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of *AvalonCon 1993*

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Review, Variants, & Player Aids

FEATURES

COLUMNS

AVALONCON

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August 4th–7th, 1994
Baltimore, MD

Marriott Hunt Valley Inn, Hunt Valley, Maryland

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* AVALONCON '93 awarded more than $10,000 in prizes.

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THE AVALON HILL Philosophy Part 160

THE WORLD AT WAR *Gaming*
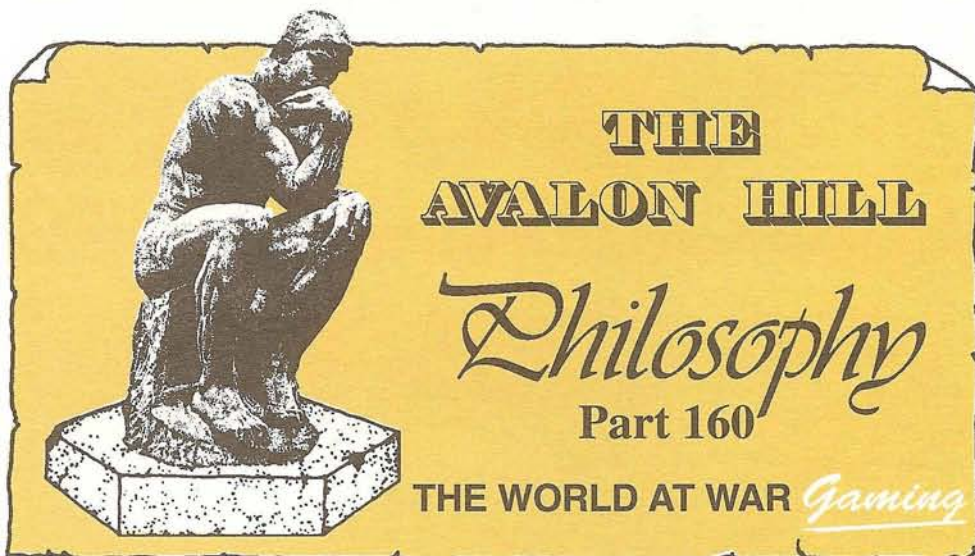
This past September, my wife Maria and I were privileged to be the Guests of Honor at the 1993 Italian National Gaming Convention in Padova, Italy (*PadCon '93*). Maria was invited by virtue of her status as *UP FRONT* Champion at *AVALONCON* 1992 (a laurel she did not, alas, retain in 1993... *sic transit gloriam*), while I was honored by virtue of holding some post or another of note with Avalon Hill. Our hosts were the members of the Overlord Gaming Club, whose President at that time was Mr. Emanuele Oriano.

My wife speaks some Spanish and I very little French, but neither of us speaks any Italian. Still, I have a pretty fair ear for what I call an "emergency-room" familiarity with most languages. "Get me/my wife to a hospital" is the first thing I memorize out of the phrase book when travelling abroad; it's amazing how many other common terms seem to flow from that one...

AH/VG titles virtually dominated the convention; one table held simultaneous game of BLACKBEARD, BRITANNIA *and* PANZER LEADER.

However, Mr. Oriano assured us that the language barrier would prove to be no problem so long as we were patient with all our hosts. I was more worried about their being patient with us, but that was an unfounded concern. Without exception, both Maria and I met with unfailing courtesy and friendliness from everyone we met during our time at PadCon, accompanied by an effortless acceptance which made us feel right at home. In addition to playing *UP FRONT* with her new friend Catherina (who spoke virtually no English) Maria was even able to enter a role-playing tournament with only minimal difficulties, while I made the rounds of Overlord's club members and PadCon's other attendees from all over Italy, lending an ear to suggestions and inquiries about Avalon Hill products and answering as best I could questions about old and new games. (It's fair to say that Pad-Con was a sort of Italian Origins, but it was gratifying to note that Avalon Hill Games were in far greater evidence than almost any others.)

PadCon '93 *was host to the Italian National ASL tournament; won by Ciro Caccaviello at right.*

I've moved around a lot in the United States, and for some time I used to notice great differences between game conventions in California and those held on the East coast. Over the years, as conventions have become more refined in their presentation, these differences have tended to fade away, and most conventions have come to be produced along the same lines as California's *Strategicon* events, Games Workshop's *Games Day, U.S.* or our own *AVALONCON*: That is: One admission fee, allowing unlimited access to all events thereafter. *PadCon '93* was organized along similar lines. (Virtually all theme parks have embraced this policy, and if that's good enough for Disneyland, it's good enough for anybody.)

But beyond the physical similarities between Italy's National Convention and the American conventions I've attended over the years, what struck me about *PadCon* was how at home I felt. I could stand back and look out across the Open Gaming room, and see any convention in America; presumably any convention in the world. Familiar game boards from a variety of manufacturers covered every table, with players in familiar postures before them, surrounded by still more stacks of familiar titles they had brought for their next opponent that afternoon, or evening. The result being that all the players began to look familiar to me, as well.

I mentioned this to Mr. Oriano over the course of our visit, and he shrugged and pronounced his now-famous declarative: "Of course!" ("*Obvio!*") We agreed that gamers are, by definition, a sort of intellectual elite. Not many people can be bothered to apply themselves to learning these games (as I'm sure many of you readers have learned over the years). Yet, when they do, they develop the similarity of behavior which is common in any group of people who share the same interest—Philately and Numismatics are such long-established hobbies that I imagine many stamp and coin collectors can probably spot one another on sight by now.

It would be ungracious to claim that all our comfort at *PadCon* was due solely to shared interests. A gamer who had come up from Rome for the event pointed out to me that Italy has a long economic history of tourism, and an even longer cultural tradition of hospitality, so most Italians are raised to enjoy their status as hosts to a significant portion of the world's travelers. (Maria and I are looking forward to returning the favor when Mr. Oriano visits the U.S. on business.)

In his book on Bridge, Omar Sharif said: "With a deck of cards and an understanding of the rules of Bridge, you can make friends anywhere in the world." We gamers can take pride in the fact that the same is true about *ASL*, *1830*, and *UP FRONT*.

*Six Italian gamers professing unanimous approval for—what else?—*REPUBLIC OF ROME.

All good things come to an end. Due to pressing personal considerations, this will be my last issue as Editor of *The General*. I will be returning to writing full time, with occasional dabblings in gaming. To the readers and gamers out there, my best wishes and profound thanks for your kind words of support. To Don Greenwood, Charlie Kibler, Rex Martin, Bob McNamara and Craig Taylor, my sincere gratitude for all the good times shared.

Don Hawthorne

BACK . . . IN STYLE
The *AVALONCON* 1993 Report
By Don Greenwood
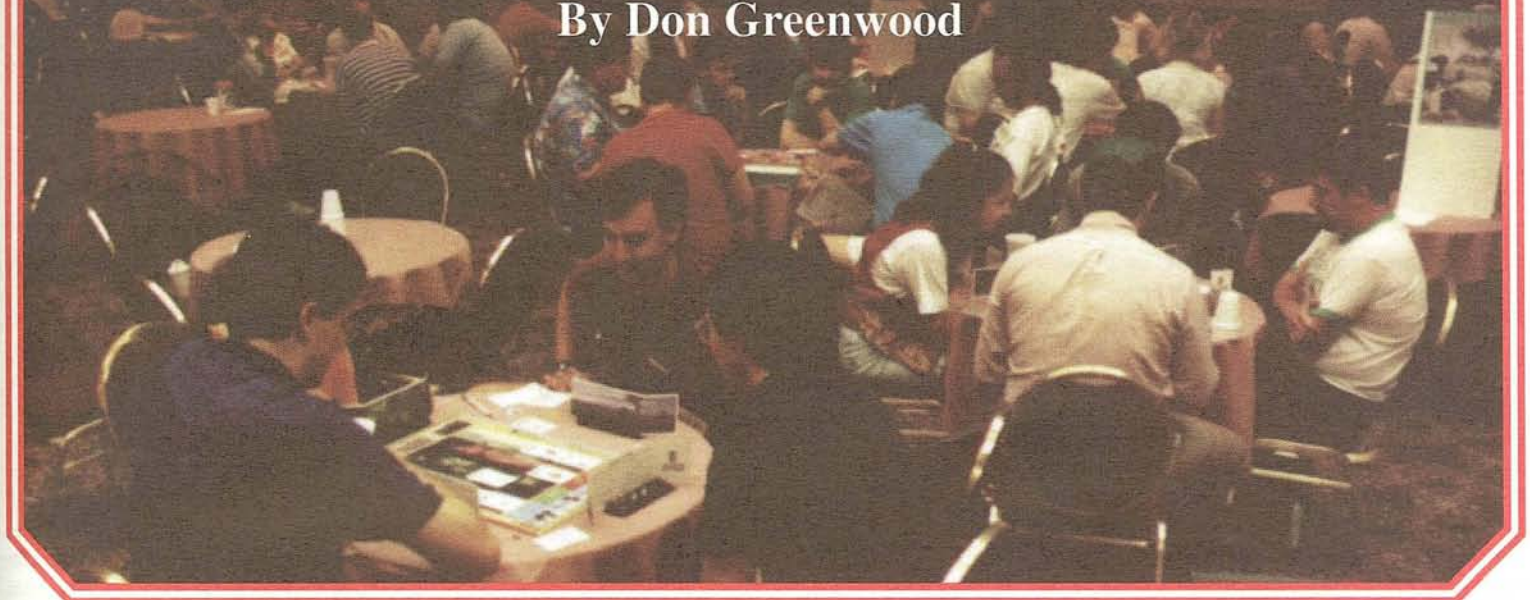
The Sales Manager who signed the contract was transferred a week later. The Catering Manager in charge of all the details resigned the week before. The lighting was insufficient in the Multi-Player Open Gaming area, and the Pizza Hut on the premises was perpetually swamped. So, why did everyone keep congratulating me on the best convention in years?

I guess it was pretty good.

To be sure, we had our share of teething problems in the new facility, but all in all the HUNT VALLEY INN leant an air of class to our Third Annual Boardgaming Championships which was much appreciated by the majority of those on hand. The setting was a luxurious one befitting the highlight of the gaming year and those on hand were not disappointed.

Indeed, as the weekend drew to a close, the question on everyone's lips was no longer *if* there would be another *AVALONCON*, but when? The weekend wasn't even over yet, and most were already looking forward to their return. Indeed, more than a few made their reservations for '94 as they checked out. The Hunt Valley Inn has already been signed to host *AVALONCON* '94 next August 4th-7th. The teething problems that can be expected the first year in any new facility should be solved by next summer as the hotel staff has now gained first-hand familiarity with our special needs. I am confident that next year's *AVALONCON* will be the best one yet.

Not that '93 wasn't a banner year. Attendance was up again and participation in the tournaments increased also despite a large increase in the number of events. The addition of an extra eight hours of prime gaming time created by moving the starting time up from 6 PM to 10 AM on Thursday worked perfectly in diluting the expanded tournament format sufficiently to allow people more multiple event participation. While I heard a number of complaints about the food service, I believe most of them revolved around the overworked Pizza Hut and gamers' capacity for *fast* food. Speaking for myself and the other morning people, I can scarcely remember a better feed than the breakfasts at the Cinnamon Tree restaurant. Made to order waffles and omelets highlighted the all-you-could-eat brunches which were packed with standard breakfast fare and came with unlimited free beverages. Kids ate for $2 or free. After waddling out of there every morning, I didn't have a chance to be hungry the rest of the day.

While I tried to pass the buck for writing this *tour de force* to your editor this year to get a new perspective on things, he neatly sidestepped that assignment with one of those "But, gee, Don, they really want to hear it from you." Yeah right, and the check is in the mail too. Flattery may not get you everything, but it at least will get you out of some work if you can find a boss dumb enough to fall for it. Anyway, my apologies for subjecting you to my viewpoints once again. If you tire of hearing *ad infinitum* of my exploits, or the travails of my daughters and Team Doily, perhaps you'll volunteer to offer a fresh perspective on things next year. Finally, my thanks to the many GMs who provided the details, or lack thereof, on their event that grace this account. Although I look upon *AVALONCON* as the annual meeting of the world's largest boardgaming club, I get the impression that in only three short years it has become the gaming focal point of the hobby for most of those who attend. I know it certainly has for me.

WEDNESDAY
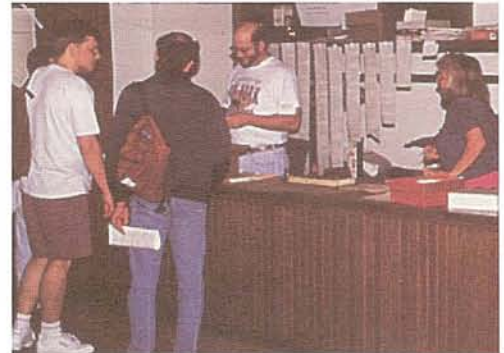
As usual, we got off to an early start Wednesday, arriving at 10 AM to set up the registration desk and assemble the tournament kiosks. Although the convention wasn't supposed to open for another 24 hours, we started registering people by noon. If I learned anything from creating the longest registration line in gaming back at *ORIGINS I*, it was to set up shop early and stay open late handing out badges. People hate standing in lines and I doubt whether anyone waited more than a minute or two to register for *AVALONCON*. One fellow arriving at 1:30 AM was incredulous to find that he could still get his badge that evening and avoid the line in the morning. Chalk up one "attaboy" for the registration desk crew.

However, Wednesday night was also one of our biggest gaffes. When blocking rooms for the hotel, we failed to compensate adequately for the earlier starting time which naturally brought more people out a day earlier. Instead, we used our room rental history at the Penn Harris which had been considerably understated for Wednesday.

As a consequence, the available rooms on Wednesday quickly filled and the Marriott's national reservation system showed the hotel as sold out before it should have. This led to a number of people being quoted a considerably higher room rate for Wednesday, if they were able to get a room at all. By increasing the block for Wednesday in accordance with our new history of the event we should avoid this problem in '94. Nevertheless, we are unable to block the entire hotel due to Marriott's prior commitments, and another sellout is likely, so you are advised to register early.

As the convention didn't officially open until 10 AM the next morning, Wednesday night was filled with open gaming and variants for the new arrivals. Jared Scarborough led off the unofficial festivities with a variant of *CIVILIZATION* featuring auctioning of trade cards adapted from a successful Play-By-Mail design. Two ten-player games saw the usual good-natured jostling of populations, shipfuls of would-be settlers, newly founded cities, and carefully husbanded resources, but with a few new twists. Tom Pasko of Bristol, CT won the first game by acquiring not only the usual Philosophy and Mathematics cards, but Merchantry as well (selling and bidding in a marketplace setting). Meanwhile, in the second ten-player game, Mark Holley of Spring Hope, NC combined Democracy and Merchantry for the win, despite suffering as many calamities as any other player.

Although we have sworn off "seminars" at *AVALONCON*, Alan Applebaum hosted a strategy discussion for *VICTORY IN THE PACIFIC* while GM (and new AREA News Editor) Glenn Petroski conducted a teaching demonstration. Alan later proved his qualifications to host the discussion by winning the *VIP* tournament.

Scott Duncan holding forth in his popular WRASSLIN' Demo for young World Champions.

Teaching the game was very much the intent of the *WRASSLIN'* demo held by Scott Duncan to give youngsters their first taste of ring action before the tournament began. Scheduling demonstration games before a tournament commences is a new trend which I hope will gain wider acceptance in coming years—especially for the Beginner class of events. Scott is very active among the Junior Tournament GMs and will be organizing a newsletter for those interested in participating in next year's events—either as a GM or an assistant. If you would like to donate a few

hours to helping one of our Junior Tournament GMs with some adult supervision, please drop Scott a line at his 18 Magnolia Court, Piscataway, NJ 06854 address.

Yeah, but when can I get it? Maps for ASL's newest historical module, KAMPFGRUPPE PEIPER, were previewed at AVALONCON '93.

The balance of the evening was spent in showing off prototypes of our new games to an avid audience. Bob McNamara had printed mapsheets from *KAMPFGRUPPE PEIPER* which kept the *ASL* crowd enthralled. Craig Taylor, as is his wont, demonstrated the new *MUSTANGS* expansion module with his painted 1:144 scale miniatures. Arnold Blumberg showed Civil War fans his *CAVALRY* game, and Mick Uhl showed *TITAN* fans a proposed *TITAN* variant. As for me, armed with a printer's color key of the *BREAKOUT: NORMANDY* map, I battled two of my playtesters throughout the night before a host of onlookers. The beautiful Charlie Kibler map drew comments all night long as Gary Fortenberry's British, aided by some favorable chit draws, boldly advanced to Troarn in an attempt to encircle Caen. At this point, "Fort" took his leave to attend an Orioles game and handed command to fellow tester Carl Fago, boasting of his powerful position. Of course, what he didn't tell Carl was that he had exhausted most of the good chits in the Allied cup. When he returned, he was greeted by the sight of his exposed right flank residing in the dead pile, as the equivalent of two divisions were wiped out by a major German assault following massed artillery preparation. The weekend was already made for me—I had secured bragging rights over one of the elite of the *ASL* fraternity.

A hit by any definition, HISTORY OF THE WORLD made history of its own as the most popular new title at AVALONCON, being played virtually everywhere.

The game most in evidence that night, however, was the just released *HISTORY OF THE WORLD*. Although our sales booth would not open until Friday, I had liberated a couple dozen copies for distribution on Wednesday night. GM Paul Weintraub quickly indoctrinated a large number of curious players, who, in turn, were seen teaching the game to others throughout the weekend. From all appearances, the game is going to be a major hit. We quickly sold out of all available copies once the sales booth opened.

THURSDAY

The convention opened at 10 AM with a dozen events getting underway. The first to finish was *CANDIDATE*, the quick-playing election game release of a year earlier, which nearly doubled in size with 30 players. Six five-player games provided the preliminary round with the winners emerging from the convention to advance to a one-game final. Only 40 votes separated the field as the six went into the convention. The leader, yet *another* politician from Arkansas, Joe Bellas of Fayetteville, won the first two votes to gain the needed majority. Finishing second was Bryan Jackson followed by Russell Henry and Bruce Reiff. Joe's plaque was just the first of over $10,000 in prizes awarded during the weekend.

The actual *ROADKILL* tournament didn't get underway 'til noon, but it was preceded by a two-hour demonstration of this relatively new racing game. It must have held their interest because 56 racers stuck around for all three rounds of the preliminaries which started at four sections and increased in length and value each round as the players gained familiarity with the new game. After each round, the players were split into new groups with similar scores and allowed to purchase upgrades for their cars. It was a fine showing for a new tournament and one requiring a considerable amount of effort by GM Jeffrey George who should be congratulated on running such an entertaining event the first time out. I know whereof I speak since I was among the 56. Yes, folks, this was to be my first, but not only, taste of defeat this weekend.

The opening race was only four sections long and I began play by throwing in my first three hands in search of a Move card. Oh great, the shortest race in the lot and I'm asleep at the wheel. After trailing the pack for much of the race, I managed to regain second place on the final section and was poised for the win with a "Box Canyon" to lay on the leader and a "Move 1" to cross the finish line. Alas, the leader didn't have a Move card to attempt exit and I had nothing with which to pass him except my lone "Move 1" which I needed to exit the section. After several turns of fruitless draws seeking a

Move card for either myself or the player in front of me—a malady well known by any *UP FRONT* player—we were both passed by several cars. My "Box Canyon" ruined one fellow's day, but not the second, and I finished fourth with one VP.

All that bought in the second race was the Traction Tires, but since I was matched with a similar group of have-nots, that didn't prove to be much of a disadvantage, and I won the five-section leg to spring back into contention. This time I had enough VPs to buy the Stabilizer and the Continuer, but my car was only middle of the pack in quality as I had moved up in class in the race for the finals. This time I was shot up early and spent most of the race with a reduced hand. Ultimately, fuel was my undoing though as the fellows with the Nuclear Fuel Cell and the Cruise Control kept laying multi-strength Sections. After pulling off onto a Side Road to refuel, I managed to regain the lead on the final section but ran out of Move cards and any chance to advance in the process.

The final race pitted the eight top scorers with cars loaded to the rafters with upgrades against one another in an eight-section race. Phil Bower of Thurmont, MD in car #1 pulled off an amazing victory after being Box Canyoned on the final section by returning to the section and passing six cars to retain the lead. Linda Schiffer's car #8 finished second despite three damage points, leaking coolant, worn brakes, and broken shocks. George Sauer III took third.

The 14 players in the *SQUAD LEADER* tournament must have felt dwarfed by the 120 *ASL* entrants with which they shared the Hunt Ballroom, but to an outsider they were one and the same. Brian Laskey of Ansonia, CT edged Peter Maloney for the title as the Russians in scenario 2 despite a fire that burned down all but one hex of the Tractor Works.

Steven Koleszar of Charlottesville, VA upset defending champ Jim Fuqua in the finals of *STORM OVER ARNHEM* with a slow, steady advance that minimized German casualties. Although he had bid one point for the Germans, they still had few points by turn 5. But the British casualty rate was so extensive that complete collapse followed. Steven Huskey finished third.

SUPERSTAR BASEBALL rebounded from an off-year to draw 16 entrants who took six hours to form a final four of the Indians, Tigers, A's, and Twins/Senators. The Tigers eliminated the Indians 7-2 while Lefty Grove proved too much for the Tigers as they fell 5-1. Young Mike Ellsworth's Twins then used a Nolan Ryan 2-hitter to beat the A's of Roland LeBlanc 3-0. Nolan Ryan was the MVP with 18 innings of shutout pitching. Stephen Campbell finished third and David

Baumgardner fourth behind the 13-year-old from Morris, IL. A special Sportsmanship Trophy was awarded to Marcel Triunfo who went 0-2 this year following an 0-8 slate last year. The extra award was donated by GM Roger Cox, who like his brother Randy, always brings a little something extra to his GM chores at *AVALONCON*. Their generosity is symbolic of the self-sacrifice displayed by the majority of our GMs which is why I proudly proclaim to one and all that *AVALONCON* has the best GMs in the hobby. The participants in this event certainly agree because they voted Roger one of the top six GMs at *AVALONCON*.

The *THIRD REICH* 4th Edition tournament again drew a perfect field of 16 and once again the AREA seeds proved accurate with only two upsets recorded in the 15 matches. However, unlike the '92 tournament wherein the Axis never won a game after the first round, the Axis took *eight* games, including the championship. Defending champion Jerry Ingersoll of Hot Springs, AR successfully defended his title against Steven Packwood. Michael Mitchell took third and GM David Bowman was fourth.

Lonely fantasy island in a sea of historical games, TITAN nevertheless consistently maintains its status as one of the convention's most popular tourneys.

TITAN continued as one of our major events, drawing 58 entrants in a new format which allowed unlimited preliminary rounds in the first two days as players needed only to win a game, any game, to advance to the second round. 31 players did and 27 of those chose to continue, but at this point advancing became difficult. Brian Sutton, the eventual winner, had to beat Kevin Quirk, the defending champ, and Larry Lingle and Bill Scott (the GMs) to survive his semi-final game. Finally, the field was reduced to six.

After a negotiated battle with Brian, John Koleszar (6th) declined to summon his Angel into his four-high *TITAN* stack, and was promptly eliminated by David des Jardins (4th). Venki Palamonc (5th) was eliminated soon after when Tom Johnston's Rangers (3rd) caught up to his brush-based Legion in the marsh. Meanwhile, des Jardins' Legion met its death at the hands of Brian's dragon/unicorn Legion. Tom had reached

369 points quickly, but stalled at that level. Steve Koleszar (2nd) and Tom each had Behemoth-based Titan Legions that chased Brian's Titan around the outer ring until Brian split and made a crucial roll to gain a Hydra. Steve then went over 400 points as the result of two battles with Tom. Next, Brian put Tom out of the game. With Steve's Titan Legion threatening to teleport in, Brian's Titan legion split and quickly gained two more Hydras. Brian reduced Steve to a single Legion which he trapped in the marsh and dispatched with a three-Colossus Legion. Brian thus added a *TITAN* crown to his earlier *THIRD REICH* plaque while Steve Koleszar finished second for the third year in a row.

This was Bill Scott's third and final stint as the *TITAN* GM. Any comments on the format for *TITAN* past or future should be sent to Bruno Wolff's 1615 E. Fairmount, Whitefish Bay, WI 53217 address. Bill, who ranked among our top six GMs the last two years will now turn his attentions to popularizing a smaller event. This passing of the reins to the next generation of GM volunteers is symbolic of the very best that *AVALONCON* has to offer as gamers appreciative of the efforts of others in "the club" step up to share the burden and continue the traditions which have taken root in just three years. The willingness of past winners to step forward and give a little back ensure that *AVALONCON* will continue to have a steady supply of dedicated and experienced GMs.
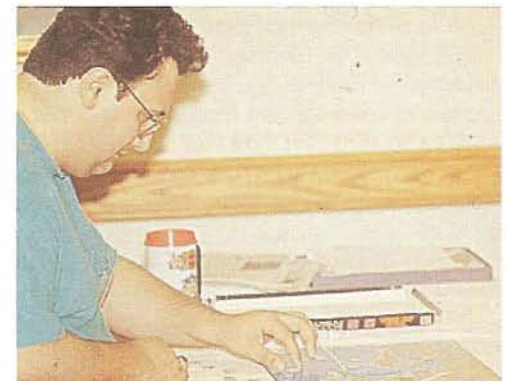
Nearly 20 years old and still going strong; WAR AT SEA continues to draw Admirals who vie for the championship in this deceptively simple game.

WAR AT SEA drew its largest field yet to *AVALONCON* as 28 took advantage of the earlier starting time and new Swiss Elimination format. However, the same top four seeds prevailed. Bruce Monnin of Minster, OH and Tom Scarborough of St. Louis met in the finals tied at one championship apiece. Monnin (whose article on his '91 win appeared in Vol. 28, No. 4), rode the Axis to victory by playing them in six of seven games and bidding accordingly, to reclaim the title. Tim Hitchings and Chuck Stapp were the other finalists. Both Monnin and Stapp, last year's SPORTSMANSHIP AWARD winner, have placed in the top four all three years.

When '92 GM Tony Strong submitted the format for the *BRITANNIA* tournament he was hoping to draw a record number of entrants by allowing play in any of six preliminary Heats. A minimum participation of two heats was required to advance, but the chance for advancement improved the more you played. Although he had to withdraw, his replacement GM Duane Wagner reaped the rewards of that policy as 91 gamers played at least one round. Admirable as that goal may have been, many are of the opinion that they could do with a little less opportunity to advance and a bit more free time to pursue other interests as the six-heat version proved grueling for GM and players alike. Brett Mingo of Washington, DC edged GM Duane Wagner who was unable to successfully defend his championship. David Gantt took third, Gary Maclellan fourth, and Rich Curtin fifth. Rich will be assuming the GM role next year and is looking for a less taxing format. Those with comments on this year's event or future formats can contact him at P.O. Box 559, Verplank, NY 10596.

Although classic *AFRIKA KORPS* was among the first events to start, its finish was delayed by one of the darker episodes in *AVALONCON* history. Up until now, we have been free of such outside world unpleasantries as theft. Unfortunately, we can no longer say that. After two years without an incident, no one has thought anything of leaving their games out overnight for continuation in the morning. This year a thief put an end to our carefree days by making the rounds and looting several games from the *WATERLOO*, *AFRIKA KORPS*, *VICTORY IN THE PACIFIC*, and *RUSSIAN CAMPAIGN* areas in the wee hours of Saturday night. Many theories have been put forth in explanation, but the one I choose to believe is that a patron of the hotel's nightclub scene helped himself in the early morning hours while few people were up to notice. The spirit of brotherhood in evidence at *AVALONCON* makes it hard for me to believe that we have a thief among us.

While the games taken were probably of little value to our vandal, they did damper an otherwise wonderful weekend. Among the items lost was an *AFRIKA KORPS* game in progress which happened to be the title match. Not only did the game have to be started over, but all the paperwork including the collected AREA chits for the tournament were lost. While the GM Advisory Panel will be discussing what, if anything, we can do about this situation in the future, all attendees are advised to take note of the world in which we live and exercise the proper precautions in the future.

Almost lost in the disappointment of these events was GM Joe Beard's victory in the tournament which had attracted its biggest field yet. The Phoenix, AZ native bested John Grant in the theft-delayed game for the championship that had eluded him the past two years. The most remark-

able match occurred in the quarter-finals between John and Greg Hanson. Greg lost his Allied Home Base on the fourth turn on a "Recce Down & Out" miscalculation, but exchanges and soak-off losses allowed him to hold out until John's July II, '42 2-1 which finally succeeded in taking Tobruch. Scott Siriana and Barry Smith were the other semi-finalists.

The tournament in THE game begins–the 1993 AVA-LONCON *competition to determine the nation's top* ADVANCED SQUAD LEADER *player.*

At 11 AM, the mother of all wargame tournaments officially got underway as the first of seven *ASL* rounds formed up 120 grognards for the grueling test of skill and endurance that has become known as THE championships. No other wargame has ever come close to establishing the recognized pecking order of the great and near great that currently exists in the *ASL* hobby. Yes, the *ASL* hobby, like *DIPLOMACY* before it, is now a recognized branch of the hobby all unto itself complete with specialized fan 'zines and mini-conventions devoted exclusively to THE game. One recent article concerned the "Vegas Line" quoting the odds on all the name players and how they would fare at the championships. *ASL*'ers rarely play other games, so complete is their focus on THE game. And anyone who is anyone is not only AREA-rated, but *ASL* Specific-rated. It is the branch of the hobby I most admire for its organization, camaraderie, and devotion to THE game. Regrettably, I possess neither the time nor the skill to be part of it.

Jim Stahler (center), long-time contributor on a host of our titles, ponders his next move in the ASL National Championships *at* AVALONCON.
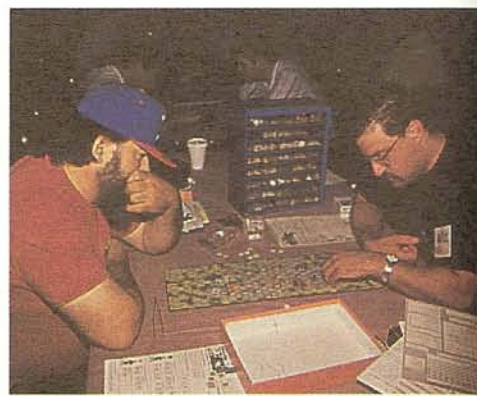
AVALONCON's single largest event, the ASL tournament, brought players together from literally all over the world. Three days of fierce competition followed.

But this year the pecking order was in for a rude shock as one big name after another fell in the early rounds. The 1992 champ, Perry Cocke, was the first to fall, finishing ninth. He was joined in the first round upsets by Guy Chaney. In round 2, "Fish" Connor joined the vanquished. By round 4, only three of the top ten seeds remained in the hunt. Inevitably, only two un-beatens remained and they met in round seven with 1991 champ Mike McGrath beating Gary Fortenberry for his second *AVALONCON* title. With that win, Mike qualified for nomination to the *AVALONCON* Hall of Fame with two championships earned against a total of 211 competitors. Eric Givler finished third, followed by Steve Pleva, Mitchell Balicki, and Alan Saltzman. Saltzman also won the Novice Division plaque for the best performance by a player rated 1500 or less. Kiri Naiman, Louis Mehr, and Brian Youse rounded out the top ten. It was Youse's third straight top ten finish at *AVALONCON*.

True cameraderie in gaming is nowhere more evident than at the B-17 tournament; support and encouragements increase as fellow-pilots' mid-air woes mount.

Next up was an event whose popularity I don't understand at all: *B-17*. I never could fathom why people would come to a convention to compete in a solitaire game. The only possible attraction I see in that is the black humor of the old man who enjoys reading the obituaries to see who he has outlived. Even that doesn't apply here, because entrants fly three missions whether they're shot down or not.

I obviously don't know good when I see it though, since the formation numbers were up again this year with 35 bombers filling the air lanes over the Channel as the 8th Air Force battled the fog and German fighters to hit the U-Boat pens in Brest on November 7th, and St. Nazaire on the 9th and 14th. Kevin Coombs of Rex, GA was deemed the winner in his *Hit & Run* over our own intrepid editor's *Avé Maria* by a mere 1.5 points due largely to better overall bombing accuracy. Kevin Reed's *Berlin Express* took third, followed by John Welage's *Ace of Spades* in fourth.

I suspect the GM'ing of Dave Terry has a lot to do with the sustained popularity of this event. Dave shows up with a ton of A-V equipment to enhance the presentation, and then follows up after the convention with a detailed written account of the tournament brimming with statistics of kills and bomb loads. For the second straight year, Dave has been chosen as one of our top six GMs by the GM Rating survey.

All of which proves I don't know good when I see it, I guess. J. George wrote of the *AVALONCON* B-17 tournament on GEnie: "It's an amazing experience. A roomful of players cheering and groaning, seemingly with more camaraderie than competitiveness. I remember the guy across from me had to roll wounds for the Pilot, Co-Pilot and Engineer. All three died instantly. But before he had time to figure out who was going to fly the plane, a direct hit on the bomb bay detonated the bombs. It was an extremely intense and enjoyable experience."

Scott Romanowski adds: "It's a lot more fun watching the others (and they watching you) go down in flames. In the '91 tourney, we all watched one plane lose an engine. The pilot dropped out of formation and continued to the target. Over the target, flak jammed his bomb bay doors. He had to turn around and limp home (two turns per zone). Amazingly, he made it."

I can't remember such vivid details from my head-to-head games so maybe I'm the one who hasn't got his priorities straight!

Another event that uses multiple preliminary heats to advantage in attracting a large field is *1830* which showed a 43% increase in attendance this year while drawing 66 entrants. GM Ken Whitesell is
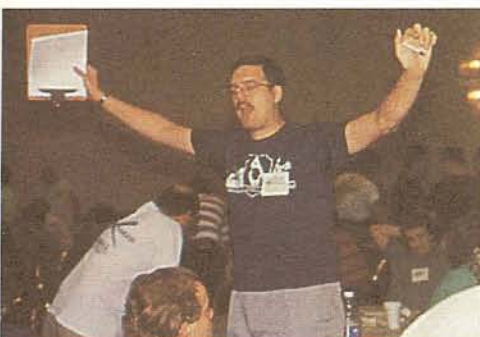
Stop the madness! GM Ken Whitesell attempts to make himself heard over (presumably) the roar of track tiles being laid and 1830 money piling up.

also one of a growing number of GMs to run a demonstration game to attract new players. The increased field proved tough for 1992 champ Dave Harshbarger who failed to progress past the first round. 1991 champ, Mark Giddings, fared better but was eliminated in the semi-finals. Robin Barbehenn of Silver Spring, MD rode control of the NYNH&H and CP railroads to victory in the finals over Robert Henry, Michelle Goldstein, and Tom Martinak. The NYNH&H was the highest valued corporation at $280/share. The B&O, controlled by Henry, was second at $275/share. All of the other corporations ended play valued between $155 and $200/share.
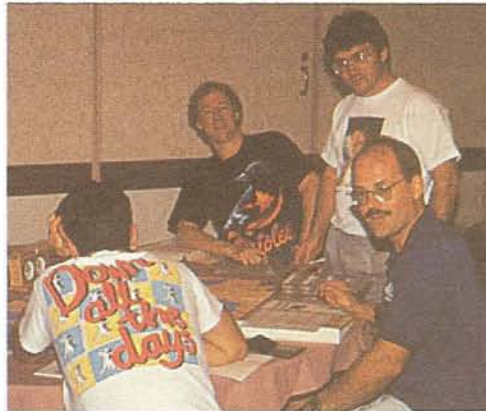
ADVANCED THIRD REICH designer/developer Bruce Harper, Joe Brophy and others pondering the next step on their paths to world conquest.

The *THIRD REICH TEAMS* competition was one of only two events at *AVALONCON* which failed to attract the minimum of eight participants required for tournament status and will be dropped from the lineup next year. However, that didn't prevent the team of Brian Sutton and Michael Pustilnik from enjoying one last pair of wins. In the first round, George Curry's Axis surrendered to Brian Sutton's Allies in Summer '42 after the usual Allied double move left American and Russian ZOC in Berlin. The Axis had attempted to take out Britain after the French surrender in Fall '40 and were repulsed on three separate occasions by British fleets. Meanwhile, the invasion of Spain took three turns and a failed 1-2 on Gibraltar put an end to a bad day.

The next game proved even more decisive. An aggressive British opening was met by an even more aggressive German response by Pustilnik. The Germans drove armor next to Paris and landed more armor in England in Fall '39. Allied counterattacks wiped out the penetration threatening Paris, and the English invasion was neutralized by an Allied Sea Transport mission. But in Winter '39 the Germans were able to capture Paris by an exploitation attack through Belgian infantry. When an Allied 1-2 counterattack on Paris failed, the Allies resigned leaving Pustilnik and Sutton again the undisputed Team champs.

At noon, the biggest Civil War wargame tournament since the *Blue & Gray Quad* days of ORIGINS II got underway with 37 competitors facing off in the three preliminary rounds of *ACROSS FIVE APRILS*. Each player was given a side to play throughout the tournament so that regional rivalries added to the personal competition.

The first round saw six Union and five Rebel wins in Bentonville with eight draws. The Rebels regained that slim margin in the second round by taking 10 of 19 games of Pea Ridge, with only six of the games progressing to the second day. In the third round, the Union carried the day by winning 13 games of Bull Run.

The top four players from each side advanced to the semi-finals which took the form of a duplicate chit draw game of the first day of Shiloh. All games used the same order of draw as the GM pulled chits for the entire tournament. In this round, only the top Reb and Yank—based on VP and casualty ratios—advanced. This set up the final game of Gettysburg between Nick Frydas of Athens, Greece as the rebels and Peter Landry. Nick showed the Yank how to do it by capturing two hexes of Cemetery Ridge and demolishing the Union forces for a first day victory. Ethan Strauss and Gerald Cecchin were the runners-up.

NAVAL WAR was one of the few events to show a serious decrease in size, dropping 40%, to only 18 entrants. I guess that explains why Rex Martin made it into the final round. Despite the smaller field, the outcome was fiercely contested, taking James Endres of Cincinnati, OH five hands to amass 75 points for the win. John Ellsworth took second, followed by Edward Rock and Lind Pratt.

One of AVALONCON's *most visually impressive events: Rob Cunningham's* SPEED CIRCUIT *tourney in miniature, with its isomorphic track sections.*

At 1 PM, the first of three qualifying *SPEED CIRCUIT* heats got underway using special tracks and 1:55 scale model cars. This varied considerably from the published version of the game and either greatly enhanced the event or ruined it depending on who you asked. The format was intriguing, though. Scoring was based on a combination of the best score from any of the qualifying

I think I got gypped. My SPEED CIRCUIT *track doesn't look anything like this!*

heats plus the finish in the final. Mike Puffenberger went into the final with a four-point lead over Kevin Keller and Jim Murphy by virtue of being the only player to win a preliminary heat. GM Rob Cunningham won the other two and disqualified himself from prize consideration. But the winner of the final, and the event, was Chris Hancock of Amherst, NH who entered the race tied for 8th with only a single point based on his sixth place finish in the preliminaries. Murphy finished second and Puffenberger third. Lane Hess took fourth with a strong 2nd place showing in the final despite having to pit for a deflating tire.

There was a four-hour wait before the next event got underway as *ANZIO* was re-fought with 12 entrants. The featured rematch of '91 champ Tom Oleson and '92 winner Mike Sincavage never came to pass, however, as newcomer Larry Kratz upset the fabled Oleson in the opening round and then gave Sincavage all he could handle before settling for second place as Michael repeated as *ANZIO* champion. Pescara proved to be the soft underbelly of Europe, claiming several German victories including Oleson, as the Allies enjoyed unusual success at the Adriatic invasion site. Brian Jackson placed third.

At 6 PM, the marathon tournaments got underway with *EMPIRES IN ARMS* and *ADVANCED THIRD REICH* attracting 55 dedicated souls who committed the next three days to the play of one game. Conrad Struckman of Hollis, NH claimed the win in *ADVANCED THIRD REICH* over Byron Stingley and Dave Malensky. This event was described in great detail last issue. The *EMPIRES IN ARMS* crowd, for their part, were delighted to fully man five games through the weekend and crowned Tenis de la Pena of Arlington, VA their champion for the largest percentage domination of his board. Jim Anderson placed second and Russell Henry third.

FORTRESS EUROPA is another one of those discontinued games whose adherents refuse to go away as 16 competed for the title. Defending champion Michael Newman of Colrain, MA made it two in a row by besting Marvin Rabin in the final despite a record four storms. The Allies won with a surprise paradrop on Ostende which captured two cities and placed a dense screen of rangers and commandos around his new beachhead. A fierce German counterattack penetrated the screen and put the beachhead in its ZOC, but the fourth storm then hit. Perhaps distracted by the storm, Marvin missed an opportunity for a 1-1 to win the game and lost the resulting 1-2 attack and the championship. Having won the event two years in succession, Michael is now going to try his hand at running it as three-time GM Randy Heller steps aside.

The Hunt Valley ballroom resounded to the rattle of dice and the cries of the vanquished.

Although *MUSTANGS* was only a few months old by *AVALONCON*, it nevertheless drew 20 hardy aviators anxious to vie for a championship. Because it was so new, *MUSTANGS* was run as a "B" tournament, using only the Basic Game and no optional rules.

A breakdown of the first four rounds revealed that the aircraft of choice were the P-51D "Mustang" and the N1K1-Jb *George* which dominated the first four rounds, downing even the German Me-262 jet! Jim Murphy entered the finals via a victory over Roger Knowles using a pair of *Georges* which steadily chewed up Roger's *Thunderbolts*. Cliff Hansen had a more difficult time with Kevin Barrett's *Mustangs*, exchanging aircraft but advancing on the basis of less damage to his surviving plane.

For the finals, Jim had first choice of aircraft, and chose what was working, the *George*. Its superior turning ability is difficult to resist. Cliff's choice was surprising. Logic would dictate that the best choice would be the *Mustang* which had thus far gone 3-2 vs. the *George*. However, Cliff opted for the *Thunderbolt* which had gone 1-3 against the *George* in their match-ups during previous games.

Neither player wanted to make the first mistake and consequently they sparred at long range for the first half. Eventually, they closed at high altitude and Jim jinked one of the *Georges* the wrong way. Cliff took advantage of the *Thunderbolt's* superior power to turn inside the *George,* and therein was the difference. Cliff takes over from GM Andy Maly to run next year's event and looks forward to the addition of optional rules and the expanded aircraft possibilities made possible by the *MUSTANGS EXPANSION Kit.*

The term "classic" as applied to the original style AH wargames of the 60's is probably due more to nostalgia than any inherent design quality by today's standards. Yet, *WATERLOO* remains a favorite to many and again drew a perfect field of 16 for the single elimination event. However, even after 32 years, grognards still argue about its play balance. Its not surprising then that GM Rob Beyma, a gamer of the old school and the defending *WATERLOO* champ, had opinions on how to best correct a perceived imbalance problem that among skilled players weighs very heavily in favor of the PAA. Rob's solution of adding a 7 PM turn to each day was credited for this year's perfect split in French/PAA wins.

Larry Lingle of Harrisburg certainly enjoyed the change as he rode it to his first *AVALONCON* plaque and by so doing made his team the early leaders in the Team Tournament by chalking up 8 points for the win. Johnny Hasay took second, followed by Joe Beard and John Ellsworth.

At 7 PM it was time for yours truly to swing back into action in *FOOTBALL STRATEGY.*

Unfortunately, I was late arriving and rightfully barred from entering by GM Joe Powell. However, when another late arrival appeared in the person of Tom Shaw, Joe relented and allowed us to enter paired against each other. I didn't realize it at the time, but another player who had also been barred from a late entry viewed this as favoritism when we were allowed to enter after he had been turned away. I would have withdrawn had I known about it, but I didn't discover this fact until reviewing the GM rating slips after the convention. This was obviously a case of GM error. Although he had the right to allow late entries at his discretion, once he turned a player away he should not have accepted anyone else unless the first player denied was found and allowed entry also. I'm sure that Joe's reasoning was influenced by wanting to keep an even number of players, but once he had turned one player away he should have been consistent. Human errors... we all make them. I mention it here so that all our GMs can benefit from the experience.

Anyway, I entered the tournament with not a lot of confidence—having gone 8-9 the previous season in our league and a woeful 0-8 against

winning teams. So, the 16-10 win over the game's designer in the first round felt real good. As for slowing down the tournament with our late entry, despite starting 30 minutes behind everyone else, Tom and I finished an hour ahead of the GM who was struggling through triple overtime. The anonymous complainant regarding my late entry can take solace in the fact that I dispatched the GM in my second round game 24-17; nobody regrets my late entry more than Joe. I ran out of luck in the third round. Matched with the '91 champ, Mike Fitzgerald, I dug myself a 14-point hole. My comeback, hindered by four missed PATs and FGs, fell short when I couldn't score despite a first and goal from the 6 in the final minute and lost by four. The news got worse when Bill Cleary, my teammate, who had won the event last year, blew a ten point lead in the fourth quarter to lose to Bruce Reiff 35-31. Team Doily had expended one fourth of its firepower for one lousy Team point.

At least the honor of our league was upheld. Paul O'Neill, an 18-year veteran of the league, who had never made it to our Super Bowl won his first championship with a strong Aerial attack and three interceptions against Steve Kershaw. Bruce Reiff finished third and Mike Fitzgerald took fourth.

VICTORY IN THE PACIFIC *provided almost a full weekend of competition for those hardy souls such as John Sharp (right) dedicated to its mastery.*

VICTORY IN THE PACIFIC was the next event underway with the first of seven rounds starting at 8 PM. This is my favorite game that I no longer play—simply because I've forgotten most of whatever I once knew about it. The urge to take it down off the shelf, dust it off, and practice for the tournament is quickly doused when I realize what a mackerel among the sharks I'd be at *AVALONCON*. These guys are pros; a smaller version than the *ASL* fraternity to be sure, but no less avid in their dedication to THE game. Although GM Glenn Petroski's modified Swiss format allows players to come and go as they please, playing as many rounds as they like, to win the thing you have to be there for the duration. All four days with one game is too high a price for this kid on the greatest gaming week of the year. At *AVALONCON*, I'm like a kid in a candy shop—I want a bit of everything—and I play to win.

This year, Alan Applebaum robbed the event of its last round drama, having sewn up the championship in the sixth round. The Brookline, MA native went 7-0 to win it all for the first time. Dave Targonski, the '91 champ finished second at 5-2. (Readers will remember Messrs. Applebaum and Targonski as the players in the *VIP* Series Replay in Vol. 28, No. 5 of *The GENERAL*.) Greg Hanson took third, Michael Knautz fourth, and defending champ Wes Erni finished fifth.

The game is a great one, of course, which explains its sustained popularity after almost 20 years, but the event also owes much of its appeal to one of *AVALONCON's* very best GMs. Glenn again finished in the top six in the GM ratings and it's obvious why. Alan Applebaum has been offering to spell Glenn at the helm of the *VIP* tournament for years, but the Wisconsin native will have none it. This kind of dedication is one of the reasons that Russ Gifford chose Glenn as the heir apparent of the AREA News column.

The *VIP* event is not just a weekend activity for Glenn who devotes much of the "off-season" to the preparation of a statistical breakdown of the tournament—both for the most recent year and cumulatively. This package, which includes the latest in rules interpretations, is sent annually to everyone on Glenn's mailing list as part of his untiring efforts to host the best possible VIP tournament. Among the tidbits in this year's summary is a notation that tournament games have swung from an almost perfect 50% balance during the first two years to a 61% bias in favor of the Japanese in '93. Is this a one-year oddity, or will the trend continue in '94? Glenn theorizes, as do I, that play balance in a game varies with expertise. As skill levels increase, strategies are perfected that can affect play balance at a higher level of play. The method of fine tuning is already present in the tournament—a POC bidding system for side determination. However, only three of 76 games were won outright due to bids and 58% of the games played awarded no points. However, only two players bid points for the Allies, while the Japanese bids ranged as high as 4 POC. If you're interested in this package, send $2.00 to cover his postage and production costs to Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786.

A 9 PM start didn't deter 24 hardy souls from the *DUNE* tournament which doubled in size this year. Ray Carpenter of New Britain, CT won it in the second round when the Guild won a military victory on turn 14 by defeating the Fremen at Habbanya Ridge Sietch. Thomas Arndt took second, followed by Mike Garton, and Roger Cox. Paul Saunders, the '91 champ, made the finals again but fell early in the championship game. Andrew Kutzy of North Salem, NY won the first Master Mentat Award—a neat Aladdin's Lamp type trophy supplied by GM Roger Cox to the player who best predicted the outcome of their preliminary game. The prediction also served as a potential tie breaker for advancement to the finals.

Not to be outdone in the late night entertainment category, brother Randy Cox hosted the first of four heats of *$GREED* at midnight. Although the game was unknown to most of the attendees, that didn't stop Randy from eventually signing up 67 players to participate in the quick-playing test of one-up-manship with up to three tosses of the dice in each round. However, those who continued to play in later rounds eliminated their prior scores. This soon turned the late night scene in the Multi-Player ballroom into a Vegas-like casino atmosphere as a rowdy and enthusiastic crowd cheered and groaned to the roll of the dice. For some, the lure to play outweighed good sense as they threw away prize-winning scores for the chance to roll again. One such, Tiger von Pagel, abandoned a 4th place finish for the chance to play another round—and lost miserably but with a smile on her face. In the end, Linda Pedlow of Chicago, IL took top honors with a roll of six ebony "E's". Tom Mueller took second and Bruce Reiff third.

FRIDAY

Day two dawned with seven new events at 9 AM led by *BULGE '91* which for the second year in a row had to scramble to field the minimum field of eight. When a ninth arrived late, GM Roger Eastep graciously withdrew to maintain the perfect SE field of eight. Using a revised set of victory conditions devised by Randy Heller and John Grant, the competition became more balanced than in the past with the Allies winning six of 11 games. Randy, the '92 champion, lost to Trevor Bender in the semi-finals when his panzers were bogged down by a combination of bad weather and Allied disruption of his supply lines. Trevor then lost to AHIKS President Kevin McCarthy on the second turn when Kevin's panzers found a hole resulting in an automatic German victory.

FIFTH FLEET also drew the minimum field of eight which made it easier for Christopher Rossetti of Hartford, CT to take top honors by going undefeated as the Soviets generally took it on the chin. Defending champ Jim Fleckenstein had a bad case of the lousy die rolls, but his son Jimmie defended the family honor by taking second.

The "Evil Empire" may be dead, but *KREMLIN* had no trouble drawing players with its new two-heat preliminary round format as 49 players roasted the diabolical Communists.

This field was greater than that for the first two *AVALONCONs* combined and required the addition of a third round to narrow the finalists down to six. The highlight of the preliminary rounds

Locked in a life-or-Siberia struggle in the halls of the KREMLIN, *Rex Martin (left) tries to remember when he has had so much fun.*

came when Ideology Chief Nestor Apparatchik, 94 and very ill, survived a health roll during a flu epidemic to cast the deciding vote in the Turn 11 Funeral Commission, thereby advancing Ray Stakenas to the finals. In the end, '91 champion Jim Fuqua of Detroit, MI won his second *KREMLIN* plaque by taking control of Natasha Nogoodnik as she was promoted to Party Chief just in time to win on turn 11. Jim's "deep agent" strategy resulted in his declaring very few Influence Points during the game, revealing none on Natasha until she was in power. Mark Houde got the only two waves to place second, while defending champ Sean Cousins took third. The win for Fuqua was his fourth at *AVALONCON* against a combined field of 122 and thereby qualified him for nomination to the *AVALONCON HALL OF FAME.*

The field for *RUSSIAN FRONT* fell for the third year in a row as only nine generals answered the bell to do battle in the East. The trend of late has been away from the long two-player games and towards Multi-Player games whose championships can often be decided in two or, at most, three rounds. But the reduced field was still strong enough to unseat two-time defending champ James Falling as the '92 runner-up Bruce Kernan did the trick with a Kiev Military District Fallback Defense. Soviet counterattacks by the New Jersey native on Tihvkin and Smolensk aided by a successful Soviet air battle did in the champ in the final. Before that, Falling narrowly missed elimination at the hands of Kevin Barrett whose unsuccessful counterattack on Tihvkin decided the issue on the last die roll of the game. Without his annual *RUSSIAN FRONT* win, Falling's team, champs in '91, fell to 21st place in the Team Tournament.

Enrollment for *THE RUSSIAN CAMPAIGN* also dropped for the third year in a row, although there has been talk that the all-weekend format may be scaring people away and that a return to the Single Elimination format with a longer scenario might prove more popular—if not more valid as a true

test of skill. This year's winner, Ed O'Connor of New Milford, NJ, broke a Connecticut monopoly by going undefeated in nine rounds. The defending champion, Al Frappier, finished third and Jeff Martin fourth. The third Connecticut Yankee, finishing second for the third year in a row, was GM Pat Flory.
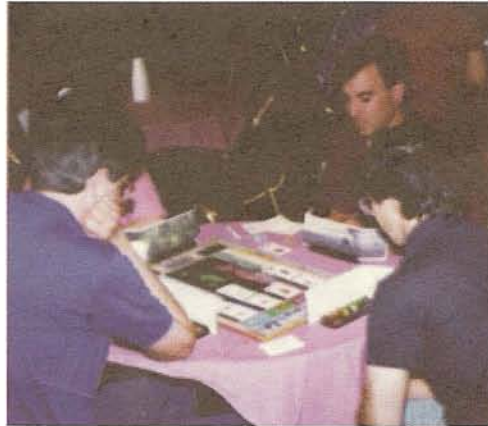
Andrius Malyus Rex, sp. *Velociraptor Gamerum, prepares to move up the food chain in the* TYRANNO EX *tournament.*

TYRANNO EX again drew a perfect field of 16 and marked the return of original Team Doily member Craig Good from Colorado to serve as GM. It also marked the second leg of Team Doily's rapidly dwindling chances as Craig had chosen it for his team game entry. Alas, while Craig fared well enough to score a point for Doily in the three preliminary rounds, he did not advance to the finals which were won by defending champ Bill Patrick of Richmond, MI. Tom Scarborough placed second, Carolyn DeMarco third, and Luke Koleszar fourth. Team Doily was now half expended for a pitiful two points.

WOODEN SHIPS & IRON MEN grew in size for the third straight year. 36 admirals vied in three preliminary rounds in the waters of Cape Ann, Long Island Sound, and the Atlantic Ocean to choose four semi-finalists. The surprise of the tournament proved to be John Poniske Jr, an 11-year old who humbled adult competition by amassing two wins and a tie to finish sixth (considerably higher than his dad).

In the semi-finals, the British navies of newcomer Robert Stepp and those of defending champion John Boisvert were victorious over the French fleets of Mike Zeimentz and GM James McAden. Nevertheless, in the finals Robert Stepp, leading on points, had first choice and decided to buck the trend by taking a three-ship French squadron, while Boisvert relied on three British SOLs. In a weather-dominated final plagued by adverse winds and lowering velocities, the championship was decided at long range with Boisvert successfully defending his title by the narrowest of margins at the time limit.

By 10 AM, *CIVIL WAR* got underway holding steady at 14 entrants. Actually, there were 15 but the odd man out withdrew rather than cause a need for a first round bye. "For want of a nail... the battle was lost." Unknown to all at the time, the presence of one more body in this event would have changed the outcome of the Team Tournament. For had Dennis Culhane of Lebanon, PA bested a field of 16 he would have earned eight Team points instead of seven, thus winning the Team Tournament outright. Instead, the Harrisburg team finished in a tie with Team Dixie II from South Carolina which they inevitably lost on a tie-breaker for total entrants. Joe Bellas took second.

Twelve folks showed up for the *PAX BRITANNICA* demonstration even though it was listed as a non-tournament event without prizes. Softie that I am, I set a bad precedent by ignoring convention rules and gave it tournament status on the spot. I'm sure this will come back to haunt me in future years when someone wants to retain tournament status for some event with two entrants, but I'll deal with that when it happens. Franklin Haskell took the plaque for his performance as Russia with Charles Hickok claiming second as France.

At noon, it was time for me to put up or shut up. *TURNING POINT: STALINGRAD* began with 18 entrants (up again) and it was time to score some serious points for good ol' Team Doily in a "manly" game. The *TPS* event had been preceded with a series replay/demonstration attended by ten players to learn the game or brush up on the rules.

I should have been one of them, because after 50-some playtest games of *BREAKOUT: NORMANDY* I discovered, to my horror, that I'd forgotten the finer points of *TPS*.

The opening round was full of surprises as several top-seeded players were eliminated including Tom Oleson and yours truly. I can't speak for Tom, but I know I spent more time setting up the game than I did playing it. I knew I was in trouble as soon as the "newcomer" I was matched against identified himself as the guy who regularly beats last year's champ James Doughan. I took the Russians and got a taste of what was to come when I failed to generate any significant rubble in the preliminary bombardment. Things went south from there as I lost the majority of the dice rolls in another one of those "dice towers from hell" contraptions. The lone exception, a counterattack which crippled the German 71st Division was reversed by use of the Advantage, which sealed the game. The Germans with everything going their way then rolled a "3" on the first night turn, sealing my fate. I couldn't even use the Advantage for a re-roll because of the one-use-per-day rule. (You

won't find that rule in the new *BREAKOUT: NORMANDY* game, by the way.) Recognizing the futility of my position and realizing that the tournament is also an endurance contest, I thanked Tom Johnston for saving me from my third straight loss to Ron Fedin and conceded. So much for Team Doily.

The semi-finals pitted the '92 champion, Jim Doughan, against the Greenwood killer, GM Ron Fedin. This match, like the final game the year before, went down to the last dice roll with Fedin pulling off a game-winning final drive. In the finals, Tom Johnston, appearing at his first *AVALONCON*, stopped Fedin's Germans cold for the win. Michael Lazar finished fourth.

Overall, the tournament saw an equal number of German and Russian victories indicating that the proposed third edition rule changes have done their job, although 13 of 16 games saw a bid of one or more points for the Germans. Ten games awarded the German side to a bid of +1 indicating that it is probably both the most balanced and popular bid.

As for my much-publicized adversary, although Ron was denied both the championship and the consolation of thumping me again for the third time, he was voted one of our top six GMs. And we may just have a private session or two on Thanksgiving when I venture up his way for my annual session with the in-laws, although I may ask for a change of venue to a French beach. As for me, I now retire from TPS play, with a dismal 2-3 record in three tournaments, but at least I have a souvenir to show for it. Ron's replica of the "Dice Tower from Hell", intended for the second place finisher as a consolation prize, instead went to me—presumably for providing so many easy AREA points. Thanks, I think.

At 1 PM, *WAR & PEACE* made its first appearance at *AVALONCON*, drawing nine entrants. The competition proved very balanced with an equal number of French and Allied wins until the final round when Nick Frydas of Athens, Greece won as the Allies over Kirk Harris to become the first double winner of the year.

PACIFIC WAR avoided the dreaded Demonstration status when GM and designer Mark Herman rolled up his sleeves and became the eighth player. Andre Uhr of Kenosha, WI was the winner with Gary Gonzales placing second.

At 2 PM, *BLACKBEARD* got under sail with an even bigger field than its impressive maiden voyage of last year as 37 cutthroats took to the high seas. The Alliance rules may have gotten out of hand though and may have to be disallowed next year. Chaka Benson of Philadelphia won in the final by having the most loot when another

player was eliminated by an attack by allied pirates. Louis Gehring II took second and Charles Severance third.

A widely-varying group of RAIL BARONs plot their routes to victory.

RAIL BARON attracted its largest field yet with 38 railroad tycoons—a field perhaps enlarged by a demonstration game the previous night. Defending champ Kevin Quirk of Mechanicsburg, PA made it two in a row by topping Daniel Leader and Doug Galullo who took second and third, respectively.

The first of four heats of *MARCH MADNESS* got underway at 3 PM without me because I was still drying my eyes at the Volga. By the time I got there, the initial draft was completed and the first round games underway. This is one of my favorite events because of the validity and convenience of its four-bracket format. I still can't believe I managed to miss all four of them. Apparently the participants agreed with me because they voted GM John Ellman II the Game Master of the Year Award for *AVALONCON '93*. John devotes almost three full days to running the event and plays only when needed to even out the brackets. There are many deserving GMs at *AVALONCON*, but I certainly can't quibble with this choice. Richly deserved.

Ken Gutterman took 5th-seeded Duke '86 to the Final Four in the first bracket over nine competitors. Peter Stein avoided an upset in guiding top-seeded UCLA '68 in the second heat against five players. Terry Coleman took second-seeded UCLA '72 to the Final Four in the third heat over seven players, and then survived a triple overtime with Houston '83 to top 11 players in the final heat and place a second team in the Final Four. That gave Terry the equivalent of a bye in the Final Four as he chose to advance Houston to the Championship by eliminating his own UCLA squad. Peter Stein's UCLA '68 squad then defeated Ken's Duke team easily 92-79 to set up the championship game. Terry's Houston squad won it in a nail biter decided on the last dice roll 92-89.

It was a good year for Civil War events. *STONEWALL JACKSON'S WAY* put in its first appearance at *AVALONCON* and drew a very respectable 22 practitioners of the Blue and the Grey. Ed Beach of Columbia, MD survived a very close final game to claim the title by holding off a last ditch assault by Michael Newman's A. P. Hill division east of Culpeper on the final die roll. Beach also chalked up a big eight points for his team in the Team Tournament which left them just one point shy of the leaders. Ronald Clawson took third and Marty Sands finished fourth.
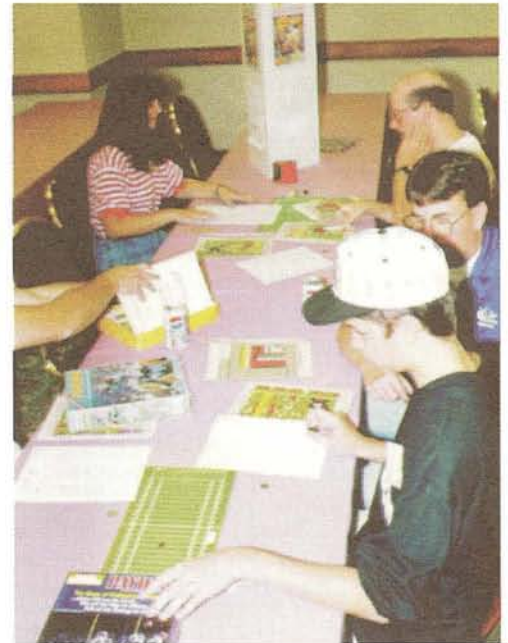
The combination BOWL BOUND/PAYDIRT is one of many tournaments which support the continued rise in attendance at AvalonCon by sports gamers from across the country.

The *BOWL BOUND/PAYDIRT* event was one I must confess to having had my doubts about. However, GM Dave Baumgardner used Point Spreads to lessen the discrepancies in team talent and the result was another pleasing event for the growing number of sports gamers attending *AVALONCON*. Using four heats to overcome scheduling problems, the event attracted 16 competitors with Kurt Litscher of Whitefish Bay, WI winning it handily when his Redskins beat Michael Ellsworth's Cowboys 33-7 to more than cover the spread. Bill Place took second, Ellsworth third, and William O'Neal fourth.

There is no denying that *PELOPONNESIAN WAR* has its adherents. Despite being downgraded to demonstration status this year for failing to attract the minimum field in '92, it drew ten players to regain tournament status. Now if only we can get GM Mark Herman to come up with a format that selects a winner without resorting to points.

Winning every game you play and not winning the tournament is very unsatisfying. Mark Giddings of Albany, NY was judged the winner over Frank Hamrick by virtue of his overall performance with both sides.

S. Craig Taylor's FIREPOWER *makes its AvalonCon bow, drawing a dozen squad leaders for its debut.*

At 4 PM, *FIREPOWER* made its initial appearance at *AVALONCON* a successful one with 12 players engaging in man-to-man combat. Of course, success is in the eye of the beholder. To Mark Walker, who killed two of his own men with a misplaced hand grenade, the event will be remembered in less than glorious terms. But then, he wasn't the only contestant to fall on his own grenade. David Pugh of Pittsburgh was the winner, followed by James Christ and Robert Schoenen.
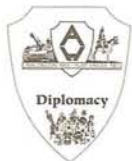
DIPLOMACY has always been one of the featured events at *AVALONCON* and this year was no exception with the largest participation yet for the three-round event as 71 players battled over 19 boards. This was not the biggest *DIPLOMACY* tournament on record, but if Rex Martin, who could manage only a 16th place showing, is to be believed, it was one of the most skillful. The 19 games yielded four outright wins, six draws, six three-way draws, two four-way draws, and one six-way draw.

Stephen Koehler of Charlotte, NC was proclaimed the winner with an outright win earned by a 19-center Russia, followed by a 13-center Austria in a draw in the second round which also won him the Best Austria honors. Tom Kobrin, the '92 winner, was second with a Best England Award with 17 centers for a solo win and an 11-center Austria in a three-way draw.

Other awards went to: Mark Francceschini, third and Best France; Vince Galarneau, fourth; Dan Mathias, fifth and Best Russia; Web Agnew, sixth; David Hood, 7th and Golden Blade (for best stab—earning six centers in one year); Fred Hyatt, 8th and Best Italy; Mike Cunningham, 9th and Best Turkey, Steve Chilcote, 10th; and Bob Wartenberg, 11th and Best Germany.

In addition to all of these special prizes and the usual array of merchandise certificates, a "Hammered Award" is given to the player who suffers the worst stab, yet comes back in each successive round to try again. It goes to the player with guts who puts the love of the game above his personal ego. This year, the Hammered Award went to Ed Rothenheber of Columbia, MD who placed 48th. Last year's recipient, Marc Rosenthal, moved up to 37th. As someone who got his own Hammered Award of sorts, I can commiserate.

This year's tournament was marred by overcrowded conditions in the Multi-Player Ballroom. We hope to augment the Diplomacy portion of *AVALONCON* by moving it into its own room next year and adding a demonstration and variant game to justify the space. GM James Yerkey hopes to win the bid to host *DIPCON* at *AVALONCON* in '95.

At 6 PM, *ACQUIRE* got underway with its biggest field yet: 38 players. Everyone played three preliminary games and scored three points for a win, two for second, and one for third. Only the four top players advanced to the final game. No one scored a perfect nine, but Steve Packwood and David Platnick came closest with eight and finished 1-2 in the final as well. The Eagan, MN native won with a net worth of 43,800 compared to 38,500 for Platnick, 33,800 for sixteen-year-old Mike Foster, and 26,700 for Bob Rademaker. It was the second straight appearance for Plotnick in the final four, having placed third last year. Finishing 5th through 9th and just missing the final round on tie breakers were: Barry Gorski, Joe Lux, David Gantt, Bruce Young and Jeff Barnum.

GENERAL *Editor Don Hawthorne (center) and Avalon Hill President Jack Dott (right) preparing for their fifteen minutes of fame when WBAL's morning news program sent a crew by at 5:30 AM. (!) to cover the event.*

REPUBLIC OF ROME has been consistent if nothing else, drawing 20-23 players every year. In an effort to get past the one-round tournaments of the first two years, GM Joshua Gottesman opened the event this year with the less lethal Middle Republic scenario. As a result, only one board fell to the game when they allowed the Unrest Level to reach "8". All others survived with "Consul for Life" victories. Two each from the remaining three boards advanced to the Early Republic Final Round. Here, the game proved itself once again the master and defeated all of the finalists. Not willing to give the plaque to the game, the round was restarted with an understanding that should the game win again, the tournament would be decided on the basis of combined faction influence. Sure enough, the game won again when epidemics and a mob decimated our heroes who were unable to raise sufficient forces to defeat a war. Sean Finnerty of Buffalo, NY was the winner. Robert Rudolph, the defending champ, finished second followed by Joshua Gottesman and Charles Kreuger.

Sadly, one of my favorite games was one of only two tournaments which failed to draw eight players this year. *THUNDER AT CASSINO* drew only four players and must revert to Demonstration status in future years. Phil Barcafer of Stroudsburg, PA won the shortened event with wins over Rodney Robinson and Matt Fagan.

WRASSLIN' was next up and I was pleased to see that this event again deservedly grew in size and drew 25 would-be Hulk Hogans. Freed from that business on the Volga, I found myself with time to enter the singles tournament for the first time. It looked like I'd finish in time for the second heat of *MARCH MADNESS* when the Quarter-Finals found me down to the Block Buster while my opponent still had all three of his wrestlers including the super heavyweight Baby Face Harpo. But then my luck changed, and a few reverses and an automatic win later I was into the Semi-Finals, pitted against *WRASSLIN'*s designer, Bruce Harper. Ah, the game's designer against the game's developer... in the ring together at last. Bruce, having a score to settle for his defeat in the first *AVALONCON* at the hands of my daughter, got his vengeance rather easily as the cards turned against me and I was eliminated three falls to one.

Even the one eliminated wrestler was questionable, as Bruce voluntarily withdrew him to get another hand while he was cleaning my clock. We debated the wisdom of this strategy afterward, but it was a moot point given his overwhelming win. Meanwhile, I had missed another *MARCH MADNESS* heat and Andy Maly was defeating John Bailey in the other semi-final to advance to the finals. Maly fielded the team of Big Daddy Warbucks, Samson and Mr. Umpire against Harper's Jimbo, the Elephant Man, Hot Cocoa, and Manly Mike Adams. This match was more fitting of a final and both managers were whittled down to their final wrestler before Manly Mike did in Mr. Umpire to deny Andy his first *AVALONCON* plaque. That's all right, Andy. You can continue to come over to my game room and gaze wistfully at the five on my wall (even if most of them do belong to my daughters).

At 7 PM, the first of three heats of *CIRCUS MAXIMUS* got underway. The field was reduced to scarcely more than half of the record 67 who played last year, although that may be partly due to running one less heat than in the past. Nevertheless, five races were held for 35 charioteers composing a total of 48 entries to choose twelve finalists for the big race on Sunday. Four heavies, seven mediums, and one light answered the opening trumpet with the light paying the price early for being the only speed-burner around. The rest of the race was nip and tuck until the final turn when Barry Smith of Walden, NY avoided multiple attacks and pulled away. Claude Stone finished second and Dan Law third.

Phil Rennert made it three in a row in *PANZERGRUPPE GUDERIAN* as the GM won his own event again over a field of 12 to become the only hat trick champ in the three years of *AVALONCON*. Bob Kulik and Paul Felkner were the other finalists.

At 8 PM, *GETTYSBURG* got underway with 17 players and if the results are any indication, the South *will* rise again. The rebels won 13 of 15 games played, including six first-day victories, five second-day wins, and only two third-day wins. Kevin McCarthy's Southerners defeated David Zimmerman's Yanks in the Final on the first day after winning a seesaw battle for both McPherson's Woods and Oak Ridge to become a double winner. Chuck Stapp finished third.

"GMs" of the most popular table at AvalonCon, the staff of the on-site Pizza Hut performed heroic feats of logistics in the face of relentless assaults by hundreds of gamers.

TITLE BOUT made its late night debut at AVALONCON with a 9 PM start that found ten of the 16 entrants still up at 3 AM to watch the Ali-Joe Louis final bout between David Walrath and Ken Gutermuth. After an exciting 15-round fight, the judges scored the fight dead even. Draws don't wash at AVALONCON so they fought a 16th round sudden death at which point they were still dead even. One more time... the 17th round found the crowd chanting for Ali so David took the plaque back to Stow, MA. Jeff Finkeldey finished third.

SATURDAY

At 9 AM, the last full day of competition got underway with ten more event starts.

The *STATIS-PRO BASEBALL* Draft League grew 50% to 18 players in a shortened format that finished well ahead of its 12-player predecessor. John Nolan of Stoughton, MA won over Henry Jones. David Ferrante took third and Chris Mello fourth. Defending champion Steve Pedlow failed to make the playoffs.

With time on my hands (surprising what a first round defeat will do for you in terms of opening new horizons), I wandered over to the *UP FRONT* mob who were only too glad for a chance at some fresh meat. Spotting a dejected Fish Connor, fresh from his second defeat in the *ASL* wars and looking to redeem himself in his second love, I signed on for *UP FRONT* provided I could get the Fish as my first opponent. Everyone seemed quite content with that arrangement, especially Fish, who was no doubt calculating the AREA points he stood to gain even as we set up. Fish, you see, is one of the grand poobahs of *ASL*. I could not defeat him at *his* game with the best set of loaded dice that Vegas has to offer. But in *UP FRONT*, anything is possible, and although my *UP FRONT* skills have eroded from lack of use in recent years, it is MY favorite game. So, here was my chance to grab bragging rights over the Fish.

He chose "City Fight" and I took the Germans against his Russians. After two decks of give and take, he flanked and then encircled my fire group. Things looked bleak. As my fire group was torn to shreds, I moved forward with my Demo Charge to close range. Desperate times call for desperate measures. He had a ten-man group which I had to infiltrate before I could use my charge. What were the odds of that? Approximately 6%, Fish informed me after I drew the red card that laid the charge at his feet. With the odds thus evened out, the game came down to Close Combat with the next man lost breaking the squad.

Yes, Fish, that's where you sign your name... on the second line under "has defeated". Ah, it's good to be lucky. With my bragging rights over Fish firmly secured next to my double *ATLANTICON* win over Hawthorne, I went looking for new fish to fry. Maybe, the old master hadn't lost his touch after all. Guess again. Herbert Gratz of Austria proceeded to show me how they do it in the old country and evened my record at 1-1 rather easily when my Russians got bogged down in wire in the Patrol scenario. But my third opponent really showed me how rusty I had become in a Jungle Patrol scenario. Playing a cautious game with the Japanese, I had the lead on Aggression points and was dug in waiting for his British to make the final charge into a stream, but they

Murderer's Row: one of seven eight-man round-robin "leagues" in the UP FRONT *tournament.*

never came. Instead he waited till the very end of the final deck and then unleashed a major attack which broke enough of my men to give him the win because the game was over before I could rally them. I had completely forgotten about this rather standard end-of-the-world tactic and lost a game which I thought was firmly in the win column. Unable to find a fourth opponent promptly and with my daughter pulling me toward the *WRASSLIN' TAG TEAM* Tournament, I reluctantly dropped out with my 1-2 record looming as less of an obstacle to advancement than my ability to finish the required seven games during the preliminaries in the prescribed time limit.

It was fun though, and I was pleased to see that although no one made it through the preliminaries unscathed, my win over Fish was the only blemish on his 6-1 record. He later lost in the second round of the playoffs to Will Miner who finished second. Herbert Gratz also advanced to the playoffs with a 6-1 record and fell in the second round to eventual winner Bruce Young of Simpsonville, SC. John Emery, Bruce's teammate on Team Dixie II, and Lewis Buttery took third and fourth. Bruce, who was to have one of the better weekends enjoyed at his first *AVALONCON*, broke Miner's Russians in a "Meeting of Patrols" in the third deck to win the biggest *AVALONCON UP FRONT* tournament ever with 55 entrants. The husband-wife team which finished 1-2 last year, failed to make the top 16 as the Hawthornes were left with the also-rans. Fame is so fleeting.

ADVANCED CIVILIZATION got off to a good start with five boards and 36 stalwarts who played it as it should be played—all day long. The initial games went smoothly with only a few outbreaks by the odd nation believing that conflict is the path to civilization.

The finalists were Jeff Cornett (Africa), Ben Foy (Crete), David Harshbarger (Thrace), John Borkowski (Illyria), and Daniel Vice (Iberia). Three second-place qualifiers also advanced to fill the field: Charles Hickok (Babylonia), Michael Neal (Assyria), and Greg List (Egypt). As usual, various powers suffered from disaster and misfortune with the more successful ones drawing great attention to their own flaws and

weaknesses. Ostentatious modesty was the order of the day! Babylon, an early front runner, faded quickly; Assyria then led for most of the day before misfortune and the combined attentions of the others stalled its advance. Then, Crete surged into the lead, but it was widely held that a victory by Crete, in easy reach of everyone, was unsupportable and she soon fell victim to an amazing string of disasters. At this point, two hours past the deadline and with people coming to take away their table, our heroes packed it in. Blitzing from the pack, defending champ Dan Vice's Iberians won by a convincing margin. In an astonishing display of Civilizing Moxie, Dan has now won, four straight games of *ADVANCED CIVILIZATION* at *AVALONCON* over two years. GM Charles Hickok insists that he accept the Gilded Bull's Eye award that accompanies such accolades and welcomes him back to try for three in a row. Second went to Neal's Assyrians, showing that a strong civilization can recover very quickly if left alone for a while. Hickok's Babylonians took third and Jeff Cornett's Africans, whose early misfortunes set up such a well-crafted image of poverty that he emerged from the end-game scramble much higher than the last place he claimed to own, finished fourth.

The '81 version of *BULGE* continued to outdraw the Smithsonian version, albeit with the smallest field (12) in the three year history of the convention. Randy Heller, a *BULGE* game connoisseur from Groton, CT, added the '81 edition plaque to his '91 edition prize won last year by defeating Bryan Eshleman in the semi-finals and Phil Evans in the final. The Semi-Final ended 3 AM Sunday morning with Bryan's Germans adjacent to the victory towns of Spa and Trois Ponts. Heller's Americans were constantly rocked back on their heels following an excellent German opening which destroyed a 7-7-4 and resulted in three four-hex advances. Bastogne finally held against a 2-1 assault for the Allied win.

The final began Sunday at 9 against Phil Evans' Germans who had defeated John Grant and Jeff Martin to advance. The decisive point came at the 18 AM turn when German rocket units split the defense by entering Houffalize, gambling for an end run to capture both Bastogne and the crucial AA17 crossroads. Heller counterattacked at 6-1 to successfully recapture Houffalize and re-establish his defensive line and thereby win the event.

It is doubtful that any game has had as impressive a debut at *AVALONCON* as *HISTORY OF THE WORLD*. Not available until the convention itself, it nonetheless drew 53 entrants in the two-round tournament won by Ben Grimes of Charleston, SC by virtue of having scored more points at his board in the final round than did John Wetherell who won on his board. Should

the game maintain its popularity this year, a three-round format will be used to allow the finalists to meet head-to-head. Dave Terry of Baltimore took third.

MBT gave its nine entrants all they could handle. The first round Meeting Engagement scenarios pitted M60A3's against Russian T-80's which the Soviets dominated. The second round between T-72's and German Leopards proved more balanced, with each side winning once and two draws. This round pitted future finalists Mark Walker and Ron Schoenen in a draw in which neither fired a shot! Interesting concept, but one which few gamers would appreciate I think. In the third round, the Russians were able to deliver a truck convoy through a force of Bradleys, winning three games and drawing one.

In the semi-finals, Mark Walker's T-72 company staved off Daniel Brohkan's cavalry platoons while Rob Shoenen defeated the previously unbeaten John Alsen. The Bensalem, PA native then went on to defeat Walker for the title.

MERCHANT OF VENUS nearly doubled last year's field with 41 space traders yielding six double winners in the two-round event. Most of the winners finished the $3000 round with Clippers. The winner, determined by dollar amount, was Michael Anchors of Rockville, MD who topped Chuck Foster by the robust sum of $3. Robert Rademaker finished third. This event, as did virtually all those using point systems rather than head to head competition, drew complaints from those who failed to win despite winning every game in which they played. A third round has been added in '94 to solve that problem.

Clockwise from left: S. Craig Taylor, Steve Nanning, Don Hawthorne and wife Maria Hawthorne try to decide whether to stomp the Gauls or hold games to appease the citizens of THE REPUBLIC OF ROME.

The return of another golden oldie making its competitive debut at *AVALONCON* drew 12 players to compete in *NAPOLEON*. This event used a unique, if long, form of addressing play balance concerns. Each round of the single elimination tour-

nament was based on playing both sides with tie breakers based on casualties to determine who advanced. In the final, Tom Scarborough of St. Louis, MO defeated John Price when he was able to summon up a barrage of 6's to meet the French assault on Brussels. That allowed him to concentrate on defeating the Prussians in the second game which was all he needed to do to win the tie-breaker.

PANZERBLITZ continues to draw a dozen competitors every year to one of the few Double Elimination formats at *AVALONCON*. This year, Tom Kearney of Fayetteville, NC had no need for the loser's bracket, going undefeated by edging defending champ Johnny Hasay in a Situation 14 from the Wargamer's Guide.

A first appearance by another old warhorse proved that *1776* is not without its adherents, drawing 16 entrants to compete in the preliminary scenarios. Mark Miklos of Ravanel, SC and Stanley Sunderwirth advanced to a Campaign Game final on Sunday. Despite significant guerilla activity in PA and NY, Miklos's British were able to overrun virtually the entire board. An American attempt to liberate Montreal and Quebec was turned back by the British, ending the war in September, 1777. Bruce MacConnell took third and James Hugh took fourth.

3 PM was time for the third heat of *MARCH MADNESS*, but unfortunately it was also the start of the *WRASSLIN' TAG TEAM* tournament and my daughter would have started looking for a foster home had I skipped out on her. As it was, I almost made it down to *MARCH MADNESS* anyway because we must have set some kind of record for the fastest two falls in *WRASSLIN'* history. The defending champions, the flying Stakenas's, having taken the measure of Tara and myself the year before, didn't even break a sweat disposing of Jessica and the old man. I never played a card in either match. The father-son duo from Livonia, MI had a tougher time disposing of Charlie Kibler and Bruce Harper in the finals as the Champ and Tricky Dicky disposed of Kimono Lizard and The Judge quickly in the first fall, but required several decks to apply the clincher in the second fall.

4 PM brought 14 race fans together for *WIN, PLACE & SHOW*. After six races, defending champion Bruce Reiff was tied with Stephen Kershaw at $102,500 each. In a sudden-death runoff, Adam's Apple came through for Stephen in a two-horse match race for the championship. Ken Guttermuth placed third. The near-miss cost Bruce the overall lead in *AVALONCON* gold.

At 6 PM, *KINGMAKER* proved that scheduling is everything, bouncing back from an 11-player field in '92 to post its largest tournament at *AVALONCON* with 28 would-be Kingmakers. The winner of each of the five preliminary games plus the top runner-up advanced to a six-man final. The utter ruthlessness and unpredictability of this game was never more apparent than when the defending champ, George Sauer III, succumbed to ambush in the last ten minutes of the preliminary round after being in the driver's seat throughout the game.

The championship game had an interesting mix of personalities with an extremely high level of diplomacy and negotiation spearheaded mostly by wheeler-dealer Justin Thompson who bargained his way to second place. After only two hours, Chris Bodkin besieged the last remaining royal heir for outright victory, but failed when "Bad Weather Delays Attack". The others regrouped and the game went the full four hour time limit with Chris fighting off one challenge after another, surviving four major battles, including one by '91 champ Heikki Thoen who was denied victory in the final two minutes by yet another "Bad Weather Delays Attack". Tim Goff took third and Steve Stafford fourth.

A closer view of the SPEED CIRCUIT track, this time from the Juniors Division event of that game.

At 7 PM, *ADEL VERFLICHTET* commenced with a rousing 55 entries, nearly as many as the first two *AVALONCON*s combined. This large showing occurred despite having only one preliminary heat instead of the two of 1992. Good showing or not, I still won my bet with teammate Ray Pfeiffer that *ROADKILL* would outdraw his favorite game; albeit by only one. *ADEL VER WHATCHAMACALLIT* always provides me with plenty of opportunity to needle my teammates on Team Doily as to their less than "manly" taste in games and this year proved no exception. Having scored big yucks last year when my daughter beat defending champ Pfeiffer at his own game, I figured two daughters would be good for twice as many laughs. So, ten-year old Jessica joined her big sister in the hunt for Doily bounty. Alas, they weren't able to beat Pfeiffer this year who finished 4th, but both of them finished ahead of

other Doily-mates Bill Cleary and Cliff Willis which I found immensely entertaining. Of course, the notion of replacing me on Team Doily with one of my daughters also gained them some satisfaction. Ray's three points was Team Doily's big score for the weekend and enabled us to finish 29th out of 58, way down from our 4th place finish last year, but a considerable improvement over our shutout performance in '91.

Tom DeMarco's win boosted the Riverside, NJ native's team to a fifth place finish in the Team Tournament. Kevin Quirk placed second, Ed Fahrmeier third, and Alan Ernstein fifth. Christine Frattali, the only player to win all three games in the preliminaries, lost her magic in the semi-finals and finished 10th.

GANGSTERS again drew nicely with 24 entrants for a three-round event. Defending champion Debbie Otto survived the first round, but was eliminated in the Semi-Finals. John Kilbride of Philadelphia won his second *AVALONCON* plaque by beating Gordon Rodgers, Andy Lewis, and Sean Cousins in the final.

The debut of the *TV WARS* tournament at 7 PM posed yet another dilemma for me. The last *MARCH MADNESS* heat would begin an hour later, yet *TV WARS* was one of my favorites also and I wanted it to do well. Besides being an entertaining game, it is one of the few games we make (or made) that a beginner can pick up almost immediately. As such, it is a perfect "B" event for *AVALONCON*. Torn by the choice, I decided to let fate decide and went to *TV WARS* with the idea that if my entry made a perfect multiple of four I would stay; otherwise, it was off to *MARCH MADNESS*.

GM Louise Schiffer offers some friendly advice during the Juniors Division TV WARS tournament.

As luck would have it, I was the twelfth entry, but I couldn't help grimacing as I surveyed my initial selection of shows. I had drawn the biggest collection of losers since PBS last held a telethon. I could see it now—I'd be eliminated ten minutes after *MARCH MADNESS* started. The other guys must have thought me a lunatic because I was constantly hurrying them through their turns, hoping to be put out of the game in time to catch

MARCH MADNESS, but fate would have none of it. We proceeded to play the longest game of *TV WARS* I've ever seen with nary a Ratings War in sight for over an hour. Resigned to my fate, I relaxed and went with the flow. As the Ratings Wars eventually hit, it was obvious I was the poor man on the board as first one player and then another assumed a commanding position which bonded the other three against him.

Thus relieved of the pressure of being the target of program and star raids, and with more than my share of Sponsor landings, I managed to hang around. Towards the end, I even bought a few good shows—which coupled with a +30 star which no one stole from me and an Emmy bonus or two, I even kicked butt in the last two Ratings Wars. For the first time in the game, I was in the lead and when the game ended due to the unavailability of more *Viewer's Views* tiles, little Donnie Poor Mouth was the winner.

That was when I discovered that my opponents in the second round were Sue Ellsworth and little Lauren Vessey, a nine-year old blonde bombshell who was as cunning as she was wiry. Let me see, the last time I won anything at *AVALONCON* I had to throw a woman out of the *WRASSLIN'* ring. Could I now stoop to cutting off a child at the knees in a corporate battle for TV-ratings? Hell, I never had a macho image anyway. No problem.

Tara Greenwood lends a hand, pointing out which shows made the ratings cut–and which were just cut.

I mean this kid had just humiliated three adults; I wasn't about to be the fourth on her hit list.

Sizing my opponents up, I decided to take Sue out first because I figured it was already past Lauren's bedtime and I could wear her out. This game had as many Ratings Wars as the first one lacked, and Sue was soon relegated to watching me duke it out with the pint-sized executive. Fortunately for me, my initial program selection this time was as good as it was poor in the first round, and I soon ground that vicious little kid beneath my corporate heel. Just kidding, Lauren—another year or two and you'll be exacting your revenge for sure.

At 9 PM, *AUCTION* (also known as *THE COLLECTOR* in its previous incarnation) made its debut with the minimum eight players enjoying a relaxing two rounds with four advancing to the

final. As rare pistols matched paintings, gleaming jewels and antique furniture went on the auction block, bids were raised time and again to dizzying heights. The finalists were Jim Fuqua, Ed Kazzimir, Jason Bailey, and Bruce Reiff who finished in that order. Winner Bruce Reiff's $8,110 was a sudden, just-into-the-game shock to winner-apparent Jason Bailey.

At 10 PM, I had to unchain my wife from the registration desk and unleash her on an unsuspecting world when *FACTS IN FIVE* began. Although Stephanie ruled the roost with the highest score in the preliminary round, she fell to third in the second and final round which ended at 1 AM. The biggest lesson learned is that in *FACTS IN FIVE*, with your opponents as your judge, one shouldn't pick outlandish categories. It does no good to be the only one with the right answer if your opponents can't validate it. (Does that mean my wife picked Spanish Irregular Verbs again?) Luke Fratz of Pocatello, ID took the top trivia honors, followed by Steve Cameron. Andrew Maly placed fourth.

SUNDAY

Sunday is reserved for the final rounds of many events, but there are always a few quick playing, last-chance type events which start on the final day. Although I enjoy them all and was hankering for another chance, duty called at the registration desk as I tried to get a handle on the Team Tournament standings. After a largely uneventful After Action meeting at 8 AM, the last four tournaments got underway at 10 AM.

ATTACK SUB has been a model of consistency, drawing either 33 or 34 players every year. This year, Bruce Young, a McDonalds manager from Simpsonville, SC, who had already shown he knows his way around a deck of cards by winning *UP FRONT*, completed his double win in another of Courtney Allen's card games. His win came over Ethan Strauss on a third-game tie breaker when the *Zarnitsa* got away from *Seawolf* well into the second deck after several malfunctioned attacks by *Seawolf*. John Koleszar took third.

This turned out to be one of the most important events of the convention because it was Young's Team Game for Team Dixie II and netted them nine points—boosting them from out of nowhere to a tie for the lead. Except that no one knew it at the time. The GM had failed to report any Team Point winnings and the Harrisburg team was still the leader with 16 points sweating out the outcome of the *ASL* final which could vault the Texas team past them with a Fortenberry win. News of the McGrath win unofficially gave the Team Tournament to the Pennsylvanians, but I insisted on a double check of the math before declaring a winner. It was only the next day that I discovered the sudden emergence of Team Dixie II who would eke

out the win on an accounting tie-breaker based on number of participants. Altogether, Team Dixie II made quite an impression on *AVALON-CON* in their first visit. Besides scoring in all four of their Team games, they managed a 1st in *UP FRONT*, a 4th and 12th in *BRITANNIA*, a 6th in *ATTACK SUB*, and a 7th and 8th in *ACQUIRE*. The defending champs from Wisconsin, finished 31st.

Although I plan to simplify the scoring for the increasingly popular Team Tournament so that it is easier to follow, and inject some personality into it with Team Names, this year's events show the need not to announce an official winner until all the scoring has been double-checked.

"Yankee search!" The Soviet surface fleet Admiral resolves his active sonar for the skipper of the elusive American ATTACK SUB.

ENEMY IN SIGHT drew nearly as many players as it did in the first two years combined with 48 providing eight six-player game winners to advance to the final round. Defending champ John Kilbride was not among them. Beth Bernard took an early lead and almost succeeded in winning it all, but a boarding party that could have put her over the top failed. Fred Gosnell of Vienna, VA then took the lead going into the third deck with 89 points. George Sauer drew first blood sinking the Shannon, but when GM and designer Neal Schlaffer attempted to take one of Gosnell's ships, it backfired when he rolled a "1" giving Fred 111 points. Although the others tried valiantly to sink all of Fred's fleet, he was able to sink several more ships to assure victory with 149 points. As for Neal, he ended the game with three fires burning brightly on the Orient and a mere eight points for 8th place. George Sauer finished second and Tim Hitchings third.

SLAPSHOT drew 24 players in its first appearance at *AVALON-CON* and doubtless will be back as an excellent get-away-day addition. Eight players advanced to the second round where Andy Lewis of Long Beach, CA defeated David Plotnick four games to one despite a bruiser on each team. Bruce Reiff placed third and John Ellsworth fourth.

GAME TREK:
THE NEXT GENERATION

"Where will the next generation of gamers come from?"

It is a question often asked in hobby periodicals lamenting the "graying of the hobby". At *AVALONCON*, we are actually doing something about it. The Third National Boardgaming Championships featured a dozen tournaments just for kids 14 and under. Admission was free, but the kids got the full treatment—including official *AVALONCON* plaques and nearly $1,000 in prizes. One gamer who had not won a thing all weekend was heard to comment how bringing his kids was the best move he'd made all year, since they had won over $100 in merchandise certificates which dad was only too glad to help them spend.

The real heroes here were our adult volunteer Game Masters who, instead of wringing their hands over the state of the hobby, did something about it. Children in the age of Nintendo have short attention spans. It can be tough enough to get *your own* kids to sit still long enough to learn a board game. Many had never played before, let alone read the rules, so our GMs had their work cut out for them. Taking *someone else's* youngsters by the hand to introduce them to the thrills of competition against a real opponent and not just a television screen takes some real fortitude. Especially when you're sacrificing some of THE prime gaming time of the year in the process. So without further ado, hats off and a 21-gun salute to our Junior GMs: Kathy Stroh, Larry Lingle, Scott Duncan, Richard Hamblen, Rob Cunningham, Stanley Buck, Randy Cox, Steven Davis, Ray Stakenas, Chris Villeneuve, Bill Navolis, and Jared Scarborough. And another tip of the hat to all the parents who stuck around to help out and keep order including the moms who

didn't have the slightest idea how to play. It helped and we can only hope that more parents will follow your lead this year.

The news was not all good for historical wargaming dads, however. Witness the case of Rob Beyma who had been carefully grooming his son Richard for his first wargame convention expecting the youngster to kick some adult butt in Gettysburg. A few diversionary hours with *TITAN* GM Bill Scott proved the undoing of dad's carefully laid plans. Young Richard was last seen bashing Titans the rest of the weekend and never did make it up Cemetery Ridge. It appears dad is now going to have to learn how to play a Fantasy game.

GM Kathy Stroh (1993 MERCHANT OF VENUS Champion) goes from galactic to Jurassic as she moderates the Junior TYRANNO EX event.

The Junior Olympics got underway with *TITAN* and *TYRANNO EX* at 10 AM Thursday morning. With GM Larry Lingle at one table and his assistant Clifford Smith at another, eight little *TITAN* novices got a hands-on lesson in critter bashing. That's Clifford tutoring in the photo on

the inside cover mailer of Vol. 28, No. 5. The fine art of diplomacy may be a ways off for this group though. Overheard in the championship game: "Let's negotiate!" "OK, you die, I live!"

That was Ryan Bouffard's retort. Maybe he should have negotiated, because Ben Goldstein of Clemson, SC won the battle and the tournament. Gabe Rabin came in third. Nikki Rush, the '92 champ, succumbed to superior Cyclops.

TYRANNO EX was decidedly less bellicose with three of the four preliminary tables opting not to smite each other's creatures in the battle phase—preferring to let nature take its course. The baser instincts surfaced in the final round though as combat was hot and heavy with Courtney Foster of Fort Worth, TX beating out Abby Cocke by only 14 points. Brad Garman placed third in the event which drew as many entrants as the adult version.

GM Scott Duncan instructs his young charges on the finer points of eye gouges, head butting and body-slams...all in the play of WRASSLIN' for kids, of course.

History of the World Score Sheet

Faction_____

	Epoch						
	I	**II**	**III**	**IV**	**V**	**VI**	**VII**
Empire Name							
Strength Pts.							
Strength Running Total							
Capitals x2							
Cities							
Monuments							
Seas							
Subtotal							
	P D C	P D C	P D C	P D C	P D C	P D C	P D C
Middle East	2 4 6	3 6 9	3 6 9	3 6 9	2 4 6	2 4 6	1 2 3
North Africa	1 2 3	2 4 6	2 4 6	2 4 6	2 4 6	2 4 6	1 2 3
China	1 2 3	2 4 6	3 6 9	3 6 9	3 6 9	3 6 9	3 6 9
India	1 2 3	2 4 6	3 6 9	3 6 9	3 6 9	3 6 9	3 6 9
S. Europe		2 4 6	3 6 9	3 6 9	3 6 9	2 4 6	2 4 6
N. Europe			1 2 3	2 4 6	2 4 6	2 4 6	4 8 12
S. E. Asia			1 2 3	2 4 6	2 4 6	2 4 6	2 4 6
Eurasia					1 2 3	2 4 6	2 4 6
N. America					1 2 3	1 2 3	3 6 9
S. America						2 4 6	2 4 6
Sub–S. Africa						1 2 3	2 4 6
Nippon						1 N*3	2 N*6
Australasia							1 N*3
Subtotal							
Total							
Running Total							

Grand Total [ ]

*N=Not applicable. Dominance is not possible in Areas with 3 or less Lands

HOW TO SCORE

If you're like most people, you bump the board. And what group doesn't have the overly excited character who sends pieces flying with an over-zealous dice roll? With all those Strength and Victory Point counters, it's easy to create an indecipherable mess. *THE HISTORY OF THE WORLD* Score Sheet (see previous page) is provided as insurance against this kind of catastrophe, and it also comes in handy for Victory Point calculations. In the later Epochs, scoring can become a case study in advanced mental gymnastics in an otherwise very user-friendly game.

Each player will need his or her own sheet. Feel free to make copies.

INSTRUCTIONS

Faction: Your faction color or symbol. Or your name or game alias.

Empire Name: Your Empire in this Epoch.

Strength Pts: Your Empire's Strength Points.

Strength (Running Total): The sum of your faction's Strength Points, up to and including the current Epoch.

Capitals x2: The number of Capitals your faction possesses at the end of your current turn, times two.

Cities: How many Cities your faction owns at the end of your turn.

Monuments: Ditto for Monuments.

Seas: Count your Seas. Not Oceans.

Subtotal: Sum of Capitals x2, Cities, Monuments, Seas.

Middle East, etc.: Circle the correct number depending upon your faction's position in each Area (P=Presence, D=Dominance, C=Control).

Subtotal: Sum of the circled numbers in the current Epoch.

Total: Sum of the two Subtotals in the current Epoch.

Running Total: Sum of all the Totals up to and including the current Epoch.

Grand Total: Equals the Running Total for Epoch VII. Highest score wins! ☆

SHORTENING HISTORY
A HISTORY OF THE WORLD VARIANT
By Gary W. Graber

Avalon Hill's *HISTORY OF THE WORLD* is a very entertaining new game that provides an evening's worth of good fun for would-be world conquerors. Up to six players play empire builder over a period of seven turns, or Epochs, and see history unfold before their eyes as various historical civilizations rise and fall across the gorgeous map of the world. The game provides players a classic mix of fun and strategy, combining simple mechanics and subtle card and board play. It truly is a winning design for newcomers to the hobby and veterans alike.

Though the game plays well as it stands, experience shows that its playing time—especially with a full compliment of players—tends to be a little on the long side. Another fact of life in *HISTORY OF THE WORLD* is that the final turn of the game, Epoch VII, is usually where the game is won or lost. Maneuvering for position prior to this last turn is, therefore, one of the skills necessary for good play.

This simple variant for *HISTORY OF THE WORLD* addresses the comment concerning length of playing time by eliminating the play of Epoch I from the game. At the same time, the feel of play is preserved—especially in terms of the importance of jockeying for position near the end of the game—and no new mechanics have to be utilized. What we have, therefore, is a game that is shorter but just as much fun to play. Unless otherwise specified, all regular rules are in effect when using this variant.

SET-UP

Place one army, of a neutral color, in each of the Lands listed below. These Empires, called neutral Empires, do not belong to any player, nor do they generate Victory Points. When setting up, any spare counters may be used (even extras from another Avalon Hill game), as long as a single color is used for all neutral Empires listed below. These Empires and their armies exist on the board until eliminated in the usual ways. Place one army in each of the following Lands, plus place a Capital counter where indicated. All neutral Empires should be used, even if less than six players are playing.

EGYPT: Nile Delta (Capital), Libya, Nubia, Upper Nile.

MINOANS: Crete (Capital), Balkans, Pindus.

INDUS VALLEY: Lower Indus (Capital), Western Deccan, Eastern Deccan, Western Ghars.

BABYLONIA (incorporating SUMERIA): Middle Tigris (Capital), Lower Tigris, Upper Tigris, Zagros.

SHANG DYNASTY: Yellow River (Capital), Great Plain of China, Yangtse Kian, Chekiang.

ARYANS: Turanian Plain, Western Steppe, Dnieper, North European Plain, Eastern Steppe.

The following guidelines were followed when constructing initial positions. Sumeria was considered absorbed by, or existing in conjunction with, Babylonia. No ships or monuments were used. Each neutral Empire had all of its Lands kept within a single Area. Lands that could be occupied by a Capital of an Epoch II Empire were kept empty. Armies from different neutral Empires were not placed adjacent to those of other neutral Empires. A single army was placed in each Land. Lands nearest the Capital of each neutral Empire were used, so that each one was as compact as possible. Of course, these guidelines could have been otherwise, but they do give a good, neutral starting position for the variant's Epoch II start.

SPECIAL RULES

The following special rules should be observed when using this variant:

- (1) Neutral Empires and their counters are treated normally when defending;
- (2) Neutral Empires do not generate Victory Points;
- (3) The Hittite Event card is removed from the deck and is not used;
- (4) The number of Event card draws, and their rules, remain the same;
- (5) The game begins with Epoch II, with players dicing to determine drawing order.

OPTIONAL RULES

The following Optional Rules may be used in conjunction with this variant, if desired.

- (1) In a four player game, remove the weakest Empire card from each Epoch. This way, the chance that the "great" Empires (such as the Romans and the British) will enter the game is raised to a percentage more in line with five or six player games.

- (2) If players do not wish to dice to determine drawing order for Epoch II, they may bid Victory Points for the right to draw first (high bidder draws first, second highest draws second, and so on). Ties are resolved by dicing. Bidding above five Victory Points should not be allowed.

With this simple variant, gamers who desire a slightly shorter version of *HISTORY OF THE WORLD* now have a game that is only six turns long instead of seven. Nevertheless, the feel of the regular version is preserved. The use of neutral Empire Lands prevents an artificial vacuum from being present when play begins. Epoch II Empires may, therefore, be expected to spread in a fashion similar to the regular version. Since no artificial rules or mechanics are needed, and the neutral counters may be set up very quickly, this variant gives interested gamers another way to enjoy this fine, sturdy design with a minimum of fuss.

☆

HISTORY OF THE WORLD
Passing in Review

By Steven J. Ulberg

Steven Ulberg has been active in "the hobby" for over twenty years, yet this is only the second article he has ever written, largely because, to use his words, he "had neither the time nor the inclination to become expert on any single game." But then he fell in love with HISTORY OF THE WORLD and got some freinds (including non-wargamers) to play it. The ease of play, together with the tremendous scope of the game, gave him the impetuous to put finger to keyboard. I'm sure you'll join me in hoping that it doesn't take another twenty years for Steven to favor us with more of his perspective.

One of my favorite releases of the past few years is modestly entitled, *HISTORY OF THE WORLD*. I freely admit a bias toward games that span the centuries, such as *CIVILIZATION, BRITANNIA* and *NEW WORLD*, so I was naturally quite interested when *THE GENERAL* announced a new addition to the Avalon Hill line. Reading the brief pre-publication article by Don Hawthorne in Volume 28, Number 5, was enough to send me to my nearest wargame store. Suffice to say, I was not disappointed.

To briefly summarize *HISTORY OF THE WORLD*, it is very easy to learn and play, lots of fun, well balanced and (surprisingly) historical! The game is for two-to-six players, with the latter optimum. There are six colorful sets of counters, and every game should see between four and six sets in play. Each player gets to control some of the great Empires of history, such as the Romans, the Mongols, Habsburg Spain and the British. World history, however, is comprised of much more than the above-mentioned states. It also includes the great (and not so great) Empires of Asia, Africa and the Americas, and it is by presenting these not-so-incidental participants in the pageant of world history that this game performs an important educational function. Thus, we find that major Indian states and Chinese dynasties are key factors in the *HISTORY OF THE WORLD*. The game also encompasses some of the significant nomad peoples of history, (such as the Scythians, Goths, Huns and Turks), as well as such cultures as the Khmers, Incas and Aztecs, and various Persian dynasties. In addition, many other famous and not-so-famous historical entities are covered, if briefly, such as the Crusader states, the Mayas, the medieval Sudanic states of

Africa, the Malay states and the "native Americans" of this hemisphere. While not every state that "struts and frets its hour upon the stage" is accounted for here, there are 48 "Empires" and lots of minor states to keep the players interested. And, hey, you might even learn something while playing the game!

The actual game, which runs from earliest recorded history to the watershed year 1914, is divided into seven turns or "Epochs". Each Epoch has seven potential Empires (except the first, which has six). While the game is always enjoyable, it is best when all six counter sets are in play, as it is only when the maximum number of Empires appear per Epoch that the full flavor of the game can be experienced. All discussions that follow are based on the six-player game.

NUTS & BOLTS

The rules of *HISTORY OF THE WORLD* are brief, clearly-written and very simple. They are also well-illustrated and are accompanied by an eight-page sample game, which makes getting into the game a snap. Briefly, each Empire takes its turn in a pre-determined order (but generally conforming to the time period during which the empire flourished). The turn, or Epoch, begins with the distribution of Empire cards, starting with the player with the smallest number of army points to date (ties go to the player with the most Victory Points). Once the Empire cards have been distributed for a given Epoch, play moves quickly and simply. While every player knows the sequence the Empires move in, nobody knows which player has which Empire or which Empire(s) are inactive that turn. It certainly makes a big difference if one of the "heavy hitters", like Persia, Rome, the Arabs, Spain or France is inactive that game! Unfortunately for the individual players, most of these powers move late in their Epochs, thus preventing players from cashing in on the knowledge of their absence.

Each player, in turn, places his capital (in a more or less historical location, displacing if necessary any other units), then places his armies or fleets (providing he has "Navigation") in adjacent provinces or seas. If a unit is placed in an area that is already occupied, combat results. Combat is resolved in a manner similar to RISK, with

each side rolling dice and the high die roll winning. Most combats have the attacker rolling two dice and the defender one, so the attacker will normally win about two-thirds of these combats. Defenders gain bonuses for "difficult terrain" (an extra die) or forts (add one to the die roll), while attackers can gain added bonuses through the play of event cards. The combat system is sufficiently flexible and random to allow for an Empire to conquer much of the known world in one turn yet, in another game, barely make it across the initial geographic barrier. There are enough variables within this simple system to make "perfect plans" impossible.

After placing all units of the active Empire, and building monuments (if eligible), the player counts Victory Points (VP). He receives two VP for each capital, one for each city, one for each monument, one for each sea area, and a number of VP for each Area (a continent or part of a continent) that varies according to the Epoch being played and whether the current Empire has established its presence, dominance or control.

HISTORICITY

This is perhaps the proper time to discuss the "historicity" of *HISTORY OF THE WORLD*. The time periods for the Epochs, provided on the backs of the Empire cards, are somewhat arbitrary, and, in some cases (the Sassanids, Byzantines and the Khmer come quickly to mind), seem to end centuries before the demise of the appropriate Empires. If, however, you look at the period in which a particular Empire was expanding, then the dates are not terribly unrealistic. The game clearly demonstrates its belief in the cyclical nature of history, in which one Empire dominates its region for a time and then is supplanted by another, only to have the cycle repeated. Within the above parameters, and given the need to name Lands (read "provinces") over five millennia (obviously, an impossible task), the game is remarkably "historical". No, you are not forced into rigidly historical invasion routes, but the clever naval rules preclude sea movement into regions a given empire never actually entered. This tends to channel movement into "historically correct" Lands, yet the player is never forced into these regions. The Carthaginians could conquer Greece; the Romans

could march through India; the French might take China; the British could control South America. Yet, when you view repeated playings of the game, you are struck by the similarities between what happens in the game and what happened in history. In the game, the Romans will (usually) take over most of Southern Europe and North Africa and parts of western Asia. The Chinese or Indian Empires will dominate or control their respective native countries, but geographic barriers will usually preclude significant foreign expansion. The British (and possibly the French) will truly have worldwide dominion. For a game, and especially one on such a grand scale, this is no small feat. The dominating geopolitical factors that shaped much of history are solidly reflected here.

Of course, a game on such a huge scale must necessarily give short shrift to various economic, social, cultural and demographic factors behind the expansion or contraction of various empires. Yet, even some of these factors are reflected in the nine Event cards each player receives prior to the start of play.

The main concern for the player is to try to maximize Victory Points for the current turn while laying the basis for the continued existence of Empires in subsequent Epochs (where they can continue to score Victory Points). The four key concepts here are presence, dominance, control and fortification.

"Presence" requires but a single unit in an Area to obtain the base Victory Points for that Area for the Epoch being played. "Dominance" requires the player (not the active Empire) to have at least three armies in the Area plus more armies than any other player. Gaining "dominance" in an Area earns double the base Victory Points for that Area. "Control" requires occupation (by the player, not necessarily the Empire) of every Land in the Area, and earns triple the Area's base Victory Points. While some Areas (North Africa, South America, Nippon and Australia) are fairly small and easily controlled, larger Areas (such as the Middle East, India, Northern and Southern Europe) can be extremely difficult to control. Forts are the means through which you can preserve the existence (and scoring ability) of your Empires. Place forts in key locations (with capitals, monuments) and in certain bottleneck Lands, like the Balkans, Palestine and Southern Iberia. These may discourage invasions, or at least slow the attacker enough to minimize his gains while preserving potential Victory Points for you next turn.

EVENT CARDS

A key element in the game is the use of Event cards. There are nine sets of seven cards each, so that (in a six-player game) each player receives nine Event cards, with one card from each set removed from play. Each turn, an Empire can play up to two cards. The possible permutations of these cards, when added to the strategic decisions of when to play a given card, provide infinite variety to the game and ensure that no two games will ever be the same. Although the nine sets of cards are color-coded, in practice they break down into four categories. A total of 22 cards provide additional units, in the form of minor Empires or kingdoms and extra armies or fleets. Another 17 Event cards provide the attacker with combat enhancers,

such as leaders, better troops and technological advances. Four cards permit the active player to strengthen pre-existing empires, by adding troops or building forts. Finally, twenty cards have the potential for weakening opposing Empires, by sending surprise attacks, natural disasters, barbarians, treachery, rebellions, civil wars or Crusaders against them. In the case of rebellions, civil wars or Crusaders, successful use results in additional units joining the active Empire's side, thus possibly scoring additional Victory Points for that player.


It is these Event cards that ensure that every playing of the game will be different. Most Event cards will have only a modest effect on play, with the cards that improve attacker capabilities ("Leaders", "Elite troops", "Weapons", etc.) probably the most valuable. Understand that any of these cards may be negated by defeat in battle or certain die rolls. Very useful, also, are the cards for Minor Empires (Japan in Epoch VII is the best) and, to a lesser extent, minor kingdoms. The former, unlike most of the other event cards, must be used in a specific Epoch, but they can help forge control of an Area and they minimally provide a presence and two VP for a capital. Minor Kingdoms are usually only a single unit, city and fort. These Event cards are particularly helpful in establishing a presence, and garnering Victory Points, in an Area where the player would otherwise have no units. Many other Event cards may depend on luck. Certainly, a successful run with "Barbarians", or good die rolls with the "Black Death", can clear out a region and permit an active Empire to waltz in without even risking a battle. And, "disaster" cards and "surprise attacks" can negate the advantages of difficult terrain and/or forts. The important thing to remember here is that these Event cards add flavor and a degree of uncertainty to the game, but are rarely, by themselves, decisive. Nevertheless, clever—and lucky—use of these cards can make the difference between winning the game and finishing in the pack.

There are only a couple of optional rules, and they should have minimal impact on play. The fortress rule permits a player to upgrade his forts, but the added cost and relatively modest benefit make this option used rarely. The other optional rule, "preservation of culture", gives two VP for a monument if controlled by the color (not the Empire!) of the original builder. I personally find this rule totally ahistorical, and can find no justification for using it. *The logic of this optional rule is indeed 'gamey' and inspired by the fact that most players were overly pre-occupied with the creation of Monuments above and beyond their scoring impact.*

EMPIRE CARDS

The single most important set of decisions a player will be faced with are concerned with keeping or passing Empire cards. The turn sequence, a key part of any game, is determined by the chronological order of appearance of the various empires during the course of history. The actual selection of which empire a player draws is determined by a simple yet devilishly clever procedure: the players secretly draw an empire card for the Epoch they are playing in inverse order of the number of military units they have received to that point. This means, for example, that the player who draws the powerful Romans (25 SP) in Epoch III, will probably score loads of Victory Points but can pretty much rest assured that he will be picking Empire cards last for a few turns.
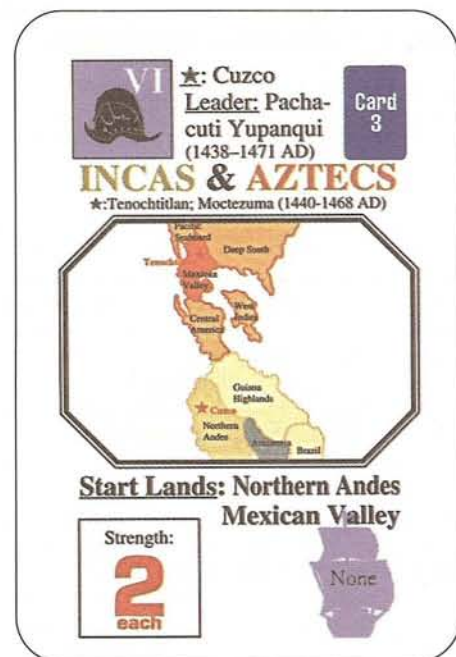
The process of Empire selection, although it may only take a minute or two, is truly fascinating and far more complex than it first appears. The sequence of drawing Empire cards only determines the order in which players BLINDLY draw cards. Thus, the player with the fewest SP to date picks first, but has no control over the card (Empire) he selects. The process of assigning Empire cards to the players can have a major impact on the game. A relatively "modest" Empire (like the Celts) can become surprisingly attractive, since it moves first in its Epoch.

Once you decide that you don't want to keep a specific card, there are several considerations that must be kept in mind before you decide who the lucky recipient will be. First, if it's a good card, you do not want to give it to the player with the most Victory Points. Try to give it to one of the lower-scoring players. But, even if it's a lousy Empire, before passing it, look to see the ramifications of giving it to a particular player. The new Empire card may not be very good, but if it goes first or second in the Epoch, and that player stands to gain lots of points again from his earlier Empires, passing the card to that player may not be such a good idea. Likewise, it may be poor strategy to pass an Empire card to a player who is already strong in that part of the world. The new

Empire may enable him to gain control of the Area and possibly expand into other Areas which he normally could not have done. Finally, when all else fails, it is not a bad idea to pass an Empire card to the next cardless player to draw. This forces that player to pass his Empire card, no matter how good it is, and if you are not an obvious leader, you may yet wind up with a good Empire. Just be careful, as what goes around often comes around.

Now, we get to the really interesting stuff: which are the best Empires to control during each Epoch? The material that follows results from a detailed analysis of seven six-player games. You are admonished to save Event cards for later Epochs for the simple reason that more points are scored in later Epochs than in earlier ones. The results of this analysis are found below:

Average VP Per Empire in Each Epoch

Epoch I	5.7 VP
Epoch II	15.2 VP
Epoch III	21.8 VP
Epoch IV	22.3 VP
Epoch V	26.9 VP
Epoch VI	27.0 VP
Epoch VII	35.4 VP

What these averages really show is the progressive increase in the expected average Victory Points from Epoch I to Epoch VII. Even the near-exceptions, the seeming "equality" of Epoch III with Epoch IV and that of Epoch V with Epoch VI, are illusory, as Epoch III (with the Romans) and Epoch V (with the Mongols) scored somewhat higher than might be expected, due to the players pouring in maximum resources (i.e., the very best Event cards) when they play those Empires.

To a large degree, the progressive increase in Victory Points from one Epoch to the next reflects the continued existence of earlier Empires; obviously, the more Empires that have entered play, the greater the possibility of prolonged existence of at least some of those Empires. The greater scoring potential of later Empires, however, also reflects greater mobility, provided by increased naval capabilities, plus the opportunity to take over existing monuments and cities.

EPOCH BY EPOCH

In Epoch I, which runs from 3100 B.C. (Egypt) to 1400 B.C. (the Aryan invasions), there is relatively little difference among the six Empires, which all have four or five armies. The highest-scoring player in Epoch I should be the one that draws the "Hittites" Event card; otherwise, expect between 4-7 Victory Points.

In Epoch II, which runs from 1400 B.C. (Assyria) to 400 B.C (the Persian Empire), army size varies from the Persians (15 SP) to the Chou Dynasty and Vedic City States (6 SP each). As expected, the Persians can expect the most VPs (23), but Assyria and the Greeks also do well. Lowest scorers are the Vedic City States, the Scythians and Carthage with 11-12 VP.

Epoch III, which runs from the rise of the Celts (450 B.C.) to the Sassanids of Persia (300 A.D.), showcases the major powers of Macedon and Rome. Somewhat surprisingly, the Romans, with

by far the largest army in the game (25 SP), do not dominate the scoring. While they do average the highest total (30 VP) in the Epoch, the Macedonians (29 VP) score almost as well, and the Mauryas of India and the Han Dynasty of China are not far behind. The Sassanids are weak and move last in the Epoch, while the Hsiung-nu are arguably the least-productive Empire in the game. Even the Celts (18 VP) do reasonably well, largely due to moving first.

Epoch IV, which runs from the Guptas of India (300 A.D.) to the Khmers of Cambodia (750 A.D.), is dominated militarily by the Arabs, with 18 units. The Arabs, however, are not the highest-scoring Empire, with that honor going to the Huns (28 VP). The Arabs averaged only 25 VP, only marginally better than the Byzantines (who have a difficult geographical position), the Tang Dynasty of China and the Guptas, who have the advantage of moving first and counting points for any units remaining from the previous turn. The Khmers (19 VP) and Goths (15 VP) consistently scored the lowest, but the Goths have potential by moving second in the Epoch, and the spread from "first to worst" is only 12 VP.

Epoch V, running from about 750 to 1300 A.D., covers a long period, extending from the Franks to the Mongols. The Mongols, a major power with 20 SP, are a consistent high scorer, averaging 35 VP, yet this is only 12 VP greater than the lowest-scoring Holy Roman Empire and Sung Dynasty. Surprisingly high VP totals were amassed by Chola, the Franks and Vikings, the latter two by dint of moving at the beginning of the Epoch.

In Epoch VI, running from 1300 to 1550 A.D., the beginnings of overseas expansion make Spain and Portugal high-scoring Empires, due to their ability to reach any Area except China. These Empires can thus land armies to establish a presence or to help win dominance or control. Yet, even here, the high scorer was not one of these naval powers, or even the large (15 SP) Ottoman Empire, but the Mings of China, with 32 VP. Admittedly, many of their Victory Points come from empires previously on the map, but a VP is a VP. The Empires in this Epoch are very well balanced, with the lowest scoring Mughals still averaging 24 VP. A word should be added here about the "Inca/Aztec Empire", admittedly one of the gravest historical inaccuracies perpetrated in the game. While one player controls units of both "Empires", and they are treated as one entity, the rules specify that each receives its own capital, so it is easy to regard them as separate (except for scoring VP). We found it very interesting that, despite only four combined SP, the Incas/Aztecs managed to average 24 VP, thus demonstrating that even the so-called weakest Empires can be highly competitive in the game.

In Epoch VII, running from 1550 to 1914 A.D., the highest point totals are produced. This is due, in part, to increased naval capabilities, particularly of Britain, France and the Netherlands, and the concomitant opening of Lands all over the globe. (Interestingly, the Philippines is not included on the map, which keeps both Spain in Epoch VI and the United States in Epoch VII out of the Pacific. Hmmm!) The highest scoring power here is Britain, with a whopping 48 VP, easily the best in the game. Other high scorers are the Manchus and Russia,

largely because they move at the beginning of the Epoch, and France, with 15 SP. Surprisingly, the last two powers on the scene (the U.S. and Germany) are the lowest scorers, because of geographical limitations of the U.S. and a lack of army units by both. In our games, Germany averaged 30 VP and the U.S. 25, the lowest totals in the Epoch.

IN SUMMARY

While it is possible to provide general strategic and tactical tips, the nature of the game system precludes the formulation of any "perfect plans". The use (or lack of) a particular Event card can make a major difference in how far an Empire expands. Difficult terrain can cost an attacker precious armies and might even forestall invasion entirely! Likewise, strong fortifications (which can be countered by certain Event cards) may delay, or even divert, an attack. Nevertheless, the following general guidelines still apply.

1) ESTIMATE THE POTENTIAL LIMITS OF YOUR ADVANCE. Before you move, try to see how many Lands you can conquer, taking into account potentially useful Event cards and defenders' benefits. If your Empire has "Navigation", remember that is one less army you can place. If an Area has 11 lands, and you start with only eight armies, you know that you cannot hope to achieve control and you might consider hunting for Victory Points in other Areas. If you need to win all, or almost all, of your combats to achieve an objective, you will probably fail, as normal attacking only gives a 70% chance of victory in a given combat, and any defender advantage reduces it even further.

2) BE GUIDED BY GEOGRAPHY. There are sound geopolitical reasons why various Empires expanded in the directions they did. The game, to its credit, illuminates this basic concept. Wherever possible try to expand through Lands with no difficult terrain barriers. If you want to cross a strait, gain control of the neighboring sea first. When faced with a really tough nut (e.g., two units in a fort across difficult terrain), try to outflank the position. A naval landing behind the strong defensive position may still face difficult terrain, but there is usually only one unit to beat. Then, you can tackle the fortified area without the terrain disadvantage.

3) WHENEVER POSSIBLE, ATTACK INTO LANDS CONTAINING MONUMENTS, CAPITALS AND CITIES. You will gain VP for the monuments and capitals (which change into cities) and you will be denying these same VP to your opponents.

4) OCCUPY AS MANY DIFFERENT AREAS AS POSSIBLE. The game system rewards players who establish themselves in many Areas. While this may be difficult to accomplish before the era of trans-oceanic navigation, it is better, for example, to create an Empire spanning corners of Northern and Southern Europe, the Middle East and North Africa, than it is to simply occupy all but one or two Lands of the Middle East. Effective use of Event cards here can gain you the VP for presence in an Area you otherwise could not reach.

5) KNOW WHERE THE VICTORY POINTS ARE EACH TURN. In the early Epochs, the Middle East is very valuable, but its

value diminishes during the course of the game. Both China and India are worth 3 VP per level of occupation in every Epoch after the first two. These areas are always highly attractive and made more so by the comparative ease with which monuments can be built.

Resource centers for building monuments are relatively close together in China, India, and the Middle East/North Africa. They are much farther apart, and usually require overcoming serious geographical barriers in Europe and the Americas, so any game can expect to see many monuments erected in the East but few in Europe and the New World. China and India can also be significant Victory Point sources in Epochs VI and VII, when European naval ascendancy gives Empires like Portugal, Spain, the Netherlands, France, Britain and Germany a global reach. Otherwise, in the early game, the Middle East is the highest-scoring Area. Southern Europe is generally good for generating Victory Points, and Northern Europe gradually gains in value. The Middle East and North Africa tend to decline in importance as the game progresses, while China and India are always valuable, and, in Epoch VII, Northern Europe becomes the most valuable stretch of real estate in the game.

6) TRY TO SCORE VICTORY POINTS FOR FUTURE TURNS. When you expand your current Empire, play with an eye to maximizing your gains. Often, this means not grabbing every Land you can, especially if it won't help you achieve a higher level of occupation. Even though no defense can guarantee you won't lose that territory, it still makes sense to build forts in certain key Lands (where you have capitals/monuments), or in defensive bottlenecks, like the Balkans or Southern Iberia. This can slow or deter an opponent from attacking and permit you to collect Victory Points for that Area in subsequent turns. A corollary to this is to try to eliminate a high-scoring opponent from one or more Areas. In this instance, you are not only gaining Victory Points for yourself, but you are denying them to an opponent. Sometimes it may be worth sacrificing a few potential Victory Points to help cut down another player.

Play moves quickly and a game can be completed in a single evening. The main decisions—aside from deciding whether to keep or pass an Empire card—revolve around which Areas to invade and when to play Event cards.

At the beginning of the turn, each player should look to see what Areas he could expand into and perform a realistic analysis of his prospects. Obviously, an Empire with eight armies and "Navigation" can never control an Area with nine Lands, so plan to expand in other directions as well. Without any die roll modifications, you can expect to win only about 70% of your attacks, so don't try anything that requires "magic dice". Defensive bonuses for difficult terrain or forts will also slow you down. Finally, always be flexible and be prepared to change your strategy if things don't go as planned.

There are three major types of strategic decisions that must be made in *HISTORY OF THE WORLD*: which Empire to play or pass; where the Empire selected should try to expand; and which Event cards should be played and when. Taking the last issue first, it is generally a good idea to try to save your Event cards for the later Epochs. As each player begins with nine Event cards, and a maximum of two may be played in

any Epoch, the player should attempt to hold on to his cards to play two apiece in each of the last four Epochs. This will not always be possible, or even advisable, as some cards (like the Minor Empires) must be played in specific turns and others should be played to maximize Victory Points by a high-scoring Empire, such as the Romans, Macedonians or Persians. Nevertheless, it is a cardinal rule of strategy that, whenever possible, Event cards be withheld for maximum effect in the later Epochs. As far as the cards themselves, the most valuable are those (such as "Leaders", "Weapons", "Elite troops", etc.) that improve the attackers' die rolls. Certain Minor Empires (like the Japanese in Epoch VII) can be high scorers by themselves, and a player should plan to optimize his scoring potential in Epochs where he must play a Minor Empire card. Minor Kingdoms can be useful in establishing a presence in an Area otherwise inaccessible to the player. Disasters can help you weaken a strong defensive position. Civil Wars, Rebellions, and the Crusades can both weaken a leading player and give you additional units (or a presence) in an Area. Barbarians, Disease, Famine, Plague and the ever-popular "Black Death" can reduce or even eliminate enemy forces in an Area or Land. Administrative advances give you additional armies, while siegecraft, treachery or surprise attacks can overcome even the stoutest defensive positions. Trade, the most unusual Event card in the deck, can be very tricky, as it gives you and your trading partners additional armies. This is best used early, when you are not a clear leader and everyone else can agree to cut one player down to size. But, since the card requires the cooperation of other players, it may just turn out to be worthless!

The figures cited above, concerning the expected Victory Point scoring ability of the various Empires, must be viewed in context. They are the product of six-player games and do not reflect, for example, which Empires were not played in a specific game nor the game situation left over from previous Empires in prior Epochs which can have a major impact upon scores.

The final considerations I wanted to review concern the issue of play balance. To my mild surprise, I found very little correlation between the total number of SP received and the final standing in the game. The average number of Victory Points received by each side in the six-player game ranged from 143.5 to 163.5, with defensive-minded play (building forts or eliminating enemy Empires from an Area) resulting in fewer points being scored. Winning point totals ranged from a low of 161 to a high of 189, with at least 170 VP generally needed to win.

What does it all mean? HISTORY OF THE WORLD is an easy-to-play, very enjoyable and exceptionally well-balanced multi-player game. The game is so much fun, it can even be played solitaire, although you miss the interpersonal relationships that are a hallmark of multi-player games. The game has excellent replay value, as no two games will ever play the same: the Event cards and selection of Empire cards ensure that. The game is a lot of fun, and it even sent me scampering to my history books to read up on the Khmers, Chola, the Scythians and a whole lot more. I can think of no higher praise for a game. Try it...you'll like it! ☆

Noble Art of Defense *Continued from Page 28*

The basic idea behind implementing a Bastion is this: Find a Land that nobody wants, then defend it to the max! Choose Baltic Avenue over Boardwalk, as it were. Sometimes you get lucky though, and your Capital is in a good location, well-covered by Mountains and Forests. A classic example of this is the Capital of the Khmers, Isanapura, in the Mekong. If you build a Fort there and stock it with three armies, you should be able to kill eight attacking armies before you go down in flames.

No Bastion, however, will last forever. Don't be too sad when your hard-earned Alamo finally falls to an unkind and unthinking foe. Just be thankful for your accumulated Victory Points. Get even with the barbarian horde by laughing all the way to the bank.

☆

Hints of Harmodius

If your copy of History of the World is like mine, the colors on the backs of the Empire Cards are inconsistently printed. In my deck, for example, Epoch VII cards are printed in three distinctly different shades of purple. This means that when I am playing a cutthroat game with a bunch of dastardly card readers, everybody figures out who's got what Empire before the cards are revealed.

If you're afraid this is happening in your games, shuffle each Epoch of Empire Cards just before they are drawn. Then make a couple more shuffles inside an envelope (business size works best). A player draws blindly from the envelope, conceals the card in his hand when he looks at it, then hides it under the board or other convenient spot until it is called for.

Event Card Questions

MIGRANTS: If placed in two separate Lands, must Migrants be placed adjacent to each other?
A. No.

EMPIRE(S) FORTIFY/REVIVE: Can these cards be used to build Forts/Armies in enemy Empires for another player?
A. Yes.

REBELLION, JEWISH REVOLT, CIVIL WAR, CRUSADE, KINGDOMS: Can the Active Empire use these cards to benefit an enemy Empire by placing enemy Armies instead of its own—perhaps as a bribe?
A. Yes.

PIRATES: Can the Pirates Event be used to fulfill the Mandatory Fleet build of an Empire? Is the Pirate Fleet eliminated if not adjacent to a friendly Land at the end of the turn, but it is adjacent to a friendly fleet with a Port? When the Pirate Fleet is eliminated at the end of a turn for lack of a Port, is it eliminated before or after points are scored?
A. No; No; Before.

ALLIES: Can this card be used by the Vikings to place a total of three units in North America? Can it be used to place Viking units in South America or Sub-Saharan Africa?
A. Yes; No.

BIDDING FOR WORLD DOMINATION
BUYING YOUR EMPIRE IN HISTORY OF THE WORLD
By Paul Rice

The concept of bidding for Empires is not a new notion. A similar system was considered early during the Avalon Hill development of HOTW. Our motivation, like the author's, was to increase the skill element of the game. We decided against it, however, because it added complexity and increased playing time at the expense of the game's strong suit: its remarkable simplicity. However, for those who want to add more skill to the outcome, the addition of a bidding system is a solid variation. I'm not surprised that the first "tweaking" of the game to appear in The GENERAL *embraces it.*

One of the most often heard complaints about *History of the World* is that it has too much luck. A good portion of this luck involves the distribution of empires in the beginning of each epoch. However, by opening up each empire to each player through competitive bids, we give the players significantly more control over selection of their empires, and eliminate the previous inequities one sees in the distribution of empire cards.

The basic concept is that before each Epoch the players bid for the empire they want. The mechanism is sealed bids, using Victory Points (VPs) as the currency. The rules are structured so as to encourage competitive bidding and reward reasonable risk taking. Bidding takes place in rounds until each player has an empire for the upcoming epoch.

The more players you have, the higher the bidding will be (supply and demand), and of course the lower the resulting Victory Points will be.

Before each epoch, each player bids on each of the seven (or six) empires available in that epoch. He may bid as many points as he wishes. The minimum bid is an empire's Strength Points (SPs), although a bid of zero is permissible, and means the player has no interest in that empire (at least for this bidding round—there is the remote chance he may end up with it after all). Fractions are not allowed. On a piece of paper with each empire listed, each player writes down a number next to each empire, which is his bid, folds the paper and submits it to one player who is designated as Game Master (GM) for this procedure. After all players have submitted bids (and don't allow more than three minutes for this), the GM opens the papers and announces the bids. Each player will claim one, and only one, empire.

Selection Process—
Determining who claims which empire:
In practice most epochs can be resolved using the following simple matrix procedure. After collecting the bids, the GM makes a matrix of all the bids (it is convenient to use rows for the empires and columns for the players). Look for the highest number in the matrix. That player gets that empire. Cross out that player's column and that empire's row. Look again for the highest bid, and continue repeating the procedure until all players

have empires. Take a look at chart #1 on the facing page for a typical example. We see the matrix after Thor has claimed the Arabs, and Odin the Huns. Their columns and rows are shaded out. Freya will get Tang Dynasty, Hoth the Goths, and Brynhilda the Byzantines. Not surprisingly, everyone gets pretty much what they wanted.

The detailed rules to cover all possible cases follow.

Detailed Rules:
1. For any given empire, if one player has the highest bid, and does not have the highest bid for any *other* empire, he claims that empire. He subtracts the number of VPs he bid, and is finished with bidding for this epoch.

2. If one player has the top (untied) bid for more than one empire, he gets the empire for which he bid the higher amount.

a. If he has the highest (untied) bid for more than one empire, and they are the same bid, he gets his choice.

The lower empire is now open to go to the next higher bidder(s). If only one person has the next highest bid, he is the "new highest bidder", and gets that empire as if he was the highest bidder. As each player claims an empire, he is finished with the selection process, and a new player may become the "new highest bidder". Almost all the empires can be claimed using just rules 1 and 2.

For example, in Epoch II Thor had the highest bids for Persia at 27, and Chou Dynasty at 14. He claims Persia (the higher amount) at a cost of 27 VPs. Odin, who was the second highest bidder for Chou Dynasty at 13 is the "new highest bidder" and claims Chou Dynasty for the price of 13 VPs.

3. For a given empire, if two or more players tie for the top bid, the empire in question goes to the player who has the highest bid for any other empire in the epoch, regardless of whether or not it has been claimed. These secondary empires merely serve as "reference empires". It is possible the other player who was in the tie may now find himself the "new highest bidder" on the reference empire, and claims that respective empire.

For example, in Epoch III Freya and Thor are tied for the highest bid for Macedonia at 22 points. But Freya's next highest bid was 35 for Rome, while Thor bid 37 for Rome. (Rome went to Odin for 42.) Thor claims Macedonia, because he took the higher risk.

In another example, in Epoch IV, Odin and Loki are tied for the Arabs at 29. Their second highest bids are also tied with 20 for the Huns. Their third highest bids are still tied: Odin bid 14 for the Tang Dynasty, and Loki bid 14 for the Byzantines. Fortunately, the tie eventually breaks as Odin's next highest bid was 13 for the Byzantines, while Loki's next highest bid was 10 for the Goths (Loki bid zero for the Byzantines.)

Using these simple procedures, in most cases virtually all the bidding can be completed in the first round.

4. In the unlikely event two or more players tie for the top bid for a given empire and tie for all other bids in that epoch (no viable reference empires), treat this as a "bidding war". In a bidding war, only those players who tied for the top bid for a particular empire may continue to bid for that empire in the next round, and their minimum bid is the previously tied amount. (This does *not* prevent those players from bidding on other empires in the next round.)

Ties of zero VPs are not considered ties, and the empire remains open for all.

Ties below the top amount are not considered in the bidding war, nor are players whose references bids are lower than those of the tied players, and these players may no longer bid on this empire.

It's possible two or more players may be tied in a gordian knot bidding war for more than one empire at a time. Just remember that bidding on an empire in a future round is limited to only those players who tied for the highest bid last round, the minimum bid for an empire is its tying bid last round, and no one is excluded from bidding on an empire which did not result in a bidding war.

Before going to the second round of bidding, resolve as many empires and players as possible.

Bidding moves to the second round for the epoch, and players without an empire submit their written bids in the same manner for the unclaimed empires. As long as there are two or more players who do not have empires, the bidding continues to a future round. (If two or more players continue to bid the same amount each time and result in a standoff, after three rounds roll dice to see who gets which empire. For being uncooperative, charge these players twice the previous amount bid.)

5. In the unlikely event you finish a bidding round with one remaining player who still does not have an empire, he gets his pick of any remaining empires, and pays the face SP value. No player can take an empire for zero VPs. The lowest amount to claim an empire is the SP values.

This all sounds complicated, but in practice is rather simple. The vast majority of games will not require a second bidding round. Let's take a look at chart #2 on the next page for an admittedly unrealistic example which covers almost all of the rules. Although Odin and Thor are tied for the Mongols, Odin takes the Mongols because his reference bid of 32 for the Seljuk Turks is higher than any of Thor's. Thor is now tied with Freya and Hoth for the Seljuk Turks at 30. But his reference bid of 60 for the Mongols is higher than either of theirs, and therefore he claims the Seljuk Turks. With identical bids across the board, Freya and Hoth will go to a second round. Because Brynhilda doesn't have the "30, 20, 20" reference bids of Freya and Hoth, she is not in the tie for Holy Roman Empire, and therefore she claims Chola. Loki joins in the second round, although he is limited in his bidding to just the Franks and Sung Dynasty.

In the second round Freya takes the Vikings, Hoth the Holy Romans, and Loki the basement bargain hunter gets his choice of the remaining two for cost, and takes the Franks.

Starting Play:

The players subtract their respective VPs (hopefully to be recouped in future epochs) and the epoch begins in the usual fashion. For some players the bids will push them into negative VPs. A simple mechanism for tracking this is to use an army counter as their negative VPs marker. As there is no longer a need to track SPs, they need not be counted.

Considerations:

Bidding brings a whole new level of complexity and subtlety to the simple realm of *HISTORY OF THE WORLD*. Even as players prepare their first bid they will recognize that now they *really can* plan their event cards—the beginning of a strategic campaign. Geographic considerations are of prime concern, and open a new window on tactics. Do you really want another empire in China so soon? Will you have to go through your old empire? Players who conquered well in the previous epoch will probably bid high for the early empires so as to consolidate their points. And no player "gets stuck" with an empire, except perhaps the lowest bidder, who took no risk and gets a just reward. With each empire open to all players, equity is introduced.

An abstract form of economics is introduced. Each player knows he can kick butt with the Romans, but at what cost to get the Romans? Can he do it more profitably than his competition? Bidding low the whole game guarantees you the weakest empires, but if you can rule them more efficiently than your neighbors, perhaps victory awaits.

Gone is the old way where each player only got to look at one card in seven hundred years—take it or leave it—and most empires weren't available to the player. Now *all* the empires of Earth's grand history are open for you to explore, provided of course you are willing to pay the price.

The scores are much lower of course because the minimum bid equals the Strength of the Empire. If competition for the heavy hitters gets out of hand, a negative score can even win the game. With experience though, the optimum score should hover around zero for the majority with the winners in the black.

If you have an extra person to act as fulltime GM, the bids do not have to be announced out loud. The GM need only announce who gets which empire. He can even keep track of the score secretly, displaying it only at the end of each epoch. Keeping the bids secret keeps the game moving by discouraging could-have-been banter, while saving plenty of post-game disection opportunities.

The greatest thing about bidding for empires though is eliminating the ability to blame your failure on the luck of a single card draw. Now you have no one to blame but yourself.

☆

Game Master's Template.
Needs 1 per Epoch.

Chart #1
EPOCH IV

EMPIRES	Odin RED	Thor ORANGE	Freya GREEN	Hoth BLUE	Brynhilda PURPLE	BLACK
GUPTAS–8	11	0	0	13	0	
GOTHS–10	16	0	0	14	10	
HUNS–14	22	21	20	17	14	
BYZANTINES–12	19	0	0	0	12	
TANG DYNASTY–11	18	0	17	0	11	
ARABS–18	34	37	18	20	18	
KHMERS–5	7	0	0	0	0	

Odin bids high on each empire. He is willing to pay the top price to get the most powerful one he can. Thor bids zero for the little ones, and aggressively pursues the big ones. For tactical/geographic reasons, Freya wants the Tang Dynasty, but will settle for the Huns. Hoth had the large Roman empire near the end of Epoch III, and wants to go early so he can take advantage of his points while they're still on the board. He's looking for one of the first threee nations. Brynhilda spent too much last epoch on the Macedonians, and bids low across the board, hoping for a bargain.

Game Master's Template.
Needs 1 per Epoch.

Chart #2
EPOCH V

EMPIRES	Odin RED	Thor ORANGE	Freya GREEN	Hoth BLUE	Brynhilda PURPLE	BLACK
FRANKS–10	0	0	0	0	0	
VIKINGS–9	18	20	20	20	0	
HOLY ROMAN–10	0	0	12	12	12	
CHOLA–8	0	0	0	0	9	
SUNG DYNASTY–9	0	0	0	0	0	
SELJUK TURKS–12	32	30	30	30	0	
MONGOLS–20	60	60	20	20	0	

While the bids for Epoch IV were set up as realistic bids based on player personalities, this epoch's bids are intentionally set up to present all the rules involving ties. It was actually difficult to make an example showing all the rules, and these bids are admittedly unrealistic.

Game Master's Template.
Needs 1 per Epoch.

Round 2
EPOCH V

EMPIRES	Odin RED	Thor ORANGE	Freya GREEN	Hoth BLUE	Brynhilda PURPLE	BLACK
FRANKS–10			10	0		
VIKINGS–9			22	20		
HOLY ROMAN–10			12	14		
CHOLA–8						
SUNG DYNASTY–9		0	0	10		

THE NOBLE ART OF SELF-DEFENSE
DEFENDING YOUR TURF IN HISTORY OF THE WORLD

By Charles Bahl and Philip Kurita

During my first game of *HISTORY OF THE WORLD*, I didn't play defense. I never bothered leaving more than one army in a Land or building a Fort to protect my Capitals or Monuments. After all, I thought, I needed all my armies to attack. I needed them to gain a Presence, for instance, in Eurasia or Northern Europe. During that same game, however, Sumeria managed to last 5000 years (all seven game turns) with three armies and its Capital in Lower Tigris. As Empires pushed back and forth across the Middle East nobody bothered to attack Sumeria. To the other Empires, it just didn't seem worth it. But just by sitting there the whole game, Sumeria would have received (if it were a player Empire) a total of 30 points for its Capital and its seven-turn Presence in the Middle East. Obviously, there was something to be said for defense.

But when is it better to build a Fort instead of an army? Where is it most beneficial to defend your Empire? Is it a good idea to add a Fort to a Land that is already protected by Defensive Terrain? This article is a brief examination of the effect of Forts and Defensive Terrain on combat odds.

What are the Odds?

In any combat situation in *HISTORY OF THE WORLD* the odds of success (or failure) depend upon the number of dice rolled by the attacker and defender and by the plus-one die roll modifier sometimes available to the defender. Consequently, the mathematics are easy to quantify.

In a majority of cases, the attacker rolls two dice and the defender rolls one. This gives a significant advantage to the attacker. In fact, the attacker wins approximately 69% of the time, while the defender wins only 31% of the time. However, in other cases, these odds differ greatly. The odds for the most common combat situations are summarized in Table 1.

Note that "Defender Fortified" and "Difficult Terrain" have identical odds. (Actually, "Defender Fortified" gives a slight edge to the defender. In this situation, the defender wins 50.3% of the time while the attacker wins 49.7%. These percentages are rounded to 50%/50% in Table 1.)

Combat Situation	# of dice (an +1 modifier)		Percentage of Wins (approx.)	
Normal	Attacker:	2	Attacker:	69%
	Defender:	1	Defender:	31%
Defender Fortified	Attacker:	1	Attacker:	50%
	Defender:	1 (+1)	Defender:	50%
Difficult Terrain	Attacker:	2	Attacker:	50%
	Defender:	2	Defender:	50%
Defender Fortified in Difficult Terrain	Attacker:	2	Attacker:	27%
	Defender:	2 (+1)	Defender:	73%

Table 1

What do the percentages mean in terms of the actual unit (army/fleet) losses to be expected by both the attacker and defender in any given situation? The ratio of these losses is summarized in Table 2.

This table shows, for instance, that in an attack against a Fort, the attacker will lose, on average, one unit for each defending unit lost. In a normal combat situation, the attacker will only lose 0.45 units for each defender lost. A fortified defender can, therefore, expect to destroy more than twice as many attacking units as an unfortified defender.

Combat Situation	Ratio of Attacker Loss
Normal	0.45 to 1 (0.45 attacker units lost per defender unit lost)
Defender Fortified	1 to 1
Difficult Terrain	1 to 1
Defender Fortified in Difficult Terrain	2.7 to 1

Table 2

Against a defender fortified in difficult terrain, the odds favor the defender even more. In such a Land with three defensive armies (the stacking limit), the attacker can expect to lose approximately eight units before he eliminates all three defending units.

And now for another viewpoint: the more offensively minded Philip Kurita chimes in with his version of the best defense being a good offense.

HISTORY OF THE WORLD is preeminently a game of attack. Rack up as many of those Victory Points by the end of your turn as possible and bank them. There are no bank robberies in this game. On the other hand, defending what you've got on the board is another matter entirely. In a six-player game, you'll be lucky if there's anything left of your precious Han Dynasty by the next go around. If there's one rule to defense in *HISTORY OF THE WORLD*, it is this:

Don't do it! (Unless you've got nothing better to do.)

I've Got Nothing Better to Do

But...But sometimes you've got what I call "expendables"—armies that just won't get you anything except another meaningless Land— armies that don't garner Victory Points or don't capture Resources. Don't waste them! Build a fort with them, add an extra army to a Land that could use it.

But don't go crazy. If you think you can defend your Control, or even Domination, of an Area, forget it. (OK, maybe Nippon, maybe Australasia, but why bother?) Western Anatolia will always be hanging out there—a nice ripe plum for one of your neighbors—or Caucasus, or Upper Indus—someplace you're just not able to beef up with enough armies. Is there anything your fellow players would love to do more than deprive you of nine Victory Points for the Middle East? No, nothing.

That's why I use what I call the "Bastion Defense." By Bastion I mean a single Land so formidable, so bristling with frightful defenses (a Fort, extra armies), that even Attila the Hun wouldn't mess with it. A Bastion is like a factory—a factory that kicks out Area Victory Points turn after turn. Maybe only skillful attacking leads to world domination, but your Bastions may provide you with just the extra points you need to win the game.

Baltic Avenue or Boardwalk?

Once you've decided that you've got an extra army or two for a Bastion, you've got to figure out where to build it. And there's no simple formula for this, no ready solution.

First, look carefully at what Empires will likely arise during the remainder of the present turn and which ones you could be up against in the next turn. (Since the assignment of Empires is, in large part, random, it's probably hopeless to calculate beyond next turn.) Examine the Areas that will most likely be decimated by a new Empire and avoid building your Bastion there. Avoid it like the plague.

Here's an example of what I mean. Imagine it is the end of your turn in Epoch II of a six-player game. You are contemplating constructing a Fort someplace in North Africa. Should you?

No! In a six-player game, there is a really good chance that someone other than you will end up with the Roman Empire in Epoch III. I guarantee that by the end of Caesar's turn, he will Control North Africa, not to mention Southern Europe, and part of the Middle East as well. No Bastion can stand against the inevitable march of the Roman legions. Conclusion: Look someplace else for your Bastion.

But if you do find a relatively safe Area, what then? My theory is this: Find the safest Land in your safe Area. Build your Bastion there. The safest spots have these characteristics: They are as far away as possible from your enemies; they are protected by Difficult Terrain; and they do not (not, not) contain Capitals, Monuments, or Resources.

"Don't protect my Capital?" you ask incredulously. No, don't. For one simple reason. The bad guys want them. Capitals (Monuments, Resources) attract evil conquerors like armored cars attract masked gunmen. Even if they are well defended, good old Genghis will go for them anyway. Wouldn't you ?

WE THE PEOPLE

PREVIEWING THE LATEST IN THE AMERICAN HISTORY SERIES
BY ANDREW R. MALY

Avalon Hill has recently released a new edition to its Smithsonian series of games, *WE THE PEOPLE*, a strategic look at the American Revolutionary War. Consistent with other games in the series, the mechanics are simple and streamlined, and the game contains levels of detail which are not readily apparent. However, this design by Mark Herman plays quite differently than other games in the series.

The centerpiece of the game is the map. The 16" x 22" board is an area movement map, covering 66 key areas of the era, from Quebec, Canada in the north; to St. Mary's, Georgia in the south, to Fort Detroit, in the northwest. Each area is represented by a circle, and the areas belonging to a particular colony are distinguished by different colors. The landscape is detailed, showing mountains and rivers in relief. The geography and the colony borders seem a bit skewed, but the map portrays the lay of the land as viewed by someone living in the 18th century, a subtle touch which adds to the game's appeal. A portion of the map is shown on the following page. The map also contains boxes for many of the game functions without presenting a crowded look.

The counters maintain Avalon Hill's high standards, and they serve a variety of functions. Included in the counter mix are unit counters, which represent the armed forces. British counters are red, American counters are blue, and the French units are green. Each side also gets named generals, which stand up in the plastic bases provided. A third type of counter is the political control marker, which is a two sided counter, used to show who controls a particular area of the board. Rounding out the set are a counter for the French fleet, a counter for the Continental Congress, and a game turn marker. Examples of these counters are shown below, albeit in black and white.

The rulebook is ten pages long, but the length of the rulebook belies the simplicity of rules, which read very quickly. A second booklet contains an example of play, and an historical overview of the war.

A player aide card is included which provides the sequence of play and the relevant information needed to resolve combat. The card also contains places for the play of the tactical cards and the strategy cards, which are two separate decks of cards included in the package. As the cards are key components in the game, the decks are of high quality, and are designed to withstand the repeated play *WE THE PEOPLE* will surely get.

John Simcoe
Tory Rangers

May be played by the British player in any Strategy Phase. He removes one American Political Control Marker from any space that is within two spaces of a British General, and does not contain an American General or the Continental Congress.

The tactical deck contains 64 cards which show the various maneuvers an army may take in battle and provide information of the unique qualities of the maneuver, if they apply. The 96 card strategy deck is the heart of the game, as it provides players with their options for each turn. The informational side of the strategy cards are done in a colonial motif, again, adding to the flavor of the game.

Obviously, this is a component intensive game, and no expense has been spared. The result is a visually stimulating and pleasing package, designed to be functional and ergonomic, and enhance the play of a very clever design.

A game of *WE THE PEOPLE* begins in 1775 and may end through automatic victory or in any year from 1779 to 1783. Each turn represents one year, and consists of seven phases:

1. Reinforcement Phase. The British player places the number of combat units listed on the game turn track in the British reinforcement box. Generals which were captured in the previous turn are returned to the owning player's reinforcement box.

2. Deal Strategy Cards. Both players receive seven strategy cards. This represents the resources available to each side for the year's campaign.

3. Strategy Phase. This is one of the key phases of the game. There are two basic types of cards, the operations card, and special cards. Operations cards are rated at a 1, 2, or 3. Special cards represent specific events, such as the signing of the Declaration of Independence, which occurred during the war. The effects of play are explained on the card. An example of the strategy cards is shown at left.

Players alternate the play of strategy cards, and perform the actions allowed by the cards. Much of the flavor is provided from the strategy deck, and how it drives the game and portrays the era it is simulating. Since the deal of the strategy deck is different every game, it is nearly impossible to develop a perfect plan. Players must effectively use the resources they are provided, rather than having their strategy dictated by the cards they are dealt.

Operations cards comprise the majority of the deck, and allow players to move units, bring in reinforcements, or place political control markers.

In order to use an operation card to move a general, the general must have a strategy rating less than or equal to the value of the operations card played. The American player benefits in this regard, as his generals have lower average strategy ratings, and are able to use more of the operations cards for movement. This mechanism elegantly portrays the historical difficulties the British had in moving their forces.

Generals are the only units which can move with an operations card, but they can bring up to five combat units with them. They may travel up to four areas. When a force is moved into an enemy occupied area combat occurs. Combat is both simple and unique.

There are two special abilities related to movement/combat, both belonging to the American player. First, if a British army moves adjacent to an American army, the American army may attempt to intercept the British army, and this results in a fight of the American player's choosing. Alternatively, if a British force enters an area occupied by an American army, the American force may attempt to retreat, and avoid combat. The American player may only try one option with any particular army in a given British move. Both functions are based on the ratings of the general in question, and is by no means a sure thing. This represents the hit and run tactics of the American army, which did not always work.

Combat is resolved through the use of the combat deck. Players receive one card for each combat unit accompanying the general into battle, and a number of cards equal to the general's battle rating. The player with the most political control of the colony where the battle takes place receives two cards, which represent the militia. The British receive one card for "British Regulars", which portrays the advantage their troops had in training, and may receive two cards if the battle is fought in a port space, portraying the British naval superiority. The American player receives one extra battle card if he conducts a successful interception, and two extra cards if General Washington is conducting the last American action of the turn. The latter represents the devastating victory against the Hessian troops at the battle of Trenton.

The combat deck is composed of seven combat maneuvers, but the distribution of the maneuvers is not equal. Frontal attacks are the most prevalent maneuver, while difficult or rare maneuvers (like the double envelopment) are the least prevalent. This is an interesting portrayal of combat, as the number of cards each side receives is equivalent to the odds of the battle.

In each battle round, the attacker selects one of his combat cards. If the defender cannot match the maneuver, he loses. At the completion of one round, the defender has the ability to counterattack, with the success being based on the defending general's battle rating. A battle continues in this manner until a victor is determined.

Attacking has a definite advantage, because the attacker can only lose a battle if he has no cards to play, and he can only take casualties by playing a successful frontal attack card, and his losses will be limited to one unit. Otherwise, the attacker escapes unscathed. The defender will take between zero and four casualties, based on the roll of a die which is modified by the winning maneuver. If a player loses all his combat units in battle, then his General is taken prisoner for the remainder of the turn.

The second option for using an operations card is to bring in reinforcements. The British receives reinforcements once per turn by playing any operations card. One general and any number of combat units may be brought in to any one port which is not politically controlled or occupied by the Colonists. The American player may bring in reinforcements twice per turn. For each operations card played, the American player may bring in one general and a number of combat units equal to the value of the operations card played. These may be placed in any area not under British political control or occupation.

The third ability of an operations card is to extend a player's political control over the board. The number of political control markers which may be placed is equal to the value of the operations card played. Political control markers can be placed in any uncontrolled area, or a player may convert a political control marker in an area occupied by one of his armies.

Both players are somewhat hindered in their ability to play political control markers. While the American player can generally place political control markers anywhere on the board, the British player can stop this ability for the turn if he enters the space where the Continental Congress is located. British placement of political control markers is hampered by having to place new markers adjacent to any one existing British marker.

It becomes apparent that there are a tremendous number of options available to players, so optimal play of one's cards is essential. However, what abilities your opponent has is unknown, so there are definite opportunities to feint and bluff your opponent. This aspect of the game is almost as important as how each operation is carried out.

4. Winter Attrition Phase. At the end of the strategy phase, any army which is north of the North Carolina—Virginia border and is not in a winter quarters area loses 50% of its combat units. This is easy to forget in the heat of battle.

5. French Naval Phase. If the French have been brought into play through the French Alliance card, their fleet may blockade one port for the next turn. This serves to counter the British capabilities on a very local level, but can definitely put a crimp on the British player's options.

6. Political Control Phase: While the Strategy phase represents the mechanics for achieving victory, the political control phase provides the objectives which will determine victory. It is not enough for either player to project his control over areas of the board, both players must also be able to support their spheres of influence.

During the political control phase, a player may convert political control of areas occupied by his armies. Then the survivability of political control markers is determined.

The American player must trace a line of communication from each of his political control markers to either an uncontrolled area, an area occupied by an American combat unit, an American general, or the Continental Congress. Any political control marker which cannot meet any of these criteria is isolated, and is removed from the board.

The British player must trace a line of communication from each of his political control markers to either an uncontrolled area, an area occupied by a British army, or a British controlled port which is not blockaded by the French navy. The British player enjoys a benefit in this part of the game as he determines the survivability of his political control markers after the American player, and may benefit from the elimination of American political control markers.

7. End Phase. This phase is used to determine if the game ends or will continue for at least another turn. Either player may win by achieving automatic victory. If the British can capture George Washington, they automatically win. If the British player has no combat units on the board, the American player wins an automatic victory.

The game ends normally if the current turn year is equal to or later than the last "War Ends" card played. There are five such cards in the strategy deck, they may appear at any time, and they must be played. The British player must control six colonies to win, The American player must control nine of the colonies, but he can count Canada if he controls it. If neither side has fulfilled its victory conditions, the game is a draw.

Control of a colony or Canada is determined by which side has more political control markers present. Ties are given to the American player. Colonies range in size from one area, for example Delaware and Rhode Island, to 13, for Virginia. Thus, it is obvious that asserting and maintaining control over key areas of the board is the key to victory.

If the game has not ended due to automatic victory or meeting the criteria for "War Ends", the game continues with the next turn.

While a fairly detailed explanation has been provided, there are numerous details which cannot be covered in any practical manner within the space provided here.

WE THE PEOPLE should have a wide appeal. The design is clean and simple, but it is definitely not simplistic. It is eminently playable, yet contains a tremendous amount of detail, strategy and realism to satisfy veterans. The mechanics are easily taught to beginners, who won't be scared off by combat odds or other "hard-corps" wargaming concepts. And best of all, a game can be easily completed in under two hours. After your first playing, you may just forget this is an introductory level game!

☆

SO THAT'S WHAT YOU'VE BEEN PLAYING
(Volume 29, Number 1)

Titles Listed: 96   **Total Responses: 386**

Rank & Title	Pub.	Rank Last Time	Times On List	Freq. Ratio
1. Up Front	AH	2	26	11.0
2. Adv. Squad Leader	AH	1	39	10.6
3. Magic: The Gathering	WOC	–	1	5.3
4. History of the World	AH	–	1	3.6
5. Adv. Third Reich	AH	16	4	2.3
6. Across Five Aprils	AH	15	4	2.0
7. Attack Sub	AH	–	1	2.0
8. The Russian Campaign	AH	10	2	2.0
9. Ambush!	VG	–	1	1.6
10. Blackbeard	AH	–	1	1.6
11. Battle of the Bulge ('81)	AH	19	2	1.6
12. Panzer Leader	AH	5	2	1.6
13. Patton's Best	AH	–	1	1.6
14. Regatta	AH	–	1	1.6
15. Diplomacy	AH	4	2	1.3
16. Victory in the Pacific	AH	12	2	1.3
17. Adv. Civilization	AH	–	1	1.3
18. B–17	AH	7	2	1.0
19. Firepower	AH	–	1	1.0
20. Third Reich (4th Ed.)	AH	–	1	1.0

We the People

The Avalon Hill Game Company 7370041

N

CANADA

Lake Ontario

Lake Erie

Quebec

Montreal

NEW HAMPSHIRE

MASSACHUSETTS BAY COLONY

Benedict Arnold is the only General who can move, Retreat, or Intercept over the Quebec/Falmouth route.

Ticonderoga

Norwich

Falmouth

Oswego

Fort Stanwix

Saratoga

Bennington

Concord

Fort Niagra

Geneseo

NEW YORK

Albany

Springfield

Lexington Concord

MASS

Boston

Fort Detroit

Wyoming Valley

Westchester

New Haven

Hartford

Newport

Barnstable

RHODE ISLAND

CONNECTICUT

PENNSYLVANIA

Morristown

New York

Long Island

Harrisburg

Reading

New Brunswick

NEW JERSEY

Pittsburgh

York

Philadelphia

Monmouth

Bassett Town

Fort Cumberland

Frederick Town

Baltimore

Wilmington

VIRGINIA

Alexandria

MARYLAND

DELAWARE

Point Pleasant

Charlottesville

Richmond

Yorktown

Fincastle

Fort Chiswell

Lynch's Ferry

Petersburg

Norfolk

Abingdon

Winter Attrition Line

Gilbert Town

Salem

Hillsboro

Charlotte

Wake (Raleigh)

New Bern

Fort Prince George

NORTH CAROLINA

Catawba

Cheraw

Ninety Six

Eutaw Springs

Georgetown

SOUTH CAROLINA

Augusta

Charleston

The British player does not receive two extra Battle Cards in a Battle in which he is attacking into the Charleston, SC Port space.

GEORGIA

Savannah

St. Mary's

American Leader Reinforcements

All American Generals available as reinforcements are placed here. When an Operations Strategy Card is played to bring in Reinforcements, a General can be placed in the same space as the reinforcing Combat Units.

British Leader Reinforcements

All British Generals and Combat Units available as reinforcements are placed here. When an Operations Strategy Card is played to bring in Reinforcements, a General and any number of Combat Units can be placed in any Port space that does not contain an American PC Marker or Combat Unit.

French Reinforcements

When the "Benjamin Franklin Signs a French Alliance" card is played, General Rochambeau and 5 strength points of French Combat Units are placed in any Port space that does not contain a British Combat Unit or PC Marker. At the same time, the French Navy is placed in any Port Space.

War Ends Card

If there is already a "Lord North's Government Falls--War Ends" card in this box when another is played, place the existing card on top of Discard Pile before placing the newly-played one here.

British Reinforcements Cards

When the British player plays an Operations Strategy Card to bring in Reinforcements, it is placed here. During the End Phase, it is placed on top of the Discard Pile.

American Reinforcements Cards

The *first* Operations Strategy Card that the American player uses to bring in Reinforcements during a Strategy Phase is placed here. During the End Phase, it is placed on top of the Discard Pile.

American Reinforcements Cards

The *second* Operations Strategy Card that the American player uses to bring in Reinforcements during a Strategy Phase is placed here. During the End Phase, it is placed on top of the Discard Pile.

Map Key

Winter Quarters
Location of Battle
Port
Movement Route

COUNTER KEY:

Generals

Strategy Rating
Battle Rating
Name

Armies

American

Combat Units

French

British

Captured Generals

During the Reinforcement Phase of each game turn, all the Generals in this box are removed and placed into the Reinforcements Boxes.

Game Turn

1775	1776	1777	1778	1779	1780	1781	1782	1783
3	8	1	8	1	5	1	1	1

British Reinforcements Track

DRIVER'S ED 101
WHAT THE NATION'S FREEWAYS ARE REALLY LIKE
By Mike Fitzgerald

If you have ever spent hours and hours commuting to work by car or gotten frustrated from being stuck in traffic, then *ROADKILL* is the game for you! Here is the chance to do the things you always wanted to do to that so and so who just cut you off. That's just part of the fun in this recent release from Avalon Hill. The game is set in the 21st century when Cross-Country Demolition Racing is one of our most popular sports. Each driver gets an armored race car— with lots of extras you would have a lot of trouble getting at your local dealer.

ROADKILL is one of the latest Avalon Hill games to use cards to determine the action. I have become a big fan of these games for many reasons which Don Hawthorne has frequently talked about in these pages. Like *UP FRONT* and *ATTACK SUB, ROADKILL* presents you with many options each turn as you decide what strategy to use based upon your hand.

ROADKILL even uses the cards for the track as the leader gets to lay a new road section and determine what kind of terrain everyone will be driving on for that section of the race. The game is very strategic because the timing of your move can make the difference between victory or defeat. One of the keys is to plan a move that will put you into a position in the race you can hold for a while.

Beginners tend to spend too much time attacking each other and don't end up progressing very far on the course. You can play as many actions as you have cards for on any given turn. With some advanced planning and a No Doze card (which lets you draw three more cards and keep playing) you can have some astonishing rallies. I once did nine actions in one turn. Planning these kinds of moves is the most exciting part of the game for me.

There is an event check at the beginning of the leader's turn that adds a lot to the game. It helps make every race different by adding weather and hazard elements including rock slides, oil spills and actual road kills to ruin a driver's day. There are also good things on the event chart like slipstreaming, shortcuts and repair trucks. One of the best things about this game is that it doesn't get stale since you are faced with so many different situations each game.

THE CARDS

The cards in *ROADKILL* are very versatile. There are many multi-purpose cards in the game which add to the strategy of how to use them. The most important cards in the game are the Move/Road cards. They can be used to pass cars or as a new section of the road. Some of them are even used to block a passing attempt.

The attack cards inflict damage on the other cars. Most of the attack cards are also used to pass the car you are attacking. The pass is successful even if the attack is not. Some attack cards, like the Sideswipe and the Ram, can do damage to either car. You can play a swerve card in reaction to an attack to lessen the chance of

your car being damaged. Some attack cards (like Tire Spikes and Smoke Screen) are played in reaction to a pass or attack attempt. The uses of each card are explained on the card so you don't have to remember a lot of rules. The rules also allow you to play an attack card just to pass and not attack if you are feeling diplomatic.

Experienced players often take that tack which cuts down on the number of attacks. If you want more blood and guts you can ignore this rule and make all attack cards serve as attacks as well as pass attempts.

The supply cards include Spare Tires, No Doze Pills, Road Maps and even a Siphon Gas card. The use of these cards is clearly explained on the cards and in the rules.

MACHINE GUN

Playable by/against passing car.
1: No effect
2,3: Target ✓
4,5: Target takes one Damage

✓ 2 3 R ✿ ⚡ 7 8 9 0 ⚓
1 1 1 1 1 1 1 1 1 1 A
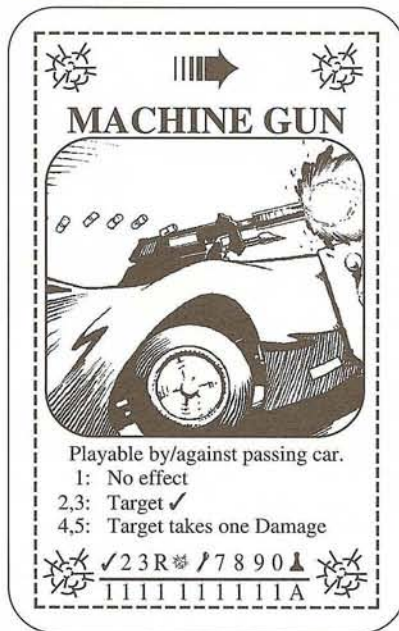
The Fate cards will often determine who wins the race. One of the Fate cards is called the Box Canyon card. This lets you turn the leader's just played road section into a side road. Let's say there are three people on the 7th section of an 8 section race and the leader plays the 8th section and makes his exit draw. The race is over, right? Wrong, exhaust breath! The second place player plays the Box Canyon card to turn that 8th section into a side road off the 7th section. Now the leader plays the Road Map card which voids the Box Canyon card and puts his road section back in front and he wins, right? Wrong again, motor oil breath. The second player now plays the Fate card which negates the play of any card, in this case the Road Map making the Box Canyon good after all. You're sitting in third place and now that all these cards have been played you move up and lay a new section and win. As you can tell, the endings are really wild.

It is a real action-reaction card game that keeps all players involved till the end. Most races will end with more than one person having a chance to lay that winning road section. I find it is best

played with four or more. There are optional upgrades that add a lot to the game as you purchase additional things for your car like a nuclear fuel cell or a grenade launcher. The real challenge of the game is to run a series of races awarding points for finish position and buying upgrades before each race. The rules explain ways to do this. My club does a *SPEED CIRCUIT* tournament each year and we are adding *ROADKILL* so everyone can have a chance to win. Unlike *SPEED CIRCUIT*, you can't memorize the moves on the course that will keep the leader in front. This is a great group game because you can't gang up on one person. Each player has a chance to win the race. I was winning every race in my club and then I got to AVALONCON where I was left in the dust by some great competition (wait till next year).

THE TEST

Before you enter your first race you should take the following drivers' test. It will give you some idea of how you will fare in the game. The best thing about this test is there is no parallel parking. The questions on this test were taken from the Connecticut Drivers' Manual for New Drivers.

1. When a car is tailgating you:

A. speed up; B. hit the brakes; C. throw a hand grenade out the window?

2. What is the minimum following distance you should leave when driving behind a motorcycle?

A. 6 seconds; B. Just close enough to read the insignia on his jacket; C. Close enough so your machinegun barrel fits inside his tailpipe.

3. To cross a stream of traffic in the city from a full stop you need a gap of:

A. A Full Block; B. The gap in Lauren Huttons teeth; C. Don't worry about it–you have ran armour and hubcap blades?

4. A traffic light with a flashing red signal means:

A. Stop; B. Speed up–Fast food 1 mile ahead; C. Throw up your smoke screen and get your assault rifle out–Sniper ahead.

5. If you have had too much to drink, you can sober up by:

A. Waiting several hours; B. Drinking hot coffee and opening the window while you drive; C. Take a handful of No Doze Pills and extend your hubcap blades in case you swerve into someone.

For every A answer give yourself a point. For each B answer you get two points and three points for every C answer.

If you scored 5-7 points: Don't play *ROADKILL*—stay with *Milles Bornes*.

If you scored 8–12 points: there is hope. Start playing *ROADKILL* today and you may be sharp enough to survive the next AVALONCON race.

If you scored 13 or more points: You're dangerous and definite *ROADKILL* material. You're wasting your time driving anything that isn't armed with twin sixties.

☆

Letters to the Editor

Dear Sir:

The arrival of the latest issue of *The GEN-ERAL* has prompted me to finally write a long overdue thank-you letter to you guys. And I've got quite a lot to be thankful for.

I was both surprised and delighted to find the missing airborne batteries for the superb *THE LONGEST DAY* game. This was especially nice since just the day before the magazine arrived I had started on my sixth annual *LONGEST DAY* campaign game, and I could now replace my crude hand drawn counters with crisply printed professional ones. Thank you for the counter sheets you put in the magazine.

Then, in the *Infiltrator's Report*, I was surprised to find that I had survived the dreaded random draw to become a winner in your history contest, #163. The change of pace contest was welcome, and got me to enter, something I can rarely do when it involves a game situation. Thank you for the opportunity to use my love of history.

Then, I got to thinking about how I have always been treated fairly and courteously by your customer service department, in direct contrast to nearly all of your competitors. The list of rip-offs, screw ups and problems I have had in the hobby is as disheartening as it is long. Please, keep up your standards, and thank you.

Now, if you guys can just come up with a way to protect the games from an "Act of Cat" (June 27 turn of *THE LONGEST DAY*, 36.5 hours into the game, a total loss), I would be even more eternally grateful. Until then, just stay the course, and I'll be playing Avalon Hill games for another 21 years.

Joe Osentoski
Marysville, Michigan

★★★★★

Dear Mr. Hawthorne:

I've been enjoying Avalon Hill wargames for some 15 years now—although because of work and family, it's been mostly via the PBM or solo route. It's a hobby that, for the most part, has heretofore been simply "tolerated" by the rest of the family.

A funny thing, however, happened on the way to my first solo run-through of your new release, *HISTORY OF THE WORLD*.

While I was trimming the corners off the counters, as we neatfreaks are wont to do, my rather precocious 10-year old daughter—the youngest of three children—took a fancy to the mapboard (and why not, it's very impressive!). I had my reservations when she asked if she could play, but I agreed to try since I had already read-through the excellent, illustrated Example of Play and determined that she could at least comprehend some of the game's basic mechanics.

Well, it soon became obvious that she was not inclined to global strategy—the idea of concentrating on certain geographical areas to score points never quite caught on—but she sure learned how to attack Daddy real well. The future longevity of her empires be damned! Certainly she had no problem grasping when she was entitled to a die roll advantage.

As most parents know, no sibling can stand it when a brother or sister is having so much fun; thus, I wasn't too surprised when my video-crazed son, age 14, also wanted in on the action.

The second game took much longer to play—these two would-be empire makers jiggled their respective dice for what seemed like an eternity before releasing them into battle. But to watch my kids do anything together without literally "killing" one another is something special. When we quit after just five epochs—Sunday is a school night, lights out—Dad was a distant third to these young bloodsuckers. But then I drew some bad cards, had some lousy luck on my die rolls... you know how it is!

Now I harbor no real dreams that my kids will grasp the concept of strategy anytime soon, nor do I think they'll learn a great deal about history (not that it's not there for the taking, but this is war!). But they will have some fun sharing Dad's hobby, and perhaps, even amaze one of their teachers when they mention something about how the Byzantines kicked butt.

Thanks Avalon Hill.

Richard Tucker
Metairie, Louisiana

★★★★★

Mr. Hawthorne:

I am writing to offer congrats for making *The GENERAL* better than ever. In particular, I have noticed that you have a knack for writing the way one would "talk". No techno-babble or straining to read between the lines—just common sense, and this makes reading all the more enjoyable.

I've returned from college years (private tuition put a big cramp in my games budget). I sold every game I owned (except *SQL* and the gamettes) in 1983. But I am back in the hobby again, now that I have what I consider to be a dream job (I am a college professor). I have been so surprised by new games (they are new to me, at least) like *TPS*, *ROR* and *SOJ*. Now, I am slowly building my collection of oldies (*VIP* this month... maybe *TRC* next month).

Finally, a note on THE BEST game I have ever enjoyed from AH! That would be *BREAK-OUT: NORMANDY* (I bought it with the contest money I won a few issues ago). I can't wait for the scheduled issue, and the chance to deepen my experience with this treasure. I hope this one scores close to a 1 or 2 on the RBG, because it deserves honors. Kudos to Mr. Greenwood on this one, even if he had second thoughts about "another" D-Day game. I'd love to see a semi-simultaneous game set in the Napoleonic era (maybe something like Borodino or Waterloo, or maybe at a campaign scale such as "1812: Napoleon's Invasion of Russia").

Thanks for getting me back into gaming and for the new look of the mag. Maybe I will get the courage to dive into *ASL*...

Mike Welker
Steubenville, Ohio

★★★★★

Mr. Hawthorne:

It's been a while since I last pestered *The GENERAL*, so I thought I'd drop a note your way. First off, my compliments on the new feel to the magazine. I'm a long time subscriber to several publications, and usually get annoyed when something old and comfortable gets changed, but that's not the case here. The new use of color, especially with photographs and small map shots, is nice, and seems well balanced with the black and white artwork. And thanks for the countersheet that came with 28/6.

Finally, the box art for *BREAKOUT: NORMANDY* (as shown on the back of 28/6) has to be among the best covers yet; well done. Mind you, the MG team will be needing their eardrums replaced, but that's a different matter...

Vic Lewington
Trenton, Ontario, CANADA

★★★★★

Dear Mr. Hawthorne:

Just a note to give you some positive feedback. The Vol. 28 Num. 6 issue of *The GEN-ERAL* is great. I've been subscribing off and on (fortunately more on than off!) and *The GEN-ERAL* has improved tremendously in its size, graphics, and content. And the great thing is the magazine was good back in '81 when I read my first issue. Specifically the type, while not radically different, is larger and easier to read, illustrations are more colorful and more plentiful. The ad for *Computer THIRD REICH* is impressive, which brings me to computer games.

My initial impression of the computer version of *THIRD REICH* is that it's much better than TAHGC's previous releases. Also, teaming up with a company that specializes in computer games (i.e., Atomic Games) is smart. In the past I steered clear of TAHGC's PC releases because I found that they were at least one generation behind the competition in artificial intelligence and graphics. Take advantage of the power available in 486 micro-processors, Sound Blaster TM 16-bit soundboards, SVGA graphics, and 340 Meg hard drives. The serious game buyers have more advanced technology at their disposal in the form of today's PC than ever. They want programs that take advantage of this technology.

Another fact to consider is modem play. Although Artificial Intelligence is better than ever, there's still nothing like pitting your skill against another human. This is also why boardgames will be around for a while. You can't get social interaction or human opponents out of a PC (modem notwithstanding).

The GENERAL looks great, the PC games look great, you're doing a great job.

Nick Sebrell
New London, Connecticut

★★★★★

Dear Mr. Hawthorne,

Recently my *GENERAL* subscription was due to expire, and since I had the feeling that I wasn't getting all that much out of it, I was going to let it lapse. My playing of *ASL* has always been infrequent, and the magazine supports *ASL* very well. I play more Victory Games from Avalon Hill, and they usually get light coverage in *The GENERAL*. However, before I made the final decision one way or the other, I decided to go through my stack of *GENERAL*s to see what it was that led me to subscribe in the first place.

I came upon one of the more recent ones that didn't seem to have anything in it for me at all, since I didn't have any of the games which were in it. But I got to the back and found a little article on *CIVIL WAR* from Victory Games. It made interesting reading.

I picked up the issue about *PELOPONESS-IAN WAR*. "Ugh", I thought, "a $14 game in a $20 box that I'm not interested in, and it takes up half the magazine." Surely this would lead me to quit my subscription. But I found that the second half of the issue was packed with variants for games which I love. I pulled one of these out and tried out the variant. A nagging question I'd have about a designer's thought process was answered in another article. Hmm, this was a good issue after all.

I moved on to another issue, and another, and another. I lost the weekend in reading up on games I haven't played in a while, trying out scenarios, and learning more about the games which take up so much of my spare time. I read up on the history behind some games, and went to the library to learn a little bit more, all the while playing along on my gaming table.

On Monday I renewed my subscription for another two years.

David E. Newport
Poulsbo, Washington

★★★★★

Dear Mr. Hawthorne,

I'm one of the "veteran" wargamers here in Italy; we recently met at *PadCon '93*, the Italian National Convention (*See the* Avalon Hill Philosophy *column on Page 4 of this issue.* DJH), where my Americans barely escaped annihilation after your Japanese *Banzai!* counterattack, in one of the best *UP FRONT* games I've ever played. I am writing for three reasons: **1.** The new course of *The GENERAL*; **2.** *UP FRONT*; and **3.** The new generation of Avalon Hill games.

1. I subscribed directly to *The GENERAL* a few years ago, but postal problems led me to subscribe through an Italian importer of your games, allowing me to amass a collection of all the old issues since Vol. 11, No. 1. I never felt obliged to write the editor, even when I felt the magazine was (in my opinion) going downhill. Rex Martin did a good job in renewing my interest, but I became a real enthusiast only after receiving Volume 28's issues 2, 3 and 4. A very good job, Don, and please go on like that for a few decades more! These last few *GENERAL*s have had a very high quality "melange"; variants, scenarios, strategy hints, reports of *AVAL-ONCON*, etc. In short: VERY GOOD!

2. *UP FRONT*: I've owned this game since its release about ten years ago. Unfortunately, I never played it until Murray Cowles (Regional Director, AHIKS Europe) insisted upon teaching it to me at a meeting in the UK. I was immediately hooked, and upon returning to Italy bought a copy along with the *BANZAI* and *DESERT WAR* gamettes. As a tactical game of infantry actions I find it the most rewarding and realistic of the lot (including *ASL*); it nicely provides the important "Fog of War" with an easy game system. Some players may claim that "la chance" heavily influences the game, but while I agree that you may be in trouble if you have a long series of bad cards, I never felt I'd lost a game *only* because of a bad hand.

I greatly appreciate that *The GENERAL* has finally devoted some of its precious pages to *UP FRONT*, and I hope that you will give it even more coverage in the future. Many *ASL* players claim they subscribe to *The GENERAL* for the *ASL* scenarios in each issue; starting with Vol. 28, No. 3, and the institution of *The UP FRONT Column* and its regular scenarios for *UP FRONT* in *The GENERAL*, I can now say that I totally agree with them!

My son Luca learned *UP FRONT* when he was nine years old, and for a couple of years now he has been playing his favorite wargame at the annual Italian conventions, mostly with very good players; he has never bothered to look for a Junior Tournament, being strong enough to beat his Daddy and other first-class opponents. He (and his friends) will be playing *UP FRONT* for many years to come.

The moral is simple: Do not underestimate the strength of this game, and keep giving it the support it deserves through the pages of *The GENERAL*.

3. Finally I wish to applaud Avalon Hill for its most recent introductory game releases. This is the right way to invite new gamers to join our ranks, as well as to simplify the task of we fathers in passing this hobby on to our children. Again, good job folks, and keep things going like this.

Un caloroso CIAO dall' Italia.

Pietro Cremona
Formigine, ITALY

One must be careful not to inflict too much of one's own preferences on your readership, but increasing the coverage for UP FRONT has been a true labor of love for me. I hope my successor is also a fan of great card games.

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/Victory games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend any of these events.

APRIL 23 – 24, 1994

1994 CHICAGO *ASL* CHAMPIONSHIP, Best Western Inn, Burr Ridge, Illinois. For more information, contact: Louie Tokarz, 5724 West106th Street, Chicago Ridge, IL 60415, Tel.: (708) 857-7060, or Robert Banozic, 2256 North Cleveland, #107, Chicago, IL 60614, Tel.: (312) 528-1095.

MAY 5 – 7, 1994

SPRING OFFENSIVE IV, Illinois Central College, East Peoria, Illinois. Role-playing, miniatures and board games. Pre-registration available from March 1 through March 31. Contact: Dave Kinsinger at The Game Room, 116 Walnut, Washington, IL 61571-2646. Tel.: (309) 444-4640.

MAY 14 & 15, 1994

MADISON GAMES CON '94, Edgewood High School, Madison, Wisconsin. Wargames, miniatures battles, board-games, RPGs and the Great Central Wisconsin Games Auction. Contact: Pegasus Games, 6640 0dana Road, Madison, WI 53719, Tel.: (608) 833-4263.

MAY 21 – 22, 1994

WINGS OF WAR II, Lewiston, Pennsylvania. An all-air combat gaming convention, featuring (among others) *MUSTANGS*. For information, write to: Robert A. Gross, Jr., P.O. Box 1114, Lewiston, PA 17044-3114.

MAY 27 – 29, 1994

DIXIE CON VIII and DIP-CON XXVII, University of North Carolina, Chapel Hill, North Carolina. The North American *DIPLOMACY* Championships will once again be hosted by the Carolina Amateur Diplomats. Other events include *PAX BRITANNICA, TITAN, 1830, HISTORY OF THE WORLD*… and a Barbecue! For information, contact: David Hood, 2905 20th Street NE, Hickory, NC 28601, or call (704) 256-3641.

MAY 27 – 30, 1994

GAMEX '94, LA Airport Hyatt Hotel. All types of family, strategy and adventure games. Board games, role-playing games, miniatures and computer gaming. Bargains at the Flea Markets, Auction and Exhibitor areas. Also seminars, demonstrations and special guests. Contact STRATEGICON, P.O. Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440 for more and immediate details.

MAY 27 – 29, 1994

MIGSCON XV, Holiday Inn, Hamilton, Ontario, CANADA. Primarily devoted to historical miniatures gaming, events will include an *ASL* tournament and some historical boardgaming. For reservations, call (905) 528-3451, and mention **MIGSCON**. For more information, contact: **MIGSCON XV**, c/o P.O. Box 37013, Barton Postal Outlet, Hamilton, Ontario L8l 8E9, CANADA, or call Brian Lewis at (416) 351-7207.

MAY 28 – 29, 1994

SECOND ANNUAL MONTRÉAL *ASL* D-DAY TOURNAMENT, presented by the *ADVANCED SQUAD LEADER* Québec Association at the Montréal Olympic Stadium, Montréal, Québec. Saturday 9 a.m. to 11 p.m. and Sunday 9 a.m. to 5 p.m. Three or four rounds of *ASL* in *AVALONCON* format. For information on nearby accommodations, or on the tournament, contact Michael Rodgers, 5187 Beamish Drive, Pierrefonds, Québec, H8Z 3G4. Telephone: (514) 620-57857, GEnie mail: M.RODGERS.

JUNE 4-12, 1994

D-DAY, Carlsbad, CA. First Annual San Diego County Boardgame Championships. Over 50 game tournaments, a special D-DAY tournament, miniature gaming and over $1000.00 in prizes. Contact: Game Towne, 2933 Roosevelt, Carlsbad, CA 92008.

JUNE 18-19, 1994

CAPITALCON X, Springfield, IL. All types of gaming in the Prairie Capital Convention Center. Avalon Hill boardgame events include *ADVANCED CIVILIZATION, RAIL BARON, ASL*, and the tenth annual *THE RUSSIAN CAMPAIGN* tournament. Contact: John Holtz, 400 East Jefferson St., Springfield, IL 62701. (217) 753-2656.

JULY 15 – 17, 1994

QUINCON IX, Quincy, Illinois. To be held at the Signature Room at the Franklin Square complex, 317 State Street, Quincy, IL. Seventy events, including role-playing, boardgames, historical miniatures, auction and special guests. NO GAME FEES! For information send SASE to: **QUINCON IX**, c/o Mark Hoskins, 1181 Pratt St., Barry, IL 62312.

AUGUST 4 – 7, 1994

AVALONCON 1994, Marriott's Hunt Valley Inn, Hunt Valley, Maryland. Bigger and better than ever, the fourth annual all-boardgames convention sponsored by Avalon Hill. See the feature article in this issue for highlights of last year's event, then call (800) 999-3222, or write to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214, USA. For hotel accommodations, call (800) 228-9290 or (800) USA-WKND for the special **AVALONCON room** rates.

AUGUST 10-14, 1994

GAMEFEST XV, San Diego, CA. All types of gaming including *CIVILIZATION* and *DIPLOMACY*. Contact: GAMEFEST XIV, 3954 Harney St, San Diego, CA 92110.

AUGUST 18 – 21, 1994

GEN-CON® '94, Milwaukee, Wisconsin. Largest multi-media gaming event in the United States. Early-Bird registration forms must be postmarked by January 31, 1994. Contact: **Gen-Con®** Game Fair Headquarters, P.O. Box 756, Lake Geneva, WI 53147 USA.

SEPTEMBER 2 – 5, 1994

ORCCON 18, LA Airport Hyatt Hotel. All types of family, strategy and adventure games. Boardgames, role-playing games, miniatures and computer gaming. Bargains at the Flea Markets, Auction and Exhibitor areas. Also seminars, demonstrations and special guests. Contact STRATEGICON, P.O. Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440 for more and immediate details.

SEPTEMBER 2 – 4, 1994

SIOUX CITY GAME CON IX, Hilton Hotel, Sioux City, Iowa. Miniatures, boardgames and role-playing games of all types. Sponsored by MAGE (Midwest Area Gaming Enthuisiasts). For information, contact Burnie Hegdahl, 737 N.E. 3rd Street, Madison, SD 57042, Tel.: (605) 256-3909, or Curt Lyons, 2801 Jennings Street, Sioux City, IA 51104, Tel.: (712) 258-7403 6-10 PM weekdays or 12-10 weekends.

SEPTEMBER 16 – 18, 1994

CALGARY GAMING CONVENTION 1994, Calgary, CANADA. Annual boardgame and miniatures event sponsored by the publishers of the Canadian Wargamers Journal. Over 35 events including *ASL, CIRCUS MAXIMUS* and *HISTORY OF THE WORLD*. For informtaion, contact: The Canadian Wargamers Group, 207 Bernard Drive NW, Calgary Alberta, T3K 2B6, CANADA, Tel.: (403) 275-9811; Fax: (403) 275-9898.

NOVEMBER 5 – 6, 1994

NEW JERSEY *ASL* OPEN, Edison, New Jersey. Sponsored by the Central New Jersey *ASL* Club, this is a 5-round Swiss-Style tournament, AREA rated. All pre-registrants receive event patch and scenario list. For information, send SASE to Daniel Zucker, 416 Pleasant Avenue, Piscataway, NJ 08854, or call (908) 754-3358. Via Email, contact Darryl Lundy on GEnie at D.Lundy 3; or on INTERNET, D.Lundy 3 @ GENIE.GEIS.COM.

NOVEMBER 10 – 13, 1994

TNT '94, Comfort Suites Hotel, 14402 Laurel Place, Laurel, Maryland (800) 628-7760. (Mention **TNT '94** to get the group rate.) **TNT** is the premier free-from *TITAN* tournament. Play as many games as you wish. Gaming starts at 9:00 a.m. Thursday and ends midnight Sunday. For more information, contact Brian Sutton, 9225 Fairlane Place, Laurel, MD 20708, or call (301) 604-0050.

OPPONENTS WANTED

Phoenix area FTF opponent wanted. WW II & Modern era. Mike Eilering, 19834 N. 46th Av., Phoenix, AZ 85308. (602) 780-2435.

Wanted: FTF players fpr two-player or multi-player games. AFK, ATS, CMS, ACV, DIP, KGM, MOV, PAA, PGG, HOW. Mr. John S. Baker, 4675 S. Harrison Road, #95, Tucson, AZ 85730. (602) 290-9177.

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

FTF, PBM/phone (Tucson) PZL/PZB, 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.

Adult gamer seeks FTF opponents for ASL, VIP and other historical simulations. No fantasy, no role-playing. Kevin Taylor, 1135 A, Yuma, AZ 85365. 726-5158.

ASL players sought for FTF. Have entire ASL system. Also will play other AH war games. Wes Vaughn, 3509 E. Huntsville, Fayetteville, AR 72701. 442-2141 (Nights), 442-9567 (Days).

Returning to gaming after many years absent. Wanted FTF for GOA, LFW, TRC, 176, 3R4, WSM or your favorite. Greg Edwards, 963 Coronado Drive, Costa Mesa, CA 92626. (714) 957-6615.

Opponent Wanted for PBM WAT, W&P. Contact John Phillips, 2780 Creston Dr., Los Angeles, CA 90068. (213) 463-8188.

HOW, W&P, BKN, TPS, UPF, B81, B92, M92, GDC, ACV, BRI, G88 and others. Peter Rich, 10729 Chalon Road, Los Angeles, CA 90077-3314. (310)472-3052.

'Zine Register #23 lists and reviews 100+ 'zines for DIP, TTN, 183, KRM, MOV, CIV, KGM and more! Contact Pete Gaughan, 1521 South Novato Blvd., #46, Novato, CA 94947. (415) 897-3629.

Calm gamers wanted for Historical Boardgames Club forming in Sacto. area. 12+ members and growing. Call for more info. Mark Ruggiero, 101 Fountain Oaks Cir. #41, Sacramento, CA 95831. (916) 422-5359.

Looking for FTF & PBM ASL opponents. James Alen, 28352 Paseo Establo, San Juan Capistrano, CA 92675. (714) 496-5211.

Wanted: Opponents in AH including ASL, UPF, ACV, DIP, VIP and others. Suffering from gaming withdrawal; help! Mark DeVries, 5100 West Walnut, #220, Visalia, CA 93277. (209) 627-5615.

PBM opponents wanted, rated or un-rated, for B91, AFK, PZB, SGD. Teaching opponents wanted for TRC, ANZ and PCW. Marcel Carbonneau, 240 Iron Drive, #17, Vista, CA 92083.

Mathematician, 49, seeks PBM opponent for TRC. Will respond to all inquiries. David DuBois, 1133 Eunice, Woodland, CA 95695.

FTF opponents wanted in Tampa Bay area. Interested in TPS, PPW, IDF and other AH/VG titles. Please call and leave message. Kosta K., 5241 Merlin Court, Land O' Lakes, FL 34639. (813) 996-2520.

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, Lauderhill, FL 33319. (407) 364-3591.

The 42nd Bomb Group (Heavy) is forming for their next raid. If your Flying Fortress is ready, the mission briefing is now! Send SASE to: Gunther Bellows, Route 2, Box 157, Micanopy, FL 32667.

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.

AFK, FLD, PZB. Willing to learn. Daniel Williams, 89 Redding Rd., Cartersville, GA 30120. 386-8745.

Adult opponents wanted for PBM TRC. Quick responds a must. Gary Dayton, 7 Taylor, Champaign, IL 61820. (217) 359-7576.

Looking for PBM rated games of ANZ and GOA. Also any AH games FTF in DeKalb area. Chuck Synold, 408 Annie Glidden Rd., #4, DeKalb, IL 60115. (815) 756-7314.

PBM opponents wanted for WSM and A3R. Kevin Sheetz, 58371 CR115, Goshen, IN 46526.

Experienced gamer seeks opponents in the Iowa City/Cedar Rapids area to play ASL, EIA, WSM, BRI, CIV or others. Randy Yeates, 78 Amherst, Iowa City, IA 52245. (319) 358-6681.

KC Area ASL Club, where we live and play by the Great Book! Welcome aboard, George! Larry Maxwell, 1419 East 125th Terrace, Olathe, KS 66061. (913) 829-8718.

Need opponent for ASL, PBM or FTF. Also will play GSL, TRC, TRI, UPF and most others. Raymond Mulholland, 1451 West Lincoln Tr Blvd., #129, Radcliff, KY 40160. (502) 352-1189.

ASL played here. Veterans and novices alike welcome. Scenarios from the simple to the complex. The Southern New England Players Association. Vic Provost, 1454 Northampton Street, Holyoke, MA 01040. (413) 536-9661.

PBM gamers for GSL, PAY, have 1958 Colts, Giants for PAY, plus other seasons. Charlie Sacheli, 1365 Main Street, Springfield, MA 01103.

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 Riverfield Road, Taunton, MA 02780. (508) 880-7080.

183, KRM, GSR, RBN, ADV, ACQ, WPS & other games played FTF regularly by 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.

Adult gamer wanted for FTF play in Detroit area. 17+ years experience, will play all titles, ASL, PCW, CVW, you-name-it. Roy Theisen, 25293 Colgate Street, Dearborn Heights, MI 48125. (313) 274-5529.

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.

New ways to play SUB! For details, write to: Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404.

Experienced gamer turned novice since discovering ASL. Need FTF opponents to help me learn this syste fun with other fine AH games. Tim Watson, 119 Bellegrove Circle, Brandon, MS 39042. (601) 992-0157.

FTF opponents for BRI, PXB, DIP, ACV, A3R, EIA. Will travel to anywhere in Mississippi, Memphis or New Orleans. Jay Ouzis, 608 South Court, #10, Cleveland, MS 38732. (601) 843-6086.

Enthusiastic 43-year-old would like FTF opponents for SGD, CAE, BRN, DEV, ASL, SOJ. Have others and willing to learn. William Robbitts, Jaffrey Road, Fitzwilliam, NH 03447. (603) 585-6510.

Gamer, 28, looking for opponents in ASL/SQL, B91, GDC, AIW, PZB, PZL, HWR, VIP and others. Please call and leave message. Paul Blankenship, 2613 Boulder Court, Mays Landing, NJ 08330. (609) 383-6725.

Central New Jersey ASL Gaming Club. No fees, no fuss, just ASL. We meet once every three months. For info, contact: Dan Zucker, 416 Pleasant Ave., Piscataway, NJ 08854. (908) 754-3358.

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 Expressway, #8-C, Corona, NY 11368. (718) 271-4428.

Adult PBM. PZL PL-PBM-EZ rules, B81, PZB using PZL rules? AREA or not. Albert Thomas, 120 Kimberley Dr. West, Syracuse, NY 13219. (315) 488-1943.

PBM opponents for basic SQL. Have numerous scenarios, will play any side. May consider COI, but no expert. Any tutors? Dennis Stamey, 11-J Edgewood Knoll Apartments, Asheville, NC 28804.

Adult gamer seeks FTF opponents in Piedmont Triad area; TRC, VIP, RFT, B81 & others. Bryan Eshelman, 17209 Round Hill Cir., Kernersville, NC 27284. (919) 993-6771.

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

FTF only: BKB, BM7, JUT, FRG, WSM, BRN. FTF or PBM: VIP, WAS, TRC, LFW or G77. James Scutz, 5741 Krupyermount Dr., Cincinnati, OH 45239. (513) 923-1684.

New to Cleveland area. Looking to play NPB, EIA, SOJ, TPS, many others, including Napoleonics, Civil War and WW II. Jim Sexton, 6142 Stumph Road, #109, Parma, OH 44130. (216) 885-2567.

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

PBM or FTF G88, G77, A5A, SJW, HCR. I like to use an honor system. Give me a call if you dare. Dean Halley, 2485 Southeast Alder, Hillsboro, OR 97123. (503) 640-2106.

Soldats! Is there any among you who wish to join our gaming group for some good FTF historical wargaming? Tom Semian, 316 S. Home Ave., Avalon, PA 15202. 761-8794.

FTF in Pittsburgh. TYX, MOV, BRI, KGM, A5A, HWD, SST, PZB, FIG, ALX, FPR, SOA, SPW, G88, TOX, plus many others. Beginners welcome! Call evenings. Judy Jrauss & David Pugh, 2634 Mount Royal Road, Pittsburgh, PA 15217. (412) 521-7605.

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

Looking for FTF gamers in Middle Tennessee. Have VIP, TAC, TPS, 176, SOJ, CAE, ANZ, NAB, SON among others. Hank Burkhalter, 1535 Lascassas Hwy., # C39, Murfreesboro, TN 37130. (615) 896-4141.

New to Austin area. I'm looking for individuals or a club, FTF or PBM. Play just about anything. Ken Mikolaj, 12148 Jollyville, #1306, Austin, TX 78759.

PBM CAM, PCW, FPR, FLD, FTP, AIW, PZB, PZL, G88, PZK, TLD, BRI, 194, GDC, ANZ, RFT, FSE. John Cates, Route 1, Box 481, Huntsville, TX 72340.

PBM AFK, rated or un-rated. FTF AFK or others. David Hille, 4107 South 36th St., Arlington, VA 22206. (703) 685-3118.

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

You name it, we (probably) game it; The Forlorn Hope Game Club in Springfield. Emphasis on couples, groups. Send SASE to: Don Hawthorne, 8814 Cromwell Drive, Springfield, VA 22151. No calls, please.

ASL opponents wanted, FTF. I especially enjoy designing and playing DYO scenarios. Harold Moye, P.O. Box 0428, Pinedale, WY 82941. (307) 367-2732.

PLAY BY ELECTRONIC MAIL

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

CANADA, EUROPE AND ELSEWHERE

Experienced adult player new to PBM seeks opponents in PZB, PZL, TRC, SST, TC2, ANZ, FR4, BM7. John B. Siegmund, PSC #4, Box 2800, APO AA 34004

Experienced gamer seeks PBM/FTF TLD, ASL, 3R4, RFT, W&P, BLK, AFK, LFW, many others from Ancients to Post-modern. Thomas Bunn, HHC 97th M.P. Bn, Unit 29724, Box 188, APO AE 09028.

Hardcore ASL player transplanted to Seoul, Korea by the Army. Any other ASL players in the ROK? If so, drop me a line. Jeffrey Musk, PSC 303, Box 29, APO AP 96204-0029. 736-8175.

Looking for A3R opponents, information, articles and discussion? Subscribe to "ULTRA". Contact Bruce Harper, 3641 W. 48th Ave., Vancouver, BC V6N 3R2, CANADA.

Opponents wanted. Mainly ASL, some 3R4, TPS; others considered. If have system, will consider PBM. Pete Phillipps, 49 Lombardy Rise, Leicester, LE5 0FQ, ENGLAND.
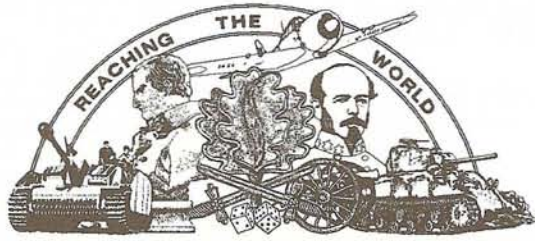
THE CHANGING OF THE GUARD

By Glenn E. L. Petroski

For those of you who wish to take notice, Russ Gifford has passed the position of AREA News editor on to me. This is not a real new development. Russ has been very busy in his personal and professional life as well as within the hobby, and has been over burdened. It was by his own wishes that he relinquished AREA News.

While many of you know me, and most of you likely recognize my name already, all of you could probably use a little background check from me. I'll try to make it real brief, although I am not good at brief.

I am 42, happily married, father of five, and all-around good guy (well...3 out of 4 anyway). I have been playing wargames for just about 28 years now, PBM just over the last eight.

As an occupation I am an electro-mechanical technician. I build motor controls, battery chargers, pump controls, and the like. I do some design work, but most of my efforts consist of correcting and modifying existing designs as I go along. Not real exciting work, but always interesting, a lot like wargames.

For hobbies I am an avid big-game hunter; deer, elk, antelope, bear, et cetera. I also hunt small game to stay in practice and as an excuse to walk in the woods. If hunting seasons were open 365 days per year, I wouldn't be typing this.

A very strong second choice is wargaming. I do play many titles by a number of companies, but admit to a strong preference for Avalon Hill. I consider myself a good player though not a "top gun".

I have an interest in only one sport—baseball (not softball!). In high school I was third baseman for the Niles East Trojans which took the Illinois State Championships during my junior and senior years. To this day it is the only athletic sport that I care the least about, and then only if I can play.

On October 27, 1971, I personally accepted Jesus Christ as saviour of my soul and guide of my life. I am, in the current vernacular, a born-again Christian, a fundamentalist of deep and sincere conviction. I believe in the Bible as the word of God, and I believe what it says in essentially a literal sense. It is the standard of truth by which all else must be measured. My story, my life, is not complete without this. I do not enter into "religious discussions" either verbally or in writing in a general sense, because I know how pointless this is. Other than by way of necessary introduction my religious convictions will not be in AREA News, but I look forward to anyone who wishes to contact me further on a more personal basis. I do eagerly share my beliefs and discuss what I understand with individuals who sincerely want to know, one-on-one, and try to let my still-imperfect example and lifestyle be my witness.

I was not what you would call popular in high school, my interests and my friends were narrow and intense. I was one of five who made up a tight, close-knit group which predictably played baseball and wargames. We weren't anti-social, but not outgoing, and not too concerned about the fact that others thought that we were different. To this day we are close. I have heard from each of the others within the last 30 days, in spite of the fact that it is now 28 years later and we now live in New York, San Francisco, Minneapolis, Wisconsin, and one still in Skokie, Illinois.

My life has never been a dull place, and boredom does not seem to be in my future. Even peace and quiet are eventful, as the harbinger of things to come. I have often said that my life has been a 40 year party. I neither regret nor retract anything, life is good, not perfect, but very, very good.

My freshman year in high school is when we first began playing *D-DAY*, and it's been a pretty steady love affair with wargames ever since.

Usually I'm willing to try out new games, but generally I prefer to specialize. While willing to play others, I would rather play just a few extremely well, rather than many titles more frequently. I get into details, "perfect plans", and "dirty tricks". My favorite games, those I am the most proficient at are *VICTORY IN THE PACIFIC*, *BLITZKRIEG*, the classics, and *RICHTHOFEN'S WAR*.

Most of you recognize my name as being associated with AVALONCON and the *VICTORY IN THE PACIFIC* Tournament. My name and the great acclaim which has been attached to it has astounded me as much as anyone else! I am another one of you who is trying to earn a living, feed a family, and who really enjoys the wargaming hobby. AVALONCON, VIP, and my other involvements in the hobby have been measured, but a sincere effort to do my best for you, my friends. Your praises are evidence that my efforts have been successful thus far.

Six to eight months ago Russ first asked me to take over the AREA News, to which I politely but firmly replied, "No!" He didn't give up. Russ went so far as to recruit others in the hobby, including a Mr. Donald Greenwood of Bel Air, Maryland, to persuade me to take over the column. By AVALONCON 1993, these people were asking me *when* I intended to begin. This in spite of the fact that I was still saying "I'm not going to do it!"

Let me not go on about all of this too long. Russ did ask, more than once, and Don has asked me, so here I am. My reluctance stems from a fear of over involvement similar to what Russ went through, which we all go through at times. The fact that this first installment is one issue later than originally planned is evidence that this fear is not unfounded.

Basically I wanted to do this all along. I love to write. I love wargaming I believe in serious competitive gaming, AREA, AVALONCON, Avalon Hill, and in the fellowship of gamers in general. To be asked, and to be thought of highly enough to be asked by personalities of such note as Don and Russ, as well quite a number of others within the hobby, is honor in itself, and I want to express appreciation for that consideration.

Now, having agreed to take on this responsibility, I feel that I need to do a job worthy of all of your expectations I intend to do this with the future of AREA News, but I don't pretend to think that I can do it alone. My forte' has always been organization rather than outright originality, not that I don't have any of the latter. I am openly soliciting help, feedback, suggestions, comments, even outright criticism! Anyone, everyone, send me any information, ideas, thoughts, or pieces of things that might be of remote interest. I will not promise full use of absolutely every tid-bit, but I will look into it, and will be grateful for each item, no matter how little or far removed it seems. If nothing else, it will show me that someone is reading my stuff and will give me the feeling that my efforts are of some value.

Your input is what I will need to provide balance and a wider scope for AREA News. No one person has the same tastes, the same views, the same preferences. Personally, I like two player, face to face, organizational level, military based, board type wargames. There are exceptions, but not many. I do play by mail, some. I do play *DIPLOMACY*, trust me. I do play *ACQUIRE*, when I cannot shanghai *VIP* opponents. I do not play *ASL*!

If you think this all through you may come to realize that this column will be heavily laced with VIP, BZK, and the classics unless I get some outside influence. You are needed.

Already I am formulating material for the next two issues of *The GENERAL*, as I must be, lead time being what it is. But I have definite need for material which will follow that.

Tell me what your club is doing! We have all had experiences over a game board that shed light on the games and on real life. Send me a quip! Send me convention reviews, game reviews. Do you have a few paragraphs about wargaming that won't make a full article? I will very likely use them as a base for more, and I'll be happy to give you the credit. Tell me anything! But write! Glenn E. L. Petroski 210 W. Hunt Twin Lakes, Wisconsin 53181-9786, (414) 877-4178.

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WRASSLIN' JR got underway at noon with 17 little Hulk Hogans competing in single elimination, one-fall contests. The first crisis in the Greenwood clan passed without incident when Jessica, the defending champion, took her lumps in the finals and lost to Vana Miriah Ratliff of Lebanon, PA who was playing the game for the first time. Keri Kibler (whose mom, Judy, won the Battle Royale in '92) took third, and Robert Navolis 4th.

The pint-sized version of *MERCHANT OF VENUS* provided the evening fare for 22 little space traders. Christina Hancock of Amherst, NH walked off with an *AVALONCON* shield. Eric Wrobel placed second, Anabel Raymond third, and Vana Ratliff fourth.

Drivers take a tight turn during the SPEED CIRCUIT Junior Division tournament.

Friday morning saw *SPEED CIRCUIT* for those without driving licenses get underway. GM Rob Cunningham outdid himself by keeping the youngsters entertained with scale model cars and a specially-made track while lavishing lots of individual attention on the kids. Robert Navolis of Atlanta, GA won by beating everyone across the finish line in two laps of the Hodiheim Track. Brothers Micah and Gabe Rabin finished second and third, while Joshua Gartin claimed fourth.
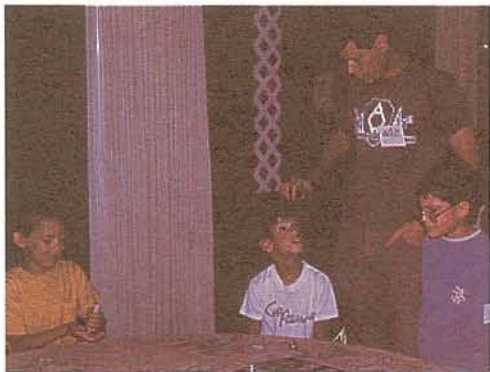
GM Stanley Buck serves as Federal Mediator for four mini-moguls squaring off in TV WARS.

An hour later, *TV WARS* got underway with 50% more players than the adult version. Of course, if there is one thing kids should know about, it is TV. Wendy DeMarco of Riverside, NJ made good use of blockbuster Hollywood movies to edge the Raymond brothers, Nicolas and Ludovic, who claimed second and fourth respectively. Holly Buck finished third. A big thanks to

Mr. Vessey, Mrs. Raymond, Tara Greenwood and Mrs. Linda Schiffer for helping GM Stanley Buck keep the junior TV moguls in hand.

The evening's entertainment ended with *CIRCUS MAXIMUS*. A 14-chariot field managed one lap in the three-hour time limit. Evan Hitchings of Newark, DE edged Ben Goldstein, who was vying for a Junior version of the Hat Trick, with a 5-whip on the final leg. You've never seen such bloodshed and mayhem.

Saturday morning commenced with 22 little art collectors in *ADEL VERPFLICHTET*—a large number considering it had to compete with *DINOSAURS OF THE LOST WORLD* at the same time. And unlike some of the other children's events this was not an abridged version. Everyone played two full games in the preliminary round to select five players for the final round. Ben Goldstein became a double winner for the weekend by edging Beth Bernard. Eric Wrobel took third and Scott Cornett fourth. Rounding out the final five finishing just out of the money was Jessica Greenwood (yes, *that* Greenwood).

Once again, DINOSAURS OF THE LOST WORLD *drew a record crowd of youthful Dr. Challengers under the watchful eye of GM Ray Stakenas.*

For the third year in a row, *DINOSAURS OF THE LOST WORLD* attracted the most junior explorers with 28 answering the call. One semi-final game saw the lead change four times in the final five minutes before it was called due to the time limit. When the dust had settled, two players were tied for first, moving both to the finals. As in last year's tournament, Ryan Bouffard had an opponent sneak into his camp to steal an escape item. This time, though, the Fairfax, VT native won the race to the exit to barely edge Wendy DeMarco for the win. Verity Hitchings took third.

At 1 PM, *ENEMY IN SIGHT* got underway for young admirals with 20 posting their sailing orders. Nicholas Raymond of Montreal, Quebec edged his sister Anabel for the plaque. Perpetual prize winner Ben Goldstein again finished in the money, taking third.

Saturday's competitions ended with the 5 PM start of *WIZARD'S QUEST* as 22 young fantasy adventurers vied for the three treasures. Anne Kratz of Pocatello, ID sprung an "Extra Attack" Campaign card in the late going to take *Sheep Meade* and *Castle 3* to edge Katie Johnson. Lindsey Pafenberg took third place.

The last-chance event on Sunday for the junior circuit was *LEGENDS OF ROBIN HOOD* which attracted 24 merry children. In the finals Wendy DeMarco's Little John took an early lead by relieving noblemen of their purses on the Forest Road. But Eric Wrobel's Robin Hood shot true to the mark and won two archery contests. Nicholas Raymond's Friar Tuck just couldn't move swiftly enough due to... um, lack of movement cards. So the Springfield, VA native's Robin Hood eventually overtook Little John to win by two gold pieces. Nicholas finished third.

And so ended another rite of passage for a passel of kids with their first real taste of daddy's games. It is gratifying to see the numbers of youngsters climb and even more so to observe how much fun they are having. I also take great satisfaction in seeing the older kids joining the ranks of full-fledged competition when they come back older and wiser. When you ponder where the next generation of gamers will come, rest easy knowing that at least some of them will have cut their teeth at *AVALONCON*.

Alas, there is still trouble in paradise. I speak not of the trauma inflicted on another dozen fathers who must deal with Junior's *AVALONCON* plaque while their own trophy wall remains bare. Rather, the classy suburban setting of the Hunt Valley Inn breeds parental confidence and many, observing the available amenities and successful children's events, pledged to bring the family next year. That is all well and good, but parents must remember that young children are precocious and need supervision. Children mature emotionally at different ages—one child may be well behaved, attentive, and anxious to learn at the age of eight while another may be restless at 13. Each parent must decide on his or her own whether their child is ready to handle themselves responsibly in what is, essentially, an adult environment.

Those not sure of the answer should still give their children a chance to impress them, but must stand ready to provide the parental supervision which may be required. I only had to raise my voice once during the weekend; circumstances seemed to require my best school teacher's stern demeanor to impress youngsters who were determined to hold an Escalator Olympics despite repeated warnings to the contrary. The Hunt Valley Inn is a beautiful resort hotel and as safe a spot to bring one's family as exists, but escalators are not meant for sitting or sliding contests.

Lastly, we want your children to feel welcome at *AVALONCON*. However, it is not fair to our volunteer GMs to saddle them with what amounts to free baby-sitting service. If your children need supervision, please do not bring them unless you are prepared to volunteer some of your own time to help out overseeing their game. Knowledge of how to play the game, although helpful, is not necessary. Simply having an adult around to keep wandering minds on the game is very helpful.

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AVALONCON 1993 TOURNAMENT CHAMPIONS

AVALONCON 1993 • HUNT VALLEY, MD

Juniors Division

EVENT	ENTRANTS	WINNER	HOMETOWN
Adel Verpflichtet	22	Ben Goldstein	Clemson, SC
Circus Maximus	14	Evan Hitchings	Newark, DE
Dinosaurs of the Lost World	28	Ryan Bouffard	Fairfax, VT
Enemy in Sight	20	Nicolas Raymond	Montreal, QUE
Legends of Robin Hood	24	Eric Wrobel	Springfield, VA
Merchant of Venus	22	Christina Hancock	Amherst, NH
Speed Circuit	14	Robert Navolis	Atlanta, GA
Titan	8	Ben Goldstein	Clemson, SC
TV Wars	18	Wendy De Marco	Riverside, NJ
Tyranno Ex	16	Courtney Foster	Fort Worth, TX
Wizard's Quest	22	Anne Kratz	Pocatello, ID
Wrasslin'	17	Vana Ratliff	Lebanon, PA

Ben Goldstein
Clemson, South Carolina
TITAN & ADEL VERPFFICHTET

Evan Hitchings
Newark, Delaware
CIRCUS MAXIMUS

Ryan Bouffard
Fairfax, Vermont
DINOSAURS OF THE LOST WORLD

Nicolas Raymond
Montreal, Quebec
ENEMY IN SIGHT

Wendy DeMarco
Riverside, New Jersey
TV WARS

Courtney Foster
Fort Worth, Texas
TYRANNO EX

Anne Kratz
Pocatello, Idaho
WIZARD'S QUEST

Eric Wrobel
Springfield, Virginia
LEGENDS OF ROBIN HOOD

Christina Hancock
Amherst, New Hampshire
MERCHANT OF VENUS

Robert Navolis
Atlanta, Georgia
SPEED CIRCUIT

Vana Ratliff
Lebanon, Pennsylvania
WRASSLIN'

ROASTING CHESTNUTS
The AtlantiCon '92 *ASL* Tournament Scenarios, Part II

By Jim Stahler

Jim Stahler is a talented fellow. Not only does he redesign old classics such as D-DAY '77, but he also finds the time to design original games such as BREAKOUT: NORMANDY. This is the second installment of his piece describing his redesign of four scenarios (see last issue for "Commando Raid at Dieppe" and "Gambit") for his annual team competition. This year, all four featured actions without vehicles, concentrating upon the purity of infantry combat as a challenge to the experienced players his well-respected tournament inevitably draws. No doubt, all of them certainly hope that Jim continues his event for some years to come (at least until he runs out of SL scenarios to convert to ASL format).

THE AKROTIRI PENINSULA DEFENSE

With this issue (for those readers who keep track of such things), there are now seven *ASL* scenarios published by Avalon Hill dealing with the German invasion of Crete. Four of them cover the landings on 20 May 1941: "The Akrotiri Peninsula Defense" (this scenario) and the trilogy in the '89 *ASL Annual* ("Tavronitis Bridge", "Bofors Bashing", and "Descent Into Hell"). These scenarios deal with the initial glider descent and fighting on the island. "Revenge at Kastelli" (*ASL* #45) deals with the immediate aftermath of a parachute drop as angry Greeks hunt down paratroopers who are already on the ground. The previous scenario in my 1992 tournament, "Gambit", deals with the attempt by a New Zealand force to escape the clutches of the Germans around Maleme Airfield. Finally, "Probing Layforce" (A43 in the '92 *Annual*) depicts the efforts of a British rear guard to halt the German advance long enough to allow their comrades to evacuate.

"The Akrotiri Peninsula Defense" is one of the rare scenarios dealing with gliders. For you glider enthusiasts, there are two more glider scenarios yet to be updated from the original *SQUAD LEADER* system: "Rehearsal for Crete" from *COD* and "A Belated Christmas" from *GI*.

In search of a balanced competition, I was forced to make a number of changes from the original for this one. Actually, the old *SL* scenario looked pretty hopeless for the Germans. Of course, it *is* historical; the Germans lost dramatically in the real battle. But that doesn't do for a game. Thus, before we ever playtested it, I reduced the British force considerably and beefed up the Germans in "Akrotiri". It still was not enough. The Germans only won two out of seven games in my tournament. Since then I have reduced the British by another couple of squads. Now, I believe, the Germans have a good chance of winning—at least, that's what our further playtesting has shown.

The British originally had 12 squads in the town on Board 3; I reduced this force to 10 squads for the tournament (and the British still won five out of seven). So I have reduced this force by another two. The British originally had a 9-2 leader. He had to go. I also demoted one of their two 9-1 leaders. I left the machineguns and concealment counters unchanged. The *ASL* rules permit all units to be concealed in addition to any concealment counters given by the scenario, which results in the British having more concealment under *ASL* than they had originally anyway.

For the AA battery, I translated the on-time 2-3-7 crews to 2-2-8 crews. This should make them a bit tougher, but with the change in victory conditions they need to be tougher. To make the game even more interesting for the defender, I allowed the squads and leaders with the AA battery to set up HIP. I reasoned that if they were forced to set up on board, their positions could be a dead giveaway for the AA gun locations. In the *SL* version, there were three types of AA guns listed. However, as per the marvelous Ordnance Notes of *ASL*, the 20L AA gun was not used until 9/43. Consequently, I replaced the two 20L AA guns with two 40L AA guns. The 76L AA gun became the 76* AA gun.

Similar to my update of "Gambit", I replaced most of the German 8-3-8s with 5-4-8 squads, to make it more realistic. I retained three 8-3-8 squads to represent the combat engineers who landed in the gliders alongside the infantry. I also added a squad with a glider to the German OB, giving them 12 squads instead of the original 11. I promoted a 9-1 to a 9-2 to boost the German leadership, and added an 8-0 leader and another DC to go along with the third engineer squad. I was very tempted to promote the 10-2 to a 10-3 so that Major Stahler could get into the game, but I resisted the evil impulse. The changes to these Germans result in just about the strongest force

for its size in any *ASL* scenario. All squads are elite, there is one leader for every two squads (including two leaders with –2 DRM), and every squad has a support weapon (including three DCs, a HMG, and two MMG for only a dozen squads). This is indeed a force to be reckoned with.

I made the victory conditions both easier and harder. Originally the Germans had to eliminate three of the five AA guns. Because of setup restrictions, a weaker German player can beat a much stronger British player by concentrating all his force on one of the three possible gun positions, and be all but guaranteed of winning the game if he guessed right, and guaranteed a loss if he guessed wrong. This gives a rank *ASL* beginner a one-third chance of beating a Mike McGrath or a Perry Cocke from the start. That is a far better chance than he would have in nearly any other published scenario. I now require that the Germans knock out four guns, requiring them to attack both gun sections. Thus, the victory conditions became tougher.

But to balance things out, I only require that a gun not be manned by a 2-2-8 British crew or not be in Good Order (which means malfunctioned, disabled, captured, or otherwise eliminated). In the *SL* scenario, a gun actually had to be eliminated. My reasoning, however, was that the objective of the glider troops was to neutralize these AA guns; there many ways of doing that. One way, of course, is to eliminate or capture the guns. Another way is to eliminate the crews, or at least drive them away from the guns. I doubt that an AA gun manned by an infantry squad pressed into service as a temporary crew would be very effective firing at aircraft. Yet a third way to knock out a gun is to be such a threatening target yourself and absorb so many shells from the guns that they run out of ammunition or melt their barrels, represented in the game by a gun malfunction. Any way that the Germans knock out the guns is fine, so long as they do the job. I also removed the immediate British victory should they eliminate nine German squads. As long as the paratroopers are doing their job, they are dependable. They simply must go for the guns at all costs.

The mapboard, set-up restrictions, and game length are retained from the original. I added SSR 1 defining the environmental conditions as moderate, which is the usual default for we "scenario designers". I created a mild breeze blowing toward the northeast. This is consistent with the prevailing wind at that location, and more important, it allows some interesting glider avenues of approach, especially on Board 6. (In the original game there is no wind.) The player with the glid-
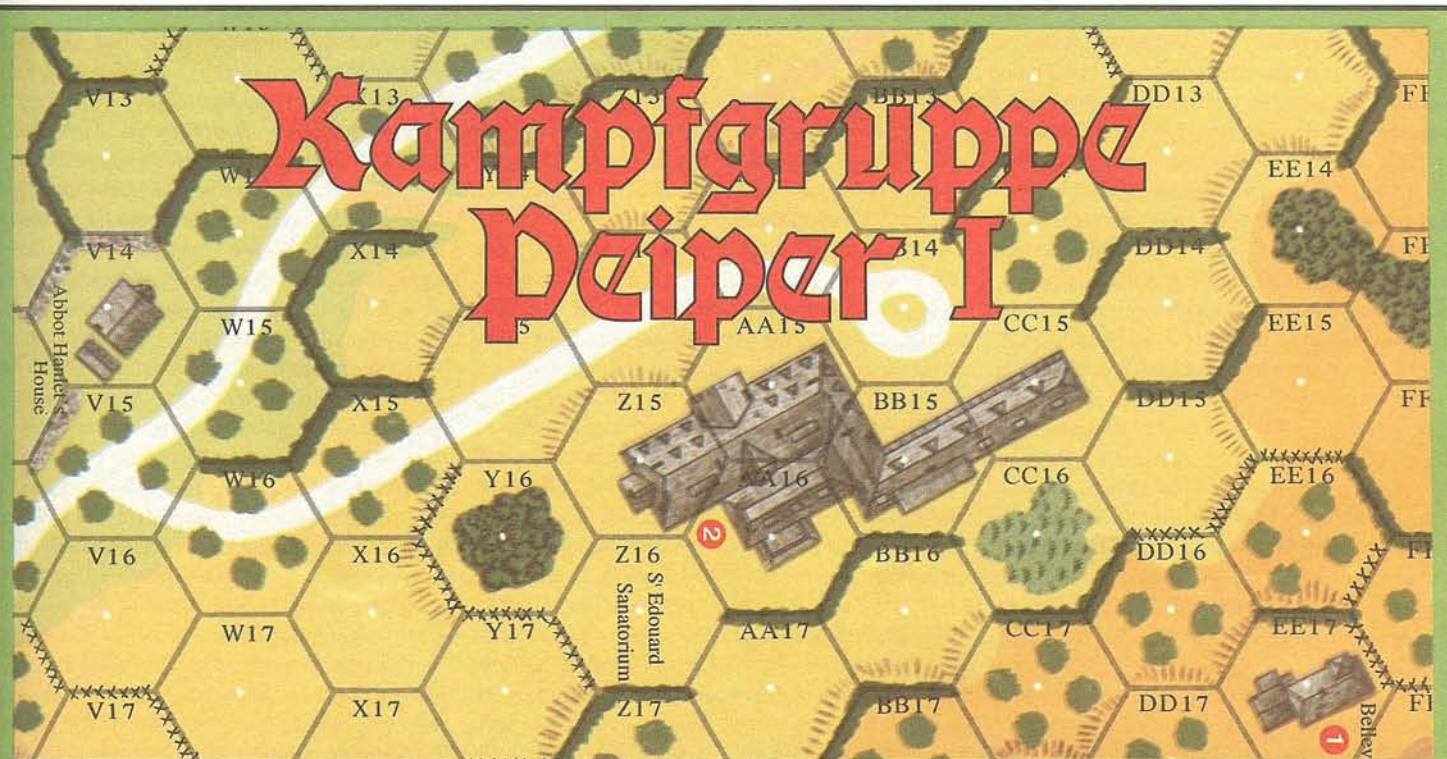
Here it is at last: the second Historical *ASL* module. **KAMPFGRUPPE PEIPER I** deals with the desperate fighting between American GIs and German SS around the village of Stoumont, Belgium—ultimately, the high-water mark of the infamous kampfgruppe's advance—during the Battle of the Bulge. Similar in concept to its *RED BARRICADES* predecessor, **KAMPFGRUPPE PEIPER** contains a huge, full-color, two-piece map depicting the village of Stoumont and the surrounding countryside. The terrain has been painstakingly researched to ensure a maximum of historical accuracy, with the area's buildings, roads, streams, forests and fences shown as they were in the latter half of December 1944. Elevations run from Level –2 (the river) through Level 9 to better represent the hilly nature of the Amblève valley.

KAMPFGRUPPE PEIPER I also includes Chapter P of the *ASL* rules, which introduces several new terrain types such as pine woods, barbed-wire fences, narrow village-streets, and slope hexsides (which allow a unit not in a Crest Line hex to fire across a Crest Line to a lower elevation, thus minimizing the "plateau effect" of normal *ASL* hills). Rules Section 8—the bulk of Chapter P—provides for a three-day (December 19-21), eight-scenario Campaign Game covering the entire battle. This Campaign Game is designed for play exclusively on the new map, enabling the *ASL* gamer to create an ongoing series of interrelated scenarios in which tomorrow's victory conditions are as important to think about as today's. Since surviving units and equipment are retained for the next Campaign Game scenario, a critical tactical dimension—conservation of force—is added. Gone are those last-turn suicidal charges so commonly employed in standard scenarios.

Besides giving starting forces and some Campaign-Game-specific rules, Section 8 mainly details a special between-scenario series of steps known as the Refit Phase (based generally along the same lines as the Refit Phase in Chapter O of *RB*) to "tidy up" the map and purchase additional forces for the next scenario. For instance, all ongoing Melees are resolved, wounded leaders may be evacuated, units may become Battle Hardened, Fortifications/Wrecks may be removed, etc. Each side stakes claim to the Strategic Locations it controls, in order to determine the next scenario's setup areas. Later, each side secretly purchases sections/platoons of reinforcements (from a table of historically available units) to supplement its current force; e.g., the German commander might buy an SS-panzergrenadier platoon, a section of King Tiger tanks or Wirbelwind SPAA guns, 150mm artillery fire, and/or more Fortification points—to name but a few. Since neither the nature nor the strength of reinforcements is known to one's opponent, the Campaign Game offers much more "fog of war" than most standard scenarios.

Two new countersheets provide Location-Control, Burnt-Out-Wreck, Out-of-Gas and Known-Minefield markers, among others—plus many extra U.S. and German Personnel, Support Weapon, Gun and Vehicle counters for use in the Campaign Game (including the new SPW 251/21 AA halftrack with three coaxially mounted 20mm guns). Four standard scenarios using small portions of the Stoumont map are included as well.

Following **KAMPFGRUPPE PEIPER I** will be *KAMPFGRUPPE PEIPER II*, a companion module that will expand upon the first module (without adding any additional rules) by covering, in both scenario and Campaign-Game form, the concurrent battles for the nearby villages of Cheneux and La Gleize.

KAMPFGRUPPE PEIPER I is not a complete game. Ownership of *ASL, BEYOND VALOR* and *YANKS* is required.

KAMPFGRUPPE PEIPER I is now available for $35.00 direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add $5.00 for domestic shipping and handling ($10 for Canadian orders and $15 for overseas orders). Maryland residents, please add 5% state sales tax.

ers can have his gliders land facing any direction, as long as they all face the same way. For a much wilder game, have the wind direction determined randomly after the British setup. I deleted a few SSR from the scenario that are no longer needed. And I ruled that all buildings on Board 6 are of stone construction. This is necessary since some copies of Board 6 appear to have all wooden buildings, while on other copies all buildings look like they are made of stone.

All the AA guns start in AA mode. This only makes sense, since they had been busy firing at German planes before the scenario starts. Not only are the AA guns not allowed to move, they can't even limber. I don't know why a player would want to, but it is not allowed regardless.

The British have ELR of "3", standard for this time of the war. The Germans are elite and have the excellent ELR of "5". The British, being on the defense, have a SAN of "4". The Germans have the minimum SAN "2", and their sniper is not even placed until the first British RPh, after the Germans have landed.

To help the British, should you feel they need the boost and use the Balance Provisions, I increase their force by two squads, making it closer to the OB in the old scenario. To aid the Germans, I reduce to three the number of guns that they need to neutralize, as per the original VC. This makes the German task *much* easier.

One final crucial change that I made is found in the title of the scenario. As published, the name of the peninsula was spelled "Akroiri" in the title and "Akrotiri" in the scenario introduction. I confirmed the spelling "Akrotiri" in a reference book, and that is how it is now spelled in the scenario title. A tiny typo originally, and one of the few in all the *SL* scenarios, but oh, how annoying.

The game starts with the British set-up. The first crucial decision he must face is where to place the three large "?" counters, and where to place the five AA guns that are the centerpiece of this scenario. Most British players will place two "?" on one board and one on the other; there is no reason to do otherwise. One of these three "?" marks the dummy section. The strategic question for the British player is which one is to be the deception? There is a lot to be said for putting all the AA guns together on the same board so as to concentrate the defensive firepower. The dummy position would be alone on the other board. On the other hand, putting the two real AA gun sections far apart dilutes the German attack as much as possible. In that case, the dummy can then be on either hoard.

One placement that I have seen is to place all five guns on Board 4, with the dummy "?" on Board 6. One section of three AA guns, all 40L, is positioned near 4W6 and the remaining guns are set up near 4K5. All the AA guns are on the western half of Board 4, close enough to Board 3 so that the infantry can move quickly to protect them.

A fine alternative set-up has one section on Board 6 and the other section on Board 4. The Board 6 "?" can be placed around 6Y10, so that

its guns can be defended by the Tommies from 3I10, 3M7 and 3O10. Another possibility is to put these guns near the southern edge of Board 6. Any Germans who attack the guns here will not have time to join in the fray on Board 4. The AA guns can be defended by infantry in buildings 3Y6, 3Y8 and 3CC8.

There are several considerations to bear in mind when placing the AA guns themselves. They should have a good field of fire at nearby landing areas. Keep in mind that the gliders must land facing the wind, and that wind blows toward the northeast, so the gliders must land facing southwest. Your AA guns should not set up in woods, since that hinders their covered arc, and fixes their field-of-fire for the current phase. Being emplaced, they don't need the woods TEM after all. Another important consideration to remember is that the Germans could capture a tall building such as 3N1 or 6M5 and there set up their powerful MGs on the second level. Since all the Germans have to do is break the gun crews or drive them away, the guns should be set up out of sight of these buildings. For the crucial AA guns, hexes Y2, V4, U4, T6, N1, L2 and J2 are good positions on Board 4; and AA2, AA3, AA4, AA10, Y1, Y2, Y3, L8, M9, N4 and O10 are relatively safe positions on Board 6.

Once the positions of the AA guns have been determined, the British player must carefully set up the infantry. Is there anyone who doesn't put the MMG, a 4-4-7 and the –1 leader on the second level of 3N1? In fact, this building is a prime location for a MG in nearly every scenario that uses Board 3. From here, this machinegun nest can cover the area surrounding the grain near 4W6, a prime landing spot for the gliders, as well as fire at any Germans landing farther south near 4K6.

The placement of the British infantry is determined by their role of supporting the guns. If both gun sections are to be placed on Board 4, five infantry squads should be placed among the buildings 3I1, 3K1, 3M1, 3S1, 3T1, 3U1 and 3V1 to quickly reinforce the guns. The other two squads with the bulk of the dummy counters should be placed farther west to delay any glider troops landing on Board 6. To make this look like a larger force, one of these squads should be deployed. The squads and leaders that start HIP should be placed among the five guns themselves. Interesting places are 4X6 and 4U8, to interfere with the rout of broken German units (assuming the MMG does its job and breaks them initially).

Any AA guns set up on Board 6 are farther from the buildings on Board 3, and consequently harder to defend than the guns on Board 4. Obvious places for British squads are 3I10, 3M7 and 3O10 to defend any guns set up on the northern part of Board 6. Guns to the south would be defended by any infantry in 3Y6, 3Y8 and 3CC6. Infantry starting in 3P6, 3Q7, 3R6, 3S87 and 3T6 can go either way to defend the gun positions.

But once the Germans land, anything can happen. Do all you can to protect the guns and their crews. Losing squads doesn't matter; only the

guns and their crews count in this scenario. Put everything you have between the Germans and the guns to keep the twain apart. Don't ignore the firepower of the AA guns themselves. Collectively, they have almost as much FP as your infantry. Don't sustain or intensive fire them unless truly desperate, however. When firing at the Germans, always fire the AA guns last, and only if needed to break or pin a threatening force. A malfunctioned gun is just as bad as an eliminated gun at game's end.

Before discussing German strategy, I want to touch upon an important consequence of the *ASL* glider rules. A glider has a guaranteed safe landing, with no chance of crashing, if it lands in clear terrain and its "Avenue of Approach" has five unobstructed hexes directly behind it. Landing in a building or in the trees is a very bad idea. But brush and grain hexes are just as good as open ground for glider landing.

For example, in this scenario, 6O5 is a good hex in which to land. There are at least five unobstructed hexes in its Avenue of Approach (6U8 to 6P5 along the road). This yields a "–5" drm to the Landing dr, which must result in a Final dr of at most "1"; so the glider lands in its Intended Landing Hex (ILH). There are no modifiers to the Crash dr, resulting in a safe landing. Some other examples of safe landing hexes in this scenario are 6W6, 6FF8, 3E4, 3G8, 4U4 and 4E6.

Some landing hexes have no chance of missing the ILH, but there is some risk of a crash. For example, in 6P4 or 6G3 there is a "+1" drm to the Crash dr due to the hedge being crossed; in 3F7 or 3W6 there is "+1" drm due to the Crest Line crossed. Landing in 6X6 or 4I2 suffers a "+2" to the Crash dr because of the wall. Landing in 6Z6 or 4T3 receives a "+3" Crash drm because of the woods or building in the ILH. Don't land your gliders there; always practice safe landing. Of course, if forced to evade because of AA fire, all bets are off. The Final ILH can be anywhere. All you can do is hope that you hit something soft.

Let's analyze the situation from the bird's eye view of the glider troops. In the middle is a town crawling with British troops. The objectives—the guns—are on the outskirts of the town. There are lots of good landing sites to the east and west of town, near where the AA guns are located. There are hills to the north and south of the town, which can be very good landing sites although a little dangerous, especially if the gliders are subjected to AA fire and forced to evade.

You know that the British MMG is on level 2 of 3N1, with a good leader directing its fire. There is a lot of enemy infantry in the town crawling about. At least one big "?" is on Board 4 and one other is on Board 6. To win, you have to knock out four of the five AA guns, which means attacking both gun sections, which could mean committing forces to both boards.

The German player has two strategies open to him, with many variations of each possible. Basically, he can be aggressive or cautious. An aggressive strategy involves landing as close to

the AA guns as possible, and knocking out several before the British infantry can react. The alternative is to land well away from the British guns, find out where the AA guns are (via SSR #5), organize your force, and attack overland, counting on the quality of your troops and their firepower to defeat the British.

The aggressive strategy has many variations. I will briefly discuss only four them: the *Triple* Attack, the *Balanced* Attack, the *Weighted* Attack, and the *Eggs* Attack.

In the Triple Attack, the German troops are divided into three platoons, each with four gliders, four squads and two leaders. One squad in each platoon is an 8-3-8 with its DC, and each platoon has a MMG or HMG. Each platoon is a potent force by itself. Land each platoon as close to a "?" as possible. The plan, obviously, is to land on top of the guns. You are guaranteed to land two of the platoons right on top of an AA gun section. The third platoon is necessarily out of the way, down near the dummy gun position. It acts as a reserve, moving to reinforce the friendly platoon with the most problems.

The Balanced Attack divides the Germans into two forces of six gliders, with half the strength in each. One force lands on Board 4, while the other lands on Board 6. Both forces land close to a potential battery position. This works best if the gun sections are split between the two boards, since all the Germans will be in action quickly. If all guns are on one board, the force there attacks the nearest section, while the other force makes its way there as fast as it can.

The Weighted Attack is similar, but the force that lands on the board with two "?" has seven gliders, while the other has but five. This takes into account the increased chance of both batteries being on the same board.

The Eggs Attack involves putting all your "eggs in one basket". The entire force lands in one concentrated group on the board with two "?", as close to one of the "?" as practical. If all the guns are on this board, the Germans are in pretty good shape. The guns in the target section should be knocked out quickly. Then the entire powerful force heads towards the remaining guns. However, if there are any guns on the other board, the Germans are in trouble. Feeling lucky, *herr Oberst?*

In all these strategies the gliders attempt to land right on top of the British AA guns. Although the gliders are all placed on board at the start of the MPh, they land one at a time. Save the most valuable gliders for the last.. These-are the gliders with the best leaders, the MMG and HMG, and the 8-3-8 squads. The British AA fire will most likely be resolved against the first gliders to land, which are the most expendable. Only spectacular ROF will result in AA attacks on the more precious gliders last to land. The British player has no way of knowing that the best are landing last. If he does guess this and holds his fire for last, he will lose the benefit of his ROF, which also works in your favor.

The cautious strategy is the opposite of the aggressive strategy, as you would expect. It involves landing as far away from the British as possible. It has two main variations. The first involves landing in one concentrated group. The problem with this is that there are not too many places where all 12 gliders can safely land together. The other variation is landing in two forces, widely separated.

Examining the board, there are a number of prime landing spots to avoid any chance of a crash. They lie in the northeast corner on Board 4, the southeast corner of Board 4, hills 547 and 534 to the north of Board 3, hill 498 on the south of Board 3, and the grainfield on the north of Board 6. Choose the landing point(s) based on where the British are. If your gliders all land at least 11 hexes from the nearest "?", the closest AA gun is guaranteed to be beyond the normal eight-hex range, since it must be within 3 hexes of its "?".

Most, if not all, of the gliders should land more or less safely. At the time the Germans exit their gliders, the real AA guns must be placed on board. The Germans now know where the dummy is and where they must go. It is a matter of moving out.

The aggressive strategy challenges the British AA guns directly. Consequently, it leads to somewhat shorter games. The cautious strategy leads to a fluid firefight that can occur anywhere on the board. If the Germans break through to the guns, they can win. If the British manage to stop them, they lose. With this strategy the Germans must use all nine of their turns, and count on their superior troops and weapons to win the day.

With so many possible British defenses and so many different German strategies, this scenario has many, many possibilities. It can be played over and over again without exhausting all the permutations.

STRAYER'S STRAYS

For the last scenario of the tournament I wanted something short and simple. "Strayer's Strays" fit the bill perfectly. It is ideal for a short match in an evening. With no ordnance, no vehicles, no fortifications, few units, few turns, and single board, it almost qualifies as a "lunchtime" game (if your boss is only a little lax).

The scenario takes place on the first day of the Normandy invasion. The Germans knew where they were, but didn't know what was happening. The paratroopers knew what was going on, but only had a vague idea of where they were. "Strayer's Strays" depicts a clash between an ad hoc melange of the 101st and 82nd Airborne Divisions and a German garrison belonging to the 919th Regiment of the 709th Division. The paratroopers' mission was the capture of a vital causeway over the flooded lowland to allow their seaborne comrades an exit from the beach. They were moving in what they hoped was the direction of their objective, trying to swiftly pass through the enemy positions. In this scenario, time is of the essence; the assault waves of the 4th Division are already in their boats heading ashore.

I have now updated five other scenarios involving American paratroopers. They have all had the original 8-4-7 paratrooper squads from *SL* in the OB, and when converted to *ASL* the American player lost a lot of strength due their reduced firepower. I had to make a number of modifications to those scenarios to bring them back into balance. The original version of this scenario is based on the *GI* module, and it already had 7-4-7 paratrooper squads in place. Consequently, I made very few changes to this scenario. Conversion of scenarios from the *GI* level is the easiest, for much of the refinement shown by the current rulebook sprang from the playtest for that module. Unfortunately, the tournament showed the new "Strayer's Strays" to be pretty unbalanced. The Americans won six out of eight games. (However, it should be noted that in two of their victories the Americans relied on Exit Victory Points from prisoners to win.)

I made no changes to the order of battle of either side in this scenario, with the exception of having the U.S. MMG start dismantled, and adding four concealment counters to the German mix. These were not in the tournament; they should give the Germans a little bit of needed extra help. In the SSR, I made the Americans Stealthy and the Germans Lax. The paratroopers were very well trained, pitted here against a unit that was not the best of German formations, and the Germans *were* stunned by the airborne invasion.

The mapboard itself is unchanged, as is my habit. In the tournament there was a lot of confusion as to whether the buildings were made of stone or wood. They do look gray on some copies of the board, brown on others. So, I added an SSR that makes all buildings stone. The game length is the same as in the original, making the match very short but putting a lot of pressure on the Americans. Perfect for a tournament scenario intended to challenge the best of players.

The original victory conditions required the American player to exit five of his eight squads to win. In *ASL*, the Americans have 19 possible Exit Victory Points (excluding prisoners). Five-eighths of 19 is approximately 12, so that is what they must exit to win. To balance the scenario, I no longer allow prisoners to count as Exit Victory Points. (There is a persistent rumor that this will soon be a permanent ruling from Avalon Hill.)

AVALONCON · 19

AVALONCON 1993 · HUNT VALLEY, MD

Across 5 Aprils/War & Peace
Nick Frydas
Athens, Greece

Acquire
Steve Packwood
Eagan, MN

Adel Verpflichtet
Tom DeMarco
Riverside, NJ

Advanced Civilization
Dan Vice ★
Fanwood, NJ

Advanced Third Reich
Conrad Struckman
Hollis, NH

Afrika Korps
Joe Beard
Phoenix, AZ

Blackbeard
Chaka Benson
Philadelphia, PA

Britannia
Brett Mingo
Washington, DC

Bowl Bound/Paydirt
Kurt Litscher
Whitefish Bay, WI

Candidate
Joe Bellas
Fayetteville, AR

Circus Maximus
Barry Smith
Walden, NY

Civil War
Dennis Culhanne
Lebanon, PA

Football Strategy
Paul O'Neil
Baltimore, MD

Fortress Europa
Mike Newman ★
Colrain, MA

Gangsters
John Kilbride
Philadelphia, PA

Greed
Linda Pedlow
Chicago, IL

History of the World
Ben Grime
Charleston, SC

Kingmaker
Chris Bodkin
Buffalo, NY

PanzerBlitz
Tom Kearney
Fayetteville, NC

Panzergruppe Guderian
Phil Rennert ★★
Seabrook, MD

Rail Baron
Kevin Quirk ★
Mechanicsburg, PA

Republic of Rome
Sean Finnerty
Buffalo, NY

Roadkill
Phil Bower
Thurmont, MD

1776
Mark Miklos
Ravanel, SC

Superstar Baseball
Mike Ellsworth
Morris, IL

The Russian Campaign
Ed O'Connor
New Milford, NJ

Third Reich
Jerry Ingersoll ★
Hot Springs, AR

Titan
Brian Sutton
Laurel, MD

Title Bout
David Walrath
Stow, MA

Turning Point: Stalingrad
Tom Johnston
Tinley Park, IL

93 · CHAMPIONS

Anzio Mike Sincavage ★ Sterling, VA	**ASL** Mike McGrath Centreville, VA	**Attack Sub/Up Front** Bruce Young Simpsonville, SC	**B-17** Kevin Coombs Rex, GA	**Battle of Bulge'81** Randy Heller Groton, CT	**Battle of Bulge'91/Gettysburg** Kevin McCarthy South Euclid, OH
Diplomacy Stephen Koehler Charlotte, NC	**Dune** Ray Carpenter New Britain, CT	**1830** Robin Barbehenn Silver Spring, MD	**Empires in Arms** Temis de la Pena Arlington, VA	**Enemy in Sight** Fred Gosnell Vienna, VA	**Firepower** David Pugh Pittsburgh, PA
Kremlin Jim Fuqua Detroit, MI	**March Madness** Terry Coleman Charleston, WV	**Merchant of Venus** Mike Anchors Rockville, MD	**Mustangs** Cliff Hansen Alexandria, VA	**Napoleon** Tom Scarborough St. Louis, MO	**Naval War** James Endres Cincinnati, OH
Slapshot Andy Lewis Long Beach, CA	**Speed Circuit** Chris Hancock Amherst, NH	**Squad Leader** Brian Laskey Ansonia, CT	**Statis Pro Baseball** John Nolan Stoughton, MA	**Stonewall Jackson's Way** Edward Beach Columbia, MD	**Storm Over Arnhem** Steven Koleszor Charlottesville, VA
Tyranno Ex William Patrick ★ Richmond, MI	**Victory in the Pacific** Alan Applebaum Brookline, MA	**War at Sea** Bruce Monnin Minster, OH	**Waterloo** Larry Lingle Harrisburg, PA	**Win, Place & Show** Stephen Kershaw Somers Point, NJ	**Wrasslin'** Bruce Harper Vancouver, BC

I kept the American ELR of "5" from the original scenario. Remember that ELR was introduced in *GI*, but only applicable to Americans. I gave the Germans the low ELR of "2", because the 709th Division was of low quality and because of the inherent confusion among the Germans. The U.S. has the minimum allowed SAN of "2". The Germans have a higher SAN of "4" simply because they are on the defensive.

For balance provisions to help the Americans, I reduced the required Exit Victory Points to ten, and thus the Americans can win with one less squad exiting the board. To help the Germans, I boosted their leadership with an additional 8-1.

Environmental conditions are moist, since it had been raining recently in Normandy. The invasion was launched during the now famous break in the weather that the Germans did not expect. As in most *ASL* scenarios, there is no wind at start.

The Germans outnumber the Americans by 50%, but they have inferior firepower (48 to 60), inferior leadership, and they must defend the entire length of the board. And the Americans have the initiative, which allows them to concentrate on one spot and achieve a local superiority. The board itself divides into three regions. On the west there is mostly grain, separated from the rest of the board by an arrow-straight road that runs along hexrow Y; let's call this "Y Street". To the east there is a huge orchard. In the middle are the chateau and scattered clumps of woods.

The dangerous flank for the German defender is in the west, where there is good cover, most of it out of range of the upper levels of the chateau and blocked from the view from most locations east of Y Street. Any American unit, especially with the MMG, can prevent German reinforcements from crossing Y Street in time to block the paratroopers' progress. The best way to defend this is with four German units right at the edge of the board, in hexes FF9, EE10, CClQ and AA10. Even a HS will do. The paratroopers cannot enter these hexes until the APh, so losing one of their four turns of movement. Entering the adjacent open ground hexes risks point-blank fire, with nowhere to rout should the paratroopers break. A commitment of two squads (four HS) should be enough to discourage an attack here.

To defend the other end of the board, a few squads placed behind the orchard wall could do the trick. Good locations are E7, G8 and I9. They will prevent the paratroopers from getting too far too fast on this flank. An alternative is a more aggressive defense, based in hexes H10, E9 and C10, aiming to stop the Americans at the very edge of the board.

By my count, there remain seven squads left to hold the center. Obvious locations are the buildings P9 and R9. A squad in K8 allows the paratroopers to enter the woods between K10 and N10, but not to reach the wall. Hex X8 is a good position from which to block Y Street. Hex T7 is a subtle place to put a first-line squad; from there it can fire down the road to Y10, as well as pro-

tect the flank of the squad in R9 from any attack along hexrow T.

This leaves two German squads in reserve. I would put one with a leader on the second level of the chateau in hex N5. This gives LOS to the woodline from K10 to N10, as well as down the hexrow to V9, and to a lot of other convenient places between. This squad should be 1st line for you want maximum range. The leader there serves to prevent cowering, and allows the squad to move at maximum speed to reinforce either flank. Being near the center, it can double-time either direction and be in position.

The other squad and leader should backstop the left flank by the grainfield. This flank has only two weak, deployed squads holding it. CC6 is a good spot, since it could then fire at any target along the Y6-GG5 road. This squad can be of second-line quality, since it doesn't need a long range. The squad should also have a leader stacked with it, so that it can move quickly to counter an attack elsewhere. They have the time, barely, to oppose an attack on the opposite flank. On Turn 1, this squad can double-time and then advance to T3. On on the second turn, it can reach M2. Turn 3 allows them to get to E3 or G1, believe it or not, in time to oppose the enemy next-turn rush to exit the board.

The HS in the grain and the squads in P9 and R9 can be conscripts, since they don't need much in the way of range. The three squads in the orchard can be second-line, since their range of "4" is adequate for the task asked of them. The squads in K8, N5 and T7 should be first-line troops, because their extra range is important.

The concealment counters should be placed in two dummy stacks of two counters each to resemble single squads or HS. One use of them is to make the weak force in the west look stronger than it is. These stacks can be placed in GG7 and BB6. Alternatively, they can be placed along the board edge to make the Americans even more cautious; a good spot if you opt for this is V9, T10, the woods between J10 and N10, H10, L10 or C10. Another alternative is to place the dummies in X10 and Z10, to discourage the Americans from blocking Y Street.

Once the Germans set up, the Americans must be committed to their point of entry. Of course, you can split them up into a number of groups and spread out all over the mapboard. But this is a bad idea. The Americans want to concentrate in one spot and, as one mighty fist, break through the paper-thin German cordon. This pits the maximum number of American units against the minimum number of German.

Time cannot be wasted. First, there are not many turns in the scenario. Second, the Germans will react and rush to reinforce the point of attack. The Americans have to exit a lot of troops, and cannot afford to take much in the way of losses. They must take some risks, but not any more than necessary. Wasting time is only going to see more Germans arrive near the point of your planned breakthrough.

In general, it is best to attack on one extreme flank or the other. An attack in the middle only allows all the Germans to concentrate against it. In the middle, there are too many long hexrows of open ground to cross. For example, an American attack between X10 and P10 would have to cross six open ground hexrows: P6-U9, O5-Y1, Q5-W8, R3-X6, R1-Y5 and R0-W3. Fortunately, the Germans have no machine guns to create fire lanes. Still, a few squads, using First Fire, Subsequent First Fire and Final protective Fire, can lay down a lot of residual markers, forcing a lot of attacks with a "−2" DRM on your stalwart band.

An alternative route is via the chateau, building N4. There are only one problem with this approach: the amount of open terrain. The first section must be crossed before the chateau is reached, mainly the L8-P10 hexrow and the X6-Q9 road. Once the chateau has fallen, there is still much open ground to cross to exit the board.

So the primary routes for the paratroopers to consider are through the grain in the west and the orchard in the east. To attack the orchard, deploy one squad into HS initially, and in the first RPh deploy another squad. These HS are used as scouts to draw fire. They will attempt to enter enemy hexes to strip concealment. The American full squads may then be able to move freely, unimpeded by enemy fire. If there is a chance of any German fire, move one unit at a time. If possible, infiltrate a unit or two into the orchard along hexrow I or J to interdict German reinforcements. On Turn 1, getting to the woods between A7 and E9 is good. Getting adjacent to the orchard wall is better. On the next turn, the Americans must be well into the orchard, or beyond it on the extreme eastern edge of the board. Turn 3 takes the Americans across the B5-I2 road; and finally the Americans are in position to exit and win. Sounds simple, no?

The grain presents a unique set of problems for you. If the Germans use a set-up such as I have described above, the Americans should use off-board units to attempt to enter the German hexes on the board edge. These "probes" can find out a lot without taking fire. Then these leading paratroopers can advance in with concealed units with a good chance of an ambush.

Don't forget that units can move offboard before entering an onboard hex. This may actually be important if the American player finds some dummies where he expected enemy units. It may take the first turn to get them on board, but the American paratroopers should be able to eliminate the Germans in close combat. Once that is done, there is not too much left to stop them.

It is important to have a unit, either a HS or a full squad, advance to Y10, carrying the MMG. The MMG must be assembled and ready to fire during the following DFPh. Its job is to interdict Y Street to prevent German reinforcements. Note that an American unit as far back as Y8 at the beginning of the fourth

American turn can exit the board. Using double-time and the road bonus, it can move to Y1 and if it hasn't been pinned or broken, it can advance off the board. This means that the unit manning the MMG can restrict its movement to the Advance Phase for the first three turns, and still have a chance to exit the board and contribute to victory.

Turn 2 could find the bulk of the U.S. units clearing the first grain field, entering building BB6 and in the woods from DD6 to GG7. By now there should be only a German squad or two left to deal with on this flank. By the third turn, the paratroopers should reach buildings CC1 and EE2 and the southwest corner of the board. On Turn 4 they move off the board and win the game (if the enemy and the dice have cooperated).

The Americans do not have time to stop for Prep Fire or most other niceties. However, your squads have a high Smoke exponent number. Make use of it. Also, with their Assault Fire capability, your squads' advancing fire is nearly as effective as any prep fire. From two to four hexes away, a U.S. squad is worth seven FP in Prep Fire, five in Advancing Fire. A fire group of four squads can lay waste on the 20FP column in the AFPh without breaking stride.

Once the paratroopers enter the board, the Germans will move everything that they have to oppose them, to block their egress. The scenario often becomes a race between Americans running for the far board edge, and the Germans rushing to block them, with the victor determined by the effectiveness of firepower and the courage of the men making morale checks. Makes for an enjoyable and fast-moving game.

AVALONCON '93
... continued from page 18

The convention drew to a close at 11 AM with the customary last chance *WRASSLIN' BATTLE ROYALE*. I relieved my wife and daughter at the registration desk long enough for them to get in their licks and Tara was one of the three survivors at each table to advance to the final round. Her Big Daddy Warbucks was opposed by Steve Cameron's Garbageman, Charles Kibler's Tyler Johnson, Andrew Maly's Block Buster, Ray Stakenas' Ali Mohamed, and Jason Wagner's Tricky Dicky.

Tricky Dicky was the first out of the ring, followed by Tara's Big Daddy—no, not me, her wrestler. Kibler's Johnson went next. With but three left, Ali and the Blockbuster ganged up on the heavier Garbageman, soon giving him more than he could handle. The final pair sparred for several minutes, but Stakenas soon gained the upper hand despite a wealth of recoveries by the Block Buster and finally won *AVALONCON's* last plaque with the Rabbit's Automatic Win Specialty. It was the second *WRASSLIN'* plaque for Stakenas who teamed with his dad for the Tag Team championship, and another second place for perpetual bridesmaid Maly who had lost to Harper in the singles competition.

We can't end this accounting of winners without mentioning the people we're proudest of at *AVALONCON*: the good sports. You are the folks who most typify what *AVALONCON* is all about and we welcome you back above all others because it is you who make the whole experience so pleasant with your camaraderie and pleasant demeanor through thick and thin. Good sportsman-

ship is the rule at *AVALONCON*, not the exception, so take special pride if you find your name nominated in the list on page 18.

It was no easy chore to pick a winner for our Sportsmanship Award from this substantial list so we fell back on the old standby of using the one with the most nominations. That reduced it to a consideration between Tiger von Pagel and Bruce Reiff who were tied with two nominations each. Post-con letters brought additional endorsements for each so they were still tied at three each when Randy Cox changed his nomination for FI5 to Tiger to break the tie.

A special tip of the hat to Kevin McCarthy, Terry Coleman, and Sean Finnerty for proving that nice guys don't always finish last by being nominated for the sportsmanship award in the event which they also won.

Regrettably, I can no longer state that *AVALONCON* was free of petty bickering and poor sportsmanship. For the first time in three years, a charge of cheating was made and at least one individual allowed his competitive drive to get out of hand in the form of obnoxious behavior intended to intimidate the opposition. I mention this both because it is a rarity at the convention, and to illustrate that we take such allegations seriously. Independent testimony was requested and received from seven participants at the tournament in question and as a result, the individual has been invited not to return until he can clean up his act.

AVALONCON '93 was not the best boardgaming convention I've ever attended, but it was close. With improvements in mind for 1994, I hope to be able to make that claim next year.

THE *GENERAL* BACK ISSUES

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

PICKETT'S CHARGE
HELL FOR GLORY
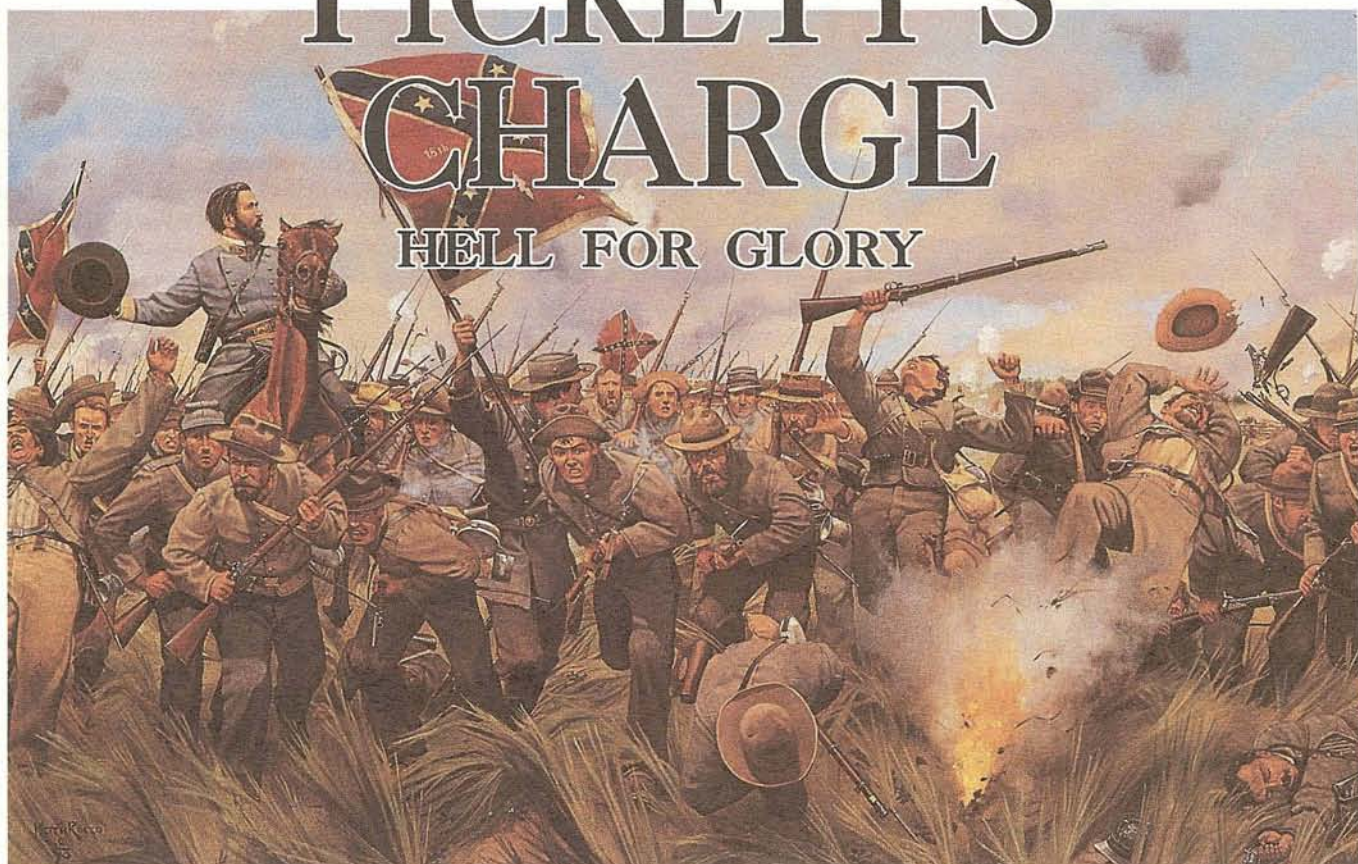
General Garnett at Gettysburg
By KEITH ROCCO, S.A.H.A.

Pickett's Charge. In heroism's closet she hides her dead. Following a two-hour bombardment by over 140 confederate cannon, the assault on Cemetery Ridge begins. Across a mile of open farmland, swept by federal iron, the fighting men and boys of Pickett's assault fall by the hundreds, smashed and mangled by exploding shell. Heroes to the cause.

In the center of the storm, Pickett's own Virginia Division is assembled, Brigadier General Richard Garnett's brigade on it's left flank. Unable to walk due to an injury to his leg, and already suffering a slur to his reputation leveled by Jackson before his death, General Garnett mounts his bay horse, Red Eye, and rides with his troops toward the horrible, gaping maw of the federal artillery, making himself a sure target in a last attempt to prove his honor. In the storm of point-blank musketry, canister and shell, Garnett will fall, his brigade all but vanishing in the smoke of that fatal afternoon. Their call, as they charge into the hell of the federal line, registered in the name of glory.

Keith Rocco's painstaking attention to historical detail is striking in this latest masterpiece as he urgently brings to life the climactic moment when Garnett's brigade nears the Federal Lines.

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Silicon Simulations

By Jim Rose

Avalon Hill has recently entered into a publishing agreement with Atomic Games, Inc., an extremely talented group of designers who have produced several games during the last year which set new standards of quality for computer wargames. We feel very fortunate indeed to be working with Atomic Games, and we wanted to introduce our new associates to the readership. GENERAL editor Don Hawthorne conducted the following interview with Keith Zabalaoui, President of Atomic Games, Inc.

DH: Keith, for those of our readers who may be unfamiliar with your projects, can you give us a brief run-down of your company and some of your previous work?

KZ: The company is called Atomic Games, Incorporated, and we're a game design group. Like a staff of writers, we design and develop game projects which game companies purchase publishing rights to and then sell, in much the same way as novels are purchased and produced by publishing houses. Probably our best known work to date has been the *V for Victory* series published by Three-Sixty Games, which includes such titles as *Velikye Luki*, *Market/Garden*, *Utah Beach* and *Gold/Juno/Sword*.

DH: How did you come to be involved with us here at Avalon Hill?

KZ: We were contacted by Jim Rose, who introduced us to Jack and Eric Dott [*President and CEO, respectively, of Avalon Hill. DJH*]. We'd always enjoyed Avalon Hill boardgames, and the prospect of contributing to their new computer line was very exciting for us; especially regarding the conversion of some of those boardgames to computer games.

DH: That's long been a dream of mine; let's come back to that a little later. What's the best way to define Atomic's professional relationship with Avalon Hill?

KZ: Well, I know that for a lot of people not involved in the computer game business (like it was for me before I got involved in it), there is an image of a computer game company as a building whose rooms are filled with programmers who are cranking out designs from nine to five, every day, day after day.

DH: That was more or less my understanding...

KZ: It's a common perception, but that's just not the case. As an author yourself, you'll understand when I say it's easiest to think of Atomic

Games as a staff of independent writers having found a new publishing house in Avalon Hill.

DH: Who are some of the other people involved in games design who work with you at Atomic?

KZ: The first name on that list would be John Anderson—he's a big *ASL* player; in fact, John won the *ASL* tournament at *Origins* '93. Then there's Chuck Anderson (no relation to John), who's doing our *BEYOND SQUAD LEADER* project. The team rounds out with Eric Young and Jeff Wesevich.

DH: *BEYOND SQUAD LEADER* is obviously a major factor of interest to many of our readers; let's talk about that for a moment.

KZ: Okay; I guess the thing I really want to stress is that all of us at Atomic are all faithful to the *SQL/ASL* system and what it represents, but what we're doing with *BSL* is, we feel, particularly appropriate to that product. We're taking the same problem—that is, tactical man-to-man combat in World War Two—and approaching it from a more modern perspective. There are a lot of things you can do on a computer that you can't do in a boardgame. There's a great deal of paperwork and calculation and rules to the *SQL/ASL* environment, and the computer can take most of that off the player's shoulders. With that missing, what we're going to give the players in return is a real-time game which allows them to focus on what the game is really all about, which is tactics, and on the play of the game rather than looking up rules.

DH: You might take some flak over that; there's a certain segment of any group of game devotees who are more interested in playing the rules than in playing the game.

KZ: I expect we will, but I hope we can get past that and show the customer that what they're getting is a game on a different level but about the same subject. One thing that will be very different about *BSL* is the psychological aspect. Every man has an individual psychological profile. Now, you have no control over this, which is the way it is in reality, but what you can do is this: As you learn about your men, you can form your combat teams and assign them to missions based on the strengths and weaknesses of your men as you've come to understand them.

DH: Just as a real squad leader must.

KZ: Exactly. And you can do this because the combat teams in *BSL* are much smaller than the squads in *SQL/ASL*. Something we heard from

every combat commander we spoke to was that almost no wargame really models what actually goes on in combat, because you cannot tell what your men are going to do in any given situation until it happens, and you can't even be sure they'll react the same way to the same situation should it happen more than once.

DH: The only boardgame I've ever seen like that is *UP FRONT*, which actually models just that aspect of combat.

KZ: In the computer game, you will command one or two teams of three or four men each, so it's a much smaller scale than *SQL/ASL*. If you take on a mission a man whose psych profile is completely incompatible with his teammates and unsuited to the mission, you've made it that much tougher to achieve your objective. Now me, I'll probably just let the computer average out the resources throughout my team, but we will have a function which allows players to pick and choose the psych profiles of the men in their teams. We'll be factoring in the effect of casualties on the survivors, the length of time men have been under fire and so forth. From a hardware perspective, we have specific knowledge of every weapon that's going to be represented in the game. We know what the ranges are, the throw-weight of the slug, we know all of that stuff. So the combat system is not a table look-up; it determines how much lead is in the air in a given area over two seconds. And that's not so much to determine whether someone's been hit as it is to determine suppression. When someone's shooting at you, you hit the dirt; so we think that a combat system should be less about who's getting hit and more about suppression.

DH: That's obviously still a little ways off; what's going to be your first release through Avalon Hill?

KZ: Our first project to be published by Avalon Hill will be called *OPERATION: CRUSADER*, about the British 8th Army's 1941 offensive to relieve Tobruk. At its core, *CRUSADER* will use tried-and-true systems to allow for a timely release, but those systems will be enhanced and expanded so that a lot of time and money will be saved by our not reinventing the wheel or developing entirely new drivers, thus giving the gamers who purchase *CRUSADER* the most bang for their buck. The combat system will be a lot fairer as compared to some of our other designs and the keyboard layout will be a lot easier to work with. Basically, Eric Dott [AH Chairman and CEO] told us that "'Good' isn't good enough," and we like the idea of working with that kind of commitment to quality. Frankly, it's far too competitive a market to hold any other kind of attitude.

DH: From what I know of the actual battle, Operation Crusader was a large campaign with several decisive actions at very low levels; what scale will your game present it in?

KZ: It was a very fluid battle. Our *V for Victory* series was one kilometer per hex and scaled to the battalion level; *CRUSADER* is

going to be two kilometers per hex. Tobruk is a part of it, and a big part of it, actually. There is a small garrison inside Tobruk, surrounded by a force of mostly Italian and some German units, with a line of Italian and Afrika Korps units holding off the British relief forces, and that's basically the Campaign Game. It introduces a lot of British Commonwealth forces, and all the units are rated individually, so you see some very strong units and some very weak units on both sides, and everything in between. We've been playing it a lot and it's a lot of fun.

DH: When is *OPERATION CRUSADER* due for release?

KZ: Look for it sometime this spring. The next one we're planning to do for *the World at War* is *STALINGRAD*, which would be available sometime in the summer. After that will be *THE BATTLE OF THE BULGE*, which will also be the biggest thing we've ever done, at least in scale. We'll probably have to go to something like a mile per hex.

DH: Any other plans for the Eastern Front?

KZ: Absolutely. In fact, once *BULGE* is established, we can expand on that for operations like Kursk and the Korsun Pocket. We certainly have no bias against Eastern Front games; our production record just happened to concentrate on the western front because that's where the designers happened to start. We've been trying to find a good Pacific battle to do, but most are too small in scale for the system as we've established it.

DH: What advances can we look for in Atomic Games titles published through Avalon Hill?

KZ: As things stand now, it takes us about three days to do a map; it's going to take a lot longer, as we increase the level of detail on those maps. We have a machine which allows us to scan in entire maps and convert them directly into game boards, and that allows us to do *any* hex-based game. Even so, we spend a lot of time fine-tuning such material. We also spend a great deal of effort developing computer "opponents" which are actually challenging. Rather than increase the levels of difficulty by giving the computer superhuman forces or simply letting it cheat, we work to create an opponent with a personality. For instance, in a computer game of *DIPLOMACY*, you might have an opponent named "Bart" who you just don't want to play with; "Bart" is a known backstabber, and there's a good chance he's going to take you out when you're not looking.

DH: What's the division of labor like for projects like these?

KZ: Probably not as formal as you might think. Pretty much everybody contributes in one way or another, so the list of names I mentioned earlier could serve as well for credits. I know of companies where different teams working on different versions of the same product never even communicate with one another. When they do talk, they often find out that they had the same problems, and perhaps one had solved it immediately while the other wasted days.

DH: That strikes me as ridiculously inefficient.

KZ: Yeah, and that's not us.

DH: Which machines do you concentrate your development efforts on?

KZ: Everything we do, we design on the Macintosh, but we design it in such a way that it will run on an IBM system.

DH: For we computer semi-literates: Howzat?

KZ: IBM has a strange sort of working environment, in that unless you have a modified set-up, however large your memory on the machine, you can never access more than 640K at a time to actually run anything.

DH: Is that why some of the games I own claim to be memory hogs, then tell me they need 540K to run?

KZ: Yeah, and the reason why is a long story, but basically the IBM's architecture is such that despite several dozens (or hundreds) of megabytes of memory, the player gets 640K and the system gets everything else. And that 640K is shared out between whatever program you're trying to run and anything else that happens to be on your system; memory-resident programs, mouse drivers, ROM drivers, and so forth. So back-up is a huge problem, but the new chips will support more than that.

DH: So why the Mac?

KZ: Well, the Mac was designed from the beginning with what they call a "flat memory" model, so if it's got four gigabytes of RAM on the machine, it can use all of it without special stuff being added to the machine. So what we're doing now, programming on flat memory model machines, allows us to write really huge programs which can then be moved over and compiled on the IBM. As a result, it takes us much less time than it would a company using multiple teams working in isolation to design multiple versions of the same game for different systems. We also have one source code for all our designs, which basically means all of us who work on these projects are, quite literally, writing in the same language, with the same speech patterns, and more or less using the same pen.

DH: That sounds wonderfully efficient.

KZ: It is! It also makes it very easy for us to brainstorm and provide creative answers to questions which arise during design. Everybody is kind of a developer on everything.

DH: Will Atomic be doing any conversions of existing Avalon Hill boardgames?

KZ: One of the things we're excited about is that Jack Dott has told us that we're free to pretty much run wild with AH's game library. One of the AH board games I'd very much like to see in a computer version is *MAGIC REALM*. It takes forever to set up, it's got klunky rules, yet it's a great game which I'd love to see done with the sort of animation we're working into *BSL*. [*Note to the readership: I've seen Atomic's demo of this animation, and it is knock-down gorgeous! DJH*]

DH: Another game I'd wish for on my computer is *FREEDOM IN THE GALAXY*. My wife and I sat down to play it and the moment I laid out the board she said: "This would look so good

as a computer game."

KZ: I love that game! I bought an old SPI version at *Origins*, looked at it and told Jim Rose that I'd like to create an AH "science fiction universe" based on *FITG* and have modules available to add on to that. If you wanted to play, for instance, a "Trader" module, or a "Mercenary" module, or a "Rebellion" or "Imperium" module, you could play any aspect of the science fiction universe you wanted to. It wouldn't have to be a tie-in, *per se*, but it could be. In any case, there would be a consistent "history" backing up all the vaied elements of the game. *STARSHIP TROOPERS* is another title I'd like to see in a computerized format.

DH: How about the new stuff? For instance, *HISTORY OF THE WORLD* is a great game, but it drags a little toward the end with so many areas to check for tallying points in the last couple of turns; that's sure not a problem in computer games.

KZ: When I was at the AH offices, Eric Dott gave me a copy of *HOTW* and I brought it back here, and we played it a *lot*. And let me tell you, the first thing that happens when you get a bunch of programmers together and they like a game is that everybody starts saying: "Wow! We could turn this into a *really nice* computer game!" And we think *HOTW* is a game which would do very well in a computer version, with an appeal much the same as that of Sid Meier's *Civilization*. Another such game is *TITAN*, which actually tends to slow down as you approach the climax of the game.

The bottom line is, we're very excited about the prospects of working with Avalon Hill. We've all grown up on Avalon Hill games, and the thought of having that kind of library available to us to pick and choose from to develop for the computer is really exciting.

TRC AREA TOP 25

Rank	Name	Rating
1.	Charles Sorbello	2000BCG
2.	James Bjorum	1997DFI
3.	Ed O'Connor	1841CFE
4.	Tim Greene	1831FGM
5.	Larry Earhart	1827EEK
6.	Craig Clemens	1800CEH
7.	Thomas Gregario	1789DGF
8.	John Laney	1750ABD
9.	Dan Barker	1720ACD
10.	Henry Lowood	1610ABB
11.	Paul Siragusa	1590BEB
12.	Jim Eliason	1590ACC
13.	John Cooper	1570AAA
14.	Gary Dickson	1565AAA
15.	Randy Schilb	1540AAA
16.	Alan Hayes	1500AB-
17.	Russ Gifford	1500---
18.	Tom Oleson	1485ABB
19.	Tony Owens	1480ABB
20.	Jeff Jenkins	1465BCE
21.	Gary Dayton	1444CFF
22.	David Largent	1440AAA
23.	Paul Selzer	1420AAA
24.	Stein Surland	1255ABC
25.	Chris Harris	1235 BE-

Ordered under pain of death (and other, less dire threats), to present the readers with a pre-publication look at one of my recent projects—*ASSASSIN*—I balked. Oh, it's a clever little multi-player game, card-driven, of travelling to the great cities of Europe…and killing each other. And while the game won't win any awards (unless Steve Langmead gets some well-deserved recognition for his outstanding graphics on the cards), it is entertaining enough for an evening of good fellowship. There's even a touch of strategy woven into the design to make it challenging to play well. Winning isn't just a matter of luck, but of skilled use of the cards that pass through one's hand. Yet the rules fit on but four pages (and much of that space is occupied with artwork) and the price has been kept relatively reasonable: two facts sure to appeal to the "casual" game buyer, those looking for something amusing and diverting for some social gaming.

Avalon Hill's

A Preview
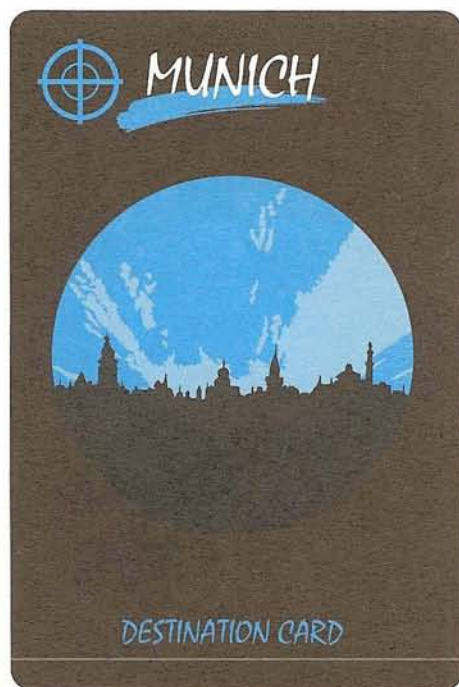
No, my hesitation wasn't due to the fact that I thought this game inappropriate for coverage, nor that I thought the readership too sophisticated to be appreciative of such an unpretentious little gem. Rather, I had wanted to present a more detailed look at *ASSASSIN* after its release, via a personal account of a playing with my family (akin to the piece I penned on *ENEMY IN SIGHT* way back in Vol. 25, No. 4), for I felt that such an approach would give a better understanding of the strategy and fun found behind the picture of the grim-faced "hitman" on the box cover. But, instead I was instructed to craft a short piece, which would serve to briefly "introduce" Avalon Hill's latest offering to the assembled multitude. Just as well, I suppose; now you won't have to suffer through a dozen pages of my tedious prose. And, hopefully, the brief look here will encourage you to try the game and arrive at your own insights into its twists and turns.

ASSASSIN comes to the United States via Great Britain, where the game (under the title "Euro-Hit") originally saw print. Designed by Chris Baylis, the first edition there was a rather unfortunate production available in limited numbers. When we had the chance to try the game here at the offices during one of our in-house playtest sessions, we were quite taken with some of the mechanics. And I saw that it would serve as a product that might appeal both to the wargaming "crowd" as well as to the less-dedicated among our customers. Since I was the one who wrote the report to management on our findings, and put my name under our suggestion they obtain the rights to it, I was assigned to develop the game. It wasn't much of burden, truth be told, for I am not one given to making wholesale changes in a design (if it was good enough to accept in the first place, it shouldn't need that much of a tweak). My efforts were concentrated on re-writing the rules in the quest for clarity and overseeing the design and production of the artwork. Only a couple of changes (notably, the "Interpol Officer" cards and various optional rules) resulted from the local playtesting in which I engaged.

ASSASSIN is a card-based game of strategy for 3-6 players. The rules are simple, but not unsophisticated. The object is to score the most points, which are gained by visiting cities in Europe and keeping oneself as far away as possible from the international Assassin stalking you and your fellows (unless, of course, you happen to *be* the Assassin). The game can be light-hearted and friendly, or ruthlessly competitive; the rules allow for either, depending upon the style and tastes of the group with which you happen to play.

The 252 cards which form the core of the *ASSASSIN* game system come in five flavors: Destination, Distance, Vehicle, Hazard and Hit. The first three are used to get one's pawn from place to place on the map of Europe that serves as a gameboard; the Hazard cards interfere with one's travels. And the Hit cards are used to resolve assassination attempts, spy on each other, and bring the game to an abrupt and unforeseen end. When the game ends (immediately upon the fourth "Gun" card being drawn by one of the players), the winner is hethe one with the most points.
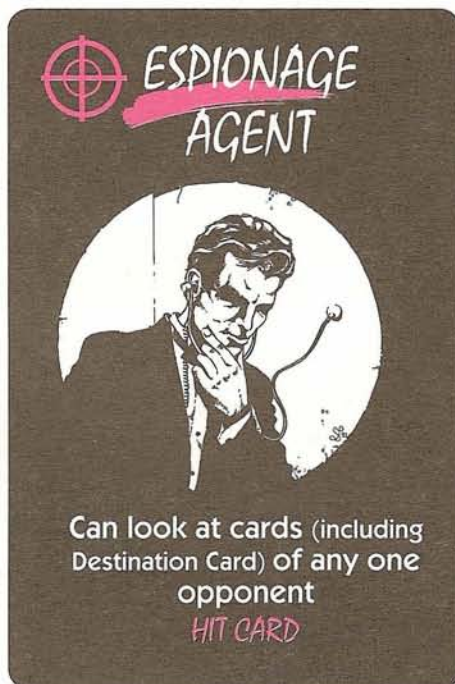
Assassin

By Rex Martin

Following the initial set up (in the basic game, all pawns start in that city of intrigue, Vienna) and deal, play revolves around the table. To commence his turn, a player will take two cards, either both from the "Draw Pile" or one each from the face-down "Draw" and face-up "Discard" piles, to add to his seven-card hand. In addition, he must place in his hand a card just passed to him by the previous player. He now has ten cards, and is ready to make his move (in more ways than one, sometimes). He may either play two cards, play one card and discard one card, or he may discard two unwanted cards. (Note, if one of the four "Gun" cards are drawn, it must be played immediately…and does count as a play, thus restricting that player's options for the turn a bit.) Regardless of his decision on what to play and/or discard, at the end of his turn he must pass one card on to the next player.

The majority of the cards played will deal with the travels of the player. To go from one of the cities on the map to another is a multi-faceted operation. First, one must play a "Destination" card, indicating where one is headed. Unfortunately, in this Europe, not all cities are connected to all others by direct routes. The destination must be along one of the paths leading from one's current location, as shown on the map. For instance, Vienna—where all start—is connected only with Munich, Prague, Berlin, Warsaw, Kiev, Budapest, Belgrade, Athens, Rome and Milan. You may never enter a city for which you haven't a "Destination" card; nor may you "pass through" a city without entering it. So, selection of destination can be quite a decision, even more so when you must consider the cards available in your hand, the fact that some routes between cities are restricted to certain types of vehicles, and that one of your fellows is looking to be in the same town at the same time so he can shoot you in the head or blow you up into tiny, unrecognizable bits (more on this later).

As noted above, one can't always get from place to place in just any old manner. Once one has a destination, one must have a "Vehicle" card in play to get there. This is played face-up overlapping the "Destination" card for all to see. Unfortunately, some of these vehicles are limited in the routes they can use (for instance, the "Chunnel" route between London and Paris is useable only by trains and planes), and each vehi-

cle has its own peculiarities. Most of these involve limits on the "size" of the "Distance" cards that must be played onto the "Vehicle" card. Once enough "Distance" cards (which come in a variety of "sizes", from 20 kilometers to 1,000 kilometers) have been played to equal or exceed the distance shown on the map between the two cities, you at last reach your goal. Along the way, however, various Hazard cards may be played by your opponents to interrupt—or even wipe out—your progress. There's nothing quite as frustrating as having the spires of Kiev in sight after a 1,200K drive, only to have a "Bomb Alert" put you right back where you started, *sans* auto!

At the end of your (sometimes) arduous journey, you set the "Destination" card to one side—for it is worth 50 points in the end—and seek to get out of town as quick as possible. For, you see, one can only be assassinated while in a city…the same one as the Assassin, of course. (This rather appeals to me, for I've always held urban life to be a deadly game.) During his turn, a player holding the "Assassin" card can declare a "Hit". The Hit is automatic; but the points scored by the Assassin can vary wildly depending on what hs and his victim may hold in their hands. The current Assassin will be awarded 100 points, and if

he has played a "Legitimate Target" card at the same time he gets a bous 50 points. But, if the victim can play an "Interpol Officer" (–100 points) or "Innocent Bystander" (–50 points), all the Assassin's planning and effort may have gone for naught. Once played, each of these cards—except the Assassin—are cut to the bottom of the Discard pile, effectively out of play for the balance of the game. But the Assassin card is put back into the owning player's hand; will he pass it on—or fake everyone out by making them think he has done so? Even more so than before the first shot is fired, the opportunities for bluff and misdirection are boundless. One quickly learns to trust no one…not even one's loving wife, who's only out for the points your carcass will bring when she meets you in Rome. Luckily, no one is eliminated by any assassination, so even the victim may have an opportunity for revenge.

Finally, at the end of the game comes one last opportunity to add a few points to your total. The game ends immediately upon the play of the fourth "Gun" card. At that point, the person holding the Assassin card must declare it (you'd be amazed how quickly it gets passed the deeper into the Draw pile—and the nearer that fourth Gun card comes to the top—the players get). Each of the others calculates his distance, in kilometers, from the Assassin's city by the shortest possible route and divides the total by ten; this value is added to the player's score. Obviously, even the person with the lowest score can make a bundle of points if he happens to have managed to put some substantial distance between himself and the current killer.

And that's it. To me, the appeal of *ASSASSIN* lies in the simplicity of its system, the many decisions one must make in the game…and in Steve's striking artwork on the cards. Langmead has done a marvelous job of taking my unformed and ill-described impressions of what I envisioned and translating them into color and shadow. (With the exception of the "Innocent Bystander" card; I'm still miffed that he didn't like the bullet-riddled pram, but I guess the forelorn teddy bear will have to serve.) His talent captured the pace and theme of the game perfectly. For my tastes, I think it some of the most eye-catching art ever put onto cards.

In summation, *ASSASSIN* is not for everyone. It's not a wargame; no one gets eliminated during the course of it; and there are no great insights into our troubled world offered by it. It carries no pretentions about reality or morality with it. It's just a game…but a pretty good one. 'Hope you enjoy it.

THE QUESTION BOX

HISTORY OF THE WORLD

ERRATA: The map insets for these cards are inverted and mislabeled. Honshu should appear as the Start Land on the JAPAN card and HOKKAIDO should appear as the Start Land on the FUJIWARA card.

Q. Does a defender in Eastern Ghats get the Difficult Terrain bonus if attacked from Western Deccan?

A. Yes

4. Does anything change hands when using the Trade card, or do players just agree to trade and each gain one army?

A. Agreement to trade is all that is required to gain an army. Players need not occupy adjacent Lands to trade.

4.1 May Fanaticism be played with other Events such as Surprise Attack, Naval Supremacy, or Pirates?

A. Fanaticism can be played in addition to any other Event but it does not enhance the performance of any other Event played in the same turn.

4.4 Do the Minor Empires score points every turn they are in play, or only the Epoch in which they are placed?

A. Any surviving piece scores at the end of its player turn in every Epoch.

4.5/8.3 When a Land vacated by plague is claimed without conquest by the first Army to be moved into that Land, does a capitol there become a City?

A. Yes.

5.2/5.42 What happens if an Empire is unable to make a Mandatory fleet build due to a lack of available unused fleets?

A. In this unlikely event, the Empire would forfeit that build unless it removed one of its existing fleets from elsewhere to use for that build.

5.2/8.25 Can a player voluntarily destroy any of his units?

A. Only if attacking them with his own active units as an Automatic Victory, or in order to immediately use them again as a build for his current empire should no other units of that type exist unused.

5.4 Can a fleet be placed in a Sea or Ocean if it meets the requirements of the first sentence in 5.4, but not the second?

A. No. For example, the United States cannot place Armies in Europe even though their faction may have placed a Fleet in the Atlantic which still exists during a prior Epoch. They don't have Navigation of the Atlantic or Pacific and thus are effectively land-locked.

5.42 Does a player have to build a minimum of one fleet for every sea/ocean listed on the card?

A. No. It must build one fleet – not one fleet in each Sea or Ocean it navigates.

5.42 Is there an error in the Sample Game illustrating the play of Persia?

A. Yes, Hera got away with a fast one. She was supposed to build a fleet, but built all armies instead. Never underestimate the powers of a woman.

6.1 If there is more than one Army to be retreated, can they be retreated to different adjacent Lands? Can a unit retreat to a Land occupied by the "same type and color of Army" even though it is not from the same Empire (i.e., a remnant of a Minor Kingdom)?

A. Yes; Yes.

7.3 If a prior Empire of a player has a fleet in a sea, and a new Empire of the same player expands into the same sea, does he get a double fleet?

A. If he wishes one; he doesn't have to place a fleet there at all unless that is the only possible sea in which he can build a fleet and he is required to build a fleet. If so and there is already a double fleet occupying that sea, the player would lose one of his builds in accordance with 5.42.

7.4 Who has the option to initiate combat in the oceans?

A. The active player.

9.1 Is an Empire required to place a Monument if one is available and it meets all other conditions?

A. Yes

☆

HISTORY OF THE WORLD $35.00

Game of the Rise and Fall of Mankind's Greatest Empires

Yipes! *HISTORY OF THE WORLD* makes history, as it blasts *ADVANCED SQUAD LEADER* out of first place with a terrifying ease that borders on contempt. In fact, this game's scores in *all* categories are, quite simply, the overall best ever seen since the inception of the RBG.

It's not hard to understand why; blessed with beautiful graphics, sweeping scope and an intuitively easy mode of play, *HISTORY OF THE WORLD* is able to appeal to gamers all across the spectrum of the hobby and even beyond, as it provides a means for introducing new players to historical gaming with a venue that is not just painless, but terrifically entertaining.

HISTORY OF THE WORLD thus joins such classics as *MONOPOLY* and *RISK*, as well as going to the top of our RBG as an example of an introductory historical simulation (a wargame, if you will) that everyone can (and obviously, will!) enjoy for years to come.

Overall Value:	1.56
Components:	1.60
Mapboard:	1.43
Counters:	1.55
Rulebook:	1.76
Complexity:	1
Completeness of Rules:	1.63
Playability:	1.43
Excitement Level:	2.03
Play Balance:	2.06
Authenticity:	2.75
Game Length (average):	2.50
Shortest:	2 hrs., 45 mins.
Longest:	4 hrs., 55 mins.
Year:	1993
Type:	MP
Sample Base:	184

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.

	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
HISTORY OF THE WORLD	1.56	1.60	1.75	1.63	1.43	2.75	2.50	93	MP	124
ADV. SQUAD LEADER	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	2.37	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&IM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	'75	2P	172
THIRD REICH	2.95	3.56	8.83	3.70	4.00	3.51	45.83	'81	MP	227
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	'74	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.60	'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
PzG 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
CIRCUS MAXIMUS	3.47	3.60	3.28	3.39	2.64	3.36	11.70	'80	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	'85	2P	59
AIR FORCE	3.48	4.27	5.36	3.64	3.61	3.12	12.90	'80+	2P	76
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	'70	2P	215
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	'86	2P	66
Pax Britannica	3.64	3.60	4.85	3.91	4.25	4.61	52.14	'85	MP	50
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	'64	2P	130
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	'83+	SO	121
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	'64	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.68	34.79	'84	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.15	4.92	20.92	'79	MP	85
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.03	'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

...And, the hits just keep on comin'. Volume 28, Number 5 of *The GENERAL* beat its predecessor with an overall very good rating of 2.77, indicating that most of you welcomed the coverage of our games on the Second World War in the Pacific, together with James Meldrum's rules and Charlie Kibler's variant maps for bringing that war a bit closer to home. The colorful maps for the *VIP* Series Replay were no doubt helpful in garnering its high score, and S. Craig Taylor's article on expanding his MIDWAY and GUADALCANAL designs was also well-received, Still, 28-5 was an issue where the columns did at least as well as the featured-game articles; to begin with, your faithful narrator is flattered at your reception of his views in the "AH Philosophy". Also pleasing is the evident appeal of the "Gone But Not Forgotten..." coverage of *SAMURAI*; an oldie but a goodie. The newly-instituted "New Release" column was well–received with its inaugural coverage of *HISTORY OF THE WORLD*. But by far the most amazing figures here are for "The *UP FRONT* Column", far and away the readers' favorite; not bad for a one-column piece with a two-column scenario box! Along with this issue's "So That's What You've Been Playing", perhaps this bodes well for *UP FRONT*'s future. In any case, the ratings for the magazine overall, taken from a random sampling of 200 responses, were as follows:

As a final note regarding the theme of 28-5, if you haven't yet read Michael Crichton's Rising Sun, I strongly recommend it—and no, having seen the movie isn't enough; read the book. 'Seems democracies do make war on each other, after all, in their own ways. A great read.

SHADIS is a handy little devil of an independent games magazine out of California. While it might not suit the needs of dedicated wargamers, for the more eclectic of our readers, *SHADIS* editor Jolly R. Blackburn provides a little something for everybody. Issue No. 11 of this bi-monthly includes reviews of *BLACKBEARD* and *GANGSTERS*, for instance. For subscription information, write to:

SHADIS, Alderac Entertainment Group, 17880 Graystone Avenue, #203, Chino Hills, CA 91709.

Museum Ordnance is "The Magazine for the U.S. Army Ordnance Museum; Promoting the preservation and collection of information and artifacts of military ordnance from around the world." The November 1993 issue included articles on the British Crusader tank, the second part of a piece entitled "Development of New Series German Tanks Up To End of March 1945"; a study of an Iraqi T-72 going to Aberdeen, MD; rare photos of an experimental Japanese Swamp-capable light-armored transport, an article about the DD Sherman and a photo essay on a (mostly) scratch-built model of Aberdeen's Tiger I. Lots of neat stuff in here for armor enthusiasts. Museum Ordnance is published six-times per year by Darlington Productions, Inc., P.O. Box 5884, Darlington, MD 21034. Subscriptions are $13.50 per year, $18.50 for foreign subscriptions and $27.00 airmail (all funds in US $). A donation is made to the Ordnance Museum for each copy of the magazine sold either by subscription or singly.

TIM OGRE. Nope, not a particularly gruesome-looking tot, but Michael Webster's acronym for The Intermountain Matrix of Gaming and Roleplaying Enthusiasts of the Wasatch area. TIM OGRE publishes a free newsletter espousing "the desire to promote gaming as a positive form of recreation. To support gaming in all of its forms." For more info, write to The Intermountain Matrix, c/o Michael Webster, 376 East 2nd Avenue, #5, Salt Lake City, UT 84103.

The Gamers' Zine/The CGC Variant is a monthly newsletter with a national reputation for consistency over a ten year period, serving as the house newsletter for the Connecticut Game Club as well as a national audience for PBM games such as *DIPLOMACY* and *MACHIAVELLI*. Those interested

in subscribing should contact Earl E. Whiskeyman, Jr., P.O. Box 460, Branford, CT 06405-0460.

Yet another newsletter has arrived dedicated to the play of *SQUAD LEADER* and *ADVANCED SQUAD LEADER*. This one is called *SQUAD LEADER ACADEMY*, produced by Bill Thomson. For more information, Mr. Thomson can be reached at 7355 NW 52nd Court, Lauderhill, FL 33319, (407) 364-3591, or via E-Mail through his Internet address at: ECBA01@email.mot.com.

The sole winner of Contest #164 was longtime *UP FRONT* wonk Jim Burnett; alone of dozens of entrants, only "Sgt. Burnett" realized the Japanese had to try to flank their British opponents (rather than advance any of their groups into withering fire) for any real hope of a win.

Gaming & Education is a new newsletter about the use of games in schools. It is sponsored by GAMA and is available free to teachers and anyone else in the education field. Contact David Millians, Paideia School, 1509 Ponce de Leon Ave., Atlanta, GA 30307.

Contest #165 was a murderously difficult piece crafted by the devious mind of our own Charlie Kibler, who pored over dozens of mouldering art files in the Avalon Hill vaults to come up with segments of artwork from the following Avalon Hill games: **1.** Up Front/Banzai; **2.** 1830; **3.** Adel Verflichtet (By Hook or Crook); **4.** Attack Sub; **5.** Dinosaurs of the Lost World; **6.** Statis-Pro Football; **7.** Auction (AKA The Collector); **8.** Wrasslin'; **9.** Slapshot; **10.** Midway; **11.** Dragonhunt; **12.** Kremlin; **13.** Here Come the Rebels!; **14.** Advanced Squad Leader; **15.** Firepower. The winners, who will receive merchandise certificates for Avalon Hill/Victory Games products, will be announced in the next issue of *The GENERAL*.
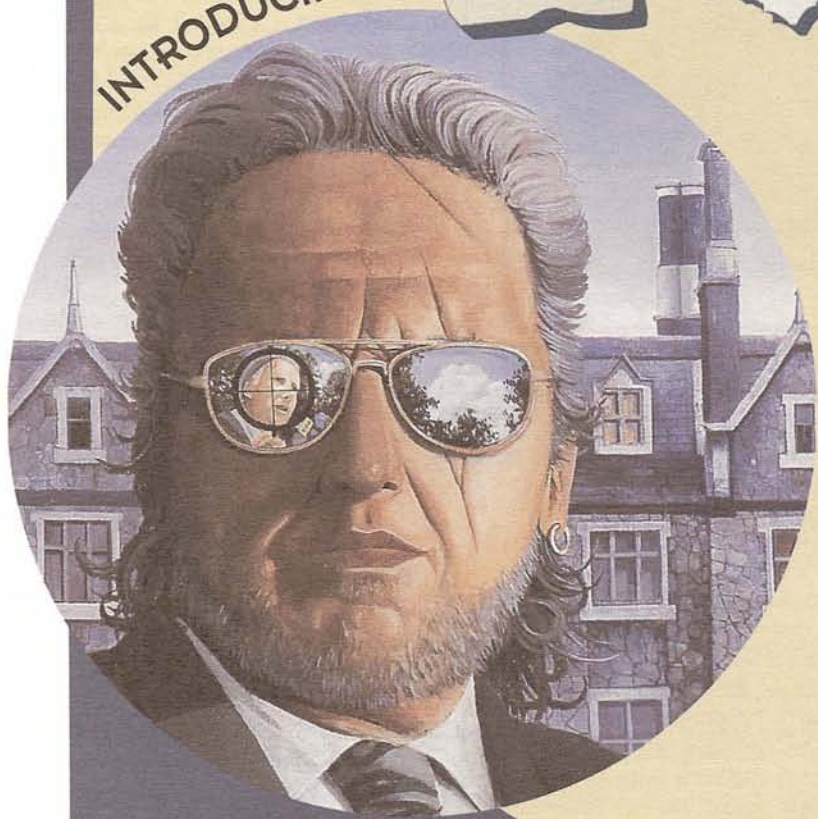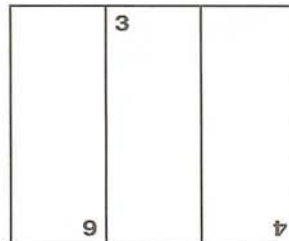
☆

THE AKROTIRI PENINSULA

PROFITILIAS, CRETE, 20 May 1941: The German assault on the mountainous island of Crete called for airborne landings in four separate areas. But due to inadequate air transport capacity, two airborne waves were needed. One objective of the first wave was the quick capture of Canea, the capital city of Crete. To clear the way for the landing of the main regiment, Captain Altmann and a company of glider-borne troops were given the task of landing west of the city on the Akrotiri peninsula and neutralizing the British anti-aircraft positions located there.

VICTORY CONDITIONS: The Germans win if ≥ four Guns are "neutralized" at game end. (A Gun is considered "neutralized" if malfunctioned, eliminated or not manned by a Good Order British crew.)

BOARD CONFIGURATION:

BALANCE:

✠ Add two 4-5-7 MMC to the 102nd AT Regiment.

○ In the Victory Conditions, change "≥ four Guns" to "≥ three Guns".

TURN RECORD CHART

		1	2	3	4	5	6	7	8	9	END
○ BRITISH Sets Up First											
✠ GERMAN Moves First											

Elements of the 102nd AT Regiment, RA [ELR: 3] set up in buildings on board 3, with no more than one MMC per building maximum: {SAN: 4}

4²-5-7	9-1	8-1	8-0	MMG 4PF [2] 4-12	LMG 1PF [1] 2-7	? 7 morale
8				4		14

Elements of the 151st Heavy AA Battery, RA set up on board(s) 4/6 (see SSR 4):

4²-5-7	2-2-8	8-0	7-0	AA M③ [2] 76*	AA M8 [3] 40L (8)
2	5				4

Abteilung Altmann, Bataillon I, Luftlande-Sturm-Regiment 1 [ELR: 4] enters by Glider (E8.) on Turn 1: {SAN: 2}

E 8³-3-8	Ⓔ 5²-4-8	10-2	9-2	9-1	8-1	8-0	dm HMG 2PF [1] 3-8	dm MMG 2PF [1] 3-8	LMG 1PF [1] 3-8	DC 1PF △ X12 30-1
3	9		2					2	6	3

GL ☆
☆19PP ◎29PP ✠14PP
12

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the southwest at start.

2. Grain is in season despite the date. All buildings on board 6 are stone.

3. Bore Sighting is NA. The British Guns must set up in AA mode, and may neither limber nor move during play.

4. Before setup, the British player places three 5/8" Concealment counters on board(s) 4/6, at least ten hexes apart, at least five hexes from the mapboard edge. The five AA Guns are divided into two "sections" (one of three Guns, and one of two). All Guns of each section must use HIP (even if in Open Ground) within three hexes of one of the Concealment counters; each section must be based upon a different Concealment counter. After the DFPh of the first German Player Turn, the three Concealment counters are removed and all still-hidden Guns are placed on the board concealed.

5. The British Sniper counter is placed onboard just before the gliders land (E8.22). The German Sniper counter is placed onboard at the start of the first British Player Turn.

AFTERMATH: As the German gliders approached the target area, four gliders were lost to the heavy AA fire. All cohesion was gone. Upon coming to earth, the situation did not improve for the Germans. Unknown to them, the gun positions had been shifted since the last aerial reconnaissance of the area. Landing too far away from the guns, the German assault troops were unable to overrun the British crews at first rush and were pinned down by determined enemy small-arms fire. The British, who had been briefed to handle an airborne assault, promptly attacked the German troops—some even as they emerged from the gliders. By the end of the long day, almost the entire German company, including Captain Altmann, had been killed. The threat to Canea from this direction had been eliminated.
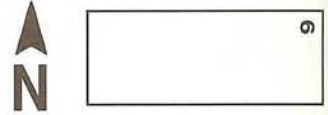
STRAYER'S STRAYS

ASL SCENARIO T16

— ckibler

VICTORY CONDITIONS: The Americans win immediately when they have Exited ≥ 12 VP (exclusive of Prisoners) off the south edge.

Near HIESVILLE, FRANCE, 6 June 1944: By dawn of D-Day, Lt. Colonel Robert L. Strayer had pieced together a unit composed of scattered men from the 502nd, 506th and 508th Parachute Regiments. In the confused situation behind the invasion beaches, front lines and flanks were meaningless. Most of the officers and men of his ad-hoc battle group didn't even know each other. Radio contact with HQ didn't exist. All Strayer knew for certain was that his objective was to clear the southern causeway from Utah Beach. As the sun rose, he led his patchwork force towards the beach exits. Within minutes, the paratroopers encountered German resistance.

BOARD CONFIGURATION:

N ↑

[board 6]

BALANCE:

✠ Add one 8-1 SMC to the German OB.

☆ Change "≥ 12 VP" to "≥ 10 VP" in the Victory Conditions.

TURN RECORD CHART

		☆ 1	2	3	4	END
✠ GERMAN Sets Up First						
☆ AMERICAN Moves First						

✠

Elements of Bataillon II, Infanterie Regiment 919 [ELR: 2] set up on board 6: {SAN: 4}

4¹-6-7 (1)	4-4-7 (2)	4-3-6 (C)	8-0	7-0	? 7 morale
4	4	4			4

☆

Mixed elements of 502nd, 506th and 508th Parachute Infantry Regiments [ELR: 5] enter on Turn 1 along the north edge: {SAN: 2}

7³-4-7 (E)	8-1	8-0	1-4-9	dm MMG 2FP
8				

SPECIAL RULES:

1. EC are Moist, with no wind at start.

2. All buildings are stone.

3. Americans are Stealthy; Germans are Lax.

AFTERMATH: The equally scattered and confused German defenders responded quickly. Although the paratroopers were able to press through the first line of the enemy, they were so delayed that by midday they were still well north of their objective. By the time Strayer managed to slip past the Germans and reach the causeway, it was already in the hands of American infantrymen who had come ashore by boat. Meanwhile, Colonel Sink, in command of the 506th and unable to raise Strayer by radio, decided to commit his reserve 1st Battalion to complete the job. Although Strayer failed to fulfill his mission, the paratroopers had already achieved a victory of sorts by pulling German troops away from the beach and forcing them to fight a piecemeal battle for the Allied bridgehead on the continent.

AVALONCON 1994 ☆ HUNT VALLEY, MD

AUGUST 4th   AUGUST 7th

❑ I am not yet an AREA member. As a paid registrant to AVALONCON, I will receive my free Generic AREA membership which will allow me to play rated games in any tournament. I understand I'll receive AREA membership materials in the mail before the Convention program.

❑ I am already an AREA member. My AREA Membership Number is: _____

❑ I've lost my AREA number. I believe my Zip Code at the time I entered the AREA system was: _____

❑ I am already an AREA member and already have a Specific Game membership rating in the _____ game which I would like printed on my badge for use in that tournament.

❑ I enclose $10.00 to purchase a Specific AREA membership for use at (or before) AVALONCON for the _____ game.

OFFICIAL USE ONLY:

Membership Number: _____   Current AREA rating: _____   Specific rating: _____

❑ **TEAM TOURNAMENT:** I wish to register my four-person team in the Team Tournament at no additional charge. I realize that all the members of my team must be pre-registered and that we must each play a different title for which we have pre-registered. Substitutions of team participants or game selections can be made only by mail or phone call to: (410) 254-9200, ext. 320) prior to August 2nd. Our team members and the game each will play are listed below:

Official AH Use Only:

1. _____   2. _____   3. _____   4. _____

Game to be played by this team member:

1. _____   2. _____   3. _____   4. _____

WARNING: Team Event choice is printed on badge. Selecting a Multi-Player game as a Team Event may draw undue attention from opposing team members which will hamper individual performance in that event.   TEAM NAME: _____

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❑ Please reserve _____ additional t-shirts in sizes _____ for which I enclose $8.00 each (or $12.00 each for size XXL or larger).

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❑ Charge my: ❑ VISA   ❑ MASTERCARD   ❑ AMERICAN EXPRESS   Expiration Date _____

Account Number _____   Signature _____

Name _____

Address _____

City _____ State _____ ZIP _____ Total Enclosed: _____

HURRY! Registrations postmarked by July 1st, 1994 will receive a free $10 credit toward any merchandise purchased at AVALONCON.
Make your check or money order payable to: The Avalon Hill Game Company and mail to 4517 Harford Road, Baltimore, MD 21214.

or to FAX it, ☎ (410) 254-0991.

✦ **Be sure to register for your main event(s) on the reverse side.** ✦

☞ **SMOKING POLICY:** There is a No Smoking policy in effect in all public areas of AVALONCON which will be strictly enforced.

DISQUALIFICATION: AVALONCON reserves the right to eject without refund anyone deemed guilty of unsportsmanlike conduct in the opinion of the presiding Game Master and two designated Assistants should such behaviour persist after one official warning.

REFUNDS: AVALONCON refunds Pre-Registration fees of those unable to attend. See Page 2 for details.

EVENT PRE-REGISTRATION
Chronological Listing

Time	Event	Duration	Time	Event	Duration
We 18	CAE	[1-0]	Fr 12	HWD	[4-5,7-8]
	FBS	[x, 3-4]	Fr 13	GUE	Demo[4]
	KRM	[x, 4-6]		PCW	[4-6]
	PZL	[x, 6-8]	Fr 15	MMS3	[5, S]
	UCV	Demo		PDT 2	[5, S]
We 19	BRI 1	[x, 9, S]		PPW	[5-6]
	FPD	Demo		TXJ	[5]
We 20	TTN	[x, 7-8]	Fr 16	DIP 1	[x, 5-6]
	MMS1	[S]		SCJ	[5-6]
Th 10	A5A	[1-3] N or S	Fr 17	FPR	[5-6]
	AFK	[1-4]	Fr 18	GBG	[5-8]
	B17	[1-2]		MUS	[5-6]
	CDT	[1]		ROR	[5-7]
	CAE	[x, 1-0]	Fr 19	PGG	[6-9]
	D91	[1-2]		PXB	[6]
	MVJ	[1]	Fr 20	BRI 5	[6, 9,S]
	NVW	[1]		CMS 1	[6, S]
	SQL	[1-5]		DUN	[6]
	SJW	[1-3]		TBT	[6]
	SSB	[1-2]		TYX 2	[x, 6,S]
	3R4	[1-0]		WTT	[6]
	TT2	[1-3]	Sa 9	ACV	[7-0]
	TPS	[1-4]		ASN	[7]
	UPF	[1-3]		HCR	[7-9]
	WAS	[1-3]		MBT	[7-9]
	WRS	[1]		MOV	[7-8]
Th 11	ASL	[1-0]		NAP	[7-9]
	BRI 2	[1, 9, S]		PZB	[7-9]
Th 12	183 1	[1-2, 5-6]		PGF	[7]
	TTJ	[1-2]		RFT	[7-9]
Th 14	HWJ	[2-3]		SCT 2	[7, S]
Th 15	A3R	[2-9]		WTP	[7-9]
	ANZ	[2-4]		WSD	[7-8]
	SOA 1	[2-3]	Sa 10	DLW	[7-8]
Th 16	AUC	[2]		DIP 2	[x, 7-8]
Th 18	B91	[2-3]		SPK	[7-8]
	183 2	[2-3, 5-6]		W&P	[7-9]
	FSE	[2-4]	Sa 12	CMS 2	[7, S]
Th 19	WAT	[3-6]		S&B	[7]
Th 20	BRI 3	[3, 9, S]		TVJ	[7-8]
	FBS	[x, 3-4]	Sa 13	BKB	[7-9]
	TVW	[3]		GSR	[7-9]
	TYX 1	[3, S]	Sa 14	NWD	[8-9]
Th 21	FI5	[3]		TYX 3	[8, S]
Fr 9	B81	[4-6]	Sa 15	AVJ	[8]
	BKN	[4-6]		EIS	[8-9]
	CVW	[4-8]		MMS 4	[8, S]
	EIA	[4-9]	Sa 17	CMS 3	[8]
	KGM	[4-5]	Sa 18	ACQ	[8-9]
	KRM	[x, 4-6]	Sa 19	ADV	[8-9]
	MMS2	[4, S]		CMJ	[8-0]
	RBN	[4-5]		GBD	[8]
	RKL	[4]		SCT 3	[8-9]
	SCT 1	[4, S]	Sa 20	WPS	[8-9]
	TRC	[4-0]	Su 9	GUE	[0]
	VDP	DEMO [4]		DIP 3	[x, 0]
	VIP	[4-0]	Su 10	ATS	[0]
	WSM	[4-6]	Su 11	LRH	[0]
Fr 10	183 3	[x, 4-6]		SST	[0]
	WQJ	[4]		WBR	[0]
Fr 11	BRI 4	[4, 9]			
	WRJ	[4-5]	Th 15	PDT 1	[2, S]

REGISTRATION INFORMATION: Children under 14 and spectators are admitted free and may participate in Open Gaming, space permitting. They will not receive a badge, program, or free pre-registration credit. Children may participate in free specially designated "☞ Juniors-only" tournaments or pay the $30 fee and participate fully in any event. All other participation is limited to paid registrants wearing their own badges. Registrants may participate in any number of events at no additional charge, but can only play in one at a time. Most events will not be "sold out", but to guarantee an opportunity to play you must bring a copy of the game (to ensure sufficient copies on hand) and be present at the announced starting time. Those registering after July 1st will not receive a free $10 credit towards purchases. There are no one-day admissions. Early arrivals may register, engage in Open Gaming and preliminary heats of certain events as early as 6 PM Wednesday.

WHAT YOU'LL GET: Pre-registrants of record on July 1st will receive a $10 credit towards game purchases which will be printed on their badge. *Those who are not already members of the AREA Player Rating System will receive a free membership and explanatory materials by return mail.* Any game played at AVALONCON is subject to rating in the AREA system *if any participant requests it at the start of play*. Refusal to submit to rated play in any AVALONCON event is not allowed. All who are pre-registered by July 1st will have the Convention program mailed to them on July 6th or shortly thereafter. This is the only confirmation you will receive. Those registering after July 1st must pick up their convention program at the site.

LOST ITEMS: Be sure to bring your program. There will be a $2 charge to replace programs. Wear your badge at all times. Replacement badges will not be usable for the $10 purchase credit.

REFUNDS: We will refund Pre-Registration fees upon receipt of written notification of your inability to attend. Such requests must be received by August 22nd and will be mailed by September 7th. All such refunds are subject to a 10% postage and handling fee and will be made in non-refundable credits for Avalon Hill merchandise. There is also a $10 surcharge to those who received an AREA membership as part of their registration fee since such memberships are non-refundable.

TEAM TOURNAMENT: You may pre-register any four players as a team if each plays a different title for which they have pre-registered. Team entry and substitutions of players or game choices are allowed ONLY by pre-registration. You may make such changes by mail or phone only if they are received by August 2nd. Call (410) 254-9200, ext. 320 to make last-minute changes. Players in the Team Tournament play individually for themselves, but also score in the event they have entered as a Team Tournament entry for their team's total score.

EVENT DESCRIPTIONS: Events are listed in chronological order at left, and in alphabetical order hereafter using the following format:

Name, Class, Format, Style, Duration, GM, Starting Time, [Pre-Registration Limits].

Name: Lists abbreviated name for the event used on the Chronological Chart & badges.

Class: *A*: Rules will not be explained; for experienced players only. *B*: Beginners welcome. Rules will be briefly explained. **If you need instruction, be present one hour before the scheduled playing time. The GM is not required to teach the game once the event begins.**

Format: *Swiss Elim*: All entrants play an equal number of preliminary rounds to determine a number of finalists who will then play in Single Elimination format. *Swiss*: All entrants play same number of rounds, being paired against opponents with similar records. *SE*: Single Elimination; entrants play until they lose a game. *DE*: Double Elimination; entrants play until they lose two games. DEMO: No prizes. *OTHER*: System to be explained.

Style: *CONTINUOUS*: Play continues round after round until completed with only one-hour breaks. Rounds will not start after midnight and will resume at 9 AM. *The GM may require that rounds begun by midnight be finished that night.* Players must adhere to the schedule or forfeit. *SCHEDULED*: Play has designated, timed rounds with predetermined breaks of two hours or more. *SPLIT*: Multiple qualifying rounds at different times, players may participate in only one qualifying round. *HEAT*: Multiple qualifying rounds at different times, players may participate in as many heats as they wish. *In all formats, the GM may adjudicate games which do not adhere to schedule.*

Duration: The *expected* number of rounds and length of each. *NOTE: Some formats will require more or less rounds than planned depending on number of entrants.* Players should schedule their time accordingly and refrain from entering those events their time constraints will not allow them to finish should they advance. Final rounds may be rescheduled to accommodate finalists at the discretion of the GM.

GM: The Game Master who is in charge of the event. If an address is printed, the GM offers additional information in advance to any sending a SASE to that address.

Times: Starting times of the initial round are abbreviated as follows: We: Wednesday, Th: Thursday, Fr: Friday, Sa: Saturday, Su: Sunday. Hours are given in military time (12 = noon, 13 = 1 PM). The *expected* duration for all events is shown on the Chronological listing. We suggest copying this page before registering.

[Pre-Registration Limits:] AVALONCON has been divided into ten time blocks of five hours each as follows: 1 = Th 10-14, 2 = Th 15-19, 3 = Th 20-24, 4 = Fr 9-14, 5 = Fr 15-19, 6 = Fr 20-24, 7 = Sa 9-14, 8 = Sa 15-19, 9 = Sa 20-24, 0 = Su 9-14. Each event's most *likely* duration is summarized by these time blocks. However, those advancing to the Final round or participating in larger-than-expected events may still experience overlapping schedule conflicts. The final round of long events is not included in the estimated duration. Durations listed with an "S" have a scheduled final round on Sunday morning. You may Pre-Register for any events that do not have overlapping time blocks. Pre-registration is not required to play in most events, but pre-registrants receive preferential treatment for byes and last remaining slots.

Prizes: All winners will receive a championship plaque. The winner and other finalists will receive Credits good for the purchase of our merchandise and plaques according to a standard schedule based on the number of entrants. For example, there are 32 prize-winners in a 128-player event.

THE EVENTS: Events designated "☞ jr" are only for children under the age of 14. Parents are urged to sit in to help supervise and should attempt to make their children with the game beforehand.

Acquire (ACQ), A, Swiss Elim, Continuous, three preliminary 1-hr rds with hidden stock holdings, 4 advance to final game. M. Anchors. Sa 18. [8-9]

Across Five Aprils (A5A), A, Swiss Elim, Continuous, 6-hr prelim rd of round robin Bull Run, Pea Ridge, & Bentonville. Identical round follows for top 25% of field. Top Rebel and Union players meet in final game of Gettysburg. Play same side throughout entire event; side preference given to those stating preference on their Pre-Reg. A. Lewis, 4550 Montclair Ave, Apt F12, Long Beach, CA 90808. Th 10 [1-3]

Adel Verflichtet (ADV), B, Swiss Elim, Continuous, four prelim 1-hr rds, 10 advance to 2-game Semis, 5 advance to SE Final. J. Bouffard. Sa19. [8-9]

☞ Adel Verflichtet Jr (AVJ), B, SE, Continuous, three 1-hr rds, top 2 players in each game advance to Semis; 5 advance to Final. S. Davis. Sa 15 [8]

Advanced Civilization (ACV), A, SE, Continuous, two 10-hr rds. Final will start Sa 21 and resume Su AM using Western Map Extension for an 8-player game. C. Hickok. Sa 9 [7-0]

Advanced Squad Leader (ASL), A, Swiss, Scheduled, seven 6-hr rounds. R. Gifford, 320 East 27th, South Sioux City, NE 68776. Th 11. [1-0]

Advanced Third Reich (A3R), A, Other, Scheduled, 2 rds. 8-hr Barbarossa scenario to rank players, followed by 2-day Campaign Game with winner decided on points. Teams optional. J. Brophy, 16 Beachfront Ln, New Rochelle, NY 10805. Th 15. [2-9]

Afrika Korps (AFK), A, SE, Continuous, five 4-hr rds. J. Beard. Th 10. [1-4]

AFTER ACTION MEETING: Beat your chest or sing our praises. Your chance to critique AVALONCON 94 and influence next year's championships. Sunday 8.

Anzio (ANZ), A, SE, Continuous, four 5-hr. rds of the 15-turn Basic Game. Optional SRT and 1st Para initial deployment options. P. Fletcher, 51 Hartwell Rd, West Hartford, CT 06117. Th 15. [2-4]

Assassin (ASN), B, SE, Two 2-hr. rds. J. Vroom. Sa 9 [7].

Attack Sub (ATS), B, Swiss Elim, Continuous, four 1-hr prelim rds of same scenario playing each side twice. Four advance to SE best-2-of-3. S. Rugh. Su10. [0]

Auction aka The Collector (AUC), B, SE, Continuous, two 1-hr prelim rds. K. Good, 2065 Sioux Dr, Circleville, OH 43113. Th16. [2]

B-17 (B17), A, Other, Continuous, three 3-hr. rds. A multi-round bombing raid of the 8th Air Force in 1942. Players will fly in squadron formation and be given a "second life" if shot down. D. Terry, 7501 Norris Ave, Sykesville, MD 21784. Th 10. [1-2]

Battle of Bulge '81 (B81), A, SE, Continuous, four 6-hr rds using Race to Bastogne scenario (16 AM to 19 PM) revised for balance. J. Grant, 198 Brookdale Rd, Stamford, CT 06903. Fr 9. [4-6]

Battle of Bulge '91 (B91), A, SE, Continuous, three 3-hr rds. Scenario #1 with all Basic Game and most Optional rules with modified VC. K. McCarthy, 3866 Wallingford, S. Euclid, OH 44121. Th 18. [2-3]

Blackbeard (BKB), B, SE, Continuous, three 3-hr rds. Sa 13. C. Villeneuve. [7-9]

Breakout: Normandy (BKN), B, SE, Continuous, four 5-hr rds. J. Leggat, 1222 Calle Las Trancas, Thousand Oaks, CA 91360. Fr 9. [4-6]

Britannia (BRI), A, Swiss-Elim, HEAT, five 4-hr qualifying Heats. Must play in at least two Heats to qualify for Finals. 16 advance to 2nd rd Sa 20. Rank determined by number of wins in fewest Heats. R. Curtin II, P.O. Box 559, Verplank, NY 10596. We 19, Th 11, Th 20, Fr 11, Fr 20. [S]

Caesar - Alesia (CAE), A, SE, Continuous, three 16-hr rds. Split 1st rd allows early start. B. Sutton, 9225 Fairlane Pl, Laurel, MD 20708. We 18 or Th10. [1-0]

Candidate (CDT), B, SE, Continuous, two 2-hr rds. All states unresolved after 2 hrs will be Undecided entering the convention. K. Gutermuth. Th 10. [1]

Circus Maximus (CMS), A, SE, three prelim 3-hr Heats. W. Coates. Fr 20, Sa 12, Sa 17. [S]

☛ **Circus Maximus Jr** (CMJ), B, SE, one race of 3 laps or 3 hrs (whichever comes first). T. Hitchings. Sa19. [8-0]

Civil War (CVW), A, SE, Continuous, four 5-hr rds. D. Johnson, 11635 Crystal Creek Ln, Manassas, VA 22111. Bid for sides. Fr 9. [4-8, S]

D-Day '91 (D91), B, SE, Demo, three 3-hr rds. F. Hamrick. Th 10 [1-2]

☛ **Dinosaurs of Lost World JR** (DLW), A, Swiss Elim, Continuous, three 2-hr rounds. R. Stakenas. Sa 10. [7-8]

Diplomacy (DIP), A, Swiss, Scheduled, three 7-hr Heats. Traditional prizes augment merchandise credit. Best 2-out-of-3 rd scoring system. J. Yerkey, 4 Dutton Ave, Baltimore, MD 21228. Fr 16, Sa 10, Su 9.

Dune (DUN), A, SE, Continuous, two 2-hr rds with two advancing from each game. Maximum allowed alliance is two and only in preliminary rd(s). M. Garton. Fr 20. [6]

1830 (183), A, SE, Heats, three 5-hr Heats to earn subsequent play. Second Rd: Fr 17. K. Whitesell, 107 Nursery Rd, N. Linthicum, MD 21090. Th 12, Th 18, F10. [S]

Empires In Arms (EIA), A, Other, Continuous play; win based on % of VP. Bid for 1805-1807 scenario. W. Jaffe, 7048 Darby Towne Ct, Alexandria, VA. 22310 Fr 9. [4-9]

Enemy In Sight (EIS), B, SE, Continuous, two 3-hr rds by designer Neal Schlaffer. Sa 15. [8-9]

Facts In Five (FI5), B, SE, Continuous, three 1-hr rds, R. Cox. Th 21. [3]

Firepower (FPR), A, Swiss, Continuous three 3-hr rds. Single-squad scenario. Advanced rules except Terrain Destruction, Buildings, Crewed Weapons, Vehicles, Acquire/Discard weapons, Advanced Tree Cover, and Initial Actions Before Combat are not used. Victory by accumulated scenario points. A teaching demonstration (FPD) will be held We 18. J. Krauss, Box 165, Bunola, PA 15020. Fr 17. [5-6]

Football Strategy (FBS), B, SE, Continuous, five 2-hr rds. with Split 1st rd. Advance as far as you can Wednesday, or rejoin Th 20. J. Powell. We 18. [3-4]

Fortress Europa (FSE), A, SE, Continuous, four 3-hr rds of the 33.3 Invasion scenario. M. Newman, RR#1 Box 365, 111 Main Rd, Colrain, MA 01340. Th 18. [2-4]

Gangsters (GSR), A, SE, Continuous 3-hr rds of 4-player games with all Optional rules. R. Eastep. Sa 13 [7-9]

Gettysburg '88 (GBG), B, Swiss-Elim, Continuous, five 4-hr rds of Scenario 1 (6B) playing each side twice. Eight finalists advance to SE rds of Scenario 5 (6F). D. Zimmerman. Fr 18. [5-8]

Guerilla (GUE), A, SE., Continuous two 2-hr rds. One two-hr demonstration of our newest multi-player card game by designer Neal Schlaffer precedes the tournament on Fr 13. N. Schlaffer. Su 9. [0]

Gunboat Diplomacy (GBD), A, DEMO, one 4-hr rd. "Blind" Diplomacy without negotiations. Secret country assigments. GM reads moves and any written press to preserve secrecy. J. Yerkey. Sa 19. [8]

Here Come the Rebels (HCR), B, Swiss-Elim, Continuous, three 1-hr rds of South Mountain; top 4 advance to SE Harper's Ferry-Crampton's Gap, and McClellan's Opportunity. Bid VPs for sides. Trevor Bender, 1020 S. Frederick St #431, Arlington, VA 22204. Sa 9 [7-9]

History of the World (HWD), A, Scheduled 6-hr rds. 36 advance to 2nd rd Sa 12. P. Weintraub. Fr 12. [4-5, 7-8, S].

☛ **History of the World Jr** (HWJ), B, Swiss, two 5-hr rds. C. Foster. Th 14. [2-3]

Kingmaker (KGM), A, SE, Continuous, two 4-hr rds. Variant cards will be used; Advanced Combat won't. H. Thoen, 6220 Sherbrooke St. W, #510, Montreal, QUE H4B 1M3 Canada. Fr 9. [4-5]

Kremlin (KRM), B, Swiss-Elim, Continuous Heats We18 and restart Fr 9 until Fr 16. Anyone winning a game advances to Fr 19 SE Semi-Final. S. Cousins, 96 Cedar St #4, Bangor, ME 04401. We18+ [x, 4-6]

☛ **Legends of Robin Hood Jr** (LRH), B, SE, Continuous, 2-hr rds. D. Zimmerman. Su 11. [0]

March Madness (MMS), B, SE, Scheduled Heats, four 6-hr Advanced Game Prelim of 16-team Regionals which will each advance a team to Final Four on Sunday. Players draft up to two teams/Region which play till they lose. Players participating in more than one Region draft last. J. Ellman. We 20, Fr 9, Fr 15, Sa 15 [x, S]

MBT (MBT), B, Swiss Elim, Continuous, three 2-hr prelim rds, top four advance to SE. Specially designed scenarios using most rules. M.Walker, 531 Read St, Middleton, RI 02842. Sa 9. [7-9]

Merchant of Venus (MOV), B, SE, Continuous 2-hr rds to $2000. 25 advance to 2nd rd. Five finalists will play 3rd rd game to $3000. G. Mayer, 5190 Winter Haven Ct, Imperial, MO 62052. Sa 9. [7-8]

☛ **Merchant of Venus JR** (MVJ), B, SE, Scheduled two 2-hr rds. E. Wrobel. Th 10. [1]

Mustangs (MUS), B, SE, Continuous 1-hr rds. Bid VPs for aircraft selection. Rule 9A and Optional rule 13 will be used. C. Hansen. Fr 18. [5-6]

Napoleon (NAP), B, DE, Continuous 2-hr rds. Players secretly bid the number of French units that must be eliminated for the French to surrender. High bidder plays the Allied side. A +1 drm to French first turn forced marches will be used. B. Smith, 9E Squire Vlg, Walden, NY 12586. Sa 9. [7-9]

Naval War (NVW), B, SE, Continuous 2-hr rds of six-player games to 75 pts. J. Sharp. Th 10. [1]

New World (NWD), B, SE, Continuous two 4-hr rds of the Exploration version using the Perils of the Deep and Piracy optional rules. B. Andrews. Sa 14 [8-9]

Pacific War (PCW), B, Swiss Elim, Continuous, 4-hr rds, two prelim battle scenarios with the VC converted into VPs and players bidding VPs for sides. Two highest scores advance to SE Final. M. Herman. Fr 13. [4-6]

Panzerblitz (PZB), A, DE, Continuous 3-hr rds. C. Harris. Sa 9. [7-9]

Panzergruppe Guderian (PGG), A, Swiss, Continuous four 5-hr rds. Bid VPs for sides. P. Rennert, 7135 Kurth Ln, Seabrook, MD 20706 Fr 19. [6-9]

Panzer Leader (PZL), A, Other, Continuous qualifying Heats will run We thru Fr. Any winner may advance to SE rounds Fr 20. B. Scott, 2317 Barracks Rd, Charlottesville, VA 22901 We 18 [x, 6-8]

Pax Britannica (PXB), B, Other, one 7-hr rd. Duplicate Tournament: all random events prerolled. Uses improved '83 rules which will be provided. R. Sacks, 4861 Broadway 5V, NY, NY 10034-3139. Fr 19. [6]
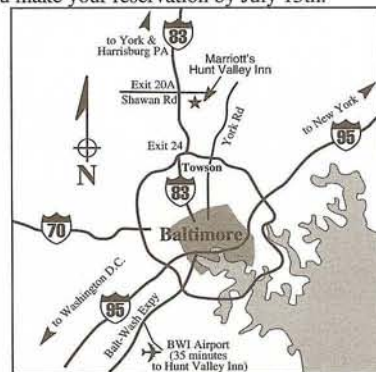
Paydirt (PDT), B, DE, two 5-hr Heats to determine Conference champs to meet in Sunday Super Bowl. Advanced Rule 11 used for balance. D. Baumgardner, 3621 Wayland, Ft Worth, TX 76133. AFC: Th 15 [2], NFC: Fr 15 [5] [S]

Peloponnesian War (PPW), B, Swiss Elim, Continuous, three 4-hr rds, 2 prelim mini-scenarios with players bid-

ding VPs for sides. Highest scores advance to SE Final using the Campaign scenario. M. Herman. Fr 15. [5-6]

Pro Golf (PGF), B, Other, two 1-hr rds. Play one round on both the Augusta and Pebble Beach courses. Top four advance to 18 hole skins game. M. Puffenberger, PO Box 22, Fostoria, OH 44830. Sa 9 [7]

Rail Baron (RBN), A, SE, Continuous,three 4-hr rds. C. Foster, 6809 McCart Suite 104, Ft. Worth, TX 76133. Fr 9. [4-5]

Republic of Rome (ROR), A, SE, Continuous, 6-hr rds. The Middle Republic scenario will be used for the 1st rd, Early Republic for the second, and Late Republic for the third. If game wins, no players advance. Sudden-Death VC in GENERAL 27, #5 apply. J. Gottesman. Fr 18. [5-7]

Roadkill (RKL), B, SE, Continuous, two 3-hr rds with 8-Section, 10-car Final. Preliminary race will use 4-6 players per race. Finalists may purchase 4 points of upgrades. M. Fitzgerald. Fr 9. [4]

Russian Front (RFT), A, Swiss-Elim, Continuous, three 4-hr prelim rds of the short game of scenario 1 (Option J). Two finalists advance to 8-hr full scenario 1, Advanced Game with no options. Bid Objectives for sides. J. Falling, 7129 Sandringham Dr, Raleigh, NC 27613. Sa 9. [7-9, S]

Slapshot (SST), B, SE, Continuous, 2-hr rds with expanded player deck, transaction limits, and more options. Games will be played with Open Hands. J. Gottesman. Su 11. [0]

Speed Circuit (SCT), A, Other, Scheduled three 4-hr prelim Heats. Best two results determine winner as in Formula 1. Winner must enter at least one Heat plus the Final. 1:55 scale miniatures. Modified Chance, Breaking, and Acceleration Tables, plus a forced passing rule. Spa, Hockenheim, and Detroit circuits used in the Heats. R. Cunningham, 216 Charing Ct, Sterling, VA 20164. Fr 9, Sa 9, Sa 19 [S]

☛ **Speed Circuit Jr** (SCJ), B, SE, 3-hr race using big track and 1:55 scale cars. R. Cunningham. Fr 16 [5-6]

Squad Leader (SQL), A, Swiss Elim, Continuous, three 4-hr rds to pick eight finalists for SE. Original 12 SL scenarios. Optional Rule 16 Semi-Simultaneous Movement and DF and 25.4 will be used. B. Laskey. Th 10. [1-5]

Statis Pro Basketball (SPK), A, SE, Continuous, four 3-hr rds. Draft one of 29 NBA championship teams and coach it to victory in a "dream" tournament of championship teams to determine best team of all time. B. Grabow. Sa 10 [7-8]

Stocks & Bonds (S&B), B, Swiss Elim, Continuous two 1-hr rds. Total earnings determine winner. G. Sauer III, 407 S. Court St., Circleville, OH 43113. Sa 12 [7]

Stonewall Jackson's Way (SJW), A, Swiss Elim, Continuous, three 3-hr rds of scenarios 1, 4, and 6 with an optional 4th rd using scenario 3. Top qualifiers continue play on Sa with scenarios 1, 4, and 7. A combined multi-player demo game of SJW and HCR and the new Roads to Gettysburg game with guest appearance by designer Joe Balkowski will run concurrently. K. Lee, 99 West St, Tunkhannock, PA 18657. Th 10 [1-3]

Storm Over Arnhem (SOA), A, SE, Continuous, 3-hr rds with optional hidden AT Gun placement and chit randomizers. B. Rademaker. Th 15. [2-3]

Superstar Baseball (SSB), B, DE, Continuous, eight 1-hr rds using teams of past baseball greats. Pick from All Time Great teams of former Braves, Cubs, Reds, Phillies, Dodgers, Giants, Pirates, Cards, Orioles, Red Sox, White Sox, Indians, A's, Yankees, Twins, or Tigers. Limited to the first 16 pre-registrants. Teams assigned in order of preference to those pre-registrants sending a SASE to: R. Cox, 57 Coastline Dr., Inman, SC 29349-9655. First come, first served. Receive a copy of your assigned team and rules modifications by return mail. Th 10. [1-2]

The Russian Campaign (TRC), A, League, Continuous, nine 3-hr rds. A swiss format using 5-turn games with historic weather to determine SE seeding. Players will bid VPs for Germans. P. Flory, Citadel Games, 537 Long Hill Rd, Groton, CT 06340. Fr 9. [4-0]

Third Reich, 4th Edition (3R4), A, SE, Continuous 10-hr rds using '39 scenario or mutual choice. GM provides variant substitutions. Limited to first 16 pre-registrants. D. Bowman. Th 10. [1-0]

Titan (TTN), A, Swiss-Elim, Heats, Continuous seven 5-hr, 4-player qualifying Heats will run We-Fr. The top 16 players may advance to second rd SE format Sa 9. B. Wolff III, 1615 E. Fairmount Ave, Whitefish Bay, WI 53217. We 20. [X, 7-8]

Titan 2 (TT2), A, SE, Continuous, five 4-hr rds of two-player Titan. D. desJardins, 375 Nassau St., Princeton, NJ 08540. Th 10. [1-3]

☛ **Titan Jr** (TTJ), B, SE, Continuous, two 3-hr rds, L. Lingle. Th 12. [1-2]

Title Bout (TBT), B, SE, Continuous, four 1-hr, 8-rd heavyweight fights leading to a 15-rd finale. B. Reiff, 2207 Smokey View Blvd, Powell, OH 43065. Fr 20. [6]

Turning Point: Stalingrad (TPS), A, SE, Continuous, 6-hr rds. One week games with tie-breakers. Bid VPs for sides. 3rd edition rules including Ranged Attacks ×3, Russian CB and Landing Activation play balance rules. Chits to be used unless both players agree to use dice. "Counting" aids not allowed. First round segregated into 1500+ and <1500 rated players. R. Fedin, 112 Glengarry Dr., Coraopolis, PA 15108. Th 10. [1-4]

TV Wars (TVW), B, SE, Continuous, two 2-hr rds. R. Stakenas II. Th 20. [3]

☛ **TV Wars Jr** (TVJ), B, SE, Continuous, two 2-hr rds. Sa 12. C. Kibler [7-8]

Tyranno Ex (TYX), A, Swiss Elim, Continuous, three 4-hr Heats. Most wins in prelim determines four finalists with highest VP as tie breaker. W. Wible Th 20, Fr 20, Sa 14. [S]

☛ **Tyranno Ex Jr** (TXJ), B, SE, Continuous, two 3-hr rds. K. Stroh. Fr 15. [5]

Unlimited Civilization (UCV), DEMO, a Civilization variant for early arrivers featuring auctioning of Trade Cards, randomly assigned calamities, Eastern Expansion Map, metropolises, iron/bronze weaponry. J. Scarborough, RR1 Box 160, Payson, IL 62360-9743. We 18.

Up Front (UPF), A, DE, Continuous, 90 min. rds. Players matched by scenario preference. Default choice is always Patrol. Random choice of sides. R. Pfeifer. Th 10 [1-3]

Variant Diplomacy (VDP), A, one 6-hr rd DEMO of numerous Diplomacy variants including Necromancer, Youngstown, WW III, and African. J. Yerkey. Fr 9 [4]

Victory In the Pacific (VIP), A, Swiss, Continuous, seven 5-hr rds. G. Petroski, 210 W. Hunt, Twin Lakes, WI 53181. Fr 9. [4-0]

War At Sea (WAS), A, Swiss-Elim, Continuous, five 2-hr prelim rds, 4 finalists advance to SE. Must win by ≥ 2 POC for full win. Bid for sides. Accelerated US entry. A. Applebaum, 12 Gibbs St #3, Brookline, MA 02146. Th 10. [1-3]

War & Peace (W&P), A, SE, Continuous three 3-hr rds of the Austerlitz 1805 scenario using 2nd Ed rules. B. Jackson, 307 Baxtertown Rd, Fishkill, NY 12524. Sa 10. [7-9]

Waterloo (WAT), A, SE, Continuous, four 5-hr rounds. A 7 PM turn will be added to each day and the game will end after four days. Players must alternate sides where possible. R. Beyma, 109 Brentwood Circle, Pocomoke, MD 21851. Th 19. [3-6]

We The People (WTP), A, DE, Continuous, eight two-hr rds. A, Maly. Sa 9 [7-9]

Win, Place & Show (WPS), B, SE, Continuous, two 4-hr rds. J. Burnett. Sa 20. [8-9]

☛ **Wizard's Quest Jr** (WQJ), B, SE, Continuous, two 2-hr rds. B. Navolis. Fr 10. [4]

Wooden Ships & Iron Men (WSM), A, Swiss-Elim, Continuous. Three 90-min prelim rds. Top 8 advance to SE finals with DYO Napoleonic fleets. K. Hunsinger, 427 N. Scott St, Delphos, OH 45833. Fr 9. [4-6]

Wooden Ships & Iron Men Fleet Action (WSD), A, SE, DEMO, one 8-hr rd. Each player skippers one ship in large historic scenario determined by number of players. T. Hitchings. Sa 9. [7-8]

Wrasslin' (WRS), A, SE, Continuous. Elimination bout. Each player receives a stable of three wrestlers. C. Kibler. Th 10. [1]

Wrasslin' Battle Royal (WBR), A, SE, Continuous. GM selects wrestlers. C. Kibler. Su 11. [0]

☛ **Wrasslin' Jr** (WRJ), B, SE, Continuous. Elimination bout. GM picks wrestlers. T. Greenwood, Fr 11. [4-5].

Wrasslin' Tag Team (WTT), A, SE, Continuous. Best 2 of 3 falls per match. Form your own teams. GM selects wrestlers. C. Kibler. Fr 20. [6]

*****

Interfaith Religious Service hosted by J. Poinske, F. Hamrick, K. Hunsinger, and G. Petroski. Su 7:30

WE THE PEOPLE — $39.95

Strategic-level Game
of the American Revolution

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/Cards*	_____
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**	2P

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 uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and (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, Assassin—ASN, Attack Sub—ATS, Battle of the Bulge—B(Year), Blackbeard—BKB, Breakout: Normandy—BKN, 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), Mustangs—MUS, 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, Trireme—TRI, Turning Point: Stalingrad—TPS, Up Front—UPF, Victory In The Pacific—VIP, War and Peace—W&P, We The People—WTP, Wooden Ships & Iron Men—WSM, Wrasslin'—WRS.

_____

_____

_____

_____

Name _____ **Tel.** _____

Address _____

City _____ **State** _____ **ZIP** _____

CONTEST #166

1. _____   1. _____   1. _____

1. _____   1. _____   1. _____

1. _____   1. _____   1. _____

This time we'll make it even easier! Supply the game title (abbr. OK) that each piece of artwork shown above originally appeared in.
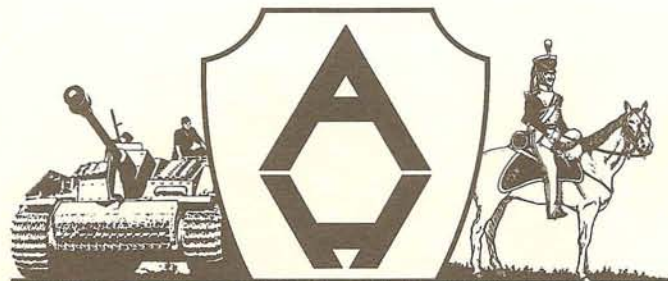
Issue as a whole _____ (Rate from 1 to 10, with "1" equating to excellent and "10" terrible). To be valid for consideration, your contest entry must also include your choice for the three best articles, as listed below:

1. _____

2. _____

3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PRE-REGISTRATION TIME

Yes, folks, it's already time to ponder registration for the fourth AVALONCON. It seems like just yesterday that I wrote the report on the third annual Avalon Hill championships. Maybe it just seems that way because it's only now getting into print in this very issue. Fiendishly clever these Avalon Hill folk ... they wait to raise your conventioneering spirit to fever pitch for the same issue that contains the new Pre-Registration form. Hah, believe that and I'll tell you another one! Whether you care to attribute the twin arrival of last year's convention coverage with this year's Pre-Reg form to our sloth or ingenious marketing, you must admit we are quick to the trigger with the new Pre-registration form. And for that we have over 100 volunteer GMs to thank.

The '94 version should offer even more tough choices to repeat attendees deciding what competitive fare to sample this year. Virtually all of the qualifying tournaments from '93 are back with expectations of being bigger and better this year. In addition, a number of new events have been added to further entice those considering making the trip for the first time. The number of multiple Heat events have increased to facilitate scheduling and allow players to cram in as many events into the four days as possible. And there is lots to choose from! We topped the 100 mark this year with 86 championship tournaments, twelve Junior tournaments, and six Demonstrations. Our volunteer Game Masters have already registered in order to list their events. As before, our GMs have no monetary incentive; they've paid their registration fee just like everyone else. Their payback is simply the assurance that their event will be run by someone who cares. Come see why we boast that no convention has better GMs.

TEAM TOURNAMENT CHANGES

Our Advisory Panel, composed of all participating GMs, voted on 20 different proposals since the last AVALONCON. Most concerned policy changes which will not be of interest to the average attendee. Some of the more visible changes concerned the conduct of the Team Tournament. Scoring has been simplified to ease the burden of the GMs. Henceforth, Team Tournament points will be earned in direct proportion to the prizes won in each event.

In addition, the prize of free lodging for the Team winners has been replaced by individual plaques for all team members. The panel felt the financial incentive of such a large prize encouraged "bounty hunting" and "convoying" tactics which are viewed by many, but not all, as less than sporting.

More importantly, the panel voted to restore the Open Badge policy for the Team Tournament. Instead of hiding team identities to protect a player from "bounty hunting" tactics, team affiliations will be displayed on each person's badge. The Pre-Registration form carries a warning that team affiliation may prove hazardous to your individual chances in a Multi-Player event. Those who would be upset to find themselves singled out for undue attention in a Multi-Player

"Hmm, maybe if I eat that Tiger tank he won't notice it's missing. . ."

game should consider that before selecting one as their Team Tournament entry. In addition, each team can follow in the steps of "Team Doily" and adopt their own team name for use on the scoreboard. Hopefully, we will see some colorful geographic and gaming preference titles to spice up the competition and add to the regional rivalries.

The Panel also voted to continue to mail the program in advance to pre-registrants of record on July 1st, and to charge $2.00 per program for a replacement. So, remember to bring your program this year and keep it with you during the convention. The only people receiving free programs at the door will be those registering after July 1st and only at check-in.

SPORTSMANSHIP

The Panel also debated sportsmanship concerns at length and passed measures which both encouraged GMs to deal with poor sportsmanship more effectively and promote good sportsmanship. The latter took the form of making the Sportsmanship Award at Avaloncon the only real "big monetary prize" of the convention by adding free lodging at the next AVALONCON to the winnings. While there was considerable concern about how such a subjective honor could be fairly awarded, the consensus was that it was more important that a clear statement be made about the convention's priorities. While the winner will doubtless be picked by random drawing from among dozens of nominations made by our GMs, it is more important that we so honor one of many deserving nominees than honor none for lack of a better way to determine the true "best sport".

HALL OF FAME

The Advisory Panel also further refined procedures pertaining to the establishment of the AVALONCON Hall of Fame. An admission vote will not be held until there are a minimum of twelve eligible nominees. Six GMs with the most top-six GM performances are always eligible as are winners of multiple events weighted by number of entrants. Once the voting begins, one nominee will be elected annually.

AVALONCON Hall of Famers will receive a photo plaque for themselves as well as one for permanent display at AVALONCON. They will also receive free admission to all future AVALONCONs and free lodging during their induction year. The honors bestowed by the AVALONCON Hall of Fame serve to further the traditions of hobby competition which we are striving to establish with the Avalon Hill Championships.

JUST HAVING FUN

All the emphasis on competition, record keeping, AREA ratings, and so forth could easily give someone who has yet to attend AVALONCON the wrong impression. While it takes all types, those playing for blood are definitely in the minority. Comraderie among those sharing the same interests is the overwhelming emotion displayed at AVALONCON.

While serious competitors make up a significant percentage of those attending our Championships, they are definitely outnumbered by those who just want to play a variety of games and have fun. Whether you want the chance to finally get together with six other players for a weekend of EMPIRES IN ARMS or simply want to try your hand at a half dozen games you haven't played before, AVALONCON can scratch your itch. For every serious competitor sweating his AREA rating, there are several guys who just want to have fun - including a growing number whose entire family are along for the ride and enjoying boardgames together for the first time in an exciting and festive atmosphere.

"Anybody care for a Stegasaurus burger?"

MAKING RESERVATIONS

If AVALONCON is in your summer plans, do not delay. Make your reservations now! Although we have increased our block of rooms for 1994, the Hunt Valley Inn will again sell out. The sooner you make your reservation, the better. Rooms not booked by July 15th will be much more expensive, if available at all.

AVALONCON 1993 ☆ HUNT VALLEY, MD

TEAM TOURNAMENT STANDINGS

1. Bruce Young ATS 9, John Emery UPF 3, Dave Gant ACQ 2, Earl Anderson BRI 2 = 16 [218]

2. Larry Lingle WAT 8, Dennis Culhane CVW 7, Clifford Smith VIP 1, Lane Hess 183 0 = 16 [132]

3. Ed Beach SJW 8, Brian Youse ASL 3, Dave des Jardins TTN 3, Ed Kraska SOA 1 = 15 [208]

4. Phil Rennert PGG 7, Gary Fortenberry ASL 5, Bob Rademaker MOV 3, Paul Toro A3R 0 = 15 [193]

5. Tom De Marco ADV 9, Duane Wagner BRI 5, Tom Stokes CMS 0, Bob Destro BBP 0 = 14 [197]

6. Alan Applebaum VIP 9, Bill Brunton 183 2, Tim Burke BRI 1, Dave Lionett RBN 1 = 13 [231]

7. Barry Smith CMS 9, Richard Curtin BRI 3, Bruan Jackson W&P 1, Dennis Nicholson GBG 0 = 13 [152]

8. Joe Beard AFK 8, Pat Flory TRC 3, Randy Heller FSE 2, John Grant B81 0 = 13 [68]

9. Michael Newman FSE 8, Joe Brochinski BRI 1, Marvin Rabin ACQ 1, Bruce MacConnell SJW 0 = 10 [167]

10. Daniel Vice ACV 9, Matt Appel DIP 1, James Maysonett ROR 0, Alan Shults PXB 0 = 10 [143]

11. Bruce Monnin WAS 8, Bruce Reiff WPS 2, George Sauer KGM 0, Steve Cameron ACV 0 = 10 [107]

12. Mike Sincavage ANZ 7, Michael Ussery VIP 2, Peter Landry NAP 0, Bill Douglas UPF 0 = 9 [115]

13. Dave Targonski VIP 4, Ron Fedin TPS 3, Jeff Martin B81 1, Pete Menard EIA 1 = 9 [101]

14. EPGS: Robert Schoenen MBT 7, Joel Ferich SJW 1, Patrick Dowd ASL 0, James Noone DIP 0 = 8 [222]

15. Ray Carpenter DUN 8, Marc Rosenthal DIP 0, Andy Kutzy EIS 0, Stephen Koehler 5FT = 8 [151]

16. Ethan Strauss A5A 3, Sean Cousins KRM 3, Andy Lewis MOV 2, Dennis Mason CVW 0 = 8 [141]

17. Gary McLellan BRI 4, David McLellan 183 2, Heiiki Thoen KGM 1, Don Wilson A5A 0 = 7 [222]

18. Vince Galarneau DIP 4, Olin Hentz RBN 2, David Sidelinger RKL 1, Tom Pasko ACV 0 = 7 [202]

19. Nicolas Frydas W&P 7, Murray Cowles HWD 0, Tom Oleson TPS 0, Herbert Gratz SOA 0 = 7 [94]

20. Steve Packwood 3R4 3, Mike Backstrom BKB 2, Tom Arndt 176 1, John Alsen MBT 1 = 7 [78]

21. Byron Stingley A3R 3, Jim Falling RFT 2, Bruce Kernan A5A 1, Tom Blask UPF 0 = 6 [121]

22. Tom Johnston TTN 3, Louis Tokarz ASL 1, Daniel Henry VIP 1 = 5 [214]

23. Dave Terry HWD 3, Ed Fahrmeier 183 2, Barry Grabow ADV 0, John Guyton CMS 0 = 5 [209]

24. Charlie Hickok ACV 3, Ray Woloszyn ASL 1, Bryan Eshleman B81 1, Jim Miller WSM 0 = 5 [205]

25. Brian Sutton 3RT 3, Ben Foy ACV 2, Paul Goliwas TTN 0, Ed Roffenberger DIP 0 = 5 [172]

◆◆◆◆◆◆◆

A record 58 teams took part in the Team Tournament. The scores for the remaining 33 teams not shown above ranged from 5 to 0 points. All team members are listed, including those who did not attend. Players are reminded that recruiting reliable teammates who will honor their obligation to pre-register is as important as their playing skills. On-site substitutions are not allowed. Two free rooms await the winning team from South Carolina when they defend their Team Championship at the 1994 AVALONCON next August 4th-7th.

AVALONCON 1993 ★ HUNT VALLEY, MD

1993 NATIONAL CHAMPIONS

EVENT	WINNER
Across Five Aprils 37	Nick Frydas
Acquire 38	Steve Packwood
Adel Verpflichtet 55	Tom DeMarco
Advanced Civilization 37	Dan Vice ★
Advanced Third Reich 20	Conrad Struckman
Afrika Korps 20	Joe Beard
Anzio 12	Mike Sincavage ★
ASL 120	Mike McGrath
Attack Sub 34	Bruce Young
Auction 8	Bruce Reiff
B-17 35	Kevin Coombs
Battle of the Bulge '81 12	Randy Heller
Battle of the Bulge '91 8	Kevin McCarthy
Blackbeard 37	Chaka Benson
Britannia 91	Brett Mingo
Bowlbound/Paydirt 16	Kurt Litscher
Candidate 30	Joe Bellas
Circus Maximus 35	Barry Smith
Civil War 14	Dennis Culhane
Diplomacy 71	Stephen Koehler
Dune 24	Ray Carpenter
1830 66	Robin Barbehenn
Empires In Arms 35	Temis de la Pena
Enemy In Sight 48	Fred Gosnell
Facts In Five 23	Luke Kratz
Fifth Fleet 8	Chris Rossetti
Firepower 12	David Pugh
Football Strategy 30	Paul O'Neil
Fortress Europa 16	Mike Newman ★
Gangsters 24	John Kilbride
Gettysburg'88 17	Kevin McCarthy
Greed 67	Linda Pedlow
History of the World 53	Ben Grimes
Kingmaker 28	Chris Bodkin
Kremlin 49	Jim Fuqua
March Madness 18	Terry Coleman
MBT 9	Rob Shoenen
Merchant of Venus 41	Mike Anchors
Mustangs 20	Cliff Hansen
Napoleon 12	Tom Scarborough
Naval War 18	James Endres
Pacific War 8	Andre Uhr
Panzerblitz 12	Tom Kearney
Panzergruppe Guderian 12	Phil Rennert ★★
Pax Britannica 12	Franklin Haskell
Peloponnesian War 10	Mark Giddings
Rail Baron 38	Kevin Quirk ★
Republic of Rome 23	Sean Finnerty
Roadkill 56	Phil Bower
Russian Front 9	Bruce Kernan
1776 16	Mark Miklos
Slapshot 24	Andy Lewis
Speed Circuit 16	Chris Hancock
Squad Leader 14	Brian Laskey
Statis Pro Baseball 18	John Nolan
Stonewall Jackson's Way 22	Edward Beach
Storm Over Arnhem 19	Steven Koleszar
Superstar Baseball 16	Mike Ellsworth
The Russian Campaign 20	Ed O'Connor
Third Reich 4th Ed. 16	Jerry Ingersoll ★
Titan 58	Brian Sutton
Title Bout 16	David Walrath
TP: Stalingrad 18	Tom Johnston
TV Wars 12	Don Greenwood
Tyranno Ex 16	William Patrick ★
Up Front 55	Bruce Young
VITP 36	Alan Applebaum
War At Sea 28	Bruce Monnin
War & Peace 9	Nick Frydas
Waterloo 16	Larry Lingle
Win, Place & Show 10	Stephen Kershaw
WS&IM 36	John Boisvert ★
Wrasslin' 25	Bruce Harper
Wrasslin' Battle Royal 15	Ray Stakenas Jr

Team Tournament: 58 Bruce Young ATS 9,
John Emery UPF 3, Dave Gant ACQ 2,
Earl Anderson BRI 2: 16 [218]

\# is number of entrants
★ is defending champion