Russia and the Western Allies once the Mediterranean is closed—and how astute tactics can improve these prospects.

The final published word would appear to be "The Bulgarian Gambit", by Don Spitz (Vol. 26, No. 2). Using Mark Nixon's article as a starting point, Don suggests an Axis attack on Bulgaria as the key to overcoming the restrictions on the number of Axis units which may be placed in the Balkans for the attack on Turkey. This also makes it more difficult for Britain to place foreign aid in the remaining Balkan countries.

AXIS STRATEGIC GOALS IN THE MEDITERRANEAN

Mark Nixon's analysis of the pros and cons of an Axis Mediterranean strategy is still worth reading. They may be summarized as follows:

1. Axis BRP Gains: These have changed little. Iraq is now worth 10 BRPs, somewhat increasing the benefits to the Axis in the Mediterranean.

2. Allied BRP Losses: While the automatic 25 BRP penalties for Gibraltar and Suez/Alexandria no longer exist, both Gibraltar and Egypt are important economically. If Gibraltar is in Axis hands, each German submarine factor in the SW

box may eliminate as many as four British BRPs (rather than the normal three) this may amount to five or six BRPs each and every turn (as strategic warfare is resolved at the end of every turn in *ADVANCED THIRD REICH*). Major powers also lose the BRPs for the colonies which are conquered by the enemy, so the loss of Egypt costs Britain five BRPs. If the entire Middle East collapses, Britain will lose another 20 BRPs (including ten for Iraq). Since Britain also loses these BRPs during each subsequent YSS, the loss of the Middle East usually costs Britain considerably more than the one-time 25 BRP penalty which used to apply.

3. Ignoring Russia: While Germany may still avoid a costly and dangerous attack on Russia in *ADVANCED THIRD REICH*, this does not mean that it can avoid an even more costly and dangerous Russian attack on Germany.

4. The Caucasus: The conventional wisdom is that an additional front on the Russo-Turkish-Persian border benefits the Axis. This is true only if the Axis have superior forces on the eastern front, but there is no doubt that Russia has more to lose in that area than do the Axis. In *ADVANCED THIRD REICH*, Russia has an Industrial Center in Grozny which is worth between 10 and 20 BRPs (depending on the year). Moreover, like the ICs in Moscow and Leningrad, this IC may not be moved, so it is a permanent target for the Axis.

5. Italy Unbound: No change here. Italy's units, BRPs and SRs can form a type of strategic reserve for Germany if the Mediterranean is sealed off. Mark's suggestion that they are particularly useful in southern Russia was borne out in a recent *ADVANCED THIRD REICH* game in which the Italians captured the IC in Grozny without (direct) German assistance and contributed significantly to a Russian collapse.

6. No Italian Surrender: This situation also applies in *ADVANCED THIRD REICH*—if the Mediterranean is an Italian lake, Italy will be safe. Bear in mind, though, that if Germany falls, Italy does as well.

In *ADVANCED THIRD REICH*, this list can be expanded. The main change arises from the diplomatic rules which add an entirely new dimension to the game. Conquest of the Mediterranean yields the Axis diplomatic points (DPs), which can be used to influence neutral nations. As Germany and Italy gain DPs, Britain will also lose them. Capture of certain key objectives also causes modifiers favorable to the Axis in certain diplomatic situations. Vichy France, Japan, Persia, and Iraq are all potential allies for the Axis. There is also a chance that the Axis will be able to persuade Turkey and Spain to join them as minor allies, thereby giving the Axis all the strategic advantages of a conquest, as well as the significant forces of those nations.

ADVANCED THIRD REICH also has provisions for simulating an Axis oil shortage should the Allies gain control of Ploesti. By attacking in the Mediterranean, Germany can prevent Britain from any adventures in this area, although a Mediterranean campaign probably increases the threat of Russian penetration into the Balkans.

THE DANGERS OF A MEDITERRANEAN CAMPAIGN

In *ADVANCED THIRD REICH*, unlike *THIRD REICH*, there are serious consequences to the Axis if they focus on the Mediterranean. The diplomatic rules include a very clever U.S.—Axis Tension Table that provides an historically accurate barometer of American sympathy toward the Allied side. Every Axis DoW and every offensive option pushes the U.S. closer to war. The more the Axis beat on Britain, the madder FDR gets—whether the Axis offensives are in the west or the Mediterranean, and whether the result is the capture of objectives in Britain or Gibraltar and Suez or Alexandria.

For this reason alone, the plans presented by Nicky Palmer and Mark Nixon must be treated with great caution. The declarations of war against Turkey and Spain, additional offensive options required to conquer both countries and the capture of Gibraltar would likely cause the U.S. to reach terminal alarm status in Fall 1941. American units might be available to save Gibraltar, or American BRPs might trigger a double move which would disrupt the Axis plans. Note that most Axis plans for *THIRD REICH* don't count upon completing operations until early 1942. In any event, since American force pool additions are tied to the date of American entry, the Axis would come under pressure in the west sooner than in the old game.

The diplomatic rules affect Uncle Joe too. The possibilities open to Russia before it enters the war are determined by the current result on the Russian diplomatic table. One key modifier for this table is the political situation in the Balkans. Germany loses a favorable +1 modifier for any

penetration of this area. Germany incurs an additional adverse -1 modifier for each Balkan country which comes under its control. The occupation of Turkey triggers a -2 modifier. This means that if Germany activates or conquers Bulgaria and Yugoslavia (to open a route to Turkey), then attacks Turkey, Russia will have a -4 modifier on its reaction die roll. Unless this is offset by a large German garrison on the eastern front and Axis DPs in Russia, this might lead to an early Russian declaration of war on Germany. At the very least, Russia might be able to invade Rumania and Finland. Germany can neutralize these adverse effects only by diverting military and diplomatic resources away from other theaters. Similarly, if the Axis place DPs in the U.S. to slow American involvement in the war, they will have fewer DPs for other purposes.

Even apart from the risk of an early Russian entry into the war (which is somewhat offset by the fact that there is no assurance that Russia will be able to declare war on the Axis in Fall 1941), the increased Russian capabilities make a Mediterranean strategy a gamble. In *ADVANCED THIRD REICH*, Russia is given an historically accurate economy and a force pool that is somewhat stronger. The Russian BRP supply becomes larger with each year, as Russia's Industrial Centers reach full production. Russia is likely to have over 300 BRPs at its disposal in 1943 if it is left untouched. Mark Nixon points out that in a multi-player game, a Mediterranean strategy allows Germany to avoid a strong Russian opponent by concentrating on the weaker foe (Britain). The problem is that the showdown with Russia is merely postponed, not avoided, as eventually Russia's economic growth will allow it to declare war on the Axis with great effect (for every 25 Russian BRPs over 100, the Allies receive a -1 modifier on the Russian diplomatic table). Because the Mediterranean strategy really doesn't engage either of the opposing major powers directly, it makes it difficult for the Axis to force a decision against either Britain or Russia. If Britain isn't conquered quickly, the best Germany can hope for in a two-player Campaign Game is a marginal victory (28 objectives at the end of the Winter 1943 turn or later), but this won't be nearly so easy as in *THIRD REICH*.

IMPLEMENTING A MEDITERRANEAN STRATEGY

Implementing a Mediterranean strategy requires significant changes from the plans reviewed above, mainly because in *ADVANCED THIRD REICH* diplomatic factors are as important as military and economic ones. Although the core rules can be clearly recognized from the very first edition of *THIRD REICH*, in *ADVANCED THIRD REICH* the players can't count on anything. Diplomacy, variants, a wide variety of Allied options, and the ever-present dice force the Axis to be much more flexible than in the past. The ultimate goal of an Axis Mediterranean strategy is an invasion of Britain by mid-1941, followed by the conquest of Britain

and a tactical or even decisive victory. At the very least, the Axis powers would like to capture Gibraltar and the Middle East, closing the Mediterranean front so they can attain a marginal victory by controlling 28 objectives.

The new rules favor Mark Nixon's timetable for conquest over that of Nicky Palmer, although there has been no *A3R* game, to my knowledge, in which the Axis have tried to penetrate the Balkans and attack Turkey while remaining on the defensive in the west. It is better to finish the west before going into Turkey. First, Germany can't put any troops into the Balkan minors until allowed to do so by diplomatic results (unless it actually invades those countries). Because the traditional German minor allies are easier to activate if Paris is in German hands, this means it will probably be some time in 1940 before German troops can even get adjacent to Turkey. In addition, as discussed above, Balkan adventures irritate the Russians and can lead to more harm than good for the Axis. Also, since France and Britain no longer get their entire air forces in Fall 1939, there are advantages to attacking them sooner rather than later. Anglo-French cooperation restrictions also disappear two turns after Germany begins its campaign in the west. There are plenty of additional economic and diplomatic reasons for conquering France as soon as possible, including the fact that strategic warfare effects are enhanced by the possession of French bases.

Another critical reason to finish the west first is the need for concentration of forces. France can usually be conquered in the Spring or Summer 1940 turn, but the best chance for success lies in using overwhelming force. If half of the panzers are in the Balkans and part of the Luftwaffe is fooling around in Scandinavia, the French campaign might become bogged down and/or result in heavy German losses. If France is conquered quickly and efficiently, then a Mediterranean offensive might be used to attack Turkey and Spain simultaneously. Remember, fewer total offensives will save BRPs and avoid irritating the Americans any more than necessary.

The blitz in the west won't be a sure thing in any case. The conquest of France requires a large, balanced army backed by 30 or more air factors. Without going into details, the forces required will not leave any surplus for adventures in Yugoslavia or Greece. Italy should also resist the temptation to speculate in the Balkans, if only out of respect for Russian sensitivities.

While in *ADVANCE THIRD REICH* detailed plans are difficult to formulate and even more difficult to carry out, it is important for Germany to plan at least a turn ahead as it deals with each victim. If Turkey is to be invaded as part of a Mediterranean strategy, units should be positioned to attack Yugoslavia, Greece and Egypt the turn after France falls. While attacking in the Balkans, other units should be moved to threaten Spain. Ideally, by Fall 1940 the Axis will be able to attack Turkey and Spain at the same time. Axis resources will rarely be sufficient to threaten an invasion of Britain as well, but such a threat

might be enough to collapse the British position by preventing the British navy and air force from being used in the Mediterranean.

The mechanics of the attack on Spain have been well described by David Hablanian. Two new rules necessitate changes in tactics. First, attacks on empty hexes are no longer allowed. Second, overruns and reduced defense multipliers may make Spain easier to take, although this may be balanced by the addition of mountains and rivers in central Spain. The diplomatic penalties for attacking Spain can be overcome by rolling to activate the German allies right after France falls, although at the cost of alienating Russia.

The Axis can also use diplomacy to trigger uprising in Iraq and Persia, or to build partisans in Egypt. If Spain or Turkey activate as an Axis minor ally, or (on a lesser result) permit the passage of Axis forces through their territory, the Axis goals will be much more easily attained. These diplomatic results can rarely be assured, but the Axis must be ready to exploit them to the full should they occur.

If Gibraltar and Suez fall, the Allies can kiss the Mediterranean goodbye, and Britain will face invasion. Whether the plan succeeds or fails, the U.S. will enter the war early, and no decisive attack on Russia will be possible.

The *ADVANCED THIRD REICH* rules ensure that Germany can't count on the plan working perfectly. The Allied powers can undertake all kinds of nasty counter-strategies. Then too, the Variants and the diplomatic rules combine to present hundreds of possible situations. For example, the Mediterranean strategy will certainly change if the Soviets subvert and occupy Rumania, while if the Axis start the game in control of Cyprus, who knows what might happen! Add to these possibilities a little bit of old fashioned chance and you have an unpredictable game, in which the Axis must be flexible in order to take advantage of their opportunities.

Skill is still going to be paramount, but it will be skill at creatively adapting to change and anticipating possibilities rather than memorizing a few rules or plans. The traditional *THIRD REICH* rules made it too easy for the Axis to push the Allies around. *ADVANCED THIRD REICH* provides opportunities for all sides to be involved in the game from the beginning. The reliance on "sure fire" strategies is minimized.

One effect of the new rules is that Britain will have freedom to hit back. Strategic warfare is resolved every turn and the effects are minimal until Germany gains control of the French ports. Britain can reduce its losses by using its fleets to supplement its ASW. This means Britain may have more BRPs for active operations in 1940 and 1941 than was the case in *THIRD REICH*, especially since the U.S. will sooner or later help fight the U-Boats and even send Britain money. Limited amounts of British infantry can be built in Egypt, and reinforcements can also arrive via South Africa. Losing Gibraltar has serious strategic and diplomatic consequences, but it no longer affects supply in Egypt, so the British can contin-

ue to fight in the Mediterranean even if Gibraltar is conquered by the Axis. All of this adds up to more cash and units available for attacks. While Britain is easier to invade, it is more difficult to conquer—even capturing London doesn't necessarily cause a British surrender. Britain can thus accept the risk of a German invasion, especially since U.S.—Axis tensions accelerate if German units are in Britain.

As an example, examine the old strategies for attacking Turkey. Given the British BRP situation under traditional rules, the authors could, rightly or wrongly, claim that Britain would play into Axis hands by trying to fight in Turkey. Such complacency is out of place in *ADVANCED THIRD REICH*. As soon as the Axis head for the Balkans, alarm bells will ring in the Kremlin and on Downing Street. Germany should expect an aggressive response. The Axis Mediterranean strategy is the "domino theory" in action. Letting Turkey fall without a fight gives the Axis too much. The Germans will be on a very tight timetable and their BRPs and units will be spread thin. Every turn that Britain can delay is one more turn closer to the time when Russia or the U.S. declares war. The BRPs Britain expends in Turkey can be made up by American BRP grants — with the German aggression itself providing the necessary votes in Congress.

Two other *GENERAL* articles provide ideas for other Allied counter strikes. In "Man the Beaches" (Vol. 24 No. 4), Mark Nixon describes the pros and cons of attacking Italy with a double turn in 1939. He reviews various defenses for Italy and demonstrates that the Allies can be foiled rather easily. The analysis is excellent, but in *ADVANCED THIRD REICH* his defenses are vulnerable from the north because overruns are now permitted (at odds of 6:1 or greater, with at least one overrunning unit being armor). Italy certainly can be defended, but Italy should either stay out of Yugoslavia (and gain diplomatic benefits as well as units) or declare war on the Allies first so German units may assist in the defense. My first choice for Italy in a Mediterranean strategy would be to stay neutral until Winter 1939. However, the Allies can hurt Italy even without risking a double turn. Italy losses a DP if the Allies control even one hex in Italy, making the French border vulnerable to an Allied attrition in Winter 1939.

Nayer Ali described a strategy for an aggressive Britain in "The Empire Strikes Back" (Vol. 23, No. 4). The overall plan was unrealistic (for a rebuttal which left only the title of the article intact, see "The Empire's Strike Backfires", by Mark Nixon, Vol 24, No. 2), but individual portions could prove vexing to the Axis. It is correct to say that Britain has many possibilities. Italy, for example, is often vulnerable in North Africa at the beginning of the war, since sea supply and SRs are subject to both air and naval interception. Malta's five British submarine factors provide a cheap method of exploiting this weakness. In 1940, if the Axis air forces are in Spain and Turkey, there will be none left for guarding con-

voys from Sicily. The British navy enjoys a significant qualitative superiority over the Italians, and when the Allies are taking an offensive in Libya, they should also look for lightly defended beaches that can be invaded on a shoestring.

Reading all these articles, I noticed some examples of tactics that are now either illegal or unworkable. For example, the naval rules have been substantially changed for the better. In the first place, the Axis have a total of only seven 9-factor fleets available in 1940. They could have up to nine by mid-1942, but by then it's likely to be too late. The Russian navy consists of only two 9-factor fleets, but the British and French fleets are unchanged. Fleets may be broken down into smaller units at will, and naval factors may be built individually. Each nation may rebuild a limited number of eliminated fleet factors each turn, with no waiting period. Though the Axis naval forces are smaller, the French fleet is more fragile, as for every three factors eliminated there is an adverse modifier on the fall of France.

Fleet combat is quite different as well. Because all sorts of small fleet actions can result from the interception of sea supply and SRs, it's very unlikely that the Axis and Allied fleets will be at full strength by late 1941. Fleet combat can last for several rounds, which means, for example, that the three 4-6 panzer units attempting to invade Britain in the Spanish Gambit are at great risk—if three of the available British 9-factor fleets successfully intercept, Germany can expect to lose two of the armor units. Italian fleets carrying troops will fare even worse. Because of the inferior quality of the Italian naval units, the British can be outnumbered almost 3:1 and still have an even chance. However, the Axis are adequately compensated for these difficulties by the greatly increased effectiveness of air units against fleets.

These changes mean that using fleets to prevent invasion of coastal ports is futile if the fleets have no air units to protect them from enemy air. Mark Nixon shows the entire Axis navy deployed in the French ports to prevent invasions at key spots. In *ADVANCED THIRD REICH*, these fleets would be completely destroyed in one or two turns. It is also no longer possible to protect a beach from invasion by leaving it friendly to the opponent—a player may invade a friendly beach and place a bridgehead counter if necessary to establish supply.

Ground tactics are not the subject of this article, but it must be pointed out that in *ADVANCED THIRD REICH* a row of 1-3 infantry units will do little to stop an enemy attack involving armor units. Many articles show this tactic being used in Africa, Russia and even defending ports against Allied invasions. Weak units are vulnerable to overruns, allowing the enemy to attack the second row with normal combat and exploit from there. The beach defenses suggested in Mark Nixon's article are a good example. Even if the Allies decide not to bomb the navy in Calais (opening that hex for invasion), they could land at Dieppe, overrun the German replacement behind the beach

(worth only a single factor because it is being overrun on exploitation) and capture Antwerp, Brussels, the Hague and possibly the Ruhr (costing Germany another 25 BRPs).

As an aside, the controversy about airbases need not be of further concern. One article suggested that Britain could defend Lebanon-Syria with only an airbase counter, while Nayyer Ali's article was picked apart because he showed too many British airbases in impossible spots. The new rules make handling airbases much easier. Each nation can reposition or bring onto the board one of its airbases during any part of its player turn. Existing airbases may also be SRed. As soon as an airbase is unsupplied (such as the infamous airbase in Lebanon-Syria), it is removed from the board. Airbases don't get permanently stuck in places without ports, and the new flexibility makes for a more offensively oriented game.

One rule that I'm happy to see eliminated is the ahistorical, game-stifling foreign aid. The diplomatic rules are now carefully integrated with the rest of the game and allow everyone to influence neutrals. The emphasis can shift to accommodate whatever priorities the player decides upon, rather than depending upon a random variant chit (such as the Axis variant which activated Turkey as a minor ally). Many of the most desirable diplomatic results require success on the battlefield before they can be implemented. BRPs may be spent in limited amounts to purchase additional DPs during the YSS, but no major power has to send 10% of its BRPs to Hungary or Rumania each year! In a Mediterranean strategy, Germany could possibly obtain alliances with Turkey, Spain, Greece, Yugoslavia, Vichy France, Iraq or Persia, in addition to the normal minor allies. The Germans will no longer have to resort to attacking their own allies because of foreign aid ("The Bulgarian Gambit"), although on at least one occasion a German player used German units which had been allowed to enter Spain under a diplomatic agreement to seize Madrid to pave the way for a form of the Spanish Gambit.

THE SHOTGUN APPROACH

In *GO*, the term "shotgun" is used to describe a strategy of scattering stones around the board, in order to be able to exploit opportunities which might arise as the game develops. Such creative opportunism is a high form of *ADVANCED THIRD REICH* strategy, but in *THIRD REICH* the term "shotgun" has been appropriated by Mark Nixon in his fascinating article "Double Turn Shotgun" (Vol. 27, No. 3). This maneuver can be considered the ultimate capstone to a successful Mediterranean strategy.

In a nutshell, the shotgun involves spending most of the Axis BRPs in a Mediterranean campaign, then declaring war on Russia in Fall 1941. The Allies are then forced to take a double turn, after which Germany hits back harder with a Winter 1941—Spring 1942 double turn of its own. Using this trick, the Axis player has a good chance to force a Russian (or perhaps British) surrender. Mark Nixon is correct when he says

there is little the Allies can do to prevent this, and it must be very rewarding to impress opponents by this strategy. Players might want to keep some other games handy just in case nobody will play *THIRD REICH* anymore!

A good game to keep on hand, then, might be *ADVANCED THIRD REICH*, because under the new rules the shotgun becomes more like the one used by Elmer Fudd. Germany may be able to hit the Russians hard in Fall, but then the Russians will get a Fall-Winter double offensive. Before making its Winter move, Russia will see the result of the Russian Winter die roll, which might result in the Axis units being undoubled, the Axis armor being treated as infantry and Axis air units being restricted in range for defensive air support. If the Winter roll favors the Axis, the Russians can be more conservative in their attacks. Russia may also attack German air units in Fall, rebuild their losses and attack again in Winter (if the German units are out of range, the Axis ground units will be more exposed to attack). Most German losses will not be replaced until after the Spring 1942 move (as the Axis have spent most of their BRPs). The Russian player will also have the opportunity to evacuate any Industrial Centers that are near the front during the double turn. They'll be back in production in time for the 1942 YSS.

Britain may be in a more dangerous position from the shotgun tactic if the Mediterranean Front is still in contention, because the Axis double turn will allow attacks from anywhere, but nothing will be at risk in the Mediterranean which will result in a British surrender. Britain will attempt to place Axis units out of supply during the Winter turn, so that they may not be rebuilt for use in Spring. Airborne units can't be rebuilt during the game turn they are lost, even if in supply, so the Allies should try to destroy the German airborne unit; especially during the Winter turn, if it is exposed. Britain and Russia might even be able to combine and capture the Axis oil supply center at Ploesti, or occupy German minor allies in the Balkans. A partisan in Greece or Yugoslavia might be used to make a low odds attack on a capital. If the garrison is lost in an exchange, a new partisan can build in the capital (one partisan per country can now be built every turn).

In short, there is no doubt that the Allies, especially Russia, can inflict damage on the Axis during their double turn. What next? After weathering a punishing attack from Russia, it's finally Germany's turn. Even if the U.S. has entered the war (as it likely will have), the Axis may get a double turn (barely). At this point, however, the wonderful possibilities envisaged by Nixon turn out to be illusory.

Germany might like to start with an invasion of Britain in Winter 1941, followed by an attack against London in Spring 1942. Unfortunately for the Reich, invasions are prohibited in Winter on both the western and eastern fronts. Against Britain, Germany will have to content itself with Gibraltar or Suez, if they can be taken.

On the eastern front, nothing is likely to hap-

pen. Germany may not exploit during the first winter in Russia (unless it has the Winter preparation variant and gets a good Russian Winter die roll). And in Spring overruns, breakthroughs and exploitation are prohibited because of the mud! In short, Winter-Spring is the least effective time for a double move. This often benefits the Axis, but here it completely defuses the double move and turns the shotgun strategy into a disaster. Leaving aside the damage the Axis sustained during the Fall-Winter Allied double move, the bear is awake and angry, Uncle Sam isn't too happy either, and eventually the Allies will get a second double move when they regain the initiative (which might be soon, since the U.S. grows by 20 BRPs every turn for the remainder of the game). The shotgun is pointed at Germany now, and it might be used anytime in 1942. Finally, since BRPs can be voluntarily destroyed, the Axis have to be careful in case the "forced" double move turns out to be a mirage. Whatever "perfect plans" might exist in *ADVANCED THIRD REICH*, the "shotgun" isn't one of them.

CONCLUSION

It is possible to summarize how the new rules have changed strategy in the Mediterranean:

1. The Axis timetable is even more demanding, almost impossibly so. Mark Nixon's observation that his plans require steady nerves is now almost an understatement, as the threat from both Russia and the U.S. means Germany must move rapidly forward without error.

2. Foreign Aid is no longer a stone around the neck of either side. The Allies won't be sending BRPs into a bottomless pit, and the Axis won't have to attack their own ally to block them. Now everyone has DPs and diplomatic modifiers to worry about instead. Variants and diplomacy combine to offer such a vast array of variables that both sides must be alert to every opportunity.

3. You have to fight your opponents and beat them with skillful play (or perhaps luck), not with clever rule interpretations. *ADVANCED THIRD REICH* is not a game for rules lawyers. And you'll have to be able to juggle strategy, economics, diplomacy and tactics efficiently to pull it off.

The bottom line is that a Mediterranean strategy, in whatever form, is still a powerful option. It will make a dandy plan in multi-player games where Italy wants to have a more active role. If the Axis goals in the Mediterranean can be achieved with a minimum of effort (and political fallout in the United States and Russia), a Mediterranean strategy may be the key to a decisive Axis victory. Variants and diplomatic results can make the difference. On the other hand, if the Axis crudely bludgeon their way to Suez and Gibraltar, they may well win the campaign and lose the war. Most of the time, however, the Mediterranean will simply provoke a wide open game where exciting things happen and everybody thinks they're losing!



DOUBLE TROUBLE

The Double Turn in *ADVANCED THIRD REICH*

By Joseph J. Brophy

One of the most exciting features of the *THIRD REICH* game system has always been the provision for a shift in the initiative, permitting one side a double turn. *ADVANCED THIRD REICH (A3R)* has retained and refined this feature of the parent game. The old strategies tied to the so-called “flip flop” are no longer reliable, and the new rules have created many more opportunities and risks for the double turn. The analysis and examples that follow will show how crucial double turns may arise at various times and in various circumstances, and consider how the handling of the double turn may affect the outcome of the game.

HOW TO GET IT – OR AVOID IT

The double turn, like so many other aspects of the *A3R* game system, is firmly rooted in the Basic Resource Point (BRP) economic system, familiar to all *THIRD REICH (3R4)* players. Each country starts the game with an allotment of BRPs that must be spent to build units, declare war and conduct offensive operations. Conquests and economic growth may increase BRP levels, loss of territories (key economic areas, Russian industrial centers, colonies and conquests) and strategic warfare may reduce them. The alliance with the most BRPs at the start of each turn moves first in that turn. Thus, a player may move last in one turn and first the next, obtaining a double turn. Double Turns may arise in a number of ways. The most common include:

1. Spending decisions;
2. Declarations of war by major powers;
3. BRP losses due to strategic warfare or conquests.

As brutal as a double turn may be to the recipient, a double turn in riposte may be even more crushing to the player who initiated the cycle. This is particularly true because, by destroying BRPs, an unwanted double turn may be avoided until it is advantageous to take it. Since in *A3R* a player may simply voluntarily eliminate unwanted BRPs, it is virtually impossible to force a double turn on an unwilling opponent. The strategy of forcing the adversary to take a double turn in order to get one back later (see “Double-turn Shotgun” and “Shoot-out in the West”, *THE GENERAL*, Vol. 27, No. 3) is now obsolete.

It would be an oversimplification to say that in *A3R* an unwanted double turn can occur only through miscalculation. Since the Axis move first in the game, the Allies necessarily have the first opportunity for a double turn, barring an early and decisive Axis victory. The two events that most often precipitate the Allied double turn are the outbreak of war with the U.S. and the outbreak of war with Russia. As will be discussed in

greater detail below, in *A3R*, unlike its predecessor, neither of these events happen at any fixed time. There are good reasons for the U.S. and Russia to declare war on the Axis as soon as possible, even if this results in a double turn before the Allies really want it. Once this happens, their BRPs may be too valuable to destroy just to defer the double turn. If the game lasts long enough, the Allied double turn usually comes sooner or later (if it never comes, it is because the Axis have won a crushing victory). The real challenge to both sides is in deciding when to threaten the double turn, when to take it, and when and how to defer it. As with so many other issues in *A3R*, there are no pat answers to any of these questions; one of the many things that makes this such a rich and satisfying game. Since actual games are more fun than abstract theory and rules discussions, I will illustrate the possibilities by analyzing games either played by the author, or reported through the *ULTRA* network.

THE EARLY DOUBLE TURN

Historically, the French and British general staffs developed contingency plans for a preemptive attack on Italy, but their leadership lacked the nerve to attempt it. A possible Fall-Winter 1939 double turn in *A3R* gives players the opportunity to test this historical “what if?” A similar possibility existed in *3R4*, and the Fall-Winter 1939 attack on Italy was a favorite Allied gambit. As with so many other *3R4* plans, it now must be re-examined.

The prerequisite of the Fall-Winter double turn is that Germany and Italy must spend half of their BRPs in Fall 1939. This is not unusual, since both have plenty of units to build. Then, when the Allied half of the turn begins, the BRP situation (omitting a neutral U.S. and Russia), usually looks like this:

Germany:	75	Britain:	125
Italy:	-38	France:	-80
Axis Total:	113	Allied Total:	205

If the Allies can limit their spending so as to start the Winter turn with at least 114 BRPs, they will achieve a double turn, which may be used in an attempt to conquer Italy. If the attempt succeeds, the Italian BRPs will then be lost to Germany, and the Allies may retain the initiative in 1940, avoiding a German double turn in reply. This is, in theory, an attractive plan. In *3R4*, if the Axis spend enough, the Allies can always manipulate the 1939 double turn. In *A3R*, it is not so simple.

Even if the Axis spend to the limit, the Allies must limit their Fall 1939 spending to achieve a double turn. If the Allies are to attack Italy in Fall

1939, Britain (not France) must spend the 35 BRPs for the declaration of war on Italy, and another 15 BRPs for an offensive option on the Mediterranean front. France must also spend 15 BRPs of its 40 BRP limit for a Mediterranean offensive and must spend at least another 12 BRPs on unit construction, since it will need all its armor units for the Winter turn. This expenditure of 77 Allied BRPs brings the highest possible Allied Winter total to 128 BRPs, a margin of 15 BRPs over the Axis. If Britain decides it needs to build four air factors to help in the Winter offensive, the Allied edge drops to just three BRPs.

In *3R4*, a margin of just one BRP could be counted on, but in *A3R*, even a 15 BRP margin is not safe from German raiders. The raiders may sortie in the strategic warfare phase of the turn, after Allied unit construction. Each German fleet factor that reaches the strategic warfare box eliminates one British BRP. Thus, unless Britain holds back at least two fleets and some air factors to intercept them, German raiders will be able to destroy enough Allied BRPs to prevent the double turn. The thinner the Allied BRP margin, obviously, the more likely that the raiders will destroy the Allies’ plans. But, if the British hold back fleets and air to intercept and defeat the raiders, there may not be enough British fleets remaining to carry a credible invasion force to the shores of Italy and protect it from Italian attacks.

If the Allies can overcome all these obstacles, carry off the double turn and occupy Rome in Winter 1939, they still must hold Rome for their plan to succeed. To do so, they must leave a sufficient French force in northern Italy to block a German counterattack by land, and enough uninverted fleets in the Mediterranean to intercept and defeat a counterattack by sea. Some uninverted air for defensive air support would come in handy too, but with the third British 5-4 air unit probably unbuilt or inverted, available Allied air factors are liable to be scarce indeed by this time.

Thus, to conquer and hold Italy, the Allies must strip France of the BEF, the French armor, and all the Allied air. The German player can therefore leave Italy to its fate and instead take Paris in Winter 1939. At first blush this exchange favors the Allies, because France almost always falls anyway, and in exchange the Italian forces are permanently eliminated. The clever Allied player will realize that the Allies will likely retain the initiative in Spring 1940, because Germany will not receive the French BRPs in the 1940 YSS, because France isn’t yet conquered (47.81). I say “likely” because France will lose 25 BRPs in Winter 1939 for the loss of Paris, and another 25 BRPs in the 1940 YSS because the Germans will control Paris. If the French had no BRPs left

at the end of the Allied Winter 1939 player turn, this would mean France would start with only 30 BRPs in 1940, which could well result in an immediate double turn for Germany. At best, the British will find themselves saddled with an unwanted initiative. If the British spend as much as possible in Spring 1940, so as to force the Germans to take a Spring-Summer 1940 double turn, they will almost certainly run out of BRPs well before the end of the year (with all the attendant horrors this brings). If the British spend prudently, Germany can spend enough to keep below Britain, keeping its double turn in reserve. It could be used either for an invasion of Britain or an attack on Russia. In the meantime, U.S.-Axis tensions will increase at a snail's pace, delaying U.S. entry into the war. The risks of the 1939 double turn not coming off, or backfiring if it does, have made it a less favored strategy in *A3R* than in the old game.

An Allied double turn in 1940 may occur in at least two ways. The Axis may spend down enough to give England and France the opportunity to take the initiative, or Russia may enter the war. The latter could not happen in *3R4*, so I will examine that possibility first.

In contrast to *3R4*, in which Russia could never declare war on Germany before Fall 1941, in *A3R* Russia may declare war on Germany on any turn, provided the current diplomatic result for Russia is sufficiently favorable. In rare instances, Russia may even declare war on Germany as early as Fall, 1939, as a result of a Russian reaction to Poland aligning itself with Germany or German expansion in the Balkans. The Axis can (and usually should) keep Russia neutral in 1939 and 1940 by maintaining an adequate eastern front garrison, placing diplomatic points (DPs) in Russia and forbearing activation of the potential Axis minor allies in the Balkans (in other words, by being nice to Stalin for as long as necessary). The burden of maintaining Russian neutrality may vary. For example, Allied variant 4 ("Stalin Purged") gives Russia a -1 diplomatic modifier, necessitating a larger German garrison or a heavier commitment of Axis DPs to keep the peace.

The Russians, for their part, may decline to enter eastern Poland and the Baltic States to improve their diplomatic position. If they do, it is a giveaway to the Axis player that the Western Allies may place DPs in Russia to try to activate Russia (France and Britain combined may place up to four DPs in Russia, whereas Russia will only have a maximum of two available at this stage. Western and Russian DPs may never combine in Russia). Accordingly, Germany may be forced to maintain a large garrison at the expense of the offensive in the west. Such Allied maneuvers may hinder the Axis war effort, or may even backfire on Russia, resulting in a diplomatic result adverse to Russia. But woe to the Axis player who thinks he can ignore entirely the threat of a Russian declaration of war in 1939 or 1940. The Russian force pool may not look like much, but a Russian declara-

tion of war on the Axis before France falls guarantees an Allied double turn while the bulk of the German forces are occupied in the West, probably bringing the game to a speedy end with the collapse of Germany.

A more common opportunity for an Allied double turn in 1940 arises if Germany spends heavily in the Spring 1940 turn. If the Italians declare war on the Allies the same turn, the Axis BRP level will fall substantially below the Allies'. The Allied player must then decide just how much he can accomplish if he accepts the double turn. If Germany can be seriously hurt, or even conquered, in the double turn (yes, it has happened to me) the answer is easy. But if the double turn will merely prolong French resistance for another turn or two, there are serious disadvantages to the Allies accepting the double turn. For every turn that the Allies hold the initiative, U.S.-Axis tensions decrease by one, rather than increasing. Thus if the Allies accept a Spring-Summer 1940 double turn and the Germans, by necessity or design, let the Allies keep the initiative until 1941, U.S. entry into the war may be delayed by four turns or more, greatly compromising the Allies' chances of eventually conquering Germany (not to mention Russia's chances of survival). A more immediate risk to the Allies in accepting the double turn is that Britain can be severely mauled, or even conquered, in the Axis double turn that will eventually follow the fall of France.

THE MID-GAME DOUBLE TURN

Most players agree that the entry of the United States into the war marks the beginning of the mid-game. Both the timing and impact of U.S. entry may vary considerably. I have seen the U.S. enter the war as early as Fall 1941, and as late as Spring 1943, but our games have demonstrated that U.S. entry tends to center in the Winter 1941 to Summer 1942 range.

Unlike *3R4*, the Allied double turn does not necessarily follow immediately upon the entry of the United States. In the event that U.S.-Axis tensions permit a Fall or Winter 1941 U.S. declaration of war, the alignment of Russia usually determines whether the Allies have the opportunity of an immediate double turn. If Russia is at war with the Axis, an immediate Allied double turn is almost assured, since by that time the Axis are likely to have spent at least half their 1941 BRPs. Whether the Allies will want the double turn at this point is doubtful, as the Axis are likely to get the double turn back in Winter 1941-Spring 1942. If the Allies wish to avoid the double turn at this point, it makes more sense to destroy U.S. BRPs than to defer U.S. entry, since the BRPs destroyed after U.S. entry do not reduce the U.S. base, while the U.S. growth rate and force pool additions are directly tied to the date of U.S. entry. But this option is not always available to the Allies if the U.S. enters the war in Fall 1941, as the Axis BRP level might be so low that the U.S. is unable or unwilling to destroy enough

BRPs to avoid the double turn. In this situation, deferring U.S. entry to Winter 1941 may be the only alternative to an ineffective Allied double turn, followed by a potentially devastating Winter 1941-Spring 1942 Axis double turn.

In the typical situation in which the Axis are at war with both the Britain and Russia when the U.S. enters the war in Winter 1941 or later, the spread between Axis and Allied BRP levels is generally not great. The following BRP levels at the 1942 YSS are typical, assuming the U.S. has declared war on the Axis in Winter 1941:

	Germany	Italy	Britain	Russia	U.S.
	350	80	120	155	180
Less SW and DPs:	-50		-17	-5	-18
Total:	300	80	103	150	162
AXIS TOTAL:	380		ALLIED TOTAL:	415	

It is apparent from these figures that the initiative may pass to the Allies at any time after U.S. entry, but only just. It is to the Allies' advantage to defer the 1942 double turn if possible. The U.S. needs a few turns to build up its forces in Britain, and Russia is generally reeling by the end of 1941, with unbuilt units from 1941 and substantial new forces requiring construction in 1942. Moreover, there is no exploitation permitted on the eastern front on Spring turns, so an Allied double turn immediately after U.S. entry in Winter 1941 usually lacks any real punch.

For the same reasons, the Axis will usually wish to force an Allied double turn as soon as possible. This will often be the case if a Winter 1941-Spring 1942 double turn for the Allies is necessary to save Russia.

Both sides can influence the timing of the midgame double turn. The Axis, if only one of the U.S. and Russia are at war, may wish to make a preemptive declaration of war on the other, or simply spend freely to reduce their total below the Allies', in order to force the Allied double turn sooner rather than later. Allied spending is also limited by the timing of their force pool additions. As long as they move second, the Allies may destroy BRPs to avoid the double turn, but there is a limit to how many BRPs the U.S. can destroy after 1941 without damaging its economy, and Britain and Russia can seldom afford to spend BRPs freely, much less destroy them. A German player who can arrange matters so that the Allies voluntarily assist his U-boats is playing at a high level indeed!

The best time for the midgame double turn depends on which side you are playing. The Axis, as noted, would prefer it sooner rather than later, before the U.S. force pool is large and deployed to Britain, and before Russia has built its 4-5 armor units.

Winter 1941-Spring 1942 is the least dangerous time for the Axis, since the Western Allies may not invade on the Western front on the

Winter turn, and the Russians may not exploit on the Eastern front in the Spring. The worst time for the Axis to weather a double turn is Summer-Fall 1942 or Fall-Winter 1942, when the Russians can take two full offensives in a row.

The volatility of the initiative makes 1942 a particularly nerve-racking year for both sides in many games. A narrow spread between Axis and Allied BRP levels at the YSS makes it quite possible for the Allies to take a double turn early in 1942, and find themselves facing the possibility of an Axis double turn in reply. The U.S. growth of 20 BRPs per turn comes after the initiative is decided each turn, so it cannot be taken for granted as a cushion against an Axis double turn. Moreover, Western Allied BRPs are vulnerable to strategic warfare losses that can easily exceed 20 BRPs per turn in 1942, and the Russian ICs are often vulnerable to German attacks. The Axis will frequently have a diplomatic edge as well, allowing them to activate minor allies to increase their BRP level. Thus, if the Allies take the initiative too soon, they may be forced to limit expenditures in 1942 to hold the initiative. As a result, large portions of the Allied force pool may remain unbuilt, even if the BRPs are available to build them, since an Axis double turn against Russia in Summer-Fall 1942 is an even greater threat to Russia than an Allied Summer-Fall 1942 double turn is to Germany.

The Axis double turn in 1942 is a great danger to Russia, since it is difficult for Russia to survive two successive German attacks at this stage of the war. But unless a knockout punch against Britain or Russia is assured, the Axis player still must worry about the Allies taking a double turn for a second time.

By Winter 1942, the Allied double turn is almost inevitable in an "historic" game, given the growth of the U.S. and Russian economies. Assuming modest Axis successes in 1942, and full mobilization by the all the Allies in 1942, the 1943 YSS totals are likely to be in this range:

	Germany	Italy	Britain	Russia	U.S.
	390	85	130	205	330
Less					
SW, etc.:	-54		-18	-10	-47
Total:	336	85	112	195	283
AXIS			ALLIED		
TOTAL:	421		TOTAL:	590	

At this point, only if the U.S. or Russia is still out of the war can an immediate Allied double turn be avoided. Even if such is the case, it is very difficult for the Axis to keep the U.S. or Russia out of the war until the 1944 YSS, and the last thing the Axis need is a fully mobilized Russia able to attack Germany on a double turn at its own convenience. The most prudent course for the Axis if the Allied double turn has not occurred by Spring 1943 is probably to make a preemptive declaration of war on the U.S. or Russia, as the case may be, so that the Allied double turn will come sooner rather than later.

THE LATE GAME DOUBLE TURN

The later in the game, the less likely either side is to achieve a double turn. However, if BRP totals are close at the end of 1942, a German airborne raid on Britain or an Axis capture of a Russian IC or two can give the Axis the initiative back in 1943. Even if such an Axis coup does not give the Axis the initiative back outright, a paper-thin margin of BRP superiority can deter Allied expenditures for fear of precipitating an Axis double turn, unhinging the Allied war effort, and gaining the Axis valuable time.

In practice, I have seen no double turns by either side later than Spring-Summer 1943. The theoretical possibilities of later double turns are intriguing, however. If Germany manages to keep the U.S. neutral until late in the game by following a "peace strategy," the Axis may be able to weather a late game Allied double turn occasioned by U.S. entry, since the U.S. enters the war with such a modest force pool. A game along these lines will probably remain a mostly theoretical possibility, since most players strive for a win, and not a stalemate or pyrrhic victory, which is probably the best the Axis can expect in such a game.

The ultimate disaster for Germany would be for a fully mobilized Russia to declare war on Germany in 1943 or even later, while Germany is heavily engaged against the U.S. and Britain. Fear of this very scenario may have impelled Hitler to attack Russia in 1941. No *A3R* game I know of has seen a late Russian declaration of war on Germany, simply because every Axis player so far has taken great pains to avoid it by declaring war on Russia no later than Spring 1943. This is a perfect example of the threat of a double turn shaping strategy. The Spring-Summer 1943 Allied double turn is unpleasant for the Axis, but usually manageable. A Summer-Fall 1943 Allied double turn spearheaded by a fully built Red Army is liable to lead to an Allied decisive victory.

One other possibility must be mentioned. Once the Axis are forced on the defensive, a good Axis player will carefully guard his BRPs, in an effort to generate BRP growth for Germany. If the Axis have made progress in the Mediterranean and the Middle East, the Allies may well find themselves unable to develop an insurmountable BRP lead, and will therefore be forced to watch their spending carefully.

By a combination of BRP growth, diplomacy and small-scale military successes, the Axis player may be able to catch a reckless Allied player off-guard. The temptation for the Allies to spend to build American units, rather than concentrating on economic growth for the United States, can be almost irresistible. If the Allies start playing as though the war is almost over, they can suddenly find themselves vulnerable to an Axis double turn. There are so many ways to spend and lose BRPs that double turns are almost always possible.

If the Axis can manage to keep all their units on the board, the dilemma faced by the Allies

may be to spend BRPs to build units, and risk losing economic control of the game, or to conserve their BRPs and risk military defeat on the board. This type of game is a true test of skill, as the outcome depends on the overall result of many small ground, air and naval encounters. If the Axis can regain the initiative in 1943 or 1944 in this manner, they will deserve the victory which will often result.

DEFENDING AGAINST THE DOUBLE TURN

Double Turns in *A3R* are very often devastating, which is why it is important for players to know when and how they are likely to arise. Some of the more common double turns have been discussed in this article, but every game is different and double turns can arise at the strangest times. Being caught by surprise by an enemy double turn is almost always fatal, but by anticipating a double turn, a good player can often defend against it.

The best way to defend against a double turn is to destroy the opponent's forces during your turn, so that for the first half of the double turn the enemy has nothing available with which to attack you. Your main worry then is to defend against newly constructed units which can be strategically re-deployed to a sensitive sector of the front, but this is relatively easy because at least your own units will still be on the board for the second half of the enemy double turn.

Naturally it isn't always possible to destroy the enemy on the eve of a double turn. A proven defensive technique (and one of the few *3R4* tactical concepts still applicable to *A3R*) is to launch an offensive in order to create exploiting armor units which will retain their supply status throughout the enemy double turn. If the armor exploits into defensive positions, rather than exposing itself by encircling enemy units, a "hedgehog" defense can be established, making enemy encirclements less dangerous. This tactic is mainly seen on the Russian front.

When purely static defense is necessary, defend your most important targets first. For example, when the Russians are near Poland, the German player is well advised to put strong units in Berlin, rather than try to establish an impenetrable front line. This principle is especially important when facing a double turn. Always keep a reserve, even if this means writing off more exposed forward areas. After all, the opponent is bound to get *something* with his double turn—just make sure he doesn't get *everything*.

But heroism in the face of a double turn seldom accomplishes much, and not every front can be held under enemy pressure. A sudden withdrawal (as carried out by the Germans on the western front in World War I) to a prepared position can force the opponent to waste the first half of his double turn occupying empty space, as well as allowing the defender to utilize such natural defensive barriers as a river or mountain range.

Finally, as mentioned earlier, the defender should make use of restrictions on enemy activities such as the prohibition against seaborne invasions on the western and eastern fronts during winter turns and the ban on exploitation on the eastern front in spring turns. An Allied Winter-Spring double turn is often more like a single move in the west and something like one and a half moves in the east, which at least isn't as bad as a full-fledged double turn.

When all is said and done, it is best to prevent an enemy double turn by winning while you still have the initiative. Failing that, you should make sure that the damage the enemy can inflict on you will be outweighed by the damage you will inflict on him in return. A retaliatory double turn need not be taken right away (and is frequently better delayed), but you must survive the opponent's double turn first.

CONCLUSION

This article has outlined some of the more commonly seen strategic implications of the double turn. After mastering the fundamentals of *ADVANCED THIRD REICH*, players will discover that the game system offers opportunities to create an almost unlimited range of strategies. Double Turns play a important role in these strategies. Without an understanding of the double turn, the most subtle plan can come crashing to the ground. With experience, double turns tend to decide the outcome of games less often, although their influence on strategy becomes greater.



**ADVANCED THIRD REICH
SUGGESTED RULE MODIFICATIONS**

By Bruce Harper

ADVANCED THIRD REICH (A3R) has been out for just over a year, and in the course of many games—especially those at *AvalonCon '93*, several important improvements to the rules have been suggested; here are four:

HEX CONTROL (11.5)

Isolated hexes controlled by the non-moving player which are neither occupied by nor adjacent to any of the non-moving player's units pass to the moving player's control at the end of his post-combat supply determination phase, provided they are adjacent to a supplied hex controlled by the moving player. Such hexes also immediately receive supply if a land supply line can be traced to them, although supply may not be traced through such newly-acquired hexes until the following turn. Hexes acquired in this manner may not be used by the moving player's air or naval units during movement and combat, but come under the control of the moving player and receive supply prior to his SR phase.

EXAMPLE: In Summer 1941, German armor units encircle a large pocket of Russian infantry units. The Russian player is unable to break the encirclement, and the Russian infantry units are eliminated at the end of the Russian Summer 1941 post-combat supply determination phase. During the Fall 1941 German movement phase, no German airbases may be built in these hexes, as they are still controlled by Russia. The German player doesn't bother to move units through the pocket. At the end of the German Fall 1941 post-combat supply determination phase, all of the encircled hexes adjacent to supplied German hexes come under German control, and the German player may SR units into or through these hexes. Were the pocket several hexes deep, the innermost hexes would not come under German control for another turn or two.

FINNISH AND SWEDISH UNITS

The exception in 15.24 B should be extended to read as follows: "Finnish and Swedish units are not automatically subject to a -1 DM when defending outside their home countries."

DIPLOMACY

Beginning in 1940, Germany, Italy and Britain each have the capability of negating one, and Russia has the capability of negating up to two, opposing Diplomatic Points (DPs) in a target named by the opponent, provided at least one friendly DP was also allocated to that target. After the opponent names the target and reveals how many DPs he placed in it, the defender(s) may use this capability to eliminate the naming player's DPs. If all the naming player's DPs are eliminated, no Diplomatic die roll is made for that target unless the defender wishes.

Britain and Russia may combine to cancel German DPs, as long as there is at least one Western allied or Russian DP in the target named by the Axis. Thus, Britain may negate Axis DPs in Turkey if Russia allocated at least one DP to Turkey in the preceding YSS. Similarly, Russia may likewise assist Britain in Spain, or both countries could combine to negate up to three Axis DPs in a particularly sensitive target, if either had at least one DP there already.

This capability may also be used to negate enemy DPs in the United States.

This capability is *not* renewed each year—once a country negates enemy DPs, its capability is exhausted (using the full research and intelligence rules which will be included with *RISING SUN*, the capability could be renewed, but only by an additional expenditure of resources).

U.S.-AXIS TENSION TABLE

For the +1 Modifier for bombing Britain, substitute:

+1 for every ten full British BRPs eliminated by German bombers, V-weapons, Raiders and U-Boats. Disregard fractions less than the full ten BRPs at the end of each game turn.

The rise in U.S.-Axis Tension is now more closely tied to the actual effects of German economic warfare against Britain. If Britain is being battered by German bombing, U-Boats and surface raiders, tensions will now rise by an additional two or three points per turn (and Britain will need all the help it can get!), but small scale bombing raids may be carried out by the Axis with less political fallout in the United States.



AREA SPECIFIC RATINGS

THIRD REICH (4th Ed.) (3R4)
(GENERAL 28-6)

Rank	Name	Times On List	Rating	Previous Rank
1.	J. Ingersoll	—	1927DHF	—
2.	B. Sutton	—	1800AC*	—
3.	G. Wilson	—	1640AB*	—
4.	M. Mitchell	—	1630ABA	—
5.	R. Berger	—	1500***	—
6.	R. Brockman	—	1500***	—
7.	R. De Jesus	—	1500***	—
8.	J. Giles	—	1500***	—
9.	G. Graham	—	1500***	—
10.	R. Heine	—	1500***	—
11.	J. Thomasser	—	1500***	—
12.	D. Lydick	—	1455AAA	—
13.	J. Rogers	—	1385AAA	—
14.	A. Libuszowski	—	1360ABB	—

The Fourth Edition of *THIRD REICH* remains popular despite the advent (and increasing popularity) of its youthful cousin. Several gamers have registered for AREA ratings in *ADVANCED THIRD REICH*; our good-luck wishes to all A3R competitors out there as they strive for the top AREA-score in this very demanding title.

A3R Opponent Location Services

By Bruce Harper

To find *ADVANCED THIRD REICH* opponents, contact the *ULTRA* representatives in your area (include a stamped, self-addressed envelope if a written reply is desired):

REGION I (New England)

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Paul Denhup, c/o The Officers' Marquee, P.O. Box 843, Stratford, CT 06497-0843; **Tel.:** (203) 877-6266

REGION II (Mid-Atlantic)

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Greg Wilson, 551 Trinity Place, Westfield, NJ 07090; **Tel.:** (908) 317-9161; **e-mail address:** 75600.457@Compuserve.com

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ELECTRONIC MAIL

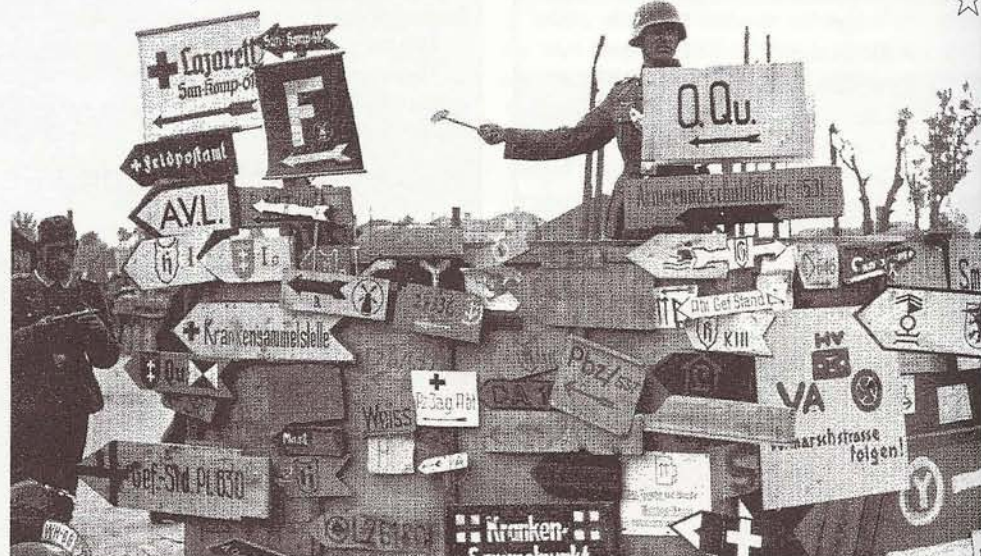
To find opponents for games by electronic mail, you can contact Mike Stone through **CompuServe**, at:

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... or Conrad Struckman at either of his following **e-mail addresses:**

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NEW DUTIES FOR THE WOLFPACKS

Expanding U-Boat Operations in *ADVANCED THIRD REICH*

By Rick D. Stuart

ADVANCED THIRD REICH (A3R) is by any measurable criteria an immensely enjoyable game, rich in diversity, that accurately simulates on a grand scale the strategic questions that shaped the conduct of the war in Europe between 1939-1945, as never before. While seeming at first to be extremely complex, A3R's rules are largely a reflection of common sense; as such, once familiar to the players, they allow them to concentrate fully on those strategic options which were historically employed as well as those that *could have been employed*. It is this tantalizing aspect of A3R—exploring the *what-if's?*—that will likely appeal most to the student of history, and which forms the rationale for this article.

In exploring the various strategic avenues open to players in A3R, two points of particular interest are: The effective demonstration of U-Boat warfare on the high seas, and the potential prosecution of a German invasion of Britain in Operation Sea Lion. As the game presently stands, both of these options can occur in tandem, but there is little to suggest their complementing one another.

The possibility of the Germans landing in England after the fall of France in 1940 has long been the subject of interested speculation among gamers, spawning several past products that attempted to address the matter on scales both strategic and tactical in nature. In any such simulation the consensus of opinion seems to be that any attempt at a successful invasion of England could only be accomplished if two factors were in effect, the first being the Luftwaffe's winning their air war with the RAF, and second, the *Kriegsmarine's* gaining control of the English channel in the face of stiff Royal Navy opposition. While the former condition is a possibility many would concede, the latter could only have been accomplished if the German navy exerted itself to the fullest capacity *in addition* to achieving air superiority.

A3R permits both the Luftwaffe (in the form of air factors) and the *Kriegsmarine* (in the form of fleet factors transporting and escorting ground units) to fight for control of the channel and perhaps cross it against an oft times superior foe. But what of the German U-Boat arm? Is it realistic to suggest that German U-Boat operations against Allied shipping in the North Atlantic would continue, unabated, at a time when every other serviceable surface craft in the German Navy would be pressed into service against their Royal Navy counterparts? Early in the war, various U-Boats were equipped with mine-laying capability and these, at the very least, would likely coordinate their efforts with the surface arm. Moreover, as the size and strategic significance of the invasion scenario increased, it can be reasonably argued that more and more German submarines would

be diverted in an effort to interdict elements of the British Royal Navy steaming toward the German invasion fleet.

As it is presently designed, however, there is no provision in A3R for coordination of German U-Boat activities with German Naval actions directed against Allied fleets. This omission is all the more damning in light of the (very realistic) inclusion of rules governing the utilization of a much smaller number of *Allied* submarines based in Malta against both Axis merchant shipping and naval fleet operations.

Therefore, in light of the above considerations, I feel that an amendment of the rules presently governing German U-Boat operations is in order, effectively expanding their role to include missions against Allied surface fleets, and in turn providing the German player with an additional strategic option for consideration. There is, however, no such thing as a free lunch; correspondingly, the German must pay a price should he wish to pursue this new role for his U-Boat arm, all of which is detailed as follows:



GERMAN U-BOAT OPERATIONS (EXPANDED)

General Description:

In lieu of utilizing U-Boat factors to function in a strategic warfare role, the German player may, at his option, forgo such operations and employ his available U-Boat factors (including those newly constructed in a given year's YSS) against Allied fleet operations in a manner similar to that used by Allied submarines based in Malta (64.0). All available U-Boat factors may *either* be employed in a strategic warfare *or* an anti-fleet capacity in a given year, but not both; nor may U-Boat factors be split between each option. U-Boat factors are employed exclusively in one capacity or the other, and the decision as to choice must be announced prior to the placement of U-Boat factors in the SW Box.

UB1.0

Beginning with the 1940 YSS, U-Boat factors available in any given turn may be used against Allied naval missions originating from a port on

the western front. Instead of being placed in the SW Box U-Boat factors, including newly constructed factors, committed to an anti-fleet role must begin play in an Axis controlled port. Every three U-Boat factors present in a port, fractions rounded up, are counted as one fleet factor for purposes of determining basing limitations. If insufficient port capacity exists to accommodate both U-Boat and fleet factors, overstacking may temporarily occur, but factors in excess of normal limitations must be removed (owning player's choice) at the conclusion of the initial turn of placement.

UB2.0

In the event that U-Boats were used in the previous year in an strategic warfare role, a *percentage* of surviving U-Boats may be withdrawn for use in an anti-fleet role. Consult the *U-Boat SW Redeployment* chart, and roll two dice:

Chart 1:

U-BOAT SW REDEPLOYMENT

Die												
Roll:	2	3	4	5	6	7	8	9	10	11	12	
Result:	5	10	15	20	30	40	50	60	70	80	90	

The result is the percentage of previously surviving U-Boats (fractions rounded up) which may be transferred to home ports for use against Allied fleet missions this year. The remainder are not lost but are, however, inverted within the SW Box and do not function in either capacity this year. This rule reflects the fact that a given percentage of U-Boats, when recalled, will always be either moving from or going to stations at sea, under repair, or otherwise out of position in sufficient numbers as to be ineffective in either role.

UB3.0

German U-Boats operating from Axis controlled ports may operate independently or in conjunction with other Axis fleet units. Each is used once per game turn and then inverted after use.

UB4.0

German U-Boats in this manner are treated as standard fleet factors for purposes of interception of Allied naval missions but are not subject to counter interception by Allied naval forces. Uninverted Allied air units within range may attack U-Boats as they leave port, making one attack only (no air defense die roll permitted), applying the *Allied Air Attack Modifier* for the appropriate year as specified in the chart below:

Chart 2:

ALLIED AIR ATTACK MODIFIERS

Year:	1940	1941	1942	1943	1944+
DRM:	—	+1	+2	+3	+4

UB5.0

Combat between German U-Boats and Allied fleets is resolved as normal fleet combat and, in accordance with rule (27.573), two attacks may be made by U-Boats during the resolution process.

UB6.0

If utilized in conjunction with surface fleet factors, losses to the German force comprising both U-Boats and surface units may be distributed as the German player desires.

UB7.0

Damaged U-Boat factors are repaired automatically at port in the same manner as regular fleet factors. U-Boats lost in combat may be rebuilt at a cost of one BRP per factor, subject to reconstruction limitations (27.82), at Kiel or Hamburg only.

UB8.0

If the Allies capture a given base presently occupied by U-Boats, these factors may automatically re-deploy to another Axis controlled port along the same front subject to the provisions of section (27.26).

UB9.0

U-Boats may conduct anti-fleet operations in the Eastern front only if one or more ports in that front are Axis controlled. Kiel may be utilized as a two-front port in this context. Similarly U-Boats may be utilized in the Mediterranean front only if Italy is an active German ally and an available Italian port is presently available. U-Boats wishing to operate in the Mediterranean must first strategically redeploy to that front and are subject to Allied interception during the strategic redeployment phase.

UB10.0

At the start of a new YSS surviving U-Boats previously utilized in an anti-fleet capacity may revert to their strategic warfare role and are removed from their home ports to the SW Box. U-Boats stationed in the Mediterranean must first redeploy to bases along the eastern or western front before resuming strategic warfare operations. U-Boats may not move directly from Mediterranean ports to the strategic warfare box. U-Boats unable to so redeploy due to SR limitations are inverted for any year in which other U-Boats are utilized in a strategic warfare role.



[Editor's Note: A3R Designer/developer Bruce Harper reviewed Mr. Stuart's article, and asked us to mention that, in addition to providing a very good variant, Mr. Stuart has almost perfectly duplicated the submarine rules which will be found in *RISING SUN* (the upcoming Pacific Theatre companion game for A3R), excepting only "Chart 1, U-Boat Redeployment" and the rebuilding rules.]

The Editor's Choice Awards 1992

Prior to his departure as Editor of this magazine in Volume 27, Number 6, Rex Martin presented his nominees for the Editor's Choice Awards. Over the previous year, Rex had seen a lot of articles cross his desk, and from each issue of Volume 27, one article was chosen which was deemed the "best of the best" from among a very distinguished lot, indeed.

Of those six nominees, the readership was asked to vote for the article which they felt represented the ideal sort of work to grace the pages of *The GENERAL*. The balloting was very close, and the decision was held until this issue as a fitting close to Volume 28 and opening of our new Volume 29 year.

At this time, we would like to offer our congratulations to Mr. Mark Hunter, whose article "Wooden Ships For One", appearing in Volume 27, Number 6 of *The GENERAL*, was voted "Best Overall" by a readership no less impressed than we over the formidable task of developing a solitaire system for the redoubtable *WOODEN SHIPS AND IRON MEN*. A task successfully completed and well presented, judging from its glowing reception.

We sincerely hope that the continuation of this yearly contest will encourage others among our readership to try their hand at writing for *The GENERAL*. As much the judges of our products, you, the reader, are also the source of some of the very best works we publish.

And now...

The Editor's Choice Awards 1993

In keeping with tradition, herewith the nominees for the best articles of Volume 28. You, the readers, are asked to vote for each nominee below, who will receive a lifetime subscription to *The GENERAL* and \$100 in merchandise certificates from Avalon Hill. Eliminating those works written by members of the Avalon Hill staff, the nominees are:

- ATHENS IN VIET NAM**
By Richard Berthold (Vol. 28, No. 1)
- SEMPER FI!**
By Stephen C. Swann (Vol. 28, No. 2)
- PANZER HUNTERS**
By Carl Schwamberger (Vol. 28, No. 3; tied nominee)
- EASTERN SKIES**
By Andrew Visegrady (Vol. 28, No. 3; tied nominee)
- THE BATTLE OF BERLIN**
By Larry Cirelli (Vol. 28, No. 4)
- VARIANTS IN THE PACIFIC**
By Wesley Kawato (Vol. 28, No. 5)
- TERRIBLE SWIFT SWORDFISH**
By Conrad Struckman (Vol. 28, No. 6)

Please vote for only one of the nominees, and vote only if you have read all of the articles nominated. The winners will be announced in Volume 29, Number 6.



PLAY-BY-MAIL ADVANCED THIRD REICH

(And They Said It Couldn't Be Done ...)

By Mike Stone

INTRODUCTION

When *THIRD REICH* was first introduced in 1974, the Play By Mail (PBM) genre was largely limited to "classic" games which did not include the interactive features of *THIRD REICH's* innovative new game design. Because of the unavoidable delays PBM entailed, many thought the multi-phased and interactive nature of *THIRD REICH* would pose an insurmountable barrier to PBM, and limit the game to Face-To-Face (FTF) play. At the same time, however, the sheer number of choices and complexity of play in *THIRD REICH* (as well, of course, as the hobby's chronic problem of finding FTF opponents) made it a prime candidate for PBM. This, combined with the game's enormous appeal to a strong cadre of devotees, made PBM inevitable—in short: Where there's a will there's a way...

I was first introduced to PBM *THIRD REICH* in 1974 by Bill Rose of Romulus, Michigan, to whom I owe more than a small measure of gratitude. To give credit where credit is due, it was he who initially came up with the basic concepts and infrastructure for the PBM system which I refined and used with great success over the next 19 years. Having played *THIRD REICH* almost exclusively by PBM for many years, when sucked into the vortex of *ADVANCED THIRD REICH (A3R)* game development, it was only natural that I adapt my PBM system to accommodate the additional nuances and features of *A3R* in order to playtest the game in my preferred medium of play. Since then, I have gone on to enter the 20th century and employ a faster version of the same medium: E-Mail. FTF players will discover that *A3R* (or, for that matter, 4th edition *THIRD REICH*) truly is a different game when you have the time to reflect on a position and develop a strategy (and the accompanying tactical plan to put it into action) without the inevitable pressure caused by your opponent sitting on his thumbs glaring at you across the board waiting for you to finish your move. At the same time, never again will you be driven nuts with boredom waiting for an opponent to finish his move!

The initial reaction of most newcomers to PBM is that it involves a lot of record keeping. This is unquestionably the most burdensome thing about PBM. On the other hand, the most important thing to remember about PBM is the fact that your opponent can't look at your game board—the only way he can learn about what you did is if you tell him. Thus the most burdensome thing about PBM is also the most important thing about PBM. (See "Use of Spreadsheets" below for techniques to minimize

the record keeping burden). The other thing to remember is that while many minor errors and omissions get by in a FTF game, when you must record everything (and your opponent has time to see everything), you also end up playing a much "cleaner" game which almost always results in a more intimate knowledge of the rules than you get from FTF play.

The PBM system below has been designed to accurately and concisely communicate moves between players with a minimum of confusion and error. It has been in continuous use for over 15 years and it works, especially in games which don't have the benefit of a gamemaster. Players seeking to change or modify it should keep this in mind. Everything is here for a reason. Before dumping or changing something you don't like, ask why it is there in the first place. Also, if these rules leave you unsure about how to record a particular move, feel free to send me a query. And of course, I am always willing to entertain and discuss suggested improvements...

OVERVIEW

There are three mandatory elements to every PBM move: unit record sheets, the combat record and the option & BRP records. Additionally, the Axis player's move must include a schedule of diplomatic results in effect and the Allied player's move must include a schedule of U.S.—Axis tensions. Both players will generally also have an administrative section in which they note hex control in contested areas, play of variants, correction of minor glitches in their opponent's move, rules queries, etc.

Many players also enjoy adding a "Press" section wherein laudatory and self-deprecatory propaganda is released. Any additional schedules or notes you wish to include with your move are always welcome, since the greatest obstacle which PBM must overcome is the accurate communication of information.

HEX COORDINATES

All map references must be by hex coordinate. While many other innovative methods of reference have been conceived, none are as unambiguous and universally accepted as hex coordinates. Lower case letters should be used in hex coordinates so that footnotes stand out. This also allows for keyboard use without employing the shift key. Players may well find it saves time in the long run to carefully put the hex coordinates of key hexes on their mapboard.

UNIT IDENTIFICATION

All references to units must be by unit ID. Nationality is designated by the first letter of a major power name and the first two letters of a

minor power name. Unit type is designated by one of the following codes: Armor = o, Infantry = x, Airborne = m, Commando = c, Replacement = r, Partisan = p, Air = A, Fleet = F, Airbase = AB, Bridgehead = BH, Submarines = S, Interceptors = I, ASW = ASW, SAC = SAC. All ground units are identified by nationality, unit type and unit name or number (e.g., German airborne = Gm1Fs, Spanish armor = SpoMad, French infantry = Fx8). All other units are identified by nationality, combat factor, unit type and hex location (e.g., a French partial air unit in Paris = F3A(o22), a British full strength fleet in Scapa Flow = B9F(b29)). FTF players are often not used to referring to units by ID, but rather by hex and combat/movement factors. While this may be more convenient in some cases, it can be ambiguous and is more prone to error and misunderstanding than unit ID. (Of course, there is no requirement that you maintain unit ID integrity when setting up your board in the privacy of your own home. Players can ignore unit IDs on their own board, but must use them when recording and communicating their moves. In the long run, it is usually easier all around to maintain unit ID integrity on your board as well.)

UNIT RECORD SHEETS

The unit record sheet provides a single place where the entire turn's activities for every unit are summarized. Its greatest benefit is that it allows you to easily research a unit's life and activity both forwards and backwards. It is set up in a columnar format. Every unit in each country's force pool is listed vertically, and the various activities in which each unit may engage are recorded laterally:

"Begin" column—List the position of each unit at the start of your turn. Generally, this will correspond with the ending position from your prior turn. If a unit's position (or existence) has changed since your last move (including movement of fleets to/from the SW box after the Allies have the initiative), note this with an asterisk ("*") before the new beginning position. If a unit was eliminated during your opponent's turn, put an asterisk before and enter "XXXX" in the Begin column. Lent Italian units should be indicated by a "L" footnote reference after the hex coordinate.

"Move" column—Record the destination hex for all movement phase position changes (including air and naval base changes). Units are always presumed to take the most direct route between their starting hex and their destination hex. Any special hexes traversed (e.g., for hex control purposes) should be cross referenced and explained by footnote. Use capital letters at the end of the

hex coordinate for footnotes so that they stand out and are not confused with the hex coordinates themselves (e.g., "H47A" would indicate a unit moved to Moscow and that you should look to footnote A for additional information regarding the route it took).

"Combat" column—Combat *results* are recorded in the third column. This includes airdrops, sea transport, casualties (noted with "XXXX") and advance after combat. Indicate exploiting units which advance to a breakthrough hex by listing the breakthrough hex in brackets. The target hex of air and naval missions should *not* be entered here unless the unit is actually moving there (only possible with naval units on sea transport missions). Combat losses of air and naval units are indicated by noting the surviving strength in the combat column (e.g., a 5-factor air unit which lost two factors in air combat would enter "3A" in the combat column).

"Ex Move" column—Record exploitation movement using the same conventions as regular movement.

"Ex Combat" column—Record exploitation combat results using the same conventions as regular combat.

"UC \$" column—The cost of newly constructed units should be listed. This facilitates adding up (and checking) unit construction costs in the BRP record.

"UC Hex" column—Record the initial placement hex for newly constructed units. Enter "XXXX" in this column for any units which are eliminated due to isolation - this prevents you from accidentally rebuilding them in the turn they starve. If you are building air or naval units in the same hex (and on the same line in the unit record) as an existing one, simply indicate the number of factors being constructed.

"SR" column—List the destination hex of all strategic redeployments. A separate column is provided to make it easier to count up the number of SRs used. Indicate fleets providing sea escort by "SE" in the SR column. Fleets which are SR'ed and conduct sea escort should list the destination hex followed by "SE". Lending and retrieving Italian units is indicated by footnote reference ("L" and "U"). While the Axis have the initiative, the Allied player should note movement of fleets to and from the SW box by entries in his unit record SR column.

"End" column—Enter the ending position for each of your units still on the board. This is a final accuracy check to ensure you didn't make a recording error or omit recording some activity in an earlier column. Indicate lent Italian units with a "L" footnote reference after the hex coordinate.

After the "End" column - Indicate final air and naval strengths and whether they are uninverted ("A" indicates the units are upright). This provides a final check for units which changed strength during the move (e.g., a 5-factor air unit which loses two factors in combat and has one rebuilt in the same hex would list "4" after its final position).

OPTION AND BRP RECORDS

The option for each country on each front must be declared. The BRP record should have a column for each country you control and lines for End of last turn, Interim losses, Gains, DOWs, Offensive options, UC costs, SW losses, Other expenditures and losses and End of this turn.

The "End of last Axis/Allied player turn" line of the BRP record should always be the ending number from your last move. Any BRP losses during your opponent's turn should be entered and explained on the "Interim losses" line. The extra space beside "Gains" and "DOWs" can be used to provide further information on those items. Voluntary elimination of BRPs, loss of conquests and colonies, the effect of partisans and SRs of ICs should be reported under "Other expenditures & losses". Additional lines can also be inserted to provide greater explanation for any of these items. BRP grants should be entered as a negative in the granting country and a positive in the recipient country columns. Listing your opponent's BRP level for comparison is optional.

COMBAT RECORD

The combat record provides a single place for recording combat (including overruns) as well as diplomatic die rolls, strategic warfare, sea supply lines and naval base changes, missions (including sea escort) and interceptions. As with the Unit Record, combining all of these various events in a single place makes it easier to find information both during the current player turn as well as conduct research later (i.e., when you want to double check the diplomatic points (DPs) used in the current year or the diplomatic results in effect for a given country).

"#" column—Number each entry in the combat record to facilitate inquiries in the event of confusion or error.

"Attackers" column—List all attacking units involved in each attack by unit ID. Attacking air and naval units should be identified by nationality, strength, type and base hex. Players unfamiliar with unit IDs may also wish to include the combat-movement factors to facilitate adding up total combat factors for odds.

"Defenders" column—List all defending units by unit ID and hex coordinate. When intercepting naval activities (sea supply, missions and sea escort), indicate the interception hex. Air units flying defensive air support should be identified by their base hex (*not* the defended hex).

"TCF odds" column—List Total Combat Factors in the attack. For naval combat, list each side's total fleet factors on separate lines. For ground combat counterattacks at CRT specified odds, make no entry.

"CRT odds" column—List the Combat Results Table odds. For air combat, list the country (e.g., one line for the attacker, one line for the defender and, if necessary, one line in the event of a tie). For air attacks on naval units list the Air Defense (e.g., 12 fleet factors = 2AD) on the first line and the Air Attack on the second line (e.g., 5 air attack with 1 abort = 4AA).

"Die" column—List the die (or dice) roll. When two dice are required for a roll, list both (so your opponent can see that "3" really was a 2+1=3, instead of hoping that you screwed up and only rolled one die for the fleet combat...). See the heading for Die Rolls below for the logistics of how to do die rolls.

"Results" column—List the CRT results of the die roll. If the die roll is subject to modifiers (e.g., air and naval combat and diplomatic die rolls), list *all* modifiers with an appropriate abbreviation for each. For ground combat counterattacks, make a second line for the counterattack odds, die roll and results (and, if necessary, a third, etc.). Diplomatic die rolls should be recorded in the combat record of the player with the initiative so they are not lost to posterity. The naming country and DPs are listed in the attacker column, the target country and opposing DPs are listed in the defender column. SW is recorded by the Axis player since generally only he knows where his subs are. While the Axis have the initiative, record SW results in the Axis Combat Record of the following turn. After the initiative has shifted, record SW combat as the last entry in the Axis Combat Record.

Sea supply is presumed under 29.334, so there is no need to name each sea supply route in a combat record entry. If you fail to name protecting fleets during the portion of your move which includes the supply determination phase, however, the supply line is presumed to be unprotected and your opponent can declare sea supply interception in his first communique after receiving your movement phase. The phasing player may then attempt any permissible air and naval counter-interceptions.

DIE ROLLS

Virtually any system which is agreeable to both parties can be used for die rolls. This includes the honor system, impartial gamemasters, the stock exchange and random number generators. For rated games, it may be better to rely upon something other than the honor system, since the only thing more difficult than hearing about a lucky fluke die roll from your opponent is having to tell him about one you made...

The stock exchange system is one of the most common, and entails naming a stock for each die roll needed and a Closing Transaction Date (CTD). Since virtually all A3R combat has the possibility of multiple die rolls (e.g., counterattacks, multiple rounds of fleet combat, etc.), sufficient stocks must also be named as alternates. If both players agree to use the same newspaper to report results (e.g., the Wall Street Journal), you can instead list a starting stock and agree that all subsequent die rolls will be taken sequentially. Also note that if players are consulting different newspapers for results, you must be sure the paper you are using reports the *closing* transactions for the day (since some papers report only transactions through press time, which could occur in the middle of the day). To derive a die roll, you divide the Sales-In-Hundreds (SIH) on

the CTD by 6, with the remainder being the die roll (O converts to 6). To choose variants, simply divide by 25.

INTERACTIVE PHASES AND DEFENDER REACTIONS

There are a number of points in a player turn wherein your opponent may have the right to interfere with your intricate plans: air and naval interception of naval base changes, sea supply and other naval activities (including sea escort), and defensive air support (including attrition option limited offensives). You also need feedback on attrition losses whenever you get to occupy a hex. The inherent delays of the Postal System force accommodations in PBM play whereby some phases are aggregated in ways not entirely consistent with the sequence of play but close enough to allow play to proceed smoothly without undue delay.

Thus, in a typical PBM move, the phasing player records the entire first half of his move (up to and including declaring all attacks) before sending it to his opponent for any possible defender reaction. The non-phasing player then declares any defensive air support and naval interceptions and lists any potential attrition losses to be taken under the six possible results. When using the Stock Exchange system for die rolls, the non-phasing player also names a CTD two or more days after his post marked reaction. The phasing player then resolves combat and completes his move. In many cases, however, it is still possible to speed play by recognizing when there is no ability (or probability) of your opponent interfering with your intended moves. Thus, when you have no sea movement or supply which can be intercepted and you don't intend to attack any units within defensive air support range (or you can and will intercept all enemy air units which fly defensive air support), there is usually nothing to prevent you from doing your complete move without bothering to ask your opponent if he wants to fly defensive air support (if he does, the air battles can be resolved and additional unit construction undertaken). This logic doesn't apply, of course, if you want to try to fake his air up.

Similarly, it is also acceptable to make your move assuming your opponent will not make foolish moves and note your assumption in the administration section (e.g., "I assumed you wouldn't try to sail under my 25 air factors to intercept sea supply to Libya"). Implicit in these assumptions is the understanding that your opponent can always say "whoa" if your assumption is incorrect and back up your move to that point to roll the attacks, interceptions or whatever. Thus, making these assumptions to speed play requires a certain amount of judgment. When in doubt (or if you don't want to tip your hand), send your opponent a partial move completed to the point or phase up to his opportunity to react and request an affirmative response. Such interim inquiries should be clearly labeled as such

(e.g., "partial move, through beginning of combat phase; any reactions?").

THE YEAR-START SEQUENCE

The player moving last should include a YSS resolution with his completed Winter move. He should (secretly) make his diplomatic point allocations at the same time. His opponent reviews the YSS for accuracy and then names his Spring diplomatic target.

MINOR NEUTRALS

Each player should send his opponent an opening setup for all minor neutrals when he sends the opening setups for his major powers. These setups may be changed at any time during the game with your player turn. This way, play is not delayed by having to request a setup when you decide to declare war on a neutral.

SECRECY

Like its predecessor, *ADVANCED THIRD REICH* has a number of transactions which should be concealed from your opponent until they are played: variants, diplomatic point allocations, SW construction and SW allocation.

When you don't have the services of a gamemaster and are not using the honor system, the exchange of sealed envelopes can still allow players to retain the confidential nature of these items until they are played. Players record the appropriate transaction, seal it in an envelope, label the envelope (e.g., "1941 SW construction and DP allocation") and send it to their opponent. The opponent signs the outside of the envelope and returns it unopened. DP, SW and variants are then revealed normally during the game, and at the end of the year (or, in the case of variants, at the end of the game), the still-sealed envelope can be mailed back to confirm the accuracy of DP, SW and variants played.

PBeM

The ability to get responses much more quickly through electronic mail (e-mail, or PBeM) has vastly increased the appeal and enjoyment of PBM. Rather than requiring the phasing player to roll through numerous phases relying on assumptions and a single defender reaction, the speed of e-mail encourages fragmenting your move into smaller segments which more accurately follow the sequence of play. Thus, it is quite common to send base changes first and request a reaction before proceeding with ground movement which may tip your hand and alert your opponent to a crucial supply line. Similarly, you can send a preliminary combat record which only contains air and naval missions in order to force your opponent to commit defensive air support without knowing for certain what attacks you are intending to make.

USE OF SPREADSHEETS

Before the advent of personal computers, I typed master copies of unit record sheets for every country. Similarly, I also created a master copy of the combat and BRP records. These mas-

ter copies were then photocopied and filled in by hand. Neanderthals without computers must still use this system. While this saved vast amounts of time (by not having to write the unit IDs anew each turn), it understandably still entailed a lot of handwriting and many times a lot of suffering trying to translate my opponent's illegible handwriting. With a PC and a spreadsheet program, the legibility problem is solved (or was it merely replaced by typos?) and in many cases the time burden of recording moves has been significantly lessened. With a spreadsheet program, it is easy to create the next move's template by copying the ending positions from your last move into the beginning column and then erasing all columns after the beginning column. You can also use formulas to add up UC costs, the BRP schedule and the YSS.

Spreadsheets can be of particular help if you are playing by e-mail. In order for this to work, however, you must use a spreadsheet program which can export a literal text to a text file which can then be sent by e-mail. Unfortunately, not all spreadsheet programs will do this (Lotus can, for example, but Excel will not—it inserts tabs or commas to break each cell reference and thereby destroys the columnar format). My Unit Record, Option and BRP Record and Combat Record templates are set up to fit into a single spreadsheet of 13 columns of the following widths: 4,16,2,5,5,5,5,3,5,5,5,2. This neatly solves another problem which sometimes occurs when importing files into the bulletin board for transmission. Using a 4 character or less left margin, this file will import into Compuserve and Internet without the distortion which can result from incompatible margins between the e-mail program and your word processing program/file.

Spreadsheets can also be of assistance in creating playing aids which involve arithmetic functions. A U.S.—Axis tension template is helpful for projecting (and thus manipulating) the future growth of tensions, while a YSS template makes computing BRP base growth, conquests, and DP and SW purchases a snap.

CONCLUSION

For those of you who have never played by mail before, I hope you will find PBM every bit as enjoyable and exciting as FTF play. Who knows, you may even join the legions who prefer PBM to FTF! *ULTRA* subscribers can receive "hard copies" of my PBM unit record sheets and combat records by sending a SASE to me at 12905 SW Hart Road, Beaverton, OR 97005 or e-mail templates by contacting me at Compuserve 71051,1037. Non-*ULTRA* subscribers should mail \$2 to the above address along with a SASE for hard copies or your e-mail address for PBeM files and templates.



ROASTING CHESTNUTS

The AtlantiCon '92 ASL Tournament Scenarios

By Jim Stahler

Scenarios without vehicles! A significant majority of ASL scenarios published thus far involve a mix of infantry and vehicles. In the original system, pure infantry scenarios are even more rare—only 17 out of 111 *SQUAD LEADER* actions are vehicle-free. Looking to return to the basics, I updated four of these and used them in my 1992 ASL Team Tournament at AtlantiCon.

The turn-out for the tournament was a bit smaller than in the previous two years, but there was some tough competition nonetheless, with many a friendly but hard-fought game to enjoy. Congratulations to the team of Mike McGrath and Pat Cross which took the first prize. Perry Cocke and Chuck Goetz were the runner-up team (having come in first or second in all three years that I have hosted this ASL challenge). Perry courageously led his team to the second-place finish (when he wasn't busy winning the concurrent single-elimination tournament) over some fearsome opposition. "It was nothing," our modest hero proclaimed, "that any other brilliant player couldn't, at least, have come close to."

In preparation for this year's event, I updated two SL scenarios originally from The *GENERAL* ("Strayer's Strays" and "Gambit"). The other two scenarios were first seen as part of the 200 series (#209 and #210, to be exact). I opened the tournament play with "Commando Raid at Dieppe" because the defender's setup was fixed, so players could get into the competition as quickly as possible. Once the tournament started, teammates were allowed to use any spare time they might have to collaborate on the best defense and attack strategies for the subsequent three scenarios. I saved "Strayer's Strays" for the end. By that point, no doubt, the gamers would be fairly burned out. I wanted to have something short and simple for that crucial final round.

As it happened, all four scenarios involve the Germans facing the British or the Americans (and in one case, facing both of them at once). Two scenarios take place on Crete, one takes place at Dieppe, and the final scenario takes place at Normandy. With such an interesting mix, I hoped the competitors found something challenging. As before, I want to offer the updated designs to those who may not have been able to attend AtlantiCon. As before, what follows is my rationale for the conversion, with a brief analysis on strategy and tactics for both sides as well.

COMMANDO RAID AT DIEPPE

The first scenario, "Commando Raid At Dieppe" (SL Scenario 210), turned out to be the best balanced of the lot, given the small sample of games in the tournament. The Germans won seven out of the dozen pairings. This scenario



depicts an attack by a mixed force of British Commandos and American Rangers attacking a German artillery battery protected by trenches, wire and heavy machine guns. Historically, this was the only successful Allied attack of the otherwise grim Dieppe raid. To win, the commandos had to assault the gun battery, keeping the crews from firing their guns at the ships offshore, then destroy those guns, and then successfully withdraw for pickup at the beach. Meanwhile, the defenders looked to man the guns as long as possible, firing at the landing ships (way off the board in the distance) while fighting off the commandos.

As the best reflection of this, victory in this scenario is based on points. The original scenario awarded two points to the British player for each friendly squad and one point for each captured squad exited off the north edge of the mapboard, along with five points for each enemy gun destroyed. The Germans receive one point for each gun manned by an unbroken crew at the end of each player turn. In my revision, I made a few changes and kept a few things the same. I used the ASL Casualty Victory Point and Exit Victory Point rules in A26. Both sides receive Casualty VP, including doubled values for prisoners, and the British receive Exit Victory Points. The British still receive five points for each gun destroyed. The Germans still receive one point for each gun manned by a crew at the end of each player turn, but the crew must be unpinning and in Good Order. Since this represents the crew firing the gun throughout the player turn, a crew must be committed to firing its gun the entire player turn, which is represented by making the crew TI at the start of each Prep Fire Phase to have any chance of earning its Victory Point.

I shortened the game by a turn from its original SL version, primarily to put a little more pressure on the British. However, our initial playtest showed that the German reinforcements now arrived too quickly, making the game too difficult to win for the British. To correct this unforeseen

error, I delayed their arrival until Turn 2. Now, there is even an interesting little sub-game with the British trying to intercept the German reinforcements, who are desperately trying to gain the battery position to join its defense.

I found very little to change in the Allied forces in this scenario. The British commando squads have been upgraded from the 6-3-8 values found in *COD* to 6-4-8 in ASL. This gives them the same range as the bulk of the Germans in this particular scenario. And instead of the traditional American 7-4-7 paratrooper squad, I used a 6-6-7 to represent the token U.S. Ranger squad, since this squad type is traditionally recognized in ASL to represent Rangers (ASL #19, "Backs to the Sea"; G5 "Six Came Back"; G8, "Recon In Force"; and A19, "Cat and Mouse").

On the German side, I replaced all the 2-4-7 HS with 2-2-8 crews to man the guns. I exchanged one 150L gun for another 170L gun, just for symmetry. Since the guns are all equivalent and only fire abstractly, the actual caliber of gun doesn't really matter in this scenario. I suspect that, historically, all guns of the battery were of the same caliber, since that is the case more often than not. So you could use any type of gun that you wish without affecting the play of "Commando Raid" one iota.

I did demote five of the seven initial German squads to second-line troops. It is unlikely that the Germans would have used their best to defend a battery which is supposed to be safe from the rear. I left two squads manning the two HMG at first-line; no doubt the best soldiers there would be put on the most important weapons. These HMG are in trenches (which are connected to the rest of the trenches in the battery) instead of mere foxholes now.

I also demoted two of the German leaders. In the original design, the German player had three 9-1 leaders, which struck me as much too strong for a static defense force. I reduced one to an 8-1 and the other to an 8-0. I also shifted one of the two LMG from the force in 5R1 to those in 4P8; in ASL, a squad can no longer fire two LMG and retain its inherent firepower.

The net effect of all this fiddling results in a slightly stronger British force (due to the longer range of the squads). The Germans are slightly weaker because of the drop in leadership and squad quality. Note however, that the morale of the German gun crews has increased to "8", and the German machine guns are more powerful than before because of their extra firepower factor, their multiple rate of fire, and the power of fire lanes. Perhaps the most significant change, though, is the delay of the entry of German reinforcements until Turn 2.

The British ELR is "5", since this is an elite unit. The German ELR is only "3" (rather than the expected "4" for this period of the war) because the Germans are a second-line unit, not expected to close with the enemy. The British have the minimal SAN of "2"; the Germans have been given a SAN of "3" because they are on the defense.

If you find the scenario uneven, to balance the game toward the British increase the depletion number of the mortars to "8". That smoke can be crucial in masking the German fire and allowing the British to get close. My German play-balance provision allows them to bring on their reinforcements on the first game turn, as they arrived in the original scenario.

Most of the special rules are unchanged from the original. I explicitly state that the American and British units are treated as the same nationality for leadership and SW use purposes, since the U.S. Rangers had been working closely with the British for awhile. They are also Stealthy because they are commandos. The Commando rule (H1.24) could be used, but their scaling ability seems irrelevant in a scenario without cliffs.

Perhaps the most significant SSR change lies in treating the grain in the battery area as open ground. I did this as a service to the players, rather than to help one side or the other. The board in the battery area is already cluttered by the trench and artillery counters. This SSR makes the game itself a bit easier to play; no moving of counters around to check LOS or count grain hexes for hindrance. It also has some interesting effects that help and harm both sides. The HMG in 4R5 now has unhindered LOS to 4K2, and units in the 406 building have an unhindered LOS to the north and northeast. On the other hand, a British unit in 4Q2 now has untroubled LOS along hexrow Q all the way to 5Q4. If the original scenario was a favorite, you'll discover some of these differences in your very first playing.

About the only freedom that the German has in his set-up is whether the units in the 406 building are upstairs or downstairs, and which of the hexes are to be bore-sighted by the two HMGs. For my money, all units in the building should be placed on Level 1. This is not as important as when the grain was still there, but it does yield some handy LOS even now. From 4O6, the Germans can see 4R1 and S1. From level 1 of 4P6, the Germans can see 4Q1 and R1, and have unhindered LOS to 4P1, for instance.

There are a lot of interesting locations to bore-sight. Some of my favorites are 4J4, I2, M2, P1, Q2, W1 and T3 from 4O5. The HMG in 4R5 should select one of the following hexes: 4T3, S2, R1, Q2, P1, K2 or I2. Bore-sighting is only useful if the enemy enters the targeted location in the Movement Phase, however. The odds are that a British unit will never enter some of these bore-sighted locations at all—or if it does, it will do so during the Advance Phase. Still, the -2 DRM can be devastating when the enemy cooperates.

The German strategy itself is very simple. Fire the artillery whenever possible, and fire everything else at the British whenever they show

themselves. Beyond that, your play depends very much on what the British do. One important move on turn 1 is to block the enemy reinforcements from blocking your own. The squad and leader that start in 5R1 should move to the woods road on Board 5. Be very careful if the British have an LMG in 4Q2 behind the hedge. It can fire through the battery position unhindered all the way to 5Q4.

There is another potentially devastating move for the German player on Turn 1. If the British first turn units are entering to the west of the battery, part of your force starting in 4P8 should move west also, with the intention of placing fire and maybe a fire lane along hex rows L and M from your new position in 4L9 or 4M8. This is important if British smoke blocks fire from your two HMG. Be careful with this move. This force can easily run afoul of British defensive fire on the way, and those woods can be deadly should the mortars fire HE at them rather than smoke at the HMGs. And of course, these positions are right in the path of the main commando force coming from the west.

The German infantry in the battery positions should think defensively. If possible they could duck out of the way to avoid enemy defensive fire, advancing back into position for the enemy's turn. If a squad manning a HMG breaks, move another unit through the trenches to an adjacent location. Advance into the HMG position and pick it up during the Rally Phase. Don't leave those HMG unmanned for very long; they are the German's best defensive tool.

The reinforcements must reach the battery positions as soon as possible. The best route is across the stone wall, but to get there they have to cross the deadly Q hex-row (and maybe dodge fire from the British reinforcements). If necessary, they can cross some wire themselves to enter the trenches from the east. Also remember that they can dash across the road in 4Q9 or Q10 to minimize the effect of fire from 4Q2.

The British must enter the board, close with the battery, enter the trenches and destroy the guns, eliminate as many Germans as possible, and exit with as much of their force as is still left after all that. No problem. A tall order, but certainly not impossible to achieve.

The British have an edge in leadership, with a total "7" leadership DRM versus the German's "4". Also, the British morale is superior to all the German MMC except the crews. Their squads are all "8" morale (oh yeah, "7" for the US), and 9-to-10 for the leaders. Their ELR is also notably superior to that of the Germans. Their firepower is greater, with 76 firepower factors pitted against 70 (not counting the British mortars and the German crews). The British have two DC which can be very useful, even turning a lone leader into a major threat. The key British weapons are their two mortars with their s7 smoke capability. Note that the British are *not* considered elite for purposes of Ammo Depletion Number increase (C8.2, see the question and answer in the 1992 ASL

Annual). The British can expect, therefore, to get an average of two Smoke counters down to effectively neutralize German fire for a couple of turns.

The most exposed approach to the German battery position is over the wall. The two hexes, 4O7 and P7, are only the ones not protected by wire. This is where your main force must strike, and this is the objective of the British reinforcements. They must enter on Board 5, skirt the edge of the woods between Boards 4 and 5, and attack from the vicinity of 4M8 or N9. They must suppress the Germans with their firepower and advance using the woods and grain, and ultimately the wall, as cover.

The initial force, the 1st Company, must support the main force with firepower and smoke. There are three approaches that this force can take: east, west or up the middle. The advantage of an eastern thrust is that it can bring encircling fire down on the German defenders (in conjunction with the main force) and then hinder German routing. On the other hand, there are not many good positions that are not in LOS of both German HMG in the eastern side.

The center approach faces both HMG, but it allows your force to get to hex 4Q2 where it can interdict the German reinforcements with a LMG, and keep them out of the battery position itself. One possibility is to have a squad with the 9-1 and a LMG keep concealment and maneuver to 4Q2. From there it can apply one factor with a "-3" DRM against any Germans trying to cross 5Q1, Q2 or Q3. Meanwhile, two squads with a LMG and the 10-2 go to the building 4S2 where they duel with the HMG. The fourth squad deploys and carries the mortars to 4W1, where they can try to smoke the HMG position in 4O5. Or they can move to the shellholes in 4S3, where they can drop smoke on both HMG positions.

A popular alternative is to enter the western portion of Board 4. The 9-1 and a deployed squad haul the mortars behind the wall in 4I2, or makes a wider sweep and sets up the mortars in hexes 4I5 and J4. Meanwhile the 10-2 SMC and the remaining squads make for 4M2, where they can engage the closest HMG at normal range. In this instance, you'd best plan to drop smoke in 4O4 and O5, allowing the 10-2 and friends to get to the wire with relatively little interference from the Germans. With luck, more smoke can then be placed in 4N3 and N6.

An important element of the British strategy is the interdiction of the German reinforcements. A lot of force is not needed for this task. I like to send the Americans on this mission. The 9-1 and the 6-6-7 are sufficient. They can double-time and then advance to 5I4 on their turn of entry. If the German player has not read this article and did not block their route, the Rangers can get to 5Q3 on Turn 3, making it very tough for the Germans to slip past. If the Germans are in the way, the Rangers should aim for 5N0 or N1, where they can still hold up the German reinforcements. Finally, they will join their British comrades on the attack on the battery over the wall.

In most games, the British will get over the wire or past the wall into the battery position. It is then time for bayonets and hand grenades in the trenches. The British, with their superior leadership, stealth and firepower, should prevail. At this point, the German player simply tries to hang on and eke out another point or two for the firing of his guns. The British player must keep one eye on the number of points each side has and the other eye on the Turn marker. The question becomes, how many losses can the commandos take, and how many casualties can they inflict on the enemy? Did they distract the German crews from firing on the ships, or did the shelling continue for too long despite the best efforts of the Allied player? And how many commandos survive the action and are able to exit the board and return home? The last turn of this scenario can certainly be exciting, or simply an anticlimax to a well-played match.



GAMBIT

Our second scenario takes place in Crete. The Germans dropped from the skies on 20 May 1941 (see the next scenario, the "Akrotiri Peninsula Defense"). This scenario picks up the tale of the aerial invasion on the next day, when many British Commonwealth units were disorganized and in flight. It depicts an attempt by the 22nd New Zealand Battalion to withdraw from Maleme airfield and break through a thin line of German paratroopers.

This one was originally published in *The GENERAL* as Scenario Q. As I recall, opinion at that time was that the Germans were favored. I made a couple of major changes that I expected might help the Kiwis overly much, but in the local playtesting it seemed to have been for the better balance. In the tournament, it didn't turn to be as well balanced as I thought; the Germans won five of seven games. In anticipation of this article, I made another couple of changes to help the New Zealanders and I now believe it to be a closely balanced contest.

In the original scenario, the New Zealand troops were represented by 4-5-7 squads. But as the New Zealanders were historically elite, I therefore upgraded them to 4-5-8 squads. I left their leaders and support weapons unchanged. Meanwhile, I replaced the German 8-3-8 squads with 5-4-8 squads. The 8-3-8 squads represent specialized assault engineers in *ASL*; the 5-4-8

squads are more representative of German paratroopers. Each German squad gained a hex of range, but lost a fair amount of firepower in the exchange. I figured that these two OB changes would tip the game heavily in favor of the New Zealanders, but it was not to be.

I upgraded one German 8-1 leader to a 9-1 SMC, for variety and partial compensation to the Germans for the loss of firepower. I left the Germans without any support weapons, but as a balance provision I give them one LMG. This could be a powerful advantage; the extra range and the fire-lane capability could be crucial in a scenario such as this. To aid the New Zealanders, I arranged for their initial platoon to set up in a couple of foxholes, giving them some extra protection and more flexibility in their set-up.

I retained the original board configuration, game length, set-up restrictions and the special scenario rules. In the tournament, I allowed no Smoke at all (as in the original scenario), and made the Germans Stealthy. To balance the scenario better, I now allow the mortars to fire smoke although they are not considered elite for purposes of Ammo depletion Number increase (C8.2, see the question and answer in the 1992 *ASL Annual*). Also, I decided not to make the Germans Stealthy after all. Note that, by A25.44, the New Zealand infantry is Stealthy.

I gave both sides the standard ELR allowed them for this period in the war. I could, I suppose, be justified in giving both sides a higher ELR since both sides are elite. However, both sides had been battered by the fighting on the day before, and this rather balances out their elite nature. The New Zealand side has the low SAN of "2" since they are on the attack and the fighting is out in the open. The Germans have a higher SAN simply because they are on the defense. (The higher SAN can also represent random events due to the confusion inherent in situation, as well as the chance of stray air attack.)

The victory conditions were originally stated in terms of squads. To update the scenario to *ASL* format, I use the Exit Victory Points in A26.3. The New Zealanders had to exit nine out of 12 squads, or three-fourths of their forces. In *ASL*, they have 28 VP worth of forces. To retain the same proportion, they would need to exit 21. I lowered it to only 20 victory points to help them a tiny bit.

The first British task is to place the initial platoon on board, which serves as the "gambit". The obvious intent is that the Germans concentrate their troops against this platoon, leaving the rest of the board weakly defended and allowing the main Allied force the opportunity to break out. Towards this end, the platoon should be placed at one end of the board or the other. The most natural place to put the gambit platoon is in the center of the board, in or around building 4P6, where it gets some protection from the building. However, this doesn't serve the purpose of drawing the enemy away from the main force. The German forces facing this platoon

would also be in the center of their line, where they could move in either direction to block the main New Zealand thrust.

A better spot for the on-board platoon is in the western part of Board 4, in the woods in hexes 4H5/H6/I5/I6—or, even better, farther west around the woods in 4E5. This latter position requires that the New Zealanders either concentrate in 4E5, or spread out leaving most units in the open. However, any Germans shooting at them would also have to be in the open, and far removed from the main action.

An alternative plan is to set up the gambit platoon in the eastern end of Board 4, in the building in 4CC6 and behind the hedge in 4DD5. This gives them some decent protection and pulls any Germans facing them way out of position.

The New Zealand player has a lot of flexibility in the composition of this platoon. It only has to include two squads (or equivalent in HS) and a total of five counters. One possible OB has two squads and three SW. This seems silly. A better composition might one squad, two HS, an 8-0 leader and one SW, perhaps the ATR. This leaves ten squads and two leaders to enter as the main force. One possible placement for such a gambit force is a HS in 4EE6, a HS with ATR in 4DD6, and a squad with the 8-0 leader in 4CC6.

The New Zealand player could spread this platoon out all over the board, but there is no purpose to this. The Germans can spread out to face the platoon; this serves their purpose just fine because it likewise spreads out the German squads to cover the whole board against the escaping main body. By concentrating the platoon, the German player faces a dilemma. If he concentrates against the platoon, he won't have very much left to cover the remainder of the board. If he ignores it, the main force can enter to support it, and the entire New Zealand OB can concentrate to thrust toward an exit.

After the on-board New Zealand platoon is set up, the German player must place his squads and leaders on board. The Germans are too few to be strong everywhere. So, the German player has two strategies available.

He can plan to delay the New Zealanders while attacking the platoon with a major part of his force. Once the main New Zealander force has been committed, he can try to deploy in front of them as quickly as possible. Put four of the squads, and the 9-2 and 9-1 leaders opposite the platoon, and start the game blazing. Try to destroy the enemy platoon in the first two turns. Regardless of the effect, be prepared to pull back most of your units, using the leaders to speed the squads, to block the main enemy force which will soon be arriving.

The remaining German squads must be spread out to delay the main British body. Good blocking positions are 4D9 and 4K9 in the western part of the board, and 4X8 and 4CC8 in the east. Since the Germans move first, they can move forward and occupy other key locations (such as 4R5, 4O5 and 4N5 in the middle), provided that the New Zealand gambit platoon is not in the way.

The other German approach is to pull back immediately to defend the exits. On the first turn, all German units pull back onto Board 2 as fast as possible, positioning some squads to slow the enemy, while the remainder dig foxholes near the road exits. With three roads and eight squads, each road is defended by two or three squads; you'll want to re-adjust the defense as the opposing player becomes committed to forcing one or two roads.

A few squads should be placed on the hilltops to slow the New Zealand advance. If the Kiwis enter on the eastern part of the board, a squad on 2J4 or 2K5 should slow them up a bit. If they go up the middle, defend on the third-level hill hexes between 2M5 and 2Q6, and on 2S7 and 2T6. If the enemy enters on the west, good hilltop positions are 2Y6, 2Z6, 2BB6 and 2CC8. These units on the hills have the job of slowing the advance, not stopping it. As soon as the New Zealand troops are able to mass a good attack, don't be shy about abandoning the hills and joining the defense of the roads.

The road exiting at 2I1 can be defended by a squad in the building in 2G1, with other squads in foxholes in 2H2, 2I3 and 2K3 perhaps. The middle road (2Q1) can be defended from the woods in 2O1 and 2J1, the building in 2T1, and from foxholes in 2P2, 2Q2 and 2R2. The westernmost road, exiting at 2Y1, can be defended with a squad or two in the building in 2Z1, and by squads in foxholes in 2W2, 2X2, 2Y3 and 2AA3.

The advantage of defending well forward is that your broken units are able to rout back and later rally, and that the New Zealanders can be delayed while other German units have time to re-deploy. The disadvantage of defending the road exits is the converse—your broken units have nowhere to go, and the enemy is almost off the board when he first meets major resistance. On the other hand, the advantage is that the effective width of the front you must defend is greatly narrowed. The Germans are sitting precisely where the New Zealanders have to go, and there is time to dig foxholes to better protect your defenders before the enemy arrives.

Once the German player finishes his initial placement, the New Zealand player must decide finally where to commit his main force. The decision depends greatly on the German set-up. If the German forces are well spread out, join forces with your on-board platoon and attack in one unified mass. If the Germans have concentrated against that platoon, attack along the opposite end of the board where the Germans are not. There the New Zealanders should be able to concentrate ten squads against one or two and quickly overwhelm them.

In either case, the New Zealander troops must move quickly. There is quite a distance to go, and the more time spent mixing it up with a handful of German squads, the more time your opponent has to re-deploy his forces along the axis of advance. The New Zealand squads should deploy into HS as much as possible. If they can stay at

long range from the German squads, each German squad only gets one shot. If the Kiwis are all deployed, the most damage that they can suffer from that one shot is only one HS. Of course, in skirting the German resistance, only move one unit at a time, and move the leaders last. The New Zealand troops should be able to sidestep any residual fire and avoid German FPF. When possible, keep out of the normal range of the German units. This reduces the effectiveness of their firepower, and prevents them from using Subsequent First Fire. Accept the fact that you will have to undergo a few attacks with “-2” modifiers for FFMO/FFNAM; trust to the high New Zealand morale to get most of the troops through these.

When the New Zealand forces are all on the board, they should not just hug a board edge. This commits them to one exit road and allows the Germans to mass all forces at that one exit. Instead, aim your thrust at a point between two of the roads and force the German to guard both of them. Later on you can commit to just one of the roads, which should leave half or more of the Germans out of position to stop them. For example, if the Kiwis enter near the western edge of Board 4, they should not stay on the western edge of the board. The Germans could then maneuver all their forces to block the road in 2Y1 and it will be very difficult for the New Zealanders to win. Rather, they should initially aim for the general area around 2W7. This forces the Germans to defend both 2Y1 and 2Q1. You then have the choice of attacking toward the road exit which is lightly defended.

Similarly, if the New Zealand forces emerge along the eastern edge of Board 2, they should not stick to the east of the hill. This would commit them to exiting at hex 2I1. Instead, they should maneuver toward the hilltops in the neighborhood of 2M5. From there, they can make their final thrust toward either 2I1 or 2Q1, spreading out the defenders.

There remains, obviously, the question of what exactly to do with the gambit platoon. It is more important to keep this force alive and a threat than to just exit it. If the Germans have massed against it, spending a couple of turns destroying it, the platoon has done its job. If the German player ignores it, move it toward an exit road. Every victory point that it earns counts. If the German instead masks it with a couple of squads, again it has done its job. Don't risk this force too quickly; so long as it holds a couple of enemy squads away from the main force, it is earning dividends.

The New Zealand ace-in-the-hole is the Smoke from the two mortars. With average luck, each mortar should place one Smoke counter during the game. (Of course, the dice could decree no smoke at all or permit lots of it.) Regardless, this asset should not be squandered. If possible, save the Smoke rounds until the New Zealand troops are nearing the exit roads. Only use your Smoke earlier if the Germans manage to create a strong line that can't be penetrated without heavy losses

or extreme delay. Fire HE rounds at Germans in woods if you must, where the “-1” DRM for Air Burst applies. Mortar effectiveness against units in foxholes and buildings is so low that firing at such units is worth neither the time nor the risk of breakdown. Another use of your mortars is to interdict enemy routs up to 11 hexes away, which the mortars can do without risking breakdown. Of course, first the New Zealanders have to break a German unit, and then have a LOS to an open ground hex through which it wishes to rout.

Each mortar should be manned by a HS. If the Germans are defending in the woods initially, the mortars should enter assembled. Otherwise they should enter dismantled to get that extra movement. Assemble the mortars during the DFPh when you plan to fire them in the next PFPh. When moving them assembled, it is worthwhile for a leader to be around to help carry them so that they can be moved quickly to where they are most needed.

The most interesting weapon may be your ATR. What good is an ATR in a scenario with no tanks or vehicles of any kind? Well, it has one firepower factor out to 12 hexes, which makes it the longest ranged in this scenario. Its most obvious use is to add a factor to a British fire group, bumping it up to a higher IFT column. However, the ATR has some other uses. It can impede normal enemy movement in open ground; a one-factor attack with a “-2” modifier cannot be ignored. With its one factor, it can cause a broken unit to become DM in almost any terrain in this scenario. Finally, it can interdict an enemy routing unit at a distance of up to 12 hexes. Don't discount it just because of its low FP and the absence of enemy armor. In a scenario as tight as this one, with such a scope for maneuver, it can prove the difference between defeat and victory.

Mr. Stahler shares the rest of his latest batch of re-worked chestnuts (“Akrotiri Peninsula Defense” and “Strayer's Strays”) in the next issue of The GENERAL.



We got a complaint from one of our readers that some of his *GENERALS* were damaged by the glue on the envelope insert at the center. It's sort of a no-win situation; we've got to have the envelope in there, but if the envelope is folded with the gummed side out, and the magazine gets too damp, the gum sticks to the pages. Reverse the envelope, and the gummed flap sticks to itself, making the envelope unusable.

Jim Rose to the rescue! A long-time comic book and magazine collector, Jim tells us that when you have an envelope stuck to pages like that, *don't* try to tear it free. Instead, set a hair dryer on High and play it over the stuck materials for about five minutes. The heat melts the glue away completely, with no damage to the paper beneath.





GONE...

...BUT NOT FORGOTTEN:

THE GUNS OF AUGUST

Streamlined Rules for Avalon Hill's Game of the Great War

By John Bolash

INTRODUCTION

When first reading about *GUNS OF AUGUST* (*GOA*) in a *GENERAL* coming attractions note, I wondered if Avalon Hill could pull it off and make an interesting game of it. The premise for the design was correct; that tactically World War I was dull, but that if one focused on the strategic/operational aspects of the war, an exciting game could result. The problem is, there are three major difficulties in simulating the First World War: August 1914; East Front/West Front operational differences; and 1918. But as publishing a good strategic game was a tradition with AH, I was optimistic and couldn't wait to see the result. Sadly, to paraphrase the review in *The GENERAL*, this particular game wasn't going to disabuse anyone of the impression that a game on World War I land warfare would lack excitement. Over the years I noticed that while the game was largely ignored by AH (and probably deservedly so), it kept popping up in the "So That's What You've Been Playing Feature". It appeared that there were other folks, like myself, interested in the period and willing to play a flawed game. So off and on over the last ten years I've fiddled with the game rules and this variant is the result.

To elaborate on the previously mentioned design problems, the August 1914 problem stems from the fact that the fighting of August through September 1914 bore little resemblance to that which would follow for the next three years; especially on the Western, Italian, and Balkan Fronts, which were characterized by the static trench warfare with which everyone is so familiar. *GOA* makes some attempt at finding a solution by giving the Germans an extra movement phase on the August 1914 turn and forcing the French to attack adjacent German units that turn

(Plan 17). These rules work reasonably well and after some hard fighting the German Army usually obtains something resembling their historical position by the end of 1914. The Eastern Front in *GOA* is however, another matter.

While from 1915-1917 the Western Front armies were locked in grueling trench warfare, the Eastern Front was characterized by relative movement. The Germans overran the Russians at Tannenberg and around the Masurian Lakes in 1914, as the Russians took *all* of Galicia from Austria-Hungary after the battle of Lemberg. The 1915 Austro-German Spring/Summer Offensives saw the Russians swept from their Masurian Lakes/Warsaw/Galician positions to Riga and beyond Brest-Litovsk in less than six months! The Brusilov Offensive of 1916 almost knocked Austria-Hungary out of the war. Nothing remotely similar is possible in a game of *GOA* and is the area of *GOA*'s greatest disappointment. In *GOA*, operations on the Eastern front are just about as static as those on the Western Front, and a Central Powers player can expect to resign himself to years of grinding attrition, awaiting favorable Morale results before anything dramatic can happen.

With the advent of *Stosstruppen*, infiltration tactics, tanks and later air support, the flavor of operations in the West changes dramatically. The stalemate is broken and there is movement on the once-moribund Western Front. All this presents a problem simulating 1918 operations. However here *GOA* does well and events seem to proceed in a more or less historically recognizable fashion.

Along with these problems is the fact that the game is just too long and there are too many units, all of which reinforces a predisposition to

feel that this period is a crashing bore. Given the success of games like *THE RUSSIAN CAMPAIGN* and *THIRD REICH*, I understand the temptation to make *GOA* a corps level game. However those wars were incredibly mobile, providing room for maneuver for all those playing pieces. Even allowing for a reasonably fluid Eastern Front, World War I wasn't *that* mobile. Rather than enhancing realism, all those units and months cause the game to degenerate into long periods of tedious factor-counting, which are magnified by a combat system that allows the attacker to divide combats against individual units in a defending hex, yielding as many as three combats per hex! My solution to all this is to change the game scale from corps-sized units and monthly turns to army-sized units and seasonal turns. Also I've used a modified version of the die roll differential and step reduction system used in the new Smithsonian American History Series *GETTYSBURG* and *BATTLE OF THE BULGE* games. I've always felt that if ever a period in warfare cried out for using step reduction it's World War I with its emphasis on attrition. These changes, as one would expect, alter the flavor and pace of the game dramatically and it's now quite possible to play an entire campaign game in one sitting. Changing the scale of *GOA* from corps to armies and months to seasons reduces factor counting and die rolls by roughly a factor of nine, resulting in a combat phase that is filled with action and tension, rather than a plodding exercise in arithmetic. All these benefits are obtained without sacrificing realism; in fact I'd argue that realism has been improved with the addition of the step reduction combat system and other changes included to address the aforementioned design problems.

Speaking of those three design problems, they've been addressed as follows. The Germans are allowed to attack Liege (only) in their first movement phase and then may move again and attack again. Special rules have been added to reduce the impact of Antwerp on operations. The East Front operations problem is solved via the reduced unit counter density of the new game scale and the addition of the Tactical Advantage rules which make German attacks on Russian units and Russian attacks on Austrian units more effective. To simulate 1918 operations I've taken the *GOA* concepts for *Stosstruppen*, tanks and air units and scaled them to the new design and introduced the "automatic retreat" rule, where defending units that lose significantly in a battle involving special units must retreat.

Try as I might, I just couldn't improve on the essential aspects of the Morale Table. It's incredibly elegant both in its simplicity and ability to convey realistic results. Very impressive. I have changed it to account for the difference in unit scale and added the Mutiny and Reduced Quality results. Mutiny causes units affected to lose the ability to attack that turn and be more susceptible to attack. Reduced Quality requires units in future Replacement Phases to be replaced by the next lower quality unit from the force pool.

Rail, Replacement, Reinforcement, and Invasions have been modified somewhat to account for the time and unit scale changes. Entrenchments have been streamlined and are used only on the Western and Italian Fronts. Siege Artillery and RR Engineers have been eliminated due to the scale change, Cavalry is limited to the Eastern Front and their role reduced to screening and raiding, and Fortress Engineers have become fortress garrison troops. Supply rules are unchanged except for the addition of Durazzo, Salonika, Odessa and Constantinople as supply sources under certain conditions.

There is one further disappointment with *GOA*. For me the entire period of the First World War was characterized by the tension between the old and the new. In trying to cope with the industrial age, the great dynasties of Europe produced a period of color, internal contradiction, and a romantic view of conducting war and diplomatic affairs. *GOA* cries out for some type of "chrome" to capture that atmosphere, possibly in the form of variants or random events to simulate the war's complexities and uncertainties. Regrettably, I haven't had the time to generate a set I'm satisfied with. Perhaps another time, another article. Anyway, give *THE GUNS OF AUGUST* a try. With these new rules it won't take long to play, and I think that you'll find that this version of the game comes close to fulfilling the promise to "change your mind about World War I".

BASIC RULES

GOA rules (Second Edition) are unchanged except as amended.

MAPBOARD

Hexes P20, M17 and N16 are unplayable (consider them as if they are part of Switzerland).

PLAYING PIECES

RR Engineer and Siege Artillery units are not used. Artillery and Fortress Engineer (Fortress Troop) units are now considered to be combat units, and therefore do exert a Zone of Control. Fortress Troop units may only move by rail and must end their movement in a city or fortress hex. Fortress Troop units are eliminated if forced to retreat after combat. Artillery units may retreat after combat.

Due to their limited utility in World War I, especially on the Western Front, cavalry units may not attack other units, including other cavalry units. Cavalry units may only be used on the Eastern Front boards. This rule effectively limits cavalry to their historical roles of raiding enemy supply lines and screening.

Infantry units are two step units and can be either face up, where their full strength attack and defense strengths can be used, or inverted where their attack and defense strengths are halved (fractions rounded up). Artillery, Cavalry and Fortress Troops are I step units and can only be in a face up condition. There is no effect on the movement allowance of inverted units.

SEQUENCE OF PLAY

The Sequence of Play remains essentially unchanged, however the Naval and Weather Phases are eliminated. Naval actions occur in the Movement and Combat Phases. The game is divided into seasonal rather than monthly turns. Years 1915-1918 are each divided into four turns, Spring, Summer, Fall, and Winter with Spring being the first turn of each year and Winter the last. 1914 likewise has four full turns, however they are called Summer I, Summer II, Fall and Winter, yielding 20 turns for the entire Campaign Game (5 years x 4 seasonal turns = 20 turns).

ZONES OF CONTROL

All units, inverted or full strength, exert a Zone of Control (ZOC) into the six adjacent hexes. Units *must stop* movement when entering a hex in enemy ZOC. In the Movement Phase units may *never* (yes never) move directly from one enemy ZOC hex to another, whether the ZOC is exerted by the same or different enemy units. A unit may of course leave an enemy controlled hex, enter a hex out of enemy ZOC and reenter another enemy controlled hex. The term "enemy controlled hex" used here means a hex in enemy ZOC. There is no movement penalty for moving into or out of an enemy ZOC.

The presence of a friendly unit negates the effect of an enemy ZOC when tracing a supply path through that hex. **IMPORTANT:** It does not, however, negate the effect of an *enemy* ZOC with respect to friendly movement through that hex in any way (including moving from one enemy ZOC to another!).

STACKING

An infantry unit may stack with either one artillery unit or one fortress troop unit. Other than these two cases, a hex may have only one unit in it (exc. Reorganization). The infantry unit may be at full or inverted strength.

SUPPLY

Same as regular rules except the supply path *may* be traced through hexes in enemy ZOC if those hexes are occupied by friendly units. Odessa, Salonika and Durazzo are always supply sources for Allied Power units if friendly controlled. Constantinople is always a supply source for the Central Power units if friendly controlled.

REORGANIZATION

Two inverted units may end the Movement Phase together in a hex (with or without an artillery unit). At the end of the Movement Phase one of the inverted units stacked together must be flipped to its full strength side and the other is removed to the eliminated units pile. This process is followed in all hexes where two inverted units are stacked together. Reorganization may occur in an enemy ZOC.

MOVEMENT

All movement, including sea movement and invasion, occurs during the Movement Phase. Regular land movement is the same except that *all units have their printed movement allowances increased by one*, except Fortress Troops, which may only move by rail. Even though a turn is now three times longer, World War I was not characterized by long marches. Rather, long maneuvers were carried out by rail. Terrain and supply effects on movement remain unchanged.

Rail movement is just like regular movement except that a unit may move as far as it wishes along a contiguous path of friendly rail hexes at a cost of two movement points. Units may combine rail and regular movement at any point in the Movement Phase. The *rail* portion of the movement, however, may never enter, start or finish in enemy ZOC (even if occupied by friendly units). Rail capacity is 6 units on the Eastern Front and 10 units on the Western Front for each side. Russian Units may rail move off the board at one of the four rail hexes and back on at another in the same turn and continue movement.

To use sea movement, units must begin the Movement Phase in a friendly port. They may then move to another *friendly* port or beachhead hex (in or out of enemy ZOC) at a cost of 2 movement points and continue, using rail or regular movement with any remaining movement points.

Sea movement to an enemy controlled (Section 8.0) or occupied hex is called an invasion and works just like regular sea movement except that the unit(s) must end movement in that hex. If the hex is occupied, the invading unit(s) must attack. If the attack fails to eliminate or retreat all the enemy units, all invading units are eliminated. Central Powers may not use invasions. Allied sea movement/invasions are not allowed in the Baltic

Sea nor are invasions allowed in hexes J7 and R5. Allied sea movement/invasions are not allowed in the Black Sea if Constantinople is Central Power controlled. The Allies are allowed only one invasion per turn.

Sea movement capacity, including invasions, is three units for Britain, and one unit each for France, USA, and Germany. Britain, France and the USA may, once allied, combine their capacities to sea move any combination of units from these countries.

COMBAT

Excepting invasions of an enemy occupied hex, combat against enemy units is strictly voluntary. An attack can come from one or more hexes against a single adjacent defending hex. The attacker rolls one *ten-sided* die and the defender rolls another. The attacker's die roll is modified by the following amounts:

- +n Where *n* equals the total of all attacking units' attack strengths.
- +2 To Russian attacks on a hex containing any Austro-Hungarian unit(s). (Advanced Game Only)
- +2 To any attack, made on Russian unit(s), which includes at least one full-strength German 5-7-4 unit. (Advanced Game Only)
- +3 To any attack, made on Minor Country unit(s), which includes at least one full-strength German 5-7-4 unit. (Advanced Game Only)
- 1 If attacking units include units of different nationalities. (EXC.: USA units) (Advanced Game Only)

The defender's die roll is modified by the following amounts:

- +n Where *n* equals the total of all defending units' defense strengths.
- +1 If defending units are in a city hex, rough terrain, behind a river (Section 13.32).
- +2 If defending units are in a fortress hex.
- +1 If defending units are entrenched or defending against Sea Invasion. (Advanced Game only)
- 1 If defending units include units of different nationalities. (EXC.: US units) (Advanced Game Only)

All modifiers are cumulative. For instance, a unit occupying a city hex in rough terrain, defending against a sea invasion would receive a +3 modifier to its defense die roll. *A die roll may not be modified by more than +16.*

Subtract the defender's modified die roll from the attacker's modified die roll to obtain the result of the combat:

If the result is greater than +5, the defender loses two steps and the attacker loses one step.

If the result is between +1 and +5 inclusive, both attacker and defender lose one step each.

If the result is 0 or negative, the defender loses nothing and the attacker loses one step.

A step loss is accomplished by either flipping a full strength infantry unit to its inverted side or removing an artillery, cavalry, fortress troop or inverted infantry unit to the eliminated units pile. The eliminated units pile is reserved for units that were eliminated in the course of the game or to fortress troops voluntarily placed there. There are no units in the eliminated units pile at the game's beginning.

Either side may reduce any step loss result by one step if they choose to retreat. The *defender* must choose first whether to retreat or not. Then the attacker may choose to retreat (whether the defender retreated or not). Retreat is voluntary. The retreating player simply retreats his units one or two hexes (at his option). If at all possible the retreat must be toward the nearest valid supply source. A retreat may go through hexes in enemy ZOC if no other hex out of enemy ZOC is available. However, in this case the retreating player may not reduce his losses by one step. The effect of enemy ZOC on retreats is *not* negated by the presence of friendly units. Units which begin the retreat stacked in the same hex must end the retreat stacked in the same hex. The attacker may advance any victorious units into the hex vacated by the defender, within stacking limits.

REINFORCEMENTS & REPLACEMENTS

Reinforcements due to each player may be placed in any friendly city in the home country within stacking limits, and out of enemy ZOC British units may also be placed in any friendly city in France out of enemy ZOC. USA units may be placed in friendly city hexes in England or France out of enemy ZOC. A friendly unit in the city hex does not negate the enemy ZOC for replacement purposes. Substitute the following Reinforcement Schedule.

REINFORCEMENT SCHEDULE

SUMMER I 1914

Russia: (1) 3-5-3; (1) 2-2-2

SUMMER II 1914

Britain: (1) 3-3-3
 France: (2) 4-6-4; (2) 3-3-3
 Germany: (1) 5-7-4; (1) 3-3-3
 Russia: (2) 3-5-3; (2) 2-2-2

FALL 1914

(Turkey declares war on Allied Powers)

Austria-Hungary: (1) 3-5-3; (1) 2-2-2
 France: (2) 4-6-4; (2) 3-3-3
 Germany: (1) 5-7-4; (1) 3-3-3
 Serbia: (1) 2-4-3

WINTER 1914

Austria-Hungary: (2) 3-5-3; (2) 2-2-2
 Britain: (2) 4-6-4; (2) 3-3-3
 Germany: (5) 5-7-4; (2) 3-3-3 (*sic*)
 Russia: (2) 3-5-3; (2) 2-2-2

SPRING 1915

Britain: (1) 4-6-4; (1) 3-3-3
 Italy: (1) 3-5-3; (1) 2-2-2

SUMMER 1915

(Italy declares war on Central Powers, Bulgaria declares war on Allied Powers)

SPRING 1916

Britain: (1) 4-6-4; (1) 3-3-3
 Bulgaria: (1) 2-4-3

SUMMER 1916

(Greece and Rumania declare war on Central Powers)

SPRING 1917

(USA declares war on Central Powers)

WINTER 1917

USA: (1) 4-6-4; (1) 3-3-3

SUMMER 1918

USA: (1) 4-6-4; (1) 3-3-3

During each Reinforcement Phase each beligerent country (EXC.: USA) receives a number of replacement steps. The per-turn replacement rate for each country is as follows:

Germany receives five steps; Austria-Hungary two; Britain one and one-half; France two and one-half; Russia three; and all others one-half. A full replacement step may be used to either flip one *supplied* inverted unit to its full strength side or bring a 1-step unit back from the eliminated units pile. The inverted unit may be in enemy ZOC when receiving a replacement. Two replacement steps may be used to bring an infantry unit back from the eliminated units pile. One replacement step may *not* be used to bring an infantry unit back from the eliminated pile as an inverted unit. Replacement steps (half or full) may be accumulated from one turn to the next. Units returning from the eliminated units pile are brought on to the map just like normal reinforcements. Turkish units, *only*, may be brought on in excess of stacking limits in Constantinople, but the stacking violation must be immediately resolved in the following Movement Phase or the excess units are eliminated.

If any supplied USA inverted units exist at the beginning of the Reinforcement Phase they are automatically flipped to their full strength side, and any eliminated USA units are automatically brought back and placed in any friendly city hex in England or France, out of enemy ZOC.

Fortress troop units may be voluntarily placed in the eliminated units pile and the player will receive one additional replacement step of that nationality in that Reinforcement Phase.

If a country has no inverted units on the board to replace or units in the eliminated units pile, excess replacements are accumulated. They may not be used to create new units.

ADVANCED RULES ENTRENCHMENTS

While there were of course entrenchments on the Eastern Front, they were neither as elaborate nor as effective as those on the Western fronts. Starting on the Fall 1914 turn, any *infantry* unit

on the Western Front boards *only*, that neither moves nor participates in an attack that turn may entrench in the hex it occupies. Simply mark the hex with an entrenchment marker. Units in an entrenched hex receive a +1 modifier to their defense die roll. Units in an entrenched hex attack normally. There is no fort building capability in this game.

STOSSTRUPPEN, TANKS AND AIR UNITS

Beginning with the Fall 1917 Reinforcement Phase Germany may convert one supplied infantry unit per turn to a 5-7-4 *Stosstruppen* unit by using two replacement points to do so. The conversion is made by removing the infantry unit and immediately replacing it with the *Stosstruppen* unit. There may be no more than two *Stosstruppen* units on the board at any time. *Stosstruppen* units are replaced normally. Any attack (which may include other units) which includes a *Stosstruppen* unit will result in the automatic (required) retreat of all defending unit(s) if the die roll differential result is +6 or greater. *Stosstruppen* are two-step units and any losses resulting from an attack using *Stosstruppen* are removed from the *Stosstruppen* unit first.

Beginning with the Spring 1918 Reinforcement Phase, the Allied player receives one British Tank unit, one British Air unit, two French Tank units, and two French Air units. These units are placed in any friendly city hex, on the Western Front boards, out of enemy ZOC. Tank and Air units ignore stacking restrictions. However, British Tank and Air units may only stack with British units, French Tank and Air units only with French and USA units. Tank units add their attack factors to any attacks they participate in. Air units may move to any stack of friendly units within range and participate in an attack on an enemy hex. Any attack which includes an Air Unit will result in the automatic (required) retreat of all defending unit(s) if the die roll differential result is +6 or greater.

Tank and Air units may not be used to satisfy step losses due to combat. If alone, they are eliminated when an enemy unit moves into the hex. If the units they are stacked with are eliminated they are likewise eliminated. If forced to retreat, Tank units retreat normally, Air units move to a friendly city out of enemy ZOC within range. If none exists, they are eliminated. Eliminated Tank and Air units are automatically replaced in the next Reinforcement Phase and enter as normal reinforcements.

The movement allowance of Tank units is three, Air units four. They may use rail and sea movement normally. After combat, Air units are moved to any friendly city hex, within 8 hexes.

RAILROAD REPAIR

Infantry or artillery units may repair rail hexes by expending one extra movement point in each hex to be repaired. The repaired hex(es) can be used for rail movement the following turn.

GARRISONS

With the exceptions of Russia and France, garrisons are not required for conquered countries. Upon the surrender of Russia or France, a garrison of *at least* nine steps total must be maintained by the Central Powers player. The nine steps are immediately deployed to each Russian city, except Smolensk, with *at least* one step per city, or in France's case, to any seven French cities (again with at least one step per city) except Paris. All rail hexes are considered repaired and friendly to the Central Powers. Five of the nine steps in the garrison(s) must be German.

If, at the beginning of any following Reinforcement Phase, a garrison in Russia is less than the required nine steps, one Russian 2-2-2 appears in Smolensk, and one 2-4-3 Russian infantry unit appears in each rail hex (including Smolensk). Russia is again at war with the Central Powers for the remainder of the game, and will have a replacement rate of one step per turn. If the garrison in France falls below the nine step limit, place one French 3-5-3 and one French 3-3-3 in Paris, and one French 3-5-3 *each* in any three unoccupied cities. France is at war with the Central Powers for the remainder of the game, with a replacement rate of one step per turn.

MORALE PHASE

Each turn, beginning with Spring 1916, each country with a replacement rate of one or more must roll a *six sided* die on the Morale Table. Rolls for Desertion and Mutiny also use a six sided die.

Die Roll:	-3	-2	-1	0	1	2-6
Result:	S	D	M	RR/RQ	RQ	*

S: **Surrender.** Same as Second Edition rules.

D: **Desertion.** Roll die for each unit. On a 1 or 2 result reduce unit one step. Subtract *two* from all future Morale die rolls.

M: **Mutiny.** Roll die for each unit. On a 1 or 2 result place a "D" marker on that **hex**. Units in hexes marked with a "D" marker have their movement allowances halved (round up) and if moved must move closer to the nearest friendly supply source, *and may not attack on the following turn*. Attacks on units with a "D" marker receive a +3 modifier to their attack die roll. Subtract one from all future Morale die rolls.

RR: **Reduce Replacements.** Reduce replacement rate 1/2 that turn (retain 1/2 steps, drop 1/4 steps).

RQ: **Reduce Quality.** If available in the counter mix, all infantry units either returned from the eliminated units pile or brought up to full strength by a replacement step are replaced with the next-lower quality unit available. For instance, a German 5-7-4 being brought up from inverted status would be replaced by a 4-6-4 unit. Once an RQ result is obtained it is in effect for that country for the rest of the game. If a second RQ result is obtained, units being replaced are replaced with the *next* lower quality unit. In

this case, if a German inverted 5-7-4 (or 4-6-4) received a replacement step it would be replaced by a 3-5-3. This second RQ result is also in effect for the remainder of the game. RQ results are treated as "No result" if no further quality reduction is possible because no lower quality units are available for that nationality in the counter mix.

Modifiers: Same as in the Second Edition rules except for the following:

- 1 For Italy until USA enters war.
- 1 For all Central Power countries is increased to (-2) in 1918 (increased blockade effects).
- 1 For England in 1917 (unrestricted submarine warfare).
- +1 For Russia when USA enters war.
- 1 For England if Calais is enemy controlled.

Other than through Morale Table results, there is no effect on replacement rates from the Allied blockade.

INTERNATIONAL COORDINATION

If the defending units include units of more than one nationality, they receive a -1 modifier to their defense die roll. Attacks consisting of units of more than one nationality receive a -1 modifier to their attack die roll. USA units are exempt from this rule.

GREECE & TURKEY

Ignore Section 29.3 on Greece and Turkey and substitute the following rules:

If the Allies invade Salonika, the Greek Army appears in hex GG35. Allied units may not enter hex HH34 without declaring war on Greece. Central Power units may not enter Greece or attack Allied units unless they declare war on Greece (or the Allies already have declared war on Greece). Central Power units' ZOC *do* however extend into Greece, whether or not war has been declared on Greece by the Central Powers. The Greek Army remains in hex GG35 as long as Greece is neutral.

Turkey possesses a 2-4-3 infantry unit and a 1-1-2 artillery unit off the board, in addition to its on-board units. The off-board force appears in any controlled hex in Turkey, out of enemy ZOC, in the Replacement Phase following a successful invasion of Turkish territory.

If the Allies do not control hex OO35, they may not invade Constantinople unless they roll a die and obtain a six-through-ten (inclusive) result. If the 6-10 result is obtained they may invade normally. If not, the invasion force returns to its port of origin and may try attempt to invade again on later turns. The so called "off board force" is removed from play the instant no Allied units remain in Turkey. They may reappear as before in the Replacement phase following a successful re-invasion of Turkish territory.

Russia never withdraws any units upon a declaration of war by Turkey.

TACTICAL ADVANTAGE

The German Army was almost universally successful against Russian and Minor Allied armies, as during Tannenberg, the 1915 Summer Offensive in Russia, and the Serbian and Rumanian campaigns. Likewise the Russian Army had good success against Austria in Galicia in 1914, and the Brusilov offensive of 1916. To simulate this, modify the attack die roll of any Russian attack on a hex containing any Austrian units by +2. Modify the attack die roll of any Central Power attack, which includes at least one full strength 5-7-4 unit, on Russian units by +2 and on a hex containing any Minor Allied units by +3. Any step loss suffered by the attacker must be taken from the 5-7-4 unit if the modifier was used by the Central Power player. Use of the tactical advantage modifier is at the attacker's option.

CAMPAIGN GAME

These rules are intended for play of the Campaign Game, but one could use them to play the scenarios.

SET-UP

France, Russia, and Serbia (Allied Powers) are at war with Germany and Austria-Hungary (Central Powers). All other countries are neutral. At the beginning of the Summer I, 1914 turn, Germany must state whether or not it will declare war on Belgium. If it does, Britain immediately joins the Allied Powers and may set up its infantry unit (BEF) in France. If it does not, Britain is neutral. Britain will roll a die once on each following Reinforcement Phase. On a roll of six through ten (inclusive) Britain joins the Allied Powers as a full belligerent.

Belligerent and neutral countries receive the following units at start. Only belligerent units are set up on the map.

SUMMER I 1914

Britain:	(1) 4-6-4
France:	(5) 4-6-4; (5) 3-3-3
Russia:	(6) 3-5-3; (6) 2-2-2; (2) 2-2-4; (1) 1-2-3
Serbia:	(1) 2-3; (1) 1-1-2; (1) 1-1-4
Austria-Hungary:	(5) 3-5-3; (5) 2-2-2; (1) 2-2-4; (1) 1-2-3
Germany:	(8) 5-7-4; (8) 3-3-3; (1) 2-2-4; (1) 1-2-3
Turkey:	(1) 2-4-3; (1) 1-1-2; (1) 1-1-4
Belgium:	(1) 3-5-3; (1) 1-1-4 (treat the 1-1-4 unit as a 1-1-3 <i>single-step</i> infantry unit)
Bulgaria:	(2) 2-4-3
Greece:	(1) 2-4-3
Italy:	(3) 3-5-3; (3) 2-2-2
Montenegro:	No units in this game
Netherlands:	(1) 2-4-3
Rumania:	(3) 2-4-3; (1) 1-1-4

Order of Deployment: Serbia, Belgium (if belligerent), Germany (Western Front), Russia, France, Britain (if belligerent), Austria-Hungary, Germany (East Front). Players may optionally use the deployment sequence described in section 30.31 of the rules. Neutrals are not set up until they become belligerents.

Deployment Limits: Units must set up in their home countries. Exceptions: Britain may set up in France if Britain is an Allied Power and Germany may set up in Luxembourg. Fortress troops are placed in the following nationalities' cities: Germany (Königsberg), Russia (Warsaw), Austro-Hungaria (Przmysl). Russian units may not deploy west of hex row JJ. Belgium must place its "1-1-3" unit in Liege and its 3-5-3 unit in Antwerp.

VICTORY CONDITIONS

Unless the Central Powers Victory Points total equals or exceeds 19 (which results in a Central Powers automatic victory), or is equal to or less than six (which results in an Allied Powers automatic victory), the game continues until the end of the Winter 1918 turn. Victory is then determined according to the standard *GOA* rules.

SPECIAL RULES

French Plan 17: French units must set up in hexes on the French-German border or the French-Belgian border. They must set up south of (and not in) Lille. If England is a full belligerent its 4-6-4 unit may set up anywhere in France.

German Schlieffen Plan: In the Central Power's Summer I Movement Phase, after all movement is completed, German units adjacent to Liege (only) may attack it. The Belgian unit in Liege may *not* retreat after combat. After this attack, any German units on the West Front only, which are not adjacent to Allied units, may move again up to their full movement allowance, within normal movement restrictions. After this movement is completed, play continues with the Central Power's Summer I Combat Phase. All Central Powers units may participate in attacks in this Combat Phase as they would normally.

Antwerp: In the Summer I turn, a German 5-7-4 unit may move through Antwerp at a cost of an additional movement point. The German unit is inverted and must continue its movement. Antwerp is now considered *besieged*. The Belgian unit in Antwerp may not move, is isolated, and *immediately* loses its ZOC until and unless an Allied unit moves into Antwerp. Other German units may *immediately* move through Antwerp at a +1 movement point cost but may not remain in the hex. When Antwerp falls the German player receives an extra replacement point in the following Reinforcement Phase (only).

Russian "Shell Shortage": Whether the Russian Shell Shortage of 1915 was real or due to poor distribution and incompetence, the effect on the Russian Army in 1915 was nonetheless severe. Each Reinforcement Phase in 1915 only, the Allied player rolls one six-sided die on the following table and uses the result for that turn's Russian replacement rate.

Die Roll:	1	2	3	4	5	6
Result:	1	1	1	1	2	3

OPTIONAL OBJECTIVE HEXES

Florence, Budapest, and Frankfort are no longer objective hexes. Substitute Venice, Sofia and Strasbourg instead.

PLAY BALANCE

The simplest and most effective way to balance play in *THE GUNS OF AUGUST* is to adjust the Russian replacement rate by plus or minus one half-step (or more) per turn. Add or subtract any change to the result of any "Shell Shortage" die roll.



SO THAT'S WHAT YOU'VE BEEN PLAYING

(Volume 28, Number 6)

Titles Listed: 91 Total Responses: 281

Rank & Title	Pub.	Rank Times			Freq. Ratio
		Last	On	Time List	
1. Advanced Squad Leader	AH	1	38	8.5	
2. Up Front	AH	2	25	8.5	
3. Air Force	AH	3	2	2.5	
4. Diplomacy	AH	-	1	2.5	
5. Panzer Leader	AH	-	1	2.5	
6. Stonewall Jackson's Way	AH	7	4	2.0	
7. B-17	AH	-	1	2.0	
8. Battle of the Bulge ('91)	AH	14	4	1.5	
9. Gettysburg ('88)	AH	-	1	1.5	
10. The Russian Campaign	AH	-	1	1.5	
11. 1776	AH	-	1	1.5	
12. Victory in the Pacific	AH	-	1	1.5	
13. War at Sea	AH	-	1	1.5	
14. Acquire	AH	-	1	1.0	
15. Across Five Aprils	VG	12	3	1.0	
16. Advanced Third Reich	AH	8	3	1.0	
17. Afrika Korps	AH	2	13	1.0	
18. Britannia	AH	-	1	1.0	
19. Battle of the Bulge ('81)	AH	-	1	1.0	
20. D-Day ('92)	AH	-	1	1.0	

Once again, *ASL* and *UP FRONT* finish in a dead heat, while the rest of the field reads like a lot of people are dabbling in a lot of different areas. Once again, low votes for this period tell a tale, but the new batch of ballots arriving is about three times as large, with some interesting new trends appearing. Stay tuned.

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.

NOVEMBER 13 - 14, 1993

PENTACON IX, Grand Wayne Center, Downtown Fort Wayne, IN. Roleplaying, miniatures and strategic boardgaming, including *CIVILIZATION*, *KREMLIN*, *KINGMAKER* and *B-17*. Contact Steve & Linda Smith, 836 Himes, Huntington, IN 46750, (219) 356-4209.

NOVEMBER 20, 1993

ELLIS CON V, Danielson, CT. A day-long conference of military, political and fantasy games. For information, contact John Haskell at H.H. Ellis Technical School, 613 Upper Maple Street, Danielson, CT 06239, or call at (203) 774-8511, ext. 115; FAX: (203) 779-1563.

DECEMBER 4 & 5, 1993

HISTORICAL MILITARY OPEN, Pope AFB, NC. This is the first annual historical military simulation convention held at Pope AFB. Events include ASL and ancients miniatures. Swiss style tournaments. Pope AFB is adjacent to Ft. Bragg, home of the 82nd Airborne Division. The 82nd Airborne and JFK Special Warfare Museums are open and free to the public. For information, write to **HISTORICAL MILITARY OPEN**, 101 Dundee Lane, Spring Lake, NC 28390 or call Steve (ASL) Treatman (919) 497-3596 or Dave (Ancients) Beatty (919) 425-3019.

JANUARY 15, 1994

WINTERCON '94, Lincoln Park Kennedy Recreation Center, near Detroit. From 9 AM to Midnight, a full day of gaming in over 80 events. No event fee or pre-registration, just show up and pay \$10.00 at the door; sign-up sheets for all tournaments will be available inside. For more information, call Mike Bartnikowski, (313) 928-7744, or write to **WinterCon**, P.O. Box 656, Wyandotte, MI 48192. Sponsored by Metro Detroit Gamers, the folks who run the oldest private gaming convention in the Western hemisphere.

FEBRUARY 6-8, 1994

WAR-CON '94, Texas A&M University, College Station, TX. RPGs and other events. Board games include an ASL Tournament. For information, call NOVA at (409) 845-1515, or write to: MSC NOVA, Box J-1, Memorial Student Center, Texas A&M University, College Station, TX 77844-9081.

FEBRUARY 10-13, 1994

PREZ-CON 1994, Charlottesville, VA. Board-game tournaments include *ASL*, *ADVANCED CIVILIZATION*, *UP FRONT*, *TITAN*, *ACQUIRE*, *BLACKBEARD*, *CIRCUS MAXIMUS*, *1830*, *KINGMAKER*, *HISTORY OF THE WORLD*, *STONEWALL JACKSON'S WAY*, *BRITANNIA*, *MERCHANT OF VENUS* and *DIPLOMACY*. Pre-registrants receive a free **PrezCon** T-shirt. Championship plaques awarded to all tournament winners. Gamers 14 years old and younger will be admitted free of charge. To register, contact Justin Thompson at (804) 823-7433, or write **PrezCon**, P.O. Box 5123, Charlottesville, VA 22903.

FEBRUARY 18-20, 1994

GENGHIS CON XV, Denver, CO. Gaming of all kinds, including *ASL*, *VICTORY IN THE PACIFIC*, *UP FRONT*, *RUSSIAN CAMPAIGN*, *DIPLOMACY* and *1830*. Also on the Genghis Con agenda are role-playing, miniatures and computer gaming events. For more information, contact The Denver Gamers Association, P.O. Box 440058, Aurora, CA 80044. For accommodations, contact The Denver Marriott Southeast, (303) 758-7000.

FEBRUARY 25-27, 1994

ASL WINTER OFFENSIVE '94, Bowie, MD. ASL Free-form tournament, play as many scenarios as you wish. Gaming starts 6:00 pm Friday and ends 6:00 pm Sunday. For more information, contact: Brian Youse, 8191 Turn Loop Road, Glen Burnie, MD 21061, (410) 969-2733. E-mail address: (internet) brian@tpocc.gsfc.nasa.gov.

FEBRUARY 25-27, 1994

EGYPTIAN CAMPAIGN '94, Southern Illinois University, Carbondale, IL. Emphasis on Role-playing (including *TALES FROM THE FLOATING VAGABOND*); boardgame events include *RAIL BARON*, *CIRCUS MAXIMUS*, *DIPLOMACY* and *CIVILIZATION*. For info, send SASE to The Strategic Games Society, Office of Student Development, Third Floor Student Center, Carbondale, IL 62901-4425, or call Joel T. Nadler at (618) 529-4630.

MARCH 25-27, 1994

ATOMICON '94, Idaho Falls Recreation Center, Idaho Falls, Idaho. Role-playing, miniatures and boardgaming, including *TITAN*, *ADVANCED CIVILIZATION*, and *KINGMAKER*. For information, contact Randy Pacetti, 2635 Laguna Drive, Idaho Falls, ID 83404.

APRIL 8-10, 1994

ASL "WINDS OF WAR '94", Winston-Salem, NC. Sixth Annual ASL-Only Tournament with a "Triumph and Tragedy, 1944" theme. For more information, contact: Raymond Woloszyn, 7162 Mantlewood Lane, Kernersville, NC 27284. Tel.: (910) 996-5677, or GEmail R.WOLOSZYN.

APRIL 8-10, 1994

MADICON 3, Harrisonburg, VA. Movies, gaming, Live RPGs, discussion panels and much more. For info, send SASE to: MadiCon 3, c/o SFFG, P.O. Box 7202, JMU. Harrisonburg, VA 22807. Internet: "STU_DDSELETY@VAX1.ACS.JMU.EDU"; Bitnet: "STU_DDSELETY@JMUVAX.BITNET"

APRIL 23-24, 1994

1994 CHICAGO ASL CHAMPIONSHIP, Best Western Inn, Burr Ridge, IL. For more information, ASLers should contact Louie Tokarz, 5724 West 106th Street, Chicago Ridge, IL 60415, (708) 857-7060, or Robert Banozic, 2256 North Cleveland, #107, Chicago, IL 60614, (312) 528-1095.

MAY 14 & 15, 1994

MADISON GAMES CON '94, Edgewood High School, Madison, WI. Wargames, miniatures battles, boardgames, RPGs and the Great Central Wisconsin Games Auction. For more information, contact: Pegasus Games, 6640 Odana Road, Madison, WI 53719; (608) 833-4263.

MAY 27-29, 1994

DIXIE CON VIII and DIPCON XXVII, University of North Carolina, Chapel Hill, North Carolina. Among many events featuring Avalon Hill games, **DIXIECON VIII** will also host **DIPCON XXVII**, the 1994 North American *DIPLOMACY* championships. For information, contact David Hood, 2905 20th Street NE, Hickory, NC 28601, or call (704) 256-3641.

MAY 27-30, 1994

GAMESCAUCUS II '94, Oakland Airport Hilton, Oakland, California. TriGaming Associates presents **GamesCaucus II** on Memorial Day weekend, featuring many Avalon Hill events and tournaments. For information, contact Mike Wilson, TRIGAMING ASSOCIATES, P.O. Box 4867, Walnut Creek, CA 94596-0867, or call (5120) 686-9319, Monday through Friday, 6 PM to 9 PM (PST). You may also contact TriGaming Associates by calling Prime Time Simulation's BBS at (510) 245-1202 N,8,1.

MASTERS OF EUROPE

The 1993 AvalonCon ADVANCED THIRD REICH Tournament

By Joe Brophy

(ADVANCED THIRD REICH Tournament Champion, AvalonCon '92)

Don Greenwood is currently preparing the re-cap of our third AvalonCon National Boardgaming Championships for the premier issue of Volume 29 of The GENERAL. Don's coverage of AvalonCon '92 was the highest-rated article in the issue in which it appeared (Vol. 28, No. 2), and we're looking forward to another winner, as AvalonCon '93 was sufficiently bigger and better to provide Mr. Greenwood with plenty of entertaining material.

In the meantime, 1992 AvalonCon ADVANCED THIRD REICH Champion Joe Brophy, who served as the referee for this year's national A3R championship tournament, has obliged us by managing to dash off the following write-up of this year's event.

This year the *ADVANCED THIRD REICH* (A3R) tournament attracted 20 players, up from eight players last year. My original plan had been for a two-round event of two-player games, but most players strongly preferred a team event, so we settled on a first round of two-player 1940 scenarios and a second round of full campaign games played by teams. The convenient number of entries allowed for five Campaign games, with teams of two playing each side. With five variants to a side, the play was wild and woolly.

Strict time limits were imposed upon the players and were universally adhered to. Nobody was obliged to play past midnight, although some played around the clock by choice. I offered players the right to "buy back" blunders by sacrificing victory points. Although there was no shortage of blunders, nobody asked to buy one back. However, there were many examples of players permitting their opponents to take blunders back; the level of sportsmanship in this tournament was exemplary.

When the dust settled, three of the games ended in decisive and two in tactical victories, with the Axis coming out on top in four of the five games. My game was an Allied decisive victory, but I ruled my own team out, as the result owed as much to horrendous Axis die rolls as to my own brilliant play.

The two Axis decisive victories (which are reported below) were too close for me to call, particularly because the Axis team in one consisted of my friends and fellow designers Bruce

Harper and Conrad Struckman. I thought it would be fairer if an impartial panel adjudicated the winner. A jury of three players awarded the winner's plaque to Conrad Struckman, for his part in an Axis conquest of Britain.

This game took an unusual turn in Winter 1939, with the Axis bringing Italy into the war and launching an invasion of France through both the Low Countries as well as through Italy into Southern France. When Britain heavily reinforced her continental ally, the Axis team took a collective deep breath and invaded England herself, their units exploiting into Birmingham and Manchester. The British counterattacked and eliminated all the Axis units in Britain, but the race between American entry and British bankruptcy was on.

In the end, the third(!) Axis invasion of Britain succeeded, after the British blew out on a 1:1 attack outside of London. Britain surrendered at a "-9" on the British Resistance Table in Winter 1941, one turn before American entry into the war, and the Allies conceded a decisive victory to the Axis. Had the British rolled a "6" on that 1:1 attack, the game would have been very interesting, with Germany and an intact Russia facing off against one another, while an economically devastated Britain was reduced to mere spectator in 1942 and 1943.

The other Axis decisive victory was possibly the most amazing A3R game yet seen. The Axis were played by Jerry Smolens and Byron Stingley, the Allies by Baron August and a partner who unaccountably disappeared after the first day of the game. Baron coolly soldiered on alone in a difficult position, for which I nominated him for the sportsmanship plaque.

In Fall 1939, Poland allied itself with Germany, which in turn triggered a Russian denunciation of the Nazi-Soviet Non-Aggression Pact. Russia immediately declared war on Germany, while the Western Allies declared war on Italy and took a double-turn to capture Rome. At this point, everyone in the tournament expected the game to end in an Allied blowout. We were wrong.

The ambitious Allied response to the Polish defection might well have been a mistake — the Allies could have built up the Red Army and declared war in Winter 1939. As played, the Axis recaptured Rome in Winter 1939, and conquered France in summer 1940, taking advantage that most of the best British and French units were in Italy. The Allies held the initiative

throughout 1940, assisted by the activation of Turkey and Greece as allies, but by the end of 1940, one thing was clear: The United States was not having any part of this war!

When the Axis finally regained the initiative in 1941 by conquering Turkey and thereby depriving the British of her BRPs, they were able to take a Double Turn against Russia and encircle virtually the entire Russian Army. However, the redoubtable Baron August had wisely Strategically Re-Deployed most of his Russian industrial centers to safety, and therefore had the resources to rebuild the Russian Army in the Urals before the Axis armies could get there.

In 1942, the Axis fought a holding action in the East, and concentrated on reducing the British economy and invading England before the late entry of the United States. For a time, it looked as if August would hold on, but late Saturday, he apparently succumbed to fatigue, and committed a fatal blunder by placing a lone German paratrooper in Great Yarmouth in a zone of control — to stop it from jumping — apparently forgetting that it could still move into Harwich and attack London. Britain lost the 25 BRPs for London, and over the next two turns British resistance unraveled despite the late arrival of U.S. forces. Britain surrendered at a "-9" level in 1942, and the entire weight of the Axis armed forces turned east once more, resulting in a Russian surrender in Fall 1943.

I attribute the preponderance of Axis victories to the use of five variants per side, which tends to favor the Axis in the early game. It also seemed to us that the Axis players were having too much success in activating Minor Allies, particularly Spain. Some of these imbalances are addressed elsewhere in this issue.

David Maletsky claimed to have developed the perfect plan, but space does not permit my setting it out here. Suffice it to say that it worked for him in one game and failed in his third campaign game of the weekend, at which point he was evidently so sleep-deprived that he got confused and declared war on Russia instead of the United States, resulting in a speedy Axis collapse (a mistake anybody could make).

Next year we all look forward to meeting again in a bigger and even better event. The team concept will be repeated, with each team playing a Barbarossa scenario and a Campaign Game.



Does anyone in ALASKA play ASL? I'm anxious for some FTF. Any clubs in the Anchorage area? Please contact me. Allan Cannamore, 9531 Dundas Circle, Eagle River, AK 99577. (907) 696-8876.

FTF, PBM/phone (Tucson) PZB/PZL, WAS, SOA, ASL, STC, M92, TRC, TLD, PAA, G88, SOJ, AFD, FLD, KTA, UPF, RFT, MOV, DLW, TCA; anything AREA, non-AREA. Mike Smith, 7421 South Vista Del Arroyo, Tucson, AZ 85746. (602) 883-9055.

Wanted: FTF players for two-player or multi-player games. ACV, KGM, M92, BM7, PAA, PGG, VIP, WAS, WSM. John S. Baker, 4675 South Harrison Road, Space #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. Trevor Brown, 7916 Colette, #51, Tucson, AZ 85710. (602) 290-6867.

Adult game needs players for MBT, IDF, MUS, B91, VG Fleet series, much more. Kevin Gonzales, 120 Haystack Court, Brentwood, CA 94513. (510) 516-0743.

Interested in FTF ASL in 1/285; GHQ miniatures on two-inch hex terrain boards. Also opponents for G88, NPB, TPS. Ron Hubbard, 8483 Larch Avenue, Cotati, CA 94931. (707) 585-9320.

FTF adult players sought for KRM, UPF, DIP, ATS, BRI, CMS, TAC, WSM, PZL, TPS, RFT. Your place or mine. Ian Cooper, 1505 S. Corinth, #205, Los Angeles, CA 90025. (310) 477-2735.

Opponent wanted, PBM WAT, W&P. Contact: John Phillips, 2780 Creston Drive, Los Angeles, CA 90068. (213) 463-8188.

EIA, 176, KGM, PAA, PGG, others. Roger Miller, 2646 Los Nogales Way, Rancho Cordova, CA 95670. (916) 631-8502.

Players wanted for FTF play in Sacramento area. Please call and leave a message if I'm not home. Tom Campbell, P.O. Box 232591, Sacramento, CA 95823. (916) 731-7107.

FTF opponents wanted for any simple strategic-level game, any period. GOA, HWR, VIP, others. Philip J. Romero, 1400 Main St., Sacramento, CA 95814. (916) 487-9337.

All-historical boardgame club forming in Sacramento area. 18 members and growing. All ages welcome. Play ASL, SJW, A3R, etc. Mark A. Ruggiero, 101 Fountain Oaks Circle, #41, Sacramento, CA 95831. (916) 422-5359.

Grogard seeks new blood for EIA, KRM, DIP, CIV, ROR, KGM, A3R, B91, TRC, 5FT, 176, PGG and others. Bruce Roberson, 8430 Cliffridge Lane, San Diego, CA 92037. 453-6888.

Looking for beginning ASL opponents (like myself). James C. Allen, 28352 Paseo Establo, San Juan Capistrano, CA 92675. (714) 496-5211.

Want to join Multi-player PBM games of DIP, TTN, KGM, MRM, WSM and GFT or 7FT. Marcel Carboneau, 240 Iron Drive, #17, Vista, CA 92083. (619) 941-8510.

Looking for mature and exciting AREA-rated PBM for PAA or ASL. Geoffrey Meissner, 40 Sunset Ridge Dr., Southington, CT 06489-4636. (203) 621-9174.

Seeking Internet PBeM players for multi-player SQL series and AREA opponents in 15 titles. Internet ECBA01@email.mot.com Bill Thomson, 7355 NW 52nd Court, Lauderdale, FL 33319. (407) 364-3591.

FTF opponents wanted in Miami for TRC, W&P, others. Any wargame clubs or groups in the area? Charles Lobdell, 8290 Lake Dr., #216, Miami, FL 33166. (305) 470-2804.

Join the PBM DIP hobby! *Pontivedria* lists 'zines with openings for DIP, its variants, and other games. Send SASE to: Phil Reynolds, USF #4286, 4202 Fowler Ave., Tampa, FL 33620.

OPPONENTS WANTED

Two players in N.E. Georgia seek adult FTF opponents for MBT, SJW, SQL, PZL, CVW, TRC, SOJ and others, plus multi-player games. Patrick Pressler, 2912 Spruce Circle, Snellville, GA 30278. (404) 979-5997.

Seeking FTF ANZ, CMS, CIV, DIP, KGM, PZB, RBN, W&P or others. Beginners, novices, any age welcome. Will travel. Brad Wilson, 3306 N. Southport Apt. 1-R, Chicago, IL 60657. (312) 281-3863.

Opponent wanted for ASL in North DuPage and/or Northwest Cook area. I have Modules 1 through 8, 10 and *Red Barricades*. John Van Osten, P.O. Box 635, Medinah, IL 60157. (708) 529-4396.

ASL Players' Association of Kansas City. *ASL spoken here!* Larry Maxwell, 1419 East 125th Terrace, Olathe, KS 66061. 829-8718.

Wanted: FTF play in Lexington area for FTP, GLD, KRM, WSM, SUB, ASL, SQL, AFD and others. Jim Johnson, 701 Hickory Hill, Nicholasville, KY 40356. (606) 885-1208.

Adult player new to area seeks FTF opponents for AH games. Mark Gutfund, 270 Sheehan Bridge Road, Paducah, KY 42003. (502) 898-8576.

FTF or weekend game retreat at my cabin! Quiet, nature, lake nearby. Great site for gaming. You pick the games! Wayne Santos, P.O. Box 17, Old Hay Road, East Stoneham, ME 04231. (207) 928-2055

DIP, KGM, LFW, PZB, PZL, ROR, TRC, RFT, 3R4, A3R, TPS, VIP. James Sparks, 2500 North Charles Street, Baltimore, MD 21218. (410) 243-7247.

ASL action: It's fantastic! Come and let the good times roll with the Southern New England ASL Players Association. Contact: Vic Provost, 1454 Northampton Street, Holyoke, MA 01040. (413) 536-9661.

Status-Pro Basketball players sought in Springfield, Massachusetts area. Will play any time and willing to teach. Send address to: Ed Leahy, 67 James Town Drive, Springfield, MA 01108.

Vanguard Hobby Club meets once a month, includes newsletter. All games played: board games, Role-playing, miniatures, all welcome. Contact: Kenneth R. Howe, Jr., 88 River Field Road, Taunton, MA 02780. (508) 880-7080.

183, KRM, GSR, RBN, ADV, ACQ, WPS & other games played FTF regularly at Group of Gamers within 50 miles of central Massachusetts. Please call for more info. Dave Lionett, 5 Candlewood Place, Worcester, MA 01606 (508) 852-7342.

Experienced gamer new to area. FTF play for many titles from ASL to WSM. Not rated. Ready to play now. Roy Theisen, 25293 Colgate Street, Dearborn Heights, MI 48125. (313) 274-5529.

Mature 17-year-old seeks B17 group to join. Anyone play AH games in Saginaw area? Let's start a club! Rob Doane, 44 Bretton Place, Saginaw, MI 48602. (517) 792-5325.

Experienced adult player seeks PBM rated games of WAT, D91, AFK. Looking for timely responses. Pat McNevin, 12985 Raven Street NW, Coon Rapids, MN 55448. (612) 754-3917.

Wanted: Rated D77, TRC, PZB, PZL, BZK. PBM also FTF HHW and PCW, many others. Jim B. Cameron, 308 East 7th Street, Albert Lea, MN 56007. (507) 373-1285.

Itching to try those PZB scenarios in *GEN-ERAL 28-3?* Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404.

Looking for real SUB fanatics! Please write: Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404.

FTF only! ATS, B91, ACV, D91, 183, FPR, G88, HWR, M92, RBN, SOA, A3R, TAC, TTN, TPS, UPF, many more. Tim Watson, 119 Bellegrove Circle, Brandon, MS 39042. (601) 992-0157.

Need players for umpired PBM IDF. Dennis Ellingson, 1235 Turner, Hastings, NE 68901.

Looking for opponents in Las Vegas/Nellis AFB area. Especially ASL, but will try others. Also PBM TRC, B81. F. Metz, 24 Strunk Parkway, Las Vegas, NV 89115. (702) 643-2662.

The Binghamton Area Gaming Society is looking for new members. Beginners and experts welcome. Monthly meetings. For more information, contact: Scott Sirianna, 106 Conklin Avenue, Binghamton, NY 13903. (607) 724-7300.

Wanted: Any PBM company or group that can help beginner in wargaming. Please send info ASAP to: D. Vulcano, 4230 Throggs Neck Expressway, Bronx, NY 10465.

Looking for FTF ASL or any other AH game; any clubs in area of central or eastern Long Island? Ralph Schneider, 12 Twin Pine Lane, Center Horiches, NY 11934. (516) 588-6017.

Queens resident looking for NYC area opponents for serious, FTF FLD, AFD, UPF, WSM, RFN and other games. Adults, please. David Angus, 98-17 Horace Harding Expwy, #8-C, Corona, NY 11368. (718) 271-4428.

Wanted: Opponents, PBM systems for AIW, TPS. Forming PZL PBM ladder. Send SASE. James W. McAden, RR #2, Box 42, Millbrook, NY 12545. (914) 677-5117.

Mature opponents wanted for A5A, MUS or any of the classics. Bill Molyneux, 150 Chemung Street, Waverly, NY 14892. (607) 565-3559.

Novice gamer looking for FTF novice or experienced opponent. DEV, SJW, TPS, A5A, GSR. Willie Voll, 2810 Moreland Street, Yorktown Heights, NY 10598. (914) 245-4636.

Adult gamer seeks FTF for ASL. Where is everybody? Dale Miles, 1217 7th Avenue NW, Minot, ND 58701. (701) 852-1910.

Badlands Simulation Gaming Club, Bismarck, ND. Call Kevin at (701) 663-2244 (President). Kevin G. Kicone, 208 10 Avenue NE, Mandan, ND 58554.

Local ASL club forming. New players welcome throughout Northeastern Ohio. Other games also. Contact: Peter Shelling, 23381 Aurora Road #84, Bedford Heights, OH 44146-1750. (216) 786-1207.

Novice to ASL SQL needs opponent to learn from in the southwest Ohio area. Will travel reasonably. Call evenings only: Walt Schnee, 4307 Beachhaven Court, Dayton, OH 45424. (513) 237-7473.

Beginning adult gamer in the north central Ohio area and willing to take his lumps seeks FTF opponents for B91, SOA, TAC, SGD. John Simatacolas, 25 Cedargate Court, Galion, OH 44833. (419) 462-5883.

New to Cleveland area. Looking to play NPB, EIA, SOJ, TPS, many others, including Napoleonic, ACW and WW2. Jim Sexton, 6142 Stump Road, Apt. 109, Parma, OH 44130. (216) 885-2567.

Southwestern Ohio player seeks friendly opponent(s) for DIP and ACV. Any clubs in the area? Please write. Chris Stuhlmuller, Wilmington College, Box 1000, Wilmington, OH 45177. (513) 383-5217.

E.P.G.S. meets in Plymouth Meeting, monthly, every third Saturday. All Avalon Hill games and many others played. Attendance averages 48 players! Pat Dowd, 326 Walnut Street, Royersford, PA 19468. (215) 948-3118.

Gaming withdrawals! Mature gamer seeks gamers in the greater Williamsport area. Also would like to try PBM FR4 & GOA. Looking for STC players anywhere for special project. Charles Phillips, 729 Center Street, Williamsport, PA 17701. (717) 322-4544.

Seeking rated play in: EXD, BST, MYS, TAB, MNS, GOL, PRT, BKS, BOL, TUF, C&O, BUR, PNR, GGC, BIN, GGS, Randy Cox, P.O. Box 1144, Clemson, SC 29633.

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.

New to Dallas/Ft. Worth area. Looking for FTF ASL, AIW, WSM, SOA, TLD, others. Any regular groups out there? David Kelley, 8175 Meadow Road, #182, Dallas, TX 75231. (214) 646-2606.

Tired of solitaire? AHKS provides quality PBM opponents. For more information about AHKS, write or call: J. K. Atkins, 5014 Encino, Friendswood, TX 77546. (713) 482-3604.

Beginning adult gamer seeks FTF opponents for PZB, PZL, SQL in Houston area. Any clubs around? Kevin Higgins, 2400 Briarwest, #1410, Houston, TX 77077. (713) 558-9840.

PBM CAM, PCW, FPR, FLD, FTP, AIW, PZB, PZL, G88, PZK, TLD, BRI, 1914, GDC, ANZ, RFT, FSE. John Cates, Rt. 1, Box 481, Huntsville, TX 2340.

Adult gamer seeks PBM TRC, B91, PZL, PZB, AFK, TPS. FTF if in D.C. area. Rated games or not. Eric McErlain, 1204 South Washington Street, #107, Alexandria, VA 22314. (703) 683-1480.

Wargamer returning to hobby seeking FTF opponents for ASL in Northern and Central Virginia. Kevin Mayes, 11614 Century Court, Fredericksburg, VA 22407. (703) 786-1970.

Moving to Germany. FTF most AH games. Will GM a PBM game of WSM. Write ASAP! Ryan Schultz, 1092 Rolling Point Court, Virginia Beach, VA 23456.

The Washington Gamers meet twice monthly. Join and get our newsletter of articles, notices and ads. Dues: \$6.00 per year. For info, contact Wendell Albright, 4403 N. 4th #2, Arlington, VA 22203. (703) 528-5123.

GAMING VIA E-MAIL

America On-Line Wargaming Club. Meets 3rd Wednesday each month in the Conference Room of the PBM & Strategy Forum at 9:30 EST. E-Mail Address: AWC.

Seeking Internet PBeM players for multi-player SQL series and AREA opponents in 15 titles. Internet ECBA01@email.mot.com Bill Thomson, 7355 NW 52nd Court, Lauderdale, FL 33319. (407) 364-3591.

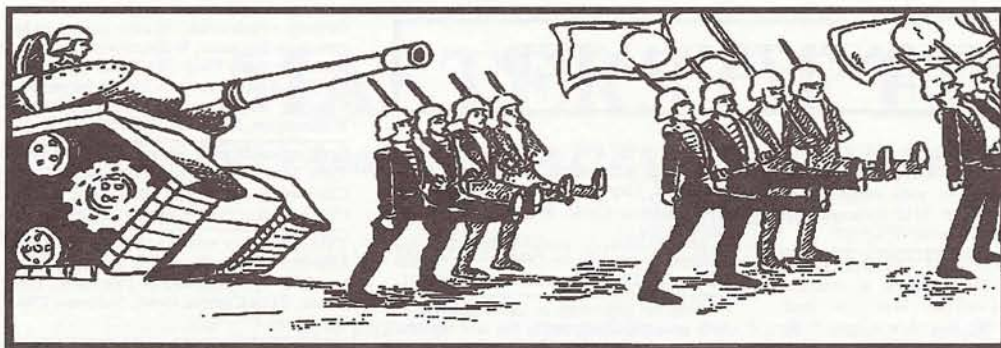
CANADA, EUROPE & ELSEWHERE

Live in the lower mainland? I'm looking for ASL opponents. René Hanker, 4532-S.E. Marine Drive, Burnaby, British Columbia V5J 3G2, CANADA. (604) 433-6332.

Players are being recruited for the Winnipeg ASL Club. Regular weekly play with excellent facilities. All levels of experience welcome. Bill Bird, 839 Strathcona Street, Winnipeg, Manitoba R3G 3G3, CANADA. (204) 783-2186.

Attention gamers in SW Germany! Board wargames, miniatures of all periods played at weekly meetings. Contact: Tom Bierschenk, Unit 31204, Box 176, APO AE 09275, GERMANY. Tel.: 0721-468738.

PBM and FTF opponents wanted for KGM, 3R4, W&P, Victory Games and others. Write or call Kevin Burns, 2659-4 Tsukahara, Minami Ashigara Shi, Kanagawa 250-01, JAPAN. Tel.: 0465-74-4458



MONTY PYTHON GOES TO WAR

New and (Very) Different Variants for *THIRD REICH* (Fourth Edition)

By Richard Hands (Norwood, London, England)

"Gee," someone said while looking through the proofs for this issue; "this is an awful lot of stuff just on THIRD REICH."

"That's because it's a special issue about the Second World War in general and ADVANCED THIRD REICH in particular."

"I know that... it's just kind of overwhelming. I mean, lots of pretty dry analytical text, and all of it pretty depressing. You know, starving England, firebombing Germany, depopulating Russia, humiliating the United States."

"Well... it's not like World War Two was one big party."

"Yeah, I guess. Still, it'd be nice to see something lighter; you know, for contrast."

No problem. Following is an article provided to us by a gamer in England with clearly too much time on his hands. I'm almost willing to bet that this article was written by John Cleese using a nom de plume; hence the title. If you appreciate a good laugh and a healthy dose of irreverence, then read on. If, however, you're one of those people who takes their games (or themselves) very seriously, you should probably pass on this piece; but be warned: Hidden in this article are some pretty clever little gems.

Why is it that Second World War wargames never include the elements that everyone knows really made up the struggle against the Nazis? After all, everyone knows what devious things they got up to, and about the handful of Allied heroes who tried to stop them by standing up for Truth, Justice, and the (Insert favorite nationality here) Way. To this end, a few additional variant counters are hereby proposed to make Avalon Hill's otherwise excellent game better reflect the real war, as told by Hollywood and the comic books. I apologise in advance if some of the references are a bit obscure — anyone who has grown up in Britain will almost certainly know them, but I guess some of our worst pulp never really managed to get across the Atlantic. More's the pity, America!

A few notes are in order: The chits are intend-

ed to be additional to the present variants, and thus with each side now possessing some forty possible outcomes, at least five chits per side are recommended, possibly more.

Enjoy.

ALLIED VARIANTS

26. (USSR) The Fiendish Fluoridators

Play: After Russia and Germany are at war.

Effect: Those diabolical commies poison the Nazis' water supplies, resulting in "impure bodily fluids". As German units fall prey to this dastardly trick, they mindlessly join the cause of World Communism. The Soviet player may rebuild German units destroyed on the Eastern front as Free German units in much the same way as allowed by the Axis "Free Russian" variant (18).

27. (USSR) Johnny Red (Courtesy of the late, lamented "Action" comic).

Play: After Russia and Germany are at war.

Effect: A heroic British fighter ace is transferred to the Russian front with a squadron of Hurricanes to form a cadre around which an elite Soviet air unit is created. The Russian player receives a free 3-4 air unit which fights at +1 effectiveness on the air combat table. When the unit is destroyed in combat, it may be rebuilt again for free (no BRP cost) at any Russian city outside a German ZOC. (You can shoot Johnny down, but you can never kill him!)

28. (USSR) One Solution — Revolution!

Play: Any time.

Effect: Encouraged by Russian propaganda, bomb-throwing anarchists (in their oh-so-inconspicuous black stovepipe hats and cloaks, with curling mustachios and round, black, fizzing bombs, naturally) take to the streets *en masse*. The Soviet player may construct a 1-3 partisan unit in any country (including Allied ones). One BRP damage is done per turn to the forces of occupation. Once built, the unit must remain within its country of origin until destroyed. (It may be re-built.)

29. (USSR) The Global Communist Conspiracy

Play: Any YSS.

Effect: Communist sympathisers lurk(ed) everywhere, infiltrating every strata of society. It could (have) be(en) the man next to you on the train. It could (have) be(en) your neighbour. It could even (have) be(en) you! They all wait(ed) (in vain) for the phone call from Moscow that will propel (would have propelled them into action to cause chaos in our cities. It didn't happen, and now it probably won't, but it *might* have. The Soviet player may take 40 BRPs from the USA BRP total and add them to his own BRP total for his own use, once only.

30. (UK) Cockleshell Heroes!

Play: Any turn.

Effect: The British Admiralty seemed to be obsessed by the use of mini-submarines, despite their appallingly low success and high death rates, including one spectacularly futile attempt to sink the *Tirpitz* at Alta Fjord (it was eventually destroyed by RAF Lancasters using 20 ton bombs). This variant allows the British player to make one attack upon an Axis port in exactly the same manner as Italian variant 12.

31. (UK) For King and Country

Play: Any time after the fall of France.

Effect: The Americans weren't the only ones with Superheroes, you know. Of course, the British ones were a bit lower-key and restrained, but they were out there, nevertheless. This variant represents Maximian from the Zenith comic strip... or Miracleman... but it can be anyone from Bulldog Drummond to D-Day Dawson, if you so desire... it could even be Arthur, the Once and Future King, returned by Merlin's magic to defend his homeland in its hour of need. Again. The British player receives an indestructible 1-3 infantry unit which can overstack, and may be Strategically Redeployed without cost. When a result indicates that it would be destroyed in combat, it relocates to any hex in Britain not next to an enemy unit.

32. (UK) Never Mind The Titanic...

Play: Any time.

Effect: Take one commando unit equipped with several tons of explosive, and fly them to the Arctic. Let them blow off a chunk of the ice pack, say about oh, twenty miles across. Add tugs, some metal sheeting, and some aircraft with ground crew and you have... the world's most indestructible aircraft carrier. The British player may construct an airbase in any sea hex. It may only be moved by SR (but aircraft based on it move for free). Naval movements have no effect on it. It may not be used on the Mediterranean front where, of course, it would melt! (And believe it or not, this one was a serious idea mooted by some enterprising soul in the War Office!)

33. (UK) Biggles

Play: Any time after World War One.

Effect: Britain's celebrated air hero returns to help with his country's defence, along with his

pals Ginger, Algy, and the other one whose name I can never remember. The UK may build a free 3-4 air unit which behaves in every way similarly to the one in (Russian) variant 27.

34. (UK) Grand Wizards and Funny Handshakes

Play: Any time.

Effect: The Freemasons, that shadowy Brotherhood, decide to aid the Allied war effort by using their influence in Occupied Europe to frustrate the Nazis' plans. The Axis player must declare a Pass option on the Front of the Allied player's choice. However, all diplomacy rolls against Spain are made at +3 after this variant has been played (Franco *hated* Masons).

35. (UK) "Leesten carefoolly; ah weel sah thees onlay wance..."

Play: Any time after the fall of France.

Effect: This variant is in the grand tradition of The Great Escape, Colditz, Hogan's Heroes etc., and the plucky French resistance types who aided them in their respective dashes to freedom, as dramatised by "Secret Army" and "'Allo 'Allo". The British player may build one extra partisan unit in France, and receives one free 5-4 Air unit build as all those pilots are smuggled back across the English Channel.

36. (US) Family Ties

Play: Any time after US entry.

Effect: *Il Cosa Nostra* decides to help the Allied side. The US player may build one Mafia partisan unit in Italy. It may only operate in hexes from Naples southwards... And, of course, in Sicily.

37. (US) Up, Up and Away!

Play: Any time after US entry.

Effect: One mad scientist, his beautiful daughter, her square-jawed boyfriend... and a *rocket pack!* Our hero takes to the skies, seeking out the enemy. The US player receives a free 1-4 air unit that returns to America every time it is lost in combat. It may also be placed in the SR box to combat Nazi Zeppelins (Axis variant 26), destroying one per turn.

38. (US) It's a Bird! It's a Plane! It's...

Play: Any time after US entry.

Effect: What war would be complete without the Man of Steel? (No, not Stalin; the *other* Man of Steel!). Superman joins the Allies as a 1-∞ air unit which (who) cannot be destroyed (he merely relocates to the US). Like the Rocketeer, he can be used to combat Nazi Zeppelins. Superman is always in supply.

39. (US) The International Zionist Conspiracy

Play: Any time.

Effect: In this variant, Hitler was right after all. The world's banking community is in the hands of International Zionism, the world's relief organizations are in the hands of International Zionism, the Catholic Church is in the hands of International Zionism... you know how it goes. Anyway, in solidarity with their oppressed bretheren in Poland, the Zionists turn the screws a little. The US may take 20 BRPs from Germany's BRP total

and add it to their own. Note that the US need not be at war to use this variant. As an added bonus, the eyes of every clandestine Skinhead in your gaming group will light up when they see this variant, making them far easier targets.

40. (US) "Nazis — I Hate These Guys."

Play: Any time.

Effect: Indiana Jones is back, and he's got the Ark of the Covenant, the Holy Grail, and God—only—nows what else. Whatever; this variant negates the Nazi Occultists (German variant 37), and doubles the cost of the Nazi Secret Base (German variant 35).

AXIS VARIANTS

26. (Ger) Nazi Zeppelin Fleets

Play: Any time after US entry.

Effect: Cruising the stratosphere, festooned with aircraft and machineguns (but filled with flammable hydrogen gas), these juggernauts of the sky carry the war to the American homeland itself. During each SW construction phase, Germany may buy up to 10 Zeppelin factors for placement in the SW box, at a cost of 2 BRPs per factor. Each Zeppelin, when revealed, eliminates 2 BRPs/factor to the US. They can be intercepted only by US superheroes. Alternatively the US may move 5-4 Air units from the mainland US into the SW box in the same way as fleets are used against submarines. Each 10 air factors eliminates 1 Zeppelin/turn.

27. (Ger) The Eagle Has Landed

Play: Any time.

Effect: Churchill is assassinated by elite *Fallschirmjaeger* commandoes parachuted into a remote Norfolk (!) village. Britain is paralysed for a turn, as per the Hitler Assassinated variant (Allied variant 19).

28. (Ger) "I teach the Superman; man is something to be surpassed." *Nietzsche*

Play: Any time.

Effect: A new race of genetically engineered supersoldiers is produced, or maybe just the single *Übermensch*, like Masterman in Zenith. Germany acquires a free 1-3 infantry unit that can overstack and is never destroyed, merely relocated to a free hex in the Fatherland which is not next to an Allied unit.

29. (Ger) Cross of Iron

(Sven Hassel, take a bow)

Play: Any time.

Effect: A Nazi penal unit is created (a free 3-3 infantry). Each time it is lost in combat, it is given a free SR to a different Front. It may only be used once on each Front, however, before being lost.

30. (Ger) Foo fighters

Play: Any YSS from 1943 onwards.

Effect: Germany builds flying saucers — or perhaps gains fascist allies from another world/time? Each factor of UFOs costs 10 BRPs, but they are indestructible, and sit in the SR box destroying an equivalent number of Allied bombers every turn.

31. (Ger) Benjamin Franklin and All That...

Play: Any time.

Effect: As everyone knows, the Bavarian Illuminati have a Secret Plan to take over the world. (It's no accident that dollar bills carry their symbol of the eye in a pyramid.) Their agents are everywhere, and with this variant, Hitler may harness their considerable resources to force an Allied Pass option on a front of his choosing.

32. (Ger) Achtung! Teufel!

Play: At start.

Effect: The Germans, it seems, had a near inexhaustible supply of Kübelwagens (those small jeep affairs) and motorcycle-sidecar combinations. They are always found crashing into ditches after chasing our heroes down forest roads; sort of the Imperial Stormtroopers of WW II. In this variant, not knowing when to give up on a bad job, they build yet more, and ten 3-3 infantry units may be upgraded to 3-4's.

33. (Ger) Hellman of Hammer Force

Play: At start.

Effect: Another refugee from the good old "Action" comic, *Hammer Force* is (are?) a 4-6 armoured unit that otherwise behaves identically to Axis variant 29.

34. (Ger) Mach schnell! Getten zie ein Eisen-Box!

Play: Any time.

Effect: They Saved Hitler's Brain (and kept it in a transparent bucket). Or cloned him. Or whatever. The point is, he didn't really die. This variant negates the Hitler Assassinated chit (Allied variant 19).

35. (Ger) Nazi Secret Base

Play: Any time.

Effect: The Germans have a secret base in the jungles of South America, or perhaps at the South Pole. Or the moon. Who cares? They may store materials there in preparation for the Fourth Reich that will one day conquer the world (because they can see where this Reich's going). Each 30 BRPs transferred there counts as an additional Objective towards German victory. The BRPs are carried by ship, and act effectively as a Nazi Murmansk Convoy, which may be protected and intercepted in the same way. If Indiana Jones is in play (US Variant 40), the Germans need to deposit 60 BRPs to qualify as an Objective.

36. (Ger) Fire and Ice

Play: After the fall of Norway.

Effect: The Germans use the Arctic ice pack as a base for their submarine wolf-packs. BRP damage is increased by one per U-boat factor until Norway is recaptured by the Allies.

37. (Germany) Nazi Occultists (or, *Cthulhu Fthagn!*)

Play: 1941 onwards.

Effect: Everyone knows that Germany's chief weapon during the war was not physical, but spiritual. Hitler was an occultist, who discovered the

MONTY PYTHON GOES TO WAR
(Continued on Page 48)

Letters to the Editor...

Dear Don:

Thanks for publishing our article on *PANZER LEADER* by mail. It was gratifying to finally see it in print after 12 or so years of gestation in my word processor. There are a few glitches as follows:

Under PBM Rules for Indirect Fire, the first V.B should be V.A

Under Special Rules for PBM, everything after the first XVIII.C is redundant.

Diagram 1 is completely screwed up. The tank starts on the bridge (CC3), and there were to be three possible routes from CC3 to CA6 shown and labeled. Three routes were omitted.

Figure 3 was to be 2 figures. Steps 1-6 are one operations sheet (the first mailing of the Phasing Player), and steps 7-23 are a second operations sheet (the second mailing of the Phasing Player). They've been run together to look like a single operations sheet in the published article.

Also on Figure 3, ABC was listed as a stock for Steps 2, 5 & 6. Three different stocks must be used.

Also on Figure 3, the Direct Fire stock under Step 7 had to be AMF (the same as that listed in Step 3). This was my error. The same comment applies to the DD tank Survival and Stream Entry stocks.

Also on Figure 3, under Step 12: The target ID = 7721 (not 721). There should be no result listed since the Non-Phasing Player resolves overruns.

It was disappointing that the unit ID numbers were left off of the counters in the diagrams. I suppose that is my fault for not including them on the diagrams I sent you. The ID numbers would have made the examples much easier to follow.

Finally, this issue suffers from a distinct lack of white space. Everything seems jammed together. There are minimal vertical gaps between heading and text. While this results in more info getting to the readers, it doesn't look very good. I have always heard that in graphic design, what you leave out is often as important as what is put in.

I will be glad to answer any questions on the system from the readers so long as I'm sent an SASE with legible and comprehensible questions. Write to me at: 1422 Peralta Avenue, Berkeley, CA 94702.

Thanks again. I'll be sending you another article soon.

Ray Freeman
Berkeley, California

★★★★★

Dear Mr. Hawthorne:

Believe it or not, this grognard (22 years of gaming) had never purchased a copy of *THE GENERAL* before issue 28-4. And I love it! If this issue is an example of the ones preceding it, I am very impressed with your stewardship of this flagship magazine.

I am a big fan of *B-17*, and your eloquent editorial really piqued my interest in this issue. As one who plays most of my games solitaire, this one combines speed of set-up and play (especially important for those of us with less time than we'd like) with nail-biting suspense. Sure, I would like my cherished *Paladin* to have survived 25 missions. Too bad it blew up with a freak Flak hit. But I have really enjoyed trying! I also like to tinker with the gaming mechanics, adding new fighter types or *B-17* variants. The Lancaster adaptation for *B-17* was magnificently thought out as a gamette, especially considering its basis in Bomber Command history.

As an aside, I noticed an inconsistency regarding the ability of the mid-upper turret to attack Tame Boars attacking in vertical climb. *B-17* allows only the ball-turret to engage such fighters. However, Lancasters used a

corkscrew maneuver to evade spotted fighters, which [if used in the variant] would enable the mid-upper [turret] to fire at vertical climbers, hitting on a "6".

I also enjoy *WAR AT SEA* and *VICTORY IN THE PACIFIC*. I would like to see more articles on these fine games. Unfortunately, some of the other simulation games profiled in the issue with which I was unfamiliar required too much "inside" knowledge of the rules for me to decipher.

I have owned many, many Avalon Hill games over the years, beginning with my very first game ever: The immortal *LUFTWAFFE*. Imagine receiving that at Christmas as an eight year old! It took me a while to understand the concepts, but it sure launched me into this hobby. Nowadays, I keep turning over my collection by donating games to the local ROTC department or anyone who wants one. This serves two purposes by allowing me to buy new games and hopefully luring others into this fascinating hobby. ('Hope I win the contest!) I will continue to buy the magazine at my local hobby store, because I want to encourage them to keep Avalon Hill in stock. Keep up the good work!

Doug Murphy

★★★★★

Dear Don (Greenwood),

Let me personally thank you for adopting *HISTORY OF THE WORLD*. Nothing was more frustrating than playing the Ragnar Brothers version and not being able to find a copy to own. Yet, even more importantly, you did a fabulous job with the re-design. The event cards are a great change and the changes to army strengths and the Epoch VII card order were necessary changes. The "strength point addition" puts an important emphasis on success, whereas before it all boiled down to the luck of the draw in Epoch VII. I've told my local game stores that this (the Avalon Hill version) is the game of the decade. I hope you sell many copies and make tons of money. What a find! It never plays the same twice. (Hats off to the artists, too.)

Stuart K. Tucker
Derwood, Maryland

★★★★★

Dear Don:

Let me congratulate you on your savvy. Giving notice of those organizations that are trying to improve the hobby is the surest way to garner good will for Avalon Hill.

I am in the habit of making special counter sets for those who work hard for the STRATEGY GAMING SOCIETY. For instance, Ryan Schultz is a *SUBMARINE* enthusiast, so I made him a customized wolfpack, sample enclosed.

PZB-PZL-AIW enthusiasts have probably noticed that the German units in *PZB* and *PZL* are basically identical in both games except that the infantry weapon ranges have been made more realistic in *PZL*. I can't help but think that many people would like to retrofit the new rules to *PZB*. All one has to do is take one's German infantry units from *PZL* and use them in *PZB*. But what about the Russians? The recon, engineer and SMG units can still be used as they are, and the enclosed sample counter sheet supplies replacements for the rifle, guards and cavalry units, as their weapons were a mixture of submachine guns and rifles. Hence, a 1* indicates that all their weapons are effective at submachine gun range, but at a range of 2 (normal effective rifle range), only some of them are.

Since there is only one Security unit in the *PZL* counter mix, the three German Security

units in the *PZB* counter mix have been revamped to the new standard, giving the player four actual security counters if he wants to use them.

Simply substituting the infantry counters as they are will give the Russians a decided advantage, so German assault rifle units have been substituted for the original *PZB* machine pistol units. These are StG44 (for Sturmgewehr 44) units. I suspect that the original *PZB* units were unsuccessful attempts to represent mixtures of assault rifle and ordinary submachine gun units. The StG44 units are substituted or added to the original *PZB* scenarios for play balance.

These ideas are obvious and I'm sure many customers have wished Avalon Hill could supply counters for their implementation. This can now be done for free. If your readers will only spare me the drudgery of the mail room by sending me a stamped, self-addressed envelope, I will enclose one of these counter sets and send it to them.

Richard Gutenkunst
1909 Park Avenue South, No. 7
Minneapolis, MN 55404

Richard's name should be very familiar to long-time readers of this magazine; for years he has been a sort of variant-counter-maven, providing a seemingly endless stream of incredibly useful cardboard for lovers of our games, and asking virtually nothing in return. He has taken it upon himself to fill the gap between what players need and what we can reasonably provide (given the limited press runs of such variants, these counters are often impossible for us to produce economically). A tip of the hat to Richard Gutenkunst, who remains one of our hobby's true Good Guys.

★★★★★

Dear Sir/Madam:

Recently I bought a copy of your game *TYRANNO EX*. The game is fine, but I am very dissatisfied with the packaging. The box is huge, yet there are very few components. Unlike all the other games I own (more than 50), I can't fit it in my backpack, and it is hard to store in my cupboard. I wouldn't mind this size if the game actually had a lot of pieces, but 80% of the box is just cardboard filler. Perhaps the extra cardboard justifies the rather high \$35 price. If the board had another fold in it, then the game could have been packaged in a box half the size, and would have been much better for it.

As it is, I look at your new game *HISTORY OF THE WORLD* and its large box, and I wonder what is inside. It feels heavy, but perhaps 80% of the volume is cardboard filler laced with lead so that it merely appears to be useful.

I understand that designing games is hard, and so I expect to buy bad games from time to time. I do not write off a company that produces the occasional bad design. However, deliberately deceptive packaging or marketing is by definition avoidable, and so I do not forget it.

Geoffrey Phipps
Mountain View, California

Don Greenwood replies:

"I've noticed several people commenting unfavorably on the larger box sizes and equating that with a higher price. Rest assured that the box size has very little to do with the cost of the game.

"The decision to use the larger box size for simpler games such as the Smithsonian Series is based on marketing technique and has nothing to do with deceiving anyone as regards the contents. Rightly or wrongly, bookcase

packaging has a very adult connotation and has come to be subliminally perceived as "difficult" by the majority of the public. The flat boxes are simply an attempt to send a different message and more readily identify with the "toy" field in attracting a younger audience for our simpler games."

★★★★★

Dear Mr. Hawthorne:

First let me add my commendation to those so rightly earned by you, your predecessors and TAHGC (Lord, what a lawsuit can do to a name). I don't play as many TAHGC games as I once did. You understand — so many fine games and so little time. However, since I've been a subscriber since about Volume 1, Number 3 and I've worn out more than one set of counters, you and your associates are obviously doing something right.

This letter was prompted by that of Mr. Shaun Kelley in Volume 28, Number 4. I am not certain whether Mr. Kelley's discussion on the term *grognard* was presented tongue-in-cheek or not. However, for his edification and those of your readers who are doomed to play war games without an appreciation of the history they represent, I present the following:

1. *Grognard* is French, not English. Therefore, one would not expect to find it in a tome on the English language. (If Mr. Kelley had spent more time with *WATERLOO* or others on the Napoleonic wars, he would have known this. *Vive le Empereur!*)
2. *Grognard*: literally, grumbler; Napoleon's nickname for the infantry of the Guard (1807 onward); often applied to any French soldier of the period. (Source: The Campaigns of Napoleon, David G. Chandler, MacMillan Publishing Co., Inc., New York, NY 1966, pg. 1149.)

To Mr. Kelley I would like to say that even though you are a relative newcomer to the hobby, you are undoubtedly entitled to the sobriquet and would certainly earn entry to the Young Guard if not the Old. Also thank you for your recommendation of *ACROSS FIVE APRILS*. The Second War for Southern Independence is my principle area of interest and I will certainly invest a little time and money in this title.

Owen F. Pharr
Huntsville, Alabama

★★★★★

Mr. Hawthorne:

Congratulations on what I believe to be the finest issue of *THE GENERAL* (Vol. 28, No. 4) in my sixteen-plus years of subscribing. Good articles on a variety of games, including new scenarios for *UP FRONT*, *ASL* and *PANZER LEADER*. I consider Larry Cirelli's "The Battle of Berlin" to be the issue of a new game!

But best of all was the format. The articles were continuous instead of broken up and dispersed throughout the magazine, and the advertisements and such were placed so as to separate the articles and allow dissection of the magazine and articles without compromising their integrity. (I can't stand to ruin these magazines by tearing out articles, so I usually photocopy what I require. But keep up this format and I'll enter a dual subscription!

Again, congratulations on an excellent issue. I look forward to the next issue on the Pacific War. (Convince me to purchase *MIDWAY* and *GUADALCANAL*; I can't imagine either being as good as the original *MIDWAY*!)

Thomas R. Butler
Holly Springs, North Carolina



The Pacific War Companion Game to **ADVANCED THIRD REICH**

By Bruce Harper
NEW
HEBRIDES
(Britain)

For every *Terminator 2*, there are a hundred far less-memorable efforts. Sequels are no easier in the game business than in the movie business, and in an era where "trilogies" frequently contain four, five or even more volumes, we all have a right to be apprehensive when another shoe drops.

RISING SUN, the Pacific version of *ADVANCED THIRD REICH*, has been anticipated ever since 1975, when the first edition of *THIRD REICH* redefined the meaning of strategic wargaming. There have been rumors and false starts, but it can be said with some certainty that *ADVANCED THIRD REICH's* companion game for the Pacific theater will be released sometime before the fiftieth anniversary of the end of World War II.

A HARD ACT TO FOLLOW?

Will *ADVANCED THIRD REICH (A3R)* players be disappointed when they turn to *RISING SUN (RSN)*? The enthusiasm with which *A3R* has been received by the gaming community makes it a hard act to follow. But since the essential components of *RSN* were designed during the development of *A3R*, I hope that *RSN* will be accepted as a worthy companion to *A3R*.

Some have said that a Pacific theater version of (*ADVANCED*) *THIRD REICH* is impossible, as the entire game system is geared toward simulating the air and armored *blitzkrieg* which characterized the war in Europe. In the original *THIRD REICH*, the air and naval rules were abstracted to such a degree that there was considerable truth in this view, but in *A3R* the interaction of air and naval units has been developed to the point where the rules in these areas can be applied to the Pacific with confidence. This is hardly a coincidence, as many of these rules were first developed for *RSN*, then found their way into *A3R*.

So, to those who say it can't be done, my response is simply "just watch". And to those who say it shouldn't be done, I reply "trust me".

THE GANG'S ALL HERE

More accurately, it should be "trust us". Virtually the entire design team for *A3R*, plus some fresh minds, have worked on *RSN*. It may well be that another reason that game "sequels" tend to disappoint is that the designer(s) run out of ideas, but I don't think that has happened with *RSN*. As mentioned, much of the design work was done at the same time as *A3R* was developed. And I trust the gang of *3R4* devotees who spent immense amounts of time and energy to help make *A3R* a reality (another school of thought is that game design can never involve more than one person, but I don't accept that argument).

So even if my mind seizes up at the thought of tying the Pearl Harbor surprise effects to the U.S.-Japanese Tension Index in just the right way, there are lots of people to keep me on the straight and narrow.

THE MIDWAY SYNDROME

It was obvious from the start that the key to *RSN* was the right set of air and naval rules. The familiar components of *A3R* (seasonal turns, movement, combat, unit construction and strategic deployment, BRPs, and so on) all carry over into the Pacific theater quite well, but the critical role of carriers (which don't even appear in *A3R*) posed a challenge. More precisely, how does one design a strategic game for a war which arguably was decided in less than five minutes as a result of the attacks of a handful of dive bombers?

The solution was hidden naval movement, which in *A3R* is unnecessary and was never considered during design. In fact, the tactics in

A3R are so volatile that the game is full of surprises even without hidden movement. In *RSN*, by contrast, carriers and fleet factors are grouped into task forces, with their precise composition remaining hidden until naval combat is joined. This allows each side to bluff and deceive their opponents (and themselves), and stumble into naval battles which would never be fought were the players aware of the true strength of their adversary.

With hidden naval movement comes a system of tactical carrier combat, involving competing searches and tactical surprise. Proper preparation and luck can indeed produce a "Midway", in which one side's carrier force is decisively smashed. But more common are battles of attrition in which both sides lose ships and naval air units, which may only be replaced at a limited rate.

FEW SURPRISES

Those familiar with *A3R* will find few surprises in *RSN*. The mapboard includes jungle, the Burma Road and the trans-Siberian railway. Japan may employ its air units as *kamikazes* once the Japanese Resistance level drops sufficiently. Marines have been introduced to facilitate seaborne invasions. But much will be familiar, in part because the *A3R* rules were designed to accommodate the Pacific theater. In other words, *A3R* players have already learned many of the rules for *RSN* without realizing it. Experienced *A3R* players should be playing their first Pearl Harbor scenario within an hour or two of opening the box.

THE TOTAL PACKAGE

RSN is intended to be an interesting, challenging game in its own right, and one advantage

which it has over *A3R* is that it can be played more rapidly (in part because the Pearl Harbor scenario begins in Winter 1941, shaving ten turns off the *A3R* Campaign Game). It is likely that *A3R* will have more strategic variety than *RSN*, although the Japanese have a fairly wide range of options, such as going after China, India, Australia or even Siberia. But in the end, the Japanese have to either cripple or hold off the U.S. Navy or face defeat. Victory in other areas may strengthen Japan's position in the key Pacific front, but if such victories are achieved at the expense of the Pacific, the Empire won't be around long enough to celebrate them.

Naval tacticians will like *RSN*. Strategists will probably prefer *A3R*, until they play their first Global War game, which combines the two.

WHICH FEW, MAJESTY?

In my final cinematic reference, I commend to the reader a wonderful scene in *Amadeus*, in which the Emperor tells the young Mozart that he quite liked his most recent effort, although it was somewhat long—"...there are simply too many notes, that's all—just cut a few and it will be perfect". Mozart retorts, "Which few did you have in mind, Majesty?"

The Global War game, which combines *A3R* and *RSN*, is just about as good as this game gets, and to those who suggest cutting out a few rules, I ask "which few?" I wouldn't recommend Global War for less than four players (one for the European Axis, one for the Western Allies, one for Russia and China, and one for Japan), nor for the faint-hearted. But the strategic problems posed for the players are even more difficult and interesting than those which arise in *A3R*. For example:

1. Germany and Japan both attack Russia, and the Soviet Union is forced to surrender in 1943. But the diversion of Japanese forces to Siberia, together with the lack of German pressure on Britain, results in a Japanese collapse in 1944. What result?
2. Germany invades Britain and forces a British surrender in late 1941. Russia uses the opportunity to build up its forces in Siberia and invade Manchuria. Japan surrenders in 1944. What result?
3. Germany adopts a Mediterranean strategy and destroys the British position in the Middle East, after which Spain enters the war as a German minor ally and Gibraltar falls. The Western Allies respond by going after Japan, and Russia waits patiently. What result?
4. The Western Allies concentrate on Germany, allowing the Japanese to run amok in the Pacific. By 1944, the Reich is in desperate trouble, but Japan has invaded India and Australia. What result?

The Global War game system actually allows players to answer these (and many other) questions, but not without the addition of two new rules which will change the way *A3R* is played.

RESEARCH AND INTELLIGENCE

In the Spring 1993 issue of *ULTRA*, the quarterly newsletter devoted exclusively to *A3R*, there appeared a comprehensive set of research rules modeled on the *A3R* diplomatic rules. These rules assign each major power a basic research capability, which can be augmented by economic growth and BRP expenditures. These capabilities are translated into Research Points (RPs), which are then assigned to general air, naval, military or atomic research, or to specific projects within each of these four categories. Each breakthrough in a field of general research yields a modifier for all the projects in that category. Recently, Intelligence has been added as a fifth category, which in turn eliminates the need for variants.

Research can raise air and naval nationality modifiers, increase strategic warfare effectiveness (both offensively and defensively), increase force pools and develop rockets, jets and other projects. The Western Allies, Germany and Russia can also attempt to build the atomic bomb.

When it comes to research and intelligence, as with many other things in *A3R*, almost anything is possible, given enough time and money. Naturally time and money are both usually in short supply.

THE UNITED STATES ELECTION RULE

The second important rule change, also published in the Spring 1993 issue of *ULTRA*, is the U.S. Election rule. Immediately after the 1945 YSS, a determination of the success of the Allied war effort is made by comparing Allied and Axis DPs and BRPs (and, in a Global War game, the Japanese resistance level). If the Allies are winning, the game continues without change. But if the Axis have the upper hand, a "peace candidate" is considered to have won the 1944 presidential election, and the United States disengages from one or both theaters of war.

The degree to which the United States pulls out of the war depends upon the overall situation, and from that point on the familiar U.S.—Axis Tension Table (and, in Global War, the not so familiar U.S.—Japanese Tension Table) is used to determine how quickly the United States returns to full participation in the war.

With the U.S. Election rule comes a simpler method of determining victory: The Axis win when all Allied major powers have either surrendered or (in the case of the United States) made peace. The Allies win when Germany and Japan are defeated. The game has no time limit other than the endurance of the players. The rules provide for a second U.S. Election after the 1949 YSS, should the game continue that long, as well as a determination of American policy each turn should the United States come under Axis atomic attack.

THE WORLD AT WAR

Both the Research and Development and the U.S. Election rules may be used without *RSN*, and I for one will have a hard time going back to playing *A3R* without them (despite having had the privilege of losing the first U.S. Election in *A3R* history, although the United States regained its nerve in less than a year, and the Axis collapsed in late 1946).

But it is in Global War that these two rules have their full effect. The ideal for the Axis is to do so well that by 1944 the United States calls it a day. If Britain and Russia have surrendered, the game will be over (this would correspond to a decisive victory in an *A3R* Campaign Game). If the Axis fall short of this ideal, the United States may still ease up in its war effort, which will allow Germany a sufficient breathing space to either improve its military and economic position (thereby increasing U.S.—Axis tensions and bringing the United States back into the war) or to press ahead with research projects which will create a real possibility of defeating Britain and Russia.

Japan plays a crucial part in all this, because the better Japan does in the Pacific, the more likely it is that the United States will begin negotiations (at the expense of Britain and Russia). While Japan cannot realistically hope to defeat the United States (Yamamoto didn't think they could, so why should I?), they can play a key role in bringing about a joint German and Japanese victory.

One by-product of this is that it is dangerous for the Allies to completely ignore Japan and concentrate on Germany (although this strategy will work if Germany is conquered by the end of 1944). By doing so, the Allies risk losing the 1944 U.S. Election, after which Germany may well recover (not to mention the impact which Japan can have on the British and Russian war efforts should it invade India and Siberia).

But it is equally dangerous, if not more so, for the Allies to focus on Japan and ignore Germany, even if Britain and Russia are not under immediate threat of conquest. If Germany is allowed to consolidate a *Festung Europa*, it can improve its economic and diplomatic position and not only slant the U.S. Election results in its favor, but also generate the staying power which might enable it to develop atomic weapons and defeat Britain and Russia. I have been involved in games where the German economy begins to take off, and it can be very unpleasant for the Allies!

NO EASY ANSWERS

You can now see that there aren't any easy answers to the strategic questions posed above.

In question one, where both Russia and Japan are defeated, the test of strength will be directly between the Western Allies and Germany. Since the defeat of Japan will more or less guarantee that the United States continues the war against Germany past the 1944 election, such a war could ultimately be decided by a nuclear

exchange (bearing in mind that, since Russia can reenter the war after it has surrendered, the circumstances of Russia's defeat might be very important).

Question two, which postulates a Russo-American war against Germany, with Japan and Britain conquered, is equally difficult. If Germany does not invade Russia, the Red Army is even stronger because of the research rules, which allow Russia to expand its force pool. Russia's research capabilities can also become quite large, although Stalin is unlikely to get the bomb much sooner than he did historically. Atomic war again looms in this scenario, although it might prove difficult for the United States to deliver the bomb without developing the very expensive trans-Atlantic rocket (which might not be ready until after the 1948 election).

The Mediterranean strategy, raised in question three, is still an unknown quantity. It raises a real possibility of the United States disengaging from the European war, but probably not to the extent that the United States would sign a separate peace. What does Germany then do with the time gained? As mentioned earlier, an untouched Russia is a fearsome foe.

I've already alluded to the risks inherent in the "Germany First" strategy referred to in question four. In Global War games, heroic defense by either Germany or Japan might allow the other to make decisive gains on the other side of the world. The most prudent Allied strategy is a balanced approach, but I suspect many A3R players will be unable to resist the temptation to try to obliterate one or the other of the Axis powers by concentrating the American forces in either Europe or the Pacific. Stay tuned...

CONCLUSION

In this article, since it appears in an issue of the *GENERAL* devoted to A3R, I've focused more on the impact of *RSN* on its European counterpart than on the Pacific theater game itself.

Ultimately, devotees of *ADVANCED THIRD REICH* will have a choice between that game, *RISING SUN* or the combined Global War game (the rules to which will be included in *RISING SUN*). Which of the three will be played may depend as much on the time and opponents available as on the taste of the players. When all is said and done, I hope *ADVANCED THIRD REICH/RISING SUN* players will be able to spend many enjoyable hours exploring new and unanswerable questions of "what if..."

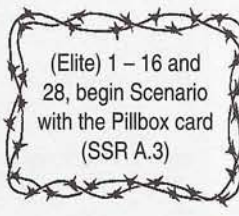
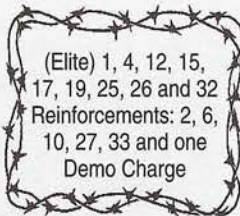


UP FRONT

This issue, another multi-player scenario usable with a single *UP FRONT* game and its *BANZAI* and *DESERT WAR* expansions. In keeping with our theme of the war in Europe, herewith an Appenine Peninsula scenario depicting an Allied assault on one of the strongholds which Churchill had once described as being part of "the soft underbelly" of occupied Europe...

28-6/A. TOUGH OLD GUT —

1st:  6



1 - 6, 8 - 10, 24, 25, 33, 42 and one Radio

3 - 5, 7 - 9, 11, 12, 17 - 23, 31, 34 and one Radio



No cards are removed from the Action Deck.

SPECIAL RULES:

A.1 Minefields are Cover cards for all players. Sniper cards may be used normally by the defending players; both attacking players must treat Snipers as Cover cards.

A.2 The German forces are *Fallschirmjaeger*; they are considered to be Elite, and are entitled to the German Elite Troop capabilities (*UP FRONT* Rule 39). **[NOTE:** The use of German personality cards armed with assault rifles is not an anachronism; rather, it is meant to simulate those paratroopers armed with the FG-42 (*Fallschirmjaeger-Gewehr*) assault weapons, an earlier multi-purpose assault weapon which could double as an LMG.] In addition to his normal hand, the German player receives one -3 Buildings card which he may place on any of his groups during Prepare for Play.

A.3 The Italian forces are *Bersaglieri*; they are considered to be Elite, and are entitled to the Italian Elite Troop capabilities (*DESERT WAR* Rule 50.5). In addition to his normal hand, the Italian player receives the Pillbox card, which must be placed on Italian Group B during Prepare for Play.

A.4 This Team Play scenario requires only one *UP FRONT* game, with both the *BANZAI* and *DESERT WAR* expansions. The Allied players may choose which of the Axis forces the Americans and British will engage before the start of play. After they have declared their choices, the Allied players will set up first, then the Axis players will set up. All other normal rules for Team Play apply.

A.5 In this Team Play game, the British player completes his turn, then the American player; this completes the Allies' portion of a turn. The Axis then play, with the Italian playing first and the German playing last. This completes an entire turn.

A.6 After play begins, the Allies must maintain Radio Contact (41.7) if they wish to compare their hands and discuss strategy. The Axis players are considered to start the game in Radio Contact and remain so until one of the following occurs:

A.61 The Italian Pillbox has suffered an attack which has pinned any or all of its occupants;

A.62 The German AFV has been destroyed. Note that the reinforcement AFV may not reestablish Radio Contact. Once lost, Radio Contact between the Axis players may never be regained.

A.7 Marsh cards are cover cards for all players. Sniper and Minefield cards are cover cards for both Allied players only; they may be used by the Axis players subject to the normal rules for those cards.

A.8 VICTORY CONDITIONS: Allied Victory Conditions vary depending upon the opponent as follows:

A.81 Versus the Germans: The Allies must advance any four personality cards in one or more non-infiltrated groups to Range Chit Four (4), in terrain which will reduce the Fire Strength of an attack against them, or by "breaking" the German squad.

A.82 Versus the Italians: The Allies win by eliminating all Personality cards in the Pillbox, or if the Pillbox is vacated. If the German player is still in the game, then any other result, including "breaking" the exposed remainder of the Italian force, is insufficient for Allied victory and results in an Italian win. If the German force has been defeated during a previous full turn, the Italians may also be defeated by breaking their squad as well as by clearing the Pillbox.

A.12 VARIANT RULES: Allow/Require the Allied and/or Axis players to maintain "Radio Contact" not through Radios, but through runners. This requires the Individual Transfer between games of one man, from one Team nationality to the other. Immediately upon the man's acceptance into the other group of his Team's nationality, the players of that Team are considered to be in Radio Contact for the remainder of that turn *only*. Only one man at a time can be used to fulfill this requirement, and the same man must be used as the runner for his respective nationality as long as he remains in the game and unwounded.

MONTY PYTHON GOES TO WAR (Continued from Page 43)

Spear of Longinus and twisted it to his own evil ends, as well as recruiting witches, demons, monsters, and probably even the Devil himself to the Nazi cause. The *Nazi Occultists* variant neutralises Superman, preventing him from operating in any Nazi-controlled hex, or next to any German unit. In addition, the Axis player may choose to use *one* of the following powers:

- Five 5-1 infantry units join the German force pool (vampires, SS werewolves, shoggoths etc.). They may be purchased and deployed normally. These units cause any enemy unit facing them to lose one multiplier in defence.
- Nazi witches may attempt to control the minds of neutral leaders. This counts as a subversion attempt, much like Soviet variant 9, but is usable upon any country. This variant is usable once per year during the Diplomacy Phase.
- The Black Sun. The Nazis may unleash a spell of immense destructive force (once). This counts as a one-use German nuke, following the same rules as the US atomic bomb.

38. (Italy) At Least the Trains Run on Time.

Play: At start.

Effect: *Il Duce's* commitment to improvement in the transportation infrastructure is notorious. In this variant it pays dividends; Italy's SR capability is permanently increased by two.

39. (Italy) "The Pope? How many divisions does he have?" *Stalin*

Play: Any time.

Effects: Well, in answer to Uncle Joe's rhetorical question, the Pope extends his blessing to the Italian Army, causing them to fight with renewed (or perhaps uncharacteristic) vigour. All combats involving Italian units receive a 1-column shift in the Italians' favour for one turn only.

40. (Italy) Nobody expects the Spanish Inquisition!

Play: Any time.

Effects: The Pope leans on the leaders of various leaders of Christendom, giving the Italians an attempt at subversion as per Soviet variant 9. This only works on Catholic countries, of course (once each), i.e. France (including Vichy France), Spain, Poland, Yugoslavia, Ireland, and Belgium. It may also be used on Italy in the event of an Italian surrender.

In conclusion, I'd like to thank those who bear the responsibility for this strangeness. In addition to myself, the blame falls squarely upon David Nilsson, Colin Walsh, Guinness Breweries, and The Goat House (yes, it's a pub), Norwood. We have deliberately excluded variants which we thought too sensible (such as Nazi atom bombs or Stealth aircraft, both of which were under construction at the war's close), or those which were deemed too silly, like "Churchill poked in the eye with a sharp stick" (don't ask!). If anyone out there is actually fool enough to use these variants, we'd be interested to know the result.



GENERAL BACK ISSUES

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

- 14-3: *AIW-S*, H, DN, A, Q; *TRC-S*, *3R1-S*, *SGD-SR*; *WAS-V*; *PZB-Sc*
 14-5: *SQL-DN*, A, Q; *WSM-A*, V; *TRC-A*; *M64-S*; *SST-A*; *3R1-A*; *Games Guide*
 16-1: *ANZ-S*, Sc, V, DN; *3R1-S*; *NAP-S*; *PZB-SR*; *176-S*, A; *DIP-S*, *SQL-Q*
 16-4: *MRM-DN*, A, S, V, Q; *SQL-A*; *3R1-S*, A; *TRC-SR*
 17-4: *FSE-S*, P, DN, V; *MD-V*, Q; *SQL-SR*; *VIP-S*; *176-Sc*; *WZQ-A*; *SST-V*; *NAP-S*
 17-5: *CMS-S*, V, Q; *RFN-V*; *SQL-V*; *SGD-V*; *PZL-S*; *3R2-S*, SR; *CAE-V*; *KGM-S*; *MRM-S*
 17-6: *SGD-S*; *WSM-V*, Sc; *WAS-V*; *3R2-SR*; *SQL-S*; *CSL-S*; *VIP-S*; *TRC-S*
 18-1: *FIW-A*, Q; *BM7-S*; *SQL-S*; *DUN-V*; *DIP-S*; *AFK-A*; *PZB-SR*; *ALX-S*; *W&P-S*
 18-2: *AFD-A*, Sc, Q; *AFK-V*; *3R3-DN*; *TOB-V*; *SQL-S*; *AIW-V*; *VIP-S*; *DIP-S*; *D77-S*
 18-3: *GOA-S*, DN, V, Q; *AOC-V*, Sc; *AFK-S*; *VIP-V*; *SQL-S*; *WSM-SR*, P; *DIP-S*
 18-4: *GLD-H*, V, A, Q; *SQL-A*; *LFW-V*; *W&P-SR*; *AOC-S*, P; *FSE-V*; *WAS-S*; *AFK-S*
 18-5: *3R3-S*, A, V, DN, Q; *SQL-S*, A; *TRC-V*; *TOB-V*; *RFN-V*; *CSL-A*; *DUN-V*
 18-6: *FTP-A*, Sc; V, DN; *VIP-V*, Q; *M64-S*, Q; *SNL-A*; Q; *SUB-Sc*; *BZK-V*
 19-1: *SOA-A*, V, DN, SR, Q; *TLD-A*, Q; *3R3-S*, Q; *DWK-DN*; *TOB-A*
 19-2: *B81-H*, Sc, S, DN; *TLD-A*, Q; *SQL-V*; *3R3-S*; *SOA-SR*
 19-3: *GSL-A*, Sc, V, SR, Q; *DIP-A*; *RFN-Sc*; *G77-V*; *176-Sc*; *LRT-V*, Q; *SQL-A*
 19-5: *SON-A*, S, H, Q; *W&P-S*, Q; *DIP-A*; *WAT-V*; *WSM-Sc*; *SQL-A*
 19-6: *VIP-P*, SR; *3R3-V*, Q; *DIP-A*; *FTP-V*; *BM7-V*; *NVW-A*; *SQL-A*, Sc; *SUB-V*, Sc
 20-1: *SQL-S*, A, DN, V, Q; *VIP-SR*
 20-2: *TTN-A*, DN, S, Q; *MRM-V*; *RHD-A*; *SQL-Sc*; *W&P-V*; *GOA-S*, Q; *DIP-A*; *PZL-V*
 20-3: *FRG-S*, V, Sc, Q; *PZB-A*; *176-Sc*; *DWK-S*, V, Q; *DIP-A*; *CQD-V*, S
 20-5: *BRN-SR*, S, H, Q; *LRT-S*; *DIP-A*; *GSL-Sc*; *G77-A*; *WSM-Sc*
 20-6: *B17-A*, V, SR, Q; *AFD-V*; *LFW-S*; *AFD-S*; *FSE-S*; *DIP-A*; *M64-S*; *BRN-SR*; *GOA-Sc*; *SQL-A*; *PZL-Q*
 21-1: *UPF-S*, A, SR, DN, Q; *SOA-S*; *SQL-H*, S; *TRC-S*; *D77-S*
 21-2: *NAB-S*, DN; *W&P-S*, A, Q; *NAP-S*, Q; *DIP-A*; *FR4-S*; *FSE-S*; *3R3-S*; *BFI-S*; *176-S*; *SQL-A*
 21-4: *PGG-S*; SR; *PZB-A*; *3R3-S*; *TRC-S*, V, Q; *DIP-A*; *SGD-V*, S; *SQL-Sc*
 21-5: *HWR-S*, V, A; *MRM-S*, Q; *OW2-A*; *DIP-A*; *3R3-A*; *RBN-S*; *CQD-V*; *CIV-S*; *SQL-A*
 21-6: *FPR-H*, V, SR; *AIW-S*, Sc; *BZK-V*; *TAC-V*, Q; *SQL-A*
 22-1: *PAA-A*, S, Q; *TB-A*, V; *DWK-DN*; *TRI-V*; *GSL-P*; *DIP-A*; *AOC-S*; *WAS-S*, Q; *AFK-V*; *CIV-S*; *3R3-S*, Q
 22-2: *UPF/BNZ-A*, SR, Q; *FTP-A*, S; *SUB-Sc*; *VIP-S*, Q
 22-3: *PZB-SR*; *PZL-Sc*, V, Q; *SOA-S*; *3R3-V*; *DIP-A*; *CIV-A*; *UPF-Sc*, Q; *AIW-S*; *GOA-A*, Q; *TLD-A*
 22-4: *RFT-A*, V, S; *TRC-V*; *PZK-S*, Q; *DIP-A*; *3R3-V*; *SUB-V*; *PGG-S*
 22-5: *DEV-S*, A, Q; *GSL-Sc*; *BRN-S*; *DIP-P*, A; *SC-V*; *FIG-A*; *SQL-Sc*, Q
 23-1: *FLD-A*, V; *AFD-V*, *B17-V*, DN; *HWR-S*, Q; *VIP-V*; *3R4-S*; *TTN-V*; *LFW-V*; *SST-V*; *RFN-V*
 23-2: *ASL/BEYOND VALOR-A*, S, Sc, Q, SR; *UPF-S*; *DIP-A*; *PZL-A*
 23-3: *SUB-V*, Sc; *ASL-S*, SR; *HWR-V*; *BZK-V*, Q; *B81-A*
 23-4: *EIA-S*, DN; *W&P-V*, S; *WSM-Sc*; *SC-V*; *NAP-S*; *YLW-S*; *3R4-S*, Q
 23-5: *KTA-DN*, Sc, Q; *WAT-V*, *B17-V*, Q; *3R4-S*; *RFN-V*; *ASL-S*; *VIP-S*
 23-6: *183-DN*, S, V, Q; *FPR-Sc*; *RBN-S*; *TRC-S*; *DEV-P*; *PXB-S*; *CIV-S*; *MRM-S*
 25-3: *PTB-S*, H, V, Sc; *TPS-DN*; *AFK-V*; *3R4-Sc*, Q; *ASL-S*; *PGG-P*; *PZB-A*; *UPF-V*; *SOA-V*; *PZL-S*; *B81-S*
 25-4: *EIS-S*, H, V, Sc; *WSM-V*, P, Sc; *EIA-V*, Q; *VIP-S*; *NPB-DN*; *176-V*
 25-5: *GBG-SR*, V, H, Q; *176-S*; *ASL-H*; *FPR-Sc*; *RBN-V*; *ODS-V*; *DEV-S*; *GOA-DN*, Q; *W&P-S*, Q; *BRN-DN*; *LVG-Sc*
 25-6: *ASL/WEST OF ALAMEIN-H*, S, V, A, Sc, Q; *PAA-S*; *RSN-V*; *UPF-S*; *FPR-Sc*; *SPF-A*
 26-1: *MOV-S*, DN, V, SR, Q; *DKE-V*; *DUN-V*; *DLW-S*; *KGM-S*; *STC-S*; *ASL-A*, Q; *KRM-V*, Q; *ROR-DN*; *CIV-V*
 26-2: *TPS-S*, DN, SR, Q; *PZB-Sc*; *ASL-H*, A; *3R4-S*, Q; *HWR-S*, Q; *UPF-V*; *RFT-S*
 26-3: *MBT-H*, S, SR, Q; *FLD-V*, Sc; *FPR-Sc*; *ACQ-S*; *TCA-S*
 26-4: *SOJ-H*, DN, S, Sc, Q; *KGM-V*; *TTN-V*; *CIV-S*; *DIP-S*; *MRM-A*; *ASL-A*
 26-5: *UPF-S*, V, SR; *AFD-V*; *FTP-Sc*; *B17-V*; *FPR-V*; *ASL-H*, Q
 26-6: *NPB-DN*, S, H, Sc, Q; *EIA-Sc*, V; *183-S*; *WSM-Sc*; *DEV-S*; *W&P-S*
 27-1: *TRC-S*, H, V; *ASL-H*, Q; *KRM-V*, Q; *RFT-S*; *TPS-S*
 27-2: *3FT-V*, Sc, A; *6FT-S*; *2FT-V*; *EIA-S*, Q; *ASL-S*, D, Q; *WSM-V*; *FTP-V*; *VIP-S*
 27-3: *3R4-S*, DN; *TLD-S*, V; *ASL-S*, DN, Q; *FSE-S*, *AvalonCon I* Re-Cap
 27-4: *ROR-A*, SR, DN, Q; *CIV-DN*; *KRM-V*; *EIA-S*; *DIP-P*
 27-5: *B91-A*, S, V; *B81-DN*; *ASL-H*; *DIP-P*; *TCA-A*; *ROR-SR*, Q; *D77-S*
 27-6: *BKB-SR*, S, DN, A, *SCT-V*; *GSR-V*; *MOV-V*; *ATS-A*; *W&P-V*; *NWD-V*; *WRS-S*; *S&B-S*; *CRR-Sc*; *WSM-V*
 28-1: *PPW-SR*, S, DN, H, Q; *ASL-Sc*; *FPG-DN*; *PCW-V*, Sc; *CIV-V*, S; *Game Rating System*
 28-2: *ASL/GUNG HOI-A*, Sc, H, DN; *ROR-A*; *FPG-A*, Sc; *B17-Sc*, -Q; *ACV-V*, Q; *SPF-V*; *AvalonCon II*
 28-3: *RFT-A*, S; *PZB/PZL-V*; *PZB-Sc*; *ASL-A*, Sc; *TRC-A*, S; *UPF-Sc*, Q; *RBN-V*; *GOX-A*; *AFD-V*; *TPS-Q*; *SPF-V*
 28-4: *B17-V*; *D91-A*, Q; *PZL-Sc*, P; *ACV-V*; *ASL-A*, Sc; *UPF-H*, Sc; *WAS-A*, S; *LRH-V*; *ACQ-A*, S
 28-5: *M92/GDC-V*, Sc, Q; *TOX-V*; *MUS-V*; *VIP-SR*, V; *AFD-Sc*; *UPF-H*, C, Sc; *SAM-R*; *HOW-R*

ULTRA

Several of the articles in this issue of *The GENERAL* refer to *ULTRA*, the quarterly newsletter for *ADVANCED THIRD REICH (A3R)* players. Since the first issue (Spring 1992), a copy of which is to be found in every *A3R* game, *ULTRA* has steadily grown in popularity along with the game itself. *ULTRA* now has more than 400 subscribers in some 20 countries in every continent.

ULTRA is desktop-published, using the same program and printer as were used for the *A3R* rules and appendices. Each issue contains 16 pages, and deals with an *A3R*-related theme. Since the first issue, *ULTRA* has dealt with the following topics:

Summer 1992: Axis Grand Strategy

The Mediterranean option (forcing a British surrender without invading Britain), Axis marginal victories, the "peace option" (shutting down the war if the Allies start winning), Staff Conference ("Should the Axis attack Britain or Russia?"), blunders and variant columns.

Fall 1992: Economics

Strategic Warfare, economic warfare against Britain, Russia and Germany, details of the first *ULTRA* e-mail tournament, Staff Conference ("When should the Allies take a double move?"), blunders and variant columns.

Winter 1992: France

An in-depth discussion of the problems of attacking and defending France, an examination of the timing of the invasion of the Low Countries, four pages of questions and answers, Staff Conference ("How much should Britain commit to France?"), blunders and variant columns.

Spring 1993: Research

The Spring 1993 issue was devoted to the new research rules discussed in the "Coming Attractions" column of this issue of the *GENERAL*. This left room only for the blunders column and the usual listing of *ULTRA* representatives.

Summer-Fall 1993: Sea Lion

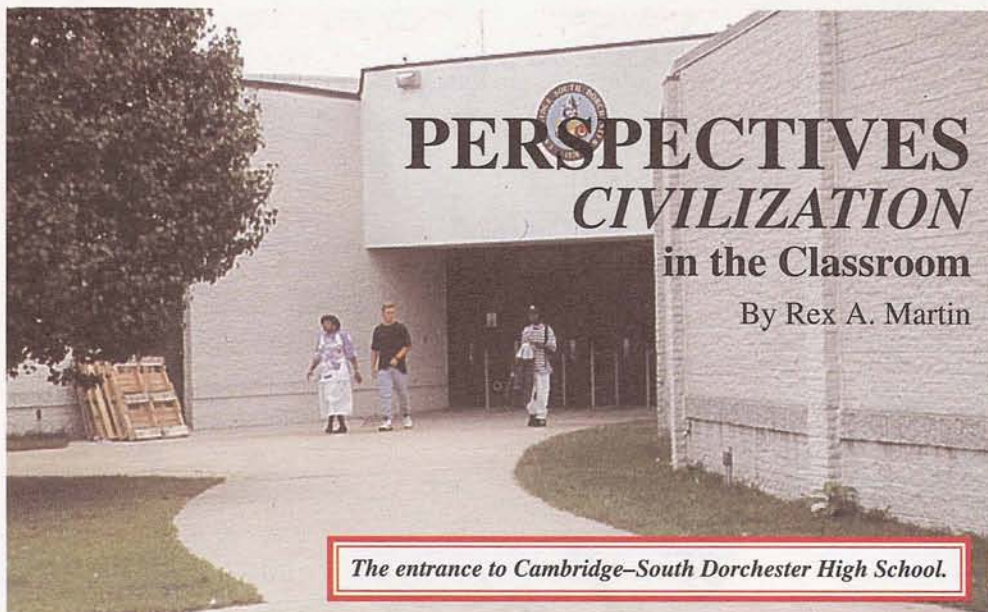
A special double issue (32 pages). A detailed treatment both of the difficulties and opportunities involved in the invasion of Britain, and the directions the game can take after a successful invasion. Also letters, blunders and variant columns, plus a follow-up article on the research rules.

In addition, each issue contains a current listing of *ULTRA* representatives, allowing subscribers to find new opponents. *ULTRA* is not published by the Avalon Hill Game Company (although there are some readers there!).

To subscribe to *ULTRA*, send a check or money order to I.C.E., Inc., P.O. Box U-19457, Seattle WA 98109-1457. Mastercard, Discover Card, VISA and American Express accepted. Phone 1-800-262-4377 (U.S. subscriptions only), or 206-325-1952 (foreign subscriptions). Washington state residents add 8.2% sales tax, Canadian residents add 7% GST.

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3 years (12 issues)	\$24.00	\$30.00



The entrance to Cambridge-South Dorchester High School.

It has long been my view that, to be worthwhile, a game...of the sort usually termed "adult" we specialize in devising...must be educational, as well as entertaining. Of course, drawing on dimly remembered discussions in some of the Education seminars during my college years (before I found that a teaching career wasn't for me), it is also true that it is far easier to teach something if you make the task "fun" for the students. Even adults will learn more from a single well-crafted book, film—or game, for that matter—than all the scholarly lectures ever offered. If the author, director, designer/developer has done his job with flair, you don't even realize how much you are absorbing about the subject while you are enjoying the fruits of his labor. And that enjoyment may lead you to seek out more information about the subject. To borrow a phrase from one of my favorite musicals, "a little bit of sugar makes the medicine go down" a whole lot easier.

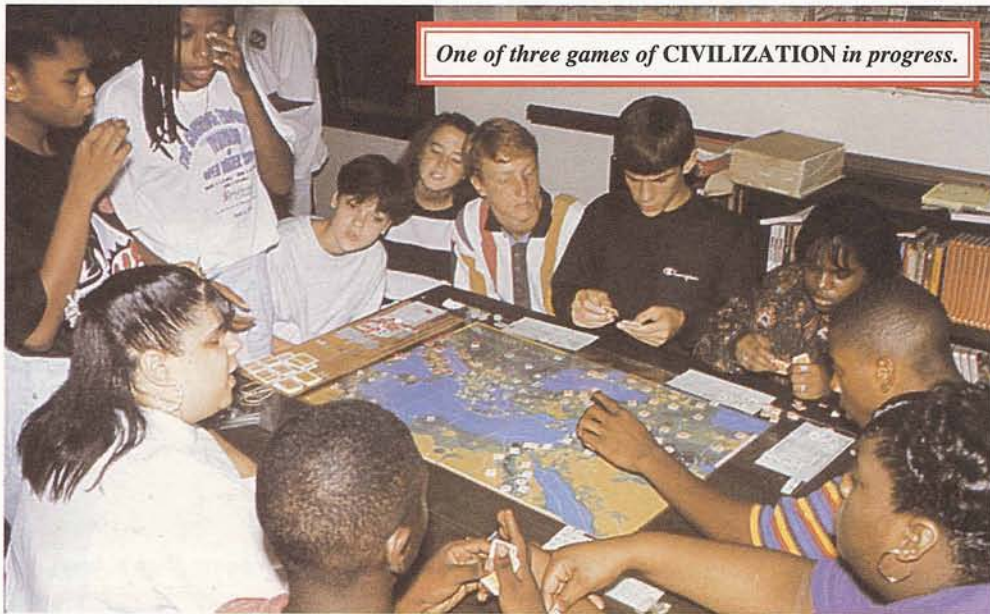
A case in point is the "World Perspectives" course taught at the Cambridge-South Dorchester High School in Cambridge, Maryland. This September past I was invited by a pair of imaginative teachers there to visit their class. The two, Bill Busick and John Wood, devised this unique program, fought the usual battles to have it added to and kept as part of the school's curriculum, and have over the past four years made it a popular success among the teenagers there (quite an accomplishment in this age of too-soon cynical youth). "World Perspectives" is a two-period, two-credit, two-teacher course designed to develop the reading, writing, speaking and analytic skills "necessary to be successful in college". Students who attain an "A" or "B" grade in the year-long class are recommended for advanced classes in History and English as juniors or seniors the following year. The course has each year focused on both history and literature, with a particular emphasis on how these subjects interrelate. Rather than progress in any sort of staid chronological manner, the teachers have each

semester focused on a specific geographic region or historical period. Being avid wargamers, they have from inception incorporated our brand of games into their lesson plans.

Since I am not a Maryland resident and therefore have no first-hand knowledge of the public education system, Mr. Busick was kind enough to enlighten me about the state's approach to secondary education. Maryland, like many states, offers two "tracks" for their students: one loosely termed a "College track" that most of the readers will be familiar with; the other geared towards a career in the trades and termed the "Technical track". In Cambridge, a blue-collar town on Maryland's Eastern Shore, the vast number of the students are cycled into the "Tech track". But, as testing shows, more than a few of these teenagers are quite capable of "College track" work. For a variety of reasons, however, their grades do not qualify them for those courses designed to prepare them for a higher education. Unfortunately, many of these "border-line" cases that do not fall into the neat educational guidelines, and so tend to slip through the cracks in the system, are also minority students.

"World Perspectives" was devised as a chance to give such students a chance to prove themselves. The students offered the opportunity to enroll must be recommended by previous teachers; indeed, this recommendation counts for more than past grade-point averages or standardized test scores, although the latter are also taken into account by Messers. Busick and Wood when they decide who to accept for the class. The informal atmosphere found in their spacious classroom is very appealing, as are their varied and unique assignments, to teenagers. (Being a father of two currently, I have some appreciation of the attitudes of so-called "pre-adults".) After four years, the popularity of their course is evident. This year, for instance, Cambridge High's "World Perspectives" has 40 students. And, as I am informed, the goal to raise minority involvement in the "College track" there is being met.

One of three games of CIVILIZATION in progress.



This year, the two have elected to make the ancient world their focus. (In the past, such subjects as Russia and the Middle East have been highlighted with readings, discussions and select Avalon Hill games.) So it was that on the day Tom Shaw (dragged from retirement to serve as the photographer) and I visited, the entire class was involved in playing Avalon Hill's *CIVILIZATION*...for the second time. Three games were in progress, having been begun a couple of days before after some preliminary lectures and readings following the first round. The students played as two-man teams, and speaking from my observation, were mostly quite enjoying themselves. Besides the inter- and intra-personal skills the approach fostered, an awful lot was being learned about mankind's early history by these kids through intellectual osmosis. After a couple of games of *CIV*, most of them would at least have an idea of who these early peoples were and where their civilizations were based; try asking that of your own teenagers. Along the way, they'd also gain an appreciation of the role of trade and war and other aspects of "civilization" in early societies.

As for the games, the two teachers make every effort to select those they feel will excite this sort of interest in their students. As John Wood explained to me, they spend a short period explaining the game's rules to the class...and then "turn them loose". During the play, Busick and Wood serve as judges and referees (although what I saw of the competition was fairly good-natured). They also make every effort to make the learning enjoyable. For instance, in this instance of the *CIVILIZATION* games, each mapboard was overlaid with a plexiglass sheet; when a team founded a new city, they were allowed to name it by writing on the overlay with a marker. While many of the city names were imaginative and colorful (for want of a better description), in some cases the students had made an effort to learn the name of the actual ancient city located on the site, just so they could use that to impress their classmates.

The play is interwoven with other scholastic projects. They shared with me a sample of the composition assignments each student would be expected to complete after the games had run their course. Among some of the homework questions these kids would face:

1. "What calamities or conflicts has your society faced? How have these affected your society?"
2. "How successful was your civilization compared to others in your world? Rate your civilizations in terms of population, land area, wealth and civilization cards."
3. "Which civilization cards were the most beneficial to your country? Why?" "Which seemed to have little value?"
4. "Is war necessary in civilization? If so, why and when?"
5. "How was your society affected by each of the following: Starting Position? War? Trade? Alliances with others? Catastrophes?"
6. "Forgetting the game, what are several factors that you believe were important for ancient civilizations to prosper?"
7. "What skills have you acquired? How has this helped you?"

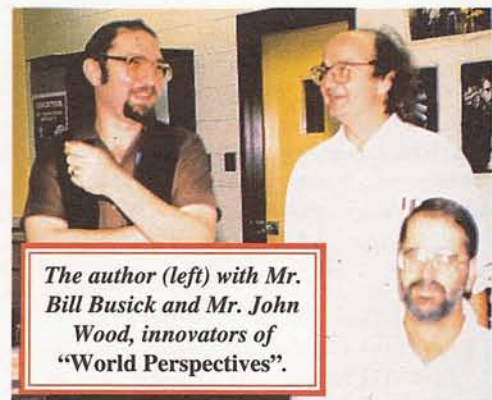
Nor does the educational effort end with a writing chore or two. With the game to serve as a basis, selected readings are assigned. Class-wide discussion is encouraged about the events of their various games, and conclusions voiced and debated. Nor is the subtle (some might even say "sneaky") educational value limited to just the course's professed subject; as any wargamer knows, playing these games demands the exercise and expansion of a wide variety of skills, from math to basic psychology. It is all blended in such a manner as to bring these students to enjoy learning...perhaps in spite of themselves.

Bill Busick gave me a hurried preview (he was a bit harried at the time overseeing a bloody war between two aggressive empires) of some of the future lesson plans for this year's course. Among the games the teachers are considering introduc-

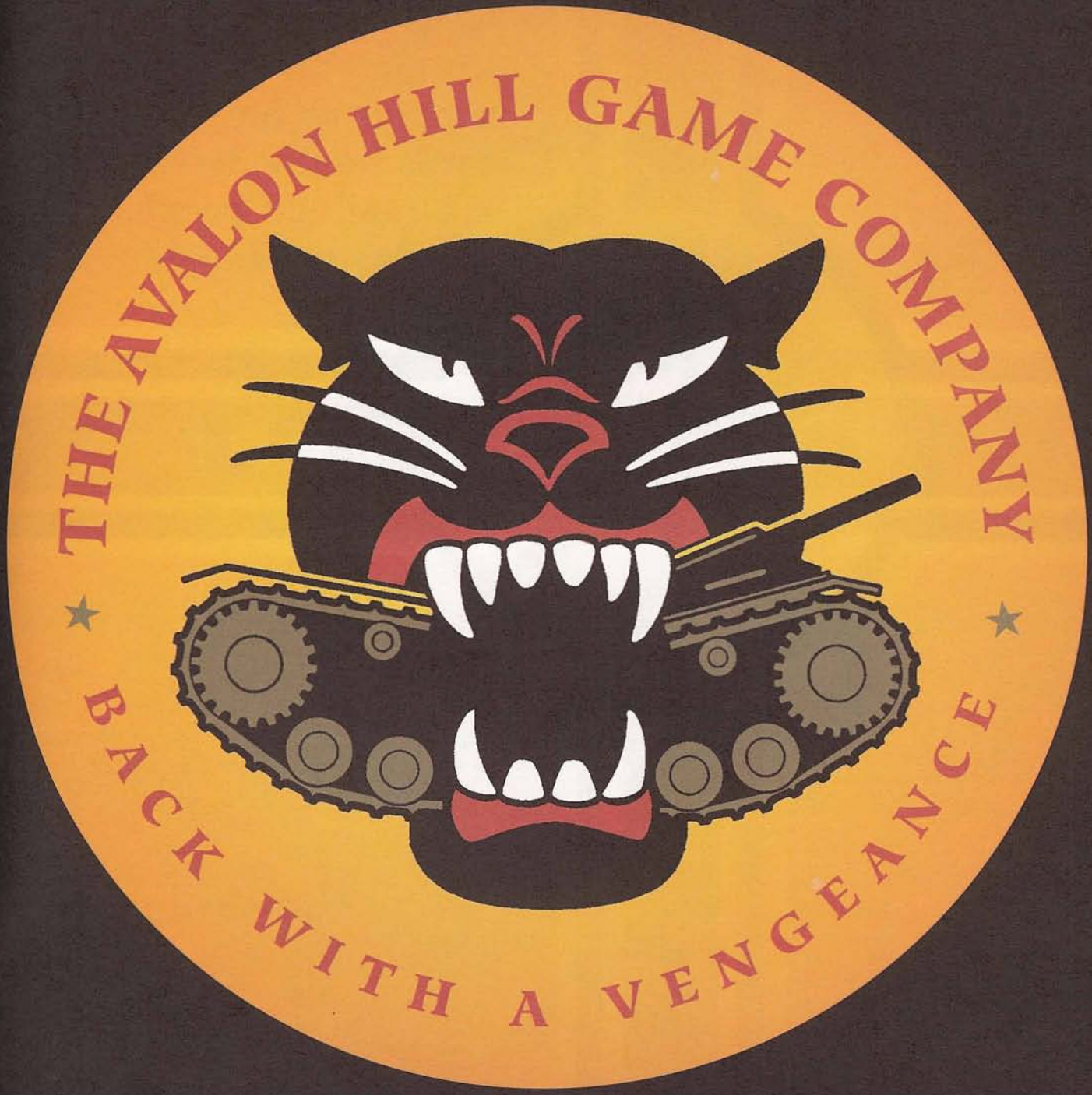
ing to the students are *SIEGE OF JERUSALEM*, *TRIEMME*, *CIRCUS MAXIMUS* and the newly released *HISTORY OF THE WORLD*. Not all of these may be greeted by their students with as much acclaim as *CIV* has been, but I've no doubt that in each case each student will come away with a better understanding of some aspect of the ancient world and the richness of its history and literature. And, since no one can anticipate what might spark a student's interest, the play could even lure some into wanting to learn more. These gentlemen have gone beyond being mere teachers, and have become *educators*.

Since I rarely have the opportunity to pontificate to this readership these days, a few general comments might serve nicely in conclusion. It has long been my view that the future of our hobby lies in encouraging young players to experience historical gaming. This goes beyond merely introducing our own offspring—in our homes or through "Juniors" tournaments at our conventions—to the joys of wargaming. As valuable and satisfying as this approach is, the efforts of the likes of Mr. Busick and Mr. Wood may offer the best hope of bringing yet more "fresh blood" into our ranks. The teenagers in their classes tend to be representative of that broad public who, even if aware of our hobby (and most aren't), look upon it askance. Despite all the industry's attempts to spread the word, many people misunderstand the appeal. They've taken a step at overcoming that, even as they have shown to the kids' parents and others the worth of our games as tools.

By stressing the educational value of these games over the entertainment, I think some teachers—who also happen to be gamers—can broaden the hobby base. Conversely, I think that the hobby—designers, developers, players—can best support their efforts in the classroom by promoting the educational aspect of these games. Nor need the games be simplistic in order to be effective. I've stated before that I believe we long-time gamers tend to under-estimate the ability of today's young people to grasp the concepts of "adult" gaming. To this I'd add that I also believe, if my conversations with a representative sample is any judge, that too many teachers (at all levels) tend to under-value the educational worth of these games for their students. Bill Busick and John Wood have proved them all wrong. My hat's off to them.



The author (left) with Mr. Bill Busick and Mr. John Wood, innovators of "World Perspectives".



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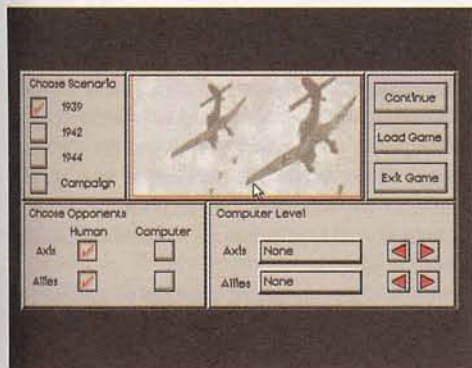
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Silicon Simulations

By Jim Rose

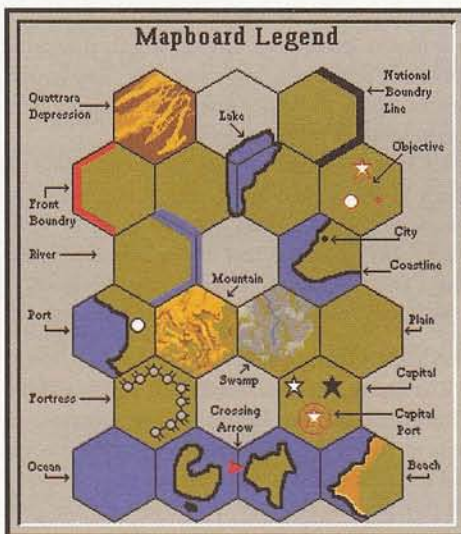
Remember when your teacher called on you for answers to the homework assignment you forgot to do? The answers that you gave will always be etched in your mind, permanently planted there forever. While many of those answers had their day, the story in the software industry is a world away when it comes to the question "Why is the computer game late for release?"



As the development cycle of computer game software evolves, the target release dates have of late rarely hit their mark. The story is no different with our buildup toward a new generation of game software. Due to our desire to *do it right the first time*, our scheduled release of "THIRD REICH/PC" has been pushed off to the November/December time frame.



Why? Well here's a very simple answer that everyone can understand: **The dog ate it.** Actually, my personal commitment to delivering a top-quality computer simulation, with a formidable computer opponent, takes precedence over the ship it now theory. We have dedicated a considerable amount of resources to the success of our new generation of software.



Our pipeline continues to fill with an abundant list of quality releases. The list continues to grow as this issue goes to press. To reward all of you patiently waiting the release of *THIRD REICH/PC*, I have included some screen shots of the upcoming release.



Next time, an interview with Keith Zabalaoui, President of Atomic Games, our new associate in computer gaming.



COMPUTER 5TH FLEET

Have you ever played a computer war-game and been disappointed in the computer opponent's artificial intelligence? Have you ever wished that you could make just a few adjustments in the computer AI strategy to get a really challenging computer opponent? Have you ever thought: "Why didn't they just ask me?"

Well, here's your opportunity, because we're asking.



We are currently hard at work on Avalon Hill's release of the computer version of *5TH FLEET*, the modern naval combat game. *5TH FLEET* will be the first of a series of games which will bring the strategy and playability of the popular *FLEET* series of board wargames to the computer. It is our aim to make the computer opponent a worthy adversary for even experienced wargamers. To this end, we are soliciting player input from all you *FLEET* aficionados out there concerning your most successful strategies and tactics for winning. We will take your input and use it to help form a basis for the AI decision-making process.

If you would like to contribute to this project, please write to us. Send your winning strategies and tactics to:

Mr. Jim Rose
The Avalon Hill Game Company
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BREAKOUT: NORMANDY (BKN) is the fourth game in the impulse system "series" originated with *STORM OVER ARNHEM (SOA)*, and continued through *THUNDER AT CASSINO (TAC)* and *TURNING POINT: STALINGRAD (TPS)*. The play sequence will be immediately recognizable to players familiar with these game systems. Players as yet unfamiliar with the system will find that *BKN* provides a clean and straightforward playing approach which is the hallmark of all the games using the impulse sequence system. *BKN* uses daily turns, with weekly victory condition checks to recreate the first three weeks of the American and British invasion of France during June 1944.

The map is a 1" = 2.7 mile representation of the Normandy area of France. The geographical boundaries of the map are the English Channel to the north and west; the terrain extends inland to Brevhal in the Southwest, to St. Pierre-sur-Dives in the southeast, to Villars in the northeast. The *BKN* map—a portion of which is reproduced below at 70% of its printed size—is lavishly illustrated, featuring numerous rivers, towns and forests, and even at this scale, the map contains a tremendous amount of detail. Players of *BKN* get that "you are there" feeling so prevalent in all the impulse-system games.

Because of the geography of the area, the two 22" x 16" map sections fit together in an "L" pattern. Included on the map with its 60 areas and five zones of play is a tremendous amount of player aid information. Among other things present are: The Turn Record and Victory Point Tracks, a listing of victory point areas along with their values, and holding boxes for naval, air and the LeHavre battery. Landing boxes, which represent the staging areas for the five beaches, are illustrated with historical photographs from the battle! While all this may sound like the map is overly crowded, in fact the opposite is true. The layout is very functional, and a pleasure to play

Breakout:

A Preview by Playtester Andrew Maly

upon. An added benefit to all the information printed on the map is a reduction in references to the rulebook for important aspects of play.

Combat units for the most part represent regiments, brigades and Combat Commands. The Germans also have coastal batteries, Flak units and armor battalions, all of which played an important part during the campaign. The impulse system adapts to *BKN's* map and unit scale while maintaining its high degree of realism.

BKN's mechanics of play have been changed, slightly from those of the three previous impulse-system games. This is done to better portray the scale and feel of the Normandy campaign, and it succeeds in doing so quite nicely. A typical turn consists of the following phases:

DAWN PHASE

The Dawn Phase is when each player receives reinforcements. The German player commits his units to one of the five strategic movement zones, and the Allied player commits his units to one of the five landing beaches. While players are given certain historical boundaries in which to operate (for example, the Americans can land only at Utah Beach or Omaha Beach), there is a great deal of latitude for the players' commitment of reinforcements.

DAYLIGHT PHASE

The daylight phase is broken up into the impulses which are the heart of the system. In any given impulse, a player may bombard one target area, perform movement and combat



actions with any or all of his units in a single area, or he may pass. Players will quickly learn that the Pass option is a rare event in this game.

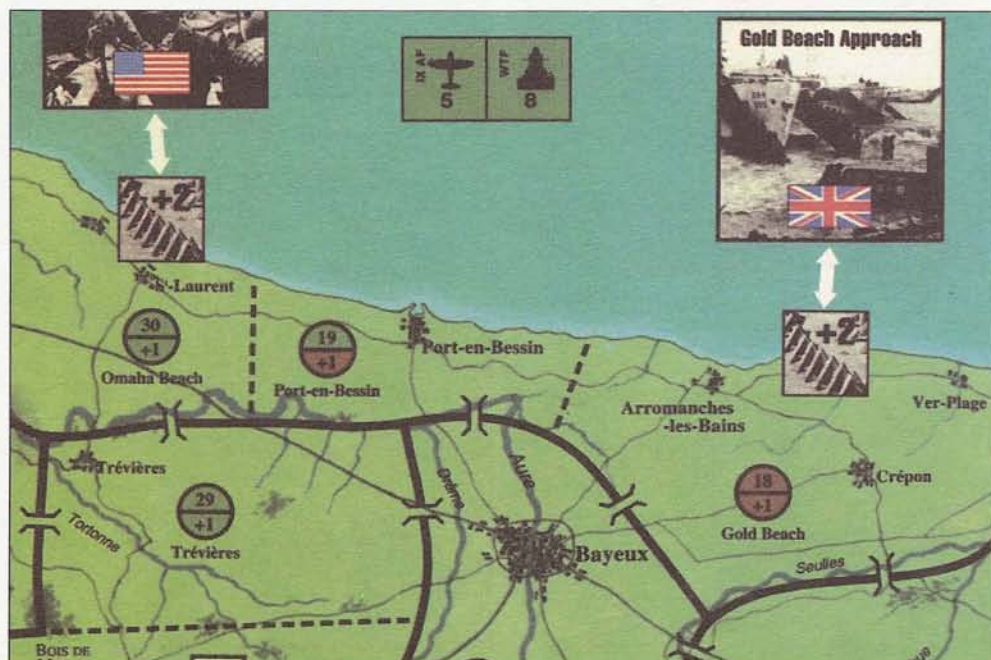
One feature held over from *TPS* is the variable length of a given day's impulses. The Daylight Phase ends when the Allied player's combat roll is less than the current impulse number. Each day starts at "Impulse 0", but the starting impulse itself may change based on each players' decisions during the previous day's Refit Phase.

Overwhelming success in an impulse (defined as eliminating three or more enemy units in a single impulse) will generally allow the victor to further "influence" the arrival of sunset. The decision on whether the day should end or (potentially) extend is not necessarily an easy one for either player.

And if worrying about whether or not the day is going to end isn't bad enough, players also have to contend with unforeseen weather changes. If the Allied player's combat roll equals the impulse number, then the weather changes; from "Clear" to "Overcast", or vice versa. Players will breathe a sigh of relief when the weather turns in their favor; but more often than not they will cringe as their best-laid plans must suddenly be re-thought on the spot!

Weather directly affects the play of both sides. The Allies prefer "Clear" weather, and the Germans *really* prefer it to be "Overcast". Clear weather provides the Allies with attack and defense bonuses for tactical air power, allows the use of air bombardment, and severely hampers the German player's freedom of movement. Overcast weather negates the effects of clear weather, and also provides the German player with an additional movement point for each of his units (representing their ability to move without fear of air interdiction), making a strong German Army a very dangerous one indeed.

The combat system too has been slightly changed from previous games, but the mechanics are still straightforward. The attacker uses the attack value from a designated lead unit. Bonuses are available for each additional unit, unit integrity, artillery, and so forth. A key change here is that the defender chooses a primary defending unit, which does not have to be the strongest—or the weakest—unit in the combat area. Defensive bonuses are received for other friendly units in the



NORMANDY

with Mary Ellen Heppner

same area, terrain, and so on. Each side gets a dice roll added to their combat value, and if the attacker's result exceeds the defender's, the defender must extract casualties. If the attacker's result is less than that of the defender, then the attacker must face the consequences of his actions.

The second type of combat available to the players is bombardment. Bombardment consists of attacking an area with naval, air, or on-board artillery. The value of the artillery unit is combined with a dice roll. The defender only receives the benefit of the terrain he is occupying plus a dice roll of his own. The advantage of a bombardment attack is that the attacker can specify any unit in the target area—except artillery—as the primary target of his attack. Bombardment provides the attacker with an excellent way to inflict casualties at little risk to his own units. However, each defending unit will take a maximum of one step-loss per bombardment attack, regardless of the attacker's overall success. Further, no unit may be eliminated by a bombardment attack. While bombardment is an ideal preparatory measure, it prevents attacking units from moving, and therefore from taking ground, in that impulse.

Each unit is defined as being at one of the following steps, from best to worst: Fresh, Spent, Disrupt 1, Disrupt 2, and Elimination. Taking an action will cause a unit to be Spent, and may result in Disruption to that unit if an attack fails. For the defender, there are many different combinations as to what a particular unit is worth toward satisfying combat losses, so a detailed explanation will not be given here. However, the manner in which a defender may meet any required combat losses is a decision all its own, and is largely driven by the events of the next phase...

REFIT PHASE

The Refit Phase occurs at the conclusion of the daylight phase. Each player receives six supply depots per turn, which are used to bring units back toward Fresh status. The Germans, who refit first, get depots worth five points each during Clear weather turns, and depots worth ten points each during Overcast turns. These values are further influenced by any weather changes which occurred during the impulse phases. The Allies get one ten-point supply depot per beach, except for Omaha Beach which gets two ten-point

depots. Allied supply is lowered by German coastal artillery interdiction.

In general, players place their depots in an area free from enemy units. Each area that the supply line crosses from the depot to the spent unit costs one supply point deducted from the value of that supply unit. Disrupted units cost an extra supply point to refit. In any single refit phase, a unit may not refit more than one step.

Other options exist for using supply points, including attempts at bridge repair and "banking" supply points. In addition, for every ten points of supply saved, a player may influence the starting impulse for the next day by "1" in the direction of his choice. Thus, not only do players have to worry about not having enough supplies to refit their troops, they must also worry about the other player's intentions regarding shortening or lengthening the next day!

REGROUP PHASE

Because of the time frame of the battle there are no night impulses in the game. Instead, the Regroup Phase is used to portray night actions which, during this campaign, were relatively combat-free. During the Regroup Phase, players may move any or all of their units one area or one zone at no cost. However, Regroup moves may only be made into areas free of enemy units or control, representing the relative safety (but slowness) of moving at night.

And that, in a nutshell, is the basic sequence of play. Very straightforward; and, in keeping with the tradition set by the impulse series of games, accentuating the importance of the players' decisions.

CHROME

Chrome is essential to any wargame to provide the players with the "feel" and "flavor" of the historical battle. *BKN* satisfies this requirement admirably without bogging down in needless detail. Two highlights of *BKN's* chrome are the special D-Day Phase, and Bridges.

D-DAY PHASE

The initial landings and paratroop drops on the 6th of June are simulated through a special sequence of play, similar to the "Pearl Harbor Attack" in *VICTORY IN THE PACIFIC*. The D-Day Phase consists of:

- ... a Paratroop Phase, where paratroop units land and may seize bridges or attack;
- ... a Naval Bombardment Phase, which affects each of the five beaches;
- ... an Aerial Bombardment Phase, and
- ... an Initial Landing Phase. What units will

comprise the "initial wave" is decided by the Allied player, and will be driven by the results of the previous bombardments. This phase of the game has entire strategies all unto itself, and may become one of the most highly-debated aspects of the game.

BRIDGES

Bridges also have an important role in this game. The ability to control or destroy river crossings is critical to both the attacker and defender. However, actions regarding bridges are tied to the area where actions are to be performed. Thus, players are not likely to squander an impulse solely to focus on control of a bridge. This aspect of the game definitely provides its own elements of strategy, which must be integrated into a player's overall game plan.

VICTORY

At the end of each of the three weeks, Victory is determined by comparing Allied geographical gains versus the actual historical performance of the Allied armies. If the value equals the victory point total for that week, the game continues. Otherwise, the Allies lose if their total is less than that week's requirement, and win if it is greater. Alternatively, the Allies can try for an automatic victory by having a fresh unit in one of the five Strategic Movement Zones at the end of any day's impulse phases, prior to refit. The possibility of attaining this victory condition will keep both players on their toes.

The beauty of the impulse system as used in *BKN* is that neither side can afford to squander impulses, and the good options available to both sides are numerous. The key to the game lies in being able to evaluate *which* of the good options is the best option in a given situation. Decisions cannot be made lightly, considering the myriad of effects each decision can have. The impulse system assures that every decision made will be important, but also assures that the game moves quickly.

BREAKOUT: NORMANDY provides both players with the ability to mount an offensive, and both sides are capable of implementing numerous viable strategies. While many strategies *can* work, *any* strategy must be inherently flexible to take advantage of opportunities, or to change if localized (or even systemic!) failure occurs. Thus, the game doesn't fall into stereotypical patterns.

At numerous times during playtesting, lengthy discussions occurred about what would have happened had a different strategy been employed, or why a given strategy would have worked better than one actually used. What better way to try out such theories than to put them to the test? That is the critical element that will have you playing *BREAKOUT: NORMANDY* again and again. Fans of the impulse series will be delighted, and fans of great strategy games certainly will not be disappointed.



THE QUESTION BOX

ADVANCED THIRD REICH

Errata and Clarifications:

Obviously, the list of questions and rules clarifications for a game such as *ADVANCED THIRD REICH* would be far too long to present here; an entire issue of *The GENERAL* would be hard-pressed to do the subject justice.

Bruce Harper, *A3R*'s designer/developer and editor of *ULTRA*, the independent *A3R* quarterly, is the source authority for all such resolutions of questions dealing with play of *A3R*, and any questions received at these offices are forwarded to him.

Because of disparities between the postal systems of the United States and Canada, direct contact with Mr. Harper may prove to be a difficult proposition, at best. For this reason, Mr. Harper urges all *A3R* aficionados to subscribe to *ULTRA* (details on pg. 49 of this issue of *The GENERAL*).

In addition to ongoing coverage and issue-by-issue Q&As, *ULTRA* will be publishing a special compendium of questions and answers relating to play of *ADVANCED THIRD REICH*.

UP FRONT and BANZAI

Errata and Clarifications:

BANZAI, Rule 47.2: This rule can be misinterpreted as regards the status of Woods cards in a Jungle scenario. In the fifth line, after "Woods card" (the parenthetical reference to "extremely dense jungle"), the word "jungle" should be capitalized, denoting a new type of terrain card, a -3 Woods (Buildings) card. In Jungle scenarios, all -2 Buildings cards are considered to be Woods cards as well.

In addition, the following sentence should be inserted at the end of Rule 47.2, after "in a Jungle scenario.":

In any Jungle scenario, all Woods cards of any rating, whether printed -2 Woods cards, -2 Buildings cards serving as Woods, or -3 Buildings cards serving as Jungle, are considered to be "Jungle" cards for all purposes, especially including calculation of Aggressive Action Victory Points or determination of scenario-specific victory conditions.

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
GANGSTERS	2.87	2.25	3.13	3.62	3.37	5.75	8.75	'92+	MP	86
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	'86	2P	55
WS&M	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
BLACKBEARD	3.14	2.67	4.32	3.53	2.96	3.35	13.60	'91	MP	56
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 QUEST	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	2.24	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 WAR	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

ADVANCED THIRD REICH

\$49.95

Multi-Player Game of World War Two Grand Strategy

Despite a small sample base which kept it from joining the RBG, *ADVANCED THIRD REICH* may be considered to have arrived; at least in the hearts and minds of lovers of grand strategy. One ratings chit contained the added comment: "If I had to throw all my games away, but keep one—this would be it! Old *3R* was great—this is even better!"

Which sentiment seems to be the overall reception to *A3R* one year after its release, as positive responses (ratings of 3 or less) outweighed negatives (8 or higher) by ten to one. *A3R*'s Complexity rating is, of course, immense, and it boasts one of the longest playing times of any title. Still, *A3R* seems to have pleased both the fans of its predecessor and those gamers unfamiliar with the original version yet no less determined to re-write history over a weekend... or so.

Overall Value: 2.75

Components: 2.25

Mapboard: 2.37

Counters: 2.38

Rulebook: 2.51

Complexity: 7.12

Completeness of Rules: 2.36

Playability: 3.11

Excitement Level: 3.09

Play Balance: 2.73

Authenticity: 2.62

Game Length (average): 12.75

Shortest: 3 hrs., 50 mins.

Longest: 13 hrs., 45 mins.

Year: 1992

Type: MP

Sample Base: 21

Volume 28, Number 4 of *The GENERAL* followed on the heels of its well-received Eastern Front predecessor with an overall good rating of 3.09; much of which is certainly due to Mr. Cirelli's "Battle of Berlin" Lancaster variant for *B-17* and Charlie Kibler's execution of the components thereof.

A lack of whiz-bang graphics, however, did not prevent the *UP FRONT* Column from taking second-place honors. The high ratings for this new feature (and the many letters of praise for its inception) clearly show that regular coverage for this title is a welcome addition to the pages of *The GENERAL*.

The ratings for 28-4, gleaned from our usual random sampling of 200 responses, were as follows:

BATTLE OF BERLIN	263
The <i>UP FRONT</i> Column	130
The Avalon Hill Philosophy	121
THE BATTLE OF ARRACOURT	116
RHEINÜBUNG ON THE CHESAPEAKE	107
ASL Scenario Briefing	81
ONCE MORE UNTO THE BREACH	75
PZL-PBM-EZ	62
ASPECTS OF CULTURE	55
ASL OPEN AFTER-ACTION REPORT	47
ACQUIZ	39
PURSE OF GOLD	26
Silicon Simulations Column	23
The Infiltrator's Report	13
So That's What You've Been Playing	11
ASL Scenario Insert	10
Opponents Wanted Page	8
Sports Special Column	8
Contest #163	7

Joe Balkoski, designer of AH's Civil War games *STONEWALL JACKSON'S WAY*, *HERE COME THE REBELS!* (and the upcoming *ROADS TO GETTYSBURG* and *STONEWALL IN THE VALLEY*), will be leading weekend tours of American Civil War sites for interested gaming enthusiasts in the spring and summer of 1994. The two-day tours will concentrate on the Antietam and Gettysburg campaigns. Each tour will be strictly limited to four people in order to provide a manageable forum for serious discussion of the campaigns and the games that deal with them. Anyone interested in the tours should have a basic familiarity with Civil War history and *must* own and have played at least one of the games in the series. If you've always wanted to see the hidden sites of the Civil War with people who share your interests, these tours are for you! If you would like more detailed information about the tours, send a stamped, self-addressed envelope to: Civil War Gaming Tours, 5715 Ranny Road, Baltimore, MD 21209, Attn: Joe Balkoski. (Do not contact Avalon Hill.)

1989 saw the publication of Tom Slizewski's "Wargame Collector's Guide", an extremely useful compendium of just about every gaming title one could lay hands on. A lot of other titles have come (and gone) since then, and Tom has put together the Second Edition of this formidable work. If you're still looking for some elusive title, or thinking about pruning your own collection, or just wondering what all those colorful boxes are worth in monetary terms, the Second Edition of the Wargame Collector's Guide is a must-have. The Guide is available for \$11.95 plus \$2.00 shipping and han-

The Infiltrator's Report



dling (\$4.00 s/h for foreign orders) in U.S. funds from the publisher, Panzer Press, 11530 West 84th Place, Arvada, CO 80005.

Absolutely positively the strangest little 'zine I have ever encountered (and I mean that in the nicest way), *The Small Furry Creatures Press* is published by SFC Press, 42 Wynndale Road, London E18 1DX, United Kingdom. *SFCP* covers lots of different aspects of board gaming. The only role-playing coverage that I found in July/August's Issue 72/73 was about the hoary (and still incredibly popular) *En Garde!* game — and let me see if I remember this right — "being an account of the adventures of a young gentleman and his companions of the King's Musketeers in the service of His Majesty Louis XIV". There were also articles on *SIEGE OF JERUSALEM*, *CIVILIZATION* and *HISTORY OF THE WORLD* — though the latter two referred primarily to the Gibson Games editions of those titles. *SFCP*, despite (or perhaps because of) a mascot that looks like a cross between an anteater and Hunter S. Thompson, is an entertaining publication that grows on you. Check it out.

Contest #164 was meant to be an exercise in considered desperation in *UP FRONT*. During *AvalonCon '93*, and a bit of inter-office consultation, however, some important rules questions arose. Thus it turns out that our contest still has only one "best" solution, but that solution is based on two very different premises, as follows:

The first such premise states that, with virtually no chance of winning in the situation as described, the Japanese player has nothing to lose. The clue to the play which gives him the "best chance" for a win was the inventory control numbers identifying which cards he held. Card #29 is a "Flank" Movement card, and it must be used as such. Japanese Group A should do nothing; Japanese Group B fires on British Group B in hopes of pinning at least one man, despite the overall -3 modifier for Woods/Jungle; Japanese Group C *Flanks* British Group B. In a Gully at RR 4, Japanese Group B is still safe from all enemy fire except the three Group A British riflemen on the Hill at RR 2, and so denies the British player the ability to possibly run out the deck by shooting twice at his large moving group. But should the

Japanese player yield to the attempt to move Group C forward to Range Chit 3, they will be at RR 5 to and exposed to fire attacks from the main British fire base, which may have as much as 22 Firepower factors! Such a move also effectively doubles the firepower of British Group A on their Hill, and any British player worth his salt will be holding at least one devastating Fire Card for any last turn *Banza!* Filling out his hand, the Japanese player may draw a final Fire card, or may yet reach the Woods card he holds, giving him a possible maximum of 13 VPs for terrain and enemy KIA. With a Flank fire attack still possible, the Japanese may be able to pin enough British to tip the scales in their favor. That's the solution based on the popular interpretation of the rules.

Ah, but not so fast! According to the victory conditions, and a literal interpretation of *BANZAI* rule 47.2, *only* Buildings count as "Jungle" terrain, and thus only occupation of Buildings — *not* Woods — counts for aggressive action victory point calculations! Surprised? So were we! In this second case, the Japanese begin the situation with 5 VPs for three men in their own -3 Building and the British KIA; the British have only the KIA VPs they inflicted on the Japanese squad, or 6 VPs. The Japanese therefore *must* eliminate by KIA at least one British soldier to win. In such a case, Flanking Fire is crucial for a Japanese win, and so the solution remains effectively the same. For those of you who (like me) are desperate to see this issue cleared up, see the Question Box in this issue of *The GENERAL*. The names of those who sent in the correct solution (whatever their reason for doing so!) will be published in Volume 29, Number 1 of *The GENERAL*.

Meanwhile, Contest #163 was much easier on our staff. The twelve question quiz was simply graded like any other, but with so many events of "historical significance" on the Western Front, everybody got two free "wrong" answers. The ten randomly-drawn (of course) entrants whose answers most often matched those we were looking for were: Dale Beatty, Minneapolis, MN; Laurel Cochran, Phoenix, AZ; David Reinking, Cypress, CA; Michael Tsuk, Arlington, MA; Joshua Michael, Big Foot, MD; Timothy L. Francis, Wheaton, MD; Joe J. Osentoski, Marysville, MI; W. Andrew York, Universal City, TX; John Zug, Charlottesville, VA; and Ron Garrow, Montreal, Quebec, CANADA. Each will receive merchandise certificates from Avalon Hill.

Next Time... Politics...

The Art of the Possible...

A special issue featuring many of our multi-player political, economic and war games, Don Greenwood's review of *AvalonCon '93*, Don Hawthorne's report on the Italian National Gaming Convention, the return of the *AREA News*, the first installment of a **H-U-G-E DIPLOMACY** article by Rex Martin, and Jim Burnett's "real" answers to Contest #163!

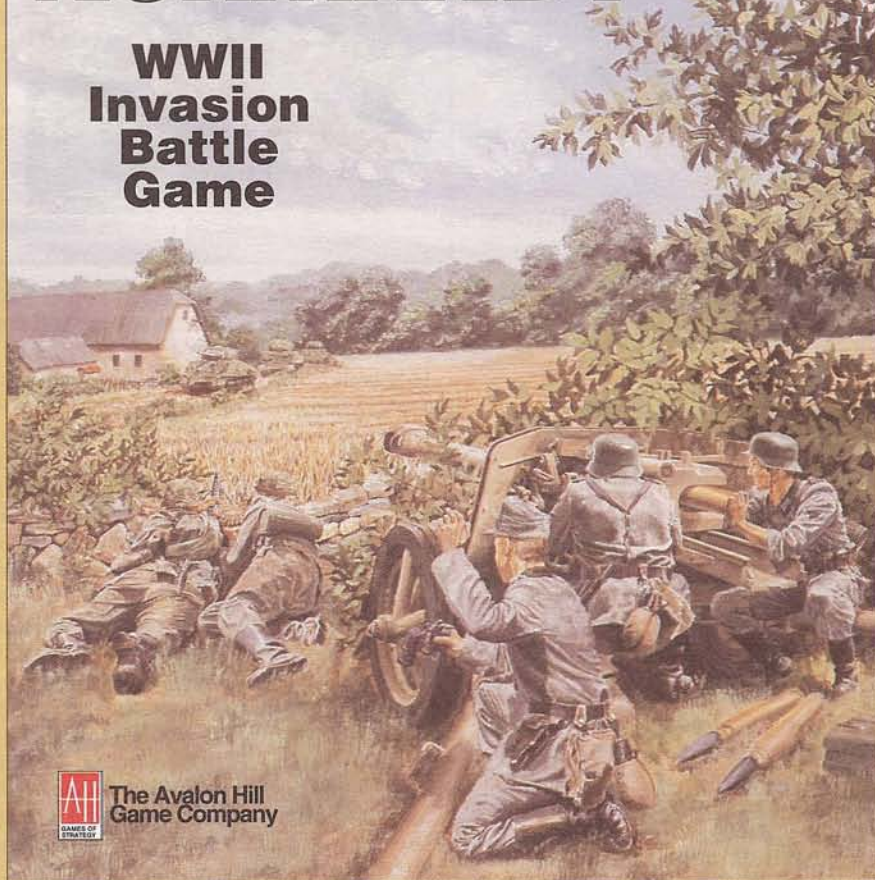
DAWN... June 6, 1944

The greatest amphibious armada in history stands ready to assault Hitler's Fortress Europe. The pastoral silence of a new summer day is shattered by the cacophony of naval gunfire hammering the shore as it walks inland to the German bunkers. Overhead, the skies are dark with Allied aircraft adding to the crescendo of battle. Inland, three airborne divisions, dropped during the night, are already engaged in a life and death struggle for control of crucial bridges and road junctions. As the din of the bombardment lifts, the first wave of landing craft turn toward the beaches, and the sounds of battle take on a new pitch as German defenders miraculously rise from the rubble to contest the beach. The battle is joined. What Allied planners envision as a quick breakthrough to the interior will soon bog down into a ten week battle among the hedgerows characterized by some of the most bitter fighting of the war.

This is *BREAKOUT: NORMANDY*... a graphic portrayal of the first week of battle in which Rommel's panzers struggled to throw the Allies back into the sea. The game is at the cutting edge of Area movement combat simulations. The semi-simultaneous movement system provides the ultimate in player-interaction-induced tension without the tedium of recorded moves usually associated with Simultaneous Movement games. The "you go - I go" pressure of the impulse system against the backdrop of the ticking time bomb posed by an unpredictable sunset has been enhanced by the addition of changing weather and the need to safeguard or destroy bridges. Both players have pressing needs all over the board, but can scratch only one itch at a time. The move-not-taken this impulse may not be available in the next. The need to constantly prioritize needs along a changing front keeps both players at the edge of their seats. Should the Germans risk moving Panzer Lehr now despite savage Allied air interdiction, or wait for cloud cover that may never come? Should the British storm that bridge or first soften the far side of the river with a preparatory barrage? The cautious route may yield a destroyed bridge before the Allies can cross. These are just two of a never-ending series of tough decisions YOU must face in *BREAKOUT: NORMANDY*.

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- **PLAYABILITY:** The combination of Area Movement and large pieces make this one of the most playable realistic wargames you will ever play.



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"Harold," she whispered softly, "You saved my party."

"It was really the SLANG game," Harold answered modestly.

"Yes," she said, "It's really loads more fun than trivia games and much more social than charades. Actually, I've never had such a splendid time."

"Indeed," Harold agreed, "I love you, Gloria, but at a party you are two left feet on the dance floor. So naturally, being considerate of you, I brought the SLANG game to your party."

"And you," she sighed, "got jammy."

"And I," she said triumphantly, "came in second."

"Well," Harold mused as he lit a cigarette with his Eaton crested lighter, "you were really jelly about words."

"It was a banana truck when Uncle Larry joined in," Gloria mused, "and so did everyone else once they saw that even a low watt bulb could go clean for SLANG. It's that much fun and easy to get into. Heavy, Harold," Gloria chortled.

"Too bad one of your closest friends decided to glom onto your copy of SLANG at the close of the evening," stated Gloria sadly.

Buoyed by the euphoria of the super evening, Harold at last made the promise Gloria had been waiting for all along. "Monday morning, first thing darling, I'll revisit the Game Emporium in quest of another copy of SLANG at the nick of \$9.95."

"Or, use the coupon below for skinny and hot poo on SLANG," answered Gloria breathlessly . . .



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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 one-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 2
4. Completeness _____
5. Playability _____
- 5a. Excitement Level _____
- 5b. Play Balance _____
6. Authenticity _____
7. Game Length _____
- 7a. Shortest _____
- 7b. Longest _____
8. Year of Publication 1993
9. Type MP

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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 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 four postage coupons and \$15, or two postage coupons and \$17. Customer B lives in Canada and orders the same game. He must pay \$15 in US funds plus \$ postage coupons or \$15 plus \$1 (US) for each postage coupon less than 8 which he sends.

\$1.00

Volume 28, Number 6

\$1.00

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 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, your editor produces 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 List, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of the 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 discretion.

1. _____
2. _____
3. _____

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncanceled 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 (if desired) phone number on the appropriate lines.
4. PLEASE PRINT CLEARLY AND LEGIBLY. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed in our limited space, we request that you use official state and game abbreviations. Don't list your entire collection; list only those games which you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AFK, Air Force—AFD, Arab-Israeli Wars—AIW, Attack Sub—ATS, Battle of the Bulge—B(Year), Blackbeard—BKB, Britannia—BRI, Circus Maximus—CMS, Advanced Civilization—ACV, D-Day—D(Year), Devil's Den—DEV, Diplomacy—DIP, Dune—DUN, 1830—183, Empires in Arms—EIA, Firepower—FPR, Flat Top—FTP, Flight Leader—FLD, Fortress Europa—FSE, Gangsters—GSR, Gettysburg—G(Year), Guadalcanal '92—GDC, Gunslinger—GSL, Guns Of August—GOA, Hitler's War—HWR, Kremlin—KRM, Kingmaker—KGM, Luftwaffe—LFW, Magic Realm—MRM, MBT—MBT, Merchant of Venus—MOV, Midway—M(Year), Napoleon's Battles—NPB, PanzerArmee Afrika—PAA, PanzerBlitz—PZB, Panzergruppe Guderian—PGG, Panzer Leader—PZL, Rail Baron—RBN, Republic of Rome—ROR, Richtofen's War—RFN, The Russian Campaign—TRC, Russian Front—RFT, Samurai—SAM, 1776—176, Siege of Jerusalem—SOJ, Starship Troopers—SST, Stellar Conquest—STC, Storm Over Arnhem—SOA, Submarine—SUB, Tac Air—TCA, Tactics II—TC2, Advanced Third Reich—A3R, Third Reich 4th Edition—3R4, Thunder At Cassino—TAC, Titan—TTN, Tirreme—TRI, Turning Point: Stalingrad—TPS, Up Front—UPF, Victory In The Pacific—VIP, War and Peace—W&P, Wooden Ships & Iron Men—WSM, Wrasslin'—WRS.

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CONTEST #165



1 _____ 2 _____ 3 _____ 4 _____ 5 _____



6 _____ 7 _____ 8 _____ 9 _____ 10 _____



11 _____ 12 _____ 13 _____ 14 _____ 15 _____

An easy one; supply the game title (abbr. OK) that each piece of artwork shown above originally appeared in. Nothing could be simpler, right? HINT: Not all the games may still be in print.

As usual, to be valid, you must rate the issue and your three favorite articles, below.

Issue as a whole _____ (Rate from 1 to 10, with "1" equating to excellent and "10" terrible). To be valid for consideration, your contest entry must also include your choice for the three best articles, as listed below:

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

COMMANDO RAID AT DIEPPE



ASL SCENARIO T13



VARENGEVILLE, FRANCE, 18 August 1942: The large-scale raid on Dieppe featured an elaborate plan of attack. This involved assault landings on eight separate beaches. The attacks on the two flanks, conducted by special commando groups at Berneval and Varengeville, were aimed at destroying the German coastal batteries located there. The western landing against the Varengeville battery would be carried out by No. 4 Commando, accompanied by a handful of American Rangers who would see action for the first time. The assault would be conducted by splitting No. 4 Commando into two separate groups. The first was to land directly below the battery and keep the gunners pinned down, while the second performed a flanking maneuver in an effort to come upon the enemy from the rear.

BOARD CONFIGURATION:

BALANCE:

☒ German reinforcements enter on Turn 1.

⊙ Increase the Smoke depletion number of the British mortars to "s8".



4
5

VICTORY CONDITIONS: The British win if at game end they have amassed VP > the number amassed by the Germans (see SSR 3).

TURN RECORD CHART

☒ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
⊙ BRITISH Moves First											

Elements of 1st Battalion, 571st Regiment, 302nd Infantry Division and Coastal Defense Battery "Hess" [ELR: 3] set up as indicated (see SSR 4):

{SAN: 2}
Hex 4O5:

1 4'-6-7	3 7-16	OVR, OBA: +4 Other: +2	Hex 4O6:	1 4'-6-7	9-1	Hex 4P4:	ART M(6) 105	OVR, OBA: +4 Other: +2	Hex 4P5:	ART M(6) 105	OVR, OBA: +4 Other: +2			
Hex 4P6:	2 4-4-7	8-0	Hex 4P8:	2 4-4-7	8-0	1 3-8	Hex 4Q5:	ART M(2) 150	OVR, OBA: +4 Other: +2	Hex 4Q6:	ART M(4) 170L	OVR, OBA: +4 Other: +2		
Hex 4Q7:	ART M(4) 170L	OVR, OBA: +4 Other: +2	Hex 4R1:	2 4-4-7	8-0	1 3-8	Hex 4R5:	1 4'-6-7	8-0	3 7-16	OVR, OBA: +4 Other: +2	Hex 4R6:	ART M(2) 150	OVR, OBA: +4 Other: +2

Place one per hex in hexes:
4N4, 4N5, 4N6, 4O4, 4P3, 4Q4,
4Q8, 4R4, 4R7, 4S5, 4S6 & 4S7:

MPH/RPh: dr = MF CC: +1/-1	12
----------------------------------	----

Reinforcements
enter on Turn 2
on hex 5Y10:

1 4'-6-7	8-0	1 3-8	4	2
-------------	-----	----------	---	---

Elements of 1st Company, No. 4 Commando [ELR: 5] enter on Turn 1 along the north edge: {SAN: 2}

E 6'-4-8	10-2	9-1	1 2-7	2 51 [2-11]	4	2	2
-------------	------	-----	----------	----------------	---	---	---

Elements of 2nd and 3rd Companies, No. 4 Commando enter on Turn 2 along the west edge of board 5:

E 6'-4-8	E 6'-6-7	9-2	9-1	9-1	1 2-7	30-1	6	3	2
-------------	-------------	-----	-----	-----	----------	------	---	---	---

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Treat the Grain in 4Q5/Q6/P5 as Open Ground.
3. Both sides earn Casualty VP as usual. In addition, the British receive Exit VP for friendly units exited off the north edge, and five VP for each German Gun eliminated. The Germans receive one VP for each Gun manned by an unpinned, Good Order crew at the end of each Player Turn. (The German crew must become TI for this purpose at the start of the German/British PFP, before any Smoke is fired.)
4. All German Guns start in Trenches, neither HIP nor Concealed, and may not be moved during play. No German unit may move onto/north-of hexrow 2 on board 4 (except as a Prisoner).

5. No Gun may fire at an on-board target. Infantry Smoke is NA; mortars may, however, fire Smoke normally. The Allied force is not considered Elite for purposes of C8.2.
6. American and British units are Commandos (H1.24).

AFTERMATH: As the first group of commandos approached the battery, the big guns were already firing at the naval targets out at sea. With the help of some 2" mortar fire, the British kept the German gun crews pinned down as the second group fought their way to a position from which they could attack the battery from the landward side. It was a short but sharp fight. The Germans did not resist for long, having been rattled by the crossfire. Soon, the last of the opposition had ended and all six guns of the battery were destroyed. Upon return to their landing craft, No. 4 Commando withdrew unhindered and so completed what was to be the only successful portion of the raid on Dieppe.

GAMBIT



ASL SCENARIO T14



Near MALEME, CRETE, 21 May 1941: The New Zealanders had spent most of the daylight hours of 20th May pinned down by German fighter aircraft. Communications were a shambles, casualties were heavy, and their local counterattacks had failed. Colonel Andrew of the 5th New Zealand Brigade opted to withdraw from the immediate area of Maleme airfield and regroup his command to the southeast. However, the problem was exactly how to retreat when German paratroopers seemed to be everywhere around the field.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add one LMG to the German OB.
- ⊙ Add two 1-squad Foxholes to the New Zealand OB.

VICTORY CONDITIONS: The British win immediately when they have Exited ≥ 20 VP off the south edge on/adjacent-to road hexes 2I1, 2Q1 and/or 2Y1.

TURN RECORD CHART

⊙ BRITISH Sets Up First	1 [⊙]	2	3	4	5	6	7	8	END
✚ GERMAN Moves First									



Elements of the 22nd New Zealand Battalion [ELR: 3] set up or enter as indicated (see SSR 2): {SAN: 2}

4-5-8	1-6	8-0	2-7	5I [2-11]	1-12
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12

2

2

2



Elements of Sturm Regiment 1 [ELR: 4] set up in hexes numbered 8-10 on board 4: {SAN: 4}

5-4-8	9-2	1-5	8-1
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8

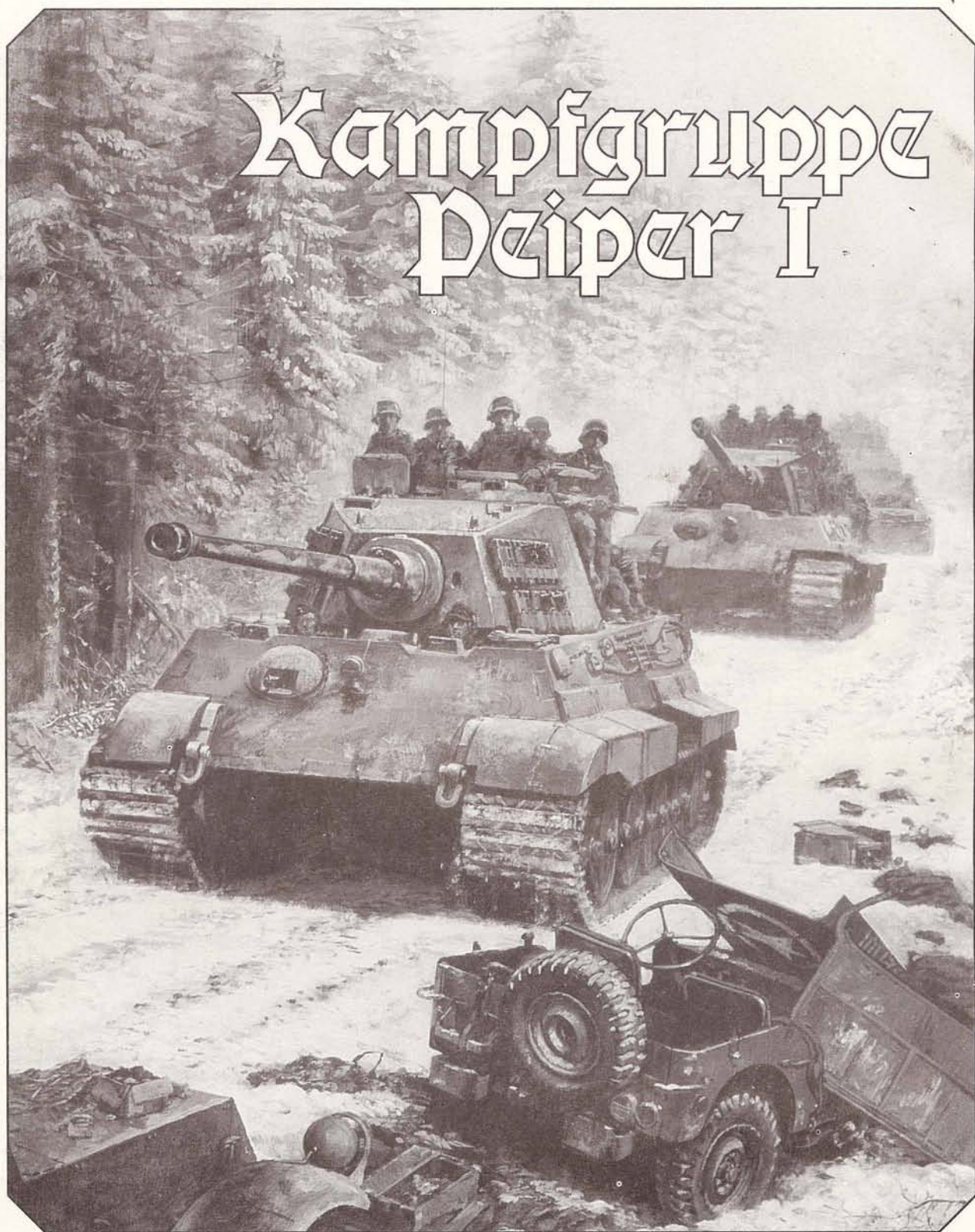


SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The British player must set up five (non-Concealment) counters, with a minimum of two MMC, in hexes numbered 5-7 on board 4. The remainder enter along the north edge on Turn 1.
3. Infantry Smoke is NA; mortars may, however, fire Smoke normally. The Allied force is not considered Elite for purposes of C8.2.

AFTERMATH: As the phased withdrawal began, the Germans swept down from the hill and surrounded one isolated platoon of New Zealanders. In so doing, however, they opened a corridor through which the rest of the 22nd Battalion was able to pass. In fact, Colonel Andrew was able to regroup his scattered, battered command and even had hopes of retaking the airfield the next day. But his hopes were never to be fulfilled, as events elsewhere dramatically altered the situation.

Kampfgruppe Peiper I



ASL Historical Module #2

On sale now!

CB Guam 5a 3a - 5 3	CL Perth 2c 2c 1 1 3	CA Houston 3b 2b - 2 3	BB New Jersey 8a 10a - 9 3	BB Missouri 8a 10a - 9 3	BB Wisconsin 8a 10a - 9 3	Wake 5a 1c - 2 -
BB New York 5a 4a - 2 2	BB N. Mexico 8a 2 2	BB California 8a 2 2	BB W. Virginia 8a 2 2	BB Indiana 8a 2 2	BB Alabama 8a 2 2	Wake 5a 1c - 2 -

BB Massachusetts 8a 9a - 7 3	CL Noshiro 2d 1c 2 2 3	CL Sakawa 2d 1c 2 2 3	CL Yahagi 2d 1c 2 2 3	CA Ashigara 3b 3b 4 2 3	CL Naka 2c 1d 2 1 3	Tulagi 3a - 1 -
CL Abukuma 2c 1d 2 1 3	CL Isumi 2c 1d 2 1 3	CL Kinu 2c 1d 2 1 3	CL Naton 2c 1d 2 1 3	OVL Chose 3c 1d - 3 3		Tulagi 3a - 1 -

CV Essex 4c 1d - 7 3	CVL Independence 3c - - 4 3	CV Lexington 3c 1d - 3 3	CV Ranger 3c 1d - 2 3	CVL 3 CVE 2d - - 3 2	CVL 4 CVE 2d - - 4 2	Atlantic 5a 2c - 8 -
BB Texas 5a 4a - 2 2	BB Pennsylvania 8a 5a - 2 2	BB Nevada 5a 4a - 2 2	BB Iowa 8a 10a - 9 3	BB Arkansas 5a 3a - 2 2	BB Alaska 5a 3a - 5 3	Atlantic 5a 2c - 8 -

CA Australia 3b 2b 1 2 3	CA Baltimore 3b 3b - 4 3	CA Canberra 3b 2b 1 2 3	CA Chester 3b 2b - 2 3	CA Chicago 3b 2b - 2 3	CA Indianapolis 3b 2b - 2 3	Pacific 5a 2c - 8 -
CA Louisville 3b 2b - 2 3	CA Quincy 3b 2b - 2 3	CA Wichita 3b 2b - 2 3	CA Boise 3b 2c - 2 3	CA Cleveland 3b 2c - 3 3	CA Hobart 2c 2c 1 1 3	Pacific 5a 2c - 8 -

CL Honolulu 3b 3c - 2 3	CL Nashville 3b 3c - 2 3	CL St. Louis 3b 3c - 2 3	CVL Chiyoda 3c 1d - 3 3	CVL Shoho 2c - - 2 3	CV Taiho 4c - - 5 3	Canal 4a - - 4 -
CL Oyodo 2d 1c - 2 3	BB/AVL Ise 5a 3a - 3 2	BB Musashi 9a 10a - 7 3	CA Kato 3b 2b 2 2 3	CA Nachi 3b 3b 4 2 3	CA Agano 2d 1c 2 2 3	Canal 4a - - 4 -

CL Kuma 2c 1d 2 1 3	CL Oi 2c 1d 2 5 3	CL Tatsuta 1c 1d 1 1 3	CL Tenryu 1c 1d 1 1 3	Canal 4a - - 4 -
CL Kikami 2c 1d 9 1 3	CL Kaion 2c 1d 1 1 2	CL Yubari 1c 1d 1 1 3	AV Mogami(2) 3b 2b - 3 3	Canal 4a - - 4 -

B HMG 3 SP 6-12	A MTR 3 60 [3-42]	C ATR 1 1-12	Breakout: Normandy additions
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F2 2 6 - 3	1F2 2 5 - 4	2F2 2 5 - 4	1F42 2 5 - 4	2F42 2 5 - 4	1FG32 2 4 - 3	2FG32 2 4 - 3	1FG53 2 4 - 3
3T8 2 5 4	T5 2 3 5 1	T2 2 3 5 1	F2FG37 2 3 - 5	F1FG37 2 3 - 5	F2FG16 2 3 - 5	F1FG16 2 3 - 5	F2FG58 2 3 - 4

D B2 2 3 7 5	D S2 2 3 7 5	D 4BG3 1 2 4 5	H 1BG6 2 6 6 11	H 1BG40 2 6 6 11	M 2BG6 1 1 7 5	M 2BG40 1 1 7 5	M 1BG25 2 3 7 6
3AG4 2 9 8 2	1GZ 2 9 8 2	4AG4 2 7 8 2	2GZ 2 7 8 2	2CH 2 7 8 2	1CH 2 7 8 2	1SH 2 5 9 1	SHF 2 9 - 9

A RCL M11 75% B11	B RCL M11 75% B11	C *34 *CMG -/5/*	D *34 *CMG -/5/*	F *5 75% B11	B *33 4PP AAMG -/2
C RCL M10 105% B11	D RCL M10 105% B11	E *34 *CMG -/5/*	F *34 *CMG -/5/*	D *33 8PP	C *33 4PP AAMG -/2

20 A 12 Elefant 881 4	20 A 12 Elefant 882 4	20 A 12 Elefant 883 4	8 A 3 PzKw III 50/L42 7401	8 A 3 PzKw III 50/L42 7402	8 A 3 PzKw III 50/L42 7403	8 A 3 PzKw III 50/L42 7404	8 A 5 50 mm 0211
5 H 8 PzKw-IV 75/L24 921	5 H 8 PzKw-IV 75/L24 922	5 H 8 PzKw-IV 75/L24 923	5 H 8 PzKw-IV 75/L24 924	2 A 2 PzKw-II 7201	2 A 2 PzKw-II 7202	8 A 3 PzKw III 50/L42 7405	8 A 5 50 mm 0212

5 A 3 T-25b 901	5 A 3 T-25b 902	5 A 3 T-25b 903	5 A 3 T-25b 904	2 A 3 T-60 911	2 A 3 T-60 912	2 A 3 T-60 913	5 A 3 T-70 941
5 A 3 T-70 942	5 A 3 T-70 943	12 A 6 KV-1 961	12 A 6 KV-1 962	12 A 6 KV-1 963	5 A 3 BA-32a 601	5 A 3 BA-32a 602	40 H 24 M-13 711

6 H 6 T-28 905	6 H 6 T-28 906	50 H 10 KV-2 701	10 H 6 T-35 907	10 H 6 T-35 908	10 H 6 T-35 909	10 H 6 T-35 910	60 (H) 25 152 mm 74 0
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