

BREAKOUT: NORMANDY ★ ASL ★ KINGMAKER PC

GENERAL

VOL.29, NO.2 • AVALON HILL



Featuring: **WE THE PEOPLE**
Avalon Hill Returns to the American Revolution

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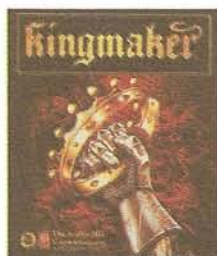
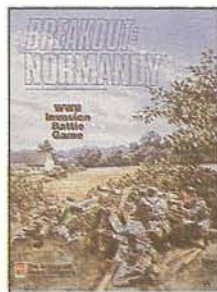
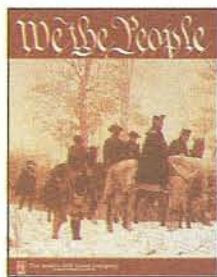
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Vol.29, No.2 - AVALON HILL GENERAL

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We the People



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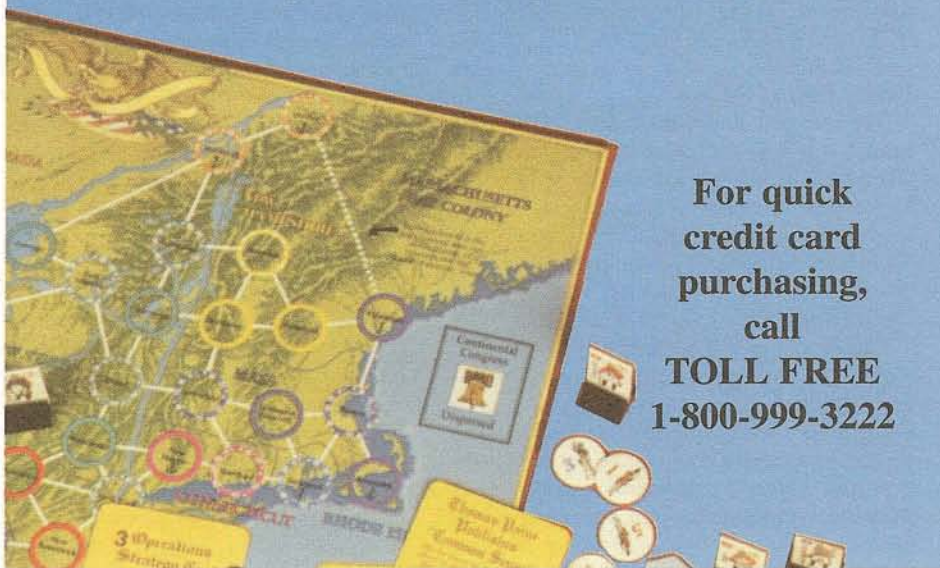
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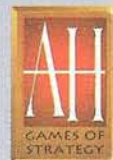


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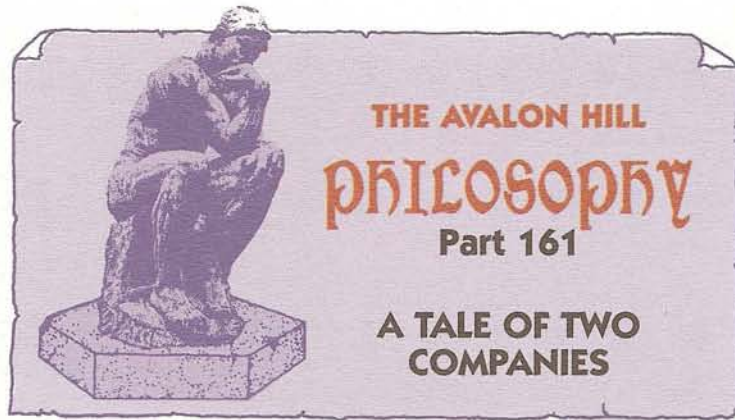
"It was the best of times. It was the worst of times." ... With a bow to Charles Dickens, that opening is as appropriate to Avalon Hill in the last decade of the 21st Century as it was in Napoleonic Europe.

For some time now, we have been struggling with dwindling boardgame sales. Critically acclaimed though they may be, time marches on and the younger generation has voted overwhelmingly with their entertainment dollars for the electronic media. In the age of Nintendo and Sega, seemingly no one can be bothered to read. Every passing season brings news of the next wave of computer hardware more wondrous than its predecessor. And as the quality increases, the prices drop. Technology races forward at full throttle and those who refuse to embrace it are destined to be buried by it.

And so it happens that Avalon Hill is seriously embracing computer games for the first time. Many of our previous efforts in this field were admittedly half-hearted and it showed. Among the boardgame R&D staff, such efforts were greeted largely by indifference, or worse, derision. Hubris took its toll. We buried our heads in the sand while the entertainment industry passed us by. I was among the worst offenders. Blinded by my love of boardgames, I resisted the lure of computer games until it was almost too late.

Until now. Astute readers will have already recognized the signs of impending change in the form of increasing advertisements in these pages and elsewhere for the new line of Avalon Hill computer games. Under the able direction of Jim Rose, a new breed of computer wargames have been in development for the past two years which are only now beginning to appear on retail shelves. The first of these products, *KINGMAKER* and *OPERATION CRUSADER*, are set to debut as this is written.

In this regard, we have been extremely fortunate to team with some of the best programming talent in the business. Foremost among these are the crew at Atomic Games, headed by Keith Zabalaoui and Jeff Wesevich. Their *V For VICTORY* series instantly became the standard by which computer wargames are measured. They have improved and enlarged the engine (computer jargon for game system) which brought them such instant acclaim for Avalon Hill's expanded *WORLD AT WAR™* series. These are not conversions of boardgames but legitimate computer games designed especially for that medium with state of the art graphics. A casual inspection will convert even the most confirmed skeptic. Seeing is believing, but even I can scarcely believe what I've seen of the *BEYOND SQUAD LEADER* demonstrations. Arcade-quality graphics in a legitimate,



realistic format is hard to beat. The holo-deck is almost here.

The alliance with Atomic has brought Avalon Hill instant credibility in the Computer Gaming field, and with it, increasing contacts with talented programmers anxious to bring our classic games to a monitor. *BLACKBEARD*, *ADVANCED CIVILIZATION*, *FIFTH FLEET*, and *THIRD REICH* are just the first of our acclaimed boardgames that will benefit from conversion to the computer age. And this time, the full backing of our R&D people will be in support. The combined efforts of Charlie Kibler, Bob MacNamara, Craig Taylor and Rex Martin all contributed to the final package that became *OPERATION CRUSADER*.

This is not to say that we have published our last boardgame; just that we will be more selective in the future. If another *HISTORY OF THE WORLD* comes along, we'll be quick to give it the royal treatment. After all, we are already deluged with offers to convert it to computer format. I am reminded of Michael Eisner, CEO of Disney, who some time ago upon announcing the establishment of Buena Vista for the increased distribution of films produced at the Disney studios, allayed fears that the company would forget its roots. After several disappointing animated features in a row, Eisner proclaimed that Disney would not abandon animated films because animation is the very essence of Disney. Then along came *THE LITTLE MERMAID*, *BEAUTY & THE BEAST*, and *ALADDIN* as the three top-grossing Disney films of all time.

Avalon Hill will continue to do boardgames—if for no other reason than to design platforms for talented programmers to emulate. Success in the computer game field may even serve to spark dormant interest in boardgames by reawakening the competitive fires of past customers who have left cardboard for the lures of technology.

While this may well be the end of an era, it could be the dawn of a better one. Even in the "golden" days of boardgames, most wargames were played solitaire. The spread of modems and on-line services have brought human opponents within easy access for thousands. That access will continue to grow with the proliferation of computers and the ever expanding information

Super Highway. The future of gaming has never been brighter for those who can harness the technology—both in the computer and boardgame environs. Speaking for myself, having played by E-Mail, I'll never PBM again. A talented foe is always only a local phone call away regardless of where he or she resides. However, there is still nothing like player interaction. The appeal of meeting the faces on the other end of that modem for some live play will continue

to draw new and old gamers to gatherings like AVALONCON.

All of this will not come without a price. The transition from a predominantly boardgame company to one depending primarily on computer games will not be easy. The increasing coverage of computer games in these pages will be just the most visible sign of change. That we have already been affected by it is obvious by the tardiness of this publication of late. Getting back up to speed will be the first priority of our new editor. While this is the first issue of the *GENERAL* I've edited in twelve years, we have not come full circle. You'll be stuck with me at the helm for only a short time.

In fact, the new editors have already been hired. Yes, editors (plural). Robert Waters comes aboard to become Managing Editor beginning with the next issue. The Memphis, TN native has a strong background in technical writing and a diverse background in games of all types. He is joined by a member of the Old Guard who will assume responsibility for the *ASL* presence in the magazine. With Rex Martin moving on to other chores in the computer division, editorship of the *ASL ANNUAL* has been turned over to one of the leading players in the *ASL* hobby. Gary Fortenberry, who placed second at AVALONCON 93 and has edited one of the more respected *ASL* fan 'zines (*ASLUG*), now assumes responsibility for the *ASL ANNUAL*. He will also be an Associate Editor for the *GENERAL*, providing an *ASL* article and two scenarios for publication in every issue. Make no mistake about it, the *GENERAL* needs a strong *ASL* presence if it is to survive and vice versa. The talents of both editors will be enhanced by graphics designer Chun Kim whose new look already graces these pages.

Just as France and England, mortal enemies in a bygone age, have now embraced in the Common Market for the common good we boardgamers must learn to tolerate each other's preferences within these pages. Hopefully, the marriage of generations of boardgame design experience with the latest computer technology will reward us with wondrous new games of excellence yet unimagined.

Don Greenwood

Victory in the Colonies

A Strategic Analysis of *We the People*

By Andrew R. Maly

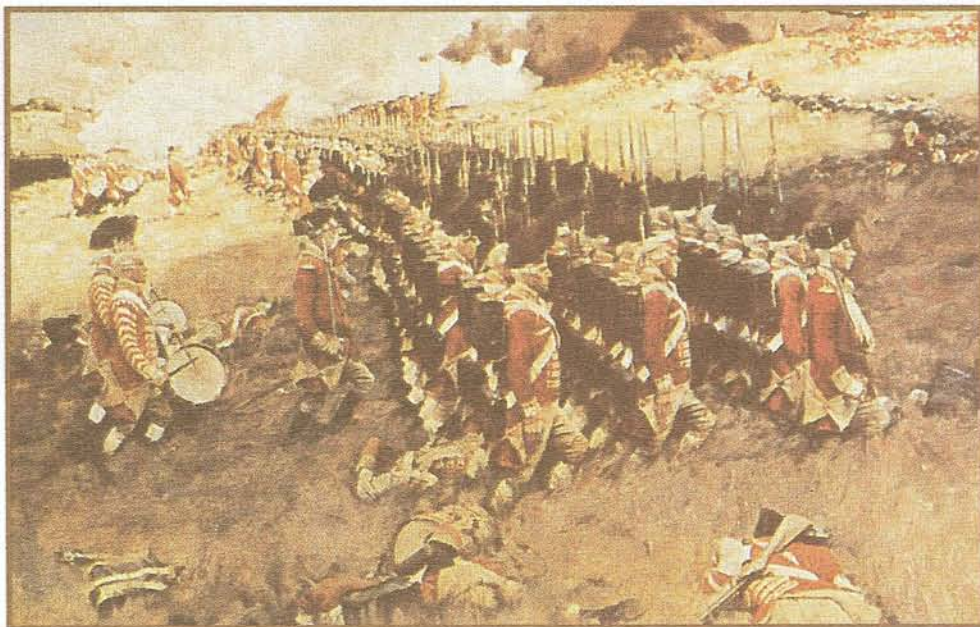
I'll admit to taking a rather parochial attitude when it comes to selecting my favorite games. In general, if I didn't have a hand in developing them, they usually don't get too much of my attention insofar as recreational play is concerned. Subject wise, I've never been particularly enamored with the Revolutionary War. And if I'm not very good at a game, well—the chances of my playing it again are slim and none. So, how come I've managed only two wins in eight games of WE THE PEOPLE and keep coming back for more? I had no hand in its development and in this case I plopped down my cash to buy my own copy just like John Q. Public. All of which entitles me to say that WE THE CUSTOMER got our money's worth and then some with this little gem.

Andy Maly leads off our feature presentation with an analysis of this simple, but far from simplistic, addition to the Smithsonian series. My woeful record in the game attests to how quickly neighbor Andy has taken to the game. On page 10, he puts his analysis to the test by participating in our Replay sample game presentation.

We the People is Avalon Hill's newest game of strategy on the American Revolutionary War. Players are presented with a streamlined game system filled with tremendous detail and subtleties of play. Each side must maximize its strengths and overcome its weaknesses in order to succeed. The game mechanics require players to employ a careful balance of exerting political influence and military maneuver, while keeping opposing moves in check. This article serves to provide some tools to help players meet those goals.

One aspect of the game which players may find particularly challenging is that no perfect strategy can be developed, nor is there a best plan of action. The mechanics of play require players to be flexible enough to adapt to the resources (i.e., the Strategy Cards) which they are provided each turn. Fog of war is simulated by not knowing the contents of your opponent's hand. This combination provides a tense move-countermove game, with excellent opportunities for bluffing and deception.

Another facet of the game which will test the skills of its players is the ability to influence areas of the board, as represented by *Political Control Markers* (hereafter referred to as PC), as an action independent of military maneuver. However, it must be understood that while these



The Battle of Bunker Hill by Howard Pyle portraying Grenadiers of the 52nd Regiment.

actions are exclusive, they must be mutually supportive in order for a side to achieve victory.

While there are ample opportunities to discuss the nuances of this game, this article will focus on some of the larger issues. First, aspects of the game common to both players will be discussed, followed by side specific issues.

VICTORY CONDITIONS

The first part of the game which needs to be understood is the victory conditions. The British player must control six or more colonies, not including Canada. The American player must control nine or more colonies, which may include Canada, in order to win independence from the Crown.

Table 1 (located to the left of the map illustration on page 6) shows a breakdown of the number of areas present in each colony. The colonies have been separated into three geographic regions. Obviously, the New England/Canada region offers the greatest potential profit for the required investment, based on the average colony size. However, neither player can win by controlling only one area of the board. Thus, both sides will need to be aggressive in order to claim victory.

STRATEGY CARDS

Players who like to go with the flow may balk at an analysis of the strategy cards, however, it is wise to understand the potential capabilities of each side. While card counting may be a skill beyond the scope or desire of some players, knowing the location of the eight Special Event Strategy Cards, the Major Campaign and two Minor Campaign cards is important for formulating each turn's strategy. Because all card play and discards are visible to both players, there is no reason for a player not to take advantage of this information.

Table 2 is a breakdown of the Strategy Cards, separated into *Operations Cards* (hereafter referred to as Ops) and Event Cards. The Event Cards are not listed in detail but rather by general type and effect. Thus, although there are three

Event Cards which allow the American player to place PC, the differences between the three cards is not provided.

Players should not try to estimate what an average card draw would be, as the permutations of the deck make this impractical. Rather, understanding a relative balance of the remaining Strategy Cards during play is important to determine which side might have an advantage so that one might weigh the acceptable level of risk in considering his course of action.

One aspect of the Strategy Cards which may not be apparent to novices, is that possessing a Strategy Card usable only by one's opponent is not necessarily a bad situation. For example, a British player who possesses the Baron Von Stuben Line Training Card will know that the British Regulars advantage is safe, at least temporarily. Granted, there are situations where it is preferable to have cards which are beneficial to the side being played, but this is beyond player control.

COMBAT

The combat system uses 64 Battle Cards to depict a combat results table in unique odds-defying form. The number of cards each player is dealt is a rough approximation of the combat odds for that battle, but there are some very important side considerations. Table 3 provides a breakdown of the six types of Battle Cards.

Interpreting the probabilities of the Battle Cards makes picking winning lottery numbers seem like child's play. It may be possible to perform a precise analysis of the Battle Cards, but none shall be attempted here. Rather, based on numerous games played, the following basic guidelines are provided:

Attack on the best terms possible. British players will instinctively stick close to ports to gain their benefit, while the American player will tend to try and defend interior spaces. Both players will tend to operate where the militia is in their favor. Attacking where the opposing player has any of these benefits is not necessarily

TABLE 1
Breakdown of Areas by Colony

Region	Colony	Number of Areas
NEW ENGLAND & CANADA	Canada	3
	Connecticut	2
	Massachusetts	5
	New Hampshire	3
	Rhode Island	1
MIDDLE STATES	Delaware	1
	Maryland	3
	New Jersey	3
	New York	10
	Pennsylvania	7
SOUTHERN STATES	Georgia	3
	North Carolina	7
	South Carolina	7
	Virginia	11
	TOTAL	66

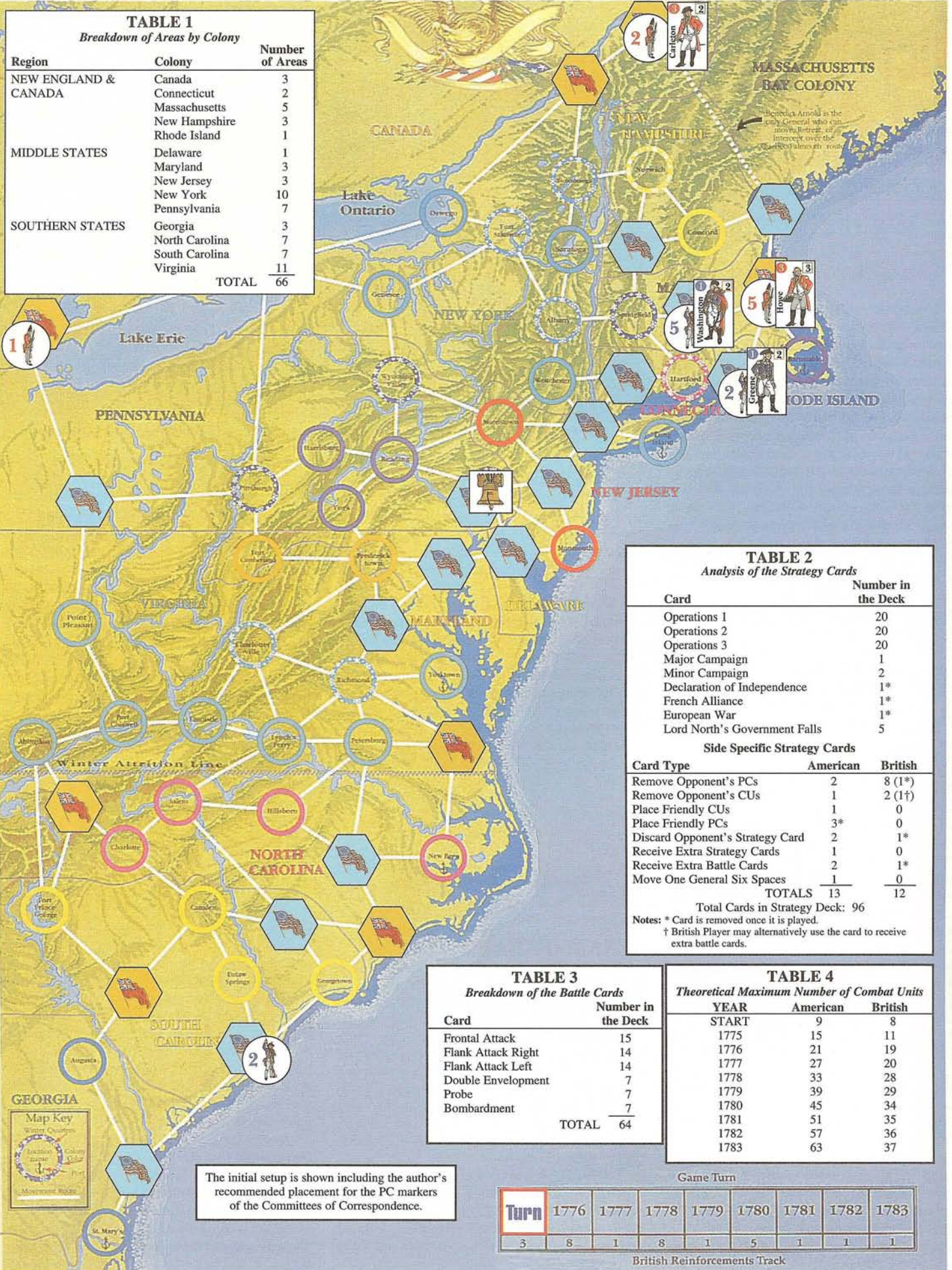


TABLE 2
Analysis of the Strategy Cards

Card	Number in the Deck
Operations 1	20
Operations 2	20
Operations 3	20
Major Campaign	1
Minor Campaign	2
Declaration of Independence	1*
French Alliance	1*
European War	1*
Lord North's Government Falls	5

Side Specific Strategy Cards		
Card Type	American	British
Remove Opponent's PCs	2	8 (1*)
Remove Opponent's CUs	1	2 (1†)
Place Friendly CUs	1	0
Place Friendly PCs	3*	0
Discard Opponent's Strategy Card	2	1*
Receive Extra Strategy Cards	1	0
Receive Extra Battle Cards	2	1*
Move One General Six Spaces	1	0
TOTALS	13	12

Total Cards in Strategy Deck: 96
 Notes: * Card is removed once it is played.
 † British Player may alternatively use the card to receive extra battle cards.

TABLE 3
Breakdown of the Battle Cards

Card	Number in the Deck
Frontal Attack	15
Flank Attack Right	14
Flank Attack Left	14
Double Envelopment	7
Probe	7
Bombardment	7
TOTAL	64

TABLE 4
Theoretical Maximum Number of Combat Units

YEAR	American	British
START	9	8
1775	15	11
1776	21	19
1777	27	20
1778	33	28
1779	39	29
1780	45	34
1781	51	35
1782	57	36
1783	63	37

The initial setup is shown including the author's recommended placement for the PC markers of the Committees of Correspondence.

Game Turn

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

British Reinforcements Track

detrimental when the attacking army is strong enough to offset the defender's advantage.

The probability of a successful counterattack by the defender is constant in each attempt. That is to say, that a general who fails a counterattack attempt will have the same probability for counterattacking in any subsequent attempt. This provides generals possessing superior tactical ratings an advantage in combat, as they are more likely to succeed in the counterattack attempt. Consequently, a numerical advantage in Battle Cards, while helpful, is not a requirement for success. Depending on the stakes and the relative Battle Ratings of the participants, attacking at a numerical disadvantage can be beneficial—even devastating.

Always lead with your strongest punch. Statistically, combat is short, and a battle should be won by a strong attacker. If the game were totally predictable in this regard, there would be no point to playing. Since cards and dice seem to defy probabilities, try to deny the defender a chance to counterattack by winning the battle at the earliest opportunity. Similarly, do not base play of Battle Cards on the potential that the defender may successfully counterattack. This approach negates the advantages of attacking.

Double Envelopment cards should be the top priority for play. This card with its additional Combat Unit loss for the defender is a true damage inflictor. If you do not possess one, then lead with your dominant flanking maneuver. These three cards are designed to inflict damage upon the enemy, which is the primary goal of combat.

Frontal Attacks should be avoided until absolutely necessary. Frontal Attacks are the most abundant card in the Battle Deck, and will probably serve to provide the defender with a counterattack opportunity. Further, even if the defender does not match the play of a Frontal Attack, the attacking army is weakened by one Combat Unit, which may prompt future moves against that army.

If the defender has no route of retreat, then any card which cannot be matched is useful. In this situation a Probe or a Bombardment card is every bit as devastating as a Double Envelopment card. If the attacker has two or more of these rare Battle Cards, then it is probable the defender will be unlikely to match its play.

Although an overview of the basic mechanics has been provided, this article has not covered how each side should implement the game mechanics. To side step the issue, the answer is that each move is dependent upon the existing situation, the resources available to a player, and what advantages each side possesses.

The American and British sides are very different, with one side's strength being the other side's weakness. Being able to exploit the opposing side's weaknesses, while protecting the weaknesses of the side being played is critical to success. What follows are some key issues each side should remember during play.

AMERICAN STRATEGY

The strengths of the American player are the potential to raise a much stronger army, and flexibility in committing PC and reinforcements. Further, the three most significant Event Cards all benefit the American player. The disadvan-

tage of this side is the poor tactical ability of American leaders versus their British counterparts. Based on this analysis of the American side, seven issues of play will be discussed.

ISSUE 1: Committees of Correspondence.

The American Player has the first decision of the game in where to place the Committees of Correspondence. Preventing British expansion is critical when making this decision, and it is acknowledged that British expansion cannot be totally prevented—at least initially. My recommended placement for the Committees of Correspondence are illustrated on the sample map on page 6 and discussed below: The reader will find it beneficial to refer to the map to see how the initial setup affects the Committees of Correspondence and vice versa.

NEW ENGLAND

Connecticut: New Haven. Placing a PC here, at the start of the game, denies the British entry through a port space. Hartford, the other option, is unassailable from the British starting position. Because New Haven is not a Winter Quarters space, it is unlikely to be converted during the Political Control Phase.

Massachusetts: Falmouth. Barnstable is an untenable location for an American PC as long as the British reside in Boston. Springfield is a Winter Quarters space, and may serve as residence for the Continental Army during the first winter, which would bring that area under American influence anyway. Placing a PC in Falmouth prevents direct spread of British influence north out of Boston, which is the only real direction in which it could spread if it were unchecked, and British reinforcements cannot use its port.

New Hampshire: Brattleboro or Norwich. This state is a toss up. Brattleboro is less likely to be converted by the British during the Political Control Phase, as that space does not contain Winter Quarters. Norwich has the advantage of placing a check on potential British expansion if Ticonderoga is not selected as one of the Committees of Correspondence.

Rhode Island: Newport, by default.

MIDDLE STATES

Delaware: Wilmington, by default.

Maryland: Baltimore. This is the state's only port space, and the only space which could be initially threatened by the British. Placing a PC here assists in preventing a British middle-states invasion.

New Jersey: Any of the three areas in New Jersey is likely to survive the first year. However, New Brunswick provides potential protection for Philadelphia. If Alexandria is to be ignored during the Committees of Correspondence placement, then Monmouth serves to protect Philadelphia. Morristown serves little purpose toward the initial American defense.

New York: New York, Ticonderoga, Oswego, or Fort Niagara. Any of these areas is well suited for the American Committee of Correspondence, and this is why the American Player's initial move should be dedicated to controlling the other three Areas. New York is a port, a Winter Quarters space, and serves as an excellent center of operations for moves to sep-

arate New England from the other colonies. Fort Niagara, Oswego and Ticonderoga are all viable avenues for the British to exert their influence into the colonies from Canada. If these routes are left open, the British player will eventually exploit the opportunity.

Pennsylvania: Basset Town. Basset Town is preferred as it checks potential southern expansion of British control out of Canada. Reading is for the truly paranoid. While the British player could try to disperse the Continental Congress in 1775, the British efforts are better served in direct placement of PC. The remaining areas of Pennsylvania can be claimed at a later point in the game.

SOUTHERN STATES

Georgia: Savannah. While Augusta would serve to prevent British influence into Georgia, Augusta is easily isolated by a British presence in Savannah. St. Mary's is also easily isolated by the same process. A PC in Savannah benefits from being able to trace its existence to the CU in Charlestown.

North Carolina: Wake. Although New Bern is a port space, it is easily isolated by the British. Placement of a PC in Charlotte could serve as part of a barrier (Camden, Augusta and Abingdon) to isolate the British influence on the interior of the Carolinas. The drawback to this move is its vulnerability to British expansion from the coast, which is the more difficult threat with which to deal.

South Carolina: Cheraw. This area, in conjunction with Wake, serves as the best initial defense against the British coastal threat. An acceptable alternative is Camden. While Camden does allow the British player a larger ability to expand inland from the coast, this position serves to block the linkup of the British interior and coastal PC markers.

Virginia: Alexandria. Alexandria serves to strengthen the defense of the center of the colonies and prevents direct assaults on Philadelphia from the south. Richmond and Petersburg serve as acceptable alternatives, and serve to block an opponent who favors a southern strategy. Yorktown, although a port, is easily isolated, and Abingdon does nothing to counter the coastal threat. The other Virginia spaces do nothing to prevent initial British expansion.

ISSUE 2. Protect the Continental Army.

George Washington, although just one level below Superman in this game, is nevertheless vulnerable to encirclement. Lose George, and the game is lost. For this reason, never put the Continental Army in a precarious position without a good reason. Ensuring the Continental Army always has five Combat Units is a good first step towards that end. Many untested American players get caught up in the enthusiasm of Princeton and Trenton and try to pull off Winter Offensives at every opportunity. The two card bonus is indeed enticing, but must be used sparingly. The drawback, after all, is that George must wield this weapon and anytime George attacks and fails (or succeeds) without proper flank support, he is extremely vulnerable to a British Campaign starting off the new year.

The British player has kryptonite for Superman, buried at extremes of the board.

Avoid, at all costs, putting Washington into an isolated position. Move the Continental Army into Quebec, Long Island, Barnstable, Yorktown or St. Mary's, and observe the gleam in the British player's eyes brighten. If the American player puts Washington into an isolatable position, the British player should almost always try for the automatic victory his elimination brings. However, the American player cannot be afraid of committing Washington into the British theater of operations. With a superior ability to conduct Interception and Retreat Before Battle, Washington can frustrate even the best British plan and his active participation is therefore vital. Ensuring an escape route for the Continental Army is nonetheless the first order of business. Because of the tremendous power afforded by the Continental Army, Washington is almost always committed above the Winter Attrition line, where the stakes are greater.

ISSUE 3: Cut off British expansion as quickly as possible.

The game begins as an exercise in establishing Political Control over large portions of the board. The game eventually changes to a balancing act of force and expansion, but the progress of expanding influence is much slower once this stage of the game is reached. The British player's tool for preventing American expansion is disrupting the Continental Congress. The American player's tool to prevent British expansion is to deny avenues for British control to spread.

Preventing British influence into New York is a priority as the four New England colonies are relatively easy to control when compared to their southern counterparts. In the Virginia-Carolina region, efforts should be devoted to preventing the linkup of the coastal PC with the Gilbert Town and Ninety Six PC. Ports are the third primary target for American PC, but do not go after wasted targets, unless it serves a greater purpose.

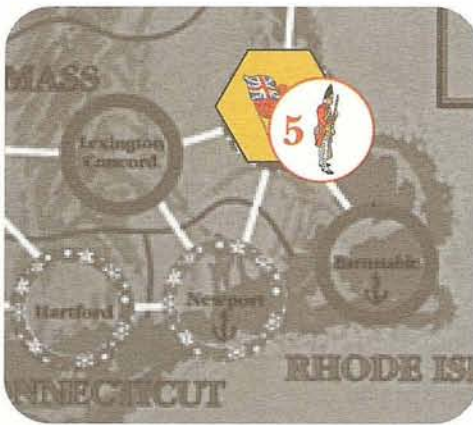
For example, an American PC in Barnstable serves nothing toward the American cause as long as the British remain in Boston. However, placing that PC to deny the British Player a route of retreat before a real or threatened attack of a blockaded Boston may be a worthwhile investment.

ISSUE 4: The American Army is a guerilla force.

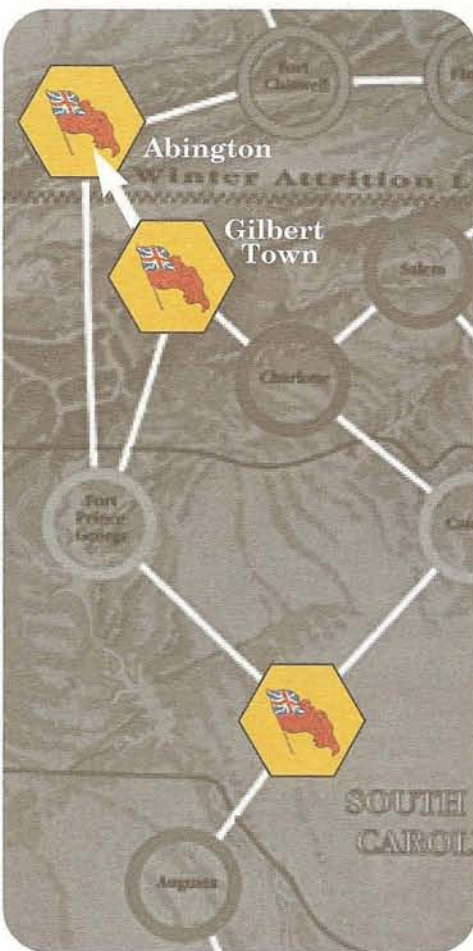
The ability to appear behind British lines is invaluable, and provides the American army with greater maneuverability than the British. It is less likely that the British will be able to respond to American guerilla actions, based upon the greater probability that the British player will lack Ops which will allow a counter-move. (See illustration at right)

ISSUE 5: Force the British to waste moves.

The American player starts with possession of twelve colonies. If there is no change to this situation, he will win. Thus, the British player must be the aggressor. Any action the American player can take which prevents the British from expanding influence, or by causing the British to take a move other than the one intended, is probably profitable. EXAMPLE: The British player is advancing down the eastern side of New York and moves



Barnstable, which can trace a PC and movement path only through Boston avails the American player nothing as long as the British control Boston since any American PC placed there will be automatically isolated and removed at the end of the year. Long Island is similarly landlocked by New York. Other sole-exit traps exist at Yorktown and St. Mary's.



Suppose the British expand their Political Control into Abington from Gilbert Town. The British holdings in the Western Carolinas would appear to be safe, as Fort Prince George would remain vacant by the British player's decision due to the threat of isolation should the British PC in Ninety Six remain in place till turn end. Since playing an American Strategy Card to put an American PC into Fort Prince George would result in the isolation of that same American PC during the Political Control Phase. However, using the Operations Card to bring in a leader and Combat Units would put a supplied PC in Fort Prince George during the Political Control Phase. In conjunction with other moves or PC markers in Fort Chiswell, Charlotte, Camden, and/or Augusta, this guerilla action could serve to isolate the British PC, requiring a counter move by the British player.

an army to Albany. As a counter to this move, the American player places PC in Saratoga, Fort Stanwix, and Springfield. The British player now has an interesting dilemma. Surrounded by hostile PC on three sides and facing an American army on the fourth, he is faced with the prospect of losing an army if attacked through Westchester. Another Ops must now be spent to move the British army or face possible elimination. Even if the American player does not intend to pursue this action, a successful bluff has been implemented, as the British player has been forced to expend an Ops Card for a purpose other than the original intent.

ISSUE 6: Interception and Retreat.

The American player has the ability to intercept moving British forces, or to run from unfavorable situations. Although this ability is not guaranteed, it is an ability the British Player does not have. As with many aspects of successful play, when to take advantage of this ability is dependent upon the current game situation. An appealing use of the interception capability is to force the British player into an unexpected battle where he enters an area from an area containing an American PC. A defeat then bags the entire British army rather than merely pushing it back in what is otherwise a basically "push" rather than "kill" CRT.

Two key points should be remembered regarding Interception and Retreat Before Battle. To the American player's benefit, success in either attempt will bring an end to the movement of the British General. To the detriment of the American player, either Interception or Retreat Before Battle may be attempted, but not both. This fact should be carefully considered when attempting these maneuvers—especially during a British Campaign in which more British armies have yet to move.

ISSUE 7: Winter Attrition.

The American player should not necessarily be afraid of Winter Attrition. The British player is likely to covet areas which contain Winter Quarters. While it is not necessarily encouraging to lose Combat Units to attrition, keeping an army in the field provides the flexibility to threaten the flanks of the enemy lines, and the ability to exert influence over the area occupied during the Political Control Phase. Combined with the American ability to easily reinforce the army in the field, it is a potent weapon in the American arsenal.

BRITISH PLAYER

The British player faces the more difficult task. He possesses only North Carolina at game start, suffers from generals with inferior strategic ratings, and is apparently outmanned by the Americans. Table 4 shows a theoretical breakdown of the maximum strengths that each side may reach in total Combat Units by year.

The fallacy to this belief, however, is that in order to maximize reinforcements, the American player would need to play two "3 Ops" cards every turn to create or reinforce armies. This is not only unrealistic, given the breakdown of the deck, but also because it does not take into account that the American player is likely to have equally critical uses for "3 Ops" cards for the placement of PC.

To the benefit of the British Player, all available Combat Unit reinforcements may be brought into play using a single "1 Ops" card. Another "advantage" which will rarely be thought of as such is that no British generals can move with a "1 Ops" card, so there is no dilemma in deciding a better course of action. While the British player can use a "1 Ops" to place a PC, use of such a card for this purpose is not likely to be critical, and is more likely to demonstrate his frustration at being unable to find more useful functions for the card.

A second benefit the British player has is generals which are slightly better tacticians. Not only does this provide additional Battle Cards during combat, it provides the British player with superior counterattack capabilities. Attacking an American general with a tactical rating of one limits the American player's ability to succeed at Interception or Retreat Before Battle or counterattack to one chance in six. While the British enjoy neither Intercept or Retreat Before Battle possibilities, all of their Generals save Burgoyne have at least a 33% chance to gain the counterattack initiative once they've matched an American attack.

While it has been stated that a player's approach to the game is dependent on the current game situation, the British player should formulate a basic approach to start the game. Success should be reinforced, while failure should be addressed with an alternative course of action. With this in mind, six issues for the British player are covered.

ISSUE 1: Initial Strategy

There are three basic strategies that the British player can adopt for the early years of the war. The purpose of such a strategy is to establish control, or to be in a solid position to control one entire region by the time the game reaches the point where it could end, that is 1779. Being in such a position should allow the British player the opportunity to take the remaining colonies necessary to reach victory. The three basic strategies are, as provided by earlier discussion, New England, Middle States, and Southern States strategies.

The New England strategy is based on assaulting the area of the board which is easiest to control in terms of size. The historical 1777 campaign should be implemented in this strategy, with armies advancing up and down the spine of New York (Ticonderoga to New York). Howe remains in Boston to deter any American armies fleeing into New England. Once the spine of New York is secured, pockets of American control should be isolated, and any remaining American armies driven out of the area by superior force.

An assault on the Middle States region is difficult for several reasons. The major avenues into the region, New York, Philadelphia, Wilmington, Baltimore, and Alexandria are all likely to be inaccessible to the British player at the start. Once invested in the area, the British player will be assaulted on both flanks by American armies. These negative prospects can be offset by the development of strong interior lines, and by taking advantage of an American player who has over-committed in defending

against this strategy. Another benefit of this approach is that the other two regions of the board are accessible from this central position.

The Southern States region may offer the greatest opportunities for the British player. Starting with four PC in the region, and with numerous ports available, the potential exists for rapid expansion. A further advantage is that the American player does not have any armies present in the area at the start of the game. The two American options, transferring armies from New England, or reinforcing the region, force the American player to take moves which do not directly block British expansion. The drawbacks to attacking this region are its size, which makes control very difficult to establish and maintain, and the ability of the American player to rapidly build an army in Charleston.

ISSUE 2: Disrupting Congress.

Neophytes to the game may wonder about the usefulness of disrupting the Continental Congress. This move, as with most, is dependent upon the game situation. When the majority of the board is not controlled by either player, then disrupting the Continental Congress is a powerful weapon. However, when the majority of the board is already contested, then the move provides little gain.

Another factor that must weigh in on such a strategy is how much effort it will take to accomplish this task. Obviously, it does little good to disperse Congress on the sixth move of a turn, whereas doing so on the first move of a turn can have a far greater effect. Given the initial British disposition, it will take a minimum of two moves to disrupt the Continental Congress. Even so, with a solid initial deployment, the American player can counter this strategy with a blocking reinforcement in Wyoming Valley, Westchester, or New York as appropriate. The more likely result of this maneuver is that the British player will be more restricted in opportunities for PC placement early in the game, exactly when it is most critical.

ISSUE 3: Playing for the Automatic Victory.

As long as the British player can threaten to trap the Continental Army, the American player will need to be wary of British intentions, especially if a Minor Campaign or the Major Campaign card is still in the Strategy Deck. By operating several generals in close proximity to each other and to Washington, the American player will wonder if a trap is being set. For this reason alone, it is usually beneficial to the British player to reshuffle the deck if the Campaign cards have already been played. Removing even the possibility of their appearance greatly aids the Americans. However, setting a trap is difficult, because of the superior ability of Washington to Intercept and Retreat Before Battle. Recognize that the American player will attempt to disrupt such a move, but Washington will only be able to attempt one of the two options. Further, it is not necessary to control an area nor have an army present to block a retreat route. Rather, one Combat Unit is sufficient for the task, which expands British opportunities to try such a maneuver.

ISSUE 4: British Sea Power.

Do not overlook the advantage of British Sea

Power, either offensively or defensively. Offensively, British sea power can be used to rapidly transfer units from one region of the board to another. This is especially useful if the Americans are over-committed against British operations. Defensively, a British army which loses a battle in an unblockaded port space can retreat to any port not occupied by an American unit or PC. This essentially becomes a free move. If the next move belongs to the British player, an apparent setback can be turned into a potent offensive opportunity in what amounts to the equivalent of unopposed back-to-back moves.

ISSUE 5: Protecting Rear Lines.

As long as there are areas of the board behind the British front lines which can be challenged by the American player, then the British rear areas are not safe. The preferable approach to this situation is to fill in void areas with British PC. Failing that, it may be necessary to garrison certain rear areas. However, keeping a British army in reserve for this purpose is an ineffective use of the British combat capability. If rear guards are necessary, one Combat Unit is sufficient to garrison a port. Under optimal conditions, this one Combat Unit would defend with six Battle Cards (one card for the Combat Unit, two cards for Militia, two cards for occupying a port space, and one card for British Regulars). While this force is still highly vulnerable to attack due to its inability to counterattack, the American player will need to make a serious investment to take such a position and setbacks at the hands of such garrisons are possible.

ISSUE 6: Present a Unified Front.

Single British Armies are less effective than several armies working together to threaten the same area. Because the American player enjoys superior mobility, the British player must adopt a strategy to counter aggressive American moves. Multiple generals operating in the same region can deny access to British rear areas, and present an imposing response should the American player attempt to do so. Further, a coordinated advance provides mutual support, and is less vulnerable than a general operating alone.

The caveat to this strategy is that while it presents a tremendous combat presence, it allows the American player the ability to concentrate forces against this move, or it allows the American player the ability to operate freely over other areas of the board. For this reason, the British player should maintain the ability to quickly shift forces between regions, to deter this type of countermove.

CONCLUSION

This article has presented some thoughts on the critical issues of the game. The many nuances to play, and the unique nature of each game as determined by the Strategy Deck, make a complete analysis of the game impossible, and time may point out flaws in this analysis. The primary fact readers should gain from this effort is that while they will be restrained by the resources the Strategy Deck provides, understanding the tools each side possesses, and how they can be best used will enhance a player's ability to effectively operate each side.



SERIES REPLAY

WE THE PEOPLE

American: Stan Buck

British: Andrew Maly and Andrew Lewis

Game Master: Mark Herman



This replay was conducted via E-mail on the Genie™ network. A typical game of WE THE PEOPLE takes less than two hours to play, but obviously it takes substantially longer when played via E-mail where each post represents only one card play. An average game has 140 card plays. This game was completed over the course of 57 days. Once it had been determined that a Battle needed to be resolved, the Game Master (GM) would send each player their Battle cards and the players would respond with their preferred Battle Plan priorities. The GM then compared the opposing Battle Plans to determine the outcome.

The acronym PC refers to PC markers which are Flag markers denoting which side a space supports politically. CU is a reference to Combat Units—the basic measure of military force with which the game is played. Each card play or discard is underscored and summarized on the accompanying map illustrations. The comments in italics are those of the GM and designer, Mark Herman.

Committee of Correspondence PC markers: Savannah, Camden, Wake, Alexandria, Baltimore, Bassett Town, New Brunswick, Ticonderoga, Brattleboro, New Haven, Newport, Falmouth, Wilmington, DE.

1775 BRITISH STRATEGY CARDS

One Ops 1
One Ops 2
Two Ops 3
Lord North Royal Amnesty
Admiral Rodney Captures St Eustatius
John Simcoe Tory Rangers

Although I don't know my opponent, I have no reason to suspect that I am at a disadvantage with regards to experience since the game is new. While I suspect neither of us will play to an expert level, this game is being played for demonstration purposes and as a learning experience under the watchful eye of the designer. As such, it may prove more entertaining than a contest between experienced veterans since mistakes can be more exciting than perfect play.

The British player must play the role of the aggressor and I intend to attempt to fill that role with aggressive play. In my limited experience with the game to this point, I've experimented with several strategies. Based on that admittedly cursory evaluation, I'm going to try to concentrate in the south, at least initially. If opportunities arise elsewhere, I shall try to take advantage of them, but my initial goal will be to maximize placement of PC markers.

I have a decent hand. I can place quite a few PC markers, and I don't have to worry about isolation as I possess the Lord North Royal Amnesty card. I don't expect there to be much military maneuver this turn, so I believe that I

can hold this card to the last, and prevent any American response to its play.

1775 AMERICAN STRATEGY CARDS

Three Ops 1
Two Ops 2
One Ops 3
North's Government Falls - The War Ends in 1783

My opening setup insofar as the discretionary PC placements are concerned should be obvious for its intent to deny ports and block British expansion. I certainly cannot quibble with my opening hand. Six operation cards! Better than average. I've got to make the most of this. My overall strategy for this turn at this point can be summed up as: One 1 Ops card to move Washington to Winter Quarters and one 2 Ops card for reinforcements for a hastily assembled army if there's a southern invasion or something of that sort. The 3 Ops and a 2 Ops will place PC markers, leaving two 1 Ops for reserve—movement, reinforcement, or PC markers as necessary.

1775 AMERICAN MOVE A: 3 Ops: Place PC markers in Abingdon, New York, Ft. Niagra. Now we find out what the British reaction is to all this noise in the colonies.

1775 BRITISH MOVE A: By Order of the Not-Crazy, and Very Honorable King George, we declare all persons disloyal to the Crown to be traitors! All such persons will be found and shot. Knowing the location of Mssrs. Jefferson and Washington (actually his home), and searching for the location of the tyrannous Mr. Buck, we shall: 3 Ops: place PC in Richmond, Petersburg, New Bern. Long live the King!

Playing a public demonstration game lends to over-dramatic press opportunities to set the mood. I'll restrain myself from further such outbursts. As you can see, there were numerous targets to choose from, so I stayed the course of my original plan and grabbed areas in the south.

1775 AMERICAN MOVE B: 2 Ops: Place PC in Hillsboro and Charlotte. Cut them off from those sympathizers in the hills. This prevents British control of NC with their next placement since they need only one more area for a majority.

1775 BRITISH MOVE B: 3 Ops: Place PC in Charlottesville, Yorktown and Lynch's Fairy. Love that beachfront property! As long as the south continues to be available, I will claim Virginia for the Crown.

Hmmm.....Heavy on the PCs. Those vast blank areas in the Southern Colonies are quickly filling up. Six British PC in Virginia takes the colony if he can hold it.

1775 AMERICAN MOVE C: Darn, I have to use my reinforcement 2 Ops to fight a PC fire.

Still, if he overextends his PC chains, two 1 Ops (to place Lafayette and move him) could cut off and isolate several markers. 2 Ops: Place PC in Salem and Fredericktown. The Salem PC secures NC for the Sons of Liberty. Hmm. I hadn't noticed that you can cut the colonies in half with just three areas here. Makes a good firebreak against flaming royalism. Might have played a bit differently if I had noticed it sooner.

1775 BRITISH MOVE C: 2 Ops: Place PC in Cheraw and Georgetown. This will deplete my major resources for the year. I am taking a big chance that Stan's late moves won't result in a nasty surprise. However, I think it is early enough in the game that there will not be a major disaster.

1775 AMERICAN MOVE D: If he doesn't park an army in Wilmington, I will. But first, with no direct threat, let's unload the dead wood. War Ends in 1783. There will be a short lull while we check the political situation back in Britain. They are making brave noises about long-term commitment, but we know better.

1775 BRITISH MOVE D: 1 Ops: Land Cornwallis and three CU at Norfolk. The reinforcements should land in a Winter Quarters space or below the Winter Attrition Line since I lack the necessary Ops card to move them again. I'm hoping that Stan cannot react to this move, or if he does, that he commits reinforcements instead of placing more PC markers.

The British have made a strong southern opening. Landing Cornwallis in St Mary's would have gained another PC at year end, but would have left the major British presence in VA vulnerable.

1775 AMERICAN MOVE E: 1 Ops: Place Arnold and one CU at Charleston.

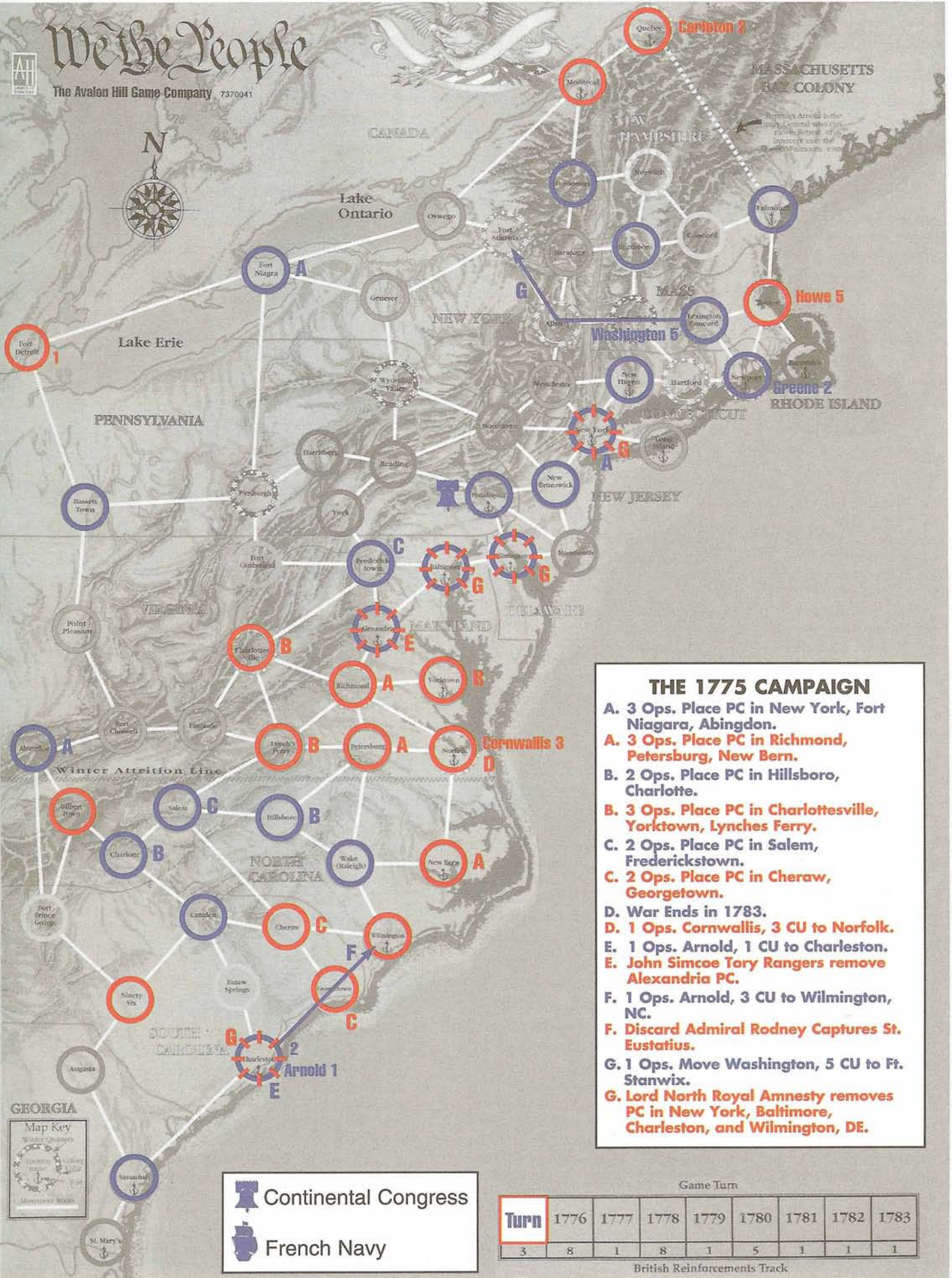
1775 BRITISH MOVE E: John Simcoe Tory Rangers remove American PC in Alexandria. The Cornwallis presence in Norfolk allows the Tories to clear out Alexandria. I doubt whether Stan will allow it to remain neutral since Alexandria is within range of Philadelphia and the Continental Congress.

1775 AMERICAN MOVE F: 1 Ops: Arnold and three CU move to Georgetown to Wilmington, NC.

1775 BRITISH MOVE F: That was a nice move by Stan. He obviously thinks it will work to isolate my PC markers in South Carolina. Granted, it would be nice to bloody the Americans, but I am satisfied with my position. Discard Admiral Rodney Captures St. Eustatius. A powerful British asset becomes a junk card. I haven't had a European War yet in any of my games. They must be hard to come by, what with the French Alliance and European War

We the People

The Avalon Hill Game Company 7370041



THE 1775 CAMPAIGN

- A.** 3 Ops. Place PC in New York, Fort Niagara, Abingdon.
- A.** 3 Ops. Place PC in Richmond, Petersburg, New Bern.
- B.** 2 Ops. Place PC in Hillsboro, Charlotte.
- B.** 3 Ops. Place PC in Charlottesville, Yorktown, Lynches Ferry.
- C.** 2 Ops. Place PC in Salem, Fredericktown.
- C.** 2 Ops. Place PC in Cheraw, Georgetown.
- D.** War Ends in 1783.
- D.** 1 Ops. Cornwallis, 3 CU to Norfolk.
- E.** 1 Ops. Arnold, 1 CU to Charleston.
- E.** John Simcoe Tory Rangers remove Alexandria PC.
- F.** 1 Ops. Arnold, 3 CU to Wilmington, NC.
- F.** Discard Admiral Rodney Captures St. Eustatius.
- G.** 1 Ops. Move Washington, 5 CU to Ft. Stanwix.
- G.** Lord North Royal Amnesty removes PC in New York, Baltimore, Charleston, and Wilmington, DE.

Continental Congress
 French Navy

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

British Reinforcements Track

cards both having to show up, and in the proper order.

1775 AMERICAN MOVE G: 1 Ops: Washington and five CU move to Springfield to Albany to Ft. Stanwix. Go into Winter Quarters and organize the locals to resist Tory incursions from Canada.

1775 BRITISH MOVE G: The Honorable Lord Nelson announces premium prices on beachfront property, and the colonists are only too eager to sell. **Lord North Royal Amnesty:** Remove American PC from New York, Wilmington, Baltimore, Charleston. I obviously held this card till the last for such a purpose. I feel lucky to get it on the first draw. Unlike my first game as the British, wherein both French Alliance AND Declaration of Independence appeared in 1775. Didn't do a thing for the price of tea!

It would have been nice to have kept an Ops card until now to conduct a well timed invasion, but I believe I drew an American reactionary move that he did not want to make. The removal of four PC will cause Stan to place PC markers as his first move of the next turn, so I should have some better options with what to do. I opened port spaces to provide me with invasion sites for next turn.

I know that Mark thought I could have taken Delaware or another key port had I kept one of the Ops cards for play after the Royal Amnesty card. I don't feel justified in trying to defend a colony this early in the game, and I think the Ops cards were better spent on PC markers. Hopefully, the game will bear this out.

1775 AMERICAN COMMENTS: Dang! Uncovering several of my ports gives me a major fire to fight next turn. His PC placement options had been limited and I envisaged going to the next phase—army building. Now, we'll just have to see what 1776 brings in the way of cards. 1775 brought six Ops cards for a total of 10 Ops for me, and one junk card. Four Ops cards for nine Ops for Andy, one junk card. With that powerful last card, I'd say the hands were reasonably even, maybe a slight edge to the British. I'm trying to develop a feel for how balanced/unbalanced the card hands can be.

All armies are in Winter Quarters so there is no Winter Attrition.

POLITICAL CONTROL: Americans get a PC in Ft Stanwix due to the presence of Washington and five CU. Arnold converts British PC in Wilmington, NC into an American PC. No PC markers removed due to isolation although the British PC in the Carolinas are vulnerable.

1775 SUMMARY: Colony Control stands as follows: (# of PC markers/# Possible) with Control indicated where applicable. If the Control is followed by a * then it is minority control, indicating control is based on controlling 50% or less of possible spaces.

British Control two states plus Canada: Canada: 3/3 Control; MA: 1/5; VA: 6/11 Control; NC: 2/7; SC: 3/7 Control*.

Americans Control 11 states: NH: 1/3 Control*; MA: 2/5 Control*; RI: 1/1 Control; CT: 1/2 Control*; NY: 3/10 Control*; NJ: 1/3 Control*; DE: 0/1 Control*; MD: 1/3 Control*; VA: 1/11; NC: 5/7 Control; SC: 1/7; GA: 1/3 Control*. Since DE does not contain a PC, it would be considered American at game end.

The American position would yield a victory if the game were to end now, but most of the control is based on minority positions that are vulnerable. I am not sure that I agree with the British play of using all of his Op 2 and 3 cards early in the hand leaving him with no response for later in the phase. Obviously the American didn't know it, but the British had no maneuver capability half way through the phase which is usually dangerous. I would have held one of the Op 3 cards till last, preceded by the Lord North Royal Amnesty card. The American would have attempted to respond if he could, and if not a British move of Cornwallis into Wilmington, DE gains a colony. As it is, unless the British get to go first next turn, the Americans by playing a 2 or 3 Ops card remove most of the impact. I thought that the American player should have consolidated his position in a particular area. As it is, the North is very vulnerable to active British play which their strong position in VA effectively divides into two theaters of operations. One thing to consider is that for the same six PC markers in VA, several Northern colonies could already be in British control. However, in the long run, this Mid-Atlantic move has strong possibilities.

BRITISH PRE-TURN COMMENTARY

As stated in the Designer Notes, the game is not one of military maneuver, but one of political ideology. That being the case, I think it is essential that the British grab PC early because they can be easily shut out if they are not careful. The initial American position basically blocked any expansion in the north, except by maneuver. Even this could be blocked rather easily. I agree that the Lord North/3 Ops would be a deadly move, and probably more profitable, as it would force an American response for the first turn, and could prove deadly if I had a Minor or Major Campaign, but I view it as having three less PC markers.

1776 BRITISH STRATEGY CARDS

One Ops 2
Three Ops 3
North Government Falls - War Ends in 1782
Declaration of Independence
Don Bernardo Galvez

My hand is less than pleasant. The Declaration of Independence is not a card the British want to see early, and even worse, I have to waste one of my moves to play it. It is thus a double whammy—a major American asset since it cannot be discarded and a junk card in the British hand. Because of this, I'm going to try to limit the number of PC he can play by disrupting the Continental Congress.

1776 AMERICAN STRATEGY CARDS

Three Ops One
Two Ops 2
Henry Knox
Baron Von Steuben

OK, no junk cards. My initial long range plans are to use one 2 Ops to replace the PC in Charleston and Wilmington, DE (making him use a movement to get Wilmington), a 1 Ops to move Washington to someplace useful, since playing the Baron Von Steuben card where he is would strand two CU in Ft. Stanwix, a really lousy place. Probably move him to New York, where the two CU will prevent any Brits from

landing. They can be picked up or reinforced later. I'd like to use the other 2 Ops for reinforcements, or he's going to get way ahead of me. Preferably Greene, so he could stand up to Howe, if Howe decides to move. But Arnold is a possibility if Cornwallis is active. A 1 Ops to move Arnold to someplace where he can convert a PC. That leaves a 1 Ops in reserve; Washington might take on Howe.

1776 AMERICAN MOVE A: 2 Ops: Place PC markers in Charleston and Wilmington, DE. I agree with Andy; first place PC, then when those possibilities are exhausted, build armies and maneuver to change the PC situation. PC markers are what win the game, and they're placed more efficiently with Ops cards than armies.

1776 BRITISH MOVE A: 2 Ops: Land Clinton and six CU at Alexandria. Bringing in bigger guns to invest in the south. If Stan doesn't reinforce the Continental Congress, though, I'll disperse it to limit his PC allocations.

I agree that PC should precede maneuver in the first turn BUT playing an Ops card late in the turn to maneuver to a space which both gives a PC marker and isolates or threatens to isolate enemy PC markers can be a powerful distraction to slow one's opponent down. Threatening the Continental Congress is a good idea because of the moves it might evoke from the colonists in response. However, I'm not sure I agree with the wisdom of dispersing it in a turn in which you know the Declaration of Independence will give him plenty of PC anyway. If the rebels place PC early, they may cost themselves some freebies in the smaller or more active states when the Declaration of Independence appears. The American doesn't know it will appear this turn; let him make his own mistakes.

1776 AMERICAN MOVE B: He landed the big reinforcements in Alexandria. New York is not in much danger (except for a movement by sea), but I can't see a better place to put Washington and the two extra CU. At least Washington will be in a central position. And I don't care if he gets Congress; I've done all the PC placement I'm planning to do. Still, if he has any more "remove American PC" cards or a Campaign card, things could get ugly. **1 Ops:** Move Washington and five CU to Albany to Westchester to New York.

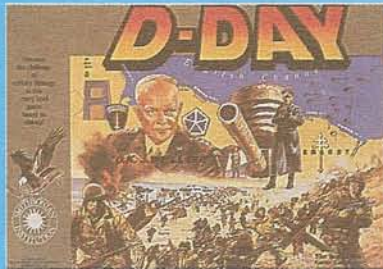
1776 BRITISH MOVE B: Interesting move. I guess he wants to keep Washington in a central position to block multiple moves. At least he can't stop my next move. **3 Ops:** Clinton and five CU to Baltimore to Wilmington to Philadelphia to Wilmington. Continental Congress is dispersed. What have I done wrong? Please, it can't be this simple, I MUST have done something wrong?

What you did wrong is disperse Congress now. Although claiming Delaware has its value, by stopping there you could have threatened Congress on any turn. Now it will be reconvened in some out-of-the-way spot, the British won't be able to reach so easily. Dispersing Congress is not as important as WHEN you disperse it. Right before the Declaration of Independence is not my idea of an optimum time since it has no effect on the placement of PC.

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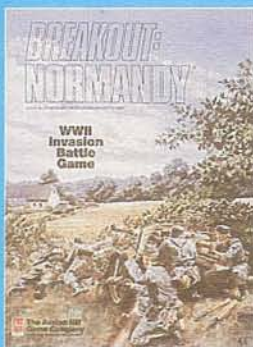


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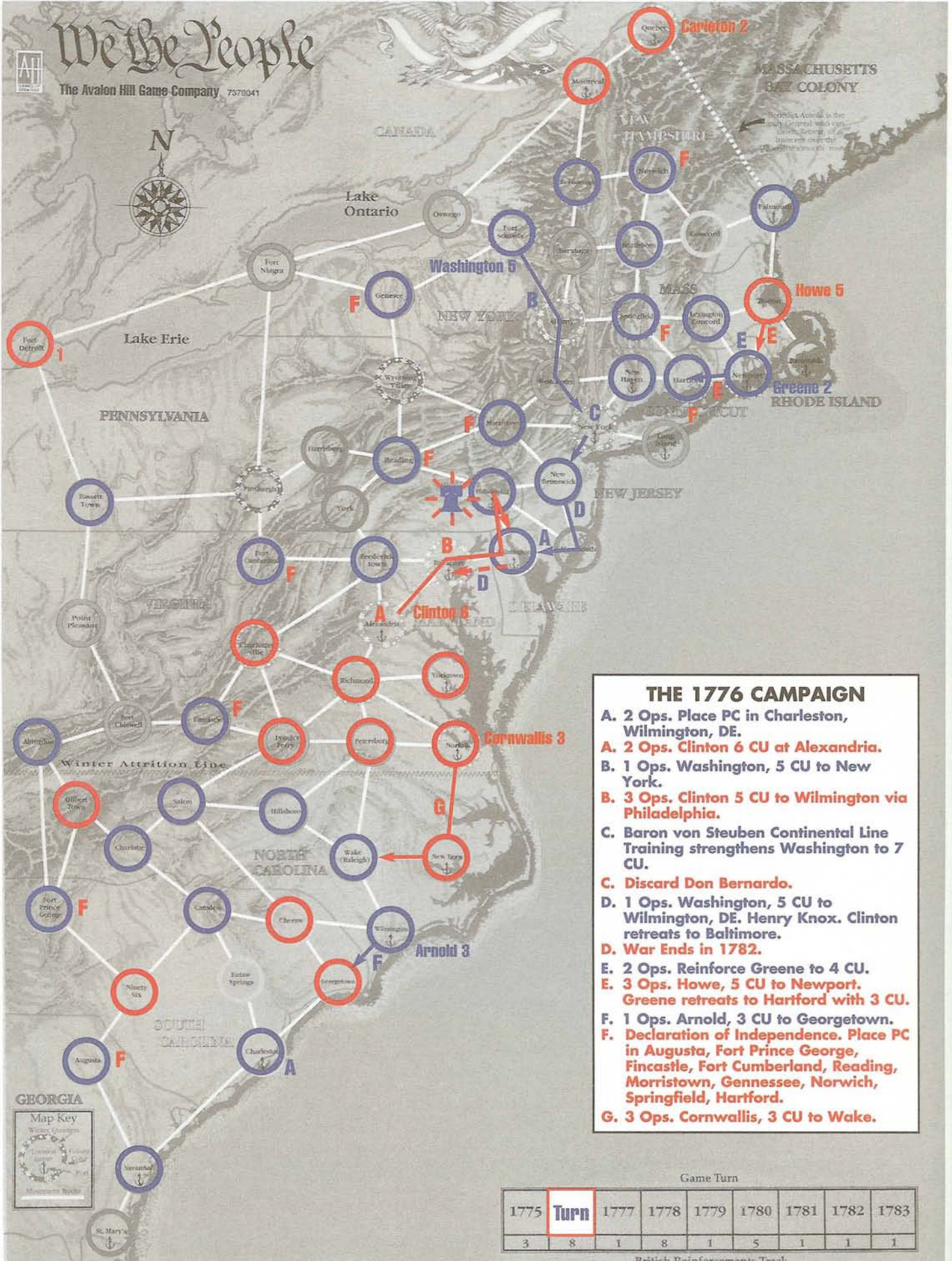
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We the People

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THE 1776 CAMPAIGN

- A.** 2 Ops. Place PC in Charleston, Wilmington, DE.
- A.** 2 Ops. Clinton 6 CU at Alexandria.
- B.** 1 Ops. Washington, 5 CU to New York.
- B.** 3 Ops. Clinton 5 CU to Wilmington via Philadelphia.
- C.** Baron von Steuben Continental Line Training strengthens Washington to 7 CU.
- C.** Discard Don Bernardo.
- D.** 1 Ops. Washington, 5 CU to Wilmington, DE. Henry Knox. Clinton retreats to Baltimore.
- D.** War Ends in 1782.
- E.** 2 Ops. Reinforce Greene to 4 CU.
- E.** 3 Ops. Howe, 5 CU to Newport. Greene retreats to Hartford with 3 CU.
- F.** 1 Ops. Arnold, 3 CU to Georgetown.
- F.** Declaration of Independence. Place PC in Augusta, Fort Prince George, Fincastle, Fort Cumberland, Reading, Morristown, Gennessee, Norwich, Springfield, Hartford.
- G.** 3 Ops. Cornwallis, 3 CU to Wake.

Game Turn

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

British Reinforcements Track

1776 AMERICAN MOVE C: Well, there goes Congress—too bad its not that easy to get rid of the bums these days. If he doesn't convert Wilmington with his next card, it would be a good target for Washington (while I still get the militia bonus). Two more thoughts: the problem with attacking Howe in Boston is that he would retreat by sea to someplace nasty, like Baltimore or St. Mary's. And Arnold can't leave Wilmington, NC because Cornwallis would just move in behind him. Right now I'm inclined to attack Wilmington, DE with Washington no matter what. Baron Von Steuben Continental Line Training. Place two CU in New York with Washington. At least I got it played before any battles.

Good timing for the Von Steuben play. The excess CU will be able to remain in a pivotal location free of Winter Attrition while acting as a constant roadblock and source of reinforcement.

1776 BRITISH MOVE C: Discard Don Bernardo. . . . Offensive. Yep, this is gonna be a long one for the boys in red. I've got to ditch some trash cards and now seems as good a time as any.

1776 AMERICAN MOVE D: 1 Ops: Move Washington and five CU to New Brunswick to Monmouth to Wilmington, DE. Professional nastiness breaks out for the first time. Playing Henry Knox ... Artillery Commander also. I calculate the battle odds as: British: 5+2 (Clinton) + 2 (port) = nine cards. American 5 + 2 (Washington) + 2 (militia) + 1 (Knox) = ten cards. The only thing that bothers me about this is that it gives the British two unanswered moves at the end of the turn.

BATTLE OF WILMINGTON

AMERICAN BATTLE PLAN

1. Probe (P)
2. Probe
3. Probe
4. Flank Right (FR)
5. Flank Right
6. Flank Left (FL)
7. Flank Left
8. Bombardment (B)
9. Frontal Assault (FA)
10. Frontal Assault

Rats. Why couldn't it have been three Double Envelopments? If I don't have any Double Envelopments, he probably does. That means a counterattack will be a major disaster. So I've got to end this quickly and the Probes are my best chance to do that.

BRITISH BATTLE PLAN

1. Double Envelopment (DE)
2. Flank Left (FL)
3. Flank Left
4. Flank Left
5. Flank Right (FR)
6. Bombardment (B)
7. Probe (P)
8. Frontal Attack (FA)
9. Frontal Attack

Rd 1: American attack: Probe, British play Probe, *Counter-attack die roll (hereafter CA dr)* 6, fails.

Rd 2: American attack: Probe, British can't respond. British lose. *Casualty die roll (hereafter Cas dr)* 5, yielding two CU casualties reduced to zero due to the Probe card. Washington enters the Wilmington, DE space in a bloodless victory and Clinton must retreat.

Well, that worked OK, not great. He wasn't hurt and gets Baltimore. I'll stick with the plan. Well, maybe I'll move Arnold to Georgetown, SC to make sure something happens there. If he

gets Wilmington, NC it won't cost me the state, and I'll gain SC. It does make me nervous to have Washington in the middle of the map with British armies nearby—if he gets the Major Campaign card he could force a surrender.

1776 BRITISH MOVE D: I underestimated my opponent, and I pay for it with position but not troops. I could have shipped Clinton elsewhere, which might not be a bad idea, but I'm hoping his presence will keep Washington out of the south. Time to pitch my other trash card. Lord North's Government Falls - War Ends in 1782. The Honorable Lord North is getting cocky. Glad to see the men at home have such confidence.

1776 AMERICAN MOVE E: 2 Ops: Place two CU with Greene in Newport. I should point out to all and sundry the mistake I made entering Wilmington from Monmouth, NJ instead of Philadelphia. My original thought was that if Washington lost, he'd retreat to Monmouth and end the turn there, gaining another PC in New Jersey. Only later did I remember that Monmouth is not a Winter Quarters space—so a retreat would have been subject to Attrition later. This is a wrinkle that gets me every game.

1776 BRITISH MOVE E: I cannot let him build up Greene as well. I could have knocked him around earlier, but now it will be a bit more difficult. 3 Ops: Howe with five CU to Newport. The battle odds are: British: 5 (CU) + 3 (Howe) + 2 (Port) = ten cards. Americans: 4 (CU) + 2 (Greene) + 2 (Militia) = eight cards.

BATTLE OF NEWPORT

BRITISH BATTLE PLAN

1. DE; 2. FR; 3. FR; 4. FR; 5. FR; 6. FR; 7. B; 8. P; 9. FA; 10. FA. I hope he doesn't get lucky and play a Flank Left. Greene would have run only one card ago. Now that it's tougher to wipe out his army, he'll stick around and see what happens.

AMERICAN BATTLE PLAN

1. DE; 2. B; 3. B; 4. FR; 5. FR; 6. FL; 7. FA; 8. FA.
1st Rd: British Attack: DE, American responds DE; CA dr 6
2nd Rd: British Attack: FR, American responds FR, CA dr 5
3rd Rd: British Attack: FR, American responds FR, CA dr 1
4th Rd: American Attack: B, British responds B; CA dr 2
5th Rd: British Attack: FR, American no response; British win. Cas dr 2 yields one CU lost, Greene retreats to Hartford, Howe enters Newport.

1776 AMERICAN MOVE F: Boy, that was some battle. I had never seen one go that many cards or that many initiative changes. I'm tempted to go right back in and try it again, but Howe is a little too good. I suppose it's too much to hope that the rest of the British cards are discards. I'll go ahead with Arnold's move and move Greene to Boston first thing next turn, since I want Hartford and he already reinforced this turn and can't reinforce next turn till after my move. Of course, if he leads off with a Campaign I'll be sorry if I have to wait a turn to react. 1 Ops: Move Arnold to Georgetown, SC.

I don't see what this accomplishes since Georgetown and Cheraw are isolated in any case. Why not place a reinforcement in Albany and gain another PC at year end for two birds with the proverbial one stone?

1776 BRITISH MOVE F: I got lucky with that last battle. I think it's obvious that Stan is at least my equal in colonial strategy at the moment. It's time to swallow my poison. At least I can react with one general based on how he plays this. Declaration of Independence: If

Congress is dispersed, who the heck signed that thing? Or maybe they're just publicizing it now that they've got back to their colonies. Place PC markers in: Augusta, Fort Prince George, Fincastle, Fort Cumberland, Reading, Morristown, Genesee, Norwich, Springfield, and Hartford.

AMERICAN REACTION: Now I wish I had moved Greene to Boston instead of moving Arnold (something I seriously considered). The British got more Ops than me this turn, but I got two of the biggies for the Americans. Now to get Ben working on the French.

1776 BRITISH MOVE G: I guess I'll save coastal North Carolina, and counter Arnold. 3 Ops: Cornwallis and three CU to New Bern to Wake. This was not a pleasant turn. In retrospect I made poor moves which put me into an awkward position. I overlooked opportunities for PC placement, and probably waited too long before becoming aggressive. The Crown is getting antsy, and there are rumors of my recall to England. My potential withdrawal from the game is actually work related, but I find it humorous how closely this tracks the events of the real war. I've got to find something to laugh about.

No Winter Attrition

Congress reconvenes in Abington

Political Control: British get PC in Newport by flipping American PC. British get PC in Baltimore. British get PC in Wake by flipping American PC. American gets PC in Georgetown by flipping British PC. British lose PC in Cheraw, Ninety Six, and Gilbert Town due to isolation.

1776 SUMMARY

Americans Control 11 states: NH: 2/3 Control; MA: 3/5 Control; CT: 2/2 Control; NY: 4/10* Control; NJ: 2/3 Control; DE: 1/1 Control; PA: 3/7* Control; MD: 2/3 Control; VA: 2/11; NC: 4/7 Control; SC: 4/7 Control; GA: 2/3 Control.

British Control two states plus Canada: Canada: 3/3 Control; MA: 1/5; RI: 1/1 Control; MD: 1/3; VA: 6/11 Control; SC: 2/7.

Clearly, the Americans have significantly consolidated their position by controlling 11 colonies with 31 PC markers, nine with majority control. The British control two colonies but only have 14 PC markers in play. The British offensives in the Mid-Atlantic and in New England were well conceived and were 50% effective. However, the British position in the South has suffered significantly. The American moves and luck in gaining the Declaration of Independence really punished the British. Since the British held the card, I believe a better course (don't you love Monday morning quarterback?) would have been to protect the Southern position at the expense of the Delaware offensive. The Howe offensive was effective and since Boston is still open, the introduction of a second army into New England should cause the Americans some problems.

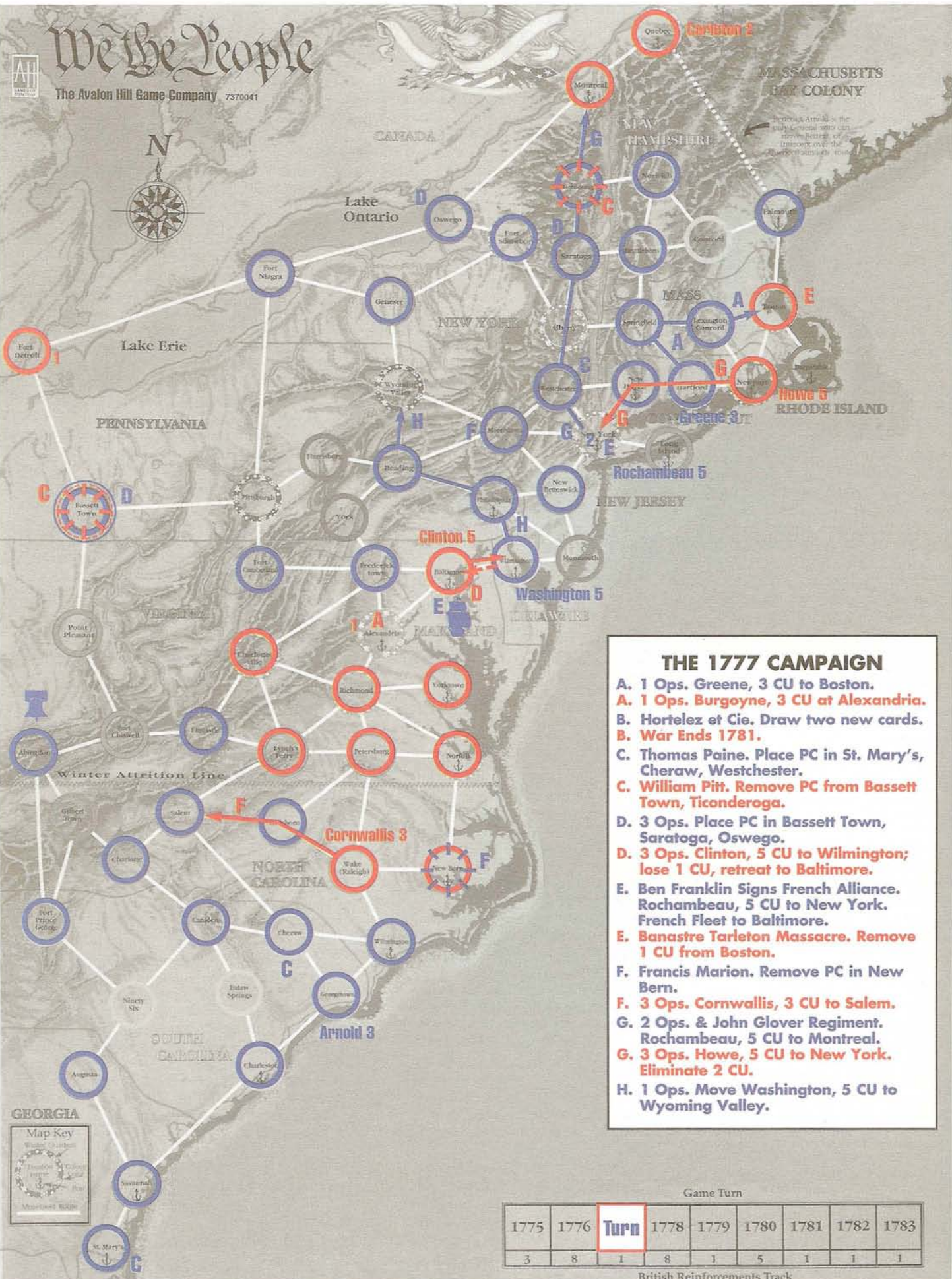
The American strategy should now be to continue to protect their position while consolidating control in those few colonies where they have minority control. The British really have their work cut out for them.

1777 AMERICAN STRATEGY CARDS

One Ops 1

We the People

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- ### THE 1777 CAMPAIGN
- A.** 1 Ops. Greene, 3 CU to Boston.
 - A.** 1 Ops. Burgoyne, 3 CU at Alexandria.
 - B.** Horteletz et Cie. Draw two new cards.
 - B.** War Ends 1781.
 - C.** Thomas Paine. Place PC in St. Mary's, Cheraw, Westchester.
 - C.** William Pitt. Remove PC from Bassett Town, Ticonderoga.
 - D.** 3 Ops. Place PC in Bassett Town, Saratoga, Oswego.
 - D.** 3 Ops. Clinton, 5 CU to Wilmington; lose 1 CU, retreat to Baltimore.
 - E.** Ben Franklin Signs French Alliance. Rochambeau, 5 CU to New York. French Fleet to Baltimore.
 - E.** Banastre Tarleton Massacre. Remove 1 CU from Boston.
 - F.** Francis Marion. Remove PC in New Bern.
 - F.** 3 Ops. Cornwallis, 3 CU to Salem.
 - G.** 2 Ops. & John Glover Regiment. Rochambeau, 5 CU to Montreal.
 - G.** 3 Ops. Howe, 5 CU to New York. Eliminate 2 CU.
 - H.** 1 Ops. Move Washington, 5 CU to Wyoming Valley.

Game Turn

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

British Reinforcements Track

One Ops 2
 One Ops 3
 Horteletz et Cie
 Thomas Paine
 Benjamin Franklin Signs a French Alliance
 Francis Marion

This is a Hand From Heaven. In only three turns I'll have nearly all of the major American asset cards. Let's see: the 1 Ops will have to send Greene to Boston. Then the H&Cie to see what else we can get. The Tom Paine card means I can get along without Congress if need be. The 2 Ops should be saved to move Rochambeau. If the French don't have to fight a fire, maybe land them in NY, put the fleet in Newport, and see if we can get RI back (still bad odds, though). Use the 3 Ops for reinforcement. I'm still worried about Washington, but Cornwallis moved farther south. Howe has to guard Newport, and he only has three reinforcements this turn, so Washington should be safe for now (barring a mutiny or something else equally unforeseen).

Congress was placed in Abingdon because I don't want Brits landing in St. Mary's or to provoke Carleton into moving. It will take two moves for anyone to get to Abingdon, so it might be safe.

1777 BRITISH STRATEGY CARDS

One Ops 1
 Three Ops 3
 North's Gov't Falls-War Ends in 1781
 Banastre Tarleton
 William Pitt Peace Talks

I've got an acceptable, but far from stellar, draw for 1777. I ought to be able to maneuver and expand my PC holdings with this hand, but I don't know what surprises Stan may be about to spring on me. As far as my approach goes, I believe that I have a better opportunity for success in the center of the board and will try to expand my influence in this region.

1777 AMERICAN MOVE A: 1 Ops: Move Greene and three CU to Springfield to Lexington to Boston. That was left from last turn, Mark's notes notwithstanding. I figured it was safe to leave this move until now, since even if the British had a Campaign card, it couldn't be used to land reinforcements.

1777 BRITISH MOVE A: So, he wants Boston. I should knock him out of there before he flips the PC marker, but I need to consolidate my position in Virginia. I'll bring in Burgoyne and see if I can't correct my situation. Ops 1: Burgoyne + three CU to Alexandria. I'm in a slight quandry as to what to move, but I'll figure something out, or pawn it off on my relief!

1777 AMERICAN MOVE B: Horteletz et Cie French Aid: Gimme a couple more cards—seven weren't enough! *The American draws two new Strategy cards: an Ops 1 and the John Glover Marblehead Regiment.* The Mid-Atlantic position gives the British the choice of concentrating on the North or South. No need to do both, since they only need six colonies. Now that I've thought about it, it seems to me that the British shouldn't be in any big rush to get Rhode Island and Delaware. Get them, and you tie down two armies guarding them. Ignore them until 1778-79, and the Americans are tied down guarding them (like Washington is now). Since there's no such thing as fortification, they won't

become any harder to take.

Boy o Boy it only gets better. Stan's two new cards for playing the Horteletz et Cie card improve an already great hand.

1777 BRITISH MOVE B: I'd agree, it only matters how many colonies you own when the war ends, speaking of which ... North's Government Falls—War Ends in 1781. And so do I. Pressing duties elsewhere require that I hand over command of all British troops in the colonies to my able assistant, Andrew Lewis who will carry on from the left coast in the finest tradition of British arms. The War Ends card was probably not the best move at this time, but rather than hinder my relief by making a move counter to what he thinks would be productive, I shall leave him with as many options as possible.

1777 AMERICAN MOVE C: Welcome to the latest British general to try his hand at subduing the rebellious colonies. To help acquaint you with the political ferment here: Thomas Paine Publishes "Common Sense"; Place PC in St. Mary's, Cheraw, Westchester.

1777 BRITISH MOVE C: William Pitt Peace Talks: Remove American PC in Bassett Town and Ticonderoga. The new head of the military is more open to a bloodless resolution to this rebellion.

At least the British were able to outwait the Paine card. British PC expansion was completely blocked already, so the Americans had to settle for secondary PC placements. Now they will have to use one of their reinforcement Ops if they wish to reinstate the PC blockade.

1777 AMERICAN MOVE D: Hmm, looks like a northern push. I'll use the 3 Ops to replace the PC markers—at least I'll get Rochambeau this turn. But I need more armies. Greene and Arnold need reinforcements, too. Maybe I can land Rochambeau in New York and use the Marblehead Regiment to move him to Montreal. Then place the French fleet in Quebec so Carleton can't reinforce and take Canada (the Americans have to have Montreal and Quebec to be credited with Canada; Detroit doesn't count). Washington could move on Baltimore. 3 Ops: Place PC in Bassettown, Saratoga and Oswego. I placed the PC in attrition spaces because I've noticed that it's hard to get those spaces using leaders. All other things being equal, use Ops cards for those spaces and leaders for the Winter Quarters spaces.

1777 BRITISH MOVE D: 3 Ops: Clinton and five CU to Wilmington, DE. The British will get nine cards (5 {CU}+2 {Clinton} + 2 {Navy}) vs an American defense of nine cards (5 {CU} + 2 {Washington} + 2 {Militia}).

SECOND BATTLE OF WILMINGTON, DE BRITISH BATTLE PLAN

1. DE; 2. DE; 3. B; 4. B; 5. FR; 6. FA; 7. FA; 8. FA; 9. P.

AMERICAN BATTLE PLAN

I'll stand and fight. The British will probably get Wilmington eventually, but it's worth trying to make them spend another card or two for it.

1. DE; 2. DE; 3. FL; 4. FL; 5. FL; 6. FR; 7. FR; 8. FA; 9. FA.
 Rd 1: British Attack: DE, American reply with DE; CA dr 6.
 Rd 2: British Attack: DE, American reply with DE; CA dr 2.
 Rd 3: American Attack: FL, no reply; Americans win.
 Cas dr 1 = one CU lost, British retreat back to Baltimore.

1777 AMERICAN MOVE E: Ben Franklin Signs French Alliance: Ben comes through! Place Rochambeau and five CU in New York.

Place French fleet in Baltimore.

1777 BRITISH MOVE E: Banastre Tarleton Waxhaws Massacre: Remove one CU from Greene in Boston. Talk about the cards being against the British! At least I didn't have to play it for him this time. What to do?!

1777 AMERICAN MOVE F: Marion Guerilla Activity: Remove British PC in New Bern (only one possible). How about that? Marion and Tarleton at the same time. But what's Tarleton doing in New England?

1777 BRITISH MOVE F: 3 Ops: Cornwallis and three CU move to Hillsboro to Salem. This move isolates the American PC in Hillsboro and threatens the Continental Congress next year.

1777 AMERICAN MOVE G: Dang, I was hoping you'd move Cornwallis BEFORE I played Francis Marion. But I wanted to delay this move as long as possible. 2 Ops and John Glover Marblehead Regiment: Move Rochambeau and five CU Westchester to Albany to Saratoga to Ticonderoga to Montreal. I think Ben made a specific deal with the French here.

1777 BRITISH MOVE G: 3 Ops: Howe and five CU move to Hartford to New Haven to New York.

BATTLE OF NEW YORK

BRITISH BATTLE PLAN

1. DE; 2. DE; 3. FL; 4. FL; 5. FR; 6. B; 7. FA; 8. FA; 9. FA; 10. P.

AMERICAN BATTLE PLAN

1. FR; 2. FR; 3. FL; 4. FL.

It should be no surprise that the British win this battle by playing a DE card in Rd 1. The Cas dr is 2, so the Americans lose two CU, eliminating the force. Andy makes the best of a bad situation. The move to New York will place another PC and eliminate an American roadblock and two CU while threatening Washington with encirclement.

1777 AMERICAN MOVE H: Darn, Howe to New York is the move I feared most. Now if they get a Campaign card next hand, the game could be over real quick, since three leaders are in range of Washington in Wilmington. My original thought was to immediately move Washington to Philadelphia when Howe moved into range, but there are so many good moves at this point that I hate to waste my last 1 Ops on that. But I may have to; even if I hit Clinton and make him retreat to Alexandria (removing Burgoyne), Cornwallis is still in range. I can't see any way of making Washington safe in either Wilmington or Baltimore, so he's got to leave. I'll move him to Wyoming Valley so he can at least pick up a PC marker. They could still get him there, but Howe can't be the attacker (he would have to block Genessee and whoever did attack would have to do so from an American space. I'd attempt to intercept anyone who moved to Morristown from anywhere but New York.

One of the neat things about this game is the multiplicity of choices usually present. I have a 1 Ops card left; I could move Greene to Newport to take RI, or Arnold to Wake and save my Hillsboro PC and position in North Carolina, or

THE MARQUIS DE LAFAYETTE

By Rick Bromer

If youngsters fail to embrace history and join their fathers in the ranks of historical gaming, who will fill the next generation of wargamers? Perhaps THE GENERAL has erred in the same traditional manner as the history texts. Those of us with a love of military history and gaming are so caught up in our games of skill that we tend to over-analyze them to the detriment of understanding the human factor. Just as history should be more than memorization of a list of battles and dates, gamers would do well to take a

moment to read between the lines to discover the men behind the Battle Rating and all-too-brief and formalized mentions in historical texts. The article which follows has nothing to do with WE THE PEOPLE other than its focus on the behind-the-scenes life of one of the generals whose military exploits are briefly portrayed therein. While we could have used this space to expound on strategy or percentages of this move or that, we thought that an in-depth look at one of the more interesting figures in American history might do more to bring history alive—and subsequently—a love of historical gaming to the uninitiated than yet another variant or gaming analysis. If you agree, let us know that you'd like to see more such material in the future. And if you disagree, tell us that too. The following article is reprinted with permission from the pages of OLD NEWS which is an historical newspaper published monthly (except in August). An eleven-issue subscription is \$15 and can be obtained by writing OLD NEWS, 400 Stocktown Rd., Marietta, PA 17547 or calling (717) 426-2212.

The Marquis de Lafayette, whose ancestry was traceable back to the year 1000, was born in 1757 in the Auvergne region of France. He was still an infant when his father, a colonel of Grenadiers, was shot dead while leading a charge against English troops. Lafayette's widowed mother was nineteen years old and a beauty. Leaving the baby with her mother-in-law, she promptly moved to Paris, where she would spend the rest of her life attending parties.

Lafayette was raised by his grandmother in their ancestral chateau of Chavaniac. The grandmother was a kindly old lady whose ideas were centuries out-of-date. When the local peasants reported that a werewolf was killing their sheep, madame believed them. So did her grandson,



Gilbert du Motier, the Marquis de Lafayette, as sketched by Duvivier

who was then seven years old. Arming himself with an antique sword, the little Marquis de Lafayette began sneaking out of the chateau every night, hoping to meet and destroy the monster in moonlit woods. To his disappointment, the beast was eventually killed by a peasant; it proved to be a large wildcat.

The chateau of Chavaniac was so ancient and dilapidated that parts of it were falling down. Beyond its crumbling towers loomed forested mountains where wolves howled at night. Neither the landscape nor

the economy of this part of France had changed much since the Dark Ages. The peasants wore rags and slept in hovels. When Lafayette rode about his fiefdom on his pony, the peasants bowed low and doffed their hats to him.

It was Lafayette's ambition to be an army officer. He daydreamed about avenging his father by slaying dozens of English soldiers. His desire for a military career was encouraged by his grandmother.

The old lady was in love with the myths of chivalry! She told her grandson endless tales of knights-errant, tournaments, and courtly love. Every wall in the chateau was decorated with antique weapons and suits of armor—family heirlooms.

Lafayette was taught that his ancestors had been the most gallant knights in France. The swords of the Lafayettes had protected the peasants from dragons, bandits, and foreign enemies. Lafayettes had ridden in the Crusades, and had followed the banner of Joan of Arc. To demonstrate their devotion to various fair ladies, Lafayettes had jostled valiantly in tournaments, fighting on after their bones were broken. Generous in victory and courteous in love, the Lafayettes have never been tainted by greed or ambition. They had lived only to keep their family honor shining.

In 1768, when he was eleven years old, Lafayette was suddenly summoned to Paris to join his mother, whom he did not remember. She had decided that it was time to polish her son's manners at court. The carriage ride to Paris took more than a week.

Lafayette's mother was thirty years old, and still considered a beauty, when she met his carriage in Paris. She was dressed in the latest style. Her hair, powdered white, was greased into a stiff sculpture that towered two feet above her

brow. Her face was a painted mask of unnatural colors, mostly dead-white and blood-red. Her speech, her gestures, and even her walk were stiffly artificial. To her unsophisticated son, she looked ghastly as a vampire.

Lafayette's mother placed him in a Paris boarding school, but allowed him to visit her apartment on weekends. During these visits, his mother tried to train Lafayette for a career as a courtier. She told him to forget about the army because military careers were out-of-style. The most prestigious nobles were no longer fighting men, but courtiers who hovered about the King, flattering him and begging favors. For the up-to-date knight, the field of battle was the drawing room, where duels for power were waged with the weapons of wit, charm, seduction, intrigue, bribery, flattery, gossip, and betrayal.

When he arrived at his mother's apartment, Lafayette's first chore was to sit still for an hour while his hair was curled, powdered, and perfumed. After his cheeks and lips were rouged, the boy was squeezed into knee-pants so tight that sitting down was painful. Next he donned high-heeled slippers to practice walking in the latest style—a sort of glide, with the feet never leaving the ground. He memorized the latest fad words and learned the proper, limp-wristed way to gesture in conversation.

Although Lafayette dutifully did everything his mother asked, he remained secretly committed to a career in the army. At parties he was miserably uncomfortable in his stylish clothes. He could never think of anything witty to say, and he was a clumsy dancer. The other aristocratic children teased him and called him a country bumpkin.

Lafayette had known his mother for only one year when she suddenly caught a fever and died. His maternal grandfather caught the same fever and died a week later. These deaths not only orphaned Lafayette, but also made him rich. Only twelve years old, he came into his entire inheritance, gaining an income of 133,000 *livres* a year, about \$600,000.

Now Lafayette became the ward of some distant male relatives who took little interest in him. Free to do pretty much what he pleased, the juvenile marquis purchased a company of cavalry in his father's old regiment, the Black Watch Musketeers. Commissions in the army were sold by the King on a strictly cash basis, regardless of age or experience, so it was easy for young Lafayette to become a lieutenant, with a hundred horsemen duty-bound to follow him to victory or death.

For the next few years Lafayette drilled his cavalry company, practiced fencing, and waited impatiently for a war to start. But France remained at peace.

At age sixteen, Lafayette fell madly in love with a married countess named Aglae d'Hunolstein. He worshipped her the way Sir Lancelot had worshipped Queen Guinevere in King Arthur's day, as an ideal goddess for whom no sacrifice was too great. Everyone else in Paris considered Aglae to be, at best, a good-looking slut. She slept with most of Lafayette's friends, but she would not even look at Lafayette, who adored her, who pursued her night and day, and who endlessly humiliated himself for her sake.

To understand exactly how Lafayette's passion for Aglae ruined his reputation, it is important to remember that marriage was strictly a business affair among the aristocracy. Because the whole purpose of marriage was to advance the fortunes and prestige of the families involved, marriages were arranged by family elders with no regard for the feelings of bride or groom. Nobody expected husbands and wives to love each other. All male aristocrats had at least one mistress. A female aristocrat was expected to remain faithful to her husband only until she had given birth to a male heir. Having fulfilled that duty, the lady was free to take a lover. It was considered very bad manners to invite a husband and wife to the same party.

Aglae d'Hunolstein was never criticized for being an adulteress. It was her exceptional promiscuity that caused a scandal. She changed partners as often as she changed dresses. There was a rumor that she sometimes disguised herself as a prostitute and roamed the boulevards of Paris at night, in search of new thrills. Lafayette's reputation was ruined by his failure to win such an easy prize, and by his absurd insistence that the lady was perfect in every way. His chivalrous devotion to his countess made him look ridiculous.

By the standards of his time and class, Lafayette was unattractive. He was said to be "too tall and clumsy," with "ridiculous red hair." In an age that worshipped grace, he seemed a big, muscular oaf. His clothes were unstylish, and he was a poor dancer. He had no talent for small talk, and was criticized for his "solemn silence." One female critic summed up Lafayette's problem as, "He looks like a butcher's apprentice."

Lafayette became the laughingstock of Paris after he challenged one of his best friends to a duel over Aglae. Storming into the friend's apartment at midnight, Lafayette accused the friend of seducing the countess in order to "steal her love." He demanded satisfaction with swords or pistols. The sleepy friend was baffled; he had not touched the countess for weeks. "I swear that I have not the faintest desire to claim that woman," he said. This made Lafayette even angrier. Was the friend suggesting that Aglae was less than perfect? He insisted on a duel. It took the friend twenty-four hours to persuade Lafayette to withdraw his challenge.

Lafayette's absurd infatuation aroused the curiosity of Marie Antoinette, the eighteen-year-old Queen of France. Eager to see if Lafayette was as foolish as everyone said, the Queen invited him to one of her parties. She also invited Aglae.

Upon arrival at the party, Lafayette was astonished when the Queen herself approached him and invited him to dance with her. This unusual honor made Lafayette so nervous that, when the music began, he tripped and fell flat on his face. Clapping her hands with delight, the Queen laughed at Lafayette, then scampered back to her seat, leaving him sprawled alone in the middle of the ballroom.

After that, Lafayette was invited to all the Queen's parties. The Queen and her ladies-in-waiting delighted in teasing, tormenting, and humiliating him. They dreamed up elaborate schemes to make him hope that he had finally

succeeded in winning the heart of his countess, only to discover that he had made a fool of himself again.

The Queen did not get along with her dull, pompous husband, King Louis XVI, and her parties were exercises in rebellion. She and her wild, young set would do almost anything to create a sensation: for example, they enjoyed posing as political radicals.

At some of the Queen's parties, held outdoors, all guests were required to dress as milkmaids or shepherd boys to express "admiration for those noble savages, the peasants." While the orchestra played and the servants dispensed champagne, young aristocrats danced barefoot on the grass and talked in loud voices about "liberty" and "equality." They knew that this kind of talk would horrify the spies of the King's secret police, who were hiding in the bushes to keep an eye on the Queen, and to report any lapses from marital fidelity on her part.



Adrienne de Noailles at age 14 when she married Lafayette. Her father, who arranged the marriage, said of Lafayette, "The boy is a fool, but a rich fool."

Lafayette was naive enough to take all the chatter about "liberty" seriously. He began talking with boring solemnity about the theories of Rousseau, the philosopher, who claimed that true nobility was more common in the lower classes than in the upper classes. Lafayette agreed with Rousseau. It seemed to Lafayette that the code of chivalry was followed most faithfully by bourgeois army officers; whereas the code meant nothing to many aristocrats, who were interested only in money.

Before Lafayette turned seventeen, his guardians married him off to Adrienne de Noailles, the fourteen-year-old daughter of the Duc d'Ayen, a minister to the King. With a shrug, Lafayette accepted his guardians' decision. He was willing to marry any girl they selected for him.

When he led his little bride to the altar, Lafayette had no intention of loving her. He did not even find her interesting.

At fourteen, Adrienne de Noailles was a delicate brunette with big eyes and a tiny figure. Bashful, nervous, and prone to fainting spells, she was not at all Lafayette's type. He liked strutting, buxom blondes like Aglae.

The wedding night contained a surprise for Lafayette. As he sat on the bed beside his nervous bride, holding her hand and trying to think of something gallant to say, Adrienne suddenly flung her arms around him and confessed that she was in love with him.

Adrienne's father, the Duc d'Ayen, had arranged her marriage for purely financial considerations. The duke was noted for his brilliance, sarcasm, and greed. He was so disinterested in his daughter's welfare that he had ignored Lafayette's reputation as a backward buffoon in arranging her marriage to him. "The boy is a fool, but a rich fool," the duke had said in explaining his choice to Adrienne's mother, the duchess.

But through pure chance, the duke had given Adrienne to the man of her dreams. Adrienne shared Lafayette's passion for medieval romances. She had fallen in love with his reputation as a musclebound rustic with quaint ideas about chivalry and military glory. All her friends laughed at Lafayette, but Adrienne had decided that he was the last real man in France.

Now Adrienne addressed her hero in the language of courtly romance. She would make any sacrifice to prove her devotion. She would be Lafayette's slave. She would die for him. She worshipped him.

Poor Lafayette had no idea how to respond to this situation, which he considered grotesque. The code of chivalry required that he save his heart for Aglae, to whom he had pledged eternal devotion.

For the first few months of his marriage, Lafayette treated Adrienne with formal courtesy. He and she shared an apartment in one wing of the palace of the Duc d'Ayen. This wing was also occupied by Adrienne's mother, the duchess. The duke lived in a separate wing with his mistress.

Because Lafayette was a teenaged orphan, his father-in-law had become his legal guardian on his wedding day. To Lafayette's annoyance, the duke felt free to burst into Lafayette's quarters at any hour, to criticize Lafayette and tell him what to do.

The duke wanted Lafayette to resign from the army, become a courtier, and obtain some profitable ministerial post. After conducting elaborate negotiations and paying large bribes, the duke managed to secure for Lafayette a position as lord-in-waiting to the King's brother. The job demanded full-time attendance at court, and Lafayette did not want it. In his first day on the job, he deliberately insulted the King's brother, and got himself fired.

This infuriated the Duc d'Ayen, who began shouting insults at Lafayette and demanding changes in his behavior. To avoid his father-in-law, Lafayette stopped going home at night. Adrienne, who was now fifteen and pregnant, heard that her husband was spending his nights in expensive brothels, and his days in pursuit of Aglae d'Hunolstein.

But just as Lafayette refused to see the flaws in his countess, Adrienne refused to criticize her husband. "The Marquis de Lafayette is the noblest soul in France," she told her friends. "I only regret that I am unworthy of his love."

Word of Adrienne's loyalty filtered back to Lafayette, who could not help feeling flattered,

and even charmed, by his wife. Toward the end of Adrienne's confinement, he began visiting her rather frequently. She never questioned him, never nagged, and did her best to please him. But sooner or later her father would appear and Lafayette would leave.

Lafayette paid a visit to Adrienne when her child, a daughter, was born. Holding the baby in his arms, Lafayette suddenly turned to his wife and blurted, "I love you, Adrienne."

After he fell in love with his wife, Lafayette began spending more time at home. Instead of avoiding her father, Lafayette now stood his ground and shouted back. The uproar in the de Noailles palace became continual.

In 1776, when Lafayette was almost nineteen, England's thirteen American colonies declared their independence and the Revolutionary War began. The Duc d'AYen sneered at the language of the Declaration of Independence, and predicted that the Americans would soon be crushed. Lafayette announced his intention to sail for America at once, to help the rebels fight the English. The duke absolutely forbade Lafayette to go.

Lafayette was worth \$600,000 a year to the de Noailles family; but if he went to America and got himself killed, before Adrienne gave birth to a male heir, then the duke's entire investment in his daughter's dowry would be wasted. To make sure that Lafayette did not leave France, the Duke obtained a court order to restrain him. The duke also hired spies to follow Lafayette wherever he went.

By donning a disguise, Lafayette managed to give the duke's spies the slip. He arranged a secret meeting with a sea captain, but discovered that the captain was not willing to risk smuggling a marquis out of the country in defiance of a court order. (The penalty for that crime could be death.) Lafayette finally overcame the captain's objections by purchasing his ship. This made the captain Lafayette's employee, and relieved the captain of legal responsibility for any action he took at the command of his ship's new owner.

Back at the de Noailles mansion, Lafayette did not say a word about his plans to Adrienne, who was pregnant again. He was afraid that she might betray him out of concern for his safety.

Lafayette's plans were still incomplete when he heard that the Duke had obtained a written restraining order from the King, forbidding Lafayette to leave France. Disobedience to such an order was high treason. Lafayette decided to head for the coast immediately, hoping to escape before the King's order was officially placed in his hand. If captured, he would plead ignorance of the King's order.

Concealed in a thick cloak, Lafayette crept out of his quarters in the middle of the night, mounted a fast horse, and galloped west. He was spotted by the duke's spies, some of whom took off in pursuit, while others woke the duke. The duke scribbled a note informing Lafayette of the King's order and handed it to his servants, who joined the chase.

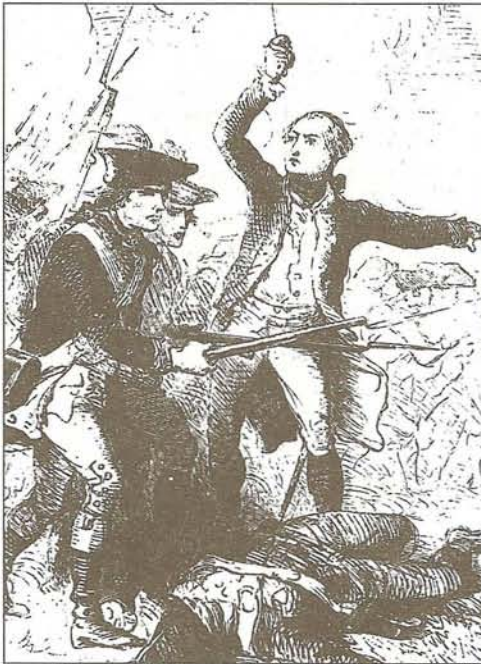
Lafayette's dash across France had the flavor of an episode from the *Three Musketeers*. There were frequent changes of disguise, narrow escapes, and wild incidents in rural inns. Lafayette finally reached his ship a jump ahead

of his pursuers, who galloped up to the dock as the vessel hoisted her sails.

Running free across the Atlantic a few days later, Lafayette began writing a long letter to his wife:

"It is from very far away that I write to you, my dear heart, and the incertitude of the time when I may at last receive your news makes this cruel distance even worse...What fears, what anguish, I must add to the already bitter sorrow of having left behind all those I love most! How will you have felt about my second departure? Did it make you love me less? Have you forgiven me?"

"...I felt the most painful emotion during those terrible moments when we left the shore. Your sorrow passed before my soul so as to make it feel it was torn apart. Then, indeed, I failed to find excuses for myself. If you knew how



Lafayette got his first taste of warfare in the Battle of Brandywine.

deeply I suffered, the dreary days I passed as I fled from all I love best in the world! Will this suffering be increased by learning that you do not forgive me? In truth, my heart, that would make me too pitiful an object."

Lafayette also wrote about his reasons for going to America:

"Defender of that liberty which I adore, for myself more than anyone, I bring with me only my frankness and my enthusiasm, but no ambition, no selfish interest. As I work to acquire glory, I am also working for America's interest, I hope that, out of love for me, you will become a good American; it is a feeling appropriate to a virtuous heart. America's happiness is intimately linked to that of mankind; it will become a safe and respectable refuge for virtue, tolerance, equality, and a quiet liberty."

To avoid the British naval blockade of Philadelphia, Lafayette landed in South Carolina, where the locals greeted him with awe. None of them had ever before laid eyes on a real marquis. The governor lined up the colo-

nial militia for his teenaged guest to review. After inspecting the troops, Lafayette was so appalled by their raggedy appearance that he gave the governor 27,000 *livres* (\$121,000) for new uniforms.

To Adrienne, Lafayette wrote: "I can only be delighted with the reception I have been given here...American women are very pretty, very simple, and of the most charming cleanliness. They rule over all here...What enchants me is that all the citizens are brothers...All citizens have a sufficient income and the same rights as the most powerful landowner...I ask you whether you still love me, but I ask myself the same question far oftener, and my heart always answers that you do. I hope that it is right."

Hurrying north to Philadelphia, Lafayette presented his credentials to the Continental Congress and asked for an officer's commission in the Continental Army. He emphasized that he wished to serve as an unpaid volunteer, and would contribute his own funds toward the maintenance of whatever troops he was assigned to command.

Congress was not at all enthusiastic about Lafayette's offer. The Congressmen were reluctant to order American soldiers to fight under an adolescent foreigner who had never heard a shot fired in anger. On the other hand, nobody in Congress wanted to hurt Lafayette's feelings. Congress lacked funds; Lafayette was filthy rich and eager to spend. Moreover, the Congressmen feared that rejecting Lafayette's offer would offend the King of France. (They had no idea that Lafayette had run away from France in defiance of a royal order.)

After debate behind closed doors, Congress resolved to give Lafayette a *purely honorary* commission in the Continental Army. He would get a high rank, but no troops to command. In view of Lafayette's noble title and presumed influence in the court of King Louis, Congress gave him a suitably high rank; they made Lafayette a major general.

Meanwhile, some Congressmen sent a secret message to George Washington, informing the commander-in-chief that Lafayette was a valuable diplomatic and financial asset to America. Washington was told to flatter Lafayette, keep the boy amused, and make sure that he was never exposed to danger.

Unaware of the intent of Congress, Lafayette assumed that he would soon be leading thousands of Americans in glorious charges. He bought a flashy new uniform and galloped off to Washington's headquarters to report for duty.

When Lafayette walked into Washington's headquarters, he took one look at the commander-in-chief and was overpowered by awe. The mere sight of George Washington's noble profile convinced Lafayette that he was gazing at the most honorable, wise, fearless, and trustworthy hero on earth.

Washington found Lafayette pleasantly amusing. Being a bit of a snob, Washington completely approved of Lafayette's elevation to major general; the boy was, after all, a marquis. In accordance with his instructions, Washington made Lafayette his aide-de-camp, and began pretending to consult with Lafayette about strategy.

Washington would spread out his maps, show Lafayette the positions of the enemy, and ask for advice. At first, Lafayette always recommended the same tactic: a frontal assault, led by himself on horseback.

Washington and Lafayette got along fine until the Battle of the Brandywine began; then Washington ordered Lafayette to remain at headquarters as an "advisor." As the battle heated up, Lafayette began requesting permission to visit the front. He nagged so persistently that Washington could not concentrate on his battleplan. Washington grew more and more annoyed. Finally, because there seemed to be no other way to silence Lafayette, Washington gave him permission to go and view the battlefield from a safe distance.

Lafayette ran to his horse, leaped into the saddle, and dug in his spurs. Reaching a hilltop overlooking the battlefield, he saw a section of the American line retreating in the teeth of a British advance. He decided that this emergency gave him a good excuse to exceed his orders, and he hurried to the front.

Galloping through the hail of musketry between the opposing armies, Lafayette rode along the faltering American line, waving his sword and shouting in French. The roar of gunfire was so deafening that the American troops did not realize that they were being addressed in a foreign language. They knew only that a major general was exposing himself to enemy fire with amazing disregard for his own safety. They began to cheer. Their line steadied, and the British advance was halted.

Lafayette kept galloping along the line until a musket-ball ripped through his thigh. For a moment he lurched in the saddle while blood gushed down his uniform. The Americans ran forward to rescue him, but he straightened up without assistance.

"Charge!" he screamed, and rode straight toward the enemy. The American troops went berserk and charged after him. The British fell back. They were still retreating when Lafayette fainted from loss of blood and tumbled to the ground.

After Lafayette was carried from the battlefield, the British regained their advantage and won the day.

Lafayette was nursed back to health in Washington's own tent, where he was attended by Washington's personal physician. The ball had passed cleanly through the meat of Lafayette's thigh, missing bones and major nerves. There was no infection.

While Lafayette was recuperating, newspapers were reporting his battlefield heroics to all the people of America and France. When Lafayette was finally well enough to limp outside the tent, the enlisted men waved and cheered.

Lafayette's popularity with the American soldiers was increased by his habit of buying them presents. Once, when the men were complaining that their rations were monotonous, Lafayette went out and bought them a few wagonloads of fresh beef. On another occasion he bought a hundred pounds of feathers to dress up the men's uniform hats.

When the Pennsylvania Line mutinied because they had not been paid for months, Lafayette was sent from Washington's headquarters to investigate the situation. After listening to the mutineers' complaints, Lafayette delivered a brief speech in his heavily accented English.

He began by agreeing that every word the mutineers had said was true. Conditions in their camp were intolerable. They were unpaid, ill-fed, and abused. Things were going to get worse, he added. Every man in the Continental Army could expect to freeze, starve, bleed, and suffer like Christ on the cross. The British were confident that no army on earth could survive the privations that American soldiers must suffer. While the Americans starved, the British had quartered themselves in comfortable American homes. The British were sleeping in American beds, feasting on American beef, and trying to seduce the wives and sisters of American soldiers. The British sneered at the ragged uniforms of the Americans. They laughed when the Americans ran out-of money, food, powder, and shot. They boasted that the raggedy Americans and their spirit of liberty would soon be crushed. The sneering British did not understand that Americans were a special breed of heroes, too proud and free to ever surrender. For Americans, no ordeal was too painful, no enemy too powerful.

Lafayette concluded his speech by waving his sword and shouting, "The greater our sacrifice, the more glorious our victory!" The men cheered themselves hoarse. The mutiny, which Lafayette had not mentioned, was forgotten.

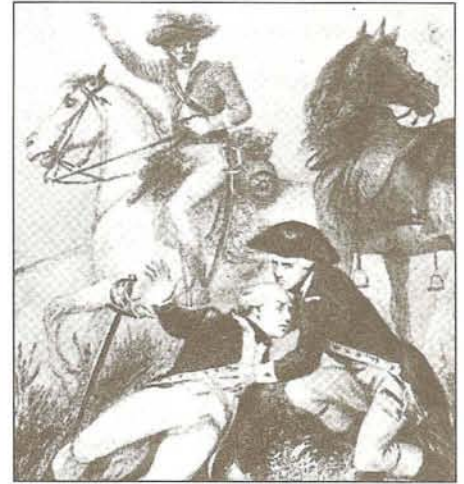
By the winter of 1777-1778, when the army was camped at Valley Forge Lafayette had become the most popular hero in America. Many citizens and Congressmen admired Lafayette far more than they admired George Washington, whose reputation had sunk very low. Unable to confront the superior British forces head-on, Washington kept retreating. The British had captured Philadelphia, forcing Congress to hide out in York, Pennsylvania.

A group of generals and Congressmen began plotting to replace Washington with General Gates as commander-in-chief. Hoping to tempt Lafayette to join the anti-Washington cabal, they offered him command of the entire Northern Army, with an opportunity to invade Quebec and liberate the French Canadians from British rule.

No offer could have been more tempting to Lafayette. If he drove the British out of Quebec, he would become the hero of the century in France. But George Washington opposed the invasion of Canada as too risky and strategically useless.

If a popular hero of Lafayette's stature had publicly criticized Washington, the Virginian's teetering support in Congress would have collapsed. This was exactly what the anti-Washington cabal hoped to accomplish when they offered Lafayette his own army.

Their hopes were dashed when Lafayette, dining with members of the cabal in a tavern in York, raised his glass and proposed a toast to "your commander-in-chief, Washington." With that single gesture, Lafayette crushed the con-



Lafayette wounded at the Battle of Brandywine Creek.

spiracy, saved Washington's career, and assured the future of the American republic.

Lafayette's devotion to Washington was personal and intense. As an orphan, Lafayette had never possessed a father of his own to admire and imitate. In Washington he found a surrogate father.

Under Washington's guidance, Lafayette began to develop some strategic sophistication to complement his raw courage. Given temporary command of a division at the Battle of Barren Hill in 1778, Lafayette suppressed his instinctive recklessness long enough to direct a masterful retreat from superior forces.

In 1779, Lafayette returned home to Paris to lobby the French government for military assistance to the American rebels. Thanks partly to the efforts of his wife, who had been vigorously publicizing Lafayette's heroic deeds, he was by that time as celebrated in France as in America. The King had forgiven Lafayette for leaving France against orders.

On the evening when Lafayette reached Paris, Adrienne was attending one of Marie Antoinette's parties. Both the Queen and Adrienne realized that Lafayette had arrived because they heard a roar from the streets. All of Paris seemed to be outdoors, chanting in unison, "Lafayette! Lafayette!"

During Lafayette's absence, the Queen had changed her mind about him. Now that he was a hero, the Queen mentioned Lafayette's name frequently, telling everyone that he was a personal friend of hers.

Seizing Adrienne's hand, Marie Antoinette pulled her away from the party. The two of them boarded the Queen's own carriage, and the Queen drove Adrienne to her own doorstep. This was a unique honor. It marked the first time in the history of France that any Queen had acted as chauffeur to one of her own subjects.

When the crowd milling outside the de Noailles mansion saw the Queen's carriage approaching, they went wild. Marie Antoinette leaned out the window to wave her handkerchief. The crowd lifted Lafayette on their shoulders and carried him to the carriage. The carriage door opened and Adrienne appeared, with tears streaming down her face. The whole

crowd began weeping for joy. Adrienne felt dizzy, overwhelmed. She collapsed in her husband's arms and fainted dead away. He carried her into the mansion and applied smelling salts, while the Queen drove back to her party.

To promote the American cause, Lafayette attended dozens of balls organized in his honor, where he made speeches urging that France invade England. In keeping with the etiquette of the day, Adrienne was not invited to these affairs; but Aglae d'Hunolstein managed to attend them all.

The voluptuous countess was now sorry that she had spurned Lafayette in the past. She threw herself at Lafayette again and again. He resisted, insisting that he was in love with his wife. But after a week, Aglae broke down Lafayette's defenses. He spent a night in the countess's apartment, and was seen with her in public during the next week.

Adrienne, as usual, had nothing to say about her husband's behavior except, "the Marquis de Lafayette is the noblest soul in France." Her patience was quickly rewarded. Having won Aglae, Lafayette grew tired of her, and began doing his best to avoid her. Aglae could not take this rejection gracefully, and wrote Lafayette pathetic letters, begging him to kiss her just one more time. But she got nowhere.

The roar of approval from the French people that greeted Lafayette helped persuade the King of France to declare war on England. A fleet of warships and an army of French marines were sent to America, and tentative plans for an invasion of England were drawn up.

Lafayette remained in France for more than a year, hoping to participate in the anticipated invasion of England. He was still in Paris on Christmas Eve of 1779, when Adrienne gave birth to her first son, George Washington Lafayette.

When it became apparent that no invasion of England would occur, Lafayette returned to America in 1780. There he was given command of an American army in Virginia. The decisive campaign of the Revolution was largely directed by Lafayette, who forced a British army under General Lord Cornwallis to retreat across Virginia until the British were trapped in Yorktown, on the Virginia coast. When the French fleet arrived off Yorktown, blocking Cornwallis's escape route to the sea, the entire British army was forced to surrender. After that the British foreign ministry conceded America's independence and sued for peace. By the time American independence had been won, George Washington was publicly calling Lafayette "my adopted son." To Lafayette, this was the greatest honor imaginable. The fatherless French aristocrat was severely infected with hero-worship for his mentor.

That Lafayette and Washington loved each other was obvious to everyone. The two men had a lot in common, including similar backgrounds of wealth and privilege. They also shared an obsession with honor. To both men, love, wealth, power, happiness, and survival seemed trivial matters, compared with the importance of their reputations for perfect chivalry.

After the Revolution was won, Lafayette urged Washington to make himself dictator of America. To Lafayette, "liberty" meant civil liberties only, not democracy. Lafayette loved free speech, religious tolerance, and property rights, but he felt no special fondness for elections and politicians. Washington, however, was convinced that all "men of property" should be allowed to elect their own leaders, and he persuaded Lafayette that a degree of democracy was a good idea.

Lafayette was not the only man in America who wanted to make Washington a dictator. Many of the enlisted men who had fought for independence wanted Washington crowned King of America. There was so much talk about crowning Washington that the republican faction within the Revolution began to distrust the commander-in-chief. Anonymous pamphlets were circulated that attacked Washington's reputation. It was charged that his stated devotion to democracy was a hypocritical pretense; that he was really just a power hungry scoundrel."

To defend his honor, Washington retired to his farm in Virginia and loudly proclaimed that



Marie Antoinette, the Queen of France, who once invited Lafayette to dance with her. He tripped and fell flat on his face

he had not the slightest interest in politics. But when Lafayette visited the farm to say goodbye, before heading home to France, the two of them talked endlessly about politics.

After Lafayette got home to Paris, he had the feeling that George Washington was still hovering near him in spirit, like a guardian angel. He wrote to his hero "When you are absent, I endeavor to do the thing you would have advised had you been present. I love you too much to be one minute easy unless I think you approve my conduct."

Lafayette was delighted when he learned that Washington had, with a great show of reluctance, accepted his unsought election as President of the United States. Lafayette was so eager to model himself on Washington that astute observers noticed a peculiar stiffness in Lafayette's mental processes. Talleyrand the great diplomat, wrote of Lafayette: "His acts don't seem to belong to his nature; it feels as if he is always following advice."

Lafayette's devotion to Washington's ideas was sometimes too wholehearted. At one point, Lafayette began agitating for the abolition of slavery in France and her colonies. He wrote to Washington proposing that the two of them set up a republic for freed slaves somewhere in the Caribbean. Washington, who disapproved of slavery but owned hundreds of slaves, wrote back to say that this was a "noble idea" but, alas "impractical." So Lafayette dropped the idea and concentrated on campaigning for religious toleration and free-speech in France.

He was still campaigning for these American-style reforms when the French Revolution exploded all around him. Mobs stormed the Bastille, then began chanting Lafayette's name. The royal armies mutinied, and the victorious mobs organized themselves into "the National Guard of Paris." Then the National Guard voted to elect Lafayette their commander.

Lafayette was taken by surprise. If he accepted command of the National Guard, he would become, in effect, the dictator of France. As usual, he asked himself, "What would George Washington do in this situation?"

Lafayette decided to accept command of the dictatorship, but he set to work at once on a new constitution that would return France to civilian rule. His constitution would create a limited monarchy, with the King reduced to a powerless figurehead. Real power would reside in the middle class, as in America. There would be free elections, free trade, civil liberties, and private property.

Unhappily for Lafayette, France was not America. The French middle class was relatively small, and its values meant little to the peasants and slum-dwellers who formed the bulk of the population. For the Paris mobs who had made Lafayette their dictator, the Revolution had nothing to do with tolerance or free trade. It was mainly an expression of class hatred, a chance for revenge against the aristocrats who had oppressed them for centuries. Inflamed by republican agitators, mobs began trying to attack and lynch the King and Queen of France. Finding their access to the palace blocked by Lafayette's National Guard, the mobs hurled rocks and insults.

Lafayette was able to defuse a couple of tense confrontations by making personal appearances before the mobs. Finally, however, there was a violent incident. The National Guard opened fire on a mob that wanted to "arrest" the King, and dozens of people were killed. The republicans began denouncing Lafayette, calling him an ambitious scoundrel who wanted to maintain his dictatorship through brute force.

Lafayette was furious. He was being accused of ignoble motives! Every instinct urged him to arrest his critics. Instead he asked himself, "What would George Washington do in this situation?"

The answer seemed obvious—Washington had set an example of democratic purity by retiring from politics. Lafayette resigned from the National Guard. In so doing he effectively quit his position of dictator.

In the chaos of revolutionary France, Lafayette could not have made a worse decision.

His cause of civil liberties could not survive the anarchy that followed his resignation. France dissolved into warring factions, and riots became daily occurrences in Paris. Aristocrats were dragged from their mansions and clubbed to death in the streets on suspicion of being "enemies of the Revolution." Various republican factions fought pitched battles against each other. Leaders began arresting and executing each other.

Late in 1791, Austria began preparing to invade the weak and chaotic French Republic. Although Lafayette by this time despised the French government, he agreed to accept command of the regular army. He was leading French forces against the invading Austrians in 1792 when he heard that the King and Queen of France were being tried for treason, and would be executed by the republican government. Lafayette tried to turn his army around and march it back to Paris. He told his soldiers that they must "rescue the constitution." But the soldiers did not care at all about the constitution, or about the King. "They had signed up to fight the Austrians. The confused troops milled around their camp, arguing with each other and going nowhere. Lafayette resigned as their general and crossed the frontier into Belgium. He told the Belgian authorities that he could no longer support any faction in France, and that he planned to retire to America. As a neutral, he demanded safe passage through their territory. The Belgians promptly tossed him into jail, where he was interrogated on his political beliefs. Lafayette said that he was a republican in sentiment, but could not in conscience sanction the execution of the King or the violation of the constitution by terrorism. This sounded extremely radical to the monarchist authorities of Belgium. They handed Lafayette over to the Austrians, who locked him up as a "republican spy." Lafayette spent the next five years in an Austrian prison. He was kept in solitary confinement, was fed poorly, and never saw the sun. He was allowed books, but no pens or paper. His clothes rotted to rags on his body. There was no fire in his cell, and the winters were bitterly cold. Lafayette took his imprisonment philosophically. Using a toothpick as a pen, he scratched a note on a smuggled scrap of paper: "The friends of liberty are assaulted on both sides. I can therefore feel that the only right place for me is in prison."

Adrienne and her children were arrested by a revolutionary tribunal at the height of the Terror in France, when aristocrats were being guillotined wholesale. Probably for fear of alienating American opinion, the tribunal did not execute them. Adrienne's mother and sister were not so lucky; both were sentenced to death, although they had never participated in any political activities.

It is interesting to speculate about how history would have been changed if Lafayette had allowed himself to be less concerned with protecting his reputation as the adopted son of George Washington. As Napoleon Bonaparte eventually demonstrated, only a dictator could end the anarchy in France. Napoleon, incidentally, thought that Lafayette was a fool, albeit an admirable fool.

After Napoleon freed Adrienne and her children from arrest, Adrienne traveled to Austria with her daughters, Anastasie and Virginia. Madame de Lafayette was now forty-three years old; her daughters were teenagers. When the three ladies learned that they could not possibly release Lafayette from prison, they demanded the right to join him there.

When his wife and daughters suddenly appeared at the door of his cell, Lafayette recognized Adrienne at once, but had no idea who the young ladies might be. Nobody had told him that his family was coming to join him in prison; he thought he was hallucinating.

When Adrienne and the girls first saw Lafayette, they assumed that the turnkey had directed them to the wrong cell because the prisoner they confronted did not look like Lafayette. The marquis was so ragged, sickly, and prematurely aged that his own wife did not recognize him until he spoke. None of the ladies had expected the prison to be so austere, dank, and filthy. Lafayette urged them to change their minds and leave him, but they insisted on staying.

Under pressure from American diplomats, Napoleon finally negotiated Lafayette's release from prison. In Napoleon's deal with the Americans, it was agreed that Lafayette would go to America, not home to France, on his release. Napoleon wanted no rivals in Paris.

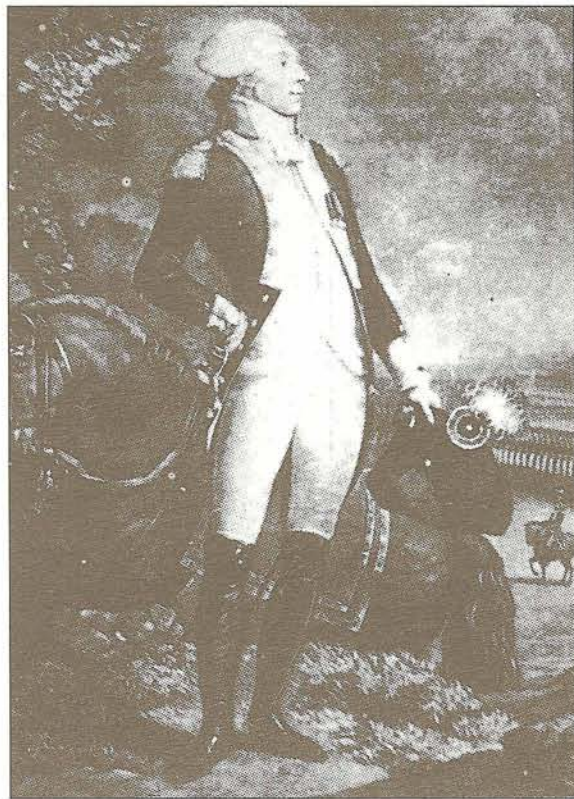
On their release from prison, Lafayette and his family found direct sunlight overpoweringly bright. Shown to a carriage for transportation to the Austrian border, they immediately pulled down all the window-shades to protect their eyes.

When Lafayette heard that Napoleon had barred him from France, under pain of arrest, he headed straight for Paris. There he confronted the dictator personally, demanding his right as a Frenchman to live in his own home. After talking to Lafayette for a while, Napoleon decided that Lafayette was harmless, far too idealistic to be a political threat. So Lafayette stayed on in France, where he retired to a farm and conducted agricultural experiments.

Adrienne died of a fever in 1807, at the age of fifty-two. Lafayette was holding her in his arms when she died. Her last words were: "You have loved me. How happy I am. Kiss me. I am yours and yours alone."

In 1824, when Lafayette was in his late sixties, he and his son, George Washington Lafayette, visited the United States as tourists. They could not walk down any street in America without being besieged by adoring, applauding crowds.

Lafayette was especially eager to show his son the town of York, Pennsylvania, where he had once rescued his commander-in-chief from conspiring enemies. As Lafayette's carriage rolled west from Philadelphia, it attracted great attention. Even when the vehicle rolled across the sparsely-settled farmlands of Lancaster



The Marquis de Lafayette as dictator of France.
The painting shows him in his uniform as commander of the National Guard of Paris.

County, Pennsylvania, it was pursued by cheering people.

On February 2, 1825, Lafayette made a triumphant entry into York. At the turnpike gate his carriage was met by six military companies and "a vast multitude of people from the town and country." They chanted, "Welcome! Welcome! Welcome! Welcome!"

Every church bell in York was ringing. The town was decorated with nags and evergreens. At a banquet in Lafayette's honor, a speech began: "We love you as a man, hail you as a deliverer, revere you as a champion of freedom, and welcome you as a guest."

Lafayette responded with a toast: "The town of York, seat of our American Union in her most gloomy time. May her citizens enjoy a proportionate share of American prosperity."

Lafayette died in France in 1834. His grave was filled with earth from Bunker Hill.

In France, history has not dealt kindly with Lafayette. Most French historians share Napoleon's opinion that Lafayette was a fool, too concerned with his personal reputation to be trusted with the destiny of a nation.

But although he has become an obscure figure in the history of France, Lafayette's reputation in the United States has never faded. The map of modern America is dotted with Lafayette Streets, Lafayette counties, and with cities named Lafayette or Fayetteville.

During World War I, when General Pershing led American troops to the defense of France, the American general felt that he was repaying an old debt. When his army disembarked on French soil, Pershing reportedly said, "Lafayette, we are here."



The term "Classic" as it applies to games is one which has to be earned over decades—not years. ACQUIRE certainly has paid its dues in that regard and remains among the most respected of boardgames. But even a "classic" can get a little stale with repeated play. Here are a pair of variations by different authors to spice up your next ACQUIRE match.

ACQUIRE WITH MIT SGS RULE MODIFICATIONS

By Bernie Norton

ACQUIRE has been enjoyed by thousands of players since it first came out in 1962. Some players, however, feel let down if they are not in an early merger and run out of money. There is little they can do except hope for the right merger tile. The following rules changes are suggested to give the players more options and reduce the chance of one player running away with the game.

1) SHARES MAY NOT BE KEPT AFTER A MERGER. This allows other players to start a new chain with all tiles available.

2) SHARES MAY BE SOLD BACK (at the current price). Play consists of three single shares "buy or sell" transactions in any order.

3) SOLD SHARES ARE OUT OF PLAY UNTIL USED IN A NEW CHAIN. This prevents sales effecting the majority bonuses except for the player who sells the shares.

4) IN PLACE OF ALL THREE "BUY OR SELL" TRANSACTIONS, TWO ADDITIONAL TILES MAY BE REPLACED. Normal tile play is made. Two tiles from the player's hand are placed face down on the table. Three replacement tiles are drawn. The down tiles are mixed in the tile pool. This triples the chances for a player with poor tiles to improve their position.

5) SHARES OWNED IS PUBLIC INFORMATION. Selling and out-of-play shares complicates remembering other player's positions. Having the shares spread out on the table promotes strategic plays in a more relaxed game.

The above rules provided more interest and playing action while being game tested at the SGS at Mass. Institute of Technology, Cambridge, Mass.

I was fortunate to be able to try out the new rules with a group of players including Sid Sackson, the original inventor of ACQUIRE. He felt the revised rules were quite playable and gave the game a new flavor.



* SPINOFF *

(A New "Spin" on an Old Chestnut)

When *Acquire* hit the scene mergers and acquisitions were all the rage in the business world. It forces the player to speculate on the many possibilities for future mergers and growth of the various hotel chains and decide where to take a position. The uncertainties in the game present the player with the same dilemma faced by many corporate executives. There are many possibilities for profits but a limited supply of cash with which to pursue the opportunities. The game is challenging and interesting. After awhile though, the jaded player begins to look elsewhere for new challenges. *Spinoff* offers such a challenge. With some minor rule changes the seasoned *Acquire* player can discover a whole new game within the confines of his favorite game.

In the intervening years since *Acquire* was first released, the world of acquisitions and mergers has seen some significant changes. One of these innovations has been the spinoff of portions of companies to form entirely new companies. With the following supplemental rules *Acquire* can be updated very easily to simulate spinoffs.

1. The majority holder of a hotel chain may, in lieu of placing a tile on the board, remove one tile from the hotel chain if it leaves a separate hotel chain standing. In the event two people are tied for the majority interest in a hotel chain either one may exercise this option.

2. All of the tiles that were in the original hotel chain, except the one being removed, will be used in either the new or the old hotel chain.

3. The existing hotel chain will always be the larger of the two hotel chains that result from this action. In the event the hotel chains resulting from this action are equal in size the player may designate either as the new hotel chain.

4. The tile that has been removed from the board is removed from the game permanently.

5. Once a hotel chain has grown to eleven tiles it may never be reduced below this level by a spinoff.

6. Establishment of a chain through a spinoff entitles the founder to a share of stock, the same as those founding hotels through the traditional methods if one is available.

7. There is no prohibition against reducing a chain that has reached 41 tiles to less

than that number, thereby prolonging the game.

8. Players must tell other players, when asked, how many shares of stock they have in a particular hotel chain. In playing *Spinoff* you need to be aware of some implications present within the rules. Some are very obvious but must be set forth to explore some of the implications inherent therein. First, a hotel established by spinoff from an existing hotel will always be near a potential acquirer. This creates a need to maintain sufficient cash reserves to compete aggressively for a majority interest in such a hotel. Second, a smaller hotel chain near a larger hotel chain may suddenly become the largest chain near two smaller chains. If you have sunk all of your money into such a chain, hoping to merge it with the larger chain on your next turn you may suddenly find yourself with the larger chain that will never merge. You will have to be much more careful in committing your funds. Third, a tile that is currently unplayable because it would merge two hotel chains of eleven tiles or more may suddenly become playable. Don't be too eager to discard such a tile. It may be a key tile for you, allowing you to merge a chain with another after a spinoff. Fourth, a game that you would end in *Acquire* normally should not be called in *Spinoff* if you are the one with large cash holdings. Fifth, the careful placement of tiles on a hotel chain that an opponent has a majority interest in may prevent the spinoff of a hotel from that chain. Try to make a chain boxy if you want to prevent spinoffs. Sixth, new hotel chains are still being formed by spinoff up until the very end of the game. Don't be so eager to sell all of your stock when your chain is merged into another. The player on your left may immediately reform the chain by spinoff and another player may merge it before you ever get a chance to buy stock in the company. Seventh, if you have a majority interest in a hotel chain you should add tiles in such a fashion that you will be able to spinoff a new hotel chain. Do this by making it long and one tile wide.

This variation on an old favorite should prompt you to get out *Acquire* and dust it off. *Spinoff* will provide you some major new challenges in strategy and tactics and many hours of enjoyment from an old favorite.



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Having been schooled in the nuts and bolts of strategy by Mr. Maly and in the application of game mechanics in a trial by combat with Messrs. Lewis and Buck, designer Mark Herman now completes our foray into WE THE PEOPLE with these notes pertaining to the why's and wherefore's of the historical record as it applied to the design of the game.

The game published as "WE THE PEOPLE" is actually the second design I finished on this topic. The first one failed on a number of levels and began a design odyssey that examined those flaws. The result of that examination led to the version that we've been inspecting in this issue.

My first design focused on the military conflict. It was about winning battles and taking places. It was similar to many beginner games on the market with combat strengths and movement allowances orchestrated through a standard sequence of play. A Random Events phase handled the diplomatic activity making it a reasonable simulation of the topic. However, although it reflected the early part of the war (1775-1777) reasonably well, it totally missed the options and strategies pursued in the latter half of the conflict (1778-1781).

Whereas the early part of the war saw the majority of the large, conventional style battles, after the Battle of Monmouth the battles were small affairs with total troop strengths under 10,000 men. A more bedeviling fact was that General Greene, considered by some the best American general in the war, lost every battle that he fought, yet conquered the South! It was this conundrum that made me re-examine what makes a game work.

Back To Basics

During my apprenticeship in the late 70's at Simulations Publications Inc. (*heresy; burn him, he's a witch*), I learned that a game works best when three basic elements are balanced within the design; clear objectives, meaningful player decisions, and information content that offers insights into the history of the topic. It was my feeling that my first design violated the last element. The objective in the game was to conduct battles and conquer population centers. Since this objective didn't offer the proper motivation to conduct a campaign ala Greene's Southern campaign, it failed to offer any insights into the war. Without this last element the game wasn't about the American Revolution, it was about moving pieces and having battles.

The way I deal with design problems of this type is to rely on research to point me in a better direction. One book that I found fascinating was from the Rare Books department of the 34th Street Public Library in New York that I read back in 1985. It was the original 1787 edition of,

AN AMERICAN REVOLUTION IN DESIGN

By Mark Herman

"A Journal of the Operations of the Queen's Rangers, From the End of the Year 1777 to the Conclusion of the Late American War" by Lt Col Simcoe, Commander of the Corps. I remember that I was struck by the intensity of the warfare described in the account and how similar it was to reading about search and destroy operations in Vietnam.

As I studied Greene's Southern campaign coupled with the political history of the war I became convinced that the conventional war and the big battles that most books focused on made for dramatic reading, but were not the most important element in the American victory. The war was about ideas. On one side stood centuries of political history represented by the British crown. On the other, stood a notion that all men are created equal, especially if it got you out of paying taxes. The majority of the American populace wanted to remain neutral and hoped that they wouldn't have to choose sides. Hence, the second design focused on controlling the intellect of the populace and not their property. To continue my Vietnam simile, the winner would be the player who controlled the hearts and minds of the American colonies.

Designing An Abstraction

The problem with abstract concepts is that they require concrete implementation in a game. My study of guerilla warfare had convinced me long ago that the ancient game of GO was one of the best game metaphors for describing this type of warfare. The beauty of GO is that procedurally it is very easy to explain, but its manifestations are almost endless in play.

The guerilla war would be one of spatial control of colonies whereby isolation from friendly forces meant elimination. I used Political Control markers (PC markers) and the GO style of piece interaction to capture the guerilla warfare dimension of the war. It is subsumed within this concept those intense small level actions described in Lt Col Simcoe's book.

It was at this point that the motivation for the movement and employment of conventional forces began to match the history. If the opponent had isolated your centers of political strength from their required support, only the presence of a friendly army (or navy for the British) would offset the impact. Now armies in the design moved to support or threaten popular opinion and the resources they represented.

This gave the game two levels of conflict that were mutually supportive. This relationship was symptomatic of the American revolution. The players would need to balance the strategies of a guerilla war and its supporting conventional war in order to win. It also solved my original conundrum with the first design. This representation of the war now began to give some insight into the strategic problems faced by our Founding Fathers and the British government. At last, I felt I was on the right track. This began the last leg of the design work.

Every Game Needs An Engine

All games need some way of regulating player interactions represented by the sequence of play. There are endless combinations of potential sequences. In the end they all have in common a procedure for moving forces and conducting conflict to further player strategies.

Since the two levels of conflict in the game were mutually supportive, I needed this reflected in the game design. The guerilla war was going to be represented by the placement and orientation of the PC markers and I wanted the mechanism that controlled their placement to integrate with the maneuver of conventional forces. From this requirement arose the Operations Strategy Card concept.

Cards are a great mechanism for creating interesting player interactions. If the deck is constructed correctly you are guaranteed endless replayability. Another side benefit is that many infrequently used rules of the game only appear when you need them (i.e., when you play the card). The Operations Strategy Card allowed me to force a clear choice on the players in that the same card could be used to conduct guerilla operations (i.e., political indoctrination or guerilla combat through aggressive PC placement threatening isolation), or conventional force operations (e.g., army maneuver or recruitment/reinforcements).

I was also able through this mechanism to mimic the Americans' historical maneuver and indoctrination advantage. Using a Strategy rating on the Generals and giving the Americans more Generals, I was able to introduce this historical asymmetry. I designed it so the American player would usually use Operations 3 cards for placing PC markers, since all of their leaders could move with an Operations 1 or 2 card. Conversely, the British would sometimes be obliged to use the valuable Operations 3 cards to move some of their key leaders instead of PC markers. In this manner the system gives a broad maneuver bias to the Americans, but one that doesn't entirely limit the British player since he can always choose not to maneuver those hard to move Generals. The corollary of this is that the American advantage in numbers of Generals requires the use of recruitment in order for it to be realized. This American recruitment advantage occurs at the expense of conventional or guerilla operations.

The rationale for the American advantage in guerilla operations, whereby they could place PC markers in any empty space while the British must be adjacent to another British PC marker, is based on modern counter-insurgency theory. This theory holds that bastions of control are established and then control is expanded like spilt ink spreading on paper. The ports are usually the origins of most British control chains in the game with the exception that an army can convert an area without adjacency, simulating pacification operations. The corollary to this is

that the American Committees of Correspondence had established a network of communications that allowed them to more freely spread their ideas and organize resistance.

Britain's World War

One key dimension in the American victory was that it brought on a World War that caused Britain to risk losing overseas possessions more valuable than the American colonies. This widening of the war represented by the French Alliance and European War cards was fought in North America, the Caribbean islands, Gulf of Mexico, Atlantic Ocean, coastal waters of Britain, the Mediterranean, and the Indian Ocean. These events are represented by the Hortelez et Cie, Don Bernardo Galvez, Admiral Suffren, George Rogers Clark, and Admiral Rodney cards. The original random events table encompassed these types of events and key political concepts such as the Declaration of Independence. It was easy at this point to integrate these events into cards and have all of the game mechanics work through this one procedure.

One of the interesting set of choices that I had to make concerned how and when these events would be triggered. Early in the playtesting there were pre-conditions that had to be met before the French Alliance or European War card could be played. The playtesting statistics indicated that the French intervened only about one third of the time and the European war was correspondingly even lower. This was based on a combinatorial probability that the British player could avoid to some degree by not allowing a defeat comparable to Saratoga. It was this defeat (loss of three CU) that originally enabled the French alliance, ala every other game on the subject.

Upon further reading it became clear that it wasn't so much the British defeat at Saratoga that brought in the French, but Vergennes fears that the defeat would cause the British to negotiate a peace with the colonies. Vergennes wanted the war to continue as part of his long range plans to avenge France's Seven Year's War defeat. Therefore the probability that the card wouldn't occur in the first two turns was sufficient to capture this element. A key condition of the Anglo-French alliance was that neither party could make a separate peace settlement with the British. This is why the William Pitt Peace Talks card only works before the French alliance and not after.

To the Victor Goes the Spoils

Every wargame needs some way of resolving conflict. Traditionally we have used matrices of factors we call Combat Results Tables. One of my marketing objectives for this game was that it would be very suitable for beginners. I have observed from teaching wargames to beginners that it is the complexity of the rules and matrices of numbers that intimidates them. The cards handled the rules density to a great degree, but I wanted to eliminate the need to manipulate numbers (i.e., odds ratios). Since I was using cards anyway I came up with the Battle Card system.

The Battle Card system is based on two premises. First, I would mathematically recreate a Combat Results Table based on the number of cards a player received and the use of multiple

suits (e.g., the Battle maneuvers). What it all boils down to is that if both players get ten cards each (one to one battle) then there is a 51.9% probability that they will both have any one particular card. In a two to one battle the average probability that the small hand will meet this criteria is around 30% and at three to one it is less than 20%. In this manner the player is rewarded for decisions that get him more cards relative to his opponent and achieves an effect similar to rolling a die on a conventional CRT. The frustration of rolling a bad die roll, even when you have the advantage, was preserved. The same goal of a CRT was accomplished, but non-gamers wouldn't be intimidated by the process.

The second premise was based on historical fact. The attacker usually won the battle during the war. A brief examination of the key battles is found in the accompanying chart. The intention of the cards wasn't to have the hand played out ala bridge, but that a battle would usually go no more than two rounds. In the game there is an advantage for the attacker because the original defender must first pass a counterattack die roll (usually either a 16 or 33% probability), before he can attempt to win the battle. The probability that the defender will survive until the third



Britannia Rules the Waves

Britain and naval force were synonymous terms in this period. I chose not to have naval units per se since there was no comparable American capability until the French entered the war. The French navy played a very small role in the war until Yorktown when its presence was decisive. Based on this, I chose to have the French navy nullify the British capability to use the sea in a specific location to simulate its general effect.

The British ability to retreat and maneuver out of ports is one of the few areas of outright British advantage in the game. This threat can often freeze American armies in place for fear of uncovering their position and makes the British tough to battle in port spaces. The additional ability of the British to prevent political isolation when a PC marker can trace to a port space reflected their strategic mobility advantage over the colonists.

Historical Validation

To validate my designs I compare how the play of the game would represent the historical narratives. The game shouldn't recreate history slavishly, but within the design space must reside that which really occurred. The early portion of the game would see the players spend most of their effort marshaling their political muscle while most of the armies lay quiescent; historically the siege of Boston. The British mistake was to await developments without negotiating a settlement to the crisis while the American Committees of Correspondence and the Continental Congress sorted out their options. It was the Commonwealth of Massachusetts and their New England neighbors that fought the war until the militia army was adopted by the Continental Congress after Bunker Hill.

This historical British condition is simulated by a lack of good Operations cards and using them in an unconcentrated manner, a PC marker here, a PC marker there type of strategy. The Americans would be using their Operations cards to place PC markers, mostly in New England, and recruit armies while conducting small forays into the North.

The next phase of the war saw the British army begin a series of maneuvers to isolate New England and destroy the Colonial will to fight by attacking New York. This resulted in a series of battles that saw George Washington repeatedly defeated by General Howe until the British went into Winter Quarters in December of 1776. It was the Battles (more like raids) of Trenton and Princeton that saved the Patriot cause when it was on the verge of collapse. In the game the American PC position in New York would be attacked by the British army using naval movement to project force into Long Island resulting in a series of battles designed to crush the Continental Army. The automatic British victory resulting from the surrender of George Washington handles this psychological aspect of

BATTLES OF THE AMERICAN REVOLUTION

Battle	Attacker	Defender	Winner
Bunker Hill	British	American	British
Ticonderoga	American	British	American
Long Island	British	American	British
White Plains	British	American	British
Charleston	British	American	American
Valcour Is.	British	American	American
Trenton	American	British	American
Princeton	American	British	American
Brandywine	British	American	British
Geramantown	American	British	British
Bennington	American	British	American
1st Saratoga	American	British	American
2nd Saratoga	American	British	American
Monmouth	American	British	American
Savannah	British	American	British
Camden	British	American	British
King's Mt.	American	British	American
Cowpens	British	American	American
Guilford Ct	British	American	British
Yorktown	American	British	American

round is low. I was also able to work into this mechanic the general advantage the British had in their battle generalship by giving them (on average) better ratings (e.g., American 1.5 versus British 2).

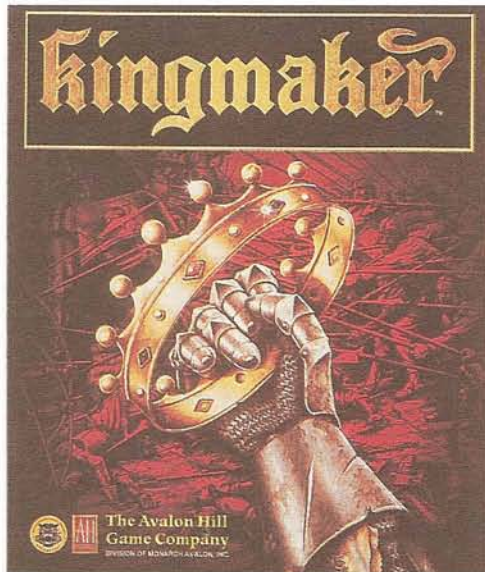
For some battles, such as Saratoga, it is a judgment call on who is attacking who, but I calls them the way I see them.

Another aspect of conflict imbedded in the design is the American intelligence advantage. The American forces had a more efficient intelligence system and had easier access to spies and informants. This intelligence factor is reflected in the American advantage to intercept or retreat before battle. The requirement for an American PC marker for intercept simulates the informant network that would enable such a maneuver.

...Continued on page 40, column 3

As Others See Us

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A Throne By Any Other Name

The Gamer as *Kingmaker* in Avalon Hill's War of the Roses Game

by Johnny L. Wilson



*"And therefore, since I cannot prove a lover,
To entertain these fair well-spoken days,
I am determined to prove a villain
And hate the idle pleasures of these days."*

—Shakespeare, *Richard III*, I, i, 28-31.

Though Richard III's opening monologue begins by implying that England's long "winter of discontent," featuring the red rose of Lancaster upon the throne, is finally over, the self-proclaimed villain announces a chilling series of plots and schemes designed to bring himself to the throne. The history of his machinations would be written in the blood of his fellow nobility. Between 1455 and 1485, three kings (Henry VI, Edward V, and Richard III), one crown prince, nine dukes, one marquis, 13 earls and 24 barons lost their lives, and two royal houses, both the Nevilles and the Beauforts, were totally destroyed.

Computer Kingmaker like its boardgame predecessor (*Kingmaker*), focuses on the actions and alignments of the nobility, as opposed to the strategies and tactics of pitched battles, during the War of the Roses. The graphics constantly underscore this fact, as each noble is represented by his appropriate heraldic shield, and the shields move about the map to show the location of each noble. Each noble has the same sized shield, regardless of army strength or political position, and is assumed to have his army with him. Hence, the flow of the game seems to emphasize the leadership of the nobles rather than the movements of armies and the numbers of casualties as in more traditional wargames. *Kingmaker* (in

both boardgame and computer forms) focuses upon the partisanship, power and survival of individual nobles such as Neville, known historically as "Warwick the Kingmaker."

As in the boardgame, gamers represent factions to which are dealt hands of nobles, titles and resources. You can play with as few as two factions and as many as five. The larger the number of factions, the smaller the number of resources to be distributed within each faction. Then, it is your job as leader of a faction to divide the titles (a noble must be at least an Earl in order to hold an office within the kingdom and be able to wield more power) and resources (offices, ships, archers, crossbowmen, soldiers, etc.) among the nobles in order to assemble the most formidable fighting forces and determine the initial starting positions of each noble (when there is a choice). It is very important to balance your nobility with regard to strength, because the game contains enough randomness from the effects of plague, weather, and a wide variety of summons to assure that any noble may end up alone and vulnerable to another faction at any point in the game. Indeed, when a noble is killed by plague or execution, the entire military and political strength of that noble is lost to the faction. Hence, a well-balanced faction, with its



power divided equally between its nobles, is a faction that is likely to survive.

Once the resources are distributed, your task is to maneuver the heraldic devices representing your nobles across the map of England. In so doing, you attempt to capture a claimant to the throne to be your puppet monarch and to capture rival claimants in order to extinguish the claims of the rivals by surgical decapitation. The player who manages to have the highest surviving claimant and brings enough episcopal force to bear to effect a coronation will win the game. The clear nature of the victory conditions is, within itself, an improvement over the boardgame where many gamers have never actually finished a game of *Kingmaker*. *Computer Kingmaker* can be won and offers a suitable challenge on many levels.

Naturally, acquiring a claimant and offing the rival pretenders requires the construction of forces large enough to besiege castles and defeat rival forces. As in history, however, you may find that you have worked for several turns to prepare an assault, only to have one of your nobles summoned home to quell a peasant revolt or to defend against a Scots raid.



Worse yet, you may build a massive assault force and experience the plague on the verge of winning. Fortunately, random factors may also benefit you. As in the boardgame, you may get the equivalent of "Fresh Horses" and be able to move further by land, or draw the equivalent of "Fair Winds Assist This Ship" and be able to move further by sea. The random nature of the game causes the sands of history to shift as swiftly as the circumstances faced by the feudal lords of that chaotic era.

Battle is initiated whenever a heraldic device, representing one or more nobles in a faction, stops in the same location as another rival heraldic device. Battle is decided in one of two ways. First, you can click on the attack button, enabling the computer to make a quick and dirty calculation based on the general odds and to report the victory, defeat or inconclusive result immediately. This is the way battle was handled in the original boardgame. Second, you can choose to control the forces. This allows you to deploy all of your forces and to be able to set tactical objectives for each unit. This approach is much more satisfying to the traditional wargamer and offers something of a miniatures feel to the battles. To be sure, these battle sequences could easily be described as limited, but attractive, versions of the combat system found in *Sword of the Samurai* from MicroProse, Electronic Arts' *Centurion* or Impressions' *MicroMiniatures* series.

Glorious Summer?

Computer Kingmaker plays so smoothly, once you get used to a few clumsy conventions (I had to force myself to remember to distribute titles and resources before moving my nobles and prematurely ending my turn when the nobles were out of movement points), that it feels like playing the boardgame with human opponents. Some of the artificial opponents (particularly the yellow, gray and purple factions) play with ruthlessness and abandon, rushing to seize and kill anyone or anything in their path. Others (particularly the blue and orange factions) tend to wait patiently and move seldom until opportunistic circumstances arise. Unfortunately, there is no provision in the European version or

the American beta version used for this sneak preview for multiple human players, whether by e-mail, modem, or "hot seating" one computer. This is a loss, because *Computer Kingmaker* plays faster than any game

I've played of the boardgame and would make a wonderful referee/utility for multiple human players. Nonetheless, it is a very playable solitaire game until you learn the styles of the opponent's and make mental notes like "Do unto Yellow before Yellow doeth unto

begin to zero in on a certain locale, strategic objectives. Those who dislike boardgames may feel that this sacrifices the computer's strength of providing limited intelligence and may feel disappointed by this design choice.

Finally, many computer gamers will feel that the conceit of having the heraldic markers, taken literally from the boardgame, move across an analog to the actual game board is inadequate compared to the computer's capability of providing digitized video, detailed animation and CD-quality



you." Fortunately, there may be a mechanism for mixing up the AI in the final version, though this is not definite.

Computer Kingmaker plays so much like the boardgame that non-boardgamers may become impatient with the speed with which the artificial opponents make their moves. Because the emphasis of the game is upon the movements of nobles,

each step of each noble is animated on the screen as the noble's heraldic device moves from location to location. This animated movement provides important visual cues to the experienced board-gamer, letting the game know about the artificial opponent's vulnerability or, as several nobles

audio. Some will discount the limited animation available in the beheading sequences where nobles meet their end, the storm sequences telling ships to move directly to port, and the plague sequences where monks march from door to door announcing death. Some may counter that the battle sequences are nice, but purists may wonder if this is enough to justify the purchase of a computer game. Those of us who still play boardgames will answer to the affirmative. Others will wonder at our patience.

Capers Nimbly?

Computer Kingmaker may signal the emergence of the type of computer wargame that many of us have always wanted to see out of Avalon Hill. It does not challenge the state-of-the-art in terms of computer graphics, nor does it up the ante with expensive video footage. It merely replicates its colorful and distinguished predecessor. While the game does not provide unbeatable AI at every level, it still offers plenty of options for letting gamers discover their own level of comfort/competition. Indeed, its greatest virtue is the gamer's reward in that playing *Computer Kingmaker* is like—playing *Kingmaker*. Warwick would be proud. CGW



“I recently gave up on trying to get a TRC ladder match and had recently returned the \$10.00 card for Specific ratings. Once upon a time I notified the AREA Tech of the problem in getting responses from the AREA ladder masters. Hell, even ‘acknowledging your letter for ladder match, none available at this time’ would have done.

I should point out, the masters of ‘STAL’ & ‘Bulge 81’ wrote when their new rounds were going on. The question to be asked is this ‘What gives you ladder masters the right to play God; deciding who shall and shall not be included in their little pet project.’ From correspondence with other gamers I understand that mine is not the only voice crying out.

I, personally, would like to see any ladder requests handled by the AREA department of AH. Avalon Hill can appoint a commissioner to run the game segment of the ladder only. This way, people who wish to get onto the ladder can get onto the ladder without having to wonder if they will have a match or not. It is believed this would settle a lot of grievances about the ladder system.

Paul Selzer

Before I reply to Mr. Selzer, let me clearly state that I am not an employee of Avalon Hill. Essentially I am a free-lance writer, a volunteer. My basic motivation is service to my friends in the hobby, my fellow gamers. Mr. Selzer’s complaint is well taken, but a tad short on understanding the situation. Our hobby is just that, a hobby. The essential element within it is people, not AH.

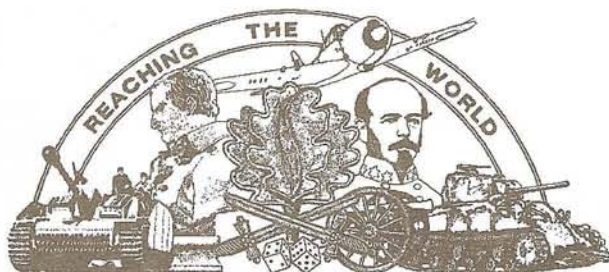
The ladders are the product of people—usually people who become GameMasters for a game of their own choosing. As a service these ladders are advertised in *THE GENERAL*. AH wants to promote the use of their own products, but it also wishes to promote gamers getting together, providing forums. The ladders are one such forum. However, they are the least stable of the tools available to us to promote competition.

Unfortunately, we are all at a loss as to how to control people. People who are essentially volunteers, who have the power to start, stop, quit, or run their own little interests in their own way. As a matter of course we all want to encourage one another, encourage anyone’s efforts to further our hobby, but we have next to no control over the activities of others. Add to that the fact that any type of control stifles these volunteer efforts, and you begin to get a real grasp on the problem.

Anyone is welcome to begin any type of competition using any format or parameter he so chooses. The format may be a ladder, swiss, single elim, double elim, turn rounds, or just a simple one-on-one challenge.

Even if a system such as Mr. Selzer suggests were put into effect, there would be plenty of people who would still begin their own competitions in their own way for their own reasons, and there would be no way to induce conformity. While the task of a “ladder commissioner,” as Mr. Selzer outlines it, sounds simple, in practice it is, quite literally, impossible!

AH has done three things to support efforts of individuals. The first is the AREA rating system. We now have a means of at least roughly comparing one another’s general abilities in the



Area News

By Glenn E. L. Petroski

gaming hobby. With the advent of the Specific ratings which are just now making an appearance in *THE GENERAL*, we have more significant comparisons in the specific games that each individual has taken the trouble to segregate from his overall record. Things are well enough along at this point that the Specific ratings are becoming a fairly valid indication of a player’s real abilities. As time goes on, both the generic and the Specific ratings will become increasingly valid. I would suggest that Mr. Selzer should have kept his Specific rating and gone to the second means which AH has provided.

If you are unable to find an opponent via a GM, find your own opponent using *THE GENERAL*’s want ads. I now have a dozen friends across the U.S. and Canada who I play by mail or ftf. Some interesting people, I might add: A fighter pilot who flew the first combat mission over Iran, a radar operator on the U.S.S. *Abraham Lincoln*, *DIPLOMACY* players (they are always interesting), a Tennessee fireman with a drawl so thick to my Yankee ear that telephone conversations are nearly pointless, a Canadian so far up that he gets mail only once a week and plays by kerosene lamp, a few Wisconsin boys who live close enough that we now meet fairly frequently.

Don’t see anything quite right in the ads? Invest 50 cents and a postage stamp and write your own. Then let them call you. Hey, it works!

Keep that AREA rating, just find someone else to play a rated game—on your own terms, at your own speed. Play two or three games on that rating, establish your standing. That rating will mean something when you show up at AvalonCon which is the third and most sure-fire method of competition that Avalon Hill provides. Through its annual Boardgaming Championships convention, AH is able to crown individual champions for its many games and promote their achievements throughout the year.

To get back to the “ladder” question. Anytime you join a ladder you are taking a risk that the thing will fall apart. This is a simple fact of life. The drawback of ladders is that they are only as strong as their weakest link. Most pbm games take one or two years to play. VIP plays fast at about a year. Even those playing boardgames on computer on-line services exchanging a move per day can take several months to finish a game.

When a tournament or a ladder comes apart, play out any game that you are involved in, exchange your AREA chits, and get your games

rated as individual victories. You have lost nothing. You have gained another AREA rated game, made a friend in the process, and had a good time. Count your gains!

On the other hand, if you want a pbm competition of some sort, start your own. You can make your own rules, run your own system, and find out what a headache it can be. The hitch is that pbm is not fast. Starting such a project as a GM is a commitment of five to ten years! This is why so many problems arise. People change, burn out, have personal problems, life changes, and more than any of us can imagine happens during that kind of time frame. Which is why AH questions the wisdom of anything trying to be so formal in a hobby, and at the same time are very wary of trying to make or enforce even the loosest guidelines upon anyone who is willing to even give it a try.

What help there is in this area comes from the Diplomacy hobby. It is a hobby in itself, well established, loosely organized, but functioning well. We can learn a few lessons from them. I’ll start now. Phil Reynolds has been running ads in Opponents Wanted for *DIPLOMACY*. He is not a GM per se, but provides the service of connecting perspective players with GMs. Phil has been around, and I know him to be reliable at what he does. If you want to play *DIP* contact him. If you contact me, I’ll send you to Phil and one or two others with proven track records.

As long as I am here and providing other services, and this column can so aptly serve as a vehicle to assist in those efforts, anyone so interested may contact me for any of the following:

1) GMs, or prospective GMs, of any game; send your name and address, I will list it in this space so you can get your competition going or growing, as the case may be.

2) GMs who find themselves overworked and need to cut commitments, let me know. I’ll do what I can to find a replacement. Volunteers willing to step into any such orphaned project should also notify me.

3) Players interested in joining a pbm competition; I’ll try to get you together with known GMs.

4) Players who no longer receive responses from your GM; I’ll investigate. If I can motivate your GM, good. If not, I’ll try to find another. But the best source of potential GMs is always going to be from among the other folks on that ladder so make a point of asking your GM for regular updates including addresses and phone numbers so that should something go amiss someone else can take over with a minimum of difficulty. Anyone running or contemplating running a ladder should borrow a page from AVALONCON’s procedures and recruit at least one assistant willing to take their place should they have to bow out. That assistant should be made known to the other participants so that he can be contacted directly if the need arises.

At your service,
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SCENARIO BRIEFING

Player's Notes for ASL

By Mark C. Nixon

Deluxe ASL Scenario A To The Last Man Rating: 55% Russian

ASL analyst extraordinaire, Mark Nixon, continues his series of in-depth analyses of select scenarios with this look at the action in Budapest in January, 1945. TO THE LAST MAN was published in Vol. 24, No. 1 of THE GENERAL and has the distinction of being the only official supplemental scenario for DASL published thus far. Those wishing to reacquaint themselves with Mark's earlier work in this series should consult Vol. 28, Numbers 2 and 4.

Attraction: Loads of hitting power on both sides, room to move around yet plenty of difficult terrain, a surrounded SS force outnumbered 2:1 by Russians driving five juggernauts straight at them and FT, DC, HIP and machineguns galore. One of the best scenarios ever—a true “10”!

German Advantages: Stone and Fortified Buildings (Tunnels); HIP; SAN; PF/PSK; Interior Lines; Factories; Initial Concealment

“Little things mean a lot”; and it is a fortunate cliché to apply here, since these Germans lack any single dominating weapon to stem the Russian tide. But the combination of the attributes listed above, backed by twenty SS squads free to fight to the death, promises hard times for the Russian masses. Don't forget to rally broken 5-4-8 and 2-3-8 units as SS, with a broken-side “+1” morale (footnote A31). Likewise, SS (squads only) have Assault Fire capabilities and, due to the Elite status and Ammo Shortage combination, all Depletion Numbers for Special Ammo play as printed on the counters. However, deriving any real advantage from these attributes which might be used to thwart enemy intentions will most likely come from a careful layout of the fortified locations, tunnels

and HIP to hold the factories. In other words, the Russians are strong enough to pierce any single spot you try to hold, but their plans can be disrupted in areas where you fortify to stand like a rock, laying tunnels to escape or attack from a new angle or where your HIP pop out of nowhere, perhaps even utilizing a tunnel to reinforce a fortified location and save an otherwise doomed factory.

German Disadvantages: Number of Squads; Ammo Shortage; AFV Limited Movement

The opening Russian assault threatens to punch through your forward defense and smash onto boards “a” and “c” in the early turns. Troops you commit up front might be annihilated by Human Wave or outright firepower; yet if you disdain those forward positions in order to conserve infantry the problem merely exacerbates as even more Russians rush forward. Down two squads to one, this can easily deteriorate into a flood of enemy bodies hurling themselves at you to drag your squads down by sheer weight of numbers. Common enough tactics to expect from the Russians, but the frightening thing this time is that they have enough leaders to rally their broken and return for more swarming. Certainly, these SS are powerful in their own right, but if we think of the battle as four separate fights for the four half-boards of “a” and “c”, it seems apparent five squads per half-board will not hold anywhere. Something will have to be sacrificed in order to defend specific sectors.

The other shortcomings in the defense are of lesser importance, but there will be plenty of opportunities to bemoan the fates as Ammo Shortage and those unpredictable AFV secret DRs occur. For the weak-hearted player, you might hope to dodge those secret DRs by spending only one MP in your MPH, thinking to avoid any chance of running out of fuel since two MP would have to be used to equal the first “dou-

bles” rolled, but this will work only against a rookie. Careful reading of D2.1 clearly states that any vehicle, “which ends its MPH with MP remaining is assumed to use all those MP in that hex”. Therefore, as soon as an AFV decides to move, the MkIVs have a 16% chance to run out of fuel; the JgPz has a 13% chance since it would spend (excluding ESB) only 11 MP normally and not have to worry about a secret DR of “12”. On the higher “doubles”, the vehicles have a better chance of reaching their destination, but will then consume the last of their fuel, nonetheless. But take heart; with all those enemy IS-2m running about, there is usually not much point moving around a lot!

German Defense:

One part of the scenery cannot adequately be covered here, for the rubble rolls of SSR #5 will alter as many as six hexes on your map. It is something which must be dealt with as it occurs, and forces certain constraints or allows unexpected opportunities. Otherwise, your defense might benefit greatly in this situation, moreso than most others, if you happen to be familiar with your opponent's style of play. That is, do you know him well enough to expect a first turn Human Wave, or do you know he won't try it at all? A well-organized Human Wave might destroy you on the first turn of the game—but one which runs into fortified locations, concealed HMGs and heavy fire might prove a blessing. However, usually your opponent is either unknown or his moves cannot be guessed anyway, and since a Human Wave brings with its pluses and minuses for both sides, it is not worth a lot of discussion. The set-up I am using, in fact, offers the Russians as much free space to initially cross as possible, an open invitation to “wave” on in but against horrendous fire. The only spot the enemy might realistically hope to overrun, bE1, will be denied them because it is fortified. Take a good look at that key position,

for you won't see my best leader holding a point like this very often; but he is up there this time to set the stage for some stiff resistance in the two factories.

The defense revolves around the need to deny control of buildings totaling eight points to the Russians and the hopelessness of trying to hold the line at all points against such a powerful attacker. My defense will give away the southern and eastern edges of the battlefield, will grudgingly yield the center, but will fall back from there to reinforce the west to try to hold the two factories bE1 and aK2 as well as the two-point building aM5. This is why ten of my twenty squads are already in the area—counting the HIP 6-5-8 in aM5 ready to slip through the tunnel to aL2 if needed—and only ten squads and one tank are fending off the most serious Russian threat, the “Elite front” force. My hope is the Russian “1st-Line front” will move directly against the factories and meet an early end at the hands of the 9-2 and his 40FP, the ATGs and the crafty use of some tunnels coupled with factory warfare. This explains what that 9-2 is doing; he will unload 40FP, ROF 20FP, Subsequent 20FP and even FPF 20FP against all comers. His FPF chances are very fine, as it would take a DR of “9” or higher to harm these troops, and the automatic “out” is there through the tunnel back to aK3 should they falter. That tunnel is why his command has only MMGs and no HMG; the MMGs can go with them whereas the HMG would have to be left behind. (Note that a Good Order SMC actually *increases* the IPC of one Good Order Infantry unit [even another SMC!], which would allow the HMG to be moved through the tunnel, but only by Good Order units.) Hex bE1 is a very peculiar factory hex, for LOS to all other hexes of the Factory are drawn outside the factory walls, so all fire both ways gets the +3 TEM—with the fortified hex getting +4, naturally. The 5-4-8 in aK3 is ready to reinforce via the tunnel, and the 8-0 is handy to rally any who come back the other way.

The few units off to the south in building aC3 are there just to keep the Russian guessing. This concentration of dummy positions and minimal resistance might just as often be placed in the south-central or northeast quadrants. The 9-1 and HMG in cJ1 seems an innocent enough spot, but covers the road all the way out to cA3 (with the exception of hex cB2), and also will put heat on any Russians moving up through dE5, dF5 and/or dG5. This is about as close to having any “on-board” reserves as the scenario allows, as the 9-1 can lead his boys in any direction from this location—even moving through one of the two nearby tunnels—thanks to the IPC boost from the leader to help with the HMG. A 6-5-8 lies HIP in cK3, ready to reinforce fortified cH4 if called for, or move up to help along the northern boardedge. The 9-1 with HMG is also probably headed this way, for Russian pressure in the north could threaten building aM5 in just a few short turns. Finally, my HIP HS with the PSKs are obviously looking for some surprise tank shots, although they won't hesitate to take on infantry targets if their FP is needed or if their HIP positions are about to be lost anyway.

While I like using my HIP potential in this manner, it is not the *only* ballgame in town.

Another set-up might see HIP half-squads in dA4, dB3, dB3/1st and dC4 and a 5-4-8 with LMG in dE4. This will almost certainly lose all three of these hidden squads, but against a Russian who surges across the street and who does so persistently, the enemy casualties ought to make it all worthwhile. If all his troops on this flank set-up in this corner expecting to flood westward, you will have stopped them cold on Turn #1. Another fine option is to scatter a few HS around with the goal of letting the Russians sweep past, only emerging at game end to claim a few buildings. Best hiding spots in this case are usually upper levels of wooden buildings; the Russians rarely go up into these locations, and if they neglect to search/mop-up these buildings your plan will succeed. Just make sure, and before playing any scenario which requires an understanding of building control rules, that you and your opponent are using the same interpretation of Rule A26.12. While on the subject, any scenario such as this one which does not specify an “immediate victory” in the VC can be resolved only at the end of the last game turn, or by resignation. The Russians might gain 15 or more points, but only win if they still hold at least 15 at the end of Turn #8.

My starting location for that MkIVJ in cH4(1/6) might seem a bit odd, but I like it for several reasons. At some point I know the Russians will mass enough firepower to overwhelm my troops in this hex, which I usually handle by pulling back, either through the tunnel or otherwise, and by moving fresh troops up through the tunnel to emerge concealed. Eventually, however, even this will not be possible, but having the tank in the hex will allow me to fire from hex cH4 with the infantry in my PFP, and then blow off the sN9 in the MPH to add (hopefully) another “+2” smoke protection. Coupled with +4 for the fortified building, this just might hold off the enemy, and the smoke even applies against the enemy FT. Simply having an AFV in the hex forces the Russians to pass a PAATC before entering, even if they have successfully circumvented the fortified building block. This tank can be hit only at vertex cH4/6, and will be able to put heavy fire on all hexes of the factory.

The one great potential in my arsenal which might, when all else fails, snatch a victory from defeat is PF/PSK availability. If you've never been on the receiving end of the German 1945 PF potential in a scenario such as this one, you haven't really experienced *ASL* yet. I doubt the maximum 40PF could ever be used, and those four PSK even add to the carnage, all of which is ever so much more potent in the situation in those factories where firing units are not subject to the normal C13.8 Backblast penalty. That is why two PSK begin play already in the big factory and the other two will not hesitate to move there if needed. The danger for the Russian AFVs is obvious, and once Russian infantry enter the factory they are, for once, protected by only a +1 TEM for ADJACENT shots. So the PF/PSK capability in this battle will go a long way toward stopping those enemy tanks as well as the infantry once they actually enter the factories.

But this does not mean you can stand off at one- or two-hex range and rid yourself of the

AFV menace and these massed infantry formations. Oh no, it won't be as easy as all that, for this scenario is titled “To The Last Man” for a very good reason. The last stand for the “Last Man” often enough will be trusty CC and FPF, two weapons displaying the ultimate proof of the frantic nature of this defense. Don't think I am recommending CC versus those Russian squads, which outnumber the SS 2:1, for I am not. But CC vs these AFVs may prove a very efficient arena to slaughter them due to the availability of German ATMMs. How effective can an ATMM be? How about a squad with a “-1” leader getting an ATMM vs one of those IS-2m tanks and rolling “10” to immobilize, anything less to kill? Make this the “-2” leader and throw in an Ambush “-1” DRM and the AFV is Immobilized even on a “12” DR!

But the scenario earns this title, perhaps the most apropos ever, due to the ability and (often) necessity of the SS to rely on FPF to stop the surging Russian infantry. Never have I seen a scenario of this size in which FPF is called upon so frequently. It is common, it is necessary, and it is usually fully justified. The SS have the morale to withstand repeated FPF attempts, the threat of an overpowering foe to force them into using it as a weapon, and the high broken-side morale backed by good leadership to come back from it when the attempt backfires. Added together, the PF, ATMM and FPF arsenal of these SS make for a very exciting and tenacious defense.

Russian Advantages: Firepower; Smoke; Human Wave; AFVs; Rout Denial and Encirclement

This has to be one of the classiest Russian battle groups to ever appear on an *ASL* scenario card. I still remember my shock back in 1986 when this scenario was chosen to be the one out of eleven to *not* be included in the *STREETS OF FIRE* module, for it was certainly one of the best of the lot and was the only one to feature such a healthy Russian force. These Russians roll into the German lines with 65% of the FP of this encounter at their command, split nicely between 39 squads, eight AFVs, OBA, machine-guns actually superior to those in German hands, and even leadership equal to the enemy for once. This FP advantage even exceeds my professed 63% desired for victory (2% is no small matter with these large numbers, for it equals 40FP) and is a mighty weapon indeed. That 120mm OBA might bring some grief to the enemy, although any of the limited spots in LOS it might be placed will do a better job keeping your own troops out than of breaking German troops if HE...so using smoke with it might prove wise. A smoke concentration in the front lines will work very well with your numerical squad advantage, allowing you to swarm in for CC action without taking the heavy fire.

A Human Wave might prove handy, although it's no guarantee as mentioned earlier, and the AFVs can blast apart enemy positions, crash through fortified buildings (get familiar with rules B23.41, 23.711 and 23.9221), wreck the German AFVs, crunch into the factories, stir things up by driving into enemy locations



- Key:**
- IS-2m
 - SU-85
 - AFV movement
 - Infantry movement
 - Tunnel
 - White frame = HIP
 - = Fortified Location

(maybe forcing FPF CC Reaction Fire) and so on. As soon as you are able, send infantry up into those Level-2 positions (such as cK3) in order to deny rout to the enemy. Using this example, broken Germans in the aK2 factory could not rout toward any of the five hexes from aM5 to c11 since that would entail routing closer to cK3. The value of a single infantry unit in a position such as this becomes much greater than it could be had it remained at ground level and continued the fight as just another pawn. If you are able to put enough of this kind of pressure on the enemy, and even fire at them to inflict Encirclement as well, your foresight will be well rewarded.

Russian Disadvantages: Time; Unknown Building Values

One of the appealing attributes of this scenario when it first appeared was its very scale. In the pre-*RB* era of *ASL* this was a very large scenario. That fact is less true today, as the size of scenarios has increased lately to such a point that we now look at "To The Last Man" merely as a good, "meaty" encounter with plenty of hard fighting from start to finish (no lengthy periods of maneuver or mad dashes for an exit, just lots of slugging) and only minimal physical obstacles on the battlefield for those accustomed to fighting on the *RB* or jungle boards. Still, it can take the Russian player a lot of time to work through those SS, and this problem is compounded by the fact that once a victory-point building is taken its actual point value (as assigned by the German) is not known until game end. This could lead to the Russian actually having possession of enough points to win but continuing to take additional risks to try for more buildings because he is unaware (at that point) of his superior situation. For that matter, the German moves last and could even take back a building or so, which is a very real threat and one a smart Russian player will try to prepare for, especially if there are still any HIP Germans out there.

Russian Attack:

I choose not to utilize a Human Wave most of the time. Perhaps it could be argued that the Human Wave and the Banzai are much closer to reality than a normal stately *ASL* MPH due to the loss of control of individual units and the concept of ordering a force to take some specific objective and then letting them go all at once, but we are here to play the game, not to fight the war. Consider for a moment the often levied accusation that this game should not be called "Squad Leader" so much as, perhaps, something like "Company Leader" (or at least "Platoon Leader"), due to the tight control each player exerts upon bodies of troops much larger than individual squads. Well, I see this as nothing more than errant thinking, for what real life Company Leader ever exercised the detailed control over individual squads in combat, far from his own sight, as we see in this game system? No one has yet come near convincing me that anyone higher ranked than the individual squad leader could command all these squads so precisely, and the game is generous enough to not limit the player to command of but a single

squad, but instead has given him the joy of decision making as a commander for every single squad in his OB, no matter its scope. That is the secret. The player is the "acting" squad leader for every single squad in his command, even those without a separate counter denoting a particularly effective (or defective) individual. Of course this does result in somewhat incredible coordination between individual squads acting on their own to arrive at some desired result, but even this picture is more indicative of the kind of "hands-on" control our friendly squad leaders wield than of anything run from higher up the chain of command. This discussion could go on at great length, but will have to be continued elsewhere, for we've the Russian attack to consider.

The "big" question these Russian squad leaders must ask themselves is whether they should try for those two factories in the west, or bypass them and skirt around the defenses to grab the northern buildings. The circling move would probably allow the Germans to hold those two factories to the end of the game, thereby forcing the Russians to take all the other buildings (possibly minus one of the one-pointers); but the actual point values won't be known till game end so, in effect, all those one- and two-point buildings would have to be controlled to guarantee a win without the two factories. But if the weaker "1st-Line" contingent tries for these factories it could mean serious trouble for the Russian; the Elite troops fighting their way in from the east may not be able to offer much help by the time they reach the vicinity near game end. This Russian decision will determine the general flow of the play—and because I'd rather attack the factories from the west than from the aG2 building, I will usually go at the large factories right away. Furthermore, if I'm going for them, I will go in with everything at my command, which should be obvious from the illustration of my Russian set-up. The commander who opts to try for all the other buildings is not wrong to do so, for he might also reason that somewhere along the line he can slip into one or even both of these factories after the German has stripped their defenses and grab a win in that manner. But I am counting on my ability to confront the enemy and grind him down for eight turns, leaving him too weak to strike back on that last player turn. The quickest and surest way to accomplish that is to go straight at his line, where I know he will be. Lack of hard fighting will not be a problem.

Some of the special weapons will be great fun to use, odd thing for the Russians to have it seems. Three SU-85s with lowly HE7 and no MG armament may seem a bit useless, but my 9-2 commander is eager to direct these AFVs into position to make use of their s7 shells, a convenience sadly lacking in the Russian repertoire throughout most of the war. Once depleted, who cares much about a lousy 16 IFT attack; the SUs go into the line to bust fortified locations (read "Breach") or just to pave the way for the superior IS-2ms which follow to clean up. Another great weapon to open a path into these strongpoints is the DC. Here is a weapon which embodies brutal futility when it fails, for who among us has never expended the gaming lives of squads well in excess of those

targeted attempting to detonate these 30 FP attacks? Often enough I have suffered more casualties trying to deliver the attack than the target hex contained and my attitude, shared by many, has become one of cautious speculation when contemplating actual use of the DC. After all, the effort might be exerted at a high cost to friendly forces and, upon the climactic DR, bring nothing in return. After hundreds of games, my opinion is that most DC never see use and against a fortified location an ineffective DC attack adds the insult that smarter use of the weapon would have at least created a Breach, leaving something to show for the energy spent. That may be especially true in a scenario such as "To The Last Man" in which attacks on the magnitude of 30FP abound; there is no need to rely on those DC for their FP as one might in a small scenario where a single 30FP attack can break the defense. Here, the DC will be even more useful against those fortified locations, and can be used in that manner (to create a breach), offering continued access for friendly troops in all subsequent turns.

But the weapon of glamour in this confrontation is the flamethrower. Able to cut through "+4" TEM at a single throw of the dice and sometimes available for use more than one time, an unmodified attack on the 24-column rightly strikes fear in the heart of all opposition. Even a long range 12 attack will often do the trick, and you can bet the German player will be keeping close watch on that FT counter. It has become common practice to operate the FT with a leader in situations where elite squads are scarce, but in this case it is the leaders who are more scarce than elite squads, so I would go with a squad to operate the weapon. Whoever the user happens to be will certainly attract fire; those Russian leaders are already target enough. Of course, what's really wanted is a Hero, since he could wrestle the FT into position and possibly still be able to fire it even after failing a MC (if lucky enough to be merely wounded). This is the kind of ability which makes the Japanese so tough with special weapons such as FT and DCs; they can take a hit or two and still deliver the attack. Like the rest of their western contemporaries though, the Russians must wait for a Hero to gain such super-human recklessness, but the likelihood of actually getting a Russian Hero does not warrant planning or hope. Therefore, the popularity of "making do" with a leader in place of a Hero. It's a good move to remember when the chips are down, but for hauling that "-1" DRM target around I'll use a squad this time.

My phone operator is in bB4 (2nd level) so he can scope-out the north boardedge. There are three prime areas he might bring the OBA down in: aL1/N1/O1/O2; aM4/M5/L4/L5; cN2/N3/O2. With the right circumstances, smoke in bD1 might even be useful, although it would probably entail an extra Black Card draw for want of a known enemy unit in the blast area, and so would be a rather rare choice. Smoke in aL1, however, is one reason I like this location for the observer in the first place. I believe this northern coverage is superior to other locations since this is where I am attacking. The only other unit above ground level is in bH2. He is

there just so I have someone looking over the wall into the factory area, can see over any roadblock on the road to a second roadblock along that route (what a coincidence, my Germans did put a second one there!) and to show a known unit to any broken enemy in the cH2 area. Who knows, this squad might even get a shot at a German unit trying to cross the row "H" road. At the very least, my man in bH2 (1st) puts some fire on the road leading off to the south in case any HIP Germans pop up and try to run around my flank.

I have twelve squads unencumbered with SW poised to move against the enemy defense. There will be no Prep Fire here after my SR attempt; the twelve squads move out singly to infest all locations they can reach without taking adjacent "-2" fire (or "-2" fire from the larger German stacks at all). No one enters Residual Fire. All the potential HIP spots will be cleared to pave the way for my LMG platoon to move to bB2 and the 9-1 led HMG and MMG platoon to move to bD2 via bC3. Both 8-0 leaders bide their time in place; the troops have been given the locations of these leaders so they know where to head during the Rout Phase. Finally the three IS-2m tanks move to bC2, bD2 and bE3, the one entering the factory benefitting from the fact that I now control the entrance location. The tank in C2 does risk a PSK shot from aK2, but knows this won't be a bloodless war in any case; this risk promises some fire from the 122mm MA on that location in return. If most of my force gets this far in Good Order, I may even be able to move the bC5 leader up to bB2—although against a different defense which might leave broken Russians in the street area this leader would stay put. If I don't already know it, my APH will prove bE1 is fortified and I'll know my first target. My HMG and MMGs can move within the factory without gaining CX status and so will be able to advance adjacent to bE1 without moving in a group with the 9-1. Coupled with infantry advancing into bF1 and bC1 as well, I am putting heavy pressure on this forward German outpost. To help support this move, the LMG platoon gets into bB1 to harass aM1, a location I will try to reach in order to bring encircling fire on bE1 next turn. Even though I expect much of my strength adjacent to the German 9-2 will break in the enemy Prep Fire Phase, I expect to have some return fire still...and although I may drop some of my HMG/MMG weapons adjacent to the enemy, it seems unlikely the SS boys will come out and grab these weapons in the face of three adjacent 122mm guns.

To the east—on the Elite front—the story ought to unfold in similar fashion. Seven unencumbered squads sweep forward to move through as many locations as possible and so clear the way for the men toting the SW. This will entail some rare Search attempts (rare for my style of play, at least) such as at dB3, dI4 and dL5. This is the best way to check the far side of the street, while any "holes" in the net left by failed Search rolls will be inspected by infantry physically moving through. My thirteen squads from dI2 through dM3 will push forward to occupy buildings dI5 and cE4 in order to reduce

the defense of the factory and hex cE1. Meanwhile, five squads on the northern board-edge work into building dB4 to mount some threat from this angle. No risk taking will occur here; the objective is to maintain a presence so the Germans cannot forsake the area completely to bolster their line elsewhere. Two squads in dF2 move to dF4, both levels, to put a lock on cH3 once they have scouted the area for HIP units.

There aren't many places on this battlefield I can drive my AFVs where they won't be subjected to some kind of shot able to kill them, unless I were to hide and forfeit the advantage of actually using this armored might. The worst fear is the enemy's abundance of PF/PSK. On this rare occasion, I actually have five tanks which might be lucky enough to turn back a hit from these weapons, sure to draw a double-take or two whenever it occurs in competition. But counting on such luck on the TK Table is not as prudent as working for the best advantage on the TH Table. The way to gain all advantage on the TH Table is to drive my tanks into stone buildings and thus gain a +3 DRM. This, in fact, is what I will do in a few spots where the inconvenient prospect of rolling a Bog is lessened by the excellent field of fire from the potential Bog hex. I won't hesitate to drive a IS-2m into hex dH3 to help pressure the three eastern Factory hexes. I will position an SU-85 in dB3 (bypass, 5/4) in motion ready to plow into dB4 on Turn #2. Both of these stone building locations offer fine shooting for many turns to come should the AFVs bog down. Enemy return fire of SCW variety will be nearly pointless since juicier targets abound. I may fall through to the cellar 16% of the time (colored dr of "6"), but the other 84% of the time I will be putting unexpected pressure on the defense. The other AFVs look for best spots (like dG4 behind the roadblock to hit cG4, or in dI4 to hit cI4 and cK3) or work their way through to find bypass locations offering shots at such key hexes. Boggling I can tolerate, for it is surprising how rarely it actually develop into immobilization, and even while the Bog is in place the AFV will still be fighting. Some players never drive into buildings, but where else will the vehicles park on this cluttered battlefield? Likewise, later on they will be driving into enemy occupied buildings as well to thoroughly crunch the defenders, so what's the big deal?

Don't be fooled by the stacked might of this initial Russian set-up. When the Turn #1 MPH kicks off I won't be moving these as stacks, but as single squads one at a time. The only stacks which might move will be those large MG-armed troops, but even that will occur only after all the other squads have moved, and moved through potential HIP locations or else revealed any enemy by searching. At that point, the leaders will be happy to assist these two "killer" stacks forward with their overweight MGs. Even after these squads are up on the firing line, I will keep them dispersed as much as possible in order to avoid the enemy breaking a whole platoon with a single throw of the dice. Also, were I to keep three or four units in the same location and enemy fire forced me to roll the dice, that act would force additional chances of rolling the

German SAN. At a SAN "6", this is an offer I cannot afford to make very often. Only in a few key spots will I be willing to stack units like this, such as with the -2 or -1 leaders directing the big MGs. Even this I will strive to keep to a minimum.

As always, there are certainly other options available to the Russians in this encounter. I would not, for example, scorn any Russian player who started that heavy MG platoon with the "-2" fire direction in a spot such as dC2 (2nd), for from here this fire group could hit all the German frontline positions in this set-up. Even against a concealed stack in a fortified stone building, this amounts to a 12(+2) attack, and once concealment is blown it's a 30(+2). The ROF potential is very fine as well, and you can expect the Germans to start "ducking" fire from this position early. In fact, one reason I like to move this large firepower group forward immediately is just because it is so domineering on the second level of dC2. The German will avoid offering targets, and may even set-up to try to hit the position with his HIP 75mm Guns. Maybe not a lot to fear, but as the Russian I do like the -2 leader bringing these troops forward right away, for there he can direct the assault right onto the principle enemy positions rather than be content shooting at whatever the enemy were willing to offer up to the dC2 firebase.

Conclusion:

An excellent three-player game (and not bad for four as well), this is a true ASL proving-ground for city fighting of the non-RB variety. Here is the desperation of the German Army in 1945 as well as the unstoppable forward grind of the late war Soviet Army. Parity in quality and equipment and overwhelming numbers, even versus these SS troops, give a realistic feel of how far the Russian military had come since 1941.



AREA TOP 10 ASL

Rank	Name	Rating
1.	Michael McGrath	2184HI
2.	Gary Fortenberry	2104ILE
3.	Perry Cocke	2076IJ
4.	Bill Conner	2014GH
5.	Ronald Berger	1996HKH
6.	Steven Pleva	1988DGG
7.	Bruce Rinehart	1929HG
8.	Marc Hanna	1892DGH
9.	Phillip Petry	1832NH
10.	Scott Orane	1825EIF

Battle From Beach to Bocage in Breakout: Normandy

The Area/Impulse Game System Invades Normandy

By James H. Stahlner

Half a century ago the world's greatest amphibious invasion hit the beaches of Normandy. By that time, as every wargamer knows, the Germans had conquered Poland, France, and most of the rest of Europe. For a while the British stood alone facing the mighty German Army across the English Channel. The Germans brought the Soviet Union into the war with a massive invasion on June 22, 1941, and the Japanese attack on Pearl Harbor later that year drew in the United States. By June, 1944, the tide had turned. The Red Army was pushing the Germans back towards the Polish and Romanian borders. The United States and Britain had booted the Axis out of North Africa, Sicily and half of Italy, and were poised to take Rome. Instead of Britain being bombed by the German Blitz, Allied strategic bombers were pounding the Reich by night and day. The Battle of the Atlantic was won, and unprecedented numbers of troops and tanks were being shipped across the ocean to Britain, waiting for their chance to strike at the Germans.

BREAKOUT: NORMANDY (BKN) depicts the critical first three weeks of the invasion of Normandy on a day-by-day time scale, with the players maneuvering regiments, brigades, and a few select battalions over a mapboard split into sixty irregular areas. The impulse/area game system was introduced in *STORM OVER ARNHEM*. It has evolved via *THUNDER AT CASSINO* to *TURNING POINT: STALINGRAD*. Driven by the change of scale and the unique aspects of the fighting in Normandy, more innovations were added to produce *BREAKOUT: NORMANDY*.

Through its theme, the game is related to *D-DAY* and *THE LONGEST DAY*, but is very different from those two games. *D-DAY* is an introductory game that covers all the fighting in Northwest Europe, from the invasion of France to the defeat of Germany, with the Allies able to choose from among numerous landing sites. *BKN* is a more complex game, focusing on the historical invasion site and the first few weeks of the battle to secure a lodgement on the continent. *THE LONGEST DAY* is a much more detailed game which takes corresponding longer to play. Typically, a game of *BKN* can be played in less time than it takes to set up *THE LONGEST DAY*.

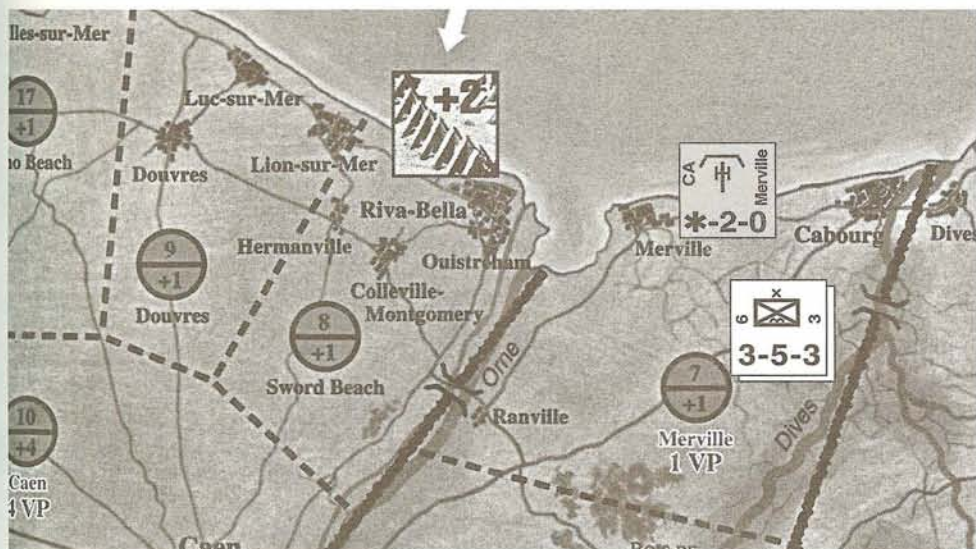
Any examination of the game begins with the mapboard, another masterwork drawn by Charlie Kibler and shown at left in part. It shows the main features of Normandy, the principal towns, roads, rivers, forests, beaches and bridges. The battlefield is divided into sixty

areas. Each of the five invasion beaches, has its own area. Other areas are built around important towns and cities of Normandy, such as St. Lô, Caen, Cherbourg, Bayeux, and Villars-Bocage. Areas are frequently separated by Normandy's larger rivers and streams. The Germans flooded many of these rivers to inhibit a possible invasion. This is reflected in the game by flooded boundaries, such as those around Utah Beach, separating it from the hinterland. The Germans also flooded parts of the Mederet and Douve at the base of the Cotentin Peninsula, the Aure River behind Omaha Beach, and the lower reaches of the Orne and Dives, where they flow into the sea.

Unlike its predecessors, the boundaries between areas do more than merely serve to separate adjacent areas. Altogether there are five types of boundaries. Open ground boundaries act like the area boundaries in the previous games, and are the easiest to assault. Unbridged river boundaries exist where there were no significant highway bridges between areas; only infantry can cross them, and only with a significant penalty to movement and combat. Supply cannot go very far without a bridge. Most river boundaries have a bridge, representing one or more major bridges connecting the two adjacent areas. Only a limited number of units can cross a bridge at a time, and they are at a disadvantage when they must cross the bridge to attack. Bridges can be captured and lost, destroyed and rebuilt. Although the bocage is prominent in the history of the battle, the streams and rivers were also of paramount importance; most offensives came to a halt at a river line, and battles were fought to secure a bridgehead. Even shallow streams were obstacles to vehicular traffic due to the low, boggy ground which surrounded them, and streams often carved steep valleys that were more of an obstacle than the stream itself.

Some areas are separated by flooded boundaries, which may or may not have a bridge. A flooded boundary without a bridge totally blocks all movement and supply. Bridges over flooded boundaries frequently represent causeways, which were long, narrow, deadly avenues of attack. Like bridges over rivers, they can be seized from the enemy, but they are more difficult to capture, destroy, or repair than bridges. The flooded boundaries around Utah Beach show the importance of the American airborne drop to keep the invasion from being bottled up on the beach. It can be easily seen how important Pegasus Bridge (between Sword Beach and





Merville) was, since it was the only crossing of the lower Orne. The intact capture of the bridge over the Aure at Isigny made it a lot easier for the American V Corps to expand the Omaha beachhead and link it with the VII Corps at Utah.

Following the established tradition in this series, each area has a Terrain Effects Modifier, or TEM. The TEM adds to the value of defenders in that area. The most difficult terrain is found in the urban areas of Caen and Cherbourg, which have a +4 TEM. Relatively open terrain has a +1 TEM, with a +2 used for more difficult country. Areas dominated by the famous bocage of Normandy have a +3 TEM. Even this high modifier understates the difficulty of attacking in bocage. Consequently, there is no overrun allowed in bocage, and the defender can ignore the first casualty point. Nearly half of all the areas in the game contain bocage. The five invasion beaches also have a +2 modifier for defense against the amphibious invasion representing the anti-invasion obstacles lining the shore, as well as the fortified strongpoints along the coast.

Victory is won by accumulation of victory points, which are awarded for control of certain key areas. These reflect the progress historically made by the Allies during the timeframe represented in the game. Caen and Cherbourg are the big prizes, worth four victory points each. Bayeux, Carentan, and St. Lô are major towns each worth two victory points. Auney-sur-Odon is worth two points because it contains Mt. Pincon, the highest point in Normandy, which could overlook the beaches. The areas stretching across the Cotentin from Ste. Mére Eglise to Barneville are worth a point to reward the Americans for progress towards cutting the peninsula and isolating Cherbourg. If Cherbourg is cut off from the remainder of France, the Allies receive half of its value, two points. Other areas are worth one point because they lie roughly along the historical front lines after the first three weeks and mark the progress of the Allies in the battle.

The sixty areas that comprise the field of battle are ringed by the sea to the north and west, and five zones, representing land approaches to the battlefield, to the east and south. Allied invasion troops and reinforcements arrive via beach Approach Boxes, leading to each of the five

invasion beaches. German reinforcements appear in the five outlying zones, from which they use normal movement to enter the game.

The perimeter of the mapboard abounds with additional game features, including the turn record and impulse tracks, familiar to players of *TURNING POINT: STALINGRAD*. Handy summaries of various rules join the parade of information encircling the playing area.

After the board is laid out on your gaming table, it is populated with German defenders. The initial German forces include troops from seven divisions, a number of coastal batteries, flak units, and a few other independent units. The 711th Division, stationed to the east of the Dives, is part of the 15th Army which had responsibility to defend the coast all the way to Belgium. The rest of the Normandy defenders belong to the 7th Army, responsible for Brittany and Normandy. The 716th Division defends the coast from the Orne to the Vire at Isigny. The division's two regiments, represent the major concentration of troops at Sword Beach (which contained the fortified headquarters of the 736th Regiment) and Omaha Beach; other units of that division are factored into the strengths of the coastal artillery defending Gold and Juno Beaches. The 716th Division was reinforced with the 352nd Division, which had a regiment in reserve in Bayeux. The remainder of the division defended Omaha Beach and Grandcamp. Bivouaced in and southeast of Caen was the 21st Panzer Division. It was weak by German panzer division standards but it represented the best hope the Germans had for an armored counterattack on D-Day. Units of that division were responsible for halting the British 3rd Division, which landed at Sword Beach and hoped to grab Caen on D-Day.

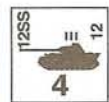
Farther west, the 709th Division holds the coast from Utah Beach all the way to Cherbourg. The 91st Division had units to the north, south, and west of Ste. Mére Eglise, backing up the 709th Division. The 243rd Division defended the west coast of the Cotentin Peninsula. Coastal artillery lined the entire coast. These units represent batteries emplaced in strong concrete bunkers, and miscellaneous independent security units that defended them. The strongest concentration of coastal artillery was at Cherbourg,

along with a major concentration of flak placed to defend the port. There was also significant flak around Omaha Beach. Other units that met the invasion include the tiny 100th Panzer Replacement Battalion, which supplied the obsolete French tanks that attacked the American paratroopers in the first few days, the 7th Army Sturm Battalion (AOK 7) near the minor port of Barfleur [made famous in Shakespeare's *Henry V*, "Once more dear friends, unto the breach..."], and a Nebelwerfer brigade far to the northwest on Cap de la Hague. All these units were under command of the LXXXIV Corps, headquartered in St. Lô.

The German units come in two colors, black for the SS and blue-gray for everyone else. The Americans are dark green and the British and Canadians are tan. As with its sister games, every unit has two sides. The colored side represents the unit while fresh; able to maneuver and attack. If the reverse, white, side is face-up, the unit has been disorganized by either movement or combat, and must absorb supplies to become fresh again. This represents the expenditure of gasoline consumed by movement or ammunition expended by combat, as well as casualties taken and organization lost. As a departure from the earlier games in the system, combat can cause a unit to take further casualties, as represented by disruption counters. A spent unit that takes a loss becomes disrupted to level 1. Another loss disrupts it to level 2, and one more loss eliminates it from the game. Unlike the earlier games, units do not recover automatically from spent or disrupted status. They must consume scarce supplies to regain fresh status.

The fresh side of each unit has three numbers, the attack strength, defense strength, and movement factor. Most units are regiments or brigades, with a few important battalions represented. There are also division and corps artillery units, and German coastal artillery batteries and Nebelwerfer brigades. The maneuver units are the familiar infantry and armor, but the infantry class includes rangers, commandos, paratroopers, gliderborne troops, and panzer grenadiers, in addition to conventional infantry. They all fight the same but have different ways of arriving on the battlefield. The German army also includes flak and anti-tank units. The Allies had anti-aircraft guns, but they had very little to shoot at, while the German flak guns were constantly used in both their anti-aircraft role and against ground targets as well. While both sides had anti-tank guns, no weapon was as dominant as the famous German 88. Consequently the Allied AT guns are factored into the strengths of the allied units while German battalions featuring this fearsome weapon have their own counters.

There are a multitude of game markers. These include disruption markers to indicate the reduced state of battered units and control markers to show areas under American or British control. There are markers to show blown bridges, those seized by the Allies, and still others under repair. Other markers keep track of the weather, the date, and the impulse. In the extended game, markers represent the Mulberries, minor ports, and the great storm.



The most important pieces are the supply markers which play a crucial role in the game. The German supply markers have a greater value during overcast weather, when the Allied air power was grounded. During good weather, when the German supply lines were pounded from the clear skies, they are worth much less. The Allied supply markers are keyed to a particular beach, the source of their supplies, and become much weaker during a storm turn.

Next peruse the rulebook. It is 36 pages long, but only 12 pages contain rules, so it is not as complex as one's first impression might suggest. They also include a comprehensive Index & Glossary, and six pages of examples, followed by Designer's Notes, and a brief account of the historical campaign, which gives you a yardstick against which to measure the success of your own Normandy invasion. The last page of the rulebook contains a convenient summary of the most important charts contained in the body of the rules.

Every game begins with the pre-dawn airborne attack by the American 82nd and 101st and the British 6th Airborne Divisions. Although the drops were widely scattered, with few units landing together on target, an area on the mapboard is large enough to contain nearly all the airborne troops that were scheduled for a drop zone located in that area, even if they missed their intended drop zone by miles. The airborne regiments and brigades begin play placed in their respective areas with several options. They can take advantage of their surprise landing and automatically capture a bridge on a boundary of their area; they can assault the Germans located in their area; or they can remain fresh to foil any German counterattack.

For example, the British paratroopers landing in Area 7 (Merville) can secure the Pegasus Bridge between Merville and Sword Beach using one brigade, thus leaving the other brigade fresh to repel any German counterattack. An alternative to this tactic is to attack the Merville battery, but they attack with an Attack Value of only four (3, the attack strength of one unit, plus one for an additional unit) against a Defense Value of three (2 for the coastal artillery battery plus one for the area's TEM). This is a very risky attack; if the German dice roll beats the Allied dice roll by as little as one the attack fails and the battery is untouched. Whether the attack succeeds or not, the two brigades become spent and therefore more vulnerable to a German counterattack. If the German dice roll beats the Allied dice roll by exactly one, one British brigade becomes disrupted; and both brigades become disrupted if the Germans win by more than one. However, by not attacking the Merville battery, the British troops landing at Sword Beach become vulnerable to interdiction from that battery. Do you take the bridge, attack the battery, or maintain your strength to hold against a counterattack? This is just one example of the many tough decisions that must be made in virtually every turn of the game.

Once the paratroops have landed, the seaborne invasion begins with the naval bombardment. The powerful guns of the fleet, ranging from small destroyers to mighty battleships, are abstractly represented by two bombardment

counters. One represents the ships of the Eastern Task Force, supporting the British Second Army, and the other represents the Western Task Force, supporting the American First Army. These bombardment counters can only fire into coastal areas, in the operations area of the corresponding army. These possible target areas are indicated on the mapboard by color-coded symbols located in the appropriate areas, green for the Americans and tan for the British. Normally, each naval bombardment counter can attack once per turn. Each bombardment requires its own impulse. On the invasion turn, however, the Western Task Force attacks both Utah and Omaha Beaches, and the Eastern Task Force attacks Gold, Juno, and Sword in a special Naval Bombardment Phase.

Naval guns represent just one of several kinds of bombardment in *BKN*. Bombardment can be made by Allied aircraft and the German Le Havre batteries, as well as by field artillery of both sides, including German Nebelwerfer brigades. The result of the bombardment is derived by adding an attacker's dice roll to the attack strength, which in a naval bombardment is just the attack strength of the bombardment counter. This forms an attack total. The defender computes his defense total by adding his dice roll to his defense strength, which includes the TEM of the target area and a modifier for defending fortifications. His strength against a bombardment is enhanced by coastal artillery against a naval bombardment, flak units against an air bombardment, and field artillery against a field artillery bombardment. The strength factor of the units in the target area does not add to the defense strength, since concentrating more and better target units in an area does not offer any protection against bombs and shells, quite the contrary.

These two totals are compared. If the defender's total is equal to or greater than the attacker's total, there is no effect; the shells either missed or did minimal damage. If the attacker's total exceeds the defender's total, the defender must take losses based on the difference. Each unit in the target area takes at most one step loss, because bombardment alone rarely destroyed units. It disorganized and demoralized them to be sure, and caused casualties, but any unit as large as a battalion would survive a bombardment intact. Units generally require one hit to be reduced a level if spent, and two hits if fresh. Coastal artillery, protected by concrete emplacements, require two hits to lose a step whether fresh or spent. Armor, less vulnerable to bombardment than other units, require two hits if spent and three hits if fresh before taking a loss. The bombarding player chooses a primary target to take the first loss, if any. This allows him to select coastal artillery, for example, as the subject of the bombardment, and prevents the old *PANZER LEADER* tactic of protecting strong units by placing them alongside weak units to absorb the effects of an attack. If the primary target cannot absorb all the required losses, other units in the area, of the defender's choice, must take losses as well.

The Allies use the naval bombardment to knock out the German coastal artillery. With good rolls, they can flip additional units at Omaha and Sword onto their spent side, making the invasion a little easier. With bad luck the

Germans can survive a bombardment and resist the invasion with all their strength.

Next, the planes plaster the German defenses.



Each plane counter can attack only one area. A common move is to have the British 2 TAF attack the coastal artillery in Port-en-Bessin, since that can interdict Allied units

landing at both Gold and Omaha Beach. The US IX AF often attacks Grandcamp in an effort to neutralize the coastal artillery there, to assist the invasion at Omaha, even though that area is protected by the flak battalion. The infantry landing at Omaha need all the help that they can get.

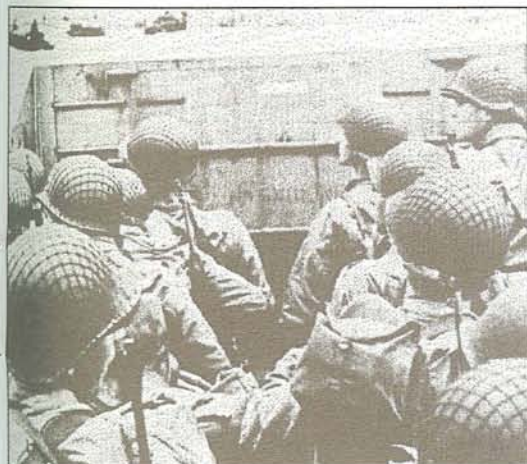
When the bombardment is concluded, the troops hit the beach. In the Amphibious Assault Phase, the various regiments and brigades land at their historical beaches, but the Allied player has the option of which units land during this phase and which units are to be held back to exploit the invasion during the normal impulses of D-Day. The more units that land in the initial wave, the better the chance of winning the battle on the beach and gaining a lodgement on the continent. However, there is more to the game than just getting ashore; the Allies have to penetrate inland to win, and the Germans are weakest on the first turn. Of course, if the first wave is too weak and gets defeated, there will be no penetration inland at all. This is another tough decision which can only be made after assessing how well the bombardment did its job. If the defenders are unscathed, better send in everything early. If the Germans are reeling from the bombs and shells, it may be worthwhile to hold back troops to exploit inland.

Let us take Gold Beach as an example. Suppose that the coastal artillery in Port-en-Bessin, Gold Beach, and Juno Beach have all been neutralized (spent) by the air and naval bombardment. All units are guaranteed to make it ashore, and it may be a good move to invade only with the three brigades of the 50th Division, which should be enough to eliminate the defending coastal artillery. The 8th Armored Brigade and the 56th Infantry Brigade are held as reserves to threaten an advance inland to seize Bretteville and possibly Villers-Bocage on June 6. Of course, that forces the German player to block this move with a unit in Bretteville, but if this unit is too weak it can get overrun.

After the Amphibious Assault Phase comes the normal Daylight Movement/Attack Phase. The Germans always get the first impulse, with the impulses alternating until the day ends with a "sunset" dice roll less than the current impulse number. Those of you who play *TURNING POINT: STALINGRAD* will recognize this game mechanic, but a few new twists have been added. Because there are no night impulses, the day is extended by starting on Impulse 0 and ending the day on a sunset dice roll less than the impulse number, which results in the possibility of an Impulse 13 on the turn track. Elimination of units can lead to modifiers to the sunset dice roll, which have the effect of shortening or lengthening the day. Also, excess supplies can be used to push the impulse marker forward or backward (to impulses A, B, or C), which affect the length of the day to come.

The impulse is the heart of the game. This is when units move and fight. There are three types





American infantry about to disembark on deadly Omaha beach

of impulses: assault, bombardment, and pass. An assault impulse is similar to a normal impulse in *TURNING POINT: STALINGRAD*. Because of the larger scale, there is no ranged attack which is replaced by the bombardment impulse. In an assault impulse, units in the same area may move, and if they enter an area containing enemy units, they may make an attack. When attacking units enter an enemy-controlled area which does not contain any friendly units, they must attack, and if they lose the battle they have been repulsed. They must retreat out of the area back towards whence they came. This also applies to attackers crossing a bridge or river boundary controlled by the enemy. However, if the attackers already have a foothold in that area, new units may reinforce it without being required to attack. Should they opt to attack, they are treated as attacking out of the bridgehead, and should they lose they may remain in the area. It is assumed that they retreat back into their lines within the area. The consequence of this rule is that the attacker must fight and win a battle to contest an area before receiving the benefit of the area's TEM.

Another change from previous games is that an attack affects all defenders in an area. No longer can an attack be made against just the spent units in an area. The defense strength is based on one unit of the defender's choice (the "Forward Unit"), and the defense strength is boosted for each additional fresh defender in the area. The forward unit must take the first loss, but additional losses may be taken by any defending units in the area, whether spent or fresh.

Bridges are another new feature in this series of games. They permit all units to cross rivers; only infantry can cross a river without a bridge, and only by using all their movement. Bridges also make it easier to attack across a river boundary, but only if the attacker controls the bridge. A supply line can cross a river without a bridge, but it cannot go beyond that area. No unit and no supply can cross a flooded boundary without a bridge.

If a friendly bridge is threatened, it can be destroyed during an assault impulse. This occurs at the end of the impulse, allowing friendly units to first cross the river using that bridge. Bridges can be rebuilt at the beginning of an impulse,

allowing friendly units to cross a newly-built span in the same impulse.

It is also possible to control a bridge, just as a side controls an area. Initially all bridges, as well as all areas, belong to the Germans. A successful attack across a bridge controls the bridge, as it gains a bridgehead over the river. A side that controls the areas on both sides of a bridge controls the bridge as well. A side that repairs a blown bridge controls it, of course. A unit can also attempt to seize a bridge during an impulse, making an attack across that bridge a bit easier later in that or a subsequent impulse.

The bombardment impulse is another innovation unique to this game. The naval bombardment on D-Day has been described previously. After the special bombardment phases on D-Day, any bombardment requires an impulse. The Allies can use their naval and air bombardment counters. The Germans can use the Le Havre batteries should the Allies enter Houlgate or Mezidon, within range of Le Havre. Both sides can use their field artillery, including Nebelwerfers, to pound the enemy.

Since the Allied ships and planes are based in England, they do not draw on supplies delivered to the continent. Therefore, the Allied player should favor using naval and air bombardment over other means to do the job. The Allied naval bombardment is especially powerful, but it is restricted to certain areas near the coast. Aerial bombardment is much weaker, but has the advantage of not advancing the impulse marker, and can attack any area containing or adjacent to a unit of its nationality. However, if the target area is contested there is a possibility of a mistaken attack causing casualties to the Allies.

For the Allied player, the most common use of the bombardment impulse in the early turns is to neutralize the German coastal artillery to allow the troops to get ashore unhindered. Thereafter it is used in preparation for an attack on an area. It is much easier to attack an area after the fresh units have been blasted to spent status. The German artillery usually isn't strong or plentiful enough to spend on fresh enemy units. The time to use German bombardment is after the Allied regiments and brigades have become spent from an attack. Additional casualties disrupting those units can take them out of the battle for a few days and burn up Allied supply bringing them back. Disrupted units are also very vulnerable to counterattack.

A crucial aspect of the battle for Normandy is the logistics challenge both sides had keeping their armies supplied. The Allies had to bring all their supplies to France across the English Channel. The Germans had overland supply lines, but had to contend with total Allied control of the air. Strategic bombers destroyed the French railway system, and bombed bridges and ferries over the Seine and the Loire Rivers, isolating the battlefield. The Allied tactical aircraft attacked German traffic on the roads leading to the front lines, making the daytime movement of reinforcements and supplies extremely dangerous. The evening refit phase following the daytime impulses mirrors these difficulties.

Whenever a unit moves, attacks, or suffers losses in combat, it becomes spent. It cannot

make a normal move or attack again until it becomes fresh. In *STORM OVER ARNHEM* and *THUNDER AT CASSINO* this happened automatically every turn. In *TURNING POINT: STALINGRAD* this took a variable amount of time. In *BKN*, refitting requires supplies as well. The Allies receive supplies over the beaches. In general, each beach allows the placement of one supply depot in a controlled area, and the depot supplies spent and disrupted units, allowing them to recover a level each turn. Units consume supplies according to their distance from the depot and their level of disruption. The amount of supplies available at a depot can be reduced by interdiction from coastal artillery. Omaha Beach has two depots, since more supplies were landed there historically. In the extended game, Allied supply can be increased by Mulberries and minor ports, but the vicious storm can wreak havoc with Allied supply for a few days. The Allies also have the capability to use air supply to augment their seaborne supply line, and to reach units in isolated areas, but this is subject to the whim of the weather and the die, which is affected by the presence of Germans in the area and the amount of clear weather in the turn.

The Germans have six depots, which can be placed in a controlled area that has a supply line off the board to a zone. The strength of each supply depot depends on the weather. The better the weather, the more Allied fighter-bombers filled the skies, and the fewer German supplies get through. Cloudy skies, grounding the aircraft in England, allowed German trucks to haul more fuel and ammo to forward depots to keep their troops supplied.

Both players have the option to save supply points from each depot. This supply reserve can be used to "buy" impulses for the next day, by adjusting the impulse marker before the turn begins. This represents hoarding of supplies for a big offensive or a stronger defense.

The day ends with the night regroup phase which evolved from the regrouping rule in *TURNING POINT: STALINGRAD*. Since *BKN* doesn't have separate night impulses, this phase permits all units of both sides to move one area during the short night in June in Northwest Europe, with no penalty to their status. This allows units to pull back from the front lines, or to cautiously advance forward as reinforcements, as long as they are only entering controlled areas free of enemy units.

Because so much of the Allied strength was due to air superiority, the weather was an important factor in the Normandy invasion. Incorporating weather in a historical game is very tricky. If the historical weather is used, both players know the weather beforehand, which is unrealistic. Alternatively, if a form of random weather is used, the resulting weather will inevitably vary from the historical record. We compromised and developed a hybrid scheme. Every day starts out with the historical weather. If the sunset dice roll equals the current impulse, the day continues but the weather changes. Thus both players know what to expect each day, but the weather can change on any impulse, and there is no certainty as to what the weather will be in a few moments.

Weather is very important for a number of reasons. In clear weather, the Allies get an attack

bonus, and an even stronger defense bonus, making German attacks very difficult in the sunshine. The German supply is halved and the Allies receive air supply. The Allies are able to use their air bombardment counters only during clear impulses and the Germans must risk interdiction whenever they move their units more than one area.

Interdiction is yet another innovation in *BKN*. It appears in two forms. German coastal artillery can interdict Allied units and supply landing at a beach. Any fresh coastal artillery unit can interdict its own and all adjacent beaches. Any unit arriving at an interdicted beach, whether making the initial assault or landing as reinforcements, must make an interdiction die roll. It may become spent or even take casualties, depending on the number of coastal artillery units interdicting its beach. Also, supply landing at a beach can be interdicted, reducing the strength of the corresponding depot. This rule motivates the Allied player to secure the neighboring beaches as well as the invasion sites.

Interdiction also applies to German units moving during clear weather impulses. A unit can move one area without risk, but it chances interdiction by Allied fighter-bombers if it tries to move farther in an impulse. However, the effects of interdiction can be reduced or eliminated by flak units. The German player can create a protected corridor provided that he doesn't need his valuable flak units to bolster the strength of his ground defenses, or he can wait for bad weather to move, or he can trust to luck.

As the name of the game implies, the Allies can win by achieving a breakout from the beachhead. A breakout is defined as having a fresh, supplied unit in a zone at the end of the daylight phase of any turn. This is very difficult, as it should be. In the actual campaign, the Allies didn't break out until the aftermath of COBRA, at the end of July. Normally, victory depends on the number of victory points amassed at the end of a week. The Allies receive points for the capture of key areas. In addition, they have to control the five beach areas. They can get an additional victory point for control of the Advantage (similar to the Tactical Advantage in previous games), and they can also get a victory point for merely contesting enough areas worth victory points, even though they don't control them. If the Allies earn ten or more victory points at the end of the week, they win. To play the extended game, if the Allies get exactly the required victory points at the end of each week, play continues to the next week. Fewer points, they lose; more, they win. The extended game includes additional rules for minor ports, Mulberries, and the dreaded storm.

To achieve victory, the Allied player must maintain a relentless offense against the backdrop of a demanding time table. He must neutralize the German coastal artillery, secure the beaches, and then link up his various beachheads to gain flexibility. Then he must expand his lodgement to include areas with enough victory points to win. The Allies must use their advantages of supply, air power, and firepower to destroy German units and push the lines back. He must alternate attacks with the British and

the Americans to keep the Germans off balance, and he must beware of a German counterattack with powerful panzer units.

The German player is made to feel like the little Dutchboy with his finger in the dike. He must prevent a breakout at any one point, because it takes only one breakout to end the game. Yet he must balance losing troops with yielding territory. His terrain advantages (Caen, bocage, rivers and flooded land) must be used to the utmost. He must blow bridges when he can, commit his reinforcements judiciously, husband his artillery for use against extended targets and form a panzer reserve to launch a decisive counterattack. And look skyward for rain.

BREAKOUT: NORMANDY is nearly always an exciting game with opportunities for both sides to attack. Thus far we have only scratched the surface of the tension that awaits both players at every turn. Next issue, soon after the 50th anniversary of the battle, my co-designer and our prime playtesters will reveal many more of the secrets of this exciting game with analysis borne of virtually dozens of playtest sessions.



AREA TOP 20 VICTORY IN THE PACIFIC

Rank	Name	Rating
1.	Dave Targanski	1790DF
2.	Raymond Freeman	1720BDA
3.	William Thomson	1645ABB
4.	Steve Packwood	1620CE
5.	Kenneth Nied	1615BD
6.	Kevin Kinsel	1585ABC
7.	Lance Ottman	1585ABB
8.	Glenn E. Petroski	1573DG
9.	James Bjorum	1520AB
10.	Steve Resman	1520ABB
11.	Clifford Smith	1505AC
12.	James Cmelak, Jr.	1480CD
13.	Douglas Hopkins	1475BCB
14.	Gregory Hansen	1432EF
15.	Daniel Henry	1430BD
16.	Glenn Vogt	1430AAA
17.	Michael Ussery	1430BD
18.	Tim Greene	1405AAA
19.	Vince Meconi	1355BD
20.	John Sharp	1307DG

AMERICAN REVOLUTION

...continued from page 27

the war. The special Winter Offensive rule gives Washington his historical due, although it seldom occurs more than once per game.

Burgoyne's flawed 1777 campaign simulated by the Major Campaign card closes out this portion of the war. This campaign's objective was the isolation of New England. If the British were to capture the Montreal to New York line of spaces and eliminate all American forces in New England political isolation of all PC markers in the zone could occur. This campaign of course resulted in poor coordination, simulated by bad player decisions and the surrender at Saratoga. The rule that prevents armies from retreating into enemy PC markers captures this effect. This phase of the war closed out with the Battle of Monmouth and the French intervention simulated by the Von Steuben card removing the British Regular advantage and the deployment of the French forces on the board.

The last phase of the war saw the British focus on supporting the supposed large Tory forces in the South. This part of the campaign is characterized by small battles and extensive maneuvering by General Greene in his Southern campaign against Cornwallis. The South by this point in the game should be almost totally controlled by opposing PC markers with the Americans possessing the advantage. The British move to isolate and convert American-held areas while General Greene's presence prevents them from consolidating their position. His historical retreat to the Dan river is simulated by his enhanced ability to retreat before battle. The historical destruction of General Cornwallis at Yorktown is accomplished by placing the French navy to prevent a British retreat from a blockaded port and then winning a battle. All in all, it is my belief that all of these phases are represented within the design and thereby validate its basic precepts. The unpredictability of how the cards will appear and be used lends the game a high replay value while allowing history to be recreated without dictating the historical outcome.

Conclusion

Although *WE THE PEOPLE* is touted as a beginners game it is based on extensive research into the origins of this country. My intention was to reflect the strategic level options and capabilities available to both sides during the war without bogging play down in a procedure oriented design. If I made a mistake it was a marketing one, because the game was labeled a beginners game. In our hobby this often equates into "not worth playing" by serious gamers and therefore must be inexpensive. Although *WE THE PEOPLE* is suitable for beginners, it isn't a simple game in application of its strategies or its concepts, only in its procedures. It is components that determine game price, not complexity. Quality playing cards, for all they bring to a design in terms of graphics appeal and ease of play, still add considerably to the cost. Hopefully, the quality of the design and its play value will overcome its billing.

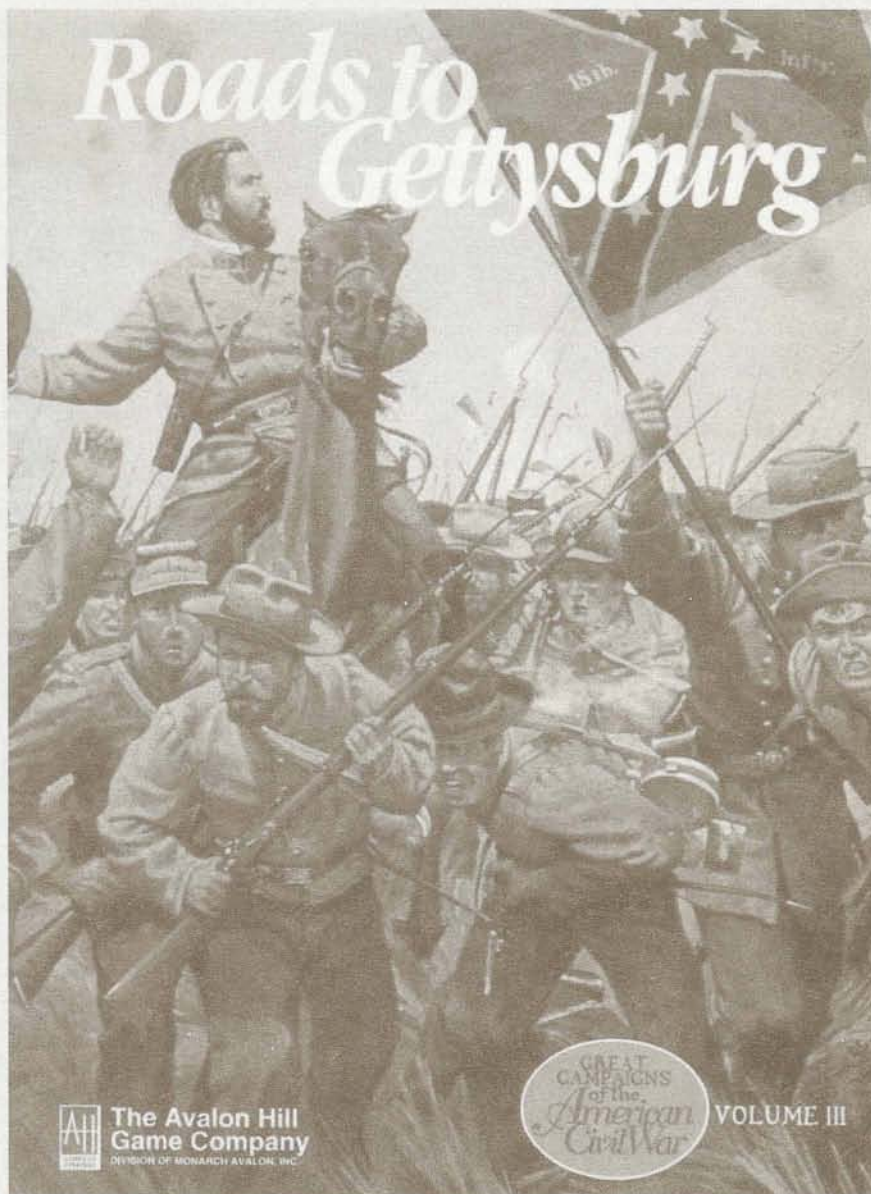


JUNE 1863: The fate of a divided nation is about to be decided. The American Civil War has been raging for more than two years and the Federals and Confederates are no closer to peace than they were at the start of the conflict. For the first time, however, the Rebels have brought the war north of the Mason-Dixon Line.

At the head of his redoubtable Army of Northern Virginia, General Robert E. Lee intends to make Pennsylvania feel the hard impact of war. A decisive military victory on northern soil in summer of 1863 could bring the war to an end and gain independence for the Confederate States of America.

Meanwhile, in Washington D.C., President Abraham Lincoln realizes that the decisive moment of the war is at hand. He directs his major military force, the Army of the Potomac, to pursue Lee aggressively and bring the Confederates to battle. According to Lincoln, only a great victory on the field of battle will bring the rebellion of the southern states to an end. The Army of the Potomac's new commander, General George G. Meade, issues a somber directive to his men: "The enemy are on our soil. The whole country now looks anxiously to this army to deliver it from the presence of the foe . . . Corps and other commanders are authorized to order the instant death of any soldier who fails in his duty at this hour".

The Gettysburg campaign is about to begin. When it is over, nearly 50,000 Americans will lie dead and wounded in the rolling hills of Pennsylvania near a little village named Gettysburg.



Roads to Gettysburg is the third volume in Avalon Hill's series on the great campaigns of the American Civil War. Unlike most Civil War simulations, which portray specific battles, **Roads to Gettysburg** concentrates on the entire three-week campaign that led to the great struggle at Gettysburg. The Union player's objective is to defeat the Rebel army and push it back to Virginia. The goal of the Confederate player is to maintain control over the rich agricultural regions of Pennsylvania.

Roads to Gettysburg is easy to learn and several scenarios can be played to completion in about an hour. The two beautiful game maps, which are based on original Civil War period maps in state and county archives, portray Maryland and Pennsylvania as they were in the summer of 1863, including roads, turnpikes, railroads, rivers, mountains, cities, and villages. In the game, players control Union and Confederate military units in turns representing one day of real time. The game's interactive system of play assures that each scenario will be unpredictable, exciting, and competitive. An extensive historical article, detailing the day-to-day activities of the actual campaign, is included in the game.

You do not need to own *Stonewall Jackson's Way* or *Here Come the Rebels!* to play **Roads to Gettysburg**. Note: Owners of those games can join their maps to the **Roads of Gettysburg** maps to portray the eastern theatre of the Civil War from Fredericksburg, Virginia to Harrisburg, Pennsylvania.

Lee ANV 5	Pickett I 3 • 3	Meade AP 5
ORG 12	12 VA I 1 • 0	Art Res-1 AP 2 • (6)
Force 4	DEPOT Harpers Ferry	Corps Activation
Army of Potomac	Flank Refused	Destroy



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Dear Avalon Hill:

Just bought *OPERATION CRUSADER* several days ago, and I am EXTREMELY impressed. This thing COOKS!! As a Mac user, I'm used to slow stuff, especially a game as involved as this one, but "II Duce's Finest," the first scenario, just roared by! It was moving so fast on the execution phase, I could barely read the battle status windows. Even the mid-level scenarios are relatively fast, though I haven't had the courage to try the Campaign scenario yet. Kudos also to AH, or Atomic, whoever was responsible, for the size of the battle area. In GJS especially, every time I turned around I banged my head and elbows on the perimeter. This, however...ya'll have given new meaning to the term "to flank". Wonderful space, lots of room, tanks everywhere (How about a module for the Kursk salient in '43? You want tanks? We got tanks!). It's great! And, NO CRASHES! Talk about a new experience! I know Limo will agree with me when I say that lately, I haven't felt as if I've been getting my money's worth for computer games. Ya'll have changed that!

To other gamers; this game resembles V4V a lot, enough so that it's not a totally new experience, but there are some welcome differences, as well as a few unwelcome ones. They're minor realism things, though. For example, removing the "One Division per Attack" option was probably a mistake, and aircraft are probably too easy to use (I can't believe I just said that, after using V4V for so long (Well, the sky's clear, there's no wind, and the enemy has run out of AA ammo. What do you mean, TAC air's on BREAK?!?))

Overall, this thing kicks BUTT! I recommend it to everyone. AH and Atomic, keep it up and ya'll will clear the market for tactical level wargaming, hands down! Enough praise for now, I'm off to sweep the desert clean of the Axis scourge!!!

C. L. Jarvis
Posted on: American Online

★★★

Dear Don:

I am a regular reader of "The GENERAL" since vol. 14. Although I read mostly ASL and (not enough) about "MERCHANT OF VENUS"; you may wish to share the following thoughts about *ADVANCED CIVILIZATION* with your readers.

We engaged in CIV a few months ago, as family affairs gathering 5 or 6 people during a rainy Saturday; although with only a score of games or about behind us, we decided to enlist "The A team" in a mini tournament recently hosted by the Paris Diplomacy Convention.

It was a success both for the organizers who almost doubled their number of participants and for the team, who secured the 2nd and 3rd slots, but that's not what counts:

- we made new friends who proposed to join us from time to time
- we discovered many a subtlety which our parochial play failed to unveil.

During "Commercial Games"—they are even tenser than "Military Games" since war is far easier to manage than shrewd trading—where the poor man on the board has "only" 7 or 8 cities, Egypt and even Babylon are often deprived of a valuable stack 9 card through no general mismanagement of their own. Compounded with their steep requirement to enter the Early Bronze Age, this makes these nations unlikely winners. To solve the problem, we tested the "Slave variant" (Jeffrey Suchard #26-4) modified as follows:

Add three SLAVES cards to deck 9

③ These cards can be traded and used to acquire Civilization cards like any other commodity.

Letters to the Editor

② During the calamity resolution phase, each card is worth 3 population points which may be used

—either to support Cities; then they cannot be used to acquire Civilization cards and are returned to the player's hand (à la Grain).

—or to sustain losses. They must then be discarded immediately.

—A player who holds Democracy cannot use Slave cards in either of these two ways.

This was easily implemented with the Gold Cards of the "blue box" that you have to own anyway; we just "yellowed out" GOLD and marked SLAVES instead. So far we discovered no serious drawback (we consider less Pirates to be a plus).

Jean "5+2" DEVAUX
Paris, France

★★★

Jim,

Thanks for your reply! I finally have found *KINGMAKER* in the Seattle area—in a Waldensoftware downtown.

While I'm on the subject—GREAT GAME!! I played the boardgame two decades ago, and I think you've captured the feel of the original game perfectly. If anything, it's more addictive now; no need to scare up a few neighbors to play. And the computer always seems to give me a good game, if only because one never knows where one's army will be summoned next. Well done! I look forward to more great games from you guys.

Geoff Watson
Seattle, WA

★★★

Dear Avalon Hill:

THANK YOU, THANK YOU, THANK YOU! As I poked my head into my favorite, local hobby store a couple weeks ago, I was pleasantly surprised to see your new American History Series (AHS) *D-DAY* sitting on the shelf. A quick smile and 2 minutes of tactful negotiations with my wife, and I was walking out the door with the game under my arm. (Couldn't beat the price!)

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

AHS has recently enabled me to "turn-on" some of my co-workers, who have since borrowed or checked out my AH/VG catalogues, brochures and copies of *The GENERAL*, to see what this wargaming thing is all about. The AHS format can also be easily expanded, in terms of numbers of new titles. How about breathing life back into *CHANCELLORSVILLE*, or revising *BULL RUN*? Not to mention any number of other key Civil War battles. The arena of the American

Revolution, which is sorely lacking, would be perfect for expansion. Titles like *Turmoil At Trenton*, *Saratoga* or *Siege At Yorktown* would become popular within the AHS. Additional challenges could include revising *AFRIKA KORPS* and *ANZIO* similar to that of the new *D-DAY*. (AHS would require a renaming *i.e.* Starting Point: Kasserine Pass or Patton In North Africa and Invasion Italy or Salerno: GI's In Italy). Future *AVALONCONs* would surely benefit at youth and introductory level competitions as well as veterans, who thrive in this genre, who could get more mileage (games played per hour) out of the time spent at the "Great Gamers Rallies."

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

SFC Michael A. Arnold
10th Special Forces Group
Ft. Devens, MA

★★★

Dear Editor:

I wish to thank AH for helping me deal with life. AH has been my first love. And I've stuck with your Company from 1961 till now. I've bought over a hundred of your games! And I'd like to commend you on your 1993-94 games. My friends and family can't seem to get enough of them. Especially, *ASSASSIN!* Even my grandfather loves it and has played it 8 times in the past 2 weeks.

Thanks again!

Steve Kershaw
Somers Point, NJ

★★★

Dear Don:

Renewing my *GENERAL* subscription usually provokes at least a few moments of reflection on gaming, Avalon Hill, my family, and life, so you can see it's not something I take lightly.

On the plus side:

- My 7-year-old daughter Sharon has taken a real liking to *TYRANNO EX*, her first Avalon Hill gaming experience.
- Joe Balkoski's Civil War series (*STONEWALL JACKSON'S WAY*, *HERE COME THE REBELS!*) has restored my faith in Avalon Hill as a supporter of original and playable game designs on pre-20th century subjects.
- The Smithsonian series and *AVALONCON* (I've yet to make the pilgrimage—maybe next year!) seem to have helped revitalize the gaming hobby and introduced a lot of pre-teens (not to mention a few of my middle-aged friends) to something other than cable television.
- The continuing evolution of the graphics, articles and editorial direction of *The GENERAL*. Everything—writing, graphics, and organization—seem to be at a higher level than ever before.

On the minus side:

- The continued wasting of valuable AH time and resources on lavishly produced "current history" projects (*FLASHPOINT: GOLAN*) which, as recent events continue to prove, is akin to throwing money down a rathole.

- A puzzling refusal to update the popular but sadly antiquated *PANZERBLITZ* and *PANZERLEADER* games with revised rules (morale! command and control!) and Charlie Kibler maps. With all of the time and effort expended on recent updates of the "classics", you'd think that AH would be willing to perform a much-needed facelift on the *PANZER* games. After all, they're proved classics, too—why not take them to the highest level AH is capable of producing? If you can support an *ADVANCED THIRD REICH* that sells for \$50, surely you can support an Advanced *PANZERBLITZ* for \$35.

My wish list:

- More "family/leisure time" games, especially card-oriented games, on historical subjects (I'd especially like to see someone like Richard Berg revamp the ideas behind SPI's *EMPIRES OF THE MIDDLE AGES* for family play—something with a little more depth and color than *HISTORY OF THE WORLD* but with the same ease of play as that game.)
- Extend the Joe Balkoski Civil War series to include almost every campaign of the Civil War, as posed in *HERE COME THE REBELS!*—this is a great system and one of the cleanest, most innovative operational-level designs in many years. The maps are beautiful and the historical commentary is much appreciated. Also, love those old engravings in the rulebooks! And why not something on a slightly larger scale for the campaigns of Napoleon? What a great tie-in to *NAPOLEON'S BATTLES* fans, as well as a treat for the boardgamers. *WAR AND PEACE* could use a facelift.
- Turn *ACROSS FIVE APRILS* into a series—Eric Smith did a fine job. I haven't heard much about this project since its appearance in the game's Designer's Notes, so I assume sales may be a problem. But I'm really enjoying the sudden resurgence in quadgames and pentagames—a lot more bang for the buck!—and the action chit system makes every replay different (a big problem with the old SPI quads). I hope you extend the quad/pentagame concept to other historical periods as well, because I'm sure you guys could do a better job on design, playability, rules clarity and graphics. It would serve as an attractive introduction to some of the lesser game periods, especially Renaissance warfare.
- A fresh look at *PANZERBLITZ* level WWII combat (how about a fast-moving, Don Greenwood-style approach with area movement—something fresh for tactical games—and cards?).
- An *UP FRONT*-style game covering the Civil War with personnel cards representing individual brigades and commanders, offering opportunities for Corps-level action. Scenarios would cover generic Civil War-era battle situations and the most exciting highlights of the most famous Civil War battles, with (of course) an option for a Campaign Game, as players watch their units change from wide-eyed farmboys into battle-hardened veterans.

I always look forward to my *GENERAL* subscription and new Avalon Hill releases—the only checks I never find painful to write.

Ed Brickell
Dallas, TX 75238

Happy to report that we can address, at least, a few of your concerns, as Craig Taylor is currently working on a glorified remake of *PANZERBLITZ*, and Eric Smith is hard at work on a sequel to *ACROSS FIVE APRILS*.

Adult Gamer returning to gaming again! FTF/PBM any game. Especially interested in finding Anchorage area players!?!? Robert Russell, C Co. 1/501 ABN, Ft. Richardson, AK 99505, (907) 428-3229.

Seeking A3R opponent for FTF or PBM. Brent Tweeten, 2529 W. Cactus Rd. #3378, Phoenix, AZ 85029. 602-870-9580.

Need players for Umpired PBM MBT. Glenn Vogt, 1416 West Orchid Lane, Phoenix, AZ 85021.

Casual but dependable adult gamer seeks FTF opponents in Tulare-Kings Co. area. Interested in most titles. Bernard Roessler, 1113 W. Hermosa, Tulare, CA, 93274, (209) 688-2449.

Looking for umpire or gamemaster for 5th/7th Fleet, TLD, A3R. All letters answered. Rated games only. Michael S. Fleming, 617 Gonzalez Drive, San Francisco, CA 94132-2351, (415) 333-0502.

Legally blind old-timer looking for FTF ASL play. Also FTF super-deluxe ASL with micro armor on 4 inch hexes. Earl Ryan, 2831 Juniper Drive, Corona, CA 91720.

A call to arms! Seeking ASL'ers of all play levels for weekly, bi-weekly game sessions. Stephen "Tux" Humphrey, 730 Chester Street, Oakland, CA 94607, (510) 763-9438.

Opponents wanted for AFK, D77, WAS, VIP and many other WWII type of games. In my home or local park. Tom Walker, 2889 El Sobrante Street, Santa Clara, CA 95051, (408) 241-8180

Attention Denver area wargamers! Am looking for slack-filled opponents to play vast library of truly fun games. Scott Johnson, 17816 E. Carolina Place, Aurora, CO 80017, (303) 369-8370.

PBM rated games of AFK and/or 1776. Michael Reffue, 392 Pebble Stone Court, Coconut Creek, FL 33073, (305) 570-7755.

Area 1500 PBM DEV, BB'81, SOA, VTP, WAS, AZ. Alex will consider non-rated players. Greg Dilbeck, 259 14th St., N.E., Atlanta, GA 30309, (404) 442-0226.

Wanted: Players for "blind." PBM MBT scenario. All welcome to try—"the more the merrier." For further info send SASE to: Chris Stewart, 2619 Jordans Grove Road, Marion, IA 52302.

33-year-old looking for serious and/or beer 'n pretzel opponents. Hundreds of titles; both boardgames or computer games. Joe Harrison, 9819 Tiverton Way, Louisville, KY 40242, (502) 339-188.

A3R, DIP, LFW, PZL, ROR, PAA, TRC, TPS, WAS, VIP. James K. Sparks, Jr., 1122 Steiger Way, Baltimore, MD 21205, (410) 485-8934. TNT '94, The Tital National Torunament Returns November 10-13, 1994 at the Comfort Suites Hotel, 14402 Laurel Place, Laurel, MD. For more information or to pre-register contact: Bian Sutton, 9225 Fairlane Place, Laurel, MD 20708, (301) 604-0050.

Opponents Wanted

Avalon Hill Football Strategy League now entering its 22nd consecutive season. Seeks two new members for NFL 1995 expansion season. Contact: Don Greenwood, 1541 Redfield Road, Bel Air, MD 21015.

Send postcard if you would play KOREAN WAR at AVALONCON 95. Also list probability of being there. Need opponent for 3R4, KRW, 1914. Alan Libuszowski, c/o 4212 Norcross St., Temple Hills, MD 20748.

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

Wanted: Opponents for FTF on RF, TPS, PB in the GR area, some experience. Anthony Sella, 4893 Champion, Grand Rapids, MI 49548, (616) 538-3007.

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

Experienced gamer turned novice since discovering ASL. Need FTF opponents to help me learn this system. 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 MS, Memphis, or New Orleans. Jay Ouzis, 608 S. Court, #10, Cleveland, MS 38732. (601) 843-6086.

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

PBM single or team for SQL, M92, B91. Novice to A3R, ASL, SOA, A5A. Need experience before AvalonCon 95. Larry Balawender, 608 Huff Avenue, Manville, NJ 08835, (908) 526-7219.

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

Rabid Brooklyn AH/VG wargamer seeks opponents for FLD, KTA, HOW, TOX, 3R4 and more. FTF only please. Clyde Kelly, 1876 Bergen St., Brooklyn, NY 11233. (718) 346-1841. Buffalo NY area. Wanted: FTF gamers, playing since 1965—can't quit now. Willing to play any AH/VG game, particularly ASL. Rodney Parker, 1000 Colvin Blvd., Kenmore, NY 14217, (716) 876-9421.

ASL player looking for opponent call 883-6490, Mark, Buffalo, NY.

Area rated opponents wanted for any games in Colonie, Albany. Prefer SL, PZB, RFT, FPR, TCA, AFD. Will learn others. Sean T. Straney, 3 Gaffers Court, Latham, NY 12110, (518) 785-3513.

Seeking FTF gamers in the Lockport area. Have many titles and willing to learn others. Where are you all hiding? Robert Voisin, 7112 Northview Drive, Lockport, NY 14094, (716) 433-4133. New in town! Close to Triangle area, Greensboro, and Fayetteville. Seeking FTF and PBM opponents for most AH WWII games. Jeff Hunt, 1616 Owl's Nest Road, Sanford, NC 27330, (919) 775-4958.

Cincinnati area—opponents wanted for WSIM, FP, CAE, RW, DEV, TAC, also willing to learn other middle level games. Also like fantasy boardgames. Mark Bauer, 7509 S. Timberlane Drive, Cincinnati, OH 45243, (513) 745-0246

Seeking FTF opponents in Central Ohio area. AFK, B91, MBT, PZL, TCA, A3R, TLD, IDF, BON. Dan Tietz, Jr., 8220 Croton Road, Johnstown, OH 43031, (614) 967-5752.

PBM Red Barricades. Anyone out there willing to try? Write or call me. I'll also play FTF. Dean Halley, 2485 SE Alder, Hillsboro, OR 97123, (503) 640-2106.

Experienced gamer new to area seeking PBM opponents for G88 or TC2. Christopher H. Yaure, 1048 Dekalb Street, Bridgeport, PA 19405.

Wanted: Opponent for WSIM, PBM. Suey Andrews, 3343 Webster Avenue, Pittsburgh, PA 15209.

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

Seek FTF opponent in Northern VA area for ALX or CSL. Returning to the hobby after 8 years. Non-rated. Martin Svensson, 103 Paddington Way, N.E., Leesburg, VA 22075, (703) 771-9761.

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 22206. (703) 528-5123.

MUSTANGS fans: We're playing this fine game with superbly painted miniatures on a 4 foot by 6 foot terrain. Wanna try it? Paul Hannah, 1925 East Lake Ave E #105, Seattle, WA 98102. (206) 323-0212.

ASL players in Central WI area. Looking to form an ASL club for gaming and introducing new people to system. Ric Walters, 2410 Roosevelt Drive, Plover, WI 54467-2922, (715) 341-2234.

Interest Group Milwaukee seeks new members. 1413 240th Avenue, Kansasville, WI 53139.

FOREIGN

Any wargamers or roleplayers in Puebla. If yes, please contact me as fast as possible under the following address: Martin Schwalbach, Privada 14 Oriente 4216-4, 72330 El Porvenir, Puebla, Pue., Mexico; Phone in evenings or weekends: 341689.

Live in the Chatham area, looking for FTF opponents for sub GOA, AFD and other Avalon Hill Games. Will travel. Tyrone Newby, RR3 Tupperville, Ont. Canada NOP 2MO. (519) 683-2801.

16-year-old player seeks opponents for BRI from SE Finland. Please write. Tero Kalpio, Silakatu 10, Lappeenranta, Finland 53500. (953) 716-1008

Opponent wanted PBM PAX, Canadian Civil War, DIP.. Kevin Burns, La Kasa Inoue #105, Iwahara 144-3, Minami Ashigara Shi, Kanagawa Japan 250-01, 0465-74-8767.

PLAY BY E-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.

★★★

AREA LADDERS

* **PANZER LEADER: IN NEED OF NEW GM! THIS GAME BELIEVED TO BE ORPHANED!** I have names, addresses, and matches for all of these players. Just need a GM to step in. Twelve players are now involved in their first round of pbm competition.

VICTORY IN THE PACIFIC: 23 active players now in a Swiss style pbm competition. Tim Greene of Morristown, TN and Louie Tokarz of Chicago, IL are virtually tied for first. Having played each other already they each await games to finish and other players to move up. On the bottom we have an odd man out waiting for a new opponent to sign up.

* **WOODEN SHIPS AND IRON MEN: IN SEARCH OF NEW GM! THIS GAME BELIEVED TO BE ORPHANED!** Need a GM to volunteer! I have names and matches for all of these players. I need addresses and general information from the involved players, anyone involved, please contact me directly, ASAP. 22 players are now involved in their first round of pbm competition.

Contact Glen Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786.

★ ★ ★

The "Opponents Wanted" advertisements on this page are intended as a service to the readership of this periodical. Please print or type the ad copy. If the ad is not legible, it will not be printed. Too, no ad dealing with products of other manufacturers will be printed and any mention of such will be excised. Ads are accepted for a single printing only. Should the reader desire that a specific ad enjoy a multiple printing, a separate number of copies equal to the number of times the ad is to be run must be submitted—although only one total payment need be included to cover the printings. Due to the pressure of various deadlines, often advertisements submitted weeks before an issue appears will not be printed in that issue. Please be patient; such will be printed in the immediately following issue. Please do not specify a particular issue for an ad to appear; such requests cannot be honored.

SERIES REPLAY...continued from page 17

I could give Washington a winter offensive and hit Howe in New York or Clinton in Baltimore. All useful moves, and who knows which would turn out best? But I'm not going to do any of them. 1 Ops: Move Washington to Philadelphia to Reading to Wyoming Valley.

No Winter Attrition

FRENCH NAVY PHASE: French Navy to Quebec

POLITICAL CONTROL: British gain New York, Alexandria, and Salem. The British lose Boston and Montreal to the Americans who also gain in Wyoming Valley. PC is lost in Hillsboro (due to isolation).

1777 SUMMARY

British Control two states and Canada: Canada 2/3 Control; RI 1/1 Control; NY 1/10; MD 1/3; VA 7/11 Control; NC 2/7.

Americans Control ten states: Canada 1/3; NH 2/3 Control; MA 4/5 Control; CT 2/2 Control; NY 6/10 Control; NJ 2/3 Control; PA 4/7 Control; MD 2/3 Control; VA 2/11; NC 2/7; SC 5/7 Control; GA 3/3 Control; DE 1/1 Control.

This was a difficult turn for the British in that the Americans had very good cards, although the three 3 Ops cards for the British were somewhat offsetting. I think the British did ok even though the colony control score doesn't show it. The British are positioned well at the moment and have more CU than the American who hasn't added many reinforcements.

1778 AMERICAN STRATEGY CARDS

Three Ops 1

One Ops 2

European War

George Rogers Clark

North's Government Falls- War Ends in 1779

Hmm, only five Ops. But once again, only one unusable card (and even the War Ends card is hardly worthless since it puts pressure on the British who are losing). I have to save a 1 Ops for Washington (another chance for a winter offensive here). Maybe use the 2 Ops for Rochambeau and Quebec, but with so few Ops maybe it would be better if he spends a 3 Ops to have Carleton attack. I'll wait and see. Save the "War Ends 1779" until late in the turn, in case he has the 1780 card (the only one left) and hope he plays it first. I think there are no reshuffle cards left, so the war will end in 1779 or 1780. I'm not sure what's best for the George Rogers Clark card (which makes a random draw from the opponent's hand); play early for best selection or late to screw up a half-completed plan for the turn and give him little chance to react. Probably play early since there are other cards I want to play late (War Ends and 1 Ops). The European War card is not as effective as it might appear in this situation since the leaders he can reinforce need only one CU each. But when I play it, it will give him a reason to spend Ops on reinforcement which he wouldn't have bothered with otherwise this turn.

And you're complaining? I should have such problems.

1778 BRITISH STRATEGY CARDS

One Ops 1

Two Ops 2

One Ops 3

Lord Joseph Brandt

Lord George Germain Royal Amnesty

My hand doesn't suggest an obvious strategy so I'll bide my time and attempt to work towards both a PC victory and encircling Washington. I must admit I hated seeing Washington withdraw to Wyoming Valley.

1778 AMERICAN MOVE A: 1 Ops: Move Greene and two CU to Newport to Hartford (drop one CU) to Newport. If I've figured this right, it's going to take two moves for the British to get RI back. It sure would be nice to reinforce Greene, though.

1778 BRITISH MOVE A: 2 Ops: Move Cornwallis and three CU Charlotte to Gilbert Town to Abingdon (disperse Congress) to Fort Prince George. Who cares about RI now? I have no ports in New England to allow entrance of encircling armies. There's plenty of time to recover RI. It's time to take the South.

1778 AMERICAN MOVE B: Now you've roused the western frontier. George Rogers Clark Launches Western Offensive: British lose an Ops 1 card.

1778 BRITISH MOVE B: Lord George Germain Royal Amnesty: Remove PC in Savannah and Wilmington, DE.

1778 AMERICAN MOVE C: I don't want him to land at Savannah, so I have to spend the 2 Ops on reinforcements to occupy the port. That forces me to do something I've been wanting to do for a while anyway (start up a second force in the south). 2 Ops: Place Lafayette and two CU in Savannah. Trouble breaking out all over the south.

1778 BRITISH MOVE C: Joseph Brandt Indian Raid: Remove PC in Fort Niagara.

1778 AMERICAN MOVE D: European War: Remove two CU from Howe. I chose Howe to lose the CU because he's the one the British might feel most pressured to spend an Ops reinforcing. It was tempting to use it on Cornwallis and then use Arnold to clean him up. But he'd just come back with a five CU army.

The rules state the person playing the card removes the two CU. Hence, if the British play it then they get to remove the ones they want, and yes, even blockaded units can be taken. The rationale, which happened several times during the war, Newport as one example, is that a blockade wasn't a permanent condition. Bad weather several times during the war dispersed a fleet. The naval battle of Newport never happened because of one. The blockade works against retreat evacuation since the two situations can be coordinated and takes place over a short period of time. With the Declaration of War card, the garrison is pulled out by the British when the opportunity occurs, which it will at some point over the year. The benefit, which is intentional, is that the British get some small consolation, once in a while, from playing the European War card in rare situations like this.

1778 BRITISH MOVE D: Joseph Brandt Indian Raid: Remove PC in Reading. Brandt's really lifting hair along the frontier—back to back raids! This gives me the ability to attack

Washington without risking the surrender of an entire army.

1778 AMERICAN MOVE E: Boy, where's Sullivan when you need him? 1 Ops: Move Arnold with three CU to Cheraw to Salem. I finally get to do something useful with Arnold. If he doesn't move one of those three armies around Wilmington, Washington won't have a useful winter offensive move—he shouldn't go back where he might be surrounded. Probably have to move him to Pittsburgh to block expansion from Detroit. He can still reach Wilmington or New Jersey from there. I need to put a PC in Monmouth sometime or the British can get New Jersey too easily. I'd like to have another leader in PA-NY who can dodge in amongst the British armies but won't likely get the Ops to do it.

1778 BRITISH MOVE E: 3 Ops: Place PC in Wilmington, DE, Fort Niagara, and convert Fort Prince George to British.

1778 AMERICAN MOVE F: Despite the relative success of the past year, Parliament is getting tired. War Ends in 1779.

1778 BRITISH MOVE F: 2 Ops: Cornwallis and three CU move to Ninety Six to Augusta to Savannah. Let's hope that this offensive will change Parliament's mind and convince them to carry the war until we have crushed the rebellious new worlders. Lafayette attempts to intercept in Augusta, but fails. A successful intercept would have meant a difference of three Battle Cards and kept open Lafayette's retreat to Savannah (if he has any army left). He wouldn't retreat before combat anyway, since a win would force Cornwallis to surrender.

BATTLE OF SAVANNAH**BRITISH BATTLE PLAN**

1. DE; 2. DE; 3. FR; 4. FL; 5. B; 6. FA; 7. FA.

AMERICAN BATTLE PLAN

1. DE; 2. FR; 3. FR; 4. FL; 5. FA. Retreat: St. Mary's (thereby protecting that PC and keeping the militia advantage in GA).

Rd 1: British Attack: DE, American matches DE; CA dr 3.
Rd 2: British Attack: DE, Americans cannot match. Americans lose. Cas dr 2; Americans lose two (1 + 1 for DE card). American force is eliminated except for Lafayette who retreats to St. Mary's.

1778 AMERICAN MOVE G: Dang, what are the chances of two DE cards in a seven-card hand? Georgia once again proves a vulnerable area for the Americans. Actually, Cornwallis would just come back next turn with a five CU army anyway. Not giving him a leader he can use with all those reinforcements is part of my strategy. But stopping him short in Augusta sounded good, if unlikely. He'll have a hard time taking Georgia with just one army, since I can double-team him with Arnold and Lafayette (or his replacement). 1 Ops: Place one CU in St. Mary's.

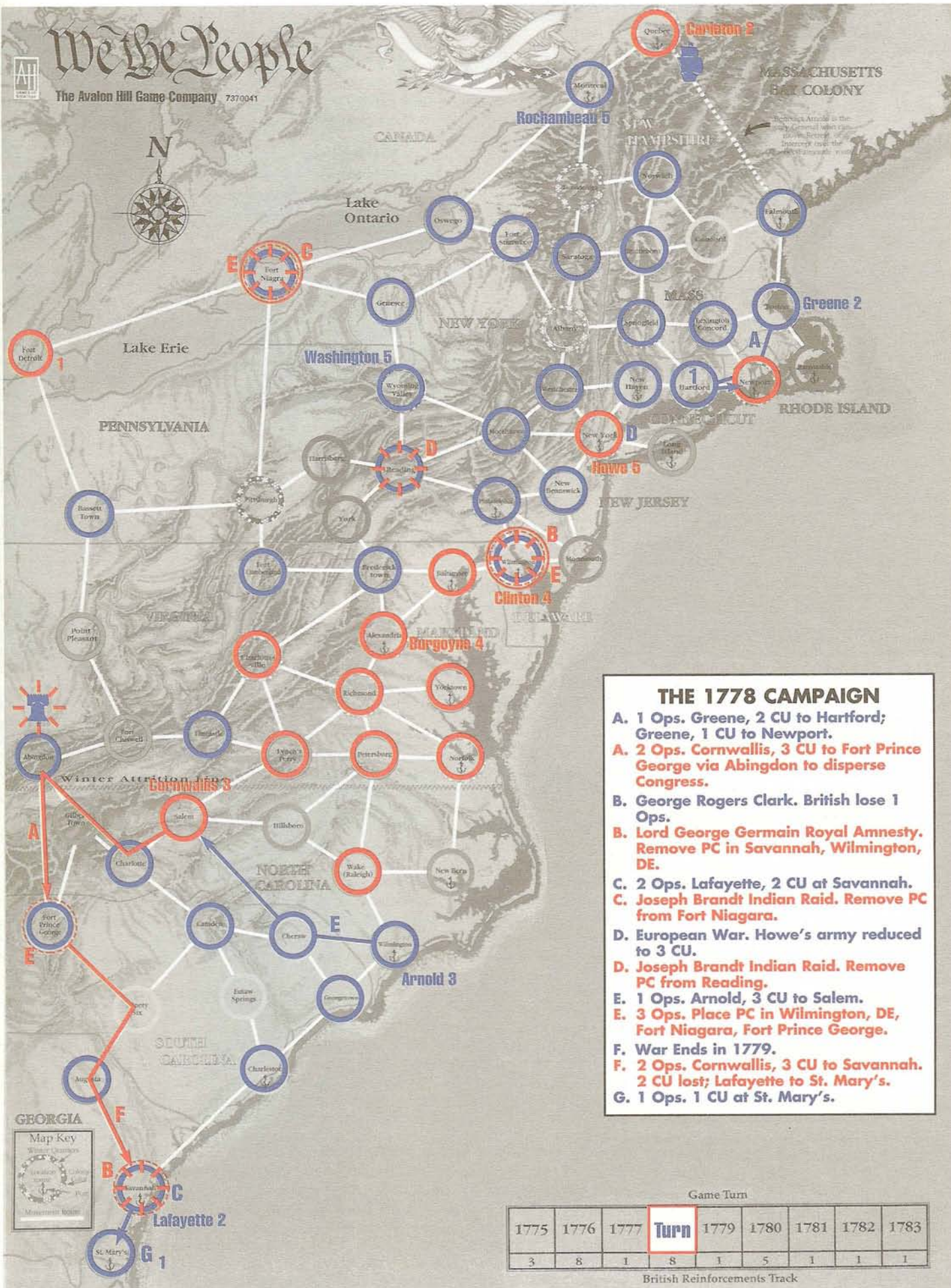
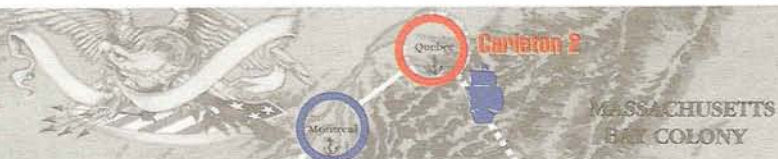
I'll maintain the blockade of Quebec so that Carleton can't get out and bring in reinforcements. This gives him no good placement for his reinforcements. Congress goes back where it can't be caught in just one move. This may well be the last turn and I may need PC placement ability.

FRENCH FLEET PHASE: Fleet stays at Quebec.

Continental Congress convenes in Falmouth.

We the People

The Avalon Hill Game Company 7370041



- ### THE 1778 CAMPAIGN
- A. 1 Ops. Greene, 2 CU to Hartford; Greene, 1 CU to Newport.
 - A. 2 Ops. Cornwallis, 3 CU to Fort Prince George via Abingdon to disperse Congress.
 - B. George Rogers Clark. British lose 1 Ops.
 - B. Lord George Germain Royal Amnesty. Remove PC in Savannah, Wilmington, DE.
 - C. 2 Ops. Lafayette, 2 CU at Savannah.
 - C. Joseph Brandt Indian Raid. Remove PC from Fort Niagara.
 - D. European War. Howe's army reduced to 3 CU.
 - D. Joseph Brandt Indian Raid. Remove PC from Reading.
 - E. 1 Ops. Arnold, 3 CU to Salem.
 - E. 3 Ops. Place PC in Wilmington, DE, Fort Niagara, Fort Prince George.
 - F. War Ends in 1779.
 - F. 2 Ops. Cornwallis, 3 CU to Savannah. 2 CU lost; Lafayette to St. Mary's.
 - G. 1 Ops. 1 CU at St. Mary's.

Map Key

- Winter Quarters
- Location
- Control
- Ops
- PC
- Military Units

Game Turn

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

British Reinforcements Track

There is no Winter Attrition

Political Control: British Gain a PC in Savannah and lose them in Salem and Newport to the Americans.

1778 SUMMARY

British Control two states and Canada: Canada 2/3 Control; NY 2/10; DE 1/1 Control; MD 1/3; VA 7/11 Control; NC 1/7; SC 1/7; GA 1/3.

Americans Control 11 states: Canada 1/3; NH 2/3 Control; MA 4/5 Control; CT 2/2 Control; RI 1/1 Control; NY 5/10* Control; PA 3/7* Control; NJ 2/3 Control; MD 2/3 Control; VA 2/11; NC 3/7* Control; SC 4/7 Control; GA 2/3 Control.

The Americans have managed to protect their position by trading Delaware for RI. It could have been worse, since the Americans could have used the last 1 Ops card to have Washington take DE back. On the other hand, the British have weakened the American hold on the South, but the Arnold counteroffensive was well timed. The British have a large force in the Mid Atlantic states that needs to be activated to some purpose, especially since an offensive into PA could take that state and isolate MD, capturing two colonies. This coupled with a Southern offensive could see the British pull into contention at the close which currently is set for the next game turn.

1779 AMERICAN STRATEGY CARDS

One Ops 1
Two Ops 2
One Ops 3
Thaddeus Kosciuszko
Jane McCrea
Admiral Suffren

My preliminary plans are to place PC with the 3 Ops in Ninety-Six (to prevent isolation of Augusta), Gilbertown (to consolidate NC—he can still take it by PC placement otherwise), and Monmouth, to make NJ safer (it will now require two army movements to take). Unfortunately, I can't block Pittsburgh at the same time. Save a 2 Ops to move Rochambeau if necessary; the 1 Ops will probably have to move Arnold in defense of Georgia. The other 2 Ops can be used to place PC, an army in a threatened area, or an extra movement. As feared, I probably won't be able to place and move a throw-away army in the PA-DE area.

1779 BRITISH STRATEGY CARDS

Two Ops 2
One Ops 3
Minor Campaign
Benedict Arnold
John Simcoe
North's Government Falls—War Ends in 1780

For the first time I have the option of taking the opening move away from the Americans, by opening with the Campaign but why bother since he likes it so much? I prefer moving last.

1779 AMERICAN MOVE A: 3 Ops: Place PC in Ninety-Six, Gilbert Town, Monmouth.

1779 BRITISH MOVE A: John Simcoe Tory Rangers: Remove PC in Morristown. Need to free the Boss for a possible attack on Washington.

1779 AMERICAN MOVE B: Shouldn't use those nasty Ranger types—they only rouse the countryside. Jane McCrea Indian (Tory?) Atrocity: Place PC marker in Morristown.

It was an Indian atrocity performed by Indians working for Burgoyne as he advanced South along the Hudson. Jane McCrea was the fiance of a Tory officer, but it was the Patriots who made propaganda hay out of the incident creating a very strong militia turnout that helped isolate Burgoyne. In game terms its taking an empty space behind a British army and making it unavailable for retreat. Then successfully attacking it and causing a surrender a la Saratoga.

1779 BRITISH MOVE B: 2 Ops: Cornwallis, two CU to St. Mary's. One CU is left behind in Savannah to draw Arnold into a battle so that I can use the traitor card and destroy the last American army in the south in one move.

BATTLE OF ST MARY'S

BRITISH BATTLE PLAN

1. FR; 2. FL; 3. DE; 4. FR, 5. FL; 6. B.

AMERICAN BATTLE PLAN

1. DE; 2. FR; 3. FL; 4. FA.

Rd 1: British Attack: FR, American responds FR; CA dr 2.
Rd 2: British Attack: FL, American responds FL; CA dr 2;
Rd 3: British attack: DE, American responds DE, CA dr 6;
Rd 4: British attack: FR, No American response, no retreat. Lafayette surrenders and one CU is eliminated.

1779 AMERICAN MOVE C: 1 Ops: Move Arnold and three CU to Cheraw to Georgetown to Charleston to Savannah. Still more fighting in Georgia as Arnold takes out Cornwallis' rear-guard.

The Americans received seven cards versus three British cards. The first card played was an unmatched DE. The British CU is eliminated in Savannah.

1779 BRITISH MOVE C: He swallowed the bait! 2 Ops: Cornwallis and two CU attack Savannah. Benedict Arnold Treason! It's time for the 2nd Battle of Savannah in the year of Our Lord 1779. The British receive eight cards (2 {CU} + 2 {Cornwallis} + 2 {Navy} + 2 {Secret Plans}) while the Americans receive five cards (3 {CU} + 2 {Militia}). But with Arnold gone, the Americans can't counterattack and therefore with a card deficit, cannot win. They can only hope to lessen the severity of the defeat by forcing a Probe, Bombardment or Frontal Assault.

The British Battle Plan included a DE as the first card, thus winning the battle immediately since the Americans had none. The casualty dr was a 3 yielding one CU eliminated plus another for the DE, so Cornwallis gets Savannah and one American CU retreats to Charleston. As you can see from the last two battles, single CU garrisons have some value, especially for the Americans when they are on a PC and an American army is adjacent. However, any force larger than that is a loser unless it is very large (nine CU or more) and gets a good distribution on the deal. Of course, Stan isn't at fault here since the traitor Arnold sold him out. I never liked his eyes.

1779 AMERICAN MOVE D: Oops. Well, that's something the American player has to live with. So far, so good; he's spent the better part of the turn chasing Georgia, and still needs to spend more if he wants it this turn. Which makes me wonder if he's got the "War Ends in 1780" card. Now I have to decide how much more

effort I want to put into Georgia. I'll probably use one of my 2 Ops to place an army; but in the south to watch Cornwallis, or in PA to threaten Wilmington? I'll play Suffren next, so I have one more card before deciding.

Having the Kosciuszko card makes me want to take Quebec, just to use it and avoid discarding it unused. If the game goes another year, I might want to have Canada. But that would free Carleton to come back with a five-CU army. It will depend on whether I see any more profitable use for the second 2 Ops. Admiral Suffren Wins a Naval Victory: Events from around the globe intervene again. The Americans pull the "War Ends in 1780" card from the British hand.

A lucky break for the British since the American cannot discard it. The English dodge the Admiral Suffren bullet without losing a playable card. If the Strategy deck isn't reshuffled at the end of this phase, then 1780 is guaranteed to be the last turn since all of the other "War Ends" cards have been discarded. With the William Pitt and Horteletz et Cie cards also discarded, this is not going to happen.

1779 BRITISH MOVE D: Man was that lucky. I didn't realize that the "War Ends" card couldn't be tossed without the effects taking place. 3 Ops: Clinton and four CU move to Alexandria (pick up one more CU for a total of five) to Baltimore to Wilmington to Philadelphia.

1779 AMERICAN TURN E: I thought the "War Ends in 1780" card was going to show up. The British didn't seem quite desperate enough. So intense lobbying by the military persuades Parliament to give them one more year. May it be a year of disasters. 2 Ops: Place Lee and two CU in Pittsburgh. By the way, is that Charles Lee or Light Horse Harry Lee?

Its Charles Lee. All the Generals are of the Army/Department level. Famous personages such as Francis Marion are cards. If I had added one more Strategy Card to the deck it would have been Light Horse Harry Lee who would have acted like the Tarleton card, but for battles only.

1779 BRITISH TURN E: Minor Campaign: Cornwallis and two CU move to Augusta to Ninety Six to Camden. Howe and three CU move to New Haven to Hartford.

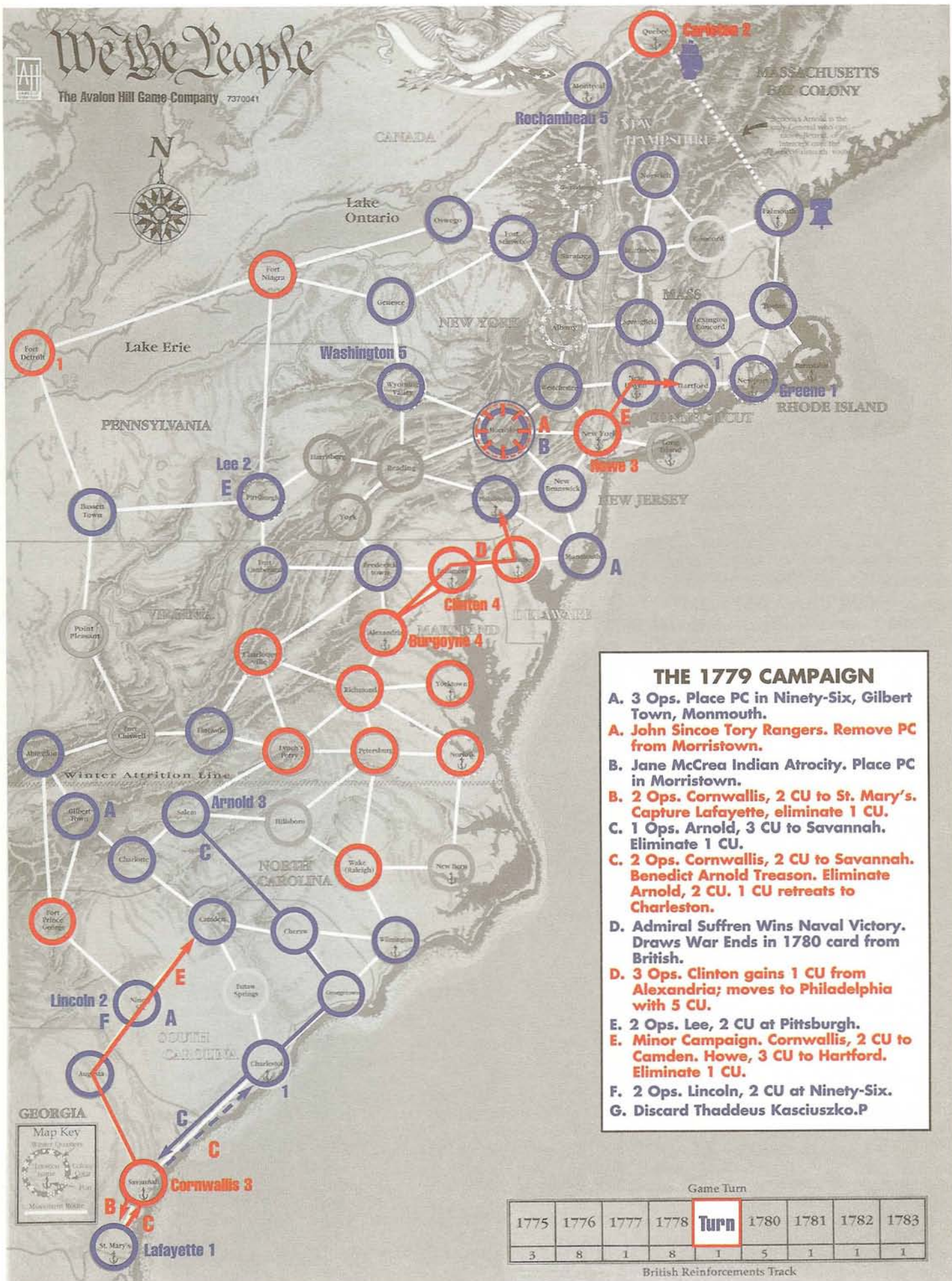
Greene attempts to intercept but rolls a "5" and fails. In the resulting battle Howe gets eight cards (3 {CU} + 3 {Howe} + 2 {navy}) vs three cards (1 {CU} + 2 {militia}). The British lead with an unmatched DE card, so the one CU is eliminated regardless of the Cas dr.

What is Cornwallis doing in Camden? If he goes to Augusta, the British control GA.

1779 AMERICAN MOVES F&G: Cornwallis is causing a great deal of trouble in the south. He has become a Greene in reverse. Reinforcing SC will threaten his gains in GA so I'll waste the Engineer card and forego my planned Winter Offensive battle. 2 Ops: Place Lincoln and two CU in Ninety-Six. Discard Thaddeus Kosciuszko Engineer. The French Fleet stays in Quebec. I was going to use that 2 Ops to take Quebec, but Cornwallis was too big a threat. I'll just have to save that offensive for next turn, if I need it.

Hartford isn't a port. If Greene had intercept-

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- THE 1779 CAMPAIGN**
- A.** 3 Ops. Place PC in Ninety-Six, Gilbert Town, Monmouth.
 - A.** John Sincoe Tory Rangers. Remove PC from Morristown.
 - B.** Jane McCrea Indian Atrocity. Place PC in Morristown.
 - B.** 2 Ops. Cornwallis, 2 CU to St. Mary's. Capture Lafayette, eliminate 1 CU.
 - C.** 1 Ops. Arnold, 3 CU to Savannah. Eliminate 1 CU.
 - C.** 2 Ops. Cornwallis, 2 CU to Savannah. Benedict Arnold Treason. Eliminate Arnold, 2 CU. 1 CU retreats to Charleston.
 - D.** Admiral Suffren Wins Naval Victory. Draws War Ends in 1780 card from British.
 - D.** 3 Ops. Clinton gains 1 CU from Alexandria; moves to Philadelphia with 5 CU.
 - E.** 2 Ops. Lee, 2 CU at Pittsburgh.
 - E.** Minor Campaign. Cornwallis, 2 CU to Camden. Howe, 3 CU to Hartford. Eliminate 1 CU.
 - F.** 2 Ops. Lincoln, 2 CU at Ninety-Six.
 - G.** Discard Thaddeus Kasciuszko.P

Map Key

- Winter Attrition
- Colonies
- Military Units
- Maximum Water

Game Turn

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

British Reinforcements Track

ed, and I used the Engineer card, it would have been Greene with eight cards (including the one-card surprise bonus) versus Howe's six cards and no retreat. The British have had an overwhelming share of the 3 Ops cards making them much more mobile than I would have expected. However, most of the special event cards favorable to the Americans came out early in this game. The Declaration of Independence, for instance, wouldn't be nearly as useful now as it was in 1776. But I think the most remarkable thing about this game is the absence of junk cards. In previous games I was averaging two or three unusable cards per hand. In this game so far, I've gotten only one the entire game (two if you count the "War Ends in 1779" card which was actually quite welcome). The British have gotten five. We're both getting more cards which our respective sides can use than is normal. But it's tougher on the British if the Americans can respond instantly to every move. I think this more than anything else is giving the British problems. Still, I'd rather I got the Continental Mutiny card next turn. That's one junk card I won't mind seeing in my hand.

There is no Winter Attrition

The French fleet stays in Quebec

Political Control: British get PC in Hartford, Philadelphia, and Camden while losing the PC in Ft Prince George (isolation). Americans gain a PC in Pittsburgh while losing markers in Hartford, Philadelphia, and Camden. They also lose the PC in St. Mary's due to isolation.

1779 SUMMARY

British Control two states plus Canada: Canada: 2/3 Control; CT 1/2; NY 2/10; PA 1/7; MD 1/3; VA 7/11 Control; NC 1/7; SC 1/7; DE 1/1 Control; GA 1/3.

Americans Control ten states: Canada: 1/3; NH 2/3 Control; MA 4/5 Control; RI 1/1 Control; CT 1/2 Control; NY 5/10* Control; PA 3/7* Control; MD 2/3 Control; VA 2/11; NJ 3/3 Control; NC 4/7 Control; SC 4/7 Control; GA 1/3.

Here we are at the last game turn. The British hurt the Americans last turn, but failed to gain control of any colonies which is how you put runs on the scoreboard. The fact that the British gains are in four different colonies is indicative of their problems. A better concentration of effort may have gotten a different result. My own style would have been to use the Minor Campaign card as an opener to isolate MD or launch a big offensive into the south. If the Americans responded in the South, the Treason card would have nullified the American response and made them waste a card. But that's hindsight. The British still have a chance, but it depends on getting control of the colonies they attacked last turn. The Americans are still in the driver's seat.

1780 AMERICAN STRATEGY CARDS

Minor Campaign
Francis Marion
One Ops 1
Two Ops 2
Two Ops 3

Wow! On my last hand I get more Ops than ever. Let's see: the Marion card means Georgia is safe, unless he comes back and takes Augusta. I don't have any other PC to place, save PA,

where one or two would probably do. The pair of 3 Ops might well go for reinforcements. Saving a 2 Ops for Rochambeau, but that is looking unnecessary. His most feared move (besides the Major Campaign against Washington) is to Fredricktown, isolating Baltimore and Wilmington and taking MD. First, I need to move Washington to where he can threaten Newport and be safe. I'm tired of worrying about Sudden Death. I'm going to let him have the last move. I've got a big lead and a strong last hand.

1780 BRITISH STRATEGY CARDS

Major Campaign
Josiah Martin
Three Ops 2
Two Ops 3

Finally I have a great hand, but now I can't decide whether to go for a PC win or capture Washington.

1780 AMERICAN MOVE A: I probably should make you go first and save the last move for myself, but... 1 Ops: Move Washington and five CU to Morristown to Westchester.

1780 BRITISH MOVE A: I'm glad the Americans continue to take the first move. Going last should be especially important in the game-ending turn. Josiah Martin Rallies North Carolina Tories: Remove PC in Gilbert Town.

1780 AMERICAN MOVE B: 2 Ops: Move Lee and two CU to Fort Cumberland to Fredricktown to Baltimore to Wilmington. I'm taking care of Wilmington now while it isn't blocked. Even if he takes it back, it should take resources from other plans.

1780 BRITISH MOVE B: 2 Ops: Place PC in St Mary's and Reading.

1780 AMERICAN MOVE C: My gosh, he's making a play for PA. I need one more PC in PA. Converting Wilmington now will free Lee to move. At this point I have four leaders I'll probably want to move, and four leader-movement cards left. So reinforcing or placing new leaders doesn't look likely. If Howe doesn't move till the last card, Washington could displace Greene and turn Newport into a contest. But then Howe could just take New Haven and Connecticut. Dang, that was a good fork move on his part. I just wasted Washington's move. 3 Ops: Place PC markers in Wilmington DE, Gilbert Town, Harrisburg.

1780 BRITISH MOVE C: 3 Ops: Clinton and five CU move to Monmouth to Wilmington. I've finally decided on a course of action; I'll try for a PC win. There is no turning back now.

It looks like there is going to be a battle in Wilmington, and with the French fleet in Quebec the British will get their navy advantage, plus they have more guys. Even with the Delaware militia this looks like a lop-sided battle, but I can't retreat so I might as well intercept. If I'm successful, I not only gain a Battle Card for surprise, but I'll also maintain a retreat route (back to Wilmington). One of these one-in-six chances should pay off sooner or later.

But not now! The intercept dr is a 4 so the 1780 version of the Battle of Wilmington is upon us. The Americans get five cards (1 [Lee]+ 2 [CU] + 2 [Militia]) vs nine British cards (2 [Clinton]+ 5 [CU] + 2 [Navy]).

THIRD BATTLE OF WILMINGTON

AMERICAN BATTLE PLAN

1. DE; 2. B; 3. FR; 4. FL; 5. FA.

BRITISH BATTLE PLAN

1. DE; 2. FL; 3. FL; 4. FR; 5. B; 6. P; then the FA.

Rd 1: British Attack: DE, American responds DE; CA dr 6.
Rd 2: British Attack: FL, American responds FL; CA dr 1.
Rd 3: American Attack: B, British responds B; CA dr 5.
Rd 4: American Attack FR, British responds FR; CA dr 6.
Rd 5: American Attack FA, British responds FA; No CA dr.
Rd 6: American Attack with no cards remaining. Americans lose and can't retreat. Lee surrenders, two American CU are eliminated.

How about that? A 1-rated leader finally gets the initiative, and runs out of options. The B and P cards would have been better British attacks than the FL since losses don't matter when there's no retreat.

1780 AMERICAN MOVE D: That cost me Delaware. He may manage a draw yet. Not being content with losing one army, I'm going to put two more at risk. Minor Campaign: Rochambeau and five CU to Quebec. Lincoln and two CU to Camden.

I believe the function of American armies is to get in the way of the British to make them burn more Ops to get anything done, or to slip behind them and make them do it over. Basic guerilla strategy—raise the cost. One-CU armies are usually enough to do this just fine. I'm taking the offensive to seize another colony, which has a British army in the way, and trap Cornwallis in Eutaw Springs, ending the threat to the south. I risk: wasting a move if Rochambeau fails, and losing Lincoln's entire army, giving Cornwallis a free hand in the south. I probably should be more cautious on the last turn, but the payoff is good, and I'm curious as to how it will all work out.

I know it's a risk. I'm hoping it's not too big a risk. The Campaign card is giving me problems—the safer approach might be to wait and react to British moves. But what if I never needed to move more than one leader at a time? Since I have two things I know I want to do now, it looks like a good time to use it. Otherwise, I risk the possibility of finding myself in a situation where I can afford to move only one leader with it.

BATTLE OF QUEBEC:

AMERICAN BATTLE PLAN

1. B; 2. B; 3. FR; 4. FR; 5. FL; 6. FA; 7. FA

BRITISH BATTLE PLAN

1. DE; 2. FR; 3. FR; 4. FL; 5. B; 6. P. There is no retreat option due to the presence of the French navy.

Rd 1: American Attack: B, British respond B; CA dr 2.
Rd 2: British Attack: DE, No American response. Americans lose, Cas. dr 2 for one CU elim + 1 DE = two CU eliminated. Rochambeau retreats back to Montreal.

BATTLE OF CAMDEN

AMERICAN BATTLE PLAN

1. B; 2. B; 3. P; 4. FL; 5. FA

BRITISH BATTLE PLAN

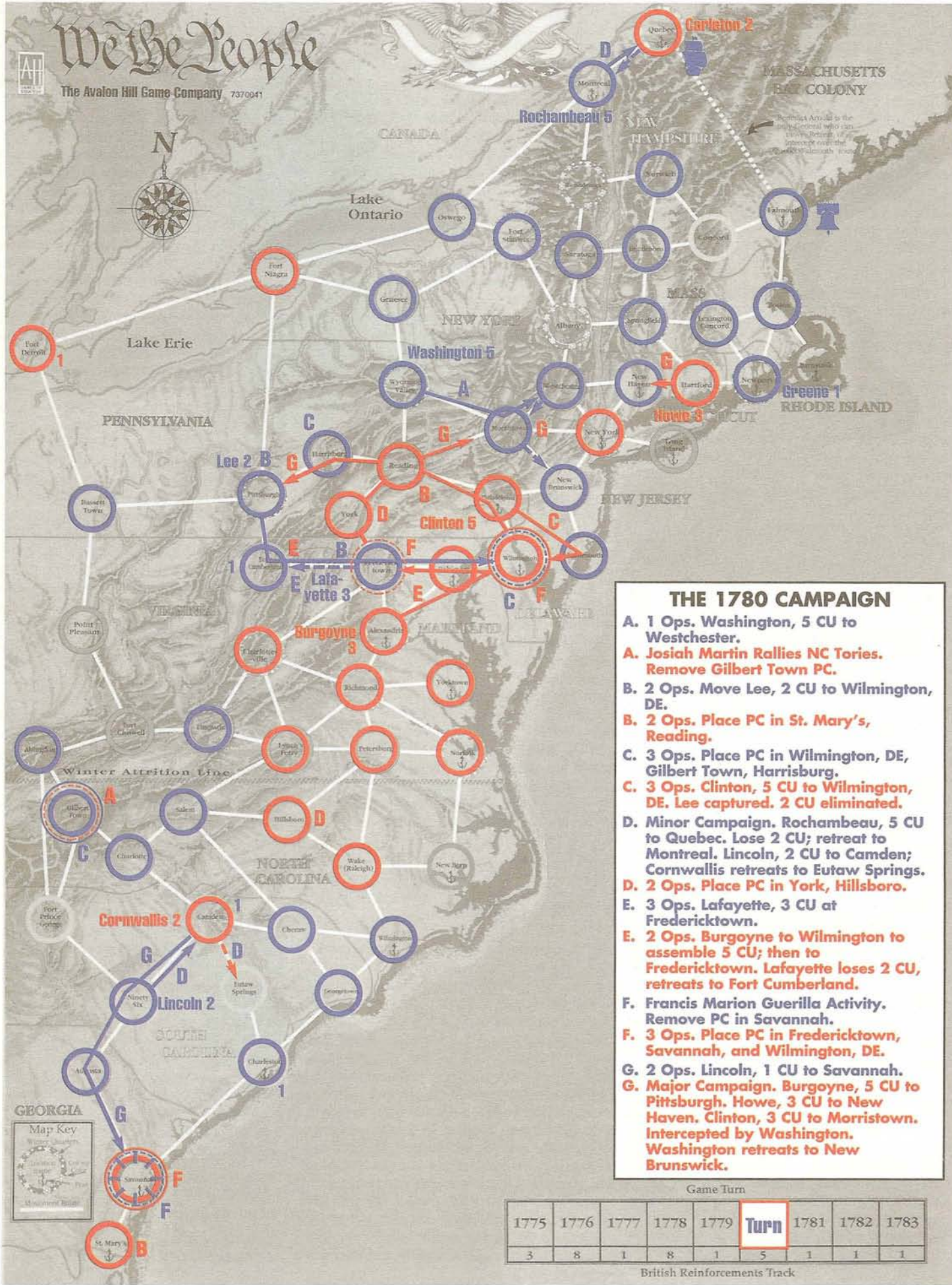
1. FL; 2. FL; 3. FA; 4. FA

Rd 1: American Attack: B, no British response. British lose. Cas dr 3 for one CU eliminated minus one CU Bombardment = 0 losses. British retreat into Eutaw Springs.

1780 BRITISH MOVE D: You know what curiosity did to the cat? I think Stan risked too much at this point plus giving up the Minor Campaign for use in his final move. 2 Ops: Place PC in York and Hillsboro. I had never considered the possibility that he would have a

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- ### THE 1780 CAMPAIGN
- A.** 1 Ops. Washington, 5 CU to Westchester.
 - A.** Josiah Martin Rallies NC Tories. Remove Gilbert Town PC.
 - B.** 2 Ops. Move Lee, 2 CU to Wilmington, DE.
 - B.** 2 Ops. Place PC in St. Mary's, Reading.
 - C.** 3 Ops. Place PC in Wilmington, DE, Gilbert Town, Harrisburg.
 - C.** 3 Ops. Clinton, 5 CU to Wilmington, DE. Lee captured. 2 CU eliminated.
 - D.** Minor Campaign. Rochambeau, 5 CU to Quebec. Lose 2 CU; retreat to Montreal. Lincoln, 2 CU to Camden; Cornwallis retreats to Eutaw Springs.
 - D.** 2 Ops. Place PC in York, Hillsboro.
 - E.** 3 Ops. Lafayette, 3 CU at Fredericktown.
 - E.** 2 Ops. Burgoyne to Wilmington to assemble 5 CU; then to Fredericktown. Lafayette loses 2 CU, retreats to Fort Cumberland.
 - F.** Francis Marion Guerilla Activity. Remove PC in Savannah.
 - F.** 3 Ops. Place PC in Fredericktown, Savannah, and Wilmington, DE.
 - G.** 2 Ops. Lincoln, 1 CU to Savannah.
 - G.** Major Campaign. Burgoyne, 5 CU to Pittsborough. Howe, 3 CU to New Haven. Clinton, 3 CU to Morristown. Intercepted by Washington. Washington retreats to New Brunswick.

Map Key

- Winter Attrition
- Controlled by the British
- Controlled by the Patriots
- Uncontrolled
- Mountain Range

Game Turn

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

British Reinforcements Track

Campaign this turn also. Fortunately, it won't change my plans much.

I agree with Stan, the move wasn't that risky, especially if the Quebec attack had worked since he stood to gain another colony for Victory purposes. The Camden attack was also reasonable since the British haven't managed to get many reinforcements into the game. Even if they do land, its not clear they will be close enough to where they are needed. Overall, an interesting move. I think that holding the Campaign card till the end of the move depends on the situation, but its use here could have given the Americans the strategic initiative that this late in the game could be a game closer.

1780 AMERICAN MOVE E: He's prepping NC and PA. The problem is that each of his leaders has two colonies he can hit: Howe has RI and CT; Clinton has NJ, CT, and PA; Burgoyne has MD and NC. I can only cover one of each pair, although Washington in Reading would guarantee PA and have a shot at reacting into Morristown. The only other thing I could do is take out Howe, the only vulnerable leader, leaving him with just two, to take two colonies. That would probably give me the game. But taking out Howe is probably less than 50-50 (see Quebec). And a defeat would leave a weakened Washington out of position to defend anywhere else.

He has three cards left. Assuming one is the Major Campaign, then he has to use one to place another general on an American PC, then one to convert that PC, New Bern, and Wilmington, NC. He can't use Howe, because Greene would move to Hartford and leave Howe nothing to do on the Campaign card. He can't use Clinton, unless Burgoyne takes his place. In which case Washington would move in first. Has to be Burgoyne. If he moves to NC now, Lincoln could counter. If he moves to Fredericktown, I've got no response. So I'll make MD harder to take.

3 Ops: Place Lafayette and three CU in Fredericktown.

1780 BRITISH MOVE E: 2 Ops: Burgoyne with three CU moves to Baltimore to Wilmington (picking up two more CU from Clinton who is reduced to 3 CU) to Baltimore to Fredericktown.

BATTLE OF FREDERICKTOWN

BRITISH BATTLE PLAN

1. DE; 2. DE; 3. FL; 4. FR; 5. FA; 6. FA

AMERICAN BATTLE PLAN

1. P; 2. P; 3. DE; 4. FR; 5. FR; 6 FL

Rd 1: British Attack: DE; American response DE; CA dr 5.

Rd 2: British Attack: DE; No American response. Americans lose. Cas dr 1 = one CU eliminated + one CU due to DE card = two CU eliminated. Lafayette with one CU retreats to Fort Cumberland.

1780 AMERICAN MOVE F: Rats. Now he's got three colonies (not counting GA). If he has the Major Campaign, he can get three more with three leaders. I need to take one away. Lafayette isn't strong enough and has to guard against a move to Pittsburgh. Washington could take Fredericktown or Wilmington, but risks Automatic Victory in either case.

If he's got the Major Campaign card, he has

to place PC with the next card. They'll go to Fredricktown, New Bern and Wilmington, NC. That would add NC to the list of colonies vulnerable to a single leader. Playing the Marion card on the last turn would leave Savannah open to Clinton moving by sea. Marion has to be played this turn. I'll open Savannah and hope he puts his PC there, then Lincoln will move to Savannah and GA, SC, and NC will be safe. The only vulnerable colonies will be PA, NJ, CT, and RI. Burgoyne will have to do PA, since that's the only colony he can reach. Clinton will have to do NJ, giving Washington at least an interception attempt.

Howe will have to do CT or RI, giving either Washington or Greene a shot. It will have to do. Using the Marion card unsupported would either let him start the last turn with GA or leave it open for Clinton (depending on whether I played the Marion card sixth or seventh). Either way gives him a free colony. And he may not have the Major Campaign, so I don't want to risk Washington or do anything that might give him a draw if he doesn't have THE card.

Francis Marion Guerilla Activity: Remove PC in Savannah. Boy, it's hard to figure all the angles in this game. I hope I've got it right. It's even worse trying to figure battle odds with this battle card system. Number crunchers who like to know all the possibilities and exact probabilities had better steer clear of this game. They'll have nervous breakdowns.

1780 BRITISH MOVE F: 3 Ops: Place PC in Fredericktown, Wilmington, DE and Savannah. I think I'm going to pull a win out after all!

1780 AMERICAN MOVE G: 2 Ops: Move Lincoln and One CU to Ninety-Six to Augusta to Savannah. The CU left behind in Camden sandwiches Cornwallis between two one-CU roadblocks, while Lincoln retakes Savannah and GA.

1780 BRITISH MOVE G: Time for the British to clutch victory from the throes of defeat. Last card of the game: **Major Campaign:** Burgoyne + five CU move to York to Reading to Harrisburg to Pittsburgh. Clinton + three CU move to Philadelphia to Reading to Morristown. Howe + three CU move to New Haven. This will add Pennsylvania, New Jersey, and Connecticut to Virginia, Maryland, and Delaware which I already have; I lose Georgia.

The British win neither by a Northern nor a Southern strategy. It's the Mid-Atlantic states. The game was a good one; truly in doubt until the end. The British strategy changed and flowed throughout due to the change of leadership and the constant British need to adjust to cards. The indecision that Mark mentioned was due to trying to decide if the British could win a political decision or if they would have to go for a military victory over Washington. I hesitated because going for Washington is normally a win or lose decision. You can lose an entire army and have the rest of your force divided and out of position. On the last turn the decision was easier knowing that I was going last and had a Major Campaign. I could decide all the way down to the last move to go either way. I hoped the PC in Savannah would draw the last American move to march in there; an American

army in Philadelphia would have meant a battle had to be fought to win.

How many thought a couple of turns ago that the British would win? NOT ME! I truly thought that the game was over with an easy American win.

I think the game is slightly in favor of the British, BUT the British player must be very flexible. Going in with only one strategy and sticking to it no matter what should spell a British defeat nine out of ten times.

AMERICAN PROTEST: Just a second. Don't celebrate yet! Washington will attempt to intercept in Morristown. Lafayette will attempt to intercept in Pittsburgh. Why did you need Philly? The move to Pittsburgh would be enough, even if I had Philly. PA was the one state I couldn't contest if Burgoyne stopped at Harrisburg. I'd been thinking of Washington to Reading earlier; it should have been my first move of the turn. The Marion penultimate play, Lincoln last card was done to prevent you from putting your penultimate card PC in New Bern and making NC an uncontested last-turn grab for Burgoyne. This way everyone had to go north and I had a shot at Clinton, at least.

BRITISH OOPS: Oh no! I forgot about the intercept possibility. Otherwise, there wasn't much you could have done to defend against this last card. It's hard to see the only Major Campaign card coming. I feared that my sixth card may have given it away, but by then there wasn't much you could do to defend against it. I've been playing for this last move strategy all turn long. Lafayette's reinforcements in Fredericktown really threatened things by keeping me from Maryland and preventing me from getting to Pittsburgh.

Philly was important on the last move because it would have prevented me from taking PA by just occupying Pittsburgh and due to its proximity to NJ prevented me from isolating the lower half and being able to control NJ with just one general.

Remember it ain't over until the fat lady sings. First, a rules interpretation. The rule states, "...each American army can intercept only once per Strategy Card played." Hence, both Washington and Lafayette get a shot at interception, but only once each. Washington's attempt at an intercept in Morristown succeeds, dr 2. Lafayette's attempt at an intercept in Pittsburgh, fails, dr 4. Had Burgoyne stopped in Harrisburg, there would have been no intercept possibility and he would have taken PA from there. The risk at Pittsburgh was unnecessary. We have the Battle of Morristown for all the enchiladas. Burgoyne gets to Pittsburgh and Howe gets to New Haven, so its a battle for NJ and the game. British are the attacker, and get five cards (2 {Clinton} + 3 {CU}) vs ten cards for the Americans (2 {Battle Rating}+5 {CU} + 2 {militia} + 1 {intercept}).

BATTLE OF MORRISTOWN

BRITISH BATTLE PLAN

1. FL; 2. FL; 3. FR; 4. B; 5. FA

AMERICAN BATTLE PLAN

1. P; 2. B; 3. P; 4. B; 5. DE; 6. FR; 7. FR; 8. FR; 9. FA; 10. FA. No Flank Lefts in ten cards?

Rd 1: British Attack: FL, No American Response. British win.

Cas dr 3, Americans lose one CU BUT they can retreat into New Brunswick thus saving NJ for the colonials.

FINAL SCORE

Canada: British (doesn't count toward the six states needed to win); NH: American; MA: American; RI: American; CT: British; NY: American; PA: British; NJ: American (here was the margin between Victory and a draw); DE: British; MD: British; VA: British; NC: American; SC: American; GA: American.

Americans 8, British 5; its a draw. Overall an interesting game, but in the last turn an amazing close. Obviously the big play was the Major Campaign card and Washington's big intercept which win or lose was going to save NJ. An interception places the intercepting American general in the space as if he were there prior to the British move. This allowed Washington to retreat into any adjacent space as opposed to having to go back to Westchester. It is Washington's presence which keeps New Brunswick and Monmouth from being isolated. If they had been isolated, the British would have taken NJ with control of Morristown alone. A very well conceived move. My hats off to Andy. Stan played solidly from the start and garnered a lead that in the end the British couldn't overtake.

AMERICAN POST GAME COMMENTS

I had to play the turn as if the British had the Major Campaign card. Guarding against it and still guaranteeing a win if the British didn't have the Major Campaign was incredibly complex—it's what I was moaning about a while back. The Mid-Atlantic position was indeed a nightmare. At the start of the turn each British leader had at least two colonies he could take. By strenuous effort I managed to cut it down to one each for three leaders, but couldn't do any better by blocking positions than the Interception possibilities. Lafayette's losing two CU at Fredericktown was a serious blow. I gave serious thought to having Washington take on Burgoyne, but would have felt really stupid if he lost and the British didn't have the Campaign card.

A move to Philly wouldn't have worked for me after Fredericktown. It would have meant playing the Marion card last, and that would have opened up GA and NC—the British wouldn't have needed PA or NJ (remember Clinton could move by sea). I was really happy to get the Marion card at first, but it turned out to be a weakness.

I wanted Washington where he could reach Newport. It was one or two cards later that I realized Howe could take CT as well. A better place for Washington would have been Reading. From there he could consolidate PA and provide some coverage of Morristown, or New York, as well as provide protection for NJ and New Haven. I considered both moves, but never came up with the spare Ops to correct the flawed orig-



inal placement.

I point out that Carleton making his "2" Counterattack roll in Quebec was also the margin of victory. I was surprised at how good British play could rack up so many colonies in one turn. Next time I won't give them the last move, but I'm satisfied that there were enough critical points in the year that the game didn't turn entirely on that decision.

I love the game. Plays fast and clean with lots of decisions and highly replayable—never the same twice.

The game was very close. If Stan had won the Battle for Quebec earlier in the turn then the end of the game would have been different. Andy did well coming up with a set of moves that

could at least in theory win the game. I especially like the late placement of the Savannah PC to lure the Americans South and use up an Ops card. In the end it was Washington in the central position of Westchester that saved the day.

The game was unusual in many respects. Neither side employed much in the way of reinforcements. The Americans raised only 13 CU out of a possible 42 and most of those were brought about by Event cards rather than Ops. That was due partly to the wide disparity in Ops Strength. The American received 28 Ops cards with a total strength of 47 for an average of only 1.67. Consequently, they were more predisposed to use their Ops for maneuver than PC placement or reinforcement.

The British, on the other hand, received 24 Ops cards with a total strength of 57 or a whopping average of 2.37. This made them more predisposed to maneuver also since they had so few 1 Ops with which to land reinforcements; the higher strengths being too valuable to the British for PC placement and maneuver. Consequently, 18 of their available 26 CU reinforcements never landed. The large advantage in Ops size and possession of the Major Campaign were the main reasons the British were able to salvage a draw out of a very poor initial situation which saw all of the major American Random Event assets come into play relatively early. The British, in contrast, had to make do with five junk cards to the Americans one (an extraordinarily small number) and never did get to see the Continental Line Mutiny (arguably the best British Random Event card) even so much as discarded since it was the only major Random Event not drawn. Overall, you'd have to say both sides had incredible luck in different aspects of their hand compositions and therefore I'd call the luck factor in this contest a tossup. ★

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.

AUGUST 4 - 7, 1994

AVALONCON: Marriott's Hunt Valley Inn, Hunt Valley, MD. Fourth Annual Avalon Hill Boardgaming Championships. For Pre-Registration Info: TAHGC, 4517 Harford Rd., Baltimore, MD 21214 or call 800-999-3222. For Hotel Reservations, call 800-228-9290 and ask for special AVALONCON room rates prior to July 15th.

AUGUST 10 - 14, 1994

GAMEFEST XV, San Diego, CA. Boardgaming events include *DIPLOMACY* and *CIVILIZATION*. Contact: 3954 Harney St., San Diego, CA 92110.

AUGUST 18 - 21, 1994

GEN CON® '94, Milwaukee, WI. Largest gaming convention in the U.S. Events include: *Circus Maximus*, Avalon Hill Classics Open, *Diplomacy*, *Up Front*, and *ASL*. Contact: P.O. Box 756, Lake Geneva, WI 53147.

SEPTEMBER 2 - 4, 1994

SIoux CITY GAME CON IX, Hilton Hotel, Sioux City, IA. Contact: B. Hegdahl, 737 NE 3rd St., Madison, SD 57042 (605-256-3909).

SEPTEMBER 2 - 5, 1994

ORC CON 18, LA Airport Hyatt Hotel. Contact: STRATEGICON, P.O. Box 3849, Torrance, CA 90510-3849 (310-326-9440). **NANCON XVI,** Houston, TX. Events include *ASL*, *DIPLOMACY*, *CIVILIZATION*, and *NAPOLÉON'S BATTLES*. Contact: 2011 Southwest Freeway, Houston, TX 77098.

SEPTEMBER 16 - 18, 1994

CALGARY GAMING CONVENTION, Calgary, CANADA. Events include *ASL*, *CIRCUS MAXIMUS*, and *HISTORY OF THE WORLD*. Contact: CWG, 207 Bernard Dr. NW, Calgary, Alberta T3K 2B6 CANADA (403-275-9811).

OCTOBER 6 - 9, 1994

ASL OKTOBERFEST, Youngstown, OH. The second leg of the fabled *ASL* Triple Crown. Contact: Bill Conner, P.O. Box 4114, Youngstown, OH 44515-0114 (216-797-9009).

NOVEMBER 3 - 5, 1994

U CON, University of Michigan, Ann Arbor, MI. Events include *ASL*, *DIPLOMACY*, *UP FRONT*, and *NAPOLÉON'S BATTLES*. Contact: P.O. Box 4491, Ann Arbor, MI 48106.

NOVEMBER 5 - 6, 1994

NEW JERSEY ASL OPEN, Edison, NJ. A five-round Swiss style AREA rated tournament. Contact: Daniel Zucker, 416 Pleasant Ave., Piscataway, NJ 08854 (908-754-3358).

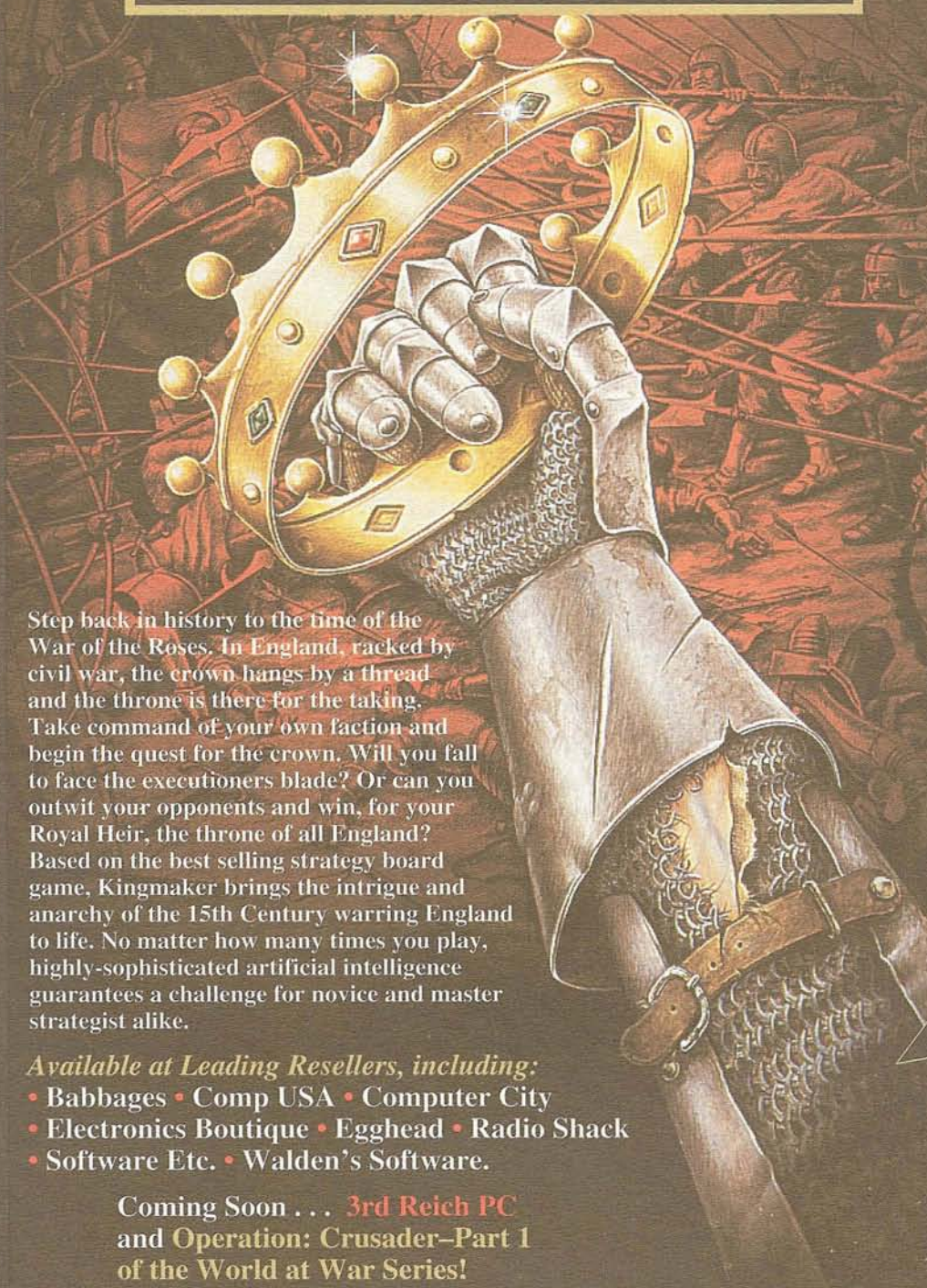
NOVEMBER 12 - 13, 1994

PENTACON X, Fort Wayne, IN. Events include *ACV*, *KRM*, *DIP*, *KGM*, *MUS*, *ASL*, and *HOTW*. Contact: Steve Smith, 836 Himes St., Huntington, IN 46750.

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An Electric Quest for a Crown

By Rex A. Martin



KINGMAKER is Avalon Hill's exciting new computer release. Based on the award-winning boardgame of the same name published by Avalon Hill early in 1976, the electronic version is currently available for the PC and the Amiga. With high-quality digitized graphics, extensive use of digitized speech (PC only), an icon-based user interface and adjustable difficulty levels, this adaptation offers infinite replayability.

Facing one to five computer-directed factions, the player must guide his group of nobles to glory by determining the next King of England in a time of dynastic squabble when two powerful families vie for the crown. Each faction is composed of assorted and ever-varying nobles. To them can be assigned titles and offices, religious leaders, mercenary bands, ships, and the allegiance of the free towns of the realm; each brings additional forces or other—more subtle—advantages. To reach victory in the intrigue and anarchy of the Wars of the Roses, a player must muster his forces to best advantage to overcome all opposition on the field of battle. The faction in control of the last sole surviving heir, be he Lancaster or Yorkist, wins the game upon his coronation (if not already accomplished).

For those readers who have enjoyed the classic game by Andrew McNeil over the intervening two decades, all of this will be very familiar. Avalon Hill's computer version is a fairly faithful adaptation of *KINGMAKER* (would you have expected anything less?). While the graphic depictions have changed, the action still sweeps across the face of an England divided into "areas". Although the heirs are indicated by red-

or white-backed crowns, the great nobles are still indicated by their family's heraldic shields. And even though the mechanics of using the mouse to assign assets, move units and conduct Parliament might take some newcomers to this dawning "Electronic Age" a little while to get comfortable with, the end result is the same.

In the course of devising this computer adaptation of the classic, some deviations from the original *KINGMAKER* rules were required. Those who are familiar with the original may wish to make note of the following deviations, as they can affect strategy. The following is a brief summary—in no particular order—of these differences:

1) If a noble is killed (through battle or plague), upon return to play they will always be placed at their home castle, even if that castle is currently controlled by another faction (they are considered outside the castle in this instance).

2) If summoned by piracy or raid, the Admiral of England and/or the Warden of the

Cinque Ports are not accompanied by their ships. Only the noble himself is placed in the named location.

3) Upon being summoned, an affected noble that is called to two or more places (due to titles, offices or bishoprics held) is automatically assigned to the last location mentioned.

4) A noble that has been summoned will be placed in the city, town or castle named unless it is currently controlled by another faction (in which case, he will be placed in the same space but outside the location).

5) A noble will always respond to a summons.

6) If in an Army, any controlled Royal Heir is automatically assigned to the most "senior" (not necessarily the most powerful) noble present.

7) It costs all movement points to enter a Woods space, and further movement ceases for the moving noble(s) immediately.

8) If driven ashore by "Storms at Sea", and more than one port is equidistant to the ship, the ship is automatically placed in whichever is friendly. If neither is controlled by your faction, it will be placed in whichever is neutral; if neither is friendly or neutral, the choice is randomly made by the program.

9) Ships have variable troop-carrying capacities. Remember, however, that any location-specific bonus associated with an office is no longer given the moment the noble boards a ship.

While fairly faithful to the classic boardgame, the computer version offers many other options than were available with mere paper. Think of it as compensation for having to relearn the above points I've mentioned.

Rather than relying upon a random card-draw based upon combat odds, one can choose to lead one's own troops in each battle instead.



Much like the Advanced Combat option in the boardgame, if the player elects to control his troops (and it need not be every battle), you begin by allocating forces to center, each wing, reserve, etc. The screen is reminiscent of a miniatures table-top battle, with the player giving orders to each discreet element of his force. Use the option selectively, as you probably won't change the outcome of any battle in which 2:1 odds or higher are certain. However, you may become skilled enough to be able to influence the outcome of a battle with more equal odds; more importantly, you can use the Advanced Battle option to give you the chance of achieving a specific—if pyrrhic—goal, such as targeting and killing an enemy-held heir or a powerful enemy noble.

If at the beginning of play you select "Advanced Weather", be prepared for some frustration. For each game turn, the computer checks the percentage chances of "Fair" and "Bad" weather for the upcoming cycle of player turns. In "Bad" weather, all armies are reduced to but a three-area maximum move, no combat nor sieges will be resolved, and "Storms at Sea" occur with more frequency. With regard to the latter, the storms can sink your ships at sea (along with their ill-fated passengers)! Beware the English weather; it is certainly not for the faint-hearted.

"Advanced Plague" brings even more realism. The plague can break out anywhere, and spreads along the roads, between the ports and into the towns and cities of the realm. "Death" is no longer automatic, but anyone passing through a stricken area may be affected (a 25% chance). As old soldiers are no one's fool, your mercenary assets may desert if you insist on passing through a plague-ridden area. With this option, not found in the boardgame, no one is safe.

Of course, in addition to such special options, all of the "standard" features found in the best computer wargames are present as well. One need never be left without an opponent, for as many as five computer-driven factions can be invoked. (In fact, you cannot play against any but the computer factions, for the program does not as yet allow for multi-player function; I am informed that the programmer is considering an

upgrade that would permit more than one human player in a game.) Speed of play may vary depending upon machine, number of other factions, and options chosen—but it's still far faster than some gamers I have faced. Best of all, for those of us with a bedtime, one can store as many as eight active games for completion later. At any point during one's turn, you can save the game in progress...and then either sign off or continue playing. The advantages should be obvious, not the least of which is the ability to save a game just before a critical decision, and then simply return to that point if your careful plan goes awry. And if things get real bad, you can always just bail-out completely and re-start a new game—something my friends would never let me do at the local game club.

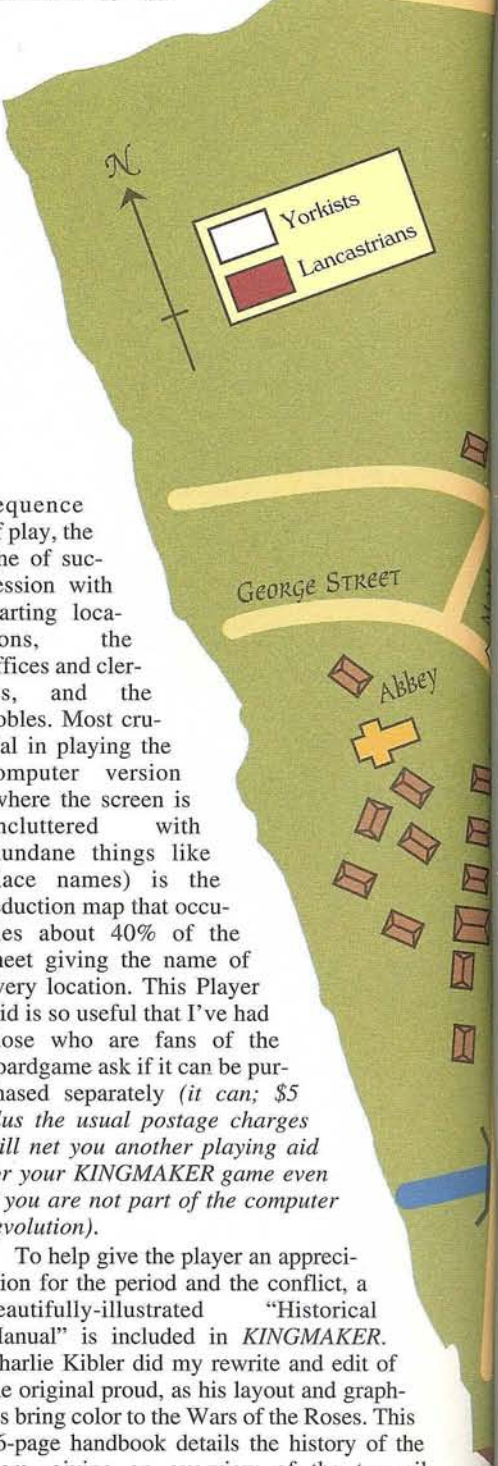
Finally, unlike the faulty memories of your wargaming buddies, the computer will certainly remember your successes (and conveniently forget your mistakes). Upon having seen your candidate for the crown rise to the throne, a screen



will appear asking for your name. It will be enshrined in the "Roll of Honour", a listing of the top players of your copy of the game, ranked in accord with ones demonstrated skill. These ranks, from lowest to loftiest, are: Peasant, Knight, Earl, Baron, Duke and Kingmaker. Scoring is tracked automatically by the program. Beginning with a base score of of 100 points, each turn that passes in which you do not win the game deducts points from your score. In addition, points are gained for each battle won, and lost for each in which you are defeated. Finally, adjustments are made to your final score due to a number of factors that affect the diffi-

culty of the play (such as, but not limited to, number of factions faced, use of advanced plague and/or weather, and order of set-up). In short, the quicker one brings the war to an end, the more battles won and the more foes defeated, the higher one is ranked on the "Roll of Honour" maintained by the computer.

While the game is, of course, "the thing", I'd hope that buyers don't overlook the rest of the package. The full-color Player Aid sheet/poster (about 20-by-14 inches) provides a ready reference to the



sequence of play, the line of succession with starting locations, the offices and clerics, and the nobles. Most crucial in playing the computer version (where the screen is uncluttered with mundane things like place names) is the reduction map that occupies about 40% of the sheet giving the name of every location. This Player Aid is so useful that I've had those who are fans of the boardgame ask if it can be purchased separately (*it can*; \$5 plus the usual postage charges will net you another playing aid for your KINGMAKER game even if you are not part of the computer revolution).

To help give the player an appreciation for the period and the conflict, a beautifully-illustrated "Historical Manual" is included in KINGMAKER. Charlie Kibler did my rewrite and edit of the original proud, as his layout and graphics bring color to the Wars of the Roses. This 86-page handbook details the history of the wars, giving an overview of the turmoil. Interspersed are the accounts of the key battles and brief biographies of all the nobles that kept England aflame. Charlie capped off the booklet

with a pair of stunning two-page spreads depicting the lineage of the Plantagenets, the Nevilles and the Woodvilles, giving one a glance at

and that'll last long past the point where your disc drive has been consigned to the scrap-heap.

Finally, at some point you'll try to win the game. For those who are familiar with *KINGMAKER* as a boardgame, there's little I can tell you that you don't already know. Just dust off those old copies of *The GENERAL* that have been gathering dust and re-read the several fine articles on strategy therein (the likes of Richard Berg's "Playing Your Hand in *KINGMAKER*" [out of print; Vol. 14, No. 2] and Mike Le Beau's "The Crowning Accomplishment" [Vol. 17, No. 5]). For the newcomers to these wars, there are some hints on sound strategy scattered throughout the "Reference Manual"; look for these "Smart Moves". As a start to your elevation onto the "Roll of Honour", a few points to ponder when next you switch on your PC:

1) Create regional power-bases when assigning offices, titles and clerics.

2) Always try to retain one undeclared noble and a few undeclared assets, as insurance versus being reduced to irrelevance.

3) Become familiar with the map, and the size of the garrisons of the various castles and towns.

tion, and have a rough plan of action for each should the worst befall you (as it usually does).

5) If an army is in position to capture a Royal Heir, ensure it has enough strength to not only take him but hold him throughout the coming game turn.

6) Execute any Heir you hold likely to be captured, unless he is your sole hope of winning the game.

7) Lay siege with the barest force necessary to outnumber the enemy defending a castle or town, as there is an unvariable 85% chance you will take it no matter how much you mass against it. Why risk nobles that add nothing to the percentages of winning?

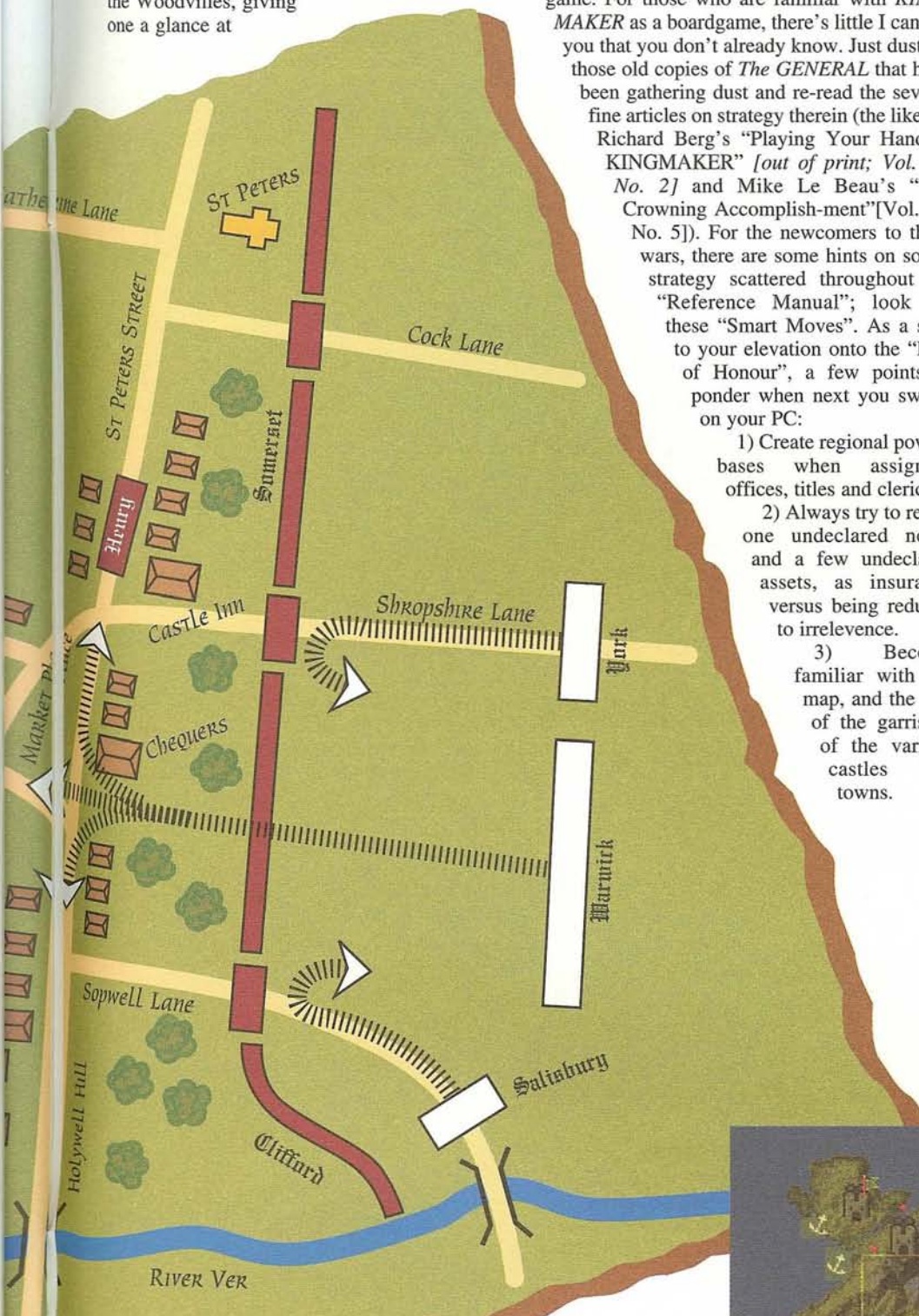
8) Conversely, do not allow yourself to be trapped in a castle/town by less than an overwhelming force...for the odds are far better of escaping if you face them in the field rather than on the walls.

9) Calculate battle odds carefully, and look to have a 3:1 advantage; anything less is risky and anything more is wasteful.

10) If in control of the sole King, summon Parliament selectively (i.e., only when your nobles will gain the bulk of the available titles and offices).

One final word on the play of the game seems appropriate. Richard Berg once wrote, "Strategy in *KINGMAKER* is like going over Niagara Falls in a barrel: you know what you want to do, but once you start doing it you are no longer in control." Adept play of the game demands that the player be able to think on his feet, to deal with the vagaries of fate and fight through the adversity to victory. Any player who crafts a strict plan of action and tries to stick to it will soon find himself frustrated, if not defeated. The best advice I can offer is preparedness and knowledge. The player who knows the map-board, remembers what has gone before in the game and where the many assets are, and then has the flexibility and acumen to use that knowledge to best advantage just might survive that plunge over the waterfall.

On every level—historical veracity, graphic presentation, and gaming challenge—this latest from Avalon Hill could revolutionize computer wargaming...just as its parent did the boardgaming hobby 18 years ago. So, "Cry havoc, and let slip the Dogs of War!"

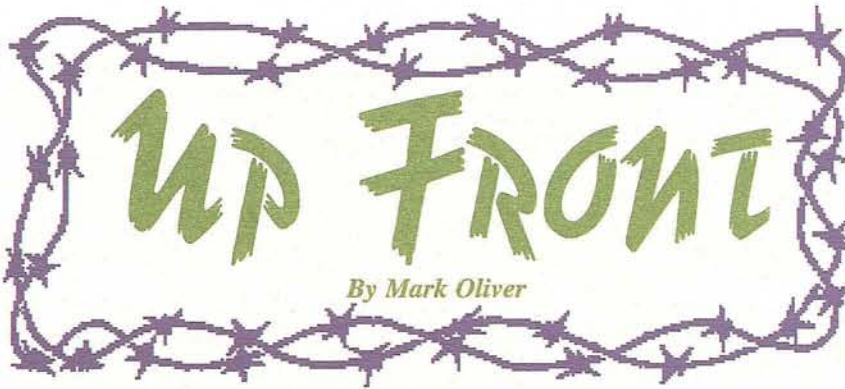


how interwoven the bloodlines were in this "family squabble".

Most of the readership know by now that I firmly believe that our games should enlighten as well as entertain; this manual is a giant step in that direction. Perhaps you'll learn a thing or two you'd not known before...

4) Be a-ware of the effects of any random event—raids, uprisings, embassies, storms at sea, recall of mercenaries, plague—may have on your current position and situa-





Marginal Wins/Losses for Up Front Tournaments

Given its multitude of scenarios, nationalities, and quick playing time, it is no wonder that *UP FRONT* has remained a favorite tournament event at conventions year after year. Nor is its popularity limited to our shores. It remains a mainstay at European conventions. Here Aussie Mark Oliver shares with us how they approach the subject *Down Under* in his native Australia.

The scoring system in *UP FRONT* is very stark. A player either wins and receives one point, or loses and receives zero, regardless of whether the victory was comprehensive or marginal. For social play this is fine, but for tournament conditions it suffers some drawbacks. Consider a round-robin. At the conclusion of play, it is common to find several contestants locked on the same score. This inevitably poses problems for the referee, particularly if trophies are up for grabs. Everybody wants a clear cut winner. Either tie-break games must be played, or some form of count-back must be employed.

A solution to this problem is to employ a Marginal Rating system, designed to reflect the relative strength of a victory (or loss).

Marginal Rating System

The victor receives one point for breaking the opposing squad or achieving the victory conditions. Should the game come down to points, the victor scores a fractional amount equal to their proportion of the combined points scored by both players, rounded up to the nearest tenth of a point (up to a maximum of 0.9). The loser scores one minus the victor's score.

This system is easy to administer. Suppose players "A" and "B" contest a Patrol with "A" managing a hard fought 18 to 11 victory. The total number of points scored is $18+11=29$. "A" therefore receives $18/29 = 0.6207$, rounded up to become 0.7 points. "B" receives one minus this total, or 0.3 points. Had "B" scored one more point the result would have been $18/(18+12)=0.6$ to 0.4. Had "A" won 18 to 0 the final score would have been 0.9 to 0.1, since "A" could only score a full point by achieving the victory conditions or breaking "B's" squad.

Suppose "A" and "B" play again, and "B" manages to maneuver four men to range chit 4 (in one or more non-infiltrated groups in terrain which will reduce the fire strength of any attack

against them—I dream about this a lot). "B" has achieved the victory conditions and therefore receives 1.0 points while "A" scores zero.

Under the traditional scoring regime, "A" and "B" have drawn one all. Under Marginal Rating the final result is a victory to "B" 1.3 points to 0.7 points. In a relative sense, "B" has outperformed "A", since "B" has a decisive victory, whereas "A" has a less comprehensive win. This is automatically reflected in the cumulative Marginal Rating of each player.

Marginal Rating rewards good play. If you fight on resourcefully against the odds and hold your opponent out, at least you can crawl away with something for your effort. The poorest player will win with a continuous string of pat hands. The mark of a great player is strong performance when the cards are against them.

Marginal Rating has considerable advantages in a round-robin situation. The probability of two players obtaining the same score is greatly reduced, easing a refereeing headache. In addition, it more closely reflects the "true" performance of each player.

Participants who get lucky in more than their fair share of games and are utterly crushed in those they lose will be penalized accordingly.

Clearly Marginal Rating as proposed is usable for many games other than *UP FRONT*. The only requirement is a final point score to determine victory. (If no ultimate objective is set, relax the 0.9 scoring limit). Marginal Rating is also helpful in unbalanced scenarios. The scenario is played twice, with players swapping sides and adding their respective scores from each round.

A disadvantage of this concept is the requirement for points victory conditions. Many scenarios are designed to be win or lose, with no result in between. A Meeting of Patrols and the City Fight work well, but Assaulting a Fortification effectively reverts back to the old technique. Luckily, the Patrol and City Fight make excellent tournament scenarios.

For larger tournaments, Marginal Rating may still be used. The knock-out system is easy to run, and often the only practical solution, but it is distressing to see most participants waiting out a majority of rounds. Lets face it, the whole point of turning up is to play as many games as possible in the competitive spirit of the event! It can be uninspiring to travel large distances only

to be wiped out in round one. If the schedule allows a little leeway, rather than eliminating participants immediately on their first loss, conduct a number of rounds, then promote those with the highest cumulative Marginal Ratings. Everyone has a fair chance to put some form on the board, and a good player will not be eliminated solely for one unlucky game.

The exact mechanics for larger tourneys will depend on the time available for play as well as the number of participants. In general, it is an advantage to keep cumulative scores secret. This heightens tension, since no-one knows exactly where they stand. It also avoids collusion, a facet any tournament can do without.

Some may lament the idea of watering *UP FRONT* down from a do-or-die encounter to partial victory. Will opponents in lost positions lie meekly in the hope of scoring 0.2 or 0.3, rather than braving the odds and going for victory? Sometimes they will. But it is just as likely that the player on 0.7 will force the tempo of the game, as they desperately need a full point to improve their overall position. Seemingly hopeless positions are often turned around by this kind of pressure.

Differing playing styles develop. Some will go for all-out victory and accept the chance of disastrous loss. Others will be content to accumulate steadily in the hope of outlasting the mavericks. In our last match, the winner scored 4.3 out of a possible 6, with four wins and two losses. The runner-up scored 4.1, even though they actually won five games in total!

An unlooked for by-product of Marginal Rating is that it provides insight into the strengths and weaknesses of each nation. For a given scenario, a nationality will display a propensity for winning or losing decisively or marginally depending on their opposition. Reflecting on such information can improve play by modifying strategy to suit the temperament of each nation. But do your own work! The next time your club meets, set up a round-robin and record the results.

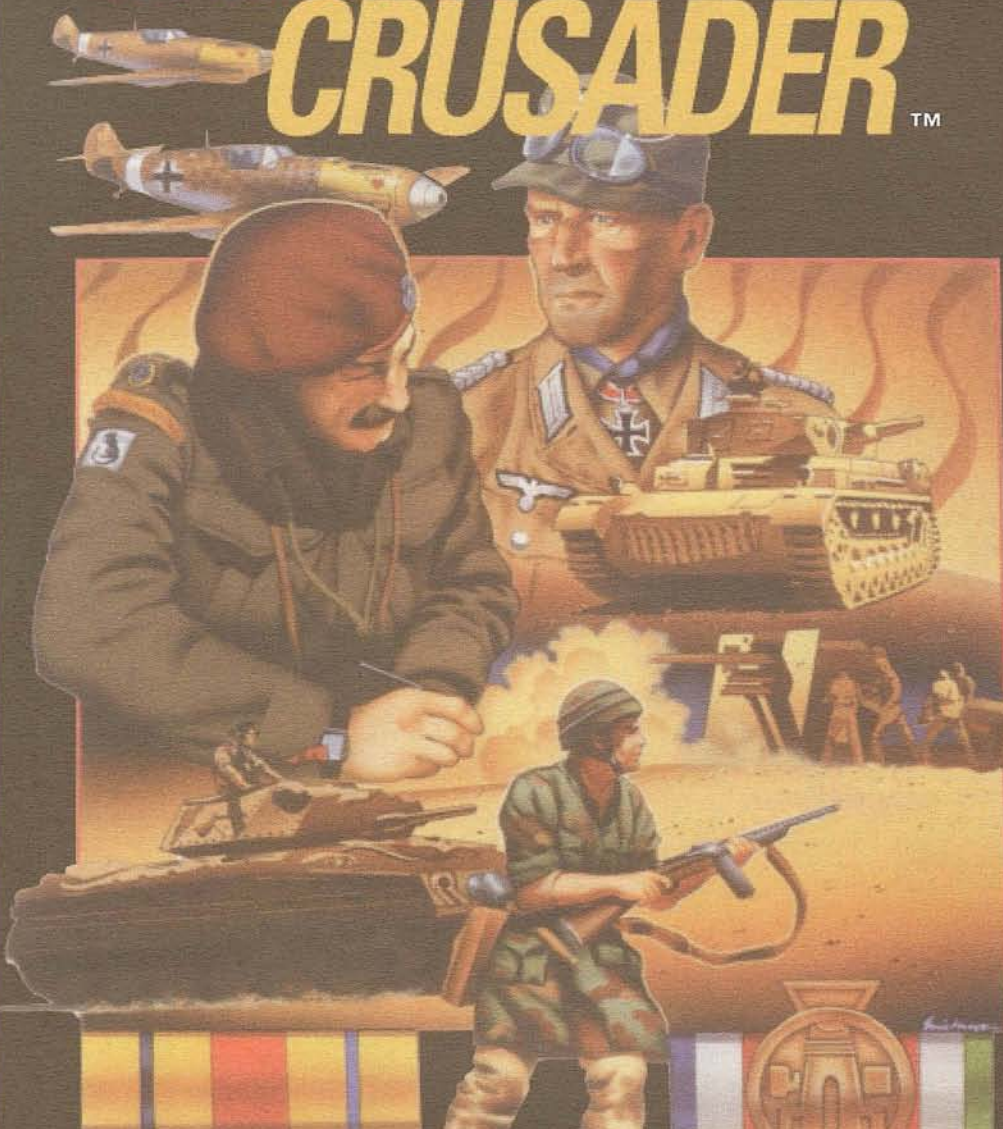
Marginal Rating is essentially fair, easy to administer, and eminently suitable for many tournament situations. The short duration of *UP FRONT* firefights make it an ideal candidate for this approach. ☆

AREA TOP 10 UP FRONT

Rank	Name	Rating
1.	Jeff Paull	1750BD
2.	Bill Conner	1730BE
3.	Stephen Buchholz	1695BB
4.	Mike Fitzgerald	1645AC
5.	Philip Coveney	1610AA
6.	Nick Vlahos	1555BD
7.	Gary Fortenberry	1545AB
8.	Don Wilson	1464DC
9.	Jean'Luc Brouillet	1450AA
10.	Ray Pfeifer	1445AC

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THE QUESTION BOX

WE THE PEOPLE

2.1 Errata: Boston should be a Port.

6.2 The European War card says that if the French Alliance isn't in effect, the strategy cards are reshuffled. Does this include the discards also?

A. Any time a card calls for a reshuffling of the Strategy Deck, ALL cards, including discards are reshuffled.

6.2 There are three cards: William Pitt Peace Talks, Horteletz et Cie, and the European War card that under certain conditions reshuffle the Strategy Card deck, can these cards be discarded and prevent the deck from being reshuffled?

A. The William Pitt and Horteletz et Cie cards must be played, not discarded, in order for any of their effects to occur, hence if they are discarded the deck is NOT reshuffled. On the other hand, the European War card may NOT be discarded and it always causes a reshuffling of the Strategy Card deck if the French Alliance hasn't yet occurred in the game.

6.2 Can the Nathan Hale, Jane McCrea, or the Thomas Paine event cards be used to convert a British PC marker into an American PC marker in a space containing an American General?

A. No, each of these cards states that the space may not contain a British piece. The presence of the American General doesn't change this fact.

6.2 Can the Declaration of Independence Special Event card be used to convert a British PC marker into an American PC marker in a space with an American General?

A. No, the card allows you to place American PC markers, if possible, not convert British ones.

6.2 The European War states, "two British units are removed". Who chooses which CUs are removed?

A. The person playing the card removes the two CU; hence if the British play it then they get to remove the ones they want, and if the Americans play the card, they choose.

6.2 If the European War card is played prior to the French Alliance, causing a reshuffling of the card deck, does it activate the various cards that require it to be played, such as the Don Bernardo Galvez card?

A. No, the only effect of the European War card being played prior to the French Alliance is to reshuffle the deck.

6.2 Can the Benedict Arnold card be played during the Strategy Phase, if no battle is occurring? Can the Benedict Arnold card be played prior to a battle when Benedict Arnold isn't present? If the Benedict Arnold card is played and Benedict Arnold is the commanding American General, whether attacking or defending, when is he removed?

A. No, this card may be played prior to a battle only. Yes, the card doesn't require the presence of Benedict Arnold in order for the two additional Battle cards to be received. Regardless of whether Benedict Arnold is at the battle when the card is played or not he is still removed from play. Benedict Arnold is removed the instant the card is played. He would not be used for determining, Retreat Before Combat, Battle Card totals, nor Counterattack.

6.2 Is the John Glover Marblehead Regiment card an activation card like a Minor Campaign card or is it played in conjunction with an Operations or Campaign card?

A: It is NOT an activation card that allows a General to move but is used in conjunction with an Operations or Campaign card to increase the movement of ONE General. In the case of a Minor or Major Campaign card only ONE of the two or three Generals moved would get the movement bonus.

6.2 Does Rochambeau get the American general special abilities of interception and retreat before combat?

A. Rochambeau, as stated, acts like an American General in EVERY way. Rochambeau gets the special abilities to intercept and retreat before combat. Additionally, the British get their Regulars bonus in combat against French forces since they are treated as American units in EVERY way.

7.2 When a Campaign card is played can a General attempt one intercept per enemy General moved? Can multiple intercepts occur when a British army enters a space?

A. No, as stated, each General gets one intercept attempt per Strategy card played. Therefore, when a Campaign card is played each General gets ONE intercept attempt total. For example if the British played a Major Campaign card and Washington made an intercept attempt against the first British General moved, he would not be allowed to make any further intercept attempts when the second and third Generals moved. It should be remembered that a General who attempts an intercept, whether successful or not, forfeits his ability to retreat before combat until the next Strategy card is played. In this example after George Washington attempted his intercept against the first British General he loses his ability to retreat before combat for the remainder of the British movements conducted during the Major Campaign card play. Yes, but the first successful intercept IMMEDIATELY causes a battle preventing any further intercept attempts from occurring. For example if a British General entered a space with an American PC which was also adjacent to two American Generals, each in turn could attempt to intercept the British army, but if the first attempt were successful then a battle would immediately occur preventing the second General from attempting an interception. If the first attempt failed then the second attempt could occur and if successful the second American General would fight a battle.

7.2 If an intercepting American army loses the battle it caused, must it retreat back to the space that it originated from before the battle? Can an American army intercept into a space that already contains another American army?

A. No, an interception places the intercepting American general in the space as if he were there prior to the British move. His retreat options are calculated as if he were in the space prior to the British attempt to enter it and the normal retreat options would prevail. Yes, but one of the Generals must be removed prior to the battle. Remember, Washington is never the one removed.

9.2 Can a CU without a General perform a retreat? Can the British retreat from a Port that they are attacking into?

A. Yes, a General is necessary for movement - NOT retreat. No, the British can only retreat from a Port space that they are defending.

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	36.80	'80	2P	138
BLACKBEARD	3.14	2.67	4.32	3.53	2.96	3.35	13.60	'91	MP	56
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	'82	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	'83	2P	112
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	'79	MP	75
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	'83	MP	81
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	'76	MP	141
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	12.80	'76	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	'65	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	'74	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.91	5.08	27.16	'77	2P	125
RICHTHOFEN'S WAR	4.33	3.78	3.99	3.60	3.24	4.87	8.23	'83	2P	53
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	'62	2P	104
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	'71	2P	170

In an attempt to pick up the pace and return *The GENERAL* to its bi-monthly publishing schedule, we will forego the usual issue ratings, RBG, and What Have You Been Playing and pick them up next issue when your feedback from Vol. 29, No. 1 has had a chance to reach us.

However, we can give you the answers to Contest No. 166 now. Last issue's contest was another of those "Name the Counter" contests that have proven so popular with the readers. Inasmuch as they always draw several times as many replies as the more conventional game situation contests and are much easier to design and grade, we'll go with the flow. Despite its popularity, Contest 165 proved difficult with no one submitting a completely correct response. So, Contest No. 166 decreased the number of art bits to identify from 15 to nine and increased their size. From left to right, and top to bottom they were from: *GETTYSBURG '88*, *MARCH MADNESS*, *ACQUIRE*, *DUNE*, *REPUBLIC OF ROME*, *UP FRONT*, *CODE OF BUSHIDO*, *BREAKOUT NORMANDY*, and *NAPOLEON'S BATTLES*. The Japanese LMG in *CODE OF BUSHIDO* is our expected tie-breaker as an ASL response counts as only half correct.

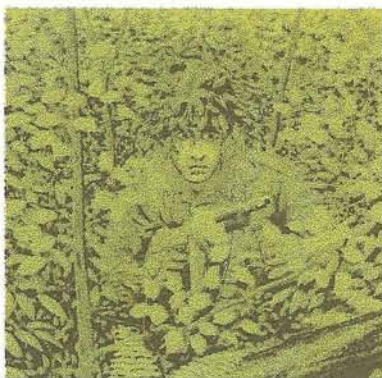
Making its debut in this issue is a new feature called "As Others See Us". As a magazine covering only our own games, *The GENERAL* has always been considered a house organ. Consequently, reviews have never been our forte since any positive review appearing therein would have an instant credibility problem. So, we've decided to institute a column that repeats selected reviews of other publishers pertaining to our products so that you can see what others think of our games. This issue's review of *KINGMAKER* for the PC is just the first of what we hope will be a long series of such outside looks at our products.

The French version of *BLACKBEARD*, *BARBE NOIRE*, published under license from Avalon Hill by Jeux Descarte won this year's Cannes Festival AS D'Or award for best simulation game. The game is also currently undergoing conversion to PC format featuring stunning graphic support.

Richard Berg, the designer of *BLACKBEARD*, will have another multi-player game out under the Avalon Hill banner later in the year. *GERONIMO*, as one might suspect, is a game about U.S. westward expansion and the Indian Wars. A strategic level game in which the Native Americans fate is largely decided at the outset, it relies on an old Mark Herman trick for its interest. The players change sides every turn and thus everyone tries their hand at saving the noble redman.

Speaking of awards, we were mighty pleased to receive great reviews of *KINGMAKER*, the first release of the new generation of Avalon Hill computer games, in the three leading Computer Gaming magazines. See Page 28 of this issue for one such review in the "As Others See Us" department. However, we were even more excited to receive the Golden Triangle Award from *COMPUTER GAME REVIEW*. That magazine's review format is unique in that it solicits three different reviews of the same product to give its readers three different view-

The Infiltrator's Report



points. A game is awarded the Golden Triangle only if all three reviewers give it a top rating of 90% or better. *KINGMAKER* garnered a 90, 91, and 92 for an overall rating of 91%. Not surprisingly, sales of the new game have been brisk.

On a sadder note, we regret to relay the news that gaming has lost one of its rising young stars. Craig Sandercock, a young Canadian gamer who was instrumental in the playtest and development of *GANGSTERS* and *ROADKILL* was killed recently in an accident during travel in India. His initial foray into game design, *MAHARAJA*, will be published by Avalon Hill later this year. Our hobby is a little poorer for his loss. He will be missed.

Although coverage of Avalon Hill games, and wargames in particular, is less than I would like, the most entertaining gaming read I've seen recently belongs to the excellent *SUMO*. The unorthodox name belongs to an irregularly published game review fan 'zine published by Mike Siggins of 129 Ardmore Ln, Buckhurst Hill, Essex IG9 5SB in the U.K. Mike's entertaining prose carries the day on everything from his view of the American sports scene to films and television. The main thrust of the game reviews centers increasingly on European family-style offerings a la *ADEL VERPFLICHTET* which makes *SUMO* a must-read if you're into that type of thing. And if you're not, it's still more entertaining than most hobby publications in my humble opinion. The most extensive letters column in existence gives the readers a chance to share their views on whether they agree or disagree on the relative merits of games discussed in its pages. Invariably, even games that get trashed by Mike's opinions are often defended by others for whom the game fared better and vice versa. Another fan 'zine of per-

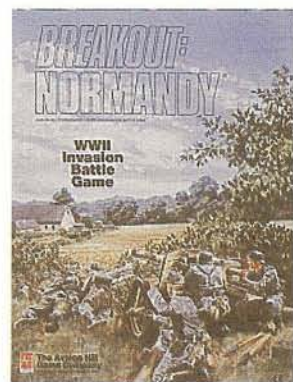
haps more interest to AH gamers is *DECLINATION* which was plugged in these pages last issue. Since its last mention here, the quarterly publication of The Quake Coast Game Club has expanded its coverage from *HISTORY OF THE WORLD* to cover all AH multi-player games. Inquiries can be sent to Charles Bahl's 1281 Ashcroft Lane, San Jose, CA 95118 address.

Steve Barcia's Simtex Software is the latest high-quality development team to sign on with Avalon Hill to convert its line of classic boardgames to the PC environment. Steve is best known for his work on *MASTERS OF ORION* by Microprose. That game is considered among the best space empire builder games ever created. His first project for Avalon Hill will be to bring *1830* to a monitor near you.

Looking for a challenge? Pat Flory's Citadel Game Store is willing to put up a \$1250.00 prize for a double simultaneous PBM team competition of *The RUSSIAN CAMPAIGN*. The teams can be any size and can play by E-Mail or regular postal play. Competition between game stores is envisioned with the local patrons of one shop doing battle with the Citadel's clientele with storefront displays promoting the match in progress. The catch? The other team has to have a sponsor matching Citadel's prize money. Anyone wishing to pick up the gauntlet can contact the Citadel at 537, Long Hill Rd, Groton, CT 06346.

DIPLOMACY and a myriad of variants have been around almost as long as Avalon Hill itself. So why haven't we published a variant of this timeless classic before now? Got me, but we're about to do just that with the debut of *COLONIAL DIPLOMACY* later this year. A game of grand strategy, *COLONIAL DIPLOMACY* is set during the height of the great age of Imperialism when nearly half the world's population were brought under the control of the colonial powers. The elegantly simple mechanics of *DIPLOMACY* remain the focus of play, but some of the players have changed. Gone are Germany, Austria-Hungary, and Italy. Added to the cast of characters are the Dutch East Indies, Manchu China, and Imperial Japan. The game spans 60 years from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. More than just a variant, *COLONIAL DIPLOMACY* will be playable without ownership of *DIPLOMACY*.

COMING
UP
NEXT
TIME



GUERRILLA

TM



Welcome to the Jungle ...we've got fun and games...

GUERRILLA is a multi-player simulation card game. Three to six players vie for control of the government as rebels wage a civil war against those in power. As in real guerilla warfare, the government forces are handicapped by their inability to separate friend from foe. This "fog of war" is accomplished by a clever dichotomy of goals wherein each player simultaneously commands both government and rebel forces. However, each player is secretly backing either the government or rebel cause and is severely penalized if "his side" doesn't win the hand.

Consequently, players are always torn between scoring for their "side", or for themselves, or even sacrificing their own resources for the sake of an opponent who appears to be on their side. But is he? Even when you think you've figured out who is who, the Revolution card can appear to change loyalties and totally cloud the issue again.

Players score by eliminating opposing forces, manipulating the media and world opinion, or controlling various installations such as the Port or Airfield which grant special abilities to those who hold them. Government airpower and armor columns struggle against ambushing Guerrilla bands which fade back into the jungle without a trace. If atrocities are committed, the U.N. may intervene and attempt to stop open warfare. Then the battle is fought by the secret police who ferret out traitors while propaganda battles are waged for the hearts and minds of the populace. Assassins abound as influential leaders are targetted in an attempt to paralyze opposing troops in preparation for the day when the U.N. withdraws.

Guerilla, #896 at \$25.00 is available at good game stores everywhere. If not available locally, please call toll-free 1-800-999-3222.



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road Baltimore, Maryland 21214



HAKKAA PAALLE



ASL SCENARIO G17



Near VETKO, FINLAND, 12 January 1940: With their victories in the north, Finnish reinforcements were dispatched to the Kuhmo sector to seal the fate of the Soviet's 54th Rifle Division, whose own advance had stalled in the frozen marshland. But Moscow was desperate to avoid a repetition of the debacle that had overtaken the 44th and 163rd divisions. Seeking to obey Stalin's imperious demands, General Semyon Timoshenko, who less than a week previously had assumed command of all Russian forces attacking Finland, ordered the commitment of Russia's only trained ski troops in service. On the 11th, Colonel Konstantin Dolin led his 2nd Soviet Ski Brigade in a wide flanking maneuver in the hopes of breaking the Finnish grip on the beleaguered infantry division. Splitting his brigade into two unequal parts, Dolin's own smaller force managed to evade the Finnish patrols ranging along both sides of the border throughout the night as the temperatures dropped to 30 degrees below zero. But, some ten miles inside Finland while crossing open ground, Dolin's command was sighted by Finnish scouts around noon. Their shots brought the 9th Sissi Company.

VICTORY CONDITIONS: The Finns win if at game end they have amassed ≥ 10 Casualty VP more than the Russians.

BALANCE:

★ Russian forces have full MF allotment on the first Game Turn.

☞ Delete two LMG from the Russian OB.

TURN RECORD CHART

★ RUSSIAN Moves First [240]	★ 1	2	3	4	5	6	7	8	9	10	END
☞ FINNISH [204]											

BOARD CONFIGURATION:



	34	O5	16
	32		19

(Hexrows R-GG on boards 32 and 34 are not playable)



Elements of the 2nd Soviet Ski Brigade [ELR: 4] enter on Turn 1 on/between hexes 16A8 and 16A10, having already expended two MF: {SAN: 3}



10-2	1-5	8-8	6-2-8	1-1 2-8
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20 6



Elements of the 9th Sissi Company [ELR: 5] enter on Turn 1 on/between hexes 19A1 and 19A3: {SAN: 5}



1-1	1-5	8-3-8	1-1 3-8
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12 4

SPECIAL RULES:

- EC are Wet, with no wind at start. Deep Snow (E3.73), Extreme Winter (E3.74) and Drifts (E3.75) are in effect.
- Place Overlay O5 on 16C5-B5. Treat all woods-roads as Paths (B13.6). Buildings, walls and hedges on boards 16 and 19 do not exist. All buildings on boards 32 and 34 are wooden rubble instead.
- All units of both sides are Ski-equipped (E4.) and have Winter Camouflage (E3.712). All units enter play in Ski mode.
- No Russian SMC may be replaced by a Commissar.
- The Finnish player may declare Hand-to-Hand CC per J2.31.
- Russian units (even if broken) may exit the mapboard along the west edge (only) without being considered eliminated.

AFTERMATH: In a bloody, brutal, running firefight that traversed over a mile, Dolin's force was chased into the dense timber near the burned-out village of Vetko. Scattered in the unfamiliar forest, the Soviet skiers were then unable to set up a cohesive defense. In a fluid battle that spanned the short afternoon, the Russians were overwhelmed by the Sissi who were quite comfortable with the tracks and clearings of these woods that had served as their base of operations for the past month. Periodically, as the Finns found a pocket of Soviets who had chosen to make their stand, eerie shouts of "Hakkaa Paalle"—an old Finnish battlecry—echoed through the snow-laden trees. Only a handful of Russian survivors managed to ski back to Soviet territory after darkness fell; Colonel Dolin and all of his officers were listed as missing. But casualties had also been heavy among the ranks of the outnumbered Sissi in the only action of the Winter War where their foe had been as mobile as they. Nevertheless, the Finns had again proved themselves the superior players in this ruthless winter sport. Meanwhile, at Kesseli a few miles to the south, the larger Soviet ski-borne force had been surrounded by Finnish reservists and would be destroyed piecemeal over the course of the next two days.



ASL SCENARIO G18



ROCHELINVAL, BELGIUM, 7 January 1945: Lt-Colonel Wood Joerg's independent 551st Parachute Infantry Battalion was a veteran airborne unit, whose distinctive patch emblazoned with the acronym "GOYA" (for "Get Off Your Ass") embodied the independent and irreverent attitude of its members. In mid-December, the battalion found itself pulled from Laon where it was recuperating from the invasion of southern France and thrown into the battle raging in the Ardennes. From the 21st of December through the 6th of January, the men of the battalion weathered "no sleep, frozen feet, knee-deep snow, cold food and hallucinations" in the dense forests while fighting alongside the 82nd Airborne Division. Despite privations and heavy casualties, the 551st was victorious in a number of battles for hamlets and villages east of Trois Ponts. They considered themselves lucky. On 7 January, however, tragedy struck. The battalion, now down to but 250 men, was ordered to take RochelINVAL, a crossing point on the Salm River. The defending troops of the 183rd Volksgrenadier Regiment were known to be backed up by a flak regiment and a battalion of 105mm howitzers. The half-mile of open ground to be crossed to reach the buildings was covered with over a foot of snow. Colonel Joerg waited in vain for the promised artillery preparation. When it had failed to materialize by dawn, he asked for a delay until the following night, but was forced by his superiors to order his men into what would later be reported as a "suicide attack". With only a few 81mm mortars to provide covering fire, Joerg himself led his proud paratroopers out of the cover of the woods into the field before RochelINVAL.

VICTORY CONDITIONS: The Americans win immediately if they Control both of buildings 23Y7 and 23E4 at the end of any U.S. Player Turn.

BOARD CONFIGURATION:

BALANCE:

⚔ Up to two German squad-equivalents (with all accompanying SMC/SW) may utilize HIP.

☆ Extend Game Length to 11½ turns.



39	
16	
	23

TURN RECORD CHART

⚔ GERMAN Sets Up First [120]	1	2	3	4	5	6	7	8	9	10	11	END
☆ AMERICAN Moves First [337]												



Elements of Volksgrenadier Regiment 183 [ELR: 2] set up on board 23: {SAN: 5}

5	5	5	2 4-4-7	C 4-3-6	2 5-12	1 3-8	3 50* [2-13]
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2 10 10 2 4 2



Remnants of the 551st Parachute Infantry Battalion [ELR: 4] set up on board 39: {SAN: 3}

10-2	9-1	8-1	E 7-4-7	E 3-3-7	2-2-7	2 27	3 11 8-4	3 81* [3-75]
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2 20 6 3 2 3 3

SPECIAL RULES:

- EC are Overcast (however, Falling Snow will occur instead of Rain; see E3.71), with no wind at start. Ground Snow is present.
- The canal on Board 23 is a Frigid Water Obstacle (as per B20.7), fordable and flowing west. The only bridge spanning the canal is that in hex 23X3.
- All German units have Winter Camouflage (E3.712).
- All German SW may be Bore Sighted prior to U.S. setup.

AFTERMATH: With a great shout of their impudent battlecry, the entire body of the 551st charged out of the woods, down a slope and into the snow-covered field. The Volksgrenadiers were fully awake by this time, and had taken up positions behind a long rock wall and in the upper levels of buildings that overlooked the Americans' route. Automatic fire swept across the paratroopers, who were spread out in a skirmish line that stretched from one end of the wide field to the other. Although many fell, and a few stopped to return fire, the rest of the Americans swept across the half-mile, over the wall and into the village itself, where a bitter close-quarter battle erupted that lasted for the better part of an hour. With the fall of the school and the church, two dominating stone structures, the fight was over. When it ended, the 551st held RochelINVAL and had taken some 400 Germans prisoner. But the cost had been devastating. Scarcely 100 were still on their feet at the end of that day; Colonel Joerg himself had been killed instantly when an enemy shell exploded nearby (Major William Holm assumed command). After repulsing a counterattack the next day, the exhausted survivors of the independent battalion were relieved and pulled back to Jusleville for rest and refit. But on February 10th, the final blow came. That day, a SHAEF directive disbanded the gallant unit, ordering the remaining few men and officers to be used as replacements in the 82nd Airborne.

DAWN. . . June 6, 1944

The greatest amphibious armada in history stands ready to assault Hitler's Fortress Europe. The pastoral silence of a new summer day is shattered by the cacophony of naval gunfire hammering the shore as it walks inland to the German bunkers. Overhead, the skies are dark with Allied aircraft adding to the crescendo of battle. Inland, three airborne divisions, dropped during the night, are already engaged in a life and death struggle for control of crucial bridges and road junctions. As the din of the bombardment lifts, the first wave of landing craft turn toward the beaches, and the sounds of battle take on a new pitch as German defenders miraculously rise from the rubble to contest the beach. The battle is joined. What Allied planners envision as a quick break through to the interior will soon bog down into a ten week battle among the hedgerows characterized by some of the most bitter fighting of the war.

This is **BREAKOUT: NORMANDY** . . . a graphic portrayal of the first week of battle in which Rommel's panzers struggled to throw the Allies back into the sea. The game is at the cutting edge of Area movement combat simulations. The semi-simultaneous movement system provides the ultimate in player-interaction-induced tension without the tedium of recorded moves usually associated with Simultaneous Movement games. The "you go - I go" pressure of the impulse system against the backdrop of the ticking time bomb posed by an unpredictable sunset has been enhanced by the addition of changing weather and the need to safeguard or destroy bridges. Both players have pressing needs all over the board, but can scratch only one itch at a time. The move-not-taken this impulse may not be available in the next. The need to constantly prioritize needs along a changing front keeps both players at the edge of their seats. Should the Germans risk moving Panzer Lehr now despite savage Allied air interdiction, or wait for cloud cover that may never come? Should the British storm that bridge or first soften the far side of the river with a preparatory barrage? The cautious route may yield a destroyed bridge before the Allies can cross. These are just two of a never-ending series of tough decisions YOU must face in **BREAKOUT: NORMANDY**.

For 1 or 2 Players
Ages 12 & Up

BREAKOUT: NORMANDY®

WWII Invasion Battle Game



The Avalon Hill
Game Company

- **VARIABLE GAME LENGTH:** Basic game depicts first week of invasion in finely-tuned competitive contest that can be played in under four hours. If you prefer to relive the Great Storm or the fall of Cherbourg, opt for the Extended Game with Sudden death Victory Conditions that can last up to 12 hours.
- **SOLITAIRE FEATURES:** Although designed for two players, each game day is composed of an indeterminate number of impulses and weather changes beyond the player's control which create unbelievable tension even when playing alone.
- **DUAL COMBAT SYSTEM REALISM:** Players opt between Assault and Bombardment impulses; assaulting to take ground and bombarding to suppress defense. The most realistic combat system to date retains its basic "no CRT" simplicity.
- **PLAYABILITY:** The combination of Area Movement and large pieces make this one of the most playable realistic wargames you will ever play.



**History's D-Day and its
Aftermath Re-created
in a WWII Invasion
Battle Game.**

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4517 Harford Road, Baltimore, MD 21214

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U.S. residents add \$5.00 for postage & handling (Canada/Mexico add \$10.00; all others add \$15.00.)

BREAKOUT: NORMANDY \$30.00

Regimental-level Game of the Normandy Landings

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and one-half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

- | | |
|----------------------------|-------------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Rulebook | _____ |
| 3. Complexity | _____ |
| 3a. Avalon Hill Complexity | <u>5</u> |
| 4. Completeness | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Shortest | _____ |
| 7b. Longest | _____ |
| 8. Year of Publication | <u>1993</u> |
| 9. Type | <u>2P</u> |

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Volume 29, Number 2

\$1.00

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the Gamer's Top Ten. From the responses to this form, your editor produces the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers List, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of the manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own discretion.

1. _____
2. _____
3. _____

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in 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, Attack Sub—ATS, Battle of the Bulge—B(Year), Blackbeard—BKB, Britannia—BRI, Circus Maximus—CMS, Advanced Civilization—ACV, D-Day—D(Year), Devil's Den—DEV, Diplomacy—DIP, Dune—DUN, 1830—183, Empires in Arms—EIA, Firepower—FPR, Flat Top—FTP, Flight Leader—FLD, Fortress Europa—FSE, Gangsters—GSR, Gettysburg—G(Year), Guadalcanal '92—GDC, Gunslinger—GSL, Guns Of August—GOA, Hitler's War—HWR, Kremlin—KRM, Kingmaker—KGM, Luftwaffe—LFW, Magic Realm—MRM, MBT—MBT, Merchant of Venus—MOV, Midway—M(Year), Napoleon's Battles—NPB, PanzerArmée 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, Wooden Ships & Iron Men—WSM, Wrasslin'—WRS.

Name _____ Tel. _____
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CONTEST #167

The Series Replay of *WE THE PEOPLE* in this issue provides the subject of this issue's contest. As exciting as the British come-from-behind grab for victory was, a better move existed that could have resulted in a British win instead of a draw. Your task is to replay the last British move of the Series Replay to increase the chances of a British win. You have the final move and a Major Campaign with which to snatch victory from defeat. Show the three Generals you'll move and the Areas they enter as part of their move.

GENERAL Moves To Moves To Moves To Moves To

Carleton _____
 Howe _____
 Clinton _____
 Burgoyne _____
 Cornwallis _____

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 _____