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GENERAL

VOL. 30, NO. 2 - AVALON HILL

Featuring:
MAHARAJA



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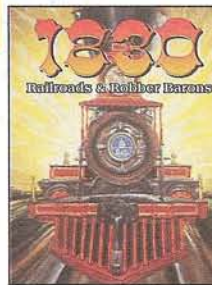
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GENERAL

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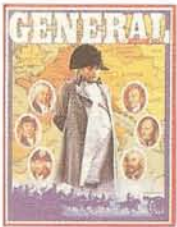
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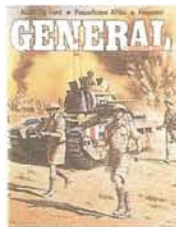
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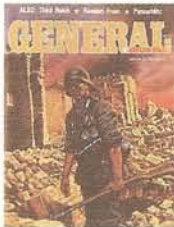
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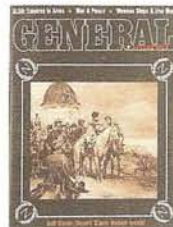
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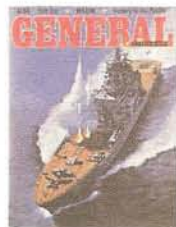
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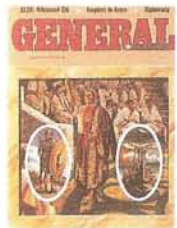
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I had intended for 30-1's Philosophy to be a "commemorative" discussion of the history of this magazine (30 years of coverage). But then the April break-in occurred and other matters were more pressing. Now, an extensive discussion seems a little too little...too late. So, I've delegated only a small portion of this philosophy to "looking back." Somewhere down the road, we'll revisit our history and do it right.

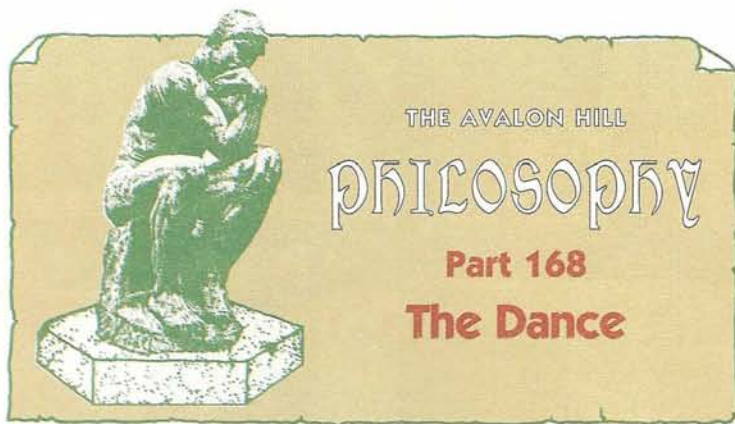
This installment of *The GENERAL* marks my sixth issue as Managing Editor. It has been a wonderful journey (albeit bumpy from time to time). Occasionally, I look back and reflect on what I've done, and upon that reflection, consider what I would have done differently if I could do it all over again. There's an interesting song by Garth Brooks that I, as editor, can appreciate. Here's an excerpt from that song: "And I, I'm glad I didn't know the way it all would end, the way it all would go. Our lives are better left to chance; I could've missed the pain, but I'd have had to miss the dance."

Volume 30 of *The GENERAL* represents a wonderful moment in this hobby. The first issue, published in May, 1964, began a dance that continues over 30 years later. And from this persistent waltz, so many other publications (professional and amateur) have joined the floor, determined to twist to a tune that's still being piped. And through it all, *The GENERAL* remains the best known, most successful historical wargaming magazine in the history of the hobby. It's an honor to be among its editorial staff.

On page 3 of this issue, you'll find an advertisement for back issues of *The GENERAL*. I hand-picked these issues myself, as I believe they represent some of the finest *GENERALs* we've ever created, both in graphics and content. One look at the variety of cover art and diversity of subject matter shows just how much we, Avalon Hill, have achieved in a short time. Admittedly, the value of these issues is dependent upon your particular gaming interests. In essence, however, the ad isn't really an ad at all, but a "pictorial" journey across a 30-year dance floor, the end of which is yet to be determined. The page has its own agenda: It challenges us to remember our heritage and to remember that—even in the midst of uncertainty—we can take comfort in the fact that something very important is still among us, shifting and moving across the floor like a Fred Astaire, light of foot yet strong of heart. Yes, we have come a long way.

Is there another 30 years for this magazine? Any speculation on that would be impractical at best. Any "yes" statement on my part has little value, since that kind of answer would be viewed as overly optimistic and a little naive. However, all indications suggest *many more* successful years ahead, the length of which (of course) is yet to be determined. I take great pride in being part of this "dance," and look forward to many, many more steps.

And now on to other matters.



The first issue of *The GENERAL*, May 1964. Oh, how we've changed!

AVALONCON '95

AvalonCon '95 was a roaring success. We'd like to thank everyone who attended this year's event and invite you back again next year, as once again the Avalon Hill boardgame championships will be held at Marriot's Hunt Valley Inn, July 31 through August 3, 1996. Now that the '95 event is behind us, the next question to consider is exactly how much coverage to give it in *The GENERAL*. The decision has been left up to me, because Mr. Greenwood has decided to stop writing the report. So here's what I've decided: the amount of pages dedicated to the post-1995 AvalonCon report will be reduced to at least half the number of pages apportioned last year. We'll definitely keep the two-page photo spread of tournament winners, and this year we'll include a two or three page article devoted to the juniors tournaments. The little guys and gals are the future of this hobby and they deserve the coverage. We will have convention coverage; we'll just do it differently.

READER FEEDBACK

I'd like to thank all those that have already sent in the survey which appeared on 30-1's Letters page. Accompanying those responses were scores of letters from both happy and disgruntled readers, sharing their opinions. I'm still collecting survey entries as we speak, so the final results are uncertain. At a preliminary glance, however, I can honestly say that most 1s and 2s are going to strategy and tactics and variant articles. These seem to be the most popular, with series replays and intros to new products fight-

ing for the 3s and 4s. But, it's still too early to know for sure. The final tally of all entries received will be included in 30-3's Philosophy column.

IN THIS ISSUE

With this installment of *The GENERAL*, I've violated one of my cardinal rules of coverage by devoting almost half of the issue to *MAHARAJA*. But I had the perfect number of articles, so I decided to break from convention. [Gee, I've been around long enough to have a convention.] Nonetheless, I think you'll find the rest of the coverage properly balanced between computer and boardgame titles. Here's an overview of the articles you'll see in this issue:

Oh, Danny Boy—This variant adds Ireland to the *BRITANNIA* board, in addition to the strategically important Isle of Man. One of the greatest assets of this variant is that it improves the position of the Blue player and also makes the western side of the board much more active.

Commando!—This article by Steven Swann (a frequent contributor to the *ASL Annual*) describes the role of British Commandos in WWII. In addition, he also provides rules on how to add these "elite" units to the *ASL* system. Scenario *G27—Vaagso Venture* replays the British commando raid on Vaagso Island, Norway, 27 December 1941.

This Ain't Your Father's AI—This article is my "paltry" attempt at putting forth a few strategic tips on our *1830* computer game. The information is geared toward the beginner, but I would encourage anyone interested in *1830* to review its recommendations. I believe the scope of the discussion can be interesting to even seasoned veterans.

Very Much With Us!—The AREA rating system is being taken over by Glenn Petroski and Russ Gifford. This article describes their plans and goals. Anyone interested in the AREA system should read this piece.

Winter Errata—This is the official errata for the *ASL Winter '95 Annual*.

Don't Give Up The Ship—This is a variant article for *ENEMY IN SIGHT*. It describes how to recreate "historical" battles and also introduces a movement system, which allows you to play the game in miniatures fashion.

Clash of Eagles—This article adds historical scenarios to *KNIGHTS OF THE AIR*. You can now recreate some of the most well-known dog-fights of the Great War.

Stalingrad Tact. Training School—This article continues and finishes the in-depth strategy discussion on World at War's *STALINGRAD*.

WHAT'S COMING

In the upcoming issue (30-3), we'll revisit Joe Balkoski's American Civil War series (*SJW*, *HCR*, *RTG*, *SIV*) and try to do justice to it once and for all. Then, in 30-4, we'll finally take an extensive look at *COLONIAL DIPLOMACY* and the new edition of *MACHIAVELLI*. Volume 30-4 will definitely be an issue for *DIP* fans.

[Robert Waters]

INDIGO INDIANS:

BLUE STRATEGIES FOR MAHARAJA

by John W. Kisner



We begin this extensive discussion about MAHARAJA with John Kisner, the current editor/publisher of Zone of Control. I must admit, this is one of the best pieces I've had the pleasure of reading. I think you'll feel the same. John captures, not only the strategy of MAHARAJA, but also the religious and cultural elements that swept across the subcontinent which (to our good fortune today) has become the subject of a boardgame. Well, no more from me. Let's begin.

★★★★★

Craig Sandercock has woven for us a multi-layered fabric that reveals a great deal about the subcontinent's past. Speaking with uncertainty as a lapsed student of Indian history, I cannot help but wonder whether various symbolisms embedded in his design were, in fact, intentional—and if so, what might be their precise meaning. For example, are the four players in the game intended to parallel the four class divisions in Hindu society, the four noble truths of Buddhism, or the four traditional arms of an Indian army? Given the rich detail of the historical article contained in the rulebook, I don't think it likely that a subtlety such as this was foreign to the thinking of the late Mr. Sandercock when he sat down to design the game, and I am grateful for the chance to meditate on matters such as these in the quietude that comes between player turns.

So immersed was the designer in the culture of India that, in my opinion, he has created a game in which players walk a fine line between the two conflicting goals of Indian religion: *artha* (or power) on the one hand; *moksha* (or enlightenment) on the other. To enjoy MAHARAJA (MAH) fully requires players to heed the warning of The Upanishads: "The sharp edge of a razor is difficult to cross over. Thus the road to salvation is hard."

MAH, which translates as "great king," is actually a game of little strategies. By this I

mean that players work toward incremental goals that change with the passing of historical epochs. There are no capital cities to struggle over and no automatic victories to focus upon. Nations rise to power and recede to obscurity rather quickly, and each turn's reinforcements bring with them a new dynamic to alter the strategy map. Further complicating any long-range planning, individual nations are portrayed as creatures of envy, with their victory point criteria changing from turn-to-turn as they seemingly look over fences and fancy the color of adjoining pastures.

At the same time, wannabe great kings are forced to walk a long way down the path of enlightenment. Permeating MAH is a religious theme of predestination. The game system rewards players who surrender themselves to events that are inevitable, who recognize they are reincarnating the past rather than creating the history of India anew. I recall the sense of futility in my first experience with the Mauryan/Gupta empire, my rebellion against the realization that they cannot "win" in the traditional sense: the hands of God strike them down first with infertility, then with plague. Karma, both bad and good, controls the course of events on the map as strongly as do the players themselves.

The strategic problems facing players have no easy solutions. In fact, this may have been the designer's intent in providing players with no way of telling who is really "ahead" until very late in the game. No norms are given for point scores at a given juncture, and since the most powerful nations in the four color groups arrive on different turns, only the first time you play does the fact that Yellow darts to an early lead excite anyone overmuch. In the end, in this accountant's game of point scoring the player who has exhibited the most foresight in planning the movements of his armies on the map will be victorious (and emerge from the game with the most power), but he may at the same time have trouble accounting for what elements of his game plan produced the favorable balance.

For this reason, in my group the formal

assignment of victory takes on a diminished importance with each passing contest. We have grown content to cheer on our troops while expending little mental anguish on strategizing. Indeed, we've found that by waiting until the final turn to total points, all four players can essentially be "winners" of a game in which victory conditions are not so much a motivation as they are an epitaph read over time well spent. This is a game in which "being" the Afghans is more fun than scoring five points for control of Delhi on Turn 15 could ever be. It is also a game of revenge served cold across the ages: I recall with a particular fondness the otherwise meaningless feud between the remnants of Greek power and the last of my brave Harappans in the Himalayas. No, those who are unable to strike a balance between intellect and emotion—between power and enlightenment—in MAH will find themselves winning nothing more than Pyrrhic victories.

All of this is hardly a traditional (or worse still, perhaps not even an effective) introduction to the few strategy notes I'd like to pass along regarding play of the Blue nations in the game. In the above I have not meant to belittle the importance of strategy, but instead to caution players with my understanding that traditional tactics are, somewhat paradoxically, both more complex and less important to the play of this particular game than to most. The highest tribute I can give to the game is this: it can be enjoyed at multiple levels, and its counters will likely wear out long before the interest of its players.



As the game's historical notes tell us, the Harappans were the first great civilization of India, and were defeated more by flooding along the Indus River than by enemies. Since initial deployment is fixed and this nation moves after the invading Mauryans, there is little to do save roll with the punches and try to survive. Gujarat will become the likely refuge of survivors, and I

suggest presenting a meek and unobtrusive presence to all potential enemies (the most significant being the Mauryans and then the Greeks). Occupying the mountainous hilland regions of Khandesh and/or Maharashtra increases the odds of this nation surviving for the long haul, but population growth is, of course, hindered in these areas. At some point the player should seize any chance to occupy Nepal—it's relatively safe and out of the migratory path of enemy nations.



Arriving in Maharashtra on Turn 5, the success of the **Marathan** nation is tied to the outcome of the earlier three-way struggle for the southern Deccan waged between the Pandyas, Cholas, and Sinhalese. If the Marathas can

push their way into five or six mountainous areas in the Deccan, they will likely rack up a tremendous number of victory points before the game's end. Good opposing players will be aware of this, however, and endeavor to squeeze this nation at every opportunity. Like the Harappans, the Marathas are mostly interested in survival, and will usually attack only when the situation demands aggression. Should events turn against them, the Marathas hold a powerful card: they can "submit" when reduced to two areas in South India.

Any winning strategy depends upon the following migration of friendly nations. After Turn 10 the Marathas and the Muslims (see below) must begin to slowly exchange territories, with the former drifting north and east, the latter south and west. To facilitate this move, it's imperative that the four northern-most areas of the Deccan be held by Blue at this time. The transition is fairly complex, and must be planned for carefully—and obviously, this also means that Yellow, Green, and Purple will do what they can to make this as difficult as possible. Basically, the Marathas will exit an area shielded by Muslim armies, which those armies in turn will occupy later; this process is repeated until the two nations run out of either room or armies.



The classic theme of Indian history was once described as something akin to a recipe for fudge. In this was meant that, while it seemed a different invader came from the Khyber Pass every few hundred years, the similarities of one to the next far outweighed

any differences. Blue is treated to the task of directing perhaps the most classical (and interesting) of the invasions, that of the Islamic Jihad. The timing of the **Muslims** arrival couldn't be better: the Mauryan/Gupta nation is down in precipitous decline—too "civilized" to put up much of a fight (or even breed new armies)—and will no longer be a factor by Turn 9. On the down side, both the Rajputs and the Portuguese receive bonus points for destroying Muslim armies, and the pin-pricks of the former can grow especially bothersome.

For this reason, ideally you should overwhelm and destroy the Rajput nation to eliminate the problem once and for all. This martial impulse must be tempered, however, by prudence. The Muslims can and must survive until the game's conclusion, so by blindly focusing on battle, the player may soon find little left to celebrate any "successful" outcome. Nonetheless, players who have grown a bit bored by the passive strategies played out by the Harappan and Marathan peoples will find the blood-letting required by the Muslim position a welcome change of pace.

Alas, the day of Islam will itself be brief, what with the mighty Mughals due to arrive just after the Muslims begin to consolidate their base in North India. As discussed above under Marathan strategy, the Muslims must shift between several conflicting geographical objectives over the course of the game. Early on, they seek to establish residence in North India; a few turns later, the more scenic Deccan holds a passing fancy. The cycle repeats itself on the last two turns of the game, forcing the armies of Islam to (seemingly) be continually in motion. Restrictions on population growth are used to further constrain Muslim power, and to make the initial migration southward of utmost importance. After Turn 11, you see, only areas in South India count for "growing" new armies. Fortunately, your Marathan allies will usually be able to transfer at least a few areas in the Deccan to your control, which will ensure at least a modest population growth for the rest of the game. Of course, forces outside your control—the luck of the dice in combat and the variable strategies (and obsessions) of enemy players—may dictate foregoing one or more of the subsequent migrations. When the situation demands, settle for the safety of regions already controlled. Overriding all other concerns in *MAH* should be the survival of each of your nations: in the zero-sum game that is modeled, survival in any area—whether or not it is worth victory points—will increase the power of your faction relative to all others.



The primary goal of the **French** will be the placement of one or more factories in friendly Muslim or Maratha lands. Having done this, be content to conduct a few combats against the Brits to gain victory points, and then accept your inevitable defeat.



The wild **Afghanies** are a great deal of fun, but face a very complicated task on their arrival turn. With their sights set on Delhi, "pass-through movement" must be used to by-pass enemy stacks in the way, with the leader

Abdali taking whatever's left on to the great capital of India. With luck, a whopping eight victory points will be yours along with the many palaces and gardens of the great city, but don't expect any survivors to make it more than a temporary home.

CONCLUSION

There's more than one answer to these questions pointing me in a crooked line.

And the less I seek my source for some definitive the closer I am to fine.

— The Indigo Girls, "Closer To Fine" (1988)

Enlightenment comes when the nature of all things, and the connections between all things, is revealed in a moment of rapture. In Buddhism there are several paths to understanding, perhaps the most sympathetic to Western sensibilities being that of the thunderbolt. Zen philosophy holds that the nature of every thing can be learned from an understanding of one thing, much as the oceans can be inferred from a single drop of rain. I am still far from the state of *moksha*, but in contemplating the dance-like movement of Marathan and Muslim armies upon the game board, I have come a few steps closer to fine. I hope you enjoy *MAHARAJA*.



OOPS!

Someone told me once that three errors per page in *The GENERAL* was an acceptable percentage based on the number of pages, words, and individual characters in each issue. Percentage-wise, I suppose that's true. For example, if I had an 80,000 word issue (which isn't uncommon) and there were 800 errors in it, that would still only be a 1% error rate. I can't imagine 800 typos or 800 misspellings; it boggles the mind. A three error per page acceptability is insulting and you've a right to challenge the notion. I don't accept it. One error, in my opinion, is not acceptable. But I try not to lose too much sleep over it, as—regardless of what we as professionals believe—mistakes do happen, and, if I haven't said it before, I'll say it now: I ain't perfect! Close, but not quite.

In 30-1, there were a few bone-head errors that I'd like to bring to your attention. Some of these errors were spotted as the issue rolled on the press. Nothing I could do then but bite the bullet and face the music. Now, I'll spend a few moments doing damage control. I want to point out that these errors are, in my opinion, errors which may have caused confusion in your understanding of an article, forced you to stop and crumple your brow and thus the value of printing an errata is obvious. I'm sure there are other typos/misspellings I've missed, but I don't want to get too nit-picky.

Page 7—The Athenian naval squadron in Figure 2 should be a "6N" instead of "3N," as currently displayed. The textual description of the situation is correct.

Page 13—Under Temporary Reinforcements, the CL listing of ships has one error and one omission: 1. The *St. Louis* is available throughout the entire campaign (not just available Nov. 42); 2. The *San Diego* was left off the list. It is available Nov. 42 onward and you may use the *Atlanta* or the *Juneau* to represent the *San Diego* in the game.

Page 17—The correct spelling of the author's name is Curtis Milbourn, not "Milburn." Also, if you're looking closely, you'll notice that Jim Harri-ck is a warlock by being the only coach in the history of the game to coach two different teams at the same time in the same final-four. Eddie Sutton is the correct coach for Oklahoma State. [Ed.]



We continue our study of MAHARAJA with a look at the Green nations. William Sariego was first seen on the pages of *The GENERAL* in Volume 29, Number 5 ("Walk a Mile For a Camel"). Here, William defines the key moves necessary to improve your play of Green.

★★★★★

Since making a timely debut at AvalonCon '94, *MAH* has captured the hearts of many gamers with its sleek and colorful qualities. Building on the solid foundations of its predecessor, *MAH* is a game meant to be played and not gather dust on someone's bookshelf.

Do not be fooled into thinking that *MAH* stands alone as its own game, both refining a tested system and adding new wrinkles. It is a great pity that designer Craig Sandercock, due to an auto accident, did not live to see its release.

Although playable by three or five players, *MAH* is usually played in the four player version. The nations/tribes of the subcontinent (and the European invaders) are divided into four color-coded factions; Blue, Green, Purple, and Yellow. Each faction has a dominant power and a European nation to further its goal of conquest.

I find the Green faction the most interesting and well balanced for play. Yellow will build up an early lead only to scratch for points in the end game. Blue will see two of its powers (the Muslims and Marathas) working almost at cross purposes. And Purple will have to rely on a big surge by the British to win. Green, in my humble opinion, is the power to beat in the game. The beauty of the system, however, is that it is not always apparent who is winning at any given moment.

The following is an analysis of each of the Green faction's nations. Don't expect any perfect plans; 16 turns of *MAH* defies such an absurdity. What you will find is a few hints at effective play. Victory point totals listed are for the four player game. I believe in giving credit where credit is due, and this format owes much to Rex Martin's excellent *BRITANNIA* article

from *The GENERAL*, Volume 24, No. 5 and his *MAH* preview article in Volume 29, No. 4.



Turn of arrival: One
Natural Enemies: Cholas, Sinhalese, Muslims
Expected Victory Point Totals: 12-24
Watchword: "Last one to the coast is a rotten egg!"

The Pandyas are almost mirror images of the Purple Cholas. Both start with a foot in both North and South India and both share many of the same victory point areas in the south. That is a good reason to migrate to a warmer climate at once. Another good reason is that the Mauryans will make you a greasy spot on their road to success if you don't.

Moving first puts you one step ahead of the Cholas in the race through the rugged terrain. Later the Marathas (Blue) and the Sinhalese (Yellow) will make life somewhat uncomfortable. The Marathas will pose more of a threat to you than the Sinhalese will to the Cholas, so a good deal of diplomacy is in order. If those three gang up on you, the Pandyas will score low on the victory point scale. While not anemic like the Greeks, often the Pandyas disappear from the face of history due to European pressure and the constant skirmishing with their Indian neighbors. But with Portuguese help, you may stay around for the duration.

Turn of arrival: Four
Natural Enemies: Mauryans, Rajputs
Expected Victory Point Totals: 6-12
Watchword: "Okay, so we're just a flash in the pan, but you should have seen us in Persia!"



The Greeks are the weakest offering in the Green player's stable. Since they get to count victory points during Turn 4 you know you will score something. You will get another chance with the others at the end of

IT'S NOT EASY BEING GREEN

GREEN STRATEGIES FOR MAHARAJA

By William Sariego

the turn and another special count on Turn 5. Don't look to be around for the Turn 7 tally.

Viewers of the classic movie *The Man Who Would Be King* will be disappointed to know that Alexander really didn't make much of an impression on the native peoples. The same will be true in the game as Alexander the Good (he left "the Great" behind in Persia) makes but the briefest visit to the subcontinent, and takes two armies when he leaves.

Go for as much as the enemy (Mauryans) placement will allow, making sure you secure Gandhara. The sad fact is that the Mauryans can make your life as miserable as it is brief if they bring their full might to bear against you. Fortunately, the Yellow player will often try and conserve as many armies as possible in order to set up the Guptas. I doubt if Purple will be that nice on Turn 5 as the Rajputs get their major invasion. Get what you can and take some bad guys with you when you go down.

Turn of arrival: Ten
Natural Enemies: Let us face facts, EVERYBODY fears your power (and is fair game) except the British.
Expected Victory Point Totals: 40-65
Watchword: "We are the masters of all we survey, look upon our works, ye mighty, and despair."



Playing with the Mughals reminds me of a beautiful passage in the *Koran*: "To ride a great stallion is to fly without wings." But to your enemies you may seem more like a horseman from the Apocalypse. These guys are tough, and whether Green will win or lose rests entirely upon their broad shoulders.

The first order of the day is patience. On Turns 10 and 11 your forces arrive in dribbles, so expand slowly and watch out for the Muslims. On Turn 12 you get to kick butt and take names! The Muslims are eventually going to need to head south, so encourage them to do so. Explain to Blue that you are looking out for their best interests. Push the Rajputs into the

Himalayas. Explain to Purple that it is a new policy of urban renewal. I'm sure he'll understand.

Even as you become the master of all you survey, a word of caution is in order. Don't over-extend yourself. Pesky people like the Sikhs (Purple) and Afghans (Blue) will pop up in the rear and the Europeans will start to nibble on the fringe of your empire.

You can (and should) crush the Sikhs, but you also need to head south by Turn Fifteen, so the Afghans may well become a British problem. By coordinating well with the Portuguese you should keep the other Europeans at bay until the British presence becomes overwhelming. By that time it is often too late for the others to do anything about the huge lead you have built. Score as many Raj points as you can. The Green player who cannot earn the title *Maharaja* (great king) for the Mughals should play another game.



Turn of arrival: Eleven

Natural Enemies: British, Muslims

Expected Victory Point Totals: 20-35

Watchword: "Unlike that bum Columbus, we were trying to discover America!"

The Portuguese tend to score higher than any other European power except the British. This is mainly due to the early arrival which puts you one step ahead of the others. The Portuguese can often score in the mid-30's range, but to do so, the Green player will have to cut back on the Mughals. I don't believe this to be wise. The Portuguese should be used to set up and compliment the descendants of the Great Khan, not compete. Give them arms at once.

Exploit your Turn 11 arrival to the fullest. Establish factories and go Muslim hunting to rack up the victory points. By putting ashore in the south you may even prop up the sagging fortunes of the Pandyas. You will also inherit the good defensive terrain. Key areas for factory placement are Malabar and Golconda due to each bordering two sea zones. Grab one but not both. If you play too aggressive you will find the other Europeans more hostile toward you than the native peoples. If you are going to be politically incorrect and subjugate the indigenous people, at least be diplomatic about it.

CONCLUSION

I hope you have enjoyed this all too brief article on this fascinating game. Fans of *BRITANNIA* will love it, as will all those who appreciate a smooth playing game that's also fun. For those unfamiliar with the turbulent history of this important geographic region, Rex Martin has supplied excellent historical notes in the rulebook to enlighten you. Avalon Hill has produced a winner in *MAH*.



Coming Attractions

MACHIAVELLI

Double-Dealing Diplomacy in Renaissance Italy

Our *MACHIAVELLI* game, which we published in 1980, has long been out of print. However, it's the one "out-of-print game" you the customers have expressed the most interest in seeing again. Therefore, we opened up an old copy earlier this year to determine what it would take to bring *MACHIAVELLI* up to 1995 standards. We think you will love what we have done.

For those of you unfamiliar with the game, *MACHIAVELLI* is a *DIPLOMACY*-style game with some extra twists. It is set in the late-15th and early-16th century Italy when the country was divided into numerous republics and kingdoms. Machiavelli himself was a ho-hum diplomat for the Republic of Florence, but he is best known for writing *The Prince*, in which he advises would-be rulers to use whatever means necessary to hold and maintain power. *MACHIAVELLI*, then, is the ideal game for two to eight players who wish to enjoy a quiet evening of treachery, deceit and down-to-earth shoving matches between armies and fleets.

We have revised and streamlined the rules to make them more compatible with standard *DIPLOMACY* while keeping those elements that give *MACHIAVELLI* its unique flavor. There are just seven pages of Basic Rules and two pages of Examples of Play. Advanced and Optional Rules fill another five pages. Players may choose from four scenarios, which cover the years 1454 to 1529.

The most obvious difference between Basic *MACHIAVELLI* and *DIPLOMACY* is the use of garrison units to hold fortified cities. In addition to driving the enemy army or fleet out of a province, you must besiege and defeat a city's garrison (if any) before you can lay claim to the province. The real fun of *MACHIAVELLI*, however, comes in the Advanced Game when you receive income based on the territory you hold. You spend your income to maintain troops in the field, incite rebellions in enemy provinces, bribe enemy units to disband or switch allegiance, and attempt the assassination of other players.

Our artist, Kurt Miller, has hand-painted a beautiful map of the playing area, blending the style of a Renaissance cartographer with that of Leonardo da Vinci. We've also made a few changes to the province boundaries to eliminate some anomalies and the crowding of pieces. You will love the game for the new map alone.

MACHIAVELLI features die-cut playing pieces of different sizes for armies, fleets and garrisons. You keep track of your republic's finances with ducat pieces (the currency of the land), and your conquered provinces with control markers. There are also rebellion and famine pieces to mark those ills when they occur.

All in all, our 1995 edition of *MACHIAVELLI* represents a substantial improvement over the 1980 version. Look for it in your favorite hobby store before the end of the year.

[Ben Knight]

EMPIRE OF THE RISING SUN

Advanced Third Reich in the Pacific

EMPIRE OF THE RISING SUN (ERS) should be out by the time you read this. The same designer (Bruce Harper) that brought you *A3R*, has again delivered a tremendously big and wonderfully creative game.

ERS uses basically the same rule system as *A3R*, with very little rule modifications. The main difference is the inclusion of carrier and naval air rules, which were critical to the war in the Pacific. Those players who have played *A3R* will have no problem learning the game.

ERS covers the entire war from 1941 onwards. The map covers the entire Pacific theater from western India to Hawaii, and from China to northern Australia. New counters include CVLs, CVs, CVBs, naval air, artificial ports, Kamikazis, elite Japanese air, marines, and jets.

The designers have wonderfully interwoven the carrier and naval air rules into the *A3R* rules and have made it the best part of the game. The handling of air searches, carrier battles, surprise, code-breaking, submarine warfare, naval air vs. land-based air, multi-round naval combat is extremely creative and adds a lot of flavor to the game.

In addition to the regular game, two additional booklets are provided: *Research* and *Global War*. The *Research* rules allow players the option to develop the technologies or force pools of their choice (including jets, rockets, atomic warfare, submarines, and super carriers). The *Global War* booklet provides all the necessary information so players may combine *ERS* with *A3R* to re-create all of World War II.

The creativity and scope included in *ERS* makes us very proud to have this game in our line. Players who have been waiting for a playable strategic level WWII Pacific game which includes the excitement and uncertainty of carrier battles need wait no longer.

[Mark Simonitch]





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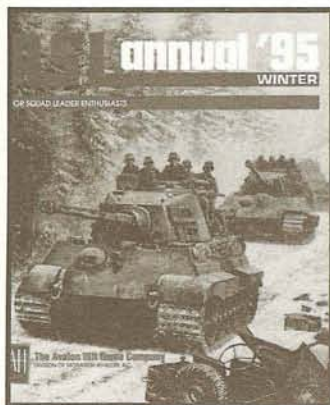


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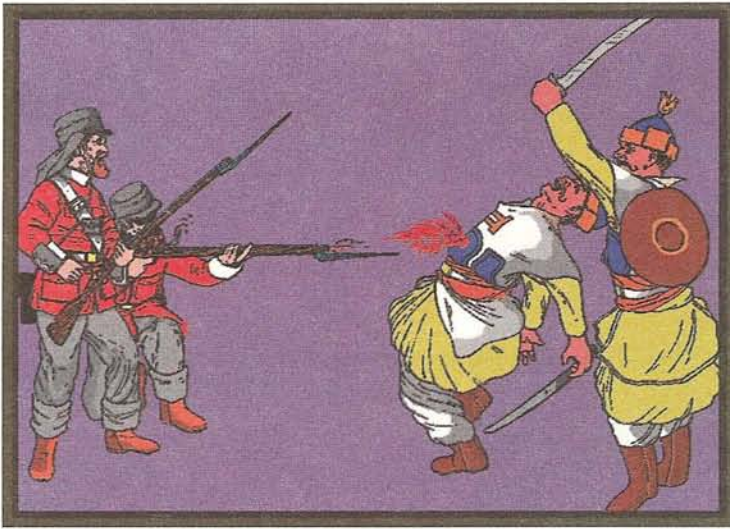
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THE COLOR OF KINGS

PURPLE STRATEGIES FOR MAHARAJA

by Daniel Clark

In this article, I discuss my opinions on the strategies necessary for the person playing the Purple nations in *MAH*. It must be understood that everyone is different. What constitutes good strategy may vary between players; however there are common denominators that will form the foundation of every winning strategy. It is these common factors that I hope to make apparent.

OVERVIEW

In general, do not be too worried about being behind early in the game. Let's face it, the Cholas are not much of a match for the Mauryans or Guptas. However, if you manage to keep the Cholas alive, they could give you a decent amount of points. The same goes for the Rajputs and Sikhs. They cannot produce a lot of quick points, but if they survive for a large part of the game, they will give you enough points to let the British secure the victory.

The fact that the British are coming should always be a large part of your early and midgame strategy. It is not very hard for the British to give you fifty points or more. The British also have the best chance to become *Chakravartin* of all the nations. This is due to their ability to create alliances (wanted or not) and to count unoccupied territory as their own (a favored tactic of the Crown).

You should not ignore the victory points that your other three nations can give you in the hopes that the British can make up for massive deficiencies in points. You should always keep the conditions required to earn victory points in your mind. Think ahead; if an area that you are occupying has already given you all the victory points that it can, then by all means leave it. It's not always easy to reach the designated territory in time, so make sure you don't waste any turns. Also, consider where your next objectives are when you place your new armies during Population Increase.

Another important factor is the areas that your opponents must occupy to collect their points. If you have the strength and the area is not out of your way, it could be beneficial to occupy the area so that your opponent has to fight to get it. This could prevent him from moving through an area quickly or spreading

his forces thin to get as many points as possible. However, try not to block the same player over and over again. No matter where you are in the game, if a disgruntled player is a good diplomat and can convince another player or two that you're a menace, then you have a serious problem. Remember that—in a multi-player game—you're always outnumbered.

This also brings to light a different aspect of the game: diplomacy. Don't ignore diplomacy. If people are scheming against you and you sit back and let them do it, you are just asking for trouble. At the same time, if there is one player who is obviously winning, it shouldn't be too hard to convince another player to help you team up on this obvious danger. This is where playing the Purple side can give you an advantage. Remember, you have the best armies at the end of the game. You can use this to your advantage, especially against novice players. As the most obvious power on the board goes from the Mauryans/Guptas to the Muslims and Mughals you can pit the other players against each other so they will leave you alone. Of course the problem with diplomacy is that you can overdo it, so be careful. You will have to judge each player differently according to their own actions.

THE NATIONS



To begin with, you need to immediately move the **Cholas** south to occupy Karnatak before the Pandyas can get there. Hold on to this part of southern India until you can build up your forces. Keep your victory points in mind. Karnatak is worth enough points that you should try to hold on to it through Turn 7. Don't worry about Mysore unless you feel you have an almost certain chance to win it. After Turn 7, head north and extend your forces to Bengal. Don't invade Lanka and Simhala unless it is a sure thing; you need your forces elsewhere. Also, keep your eye on the number of areas you control. If you are going to have to disband an army due to overpopulation, you may as well attack somebody with it, even if it is a long shot.

After Turn 9, the Cholas should abandon all areas outside of Southern India or Ceylon. There is no reason to keep these areas unless you want to play the game of increasing population by clinging to a space or two in North India. It's often profitable body-wise, but risky. Also keep in mind when you can use boats; they could be handy. Don't use them just because they are there, but only if you really need them. A sudden amphibious landing could take everyone by surprise. After Turn 10, just try to hold on for as long as possible. It is best to remain in Southern India, but if you must you can retreat out and try to sneak back in later.



The **Rajputs** are going to have a problem. They are in just about the most contested area of India. Everybody and his grandmother goes through northern India. Try to grab as much territory as you can, with as little fighting as possible.

Keep in mind that the Mauryans are collapsing, so you may be able to take areas that have been recently vacated. Watch out for the Guptas and eventually the Muslims. You have one distinct advantage over these two powerhouses: every time they attack you, they risk the chance of giving you victory points. This should keep them from indiscriminately waging war. Try to hold on to as much territory as you can to keep your forces strong. The longer you live, the more Muslims you can kill, and at two points per army it's a good deal. Try to get in the way of the Muslims. They will be in a hurry to fight their way through to the east coast and will probably hit you in successive waves instead of one strong attack. They don't have the time to build up if they want to get the best of their points.

Again, try to keep the Rajputs alive for as long as possible. Keep in mind where you need to be to gain points and try to be there. Don't sacrifice the last of the Rajputs in a vain attempt to hold on to Delhi or any other area. The Rajputs can always get points by killing Muslims, so as long as there are Muslims you should go to great lengths to keep the Rajputs healthy.



The **Sikhs** are a useful nation. They may not have as many troops as other nations, but they enter the game at an opportune time. Ally them to the British as soon as possible by cashing in an army. *Don't*

give up the ability to repopulate. They also have the ability to get points by killing Mughals. Attack weak groups of Mughals, especially if you can get arms from the British. Try to be in objective areas so that Mughals will have to attack you. Occupy as much territory as you can. Don't worry too much about Lahore and Punjab if you see that you will have trouble holding them. Don't forget that the Afghans will sweep through that area. It does you little good to fight the Afghans, especially since they will weaken after their first turn by removing Abdali (Leader) and two armies. As with the others, try to stay alive as long as possible. You can always get points by killing Mughals, so any one area is not worth sacrificing the last of the Sikhs.



Now comes the **British**. This is the time for you to romp and roam over the countryside. Try to establish a factory on all three coasts quickly. Keep building factories every turn you can. Try to maintain six

factories; they give you lots of points every turn. Also, don't be afraid to attack the other colonial powers. You should destroy their factories to prevent them from getting easy points and to keep guns out of the hands of the natives. Attack quickly and don't be afraid to lose an army or two. Remember, you get a constant stream of reinforcements where the other colonial powers do not. Wipe out the last of the French, Dutch, and Portuguese [*no small task, editor*] and you should be able to go all out and attack the enemy Indians while racking up points from your factories.

Keep in mind that you will not need as many British forces to win a battle as you would Indian forces. The British are also *faster* and this is an advantage that should not be overlooked. Try to force alliances by making weak nations submit to you; this is easier than destroying them in most cases. By all means, ally any of your surviving units to the British and try to get guns to them so they can help destroy as many enemy units as possible. *Don't be a pacifist with the British.* It is now your time, so go for the throat. Don't forget that an empty area is for practical purposes a British area. You should become a *Raja* almost immediately, and by the end of the game you should be at least a *Maharajahdiraja*. On the last turn, you get a major invasion. Use it well. There is no need to keep your forces back on defensive missions, attack everything that is not your

ally. No one moves after you, this is the end of the game. You have two moves after everyone else is finished. Keep remembering that an empty area is yours, so only move to areas that have enemy units in them. This makes your comparatively little eight-army force more powerful than the Mauryans or Muslims, because they had to leave behind troops to retain control of a region.

CONCLUSION

In short, your forces will not produce a lot of quick points until the British explosion near the end. Don't worry about this. Just try to get as many points as you can while keeping your units around for as long as possible. Don't try to take on the entire Mughal empire with the Rajputs. Simply make a nuisance of yourself, killing a few and getting some stray victory points. The other players will generally have worse things to worry about than you. Wait until the British arrive and the Indian nations are spread thin before you really attack and try to take control of the board. Then, make as many points as you can while you destroy the other players abilities to make points. The game is well balanced, so to win you must understand your forces and how best to use them. What works for one side would produce a rapid disaster for another. Good luck and good hunting.



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OH, DANNY BOY!

An Ireland Add-on Map for *BRITANNIA*

By Jim Lawler

B*BRITANNIA (BRI)* is my gaming group's favorite four-player game. It plays pretty evenly and is usually interesting for all players until the end of the game and can easily be played in one night. While recently playing a game of *BRI*, I had time to reflect on the map, and the history of the British Isles during the time period covered in the game. I wondered if Ireland could not easily be added to the area of play.

In discussing the idea of expanding the playing area with my group, we noted that Ireland had suffered from many of the same invaders as Britain. Ireland's own factious history often made her an easy target for outsiders. Since Ireland was such a poor country, her people raided Wales and western England. The English, Welsh, and Scots constantly returned the favor, while various Viking groups cheerfully raided both islands. Therefore, I decided to create an Ireland add-on map, which can be located on page 55 of this issue. Follow the instruction on that page to cut out the map. Follow the instructions below to use it in the game.

AREAS OF EXPANDED PLAY (The Map)

There will now be five new areas of play in the game: The Isle of Man and four areas in Ireland. The four new areas of Ireland represent the Irish Kingdoms of Ulster (hiland), Meath (clear), Kilkenny (hiland) and Connaught (marsh). The fifth new area, the Isle of Man (hiland), was important for much of the period due to its strategic location. The Isle was raided and conquered many times during the time represented in the game. We didn't expand into the French peninsula, as most invasions went from the continent to Britain. The British didn't start to invade France seriously until after the Normans controlled England.

MOVEMENT

These new areas can be reached by boats or by crossing at the new straits that connect certain areas of England and Ireland. If a crossing is made without boats, no other movement can be made that turn (as per the straits rule in the standard game).

Armies that have boats and appear in the Irish Sea or the Atlantic Ocean may now raid or invade either Ireland or England.

[EXCEPTION: You may move from Ulster to the Isle of Man without boats, but you cannot continue to Cumbria. You could travel from Ulster to Cumbria if you had boats.]

STACKING

Ireland has the same stacking limitations as England, but the tally is kept separate from Britain's.

SCORING

All five areas count 1/2 points each after turns 4, 7, 10, 13 and 16. If one nationality (not one color) controls all four areas in Ireland on one of these turns, an additional victory point will be awarded to that nation.

If Brian Boru is in the game (see column three), the Nation who owns him gets an additional victory point if they control all four provinces in Ireland at the end of its turn. One victory point is awarded for killing Brian, but only by the Dubliners, Norsemen or Danes.

The Isle of Man is considered to be part of England and gets to vote for Bretwalda and King.

POPULATION OF THE NEW LANDS

While there were a number of possible ways I could have chosen to people these new areas, below is the one I feel best combines historical accuracy while giving each color one of the new areas. The Irish, as you can see, are now part of the initial set-up.

Isle of Man:	Belgae
Ulster:	Caledonian
Meath:	Pict
Connaught:	Scot
Kilkenny:	Irish

In an effort to compensate the Blue Player, who has less access to these lands, and because Blue is the conscience choice of my gaming group for being the least enjoyable position to play, add:

- One Pict on Turn 4
- One Angle on Turn 7
- One Angle on Turn 8

The Blue player may bring these *extra* counters in during his Increase Population Phase.

NEW LEADER (Brian Boru)

Brian Boru was a great Irish leader who united his people and overthrew the Vikings in a series of wars that ended in his death in 1015. He possessed the rare combination of military and political skill to temporarily unify Ireland. The following rules apply to his use in the game:

- Add Brian Boru at the start of Turn 14. Brian only appears if there is one Celtic nation (the Irish, Scots, Welsh, Caledonians, Belgae, Brigantes, or Picts) that controls more Irish provinces than any other player. Brian may never lead one of the German or Viking Nations.

Example: The Irish control Kilkenny, the Scots control Meath and Ulster, and the Dubliners control Connaught. The Scots would get Brian. If the Dubliners had controlled Kilkenny as well as Connaught, Brian would lead the Scots. If the Irish controlled Kilkenny and Connaught and the Scots controlled Meath and Ulster, Brian would not appear as there is no dominate Celtic Nation.

- Brian Boru may never leave Ireland.

ADDITIONAL PLAYING COUNTERS

Add the following tokens to the present counter mix so there will not be a shortage of playing counters because of the additional playing area. I recommend turning over some tokens from other nations. Add the following:

2 Irish	2 Caledonians
2 Welsh	1 Belgae
1 Norseman	2 Angles
2 Scots	2 Dubliners
1 Pict	1 Norwegian

CONCLUSION

While this isn't the be-all-end-all variant for *BRI*, my group and I find the addition of Ireland a useful way to spice up the game. Use and adjust this variant in any way you see fit, and enjoy.

COMMANDOS

British Commandos For ASL

by Steven C. Swann

At the start of World War II in 1939, the British Army did not have any specialized units for small scale raiding or other special tasks. During the spring of 1940, eleven Independent Companies (Ind. Coy) were formed by Major Holland, an engineer working in the General Staff's Research Section dealing with small combat actions. These units were numbered from No. 1 to No. 11 Independent Companies and were the first units of what would eventually become known as commandos. The eleven companies had been formed from volunteers of the British Territorial Army along with a few regular soldiers and reservists. Each company (Table 1) had 20 officers and 270 enlisted men in platoons with sections (squads). These early companies were armed with only rifles and a few Bren Light Machineguns. As a comparison, a normal British rifle company had 124 men in three rifle platoons and a Headquarters (HQ) section. The rifle company's HQ section had control of an AT Rifle and the 2" mortars.

TABLE 1 Independent Company-1940

Company	(20/270)	
Company HQ	(8/64)	
HQ & Staff	(3/15)	1 9-2 2 2-4-8 HS 1 HS Motorcycle Counter 1 Car
Service Section	(30)	2 4-5-8 1 30-cwt Truck
Sapper Section	(1/17)	1 4-5-8 1 2-4-8 3 DC
Medical Staff	(1/6)	No ASL Equivalent
Armorer	(4)	No ASL Equivalent
3 Platoons	(4/66)	
Platoon HQ	(1/8)	1 9-1/8-1* 1 2-4-8 HS 1 LMG
3 Sections	(1/18)	
2 Rifle Squads (ea)		1 4-5-8

Between May 4 and May 9, 1940 five of these Ind. Coy. were landed in Norway in the Mo-i-Rana and Bodo areas. Their mission during the Norway Campaign of 1940 was to provide a defensive screen south of the main British landings at Narvik, thus preventing the Germans from reinforcing their garrison at Narvik. Here, amongst the flash floods and mud from an early spring thaw, the Independent Companies fought a series of skirmishes with German paratroops and infantry, and were even able to ambush a German counter-landing from the sea.

The first combat action in the Norwegian campaign for the Ind. Coy occurred on May 10, 1940, about ten miles south of Mosjoen, along the Bjornaa River. Here the 5th Ind. Coy, assisted by two depleted Norwegian companies, set-up an ambush to defend a railroad bridge that crossed the river from east to west. During the morning, a complacent German infantry bicycle column approached the bridge without using any type of point or flank protection. As the Independents and Norwegians opened fire about fifty Germans fell almost at once, while the rest of the German column withdrew as best as it could from the valley. Then afterwards, in accordance with their orders and fighting style, the 5th Ind. Coy moved back and established new positions out of sight of the Germans.

While the 5th Ind. Coy was fighting in the Bjornaa River valley, another German force made up of a rein-

forced Gebirgsjager company, was making an opposed seaborne landing at the village of Hennesberget, which was defended by a platoon of the 1st Ind. Coy along with a few Norwegians. Against such overwhelming force the independent platoon was soon forced to evacuate the village after some intense street fighting.

After nearly a month of fighting, the "Independents" were withdrawn from Norway along with the British 24th Guards Brigade and a few Norwegian troops. As the British forces received their baptism of fire in Norway and suffered casualties, these lightweight Independent Companies were used more and more as line infantry. As they were equipped very lightly in support weapons, their use in the line was less than justified and cost them more in injuries than was necessary.

On June 4, 1940, after the final evacuation of what remained of the British Army from Dunkirk, the first outlines of a fledgling commando force was placed in writing by Lt. Col. Dudley Clark in London. This outline described, as a base, the fighting methods used by the Boer farmers against the British in South Africa from 1899 to 1902. Sir John Dill, Chief of the Imperial General Staff, gave his endorsement to the concept and then forwarded it on to Winston Churchill, the Prime Minister of Great Britain. On June 8, the concept was approved with but two limitations. First, that no existing military unit could be diverted from the defense of the British Isles and secondly, the unit was to be of the light infantry type and equipped as such. The name of this unit was taken from the early name used by those Boer farmers in South Africa...they would now become known as COMMANDOS.

The first parent organization was named the Special Service Brigade and was established during the summer of 1940. Originally it was disguised as a charity organization which held its meetings in a private house. By the end of 1940, the Special Service Brigade was commanded by Brigadier J.C. Haydon DSO, OBE and reported directly to the Director of Combined Operations. In 1940 the brigade's Order of Battle (OB) was set as five battalions of two Commandos each (Table 2). Each Commando (the size of a reduced battalion) was composed of ten troops of 50 men each. The Brigade had to provide for their own training and outfitting, and any combat actions had to be coordinated with Combined Operations and any other service branch with which they would be operating.

TABLE 2 Special Service Brigade-1940

Brigade		
5 Battalions (ea)	(1000)	
2 Commandos (ea)	(500)	10-2 10 DC
10 Troops	(50)	9-1/8-1*
Troop HQ	(4)	2-4-8
2 Assault Sections	(23)	
Section HQ		
Rifle Section		4-5-8
Bren Section		6-4-8 LMG

The Commando training set up in 1940 was a three month course that provided intensive training and live practice in close combat (both hand and weapons), field craft, demolitions and physical fitness training. Later as they grew proficient in small unit warfare some courses were dropped as other courses were

strengthened to meet the changing conditions of modern warfare. As the program was streamlined, the length of the training course was reduced to seven to nine weeks. The first two weeks, held at Hermitage Camp, Wrexham, was entirely taken up with a stringent medical examination followed by intense physical training to build strength and endurance. This period also included training with all types of infantry weapons ranging from pistols and rifles up to mortars and even AA guns.

After passing through this basic training the trainees would then be transported to Achnacarry, Scotland for the more specialized training. Besides the normal close combat training, courses on knife fighting, boxing, small unit tactics, and even fencing (to improve footwork) were covered. Extra emphasis was placed on house-to-house combat in anticipation of city fighting in NW Europe.

Field craft covered subjects like map reading, night navigation by star sightings, cooking, and field sanitation. Support functions within the commandos were held to a minimum by each man filling several slots within the Commando unit with infantry as their primary job, thus allowing every man in a commando troop to fight. The use of demolitions included blowing up trains, bridges, harbor equipment, and fuel dumps. This training even had a session on how to drive a train and making bore-holes.

Officers, NCOs and specialists would then attend an extra two weeks of training dealing with leadership, tactics and combat intelligence. Between missions these same officers would act as trainers to keep the troops in peak physical condition. For the commando units destined to fight in the Far East against the Japanese, the urban combat training was replaced with jungle survival training.

As the commando training schedule was being developed, the men from the Ind. Coy were being used in small reconnaissance and intelligence raids. The very first raid into occupied Europe went ashore during the night of 23 June, 1940. Here one hundred twenty men in three groups hit the beaches at the same time and started a Commando tradition for the unexpected. Some German soldiers were killed and a German seaplane base was entered where the commandos attempted to attack the planes. Unfortunately the German sentries were alerted and opened fire on the British raiders. This raid was speedily followed by another on the channel island of Guernsey in July.

Due to the primary defensive needs of Britain against the German air attacks, the training and equipping of the Commandos would be slow going for the rest of 1940. Time was needed to perfect their training methods and to build up the kind of commando force that would be necessary for the future raids envisioned. Three commandos, Nos. 7, 8, and 11, were ordered to Egypt for middle east operations during the autumn of 1940.

EUROPEAN THEATER

During 1941, ten raids were carried out by commando units all along the coast line of northwestern Europe. (Due to space limitations and the capabilities of the ASL game scale, only the raids possible to place in an ASL scenario will be mentioned in this article.)

(Continued on pg. 48)

Our newest computer game release, *1830: Railroads and Robber Barons*, is a money game. But it's more than that. It's a game of the careful blending of modest skill and cutthroat capitalism. The computer opponents (the AI Barons) are ruthless, and if you've ever played the *1830* boardgame, you'll realize just how closely these electronic magnates mimic the skill of a human opponent. Symtex truly captured the spirit of the original boardgame quite well.

So, how do you beat these rail tycoons? Well, there's no perfect plan, but there are a number of things you should consider when playing *1830*. It would be irresponsible for me to suggest that these tips are failsafes. Like the human beings they mimic, the computer Barons in *1830* alter their play according to your play. What these tips and strategies do, however, is keep you from making bad choices during play. If you keep these hints in mind as you strive to beat the "AI," you'll improve your play immensely and thus enjoy all *1830* has to offer.

NOTE: The discussion below is based on playing *1830* on the EASY level, with the "Unlimited Tiles" Custom Option toggled off. That's the way *1830* should be played. After you've become adept at the EASY level, you should quickly move up. The strategies you must employ during the more difficult play levels are different, although some of the suggestions below can be used.

★★★★

1. Play against three computer Barons.

The most balanced game is played between you and three opponents (i.e., four Barons total). A 4-Baron game ensures that you begin with enough Personal Money (\$600) to be competitive in the bidding and buying of Private Companies during the first Stock Round. The strategies of the AI Barons on the EASY level are pretty straight-forward. They're not out to destroy you; they're out to improve their personal wealth without resorting to "stab him in the back" tactics (i.e., they protect their own butt). That's not to say that the AI Barons are "weak" on the EASY level. On the contrary, they know what they're doing. But in *1830*, you can't afford to make many mistakes. You must be able to compete financially right away. A 4-Baron game allows you to be competitive. The scope of play changes dramatically when you up the opponents, because you begin with less Personal Money and therefore your choices are more limited.

Baltimore & Ohio \$220 Revenue \$30	Camden & Amboy \$160 Revenue \$25
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2. Try to "Acquire" at least Two Private Companies. The Private Companies, in my opinion, were merely added for historical context. Their revenues and special abilities are

THIS AIN'T YOUR FATHER'S ARTIFICIAL INTELLIGENCE!

Tips and Tactics for *1830*

by Robert Waters

nice, but you could forego buying them if you want to conserve cash for the first Stock Round; in doing so, you won't destroy your chances of winning. However, one cannot underestimate the enormous "financial" benefits of having a couple Private Companies on hand when the first 3-Train is purchased.

When the first 3-Train is purchased, Private Companies can be sold to Railroad Corporations. This means that any Companies you (the Baron) currently own can be sold to your Corporation at double their list price. For example, if you hold the Camden & Amboy and the Schuylkill Valley, you can "sell" them to your Corporation for a combined total of \$360 (\$40 for the SV and \$320 for the C&A—double their list price). In essence, this tactic moves money from the Corporation's Treasury to your pocket, money that can be used to improve *your* position and wealth during the Stock Rounds. To win *1830*, you must be the wealthiest "Baron" at game end; leaving unused money in the Corporate Treasury keeps money out of *your* hands. But it's a balancing act. Knowing what price to sell your Companies for is tricky, because you don't want to limit your Corporation's ability to buy trains and place stations.

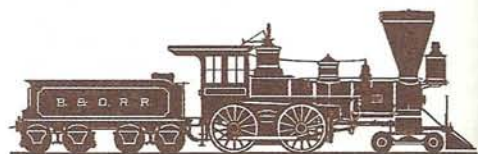
Which Companies should you buy? Naturally, you want to buy those that have the highest resale value. The Camden & Amboy and the Mohawk & Hudson are probably the best, but buying these Companies in toto might keep you from "floating" a Corporation during the first Stock Round. My suggestion is to buy the Baltimore & Ohio and the Mohawk & Hudson Private Companies. If you're lucky, you'll acquire these Companies relatively cheap and thus you'll have sufficient cash during the first Stock Round to immediately float the B&O Railroad Corporation. Then, when the first 3-Train is purchased, sell the M&H to the Corporation for a personal revenue of \$220. Easy money! You can then use this money during the next Stock Round to buy more stock certificates.

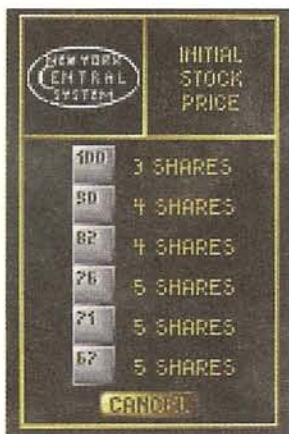
Understand, this strategy might not be applicable if the AI Barons engage in a bidding war, which they're likely to do. What often occurs during the purchase of Private Companies is that the AI Barons will raise and raise the

price and then "PASS," leaving you with an overpriced Company and not enough money during the first Stock Round to be competitive. You must weigh your choices carefully, and bow out if the bidding becomes too severe. It's better to not have a Company at all than to allow a purchase of one to affect your purchase power during the first Stock Round.



3. Float a Railroad Corporation during the first Stock Round. On the EASY level, this is the best strategy I can recommend. As stated, the AI Barons' strategies are straight-forward. What you'll often encounter is each opponent will go for one Corporation, float it, and play along that path for an Operating Round or two before they turn their money-hungry eyes toward the competition. You should employ the same strategy: "float" a Corporation on the first Stock Round by becoming its President and go from there. This will ensure that you earn money quickly. You must, however, float the right Corporation. Which should you float? I recommend either the Baltimore & Ohio (B&O) or the New York, New Haven & Hartford (NYNH). These two railroads are very close to other cities and thus a few key track tile placements will guarantee corporate revenues very quickly. Since you cannot earn revenue during the first Operating Round a Corporation is floated (because you can't run trains in the same turn you buy them), floating the B&O or the NYNH will give you revenues on the second Operating Round. I can't tell you how imperative it is to begin earning money as quickly as possible.





4. Set the "Par" Value as high as possible.

When you buy the President's Certificate, you'll be allowed to set the initial value of the Corporation's stock on the stock market. The price you set (\$67, 71, 76, 82, 90 or 100) will be the cost per share of that stock purchased from the Initial Offering section of the Stock Screen for the rest of the game. The purpose of the Par Value is to establish the initial "value" of the stock (you have the right as owner of the President's Certificate to set the price). Thus, the higher the Par Value, the more valuable your Corporation's stock is when it begins operations. The price you set is never affected during the game; so, if the market value of the shares (which is the cost that will be displayed in the "Bank" section of the Stock Screen) is \$200 per share, a Par value of \$100 will remain a constant \$100. So, the key is to set a price as high as possible, but not so high that you risk not being able to "float" the Corporation during the first Stock Round. For example, if (after acquiring the B&O Private Company) the highest par value you can set to purchase "six shares" is \$90, set the Par Value at \$90. Don't set it at \$82 or \$76 (even though you'll be allowed to purchase six shares at those prices). The higher the value of the stock is at the start, the more financially stable your Corporation(s) will be during play and the longer it will take for your opponents to weaken the share value of your stock.

One of the biggest lures for the novice 1830 player is to conserve Personal Money early in the game. Since the winner is the wealthiest Baron at game end, you may be apprehensive to spend money. *Spend it!* Set the Par Value as high as possible (spend all your money during the first round if necessary) and allow your Corporation to pay you back. Remember, your Personal Money is not the only thing on which your total financial "worth" is based. The value of the shares you hold at game end is important as well, perhaps more important than your total cash. And therefore, a high Par Value ensures better success for you and your Corporation later in the game. Admittedly, the value of the stock after the Par Value has been set will be determined by its buy/sell rate on the stock market, but a \$90 Par value is closer to the illusive \$350 (the highest obtainable per share value in the game) than a \$67 Par Value.

A note on alternate strategies: Many experienced 1830 players will tell you that there are more subtle strategies to consider when setting

the Par Value (they're right), but for now, turn a deaf ear. The nuances of strategy in 1830 are far too complicated for you to handle right now if you've never played the boardgame and you're new to the system. Take a more linear and focused approach to understanding the game. Later, after you've played the thing a million times, the "nuances" will come to you, and this article will mean nothing. For now, however, keep your approach as simple as possible and set a high Par Value.

5. Invest in the Stock Market by buying as many shares as possible.

You have a set number of stock certificates you may hold during the game. This amount is based on the number of Barons in play (for example, a 4-Baron game affords you a holding LIMIT of 16 certificates). Only white-valued stock certificates (and open Private Companies) count against this LIMIT. In the first Stock Round, buy enough certificates in one Corporation to float it; during the later Stock Rounds, invest! invest! in the other Corporations. I can't emphasize enough how important it is for you to max out your certificate LIMIT. Bottom line: the more stock you control, the more personal wealth you will reap. Within this strategy, you must endeavor to control the most valuable stock certificates on the market. Every time a Corporation makes a dividend payment, if you're a shareholder, you will earn a 10% return per share. Each dividend payment will increase the value of each share you hold. Thus, your personal wealth is increased two-fold: quick Personal Money via dividend payments and an increase in the value of the stock.

By employing this strategy, however, you must be careful. You want to hold as much stock as possible, but you don't want to hold so much in one Corporation that you become the target of a stock dump.

For example, say you are the current President of the B&O. Times are good; your stock value is \$200 per share. Money is coming in hand over fist. The future looks bright. You've been a good capitalist and purchased a 5-Train immediately upon their arrival (all Corporations are now limited to two trains). All the 5-Trains are gone; the next train in the line are the 6s. The next Stock Round begins and Jay Gould, one of your computer opponents, goes first and sells a couple shares of the C&O into the Bank. This act seems strange to you. "Gee, why would Gould sell off a couple shares of the C&O when it's going for \$115 bucks a pop?" Since you currently own a couple shares of the C&O, you decide to buy "one more share." Suddenly, it's Gould's turn again and he dumps all of the C&O shares into the Bank, driving the price per share down and forcing you to become President of the C&O (since you suddenly own more shares of stock in the C&O than any other Baron—see Section 7 of the Game Guide for more information). Initially, this may not seem like a problem; but guess what? Gould forgot to tell you that the C&O was sitting on two 3-Trains. As President of the C&O, you won't be able to buy a train until the 3-Trains disappear (due to the purchase of the first 6-Train, which you can't do because the C&O doesn't have a train position open in its

Trains Holding Area). Suddenly, Gould's strategy is not so stupid. He just dumped a Corporation at your door that's about to drop like a brick. When the first 6-Train is finally purchased, you won't have a train to run. What this means is that now you'll be forced to buy a train. If you don't have enough cash in C&O's Corporate Treasury to buy one (I don't believe Gould will be so generous as to leave you the cash), the computer will force you to spend your Personal Money to finance the purchase (and, may force you to sell off stock as well). This means that your "worth" as a Baron will plummet!

I've been on the receiving end of a stock dump many times. It's not pretty. The best tactic against this ploy is to spread your investment around as evenly as possible. Don't be forced to assume the Presidency of a failing Corporation. As a "rule of thumb," don't purchase stock in a Corporation where a Trains Holding Limit change will place that Corporation in a dire situation. During the earlier stages of the game (before the 5-, 6-, or Diesel Trains come out), you'll have to invest in other Corporations. These railroads may go belly up, but it's imperative to invest. The best thing to do is watch the "CORPORATIONS" report accessed through the INFO button on the Stock Screen, or right-click on a certificate of a Corporation displayed on the Stock Screen. Always know how many and what kinds of trains each Corporation is holding at all times. If the President of a Corporation holding two 3-Trains is selling shares into the Bank (as the example above indicates), don't be a fool and buy them. Be patient and invest in those Corporations whose President has already purchased a 5-, 6-, or D-Train. These are the Corporations worth the investment.

6. Sell stock to keep your opponents weak.

This is where "cutthroat capitalism" shines through. One of the dirtiest and most underhanded things to do in 1830 is to buy a load of certificates in one Corporation and immediately sell it back to the Bank, forcing the value of the stock into the orange or brown section of the stock market. Yes, the joy of "imaging" the computer Barons' bit-mapped faces cringe at the sight of their favorite stock sour, sends any red-blooded Byzantine guffawing as he wipes the plasma of his dagger off with a 5th Avenue hanky. It's a tactic that these computer moguls "utilize" very well, especially during the higher play levels. Wherever possible, you should sell stock in an attempt to lower the value of your enemy's Corporations. But be careful. Sometimes, it's best to hold on to very valuable stock to ensure your financial power. If you're in first or second place going into the end game, you want to hold on to as much high-priced stock as possible, even if doing so makes your opponents strong. This is another tactic that will require careful planning.

Another neat sell tactic is to dump shares and then use the money to "float" another Corporation. This is especially fruitful when you set a Par Value of the newly acquired stock higher than the market value of the shares you've just sold. Why? Because you've

(Continued on pg. 46)

Very Much With Us!



By Glenn E. L. Petroski

As stated last issue (30-1), the AREA rating system will no longer be monitored by Avalon Hill, due to the records being stolen in a theft last April. Glenn Petroski and Russ Gifford (two very capable individuals whose names are as synonymous with the system as AH's) will take over. In this article, they outline their ideas and ask that all AREA members (new and old) to help them in any way possible.

★★★★★

Someone has asked me about the future of AREA nearly every day since the "Baltimore Break-In." I was among the first to know, but news traveled fast! Much faster than I can formulate answers.

To add to the confusion, proposed answers and solutions have been pouring in nearly as fast as the questions. Many helpful, many outlandish, most in need of serious consideration.

Our most esteemed editor then issues me a deadline! The first that I have ever had in my 35-year association with TAHGC.

We still don't have all of the answers, but there is a general plan of action. Furthermore, there is some substance to the plan now taking form, and the most significant aspects are covered.

"We" is the pronoun, because it never was "I." Immediately there rose up support from all quarters. There is not room enough to mention all of your names. Don Greenwood, Robert Waters, Russ Gifford and myself spent literally hours at a time on the phones and at our computer modems assimilating and exchanging information.

Admittedly, there are still many things to work out, but what we now have makes for a very good start. Assistance, comments, criticism and suggestions are all actively solicited. We cannot use every thought thrown our way, but every one will be considered with sincere appreciation. Nothing is absolutely final, but we have a direction of travel. Any further changes will be cautious and well thought out.

What follows is a current plan of action that "we four" have settled on from the ideas of "we many."

General Situation— Current AREA Status

1. AREA specific ratings prior to April 23, 1995 may be reinstated. Copies of written ratings verification must be submitted before, or included with, the next game to be rated. Verification may be a copy of any document from Avalon Hill dated prior to April 24, 1995, which includes player name, date and rating. *Such verification is no longer available from TAHGC.*
2. There will no longer be any generic ratings. However, an existing Generic Rating, which can be verified, may be "rolled over" into one AREA game specific rating of the owner's choice. For an *ASL* or *SQL* rating, contact Russ Gifford. For any other rating, contact myself.

3. GMs, TDs, and TMs are strongly encouraged to submit last known AREA ratings of all players for which they have records.
4. Players who cannot verify their ratings will be considered players new to AREA rating, and will be treated the same as any other player who is newly listed.
5. New players will be added to the ratings under each game title the first time they submit a played game of that title for rating. Starting ratings will be 1500AAA.
6. The basic scoring system will remain the same for now. Some relatively minor refinements are being considered for administrative purposes. It is doubtful that changes being considered would have significant impact on the system itself. (If we thought they would, we wouldn't be considering them.)
7. The rating systems will remain identical across all games. Even the most insignificant change will have the approval and full support of both Russ Gifford and myself.
8. AREA ratings, themselves, are now free of charge. To be AREA rated it is only necessary to participate in one game and submit it for AREA rating, along with pertinent personal information.
9. A game may be submitted for AREA rating in one of two ways.
 - a. Include ALL of the needed information in a LEGIBLE letter, which is signed by all players. No special form is required.
 - b. Any GameMaster, Tournament Director, or Tournament Manager may submit the full listing of all games played during the course of a tournament run by him/her. Direct submission will suffice for all players in organized competitions. Signed letters are not needed.

In either case, the following information is needed for every individual game to be rated:

Full names of all players	Date
Mailing addresses of all players	Game Played
Who exactly played whom	FTF or PBM
Who won, who lost, who tied	
10. Games and tournaments must be submitted for ratings within 30 days of termination of actual play.

Advanced Squad Leader and Squad Leader

1. Russ Gifford will assume full authority and responsibility for all *ASL* and *SQL* specific AREA ratings.
2. Russ has current *ASL* player names and AREA ratings.
3. Russ DOES NOT HAVE addresses, phone numbers, or records of games played since about April 1, 1995. If you have, or want, an

ASL AREA rating, you are strongly advised to contact Russ as soon as possible!

4. Russ Gifford may be reached at: 320 E. 27th Street, South Sioux City, Nebraska 68776. (402) 494-8746 E-mail: Shangri (via GENIE).

All Other Games

1. I will assume full authority and responsibility for all AREA specific ratings for all games other than *ASL* and *SQL*.
2. I have bits and pieces of all kinds of things, but nothing that resembles a whole picture of anything. HELP!
3. Please send to me any information that you may have on anything AREA related.
4. I may be reached at: Glenn Petroski, 210 W. Hunt, Twin Lakes, Wisconsin 53181-9786. (414) 877-4178

Services For You

Please include \$1.00 to cover costs with your request for each individual service. Cash, check, money order, stamps, international postage coupons, anything payable in U.S. funds is acceptable. The cost is nominal, but necessary. Failure to include \$1.00 will result in our failure to acknowledge your request.

1. Want your own current status? Or that of one particular opponent? Ask for a listing of all current ratings belonging to an individual player.
2. Looking for opponents near you, or near a place where you may be staying for a weekend? We will provide a listing of up to 10 gamers' names and addresses within a zip code zone. (A zone is the first 3 digits of a zip code.) A request may specify any zone. If none is specified, the zip on the return address will be used.
3. Are you searching for PBM opponents in a particular game? We will provide a list of up to 10 gamers' names and addresses with specific ratings in a particular game.
4. Are you trying to organize a tournament? Write for a list of all gamers' names and current ratings with specific ratings in a particular game.
5. Some other service that you need? Ask. Explain what you want. If we can, we will.

The Future

Ideas abound. The encouragement which Russ and I have already received is astounding.

We have four offers to publish ongoing AREA standings on a regular basis. A quarterly report? An AREA Annual? Undoubtedly, we will work out something.

Need a new AREA info package? It's coming. Not promising when.

Tournament guidelines? Already in progress. AREA sanctioned tournaments? A real possibility.

AREA ratings for tournament directors? We're working on it.

Play-by-mail guidelines? In time we expect to polish up the very good material already available.

Mediation of disputes? Not yet, anyway.

Player discipline? Very limited, but plans are afoot.



ASL WINTER '95 ERRATA

The Official Corrections/Changes

The DASL Overlays

The DASL Overlays included with the Winter '95 Annual were printed a little small. As such, they do not fit the DASL mapboards properly. Therefore, the Avalon Hill Game Company gives you permission to photocopy these overlays for personal use only. In addition, Issue 30-3 of *The GENERAL* will include a correct set of these overlays.

Scenario Changes

Scenario A69 Broich Bash—The north arrow should be pointing down, not up.

Scenario A72 Italian Brothers—The Republican "Balance" should read: "Delete SSR 5."

Scenario A73 Not out of the Woods Yet—The Americans move first; the Germans set up first.

Scenario A76 Night Drop—The American "Balance" should read: "Delete SSR 5."

Scenario A77 Hide & Seek—Rotate board 14 180°.

Scenario A81 They Fired On Odessa...—The Russians enter along the west edge.

Scenario A82 Orange at Walawbum—Add three 50mm Mortars to the Japanese OB.

Scenario A84 Endless Struggle—Only hexrows B-FF are playable.

Scenario A85 Airborne Samurai—Game length is 7 1/2 turns. Also, delete the first sentence of SSR 3.

Scenario A87 The Grand Canal—Victory Conditions should read as follows: "The Japanese win if they Control \geq 30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five printed stone buildings."

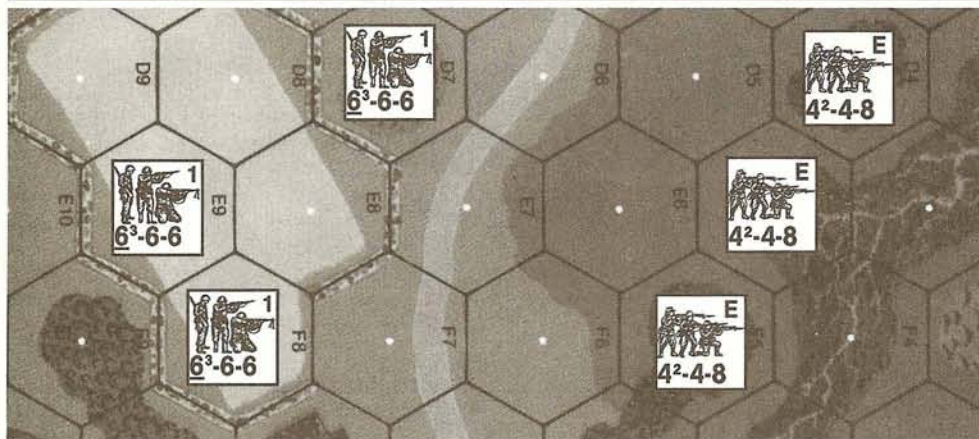
Scenario A88 Surprise Encounter—Rotate the north arrow 90° to the right, and board 34 180°.

The Annual 93b Q&A

The 93b Annual Questions & Answers were accidentally left out of this issue. An entire compilation of all Q&A will appear in the next issue of the Annual.

Scenario Credits

Bob McNamara, Brent Pollack, Laurent Forrest, and Jean-Luc Bechennez were accidentally left off the scenario designer's list.



The SOLITAIRE ASL Chapter S Divider

Entirely unrelated to this errata, but a problem we feel must be addressed, is an error on the Chapter S Divider of the newly released *ASL Solitaire*. The Squad Replacement Table on that divider is missing the text. When referring to this table, please see rule S17.82, which has the correct information.

GENERAL Scenarios for ASL

The following are all ASL scenarios which have appeared in the pages (usually on the insert) of *The GENERAL* to date. 30-2 Scenarios aren't listed.

Scenario	Title	Issue
GEN-A	The Guards Counterattack	22-6
GEN-B	The Tractor Works	22-6
GEN-C	The Streets of Stalingrad	22-6
GEN-D	The Hedgehog of Piepsk	23-2
GEN-E	Hill 621	23-2
GEN-F	The Paw of the Tiger	23-5
GEN-G	Hube's Pocket	23-5
GEN-H	Escape from Velikiye Luki	24-1
GEN-I	Buchholz Station	24-4
GEN-J	The Bitche Salient	24-4
GEN-K	The Cannes Strongpoint	25-2
GEN-L	Hitdorf on the Rhine	25-2
GEN-M	First Crisis at AG North	25-3
GEN-N	Soldiers of Destruction	25-6
GEN-O	The St. Goar Assault	26-1
GEN-P	The Road to Wiltz	26-1
GEN-Q	Land Leviathans	26-2
GEN-R	Burzevo	28-3
GEN-S	The Whirlwind	28-4
GEN-T	Pavlov's House	29-6
GEN-G1	Timoshenko's Attack	23-3
GEN-G2	Last Act in Lorraine	23-6
GEN-G3	The Forgotten Front	23-6
GEN-G4	First Action	24-3
GEN-G5	Six Came Back	24-3
GEN-G6	Rocket's Red Glare	24-6
GEN-G7	Bring Up the Guns	25-3
GEN-G8	Recon in Force	25-5
GEN-G9	Sunday of the Dead	25-6
GEN-G10	Grab at Gribovo	26-2
GEN-G11	Pegasus Bridge	26-5
GEN-G12	Avalanche!	27-1
GEN-G13	A View from the Top	27-5
GEN-G14	Tiger, Tiger	28-3
GEN-G15	Bone of Contention	28-4
GEN-G16	Alligator Creek	28-5
GEN-G17	Hakkaa Paalle	29-2
GEN-G18	Goya	29-2
GEN-G19	A Tough Nut To Crack	29-3
GEN-G20	Camp Nibeiwa	29-3
GEN-G21	Cat's Kill	29-4
GEN-G22	A Day By the Shore	29-4
GEN-G23	Habbaniya Heights	29-5
GEN-G24	Mt. Comes to Mohammed	29-5
GEN-G25	The T-Patchers	30-1
GEN-G26	Parker's Crossroads	30-1
DASL-A	To the Last Man	24-1
DASL-B	The Kiwis Attack	29-6
HASL-A	Ghosts in the Rubble	27-1
GEN-T1	Gavin Take	24-2
GEN-T2	The Puma Prowls	24-2
GEN-T3	Ranger Stronghold	24-2
GEN-T4	Shklov's Labors Lost	24-2
GEN-T5	The Pouppeville Exit	27-2
GEN-T6	The Dead of Winter	27-2
GEN-T7	Hill 253.5	27-3
GEN-T8	Aachen's Pall	27-3
GEN-T9	The Niscemi-Biscari Highway	28-1
GEN-T10	Devil's Hill	28-1
GEN-T11	The Attempt to Relieve Peiper	28-2
GEN-T12	Hunters from the Sky	28-2
GEN-T13	Commando Raid at Dieppe	28-6
GEN-T14	Gambit	28-6
GEN-T15	The Akrotiri Peninsula	29-1
GEN-T16	Strayer's Strays	29-1

AREA game requests: Just as a reminder, read page 16 of this issue to know how AREA will be handled in the future!

Seattle ASLers! Let me know who you are. I get there frequently and would like to arrange some FTF ASL. Contact Al Cannamore, 9531 Dundas Circle, Eagle River, AK 99577. (907) 696-8876.

Go in harms way! PBM opponents wanted for FTP, B17, WAS. Serious contacts only please. Contact Andrew Fraize, P.O. Box 395, St. Charles, AR 72140.

Don't any computer owners wargame? STALINGRAD, OC, PBEM, rated / unrated. Call Pops or Valentine Michael Smith any time at (805) 995-0176. V.M. Smith, P.O. Box 697, Cayucos, CA 93430.

Have I killed you all?! Looking for ASL FTF players able to take losing. Contact Earl Ryan, P.O. Box 398, Corona, CA 91718.

Opponent wanted for PBM WAT, WP. Contact John Phillips, 2780 Creston Drive, Los Angeles, CA 90068. (213) 463-8188.

GM needed for PBM game of 7th or 5th FLEET. Multi-player game is ready to go. Serious individual only need respond. Contact Michael S. Fleming, 617 Gonzalez Drive, San Francisco, CA 94132-2351. (415) 333-0502.

Looking for FTF and PBM ASL TRC, FSE, A3R, and 3R4 players. Contact James Allen, 28352 Paseo Establo, San Juan Capistrano, CA 92675. (714) 496-5211.

Opponents wanted for PBM WAT, W&P. Contact John Phillips, 27780 Creston Drive, Los Angeles, CA 90068. (213) 463-8188.

Experienced wargamer seeks FTF opponents in the Denver area. I play almost anything! Contact David Newport, 9821 W. Vassar Way, Lakewood, CO 80227. (303) 987-0738.

Veteran ASL group invites players of all abilities to join us for lots of gaming and fun. Call for FL Championship information: Evan Sherry, 503 Manatee Dr., Ruskin, FL 33570. (813) 645-6264.

Send SASE for sample of *Akrasia*, a postal gaming 'zine for the play of DIP variants and other games and the exchange of different views. Contact Phil Reynolds, 2896 Oak St., Sarasota, FL 34237.

Experienced ASL player challenges all ASLers in the Tampa area! Call evenings after 9:00 P.M. Contact Randy Thompson, 1812 E. Okaloosa Ave., Tampa, FL 33604. (813) 935-0496.

Veteran gamer looking for new faces. Any clubs around? Will play A5A, TPS, BON, W&P, VTP, TRC, UPF, TNT, WTP, ASL. Will learn PBM. All letters answered. Contact James M. Fardette, HHC 721 MI BN, Box 34, Ft. Gordon, GA 30905. (706) 791-1519.

We play everything: ASL, VIP, 1830, ADVIC, A3R. Over 80 members.

Opponents Wanted

Interested in joining, contact the Windy City Wargamers, c/o Louie Tokarz, 5724 W. 106, Chicago Ridge, IL 60415-2024. (708) 857-7060.

Irregular work schedule leaves occasional FTF time for your choice of AH games. Will travel up to 30 miles. Contact John Ellsworth, 1117 Kiersted St., Morris, IL 60450. (815) 942-2548.

Wanted: FTF player for SL, PZB, PL. Also want to learn ASL. Contact John Francis, 710 Osage St., Normal, IL 61761. (309) 452-4364.

Opponents wanted for ASL. Will teach new players. Contact Dave McLee, 1911 W. Pearl Ave., Rockford, IL 61103. (815) 877-5557.

Looking for ASL opponents in D.C. metro area. Will travel and may consider PBM. Contact David Mugmon, 11107 Black Forest Way, Gaithersburg, MD 20879. (301) 916-2658.

ASL action! It's fantastic! We meet here at the "Bunker" most Saturdays. The Southern New England ASL Player Association. Contact Vic Provost, 1454 Northampton St., Holyoke, MA 01040. (413) 536-9661.

Achtung! ASL action most Saturdays at the "Bunker." Competition and Comraderie for all with the Southern New England ASL Players Assoc. Contact Vic Provost, 1454 Northampton, MA 01040. (413) 536-9661.

FTF opponent wanted for ASL, A3R, MOV, SOJ, UPF, ACV, MR. Contact John Winslow, 110 Pearson Road, Somerville, MA 02144. (617) 625-1224.

Opponent to play MOV, 11-13 years old. Contact Paul Hattrem, 1251 Kimberly Dr., Lansing, MI 48912. 372-3154.

PBM for PZL/PZB, ASL, many others. AREA is desired. Playing since 1972. On-line also, of FTF. Herb Diehr, P.O. Box 970718, Ypsilanti, MI 48197-0812. (313) 461-3304.

History buff requires rescue from boredom! FTF and PBM. Plays many AH and SPI games. Willing to learn GOA, TRC, ACW. Contact Jeff Dahl, 530 16th St., #106, St. Cloud, MN 56301. (612) 259-1989.

I'm starting a gaming club in the Kansas City area. Interested? Contact Bob Herbst, 2203 Harding, Oak Grove, MO 64075. (816) 690-8886.

Regular New Englanders welcome! Regular FTF gamers get together for 1830, RBN, 18XX, Newcomers welcome. Call Dave Lionett at (508) 852-7342 for more info.

Opponents wanted for ROR, DIP, KM, 1830, W&P; willing to play / learn others. Contact Chase Bramwell, 7 Heritage Lane, Fords, NJ 08863. (908) 750-8714.

The Jersey Association of Gamers (JAG) meets twice monthly. All types of games played, with emphasis on wargames and miniatures. Club newsletter and library available. Con-

tact Keith MacFarland (President), 80 E. Prospect St., Apt. 2, Waldwick, NJ 07463. (201) 612-9411.

Wanted: Adult gamers for PZB, PZL, UPF, WSM, ASL. Prefer PBM where applicable, but FTF ok. Contact Tom Reed, 23 Division St., Baldwinville, NY 13027 (316) 635-6245.

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

Looking for FTF opponents for ASL. Call after 5 P.M. or write to: David Stephens, Rt. 1, Box 30A, East Bend, NC 27018. (910) 699-8647.

PBEM Pax Britannia multi-player. I'll GM! Other games possible FTF or blind. Contact Michael C. Brophy, 404 Montrose Ln., Laurinburg, NC 28352. (910) 276-7297. E-Mail address: BROPHY@AOL.COM.

Looking for ASL PBM or by E-Mail opponents. Contact Frank Eason, 134 Wildwood Dr., New Bern, NC 28562. (919) 637-3416.

ASL players wanted in the Cincy/Northern Kentucky areas. Contact Alan Curry, 397 Oregon St., Cincinnati, OH 45202.

New to Cincinnati. Looking for players for FTF A3R or other WWII strategic games. Contact Bill Dixon, 3728 Ashworth Dr., Cincinnati, OH 45208.

ASL club formed! We play once per month. Other games also, Contact Peter Shelling, 2177 Rexwood, Cleveland Heights, OH 44118. (216) 321-4184.

Experienced player will GM multi-player PBM, 3R4. Also seek local FTF opponents. Contact John Michalski, 10705 Cecilia Dr., Oklahoma City, OK 73162. 722-5784.

PBM B*81, G*77, VIP, WSM, FRF BRN, RFT, JUT, BM7, FRG, VIP, BKB. Contact James Scott, 5741 Kroegermont Dr., Cincinnati, OH 45239. (513) 923-1684.

A3R player new to Cincy. Interested in adult FTF opponents. Contact Bill Dixon, 3728 Ashworth, Cincinnati OH 45808. 321-9016.

Adult gamers wanted for FTF in PZL, RF, TRC, TPS, and many more. Contact Keith Althouse, 519 Bicker Dr., Hamburg, PA 19526. (610) 562-2089.

FTF Opponents Wanted in SC. Friendly, competitive, and new to Eastern SC. Contact Lee Massey, 111 S. 14th Ave., Dillon, SC 29536. (803) 841-1315.

I'm compiling an ASL player directory. One-hundred thirty entries so far. For free copy of list, send SASE, or submit your info to: Jerry Simmons, 17950 Sunmeadow #5005, Dallas, TX 75252. (214) 713-9580. E-Mail address: JSASL@AOL.COM.

Anyone out there? Looking for opponents in Kitsap County area. If you

call, call before 3:00. Contact James D. Gray, 111 Chester Ave., Bremerton, WA 98337, (360) 377-4598.

FOREIGN

Looking for people to play BP by mail. I'm a beginner, but will play any opponent. Contact Sandy Ardern, RR #5, Shawville, QUE, Canada J0X 2Y0. (819) 647-5094.

After 15 years of games, new PBM opponents wanted: SL, COI, AFK, D*77, TRC, PL, even Blitzkrieg. New at ASL but like to try. Serious, reliable adults only. Richard Van Vugt, P.O. Box g2345, Amsterdam, Holland 10g0 AH.

Opponents wanted: PBM Col. DIP and others. Contact Kevin Burns, 2959-4 Tsukahara Minami Ashigara, Kanagawa Japan 250-01.

Experienced ASL, BRT, ACV player looking for FTF, other games or learn what you have. Contact Bruce Wehrle, P.O. Box 6, Al-Zour (Mina Saud), Kuwait 66051. Ph. # 3950784.

Attention gamers in Norway and larger Europe! Pericles is a 30 member gamers society located in Stavanger, Norway. We have over 30 different games and expansions, including ACV, A&A, WIF, Col. DIP, ROR.

Perhaps you enjoy the modern tech also? We run Modem bases and have a monthly link-up in all kinds of PC, 486DX 66MHZ. Interested in becoming involved? Contact Steffen R M Sorum, Ovre Stokkav. 129B, 4023 Stavanger, Norway.

Desperately seeking gamers in my area. Willing to learn pretty much any wargame and most others. Contact Carlos A. Steffens Guzman, Caparra Classic Apt. 502, Guaynabo, Puerto Rico 00966.

BKN or E-Mail; Rated or not. Compuserve; 100431.70. Contact Murray Cowles, 6 Chafford Gardens, West Horndon, ESSEX UK, CM13 3NJ. (0277-811540)

BKN or E-Mail; Rated or not. Compuserve; 100431.70. Contact Murray Cowles, 6 Chafford Gardens, West Horndon, ESSEX UK, CM13 3NJ. (0277-811540)

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.

Letters



All In One!

Many thanks for 29-6. I had long been hoping for (1) new "runs" for *ROADKILL*, (2) advanced campaign rules for *ROADKILL*, (3) new *WRASSLIN'* wrestlers, and (4) *WRASSLIN'* specialty matches, and here they all are in one issue. Thanks again.

One question: In "New Wrestlers," The Twins have a Specialty called a Void. Since there is no Void card in the game, I'm guessing the Specialty is a Distraction (which can "void" *Referee* and *Tag* cards). The Twins could use this card as they have a manager, although we could pretend one of The Twins is doing the distracting. Maybe you could provide a clarification?

Bill Hecker, Massachusetts

[Bill: The "void" stands for Block, although I like your interpretation. My questions to you are: have you ever won with The Twins? If so, any hints you could give the readership? RW]

★★★★★

Why History?

As a professional historian, I appreciate the spirit that has moved *The GENERAL* to begin including historical pieces along with the usual game-related articles. While your attempt to expose the readership to history is laudable, I hope you will reconsider your policy and refrain from running historical articles in the future, for two reasons:

1. There are many, many publications, both popular and scholarly, that are filled with nothing but history. For American history alone, you can read *Civil War Times Illustrated*, *The American Historical Review*, *The Journal of American History*, *American Heritage* (to name just a few), and the publications of the historical society of the town or county where you live. There are hundreds more.

In contrast, there are only a handful of magazines dealing with games, and only one focused on Avalon Hill games. I have been playing wargames for twenty-five years, and have long enjoyed the opportunity to take a break from serious history by playing your games or reading about them in *The GENERAL*. The last thing I want to see here, as a gamer, is a reprint of a mediocre amateur history article that is already available elsewhere.

2. Bad history is worse than no history at all. The article on Lafayette in 29-2 was a piece of poorly written "gee whiz" pop history that explained nothing. The article about Pearl Harbor in 29-5 was a classic example of special pleading, written by a Navy lawyer, that was amusing for its logical inconsistencies but misleading in its pretense of objectivity. There is much better material on both those topics easily available at any public library, as the large portion of your readership that cares about history surely already knows. For such readers, a good "suggested Reading List" is much more valuable. As for those who don't care for the subject, exposure to second-rate history is not likely to change their minds.

The GENERAL does a splendid job of covering Avalon Hill games; no other publication even tries. *The GENERAL* is not particularly good at publishing history, while many, many others are. Always reinforce success, not failure.

Gerald Prokopowicz, Ph. D, Texas

[Gerald: For every negative comment we receive about historical articles, we receive a positive comment. What do we do? Those history articles you site as "second-rate" have been some of the most popular articles in recent times. My question to you (and to the readership) is this: "Why are pure history articles any more second-rate or offensive than the historical information that's been used to support gaming articles in *The GENERAL* for years?" Count on your fingers and toes the number of articles (from all the years of *The GENERAL*) that have begun with some historical discourse about what Hitler was thinking or what was the state of the German military during WWII. I assure you, you'll run out of fingers and toes before you run out of articles. Most of these articles were not reinforced with suggested reading lists, citations, etc. In fact, it's a rare situation indeed to receive an article where the author has had the presence of mind (and the professionalism) to attach a list of references, or to try to prove the historical accuracy of his statements. Do you find this kind of historical discourse second-rate or "gee whiz"? You should, because I do. But, I've no alternative but to accept the fact that con-

tributors to *The GENERAL* are—for the most part—"amateur" historians, and just about every historical "truth" they state is probably questionable. So, if I'm going to prevent second-rate history from entering the magazine, I'm going to have to reject almost every article that comes across my desk. Pretty soon, I'd have no articles to print at all.

Dr. Prokopowicz, the jury is still out on whether historical articles have a place in *The GENERAL*, but I do thank you for your candor and for sharing your professional opinion about the state of affairs of this magazine. If I received more thoughtful letters like yours, perhaps *AH* would be able to make better choices. RW]

★★★★★

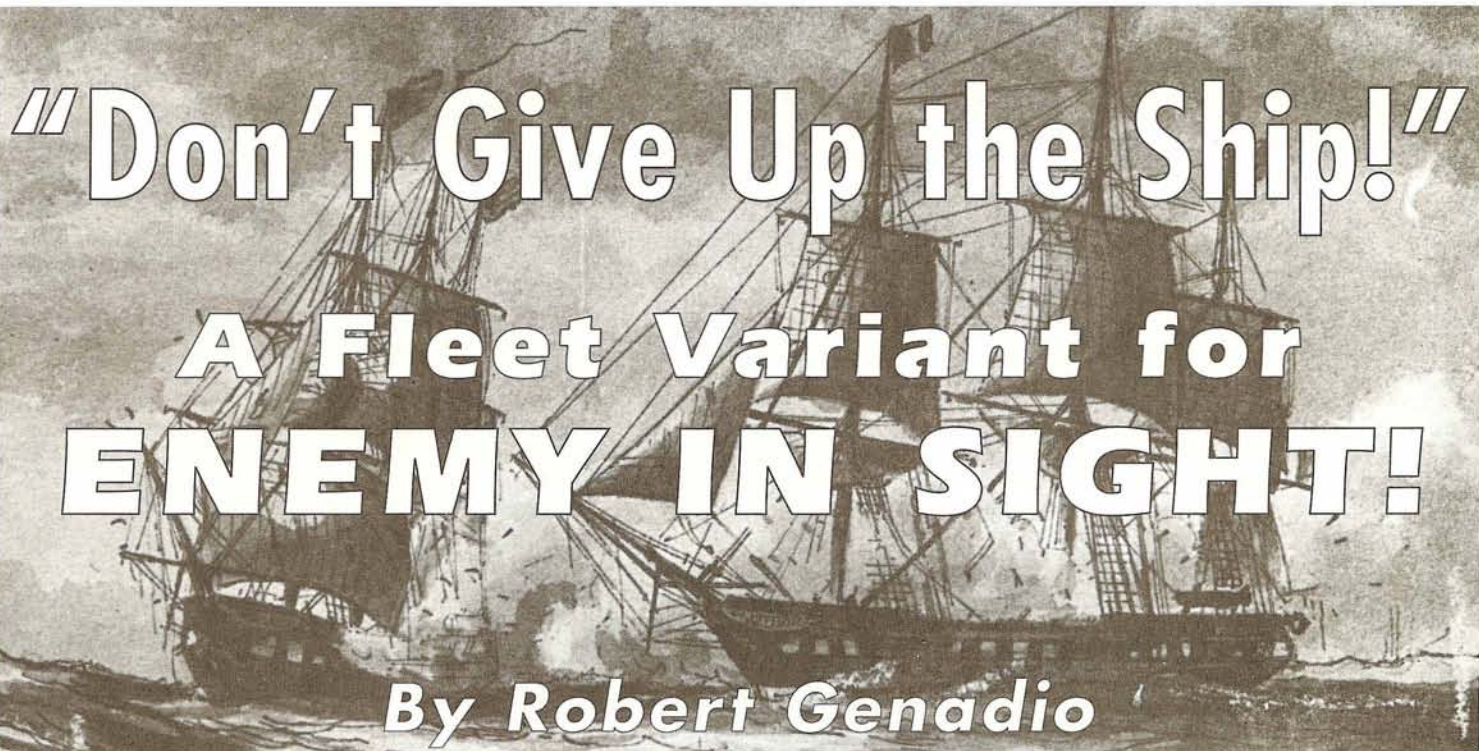
Opponents, Anyone?

I would like to take this opportunity to remind readers of *The GENERAL* about the "Opponents Wanted List." This is an excellent service which Avalon Hill is providing to gamers for the price of a couple of stamps.

I have always tried to find gamers this way, but for awhile it seemed that I lived in hopeless, out-of-the-way places where there were no other players. A few years ago my career settled down long enough to allow me a fairly permanent address, and just to see what would happen, I took out an Opponents Wanted ad in the magazine. After the issue came out, I received several calls from gamers in my area. I did it again and got several more calls, this time from gamers in the area who purchased a copy at the local hobby shops. Last month I moved to the Denver, CO area, took out an ad, and now I'm even receiving calls from guys who are stuck here over the weekend on business travel!

Some of these guys worked out as steady opponents, some did not, but the point is I got to play games with new people I never would have met. I plan to continue the occasional ads in *The GENERAL*, so that anyone in the area, new to the area, or even just passing through can notice that I'm a gamer and I want to play! I urge all readers of this magazine to join me in using this excellent service.

David Newport, Colorado



The stated intent of the original *ENEMY IN SIGHT!* (*EIS*) game is to have fun, and how many games can successfully claim to be so fun and playable while incorporating such lively details as boarding parties and grapeshot, line breaking and raking, striking the colors and fire ships? But eventually a player may yearn for a more realistic approach to fleet composition, having one fleet for each nationality, all the ships of each nation assembled under one flag. So as not to give larger and more powerful fleets such as that of the British an unfair advantage, the rules have been—here—modified to even things out somewhat, and the speed and dynamism of smaller vessels such as the *Constellation* and the *Baionnaise* have also been accounted for.

But what if a player then wants to try his or her new fleet out at sea instead of just in one static line? For this, the relative range concept behind the revolutionary *UP FRONT* combat system has been applied, but using a playing area graphed out by zones and ranges instead of by marking each force with abstract chits. Miniatures could easily be substituted for play in this manner, and the playing area could be redesigned and redefined to fit an infinite amount of historical or imaginative scenarios.

[EDITOR'S NOTE: Although this should be obvious to *EIS* players, Rob has numbered his rules to correspond with the respective *EIS* rules. Therefore you'll see an occasional gap in the numbering system.]

1. INTRODUCTION

This variant of *EIS* is a game for one to four players, with each player commanding either the fleet of one nation or the allied, but independent fleets of two nations. Any combination of fleet battles is possible, but the historical adversaries are as follows:

Fighting Sail Chronology

- 1775-1783** *American Revolutionary War:* Britain vs. United States and France (France entering the war in 1778).
- 1792-1802** *French Revolutionary Wars:* Britain vs. France throughout, Spain switching sides to fight against Britain in 1796.
- 1793-1795** *War of The First Coalition:* Britain and Spain vs. France.
- 1798-1800** *Undeclared War:* United States vs. France.
- 1798-1801** *Egyptian Campaign:* Britain vs. France.
- 1799-1802** *War of The Second Coalition:* Britain vs. France and Spain.
- 1803-1815** *Napoleonic Wars:* Britain vs. France throughout; Britain vs. Spain from 1804 until the French invasion of Spain in 1808.
- 1805** *Battle of Trafalgar:* Britain vs. France and Spain.
- 1812-1815** *War of 1812:* Britain vs. United States.
- And the ultimate hypothetical Four-Player versions:
- 1799** *West Indies encounter:* Britain and United States vs. France and Spain.
- 1813** *Trading Blockade incident:* Britain and Spain vs. France and United States.

3. HOW TO WIN

The game ends automatically at the end of the second hand, or at the end of the first hand if a player has accumulated 50 or more points, although players can agree to modify these rules for longer or shorter games as desired. Total scores are compared and the player with the highest score wins, even if it is a player who had been knocked out of play. No player can win that has lost more Ship Points to enemy fire than total victory points gained. For the solo player in the Three-Player version to win, he or she must have gained more points than both enemy fleets combined.

The game also ends if all enemy ships in play are completely destroyed, provided an enemy is not holding any playable Additional Ship cards. If the enemy is holding any Additional Ship cards, they must be revealed immediately and must be played at the start of that player's next turn and must garner enough points for that player to immediately enter a new ship into play.

In the multi-player versions, a player with no remaining ships in play who cannot summon any additional ships is automatically out of play for the rest of the game.

One other way to win is to have mobile ships in each of your opponent's Port Waters at the end of your opponent's turn.

4. PREPARE TO PLAY

4.1 DEALER: The dealer chooses his fleet, followed in succession by the next highest rollers, and the players decide on alliances accordingly. The deal and the order of play do not change with the hand. In the Four-Player game, play passes from the dealer to the higher-rolling enemy to the dealer's ally to the lower-rolling enemy.

4.2 THE DEAL: All fleets must begin approximately equal in Ship Points (each ship is valued by its Rigging Factor plus its Hull Factor).

This is to prevent a nation that draws from a vastly larger and more powerful fleet (like Britain) from having an unfair advantage over smaller and lighter fleets such as that of the U.S. All players shuffle their ship cards, then the dealer deals him four ships. The next players draw ship cards until their fleets equal or exceed the dealer's total number of Ship Points. A calculator is sometimes handy for this.

Throughout the game each player keeps track of the total number of Additional Ship points he has toward acquiring additional ships. The dealer and any players whose fleets equal the dealer's in Ship Points start their Additional Ship points at zero. Any player whose total exceeds that of the dealer records the difference as a negative number which must be made up before any more points can be accumulated toward acquiring an additional ship (see this variant's 7.4 Additional Ships rule).

In the Three-Player game, the allied fleets must begin approximately equal to one another in Ship Points, while the single-player's total Ship Points should be approximately equal to that of both other fleets combined. The dealer starts with six ships if playing the solo fleet, and three ships if playing one of the allied fleets.

4.4 PLAYING AREA: Pick any broad, flat surface and mark out the playing area with a "graph" of improvised horizontal Range markers and vertical Zone markers, adding in an even amount of Port chits for each of the two opposing forces. The following diagrams show the standard recommended playing area, but this can be modified in any way the players agree upon.

Ships can start either in their starting area or in any friendly Port space. The dealer's fleet is placed first, followed in turn by the other player(s). Ships from separate nations can never share the same sea or Port space.

A ship or ships in the same sea space constitute a Force. There can be no more than three ships to a Force, although any Force can escort up to three Prize ships in the same space.

5. SEQUENCE OF PLAY

5.1 OUTLINE: At the end of the hand only the Action cards are reshuffled, and any cards still needed to complete a draw are dealt. If no victory conditions have been reached then play continues on as before.

The solo player in the Three-Player game follows special rules as long as there are still two enemy fleets in play. The solo player has the option of playing or discarding not just one but up to two Action cards on every turn, and more cards can be played as part of each multiple action the player makes. No one ship can ever make or take part in more than one action or multiple action a turn (even if the other action is a movement that affects the rest of the Force or fleet), and the solo player can never make more than one offensive action or multiple action (attacking or moving adjacently) against the same enemy fleet more than once in a turn. Up to two red cards must be played whenever the solo player has any, but no other actions or discards can be made during that turn.

5.13 HAND CAPACITY: Each player has a Hand Capacity of five as long as he or she has at least one active ship at sea (not including Struck

or Prize ships). A player with more than five ships at sea has a Hand Capacity of six. A player whose ships are all in Port with none at sea is penalized with a Hand Capacity of three, but is not penalized any points in scoring. The number of ships a player places at sea at the start of the game determines the player's Hand Capacity.

In the Three-Player game, the solo player has a Hand Capacity of six as long as he has an active ship at sea and as long as there are still two enemy fleets in play.

6. THE SHIP CARDS

6.11 RATINGS: Ships with original ratings of 1st or 2nd are Heavy ships, while ones with original ratings of 5th or 6th are Fast ships.

7. ACTION CARDS

MOVEMENT: Ships can be moved in one of two ways:

A. A Refuse Battle (RB) card can move all of a player's ships that same turn (in addition to its many other uses).

B. A Force movement (Fm) card can move just one Force a turn: Break The Line, Raking, and Boarding Party are all Fm cards. Additional Ship and Blockade cards can also be played as Force movement cards to move one Force on a turn, but only in lieu of their normal functions.

Refuse Battle (RB): Move all ships, "spirit" any mobile, Prize, or Struck ships back to Port, tow a Dismasted ship to Port, and Escape Battle.

Force movement (Fm): Move one Force, move and attack with one Force, or make a regular non-Fm attack:

Bow and Stern Rake
Break The Line
Boarding Party

The following cards can also be played as Force movement: (The card moves one Force and is then discarded instead of being used for its main purpose):

Additional Ship
Blockade

All movement is done horizontally or vertically, never diagonally. Most ships move one space a turn, but Fast ships can move two spaces. Dismasted ships can only move with RB and only one space (unless towed back to Port). Dismasted Fast ships can move only one space, but with either RB or Fm.

A Force consisting of Fast ships may not "pick up" other ships in the course of its movement, but slower ships that begin the turn in the Force may be "dropped off" as the faster ships move on. Fast ships can sail through a space occupied by friendly ships, but only if they are of the same nationality and only if the Force they are sailing through is made up of less than three ships. Unlike heavier ships, Fast ships can play Escape Battle after moving adjacent to an enemy Force.

A Force can never exit the defined playing area. It counts as one space of movement to enter or exit a Port to or from its sea zone (consider each Port marker to be its own separate space).

STANDARD PLAYING AREA							
sea space		PLAYER(S) 1					
		Zone A	Zone B	Zone C	Zone D	Zone E	
1	Port	+	+	+	+	+	←Player(s) 1 Starting Range
2	Port	+	+	+	+	+	
3	Port	+	+	+	+	+	Port
4		+	+	+	+	+	Port
5		+	+	+	+	+	Port ←Player(s) 2 Starting Range
		Zone A	Zone B	Zone C	Zone D	Zone E	
							PLAYER(S) 2

STANDARD PLAYING AREA							
		PLAYERS 1 & 3					
		Zone A	Zone B	Zone C	Zone D	Zone E	
Player 1							Player 3
1	Port	+	+	+	+	+	←Players 1 & 3 Starting Range
2	Port	+	+	+	+	+	
3	Port	+	+	+	+	+	Port
4		+	+	+	+	+	Port
5		+	+	+	+	+	Port ←Players 2 & 4 Starting Range
Player 4							Player 2
		Zone A	Zone B	Zone C	Zone D	Zone E	
							PLAYERS 2 & 4

To “spirit” a ship to Port there must be a path clear of enemy ships (tracing back horizontally and vertically). Any Blockades must be rolled against (a mobile ship towing a Dismasted ship only rolls for itself). Ships that fail to run a Blockade are returned to the space they started from or rejoin the Force from which they started. Prize ships can be spirited back to Port without an escort (a skeleton crew transferred to the Prize ship sails her back).

FORCE MOVEMENT CARDS: A Force movement card can be used by one Force to move, to attack (as a regular non-Fm card), or to both move and attack in the same turn, in which case a Force must finish its movement before it can attack. No other card can be used with a Fm that is played as a movement or movement-attack card (except for playing Grapeshot with a Boarding Party Fm). Fm applies to as many or as few ships in a Force as desired, but these ships must move as a Force in the same direction. A Force can also use Fm to tow Dismasted ships or escort Prize ships. One mobile ship can tow one Dismasted ship no more than one space. Up to three Prize ships can be moved with a Force. If the escorts and their Prizes are all mobile Fast ships, the Force can move up to two spaces with Fm.

COMBAT: A Force must be horizontally or vertically adjacent to an enemy Force to use Broadside, Rake, Break The Line, Board (and Grape), and Fire Ship cards. Combat with ships in Port can only be done with Fire Ships. A Force must be in a sea zone adjacent to a Port to use Fire Ships against that Port. Such an attack affects that entire Port Area.

FLANKING AND SURROUNDING ATTACKS:



A **Flanking attack** is made when a mobile Force attacks the enemy from the side while another friendly Force is Engaging the enemy from the front. Whichever of these

Forces first moved adjacent to the enemy is considered to be the Engaging Force, while any Forces that move to either side of the enemy can declare themselves to be Flanking. Flanking ships can make Broadside and Grape attacks at one higher than their current rating in addition to the attacks they are already entitled to, and their Rake attacks get a +1 bonus. (Improvise coin or paper markers to show extra damage. A penny works well, using “heads up” to mark one point of damage and “tails” to signify two points of damage.)



A **Surrounding attack** is made when a mobile Force attacks the enemy’s “rear” while another friendly Force is Engaging the enemy’s front. Whichever of these Forces first moved adjacent to the enemy is the Engaging

Force, while the Force attacking the enemy from its opposite end is considered to be Surrounding. Surrounding ships can make attacks at up to two higher than their current rating in addition to their regular attacks, and their Rake attacks get a

+2 bonus. Any Surrounding ship can freely attack Prizes of the target Force.

Flanking/Surrounding (F/S) operations can be multinational:

- A Force can F/S or Engage only one enemy Force at a time. Tilt F/S ships sideways toward their target Force.

- An enemy Force can be attacked by F/S and Engaging Forces from up to four sides at once.

- F/S ships can fire upon other enemy Forces, but they only get F/S bonuses against their target Force.

- No ship, despite its listed rating, may ever be entitled to fire at higher than 1st Rate, regardless of its F/S status. (Heavy ships are not ideally suited to Flanking or Surrounding. They are much better employed as the Engaging Force while lighter ships are sent around to attack the enemy’s side and rear.) Raking bonuses, however, are just as potent at any rating. Raking bonus hits are not removed when an F/S attack is lifted.

- All ships involved in F/S operations are, of course, subject to being flanked or surrounded themselves.

- Ships do not lose F/S status by being Dismasted. F/S is lost if the entire attacking Force, target Force, or Engaging Force moves or is destroyed, although it is possible to shift from an original Engaging or F/S position to another in the same turn. F/S status is lost if the F/S Force or the Engaging Force plays Escape Battle or Strikes or if either plays Break the Line against other than the target Force. It is also lost whenever Weathergauge comes up. Mobile ships can regain F/S status with Fm or RB by moving in place.

7.1 BROADSIDES: A mobile ship fires with Broadside or Grapeshot cards matching both its mobile side rating and its Dismasted side rating. A Dismasted ship can only use cards matching its Dismasted side. A Flanking ship also gets to use cards matching one rate higher than its current rate, and a Surrounding ship gets to use cards of two ratings higher than the cards to which it is already entitled.

7.12 BREAK THE LINE: A line may be broken by up to three ships of a Force adjacent to an enemy Force. Any Break The Line card may be used by any nationality. Whenever a player breaks the line with a card bearing his own flag, the strength of each aspect of that card’s attack is considered to be increased by one, which extends the limit on Break The Line attacks to three Rigging and three Hull hits per ship. Position the card so that the player’s flag is clearly visible.

Ships in a Force whose line has been broken are prohibited from playing Break The Line or moving with any other Fm card. They may only move with RB (unlike in the original rules which do not allow ships whose line has been broken to play Refuse Battle). A ship is free from a Break The Line card once it moves away from it. Ships joining a Force whose line is broken immediately become subject to Break The Line damage themselves.

7.121 LINE BREAKERS: Designate the Line Breakers of a Force with a Line Breaker

marker bearing the fleet’s national flag. A Force cannot play more than one Break The Line card at a time. If the Force plays a Break The Line card against a different enemy Force, the line breaking attacks on the previous enemy Force are removed. Other Forces of the same player may play their own Break The Line cards, but not against a Force whose line has already been broken. Any adjacent ship may fire upon an enemy ship whose line is broken.

7.122 REMOVAL: All the original rules regarding removal of Break The Line still apply except a Break The Line card is not automatically removed by the Line Breaker’s fleet playing an RB. Line Breakers lose their status if they Escape Battle or move (in any way) or if their own line is broken by another enemy Force.

7.123 PRIZE PROTECTION: Line Breakers and Surrounding ships are the only ships that can attack Prizes behind the line.

7.2 REPAIRS: Whenever a Raking card is repaired, its extra damage markers are removed with it.

7.21 BUCKET BRIGADE: To help keep better track, turn Fire cards and Fire damage markers upside down after a fire has been extinguished.

7.34 PRIZE DECLARATION: When a ship is captured, either as a Prize or a new addition to the fleet, it is moved to the space of the Force that captured it, with a Prize ship being considered “behind” the forward ship line. Captured ships that are added to a fleet cannot be immediately tilted for F/S. If a Force already escorting three Prize ships captures another ship, the ship must be added to the fleet. If there are already three ships in a Force that is adding a captured ship to its fleet, the new ship is placed in the adjacent space that is furthest from enemy ships. If all adjacent spaces are full or are occupied by enemy Forces, the ship must be scuttled instead and put in the player’s pile of sunken enemy ships.

Captured ships must be taken as Prizes if the captor has already put into play more of its own Ship Points than the smallest fleet in play’s total Ship deck strength, but they can still join the captor’s fleet once they reach Port. Improvise flag markers for captured ships joining the fleet.

UPRISING: If a Prize ship at sea is left without any escort, it immediately undergoes an Uprising by the captured crew. Each player rolls one die and plays up to one Broadside and one Rake card of Grapeshot, but the Broadside cards can be of any rank held in the players’ hands. The Grapeshot is added to each player’s roll and the highest roll wins the ship, but the ship can no longer be claimed as a Prize and must be added to the victorious player’s fleet. There is no additional Rigging repair for capturing a Prize ship.

7.4 ADDITIONAL SHIPS: Additional ships may be placed either in Port or in the player’s starting area. If an additional ship is placed in its starting area next to an enemy Force that is already adjacent to another friendly Force, the additional ship can be tilted immediately for F/S.

When playing an Additional Ship card, a player rolls two 6-sided dice and adds four (2d + 4) for Additional Ship points. These are added to any Additional Ship points already accumulated, and if the total is equal to or greater than the total

Ship Points of the ship on the top of the owning player's Ship deck then that ship is immediately acquired. The player keeps track of any excess points and can apply them immediately toward the next ship on the top of the deck once he can afford it.

Each fleet should also keep track of the Ship Points of each additional ship acquired. Once a fleet has put in play more Ship Points from its own Ship deck than the total Ship deck value of the smallest fleet in play, it cannot obtain additional ships (except from Prize ships that have reached Port), even if the smaller fleet is an ally.

Ship deck point totals: Britain: 292
 France: 172
 Spain: 124
 U.S.: 67

In the Three-Player game, if the allies draw more combined Ship Points than the single player's initial Ship deck total, they cannot draw additional ships. Likewise, the solo player cannot draw additional ships if he manages to put in play more Ship Points than the combined enemy Ship deck total. In any Three- or Four-player engagement, the combined Ship deck total of allies is limited to being approximately double that of the smallest fleet in play.

An Additional Ship card can also be played as a Force Movement card instead of being used for its original purpose. It moves one Force and is then discarded.

7.5 REFUSE BATTLE (RB): RB can be used to move all of a player's ships, either physically, space by space, or by "spiriting," automatically transporting, Prize, Struck, and Dismasted ships into (but not out of) Port as in the original rules.

7.52 PORT: A Port Area extends along all adjacent Port spaces, but direct movement from one Port space to another is prohibited. Each Port marker represents one Port space which can only be entered or exited (using either RB or Fm) through its Port Waters, its adjacent sea space. There's no limit to the number of ships that can occupy a Port space, although they must all be of the same nationality. New ships that are placed in Port or ships sent back or recalled to Port can be placed in any friendly Port space (as long as the player's ally does not already have ships there). Fast ships cannot move into and out of Port in the same turn.

A ship removes only one hit card and one Fire damage for every turn it ends in Port, but this includes the turn the ship entered Port. Whenever a Raking card with extra damage markers on it is removed, its extra damage is removed with it.

Blockade cards and Fire Ships affect the entire Port Area, but a blockade of a Port space by a Force being in the adjacent sea space affects just that one Port space. If a ship exiting Port successfully runs a blockade but has enemy ships in its Port Waters, it's placed in the closest Port Waters unoccupied by foreign Forces. If all Port Waters are occupied by foreign Forces, it's placed in the closest open sea space.

7.53 ESCAPE BATTLE: After an RB is used, it can be played as an Escape Battle card

on any one Force, but not on a Force that moved with the RB to a space adjacent to the enemy [EXCEPTION: Fast ships]. Any ships ineligible for Escape Battle that join a Force using Escape Battle are not protected by the Escape Battle card themselves. In addition, Escape Battle does apply to Dismasted ships.

7.54 TOWING: A mobile ship can use RB to spirit one Dismasted ship straight to Port, or it can use Fm to tow one Dismasted ship no more than one space. The involvement of Fast ships does not increase the movement rate of a towing operation.

7.6 FIRE SHIPS: There is a +1 die roll bonus when attacking a Heavy ship at sea. This bonus is increased to +2 if the Heavy ship is also Dismasted. A Fire Ship cannot be launched by a Struck ship, but it can be sent out by a ship in Port against an enemy ship in its Port Waters.

7.7 BLOCKADE: A Blockade card played against a Port affects the entire Port Area. To keep a Blockade card in play, a player must have at least one mobile ship at sea. RB can be used by the blockading player for movement without disrupting the Blockade, but if it is ever used for Escape Battle the Blockade is lifted.

A Port space with its Port Waters occupied by an enemy Force is considered blockaded, even if no Blockade card is in play. Any ships trying to enter or exit that particular Port space must roll greater than the number of mobile ships the blockading player has at sea, as with a regular Blockade. Friendly foreign ships blocking a Port space are, in effect, considered to be blockading it and their ally must roll to run by them. A roll of six is always successful in running any blockade, although separate rolls are required in the event of a double Blockade. A double Blockade can occur either when two enemy fleets each have a Blockade card in play on a Port, or if a ship having to run a Blockade card also has to run past a Force blocking its Port Waters. If a ship should ever face a Force blocking its Port Waters in addition to a two-card Blockade, the ship does not have to roll a third time against the blocking Force (the fleet Blockades taking precedence). Each roll is made against the fleet that is conducting that particular type of blockade.

An allied ship running a blockade of the solo player in the Three-Player game must only roll greater than half (rounded up) of the number of mobile ships the solo player has at sea.

A Blockade card can also be played as a Force movement card (instead of its original purpose). It moves one Force and is then discarded.

7.81 WEATHERGAUGE: In addition to its regular effects, a Weathergauge also causes all F/S ships to lose their status.

7.84 RUN AGROUND/STORMY SEAS: If a randomly-selected ship is in coastal waters, it rolls to see if it Runs Aground; if it is on the high seas, it rolls to see if it sinks in Stormy Seas. Coastal waters are defined as starting area spaces and Port Waters, while all non-coastal sea spaces are considered high seas.

The following chart reflects the cumbersome-ness of Heavy ships and the relative agility

of Fast ships in coastal waters, as well as the sturdiness of Heavy ships on the high seas. Whether a ship is mobile or Dismasted has no effect, the die roll being determined only by a ship's original (mobile side) rating:

Roll 1 die to see if ship is sunk.

ORIGINAL RATINGS				
COAST	2-6	1st	5-6	HIGH SEAS
	2-6	2nd	5-6	
	3-6	3rd	4-6	
	3-6	4th	4-6	
	5-6	5th	4-6	
	5-6	6th	4-6	

7.85 ADMIRALTY'S ORDERS: If a ship is withdrawn to Port but all Port spaces are already occupied by ships of the player's ally, the withdrawing ship can make itself room by moving all of the ally's ships from any one Port space to the nearest vacant sea space.

8. SCORING

8.3 LINE MAINTENANCE: A player with no ships at sea is not penalized any points.

8.4 NO GAIN: Ships destroyed by Explosion count in victory points, equal to the ship's Hull Factor. These victory points are awarded to the last player to have hit the ship before the fire started. Make note of that player whenever a fire starts. If the ship explodes, the player places it Dismasted-side-up in a separate pile from regularly destroyed ships.

9. MISCELLANEOUS

9.5 SOLITAIRE PLAY: The randomness created by EIS's card system makes play of this variant exceptionally well-suited for solitaire play. Here are some modifications designed for realistic and enjoyable solitaire play, borrowed from guidelines set forth in Courtney F. Allen's *UP FRONT* gamette *BANZAI*.

9.51 All actions in a player's turn must be predesignated before any are resolved.

9.52 All cards are kept face up once they have been seen, but newly drawn cards are kept face down in reserve until a player has need for them.

9.53 Play both sides to their best advantage, considering each fleet's potential, its current status, and the overall victory conditions. While you may wish to favor one side over the other, don't let that influence your enemy's playing ability. How heroic can you consider your favored fleet if they are not contending with an equally cunning foe?

9.6 For re-creations of historical actions that feature ships not included in EIS, substitute other ships of the same nationality (or substitute another nationality entirely in the case of fleets like that of the Dutch), trying to be as accurate as possible in estimating strength and Ship Points. Set up the fleets and playing area historically, and balance play by assigning each player different scores needed to win. [For a lively variant on single ship actions, see "Signal 27," Craig F. Posey's EIS article in *GENERAL* Vol. 25-4.]

Card Counting for the ENEMY IN SIGHT! Variant

White Action Cards: 108

Refuse Battle (RB): 8
Force movement (Fm): 22
Break The Line: 4 (1 of each nationality)
Raking cards: 6 Bow Rake: 4
Stern Rake: 2
Boarding Party: 12

Can also be used as Force movement: 8
Additional Ship: 6
Blockade: 2

Broadside: 60

1st Rate: 6 all at 4 Firepower (4 FP)
2nd Rate: 8 4 FP: 2, 3 FP: 6
3rd Rate: 12 3 FP: 6, 2 FP: 4, 1 FP: 2
4th Rate: 12 3 FP: 4, 2 FP: 4, 1 FP: 4
5th Rate: 12 2 FP: 4, 1 FP: 8
6th Rate: 10 2 FP: 4, 1 FP: 6
Fire Ship: 2
Repair: 6
Bucket Brigade: 2

Red Action Cards: 12

Weathergauge: 2
Fire: 4
Strike: 2
Run Aground: 2
Admiralty's Orders: 2

Ship Cards: 56

Their Ratings (and their Ship Points)

Britain: 25

1st: 4 (17, 16, 15, 15)
2nd: 2 (15, 15)
3rd: 7 (13, 13, 13, 12, 12, 12, 11)
4th: 4 (11, 11, 11, 9)
5th: 7 (11, 9, 9, 9, 8, 8)
6th: 1 (8)

France: 14

1st: 2 (17, 15)
2nd: 3 (14, 14, 14)
3rd: 5 (13, 12, 12, 12, 11)
4th: 1 (11)
5th: 2 (10, 9)
6th: 1 (8)

Spain: 10

1st: 2 (16, 15)
2nd: 2 (14, 14)
3rd: 5 (12, 11, 11, 11, 10)
4th: 1 (9)

U.S.: 7

5th: 5 (11, 11, 10, 10, 9)
6th: 2 (8, 8)

CONCLUSION

I hope that this new treatment will create an expanded interest in the original EIS and will contribute to keeping this heartily seafaring game afloat for many generations of game players to come.

Special Thanks

I would like to thank Brian and Paddy Hanner, Vickie Souther-Genadio, Jeff and Belinda Ruff for their playtesting contributions to this variant.



BACK ISSUES

Only the following back issues of *The GENERAL* remain in stock; price is \$5.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of any issue). Article type is indicated by the following abbreviations: A-Analytical, DN-Designer's Notes, H-Historical, Q-Questions, P-PBM (postal), S-Strategy, Sc-Scenarios, SR-Series Replay, V-Variant. The featured game for each issue is always the first one listed.

14-5: *SQL*-DN, A, Q; *WSM*-A, V; *TRC*-A; *M64*-S; *SST*-A; *3R1*-A; *Games Guide*

16-1: *ANZ*-S, Sc, V, DN; *3R1*-S; *NAP*-S; *PZB*-SR; *176*-S, A; *DIP*-S, *SQL*-Q

16-4: *MRM*-DN, A, S, V, Q; *SQL*-A; *3R1*-S, A; *TRC*-SR

17-4: *FSE*-S, P, DN, V; *MD*-V, Q; *SQL*-SR; *VIP*-S; *176*-Sc; *WZQ*-A; *SST*-V; *NAP*-S

17-5: *CMS*-S, V, Q; *RFN*-V; *SQL*-V; *SGD*-V; *PZL*-S; *3R2*-S, SR; *CAE*-V; *KGM*-S; *MRM*-S

17-6: *SGD*-S; *WSM*-V, Sc; *WAS*-V; *3R2*-SR; *SQL*-S; *CSL*-S; *VIP*-S; *TRC*-S

18-1: *FIW*-A, Q; *BM7*-S; *SQL*-S; *DUN*-V; *DIP*-S; *AFK*-A; *PZB*-SR; *ALX*-S; *W&P*-S

18-2: *AFD*-A, Sc, Q; *AFK*-V; *3R3*-DN; *TOB*-V; *SQL*-S; *AIW*-V; *VIP*-S; *DIP*-S; *D77*-S

18-3: *GOA*-S, DN, V, Q; *AOC*-V, Sc; *AFK*-S; *VIP*-V; *SQL*-S; *WSM*-SR, P; *DIP*-S

18-4: *GLD*-H, V, A, Q; *SQL*-A; *LFW*-V; *W&P*-SR; *AOC*-S, P; *FSE*-V; *WAS*-S; *AFK*-S

18-5: *3R3*-S, A, V, DN, Q; *SQL*-S, A; *TRC*-V; *TOB*-V; *RFN*-V; *CSL*-A; *DUN*-V

18-6: *FTP*-A, Sc; V, DN; *VIP*-V, Q; *M64*-S, Q; *SNL*-A, Q; *SUB*-Sc; *BZK*-V

19-2: *B81*-H, Sc, S, DN; *TLD*-A, Q; *SQL*-V; *3R3*-S; *SOA*-SR

19-3: *GSL*-A, Sc, V, SR, Q; *DIP*-A; *RFN*-Sc; *G77*-V; *176*-Sc; *LRT*-V, Q; *SQL*-A

19-5: *SON*-A, S, H, Q; *W&P*-S, Q; *DIP*-A; *WAT*-V; *WSM*-Sc; *SQL*-A

19-6: *VIP*-P, SR; *3R3*-V, Q; *DIP*-A; *FTP*-V; *BM7*-V; *NVW*-A; *SQL*-A, Sc; *SUB*-V, Sc

20-1: *SQL*-S, A, DN, V, Q; *VIP*-SR

20-2: *TTN*-A, DN, S, Q; *MRM*-V; *RHD*-A; *SQL*-Sc; *W&P*-V; *GOA*-S, Q; *DIP*-A; *PZL*-V

20-3: *FRG*-S, V, Sc, Q; *PZB*-A; *3R3*-S; *TRC*-S, V, Q; *DIP*-A; *CQD*-V, S

20-5: *BRN*-SR, S, H, Q; *LRT*-S; *DIP*-A; *GSL*-Sc; *G77*-A; *WSM*-Sc

20-6: *B17*-A, V, SR, Q; *AFD*-V; *LFW*-S; *AFD*-S; *FSE*-S; *DIP*-A; *M64*-S; *BRN*-SR; *GOA*-Sc; *SQL*-A; *PZL*-Q

21-1: *UPF*-S, A, SR, DN, Q; *SOA*-S; *SQL*-H, S; *TRC*-S; *D77*-S

21-2: *NAB*-S, DN; *W&P*-S, A, Q; *NAP*-S, Q; *DIP*-A; *FR4*-S; *FSE*-S; *3R3*-S; *BFI*-S; *176*-S; *SQL*-A

21-4: *PGG*-S; SR; *PZB*-A; *3R3*-S; *TRC*-S, V, Q; *DIP*-A; *SGD*-V; S; *SQL*-Sc

21-5: *HWR*-S, V, A; *MRM*-S, Q; *OW2*-A; *DIP*-A; *3R3*-A; *RBN*-S; *CQD*-V; *CIV*-S; *SQL*-A

21-6: *FPR*-H, V, SR; *AIW*-S, Sc; *BZK*-V; *TAC*-V, Q; *SQL*-A

22-1: *PAA*-A, S, Q; *TB*-A, V; *DWK*-DN; *TRI*-V; *GSL*-P; *DIP*-A; *AOC*-S; *WAS*-S, Q; *AFK*-V; *CIV*-S; *3R3*-S, Q

22-2: *UPF*/BNZ-A, SR, Q; *FTP*-A, S; *SUB*-Sc; *VIP*-S, Q

22-3: *PZB*-SR; *PZL*-Sc, V, Q; *SOA*-S; *3R3*-V; *DIP*-A; *CIV*-A; *UPF*-Sc, Q; *AIW*-S; *GOA*-A, Q; *TLD*-A

22-4: *RFT*-A, V, S; *TRC*-V; *PZK*-S, Q; *DIP*-A; *3R3*-V; *SUB*-V; *PGG*-S

22-5: *DEV*-S, A, Q; *GSL*-Sc; *BRN*-S; *DIP*-P, A; *SC*-V; *FIG*-A; *SQL*-Sc, Q

23-1: *FLD*-A, V; *AFD*-V, *B17*-V, DN; *HWR*-S, Q; *VIP*-V; *3R4*-S; *TTN*-V; *LFW*-V; *SST*-V; *RFN*-V

23-2: *ASL*/BEYOND VALOR-A, S, Sc, Q, SR; *UPF*-S; *DIP*-A; *PZL*-A

23-3: *SUB*-V, Sc; *ASL*-S, SR; *HWR*-V; *BZK*-V, Q; *B81*-A

23-4: *EIA*-S, DN; *W&P*-V, S; *WSM*-Sc; *SC*-V; *NAP*-S; *YLW*-S; *3R4*-S, Q

23-5: *KTA*-DN, Sc, Q; *WAT*-V, *B17*-V, Q; *3R4*-S; *RFN*-V; *ASL*-S; *VIP*-S

23-6: *183*-DN, S, V, Q; *FPR*-Sc; *RBN*-S; *TRC*-S; *DEV*-P; *PXB*-S; *CIV*-S; *MRM*-S

25-3: *PTB*-S, H, V, Sc; *TPS*-DN; *AFK*-V; *3R4*-Sc, Q; *ASL*-S; *PGG*-P; *PZB*-A; *UPF*-V; *SOA*-V; *PZL*-S; *B81*-S

25-4: *EIS*-S, H, V, Sc; *WSM*-V, P, Sc; *EIA*-V, Q; *VIP*-S; *NPB*-DN; *176*-V

25-5: *GBG*-SR, V, H, Q; *176*-S; *ASL*-H; *FPR*-Sc; *RBN*-V; *ODS*-V; *DEV*-S; *GOA*-DN, Q; *W&P*-S, Q; *BRN*-DN; *LVG*-Sc

25-6: *ASL*/WEST OF ALAMEIN-H, S, V, A, Sc, Q; *PAA*-S; *RSN*-V; *UPF*-S; *FPR*-Sc; *SPF*-A

26-1: *MOV*-S, DN, V, SR, Q; *DKE*-V; *DUN*-V; *DLW*-S; *KGM*-S; *STC*-S; *ASL*-A, Q; *KRM*-V, Q; *ROR*-DN; *CIV*-V

26-2: *TPS*-S, DN, SR, Q; *PZB*-Sc; *ASL*-H, A; *3R4*-S, Q; *HWR*-S, Q; *UPF*-V; *RFT*-S

26-3: *MBT*-H, S, SR, Q; *FLD*-V, Sc; *FPR*-Sc; *ACQ*-S; *TCA*-S

26-4: *SOJ*-H, DN, S, Sc, Q; *KGM*-V; *TTN*-V; *CIV*-S; *DIP*-S; *MRM*-A; *ASL*-A

26-5: *UPF*-S, V, SR; *AFD*-V; *FTP*-Sc; *B17*-V; *FPR*-V; *ASL*-H, Q

26-6: *NPB*-DN, S, H, Sc, Q; *EIA*-Sc, V; *183*-S; *WSM*-Sc; *DEV*-S; *W&P*-Sc

27-1: *TRC*-S, H, V; *ASL*-H, Q; *KRM*-V, Q; *RFT*-S; *TPS*-S

27-2: *3FT*-V, Sc, A; *6FT*-S; *2FT*-V; *EIA*-S, Q; *ASL*-S, D, Q; *WSM*-V; *FTP*-V; *VIP*-S

27-3: *3R4*-S, DN; *TLD*-S, V; *ASL*-S, DN, Q; *FSE*-S

27-4: *ROR*-A, SR, DN, Q; *CIV*-DN; *KRM*-V; *EIA*-S; *DIP*-P

27-5: *B91*-A, S, V; *B81*-DN; *ASL*-H; *DIP*-P; *TCA*-A; *ROR*-SR, Q; *D77*-S

27-6: *BKB*-SR, S, DN, A, *SCT*-V; *GSR*-S; *MOV*-V; *ATS*-A; *W&P*-V, *NWD*-V; *WRS*-S; *S&B*-S; *CRR*-Sc; *WSM*-V

28-1: *PPW*-SR, S, DN, H, Q; *ASL*-Sc; *FPG*-DN; *PCW*-V, Sc; *CIV*-V, S; *Game Rating System*

28-2: *ASL*/GUNG HOI-A, Sc, H, DN; *ROR*-A; *FPG*-A, Sc; *B17*-Sc, -Q; *ACV*-V, Q; *SPF*-V; *AvalonCon II*

28-3: *RFT*-A, S; *PZB*/PZL-V; *PZB*-Sc; *ASL*-A, Sc; *TRC*-A, S; *UPF*-Sc, Q; *RBN*-V; *GOX*-A; *AFD*-V; *TPS*-Q; *SPF*-V

28-4: *B17*-V; *D91*-A, Q; *PZL*-Sc, P; *ACV*-V; *ASL*-A, Sc; *UPF*-H, Sc; *WAS*-A, S; *LRH*-V; *ACQ*-A, S

28-6: *A3R*-A, S, V; *ASL*-A, Sc; *GOA*-V; *UPF*-Sc, Q; *3R4*-V, S; *CIV*-A; *RSN*-R; *BKN*-R

29-1: *AVC '93*-A; *HOW*-Vx3, Preview, Q; *WTP*-Preview; *RKL*-S; *ASL*-V, Sc; *ASN*-Preview

29-2: *WTP*-A, SR, DN; Q; *Marquis de Lafayette*-H, *ACQ*-V; *ASL*-Sc, DN; *BKN*-Preview; *KGM*, PC Preview; *UPF*-V

29-3: *BKN*-A, S, SR, Q; *GUR*-Preview; *ASN*-V; *HOW*-V; *CIV*-V; *OC*-PC-S; *ASL*-Sc, A, DN

29-4: *STW*-S, V; *WaW*; *ST*-Preview; *MAH*-Preview; *5h Fleet*-Preview; *GBG '88*-V, *BKN*-SR; *ASL*-Sc, A

29-5: *NWD*-A, V; *SJW*-S, V; *EIA*-S; *TTN*-V; *Myths of Pearl Harbor Attack*-H; *AVC '94* Report; *OC*-SR; *BB '91*-S;

CDIP Preview; *FC2* Preview; *ASL*-Sc

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Volume III



THE EAST IS YELLOW

YELLOW STRATEGIES FOR MAHARAJA

By Steven L. DeVore

MAHARAJA, Avalon Hill's game of the conquest of India, brings the British nation born in its predecessor, *BRI-TANNIA*, to the shores of the "Crown Jewel" of the Empire. Along the way to British conquest late in the game, the entire panoply of nations that rose and fell on the Indian subcontinent over the course of 3,300 years of history are presented. One of the most interesting empires of all rose, then disappeared, long before William the Conqueror cast covetous eyes on the barbaric shores of Dark Ages Britain. The Mauryan Empire, along with its successor Gupta state, reached a pinnacle of glory and civilization rivaling ancient Rome. In *MAH*, these empires are cast in the color Yellow, and it is to Yellow play that we will dedicate the lion's share of this piece.

Hapless Yellow

Various game reviews have cast the position of the Yellow forces in *MAH* as all but hopeless. Overwhelming for the first seven turns, as of Turns 8 and 9, the Mauryan/Gupta Empire vanishes, leaving the Yellow player the unappealing prospect of struggling through another eight game turns with only the paltry forces of the Sinhalese cornered on the island of Ceylon, and a pair of adventurous Dutchmen who show up on Turn 12. It is true that Yellow options are extremely limited in the last half of the game, but this need not limit Yellow's chances of winning so long as he recognizes the cardinal rule of Yellow play: Make hay while the sun shines!

The Yellow player has exactly seven turns to make most of the victory points he needs to win the game, and to leave behind an overall strategic situation that seriously hampers his opponents' chances to make up the enormous lead he gains on them from the outset. In particular, the Yellow player has the opportunity to outright eliminate one Purple nation, the Cholas, and so badly gore a second, the Rajputs, that even with the British, the Purple cannot amass enough victory points to win. The Green and Blue tend to grow at one another's expense, so timely use of the Dutch late in the game along with the steady trickle of points from the Sinhalese on Ceylon should be enough to tip the

scales against the strongest likely contender for victory, be he Blue or Green. Moreover, the British are still fearsome even if the Purple side overall can't win, and given the lack of Yellow targets on the map, even a vindictive Purple player will ultimately expend most of his strength destroying Green and Blue forces, which can only help the Yellow. That, in a nutshell, is how the Yellow player can reasonably hope to win. It is probably not accurate to say that Yellow has any less chance of winning the game than any other color, but it is certainly true that the Yellow player will know on the first few turns if he has lost it.

To win, the Yellow player must execute a tightly disciplined campaign across the first eight game turns, always keeping a weather eye on the forces arriving via the Turn Record Chart. The following is a play-by-turn commentary on winning Yellow strategy.

Turn 1: Yellow Dawn



not so the Yellow. When the **Mauryans** spill out of Central Asia and Afghanistan on Turn 1, the only thing standing between them and a mostly empty India are the Harappans. On game Turn 1, the Yellow has one main goal: to eliminate every single Blue strength point on the map. Possible secondary goals include forcing the Pandyas to submit, seeking a "Raja" point and/or occupying at least six non-hiland areas at the end of the turn so as to produce two Mauryan armies through population increase on the second turn. But all of those worthy objectives must take a back seat to the main goal of wiping out the Harappans forever.

The best way to do that, and a good general rule for any color, is to arrange as many attacks as possible with at least one strength point advantage. There are exceptions to that rule,

notably for colonial armies and armies stacked with leaders, but neither of those circumstances apply to the Mauryans on Turn 1 of the game. Since the Mauryans move before the Harappans, and have the advantage of a major invasion, there is no good reason short of a die-rolling disaster that should prevent the Yellow from wiping every Blue marker off of the board on Turn 1.

By moving two armies each into Kashmir, Lahore, Gandhara, Delhi, Rajputana and the Punjab, the Mauryans can attack six Harappan armies at 2:1. The Blue armies in Kashmir, Lahore, Gandhara and Delhi are all trapped and have no route of retreat. Yellow should therefore be able to eliminate a minimum of four Blue armies, possibly as many as six. The second movement and combat phase should be used to finish off whatever remains of the Harappans, again by attacking with a one-army majority and blocking off any possible retreat. Any additional Mauryan armies should move eastward as quickly as possible. If the opportunity to force the Pandyas to submit presents itself, take it. It is possible to gain one point for being "Raja" on Turn 1, especially if Green submits. If the Pandyas are foolish enough to stand and fight, obliterate them. The Mauryans on Turn 1 should take their lessons from Mr. PacMan. Big and Yellow, gobbling up everything in sight. Expect to lose five or six Mauryan armies. Anything less than that is gravy. Lose eight or more, and Yellow is virtually guaranteed ultimate defeat in the game.

This is no different for the other colors. If the Blue Muslims, Green Mughals or Purple British bobble their big invasions, their color will have trouble winning also. Unfortunately for Yellow, a disastrous Turn 1 means a long, long march into the night. An accidental fall onto the game table, catching the board with your sleeve and toppling it onto the floor, or similar catastrophe, while not exactly in the spirit of good gamesmanship, may save the Yellow player from having to experience slow death. Don't try that sort of thing more than once.

Turn 2: Yellow Sun Rising

With the Harappans gone, the only forces remaining on the subcontinent other than the Mauryans are two Pandya strength points and two Chola strength points. Their locations are very predictable. For the Pandyas, all of the areas for which they gain any victory points are at the southern tip of India. The Pandyas can only submit if they occupy two or fewer areas in southern India. If they don't pull everything into South India, or if they choose to fight the Mauryans instead of submitting to them, they will needlessly take losses and be obliterated. They are in a race with the Cholas for Mysore, so if they are pursuing their own self interest, Turn 2 will find one Pandya in Maharashtra and one in Bijapur.

The Cholas are in an even more tenuous position. The best they can do for themselves on Turn 1 is move into Andhra and Orissa, allowing them to build a third Chola unit on Turn 2, then move into Golconda, Bidar, and Andhra. Even then, they are destined to lose the race to Mysore to the Pandyas.

For the Mauryans, the Cholas are the next target. Since they cannot submit, if the Maurya move aggressively they can catch them between the Pandyas, themselves and the Sinhalese who arrive on Turn 4. By destroying the Chola, the Yellow player does significant damage to Purple's chances of winning the game, at virtually no cost to himself.

On Turn 2, the Mauryans should occupy enough areas to receive a "Raja" point.

Turn 3: Mauryan Maharaja

This turn will see the Mauryan Empire reach its greatest extent, occupying most of the board. The Pandyas will win the race to Mysore and Bijapur, and be immune to attack since they can submit without penalty so long as they occupy only two areas. The Cholas will be trapped between the Pandyas and the Mauryans unless they move into the clear terrain areas at the tip of the Indian peninsula and expose themselves to attacks from the Yellow Sinhalese who arrive next turn, or from the Pandyas at the beginning of the next turn, or both.

The Mauryans should take care to occupy as many areas as they can, in order to build their army to its fullest extent, but they should avoid the areas in Northeastern India that the Greeks will occupy for victory points on Turn 4. This is one of the many times that it is absolutely crucial for the Yellow to carefully study the Turn Record Chart. Next turn—Turn 4—the Greeks will move before the Mauryans, so Yellow will not be able to get out of the way. Seriously damaging the Greeks by concentrating armies in Northwest India would be easy, but counterproductive. Since Turn 4 is the last turn in which the Mauryans can expand their population, it is important to limit Turn 3 losses to only those that can be completely rebuilt Turn 4. Taking the longer view, the next major threat to Yellow interests on the Subcontinent are the Rajputs, who arrive Turn 5 just as the Mauryans are weakening. A careful look at the Greek victory point chart reveals that the Greeks only gain points for areas directly

astride the Rajput path of advance. Therefore the Greeks are natural allies against the incoming Purple threat and should be left alone. This tolerance of Alexander will reap big rewards in two turns.

Turn 4: Destruction of the Cholas



Use the leader Asoka to concentrate an army of four on the largest stack of trapped Cholas. Concentrate another stack of two Mauryans to attack the remaining Chola army. Do not molest the Greeks. Next turn the

Rajputs make their appearance with a major invasion from Central Asia, but the Mauryans and the Greeks move first, so there will be time next turn to prepare a little trap.

At this point a little diplomacy is required. The Greeks receive no victory points for attacking Mauryans, so long as the Mauryans stay clear of the areas for which the Greeks receive points, there's no good reason for the Greeks to attack them. If the Green player seems inclined to make war on Yellow, don't hesitate to point this out to him, and be sure to offer Mauryan cooperation in repelling the Rajputs. If the Green player can be made to see the longer view, he'll see that it's to his victory point benefit to cooperate with you. If he attacks you anyway, you're not out even one victory point, but he'll cripple his ability to repel the Rajput invasion. *Remember, Mauryan losses are now irreplaceable.*

Be certain to evacuate Maharashtra this turn, since the Maratha arrival next turn will kill anything you leave behind. At the end of the Mauryan turn, they should be spread out one unit per area all across Northern and Southern India. The Sinhalese should content themselves with occupying Ceylon and leave adventures on the continent for later.

Turn 5: Yellow Eclipse

To trap the Rajputs requires some modest cooperation from the Greeks. Ten Rajputs stand poised to invade India from Central Asia and China. The first turn of their major invasion, the Rajputs must therefore occupy all five areas within two movement points of those foreign areas: Kashmir, Gandhara, Lahore, Punjab and Ladakh, or they will gratuitously lose strength points due to overpopulation. The Greeks receive reinforcements and have a strong interest in occupying Punjab and Gandhara, since they receive two VPs each for those territories at the end of the turn. The more the Greeks concentrate in Punjab and Gandhara, the more difficult the Rajput's task becomes. On the Mauryan turn, concentrate four Yellow strength points in Ladakh and pull all of the rest of the Mauryans behind the Agra/Malwa line. When the Rajputs invade, anything they send into Ladakh is likely to be lost, and they must send in at least one strength point or lose two automatically at the end of the movement phase. The Rajputs will probably push back the Greeks, but only after having taken serious

losses. On the second movement phase of the Rajput major invasion, there will be no Mauryans within Purple's attack range except those in Ladakh. If the Rajput wants to commit suicide by bashing his head against the Himalayas, invite him in!

The Rajputs will then have to choose between expanding into the empty territory between the Greeks and Mauryans, or attack the Greeks; either way, it works to the Yellow player's advantage.

Because any lost Mauryans cannot be replaced, this is not a good turn to launch a major offensive. It is important to leave Yellow spread out so the Guptas, who arrive next turn, receive as much population as possible. It's all right to move into Pandya areas, since the Pandyas would be foolish not to submit.

Build a Sinhalese strength point. Yellow will gain one "Raja" victory point this turn.

On Turn 7, Chandra and the Guptas can be used to drive the Marathas back to two areas in South India, forcing them to submit if they know what's good for them. Be sure to occupy all of the two VP areas available to the Guptas. The VP totals as of Turn 7 will be approximately: Blue: 14; Yellow: 55; Green: 14; Purple: 6.

At this point, Purple is hard pressed to win, and Yellow has gone a long way towards winning.

Turns 8 & 9: Yellow Sunset



As turn 8 dawns, Chandra departs along with eight Gupta armies. Remove the overstaked armies in the South and armies in far eastern North India first. You want your remaining Guptas to be in position to torment the Rajputs again, and perhaps force submission of the Marathas and/or Pandyas again. At this point, Gupta losses are irrelevant and it is perfectly acceptable to attack at 1:1. While it is true that any surviving Guptas remain in play after 16 of them are withdrawn between Turns 8 and 9, those Guptas only garner for Yellow a point per area for the remainder of the game, and they can never expand again. It is a far better plan, then, to use the Guptas remaining after withdrawal to do as much harm as possible, especially to the Rajputs and Marathas. You should be able to eke out a "Raja" point on Turn 8.

As of Turn 9, with the departure of eight more Guptas, the only Yellow counters likely to be left on the map are the Sinhalese. If a Gupta or two remains in play, pull them back to Assam and Bhutan and make someone come dig them out on later turns.

By all means be certain that two strength points, either Gupta or, even better, Rajput, are in Baluchistan on Turn 8, since this will result in the automatic elimination of two Muslims scheduled to come on later in the turn. Since Baluchistan is the only Indian area that borders Persia, (the Muslim start area), as long as two armies are there the Muslims will not be able to move through the territory. All four Muslim armies will have to stop in Baluchistan, and risk defeat. If the Rajputs can be encouraged to

occupy Baluchistan, the results are even better, since they can submit before combat, forcing the Muslims to retreat back into Persia, which eliminates them*. It is definitely in the Purple's interest to do this, since once Yellow departs, North India will be awash in Muslims. This brings up an important use of the rules of which all players of whatever color should be aware. We'll call it: "Killing Them With Kindness."

As a general rule of thumb, if an attacked nation can submit, it ought to. There is no victory point penalty nor loss of population entailed, and it saves friendly forces to fight another day. Best of all, the submitted nation can launch an attack against his conqueror on his very next turn. The most devilish use of submission, however, is to use it to actually eliminate enemy armies. There are three circumstances under which this can arise. The first is demonstrated above with the Rajputs, when retreat of a "victorious" army may result in its elimination*. If this seems conceptually wrong, remember that in the game we are interested in the politics of India. Foreign invasions, in this case the Muslims, come from off-board empires with their own interests and politics. If the initial Muslim penetrations into India had found a population willing to quickly submit (i.e. embrace Islam), the Arab Khalifas had plenty of other things to do with their armies elsewhere.

The second opportunity to eliminate enemy armies by submission comes when Indian nations (as opposed to colonial armies) move by boats to attack an area that submits, and have to retreat back to sea. Since retreat to sea is not permitted to non-Europeans, the "victors" are eliminated instead. Again this is bound to raise objections, but the truth is that the "boats" built by Indian Ocean littoral nations were (and for the most part to this day still are) just that: boats. Not navies, not battle fleets, just shells to move people across water. Only the European powers ever built navies capable of sustaining long-term campaigns at sea. The Indian nations did historically move about the shores of the Subcontinent by boats, but there were no full-scale amphibious assaults ever conducted there by anyone, including the British themselves. That was simply beyond the capacity of the indigenous maritime forces of the period. They had the good sense not to try it. If a player insists upon it, he should be punished.

The final opportunity to eliminate enemy armies by submission usually presents itself during the second half of a major invasion, especially by the British. During the first movement and combat phase the British (this can apply to others too, but only rarely) will frequently force nations to submit. On the second movement phase the British may move *through* the areas of the previously submitted nations to strike at other enemies beyond. If those enemies submit, the British are forced to retreat whence they came, or to an adjacent area already occupied by British forces. Often this means the British armies are eliminated,

having only their "ally's" territory into which to retreat. This particular wrinkle in the rules raises much aggravation for the British player. "Surely he should be permitted to retreat into the territory of his allies!" is the familiar refrain. But the Indian "allies" of Britain were in reality defeated nations who had no more love for Britain than their Irish "allies" in Europe. The British were never so secure that they could afford to let down their guard in India. When they did, they got the mutiny of 1857. It is therefore appropriate to punish the British for excessive recklessness. To treat the Indian "allies" as real allies for the purposes of tracing supply lines would have been as ridiculous as Custer deciding to accept assurances of friendship from the Sioux and Cheyenne so he could move straight-away to attack the Apache, 1000 miles inside Indian territory.

The moral of the story is that in *MAH* mom was right; sometimes it pays to be nice.

Yellow Twilight: Turns 10-16



By the time the Guptas leave, Yellow will have a commanding lead. If the Yellow player has done his job, the Pandyas, Rajputs and Marathas will all be confined to two areas each, and the Muslims will have begun their march across a denuded North India. The **Sinhalese** and the **Dutch** are not a whole lot to work with, but they should be enough to tip the scales against the side, Blue or Green, that seems to be doing better. In particular,

on Turn 10 the Sinhalese can gain large numbers of points by capturing any area on the continent. Once the Dutch show up, the key areas to capture are Malabar and Golconda, since factories built there gain points for being on two coasts. If possible, move into coastal areas controlled by the Pandyas with Dutch forces. If the Green player is sane, the Pandyas will submit. After that, the Dutch factory is protected from foreign invasion since the Pandyas are likely to submit before any foreign power has the chance to attack the Dutch factory*.

It is important for the Yellow to closely monitor the victory point progress of each of the other players, so he can direct his Dutch forces to damage the color gaining the most points. As the game ends, the Yellow player will have approximately 80 victory points, which should be enough to edge out the competition.

This strategy will not guarantee Yellow victory. Blow the battles and Yellow will lose. But assuming ironclad planning and reasonable luck, Yellow has as good a chance of winning the game as any other color.

Options and Variants

For some, the grand strategy laid out in this article won't be enough. The general consensus is that Yellow probably can't win, and one article won't change that. These variants are therefore provided for those who insist on

strengthening the Yellow position. In this author's opinion, they are not recommended because they definitely unbalance the game in favor of the Yellow player.

Option 1: Allow the Dutch to bring on the third army strength point provided in the counter mix. This will make it easier for the Dutch to establish all three of their factories and to harm other nations. The Yellow can gain up to 10 extra victory points if the extra Dutch piece is allowed.

Option 2: Delay the departure of the Mauryans by one full turn. On Turn 6 they would be permitted a normal turn, and the Guptas wouldn't show up until Turn 7. Eight Gupta armies each would be removed on Turns 9 and 10. This option is far more unbalancing than allowing the Dutch their extra unit. Although the Guptas will not be eligible to gain many victory points, their presence alive and self-interested will allow them to devastate the Marathas and the Muslims, effectively knocking Blue out of the game and leaving victory to either Yellow or Green.

Conclusion

MAH is a finely balanced, exciting game that teaches more Indian history and geography in an afternoon than most people ever learn in a lifetime. If the Yellow player makes hay while the sun shines, there is no reason to do violence to the basic game design. Have fun.



ANOTHER VARIANT

John Kisner (author of "*Indigo Indians*") has proposed a variant that not only helps the Yellow player hang around, but could also be helpful to other nations that find themselves having to remove armies during their respective turns. Mr. Steven deVore is right: allowing the Mauryans to linger around for an extra turn could unduly tip the game in Yellow's favor. The variant proposed below, however, while it does *indeed* help Yellow the most, allows other players to participate. I encourage you to play around with all the variants offered here to find the best balance for your group's style of play.

Removing Armies

Several nations have armies removed from play as per the Turn Record Chart. Instead of removing pieces from the board, the nation can instead remove twice that number permanently from its force pool. On- and off-map removals can be combined to meet the requirements. For example, on turn 8 the Guptas must remove eight armies. Instead, they could remove 12 from the pool and four from play, or any combination thereof.

Note from the editor: Rules interpretation is a difficult thing on which to draw a consensus. After reviewing the rules in MAH, we've modified a few of them (or, have defined them more clearly) in the Questions Box. Thus, some of the information in this article is outdated (see the "" references). However, Mr. deVore's overall play philosophy is quite sound and should be tried whenever possible.*

* See this issue's Questions Box for a clarification on these rules.

SERIES REPLAY

MAHARAJA

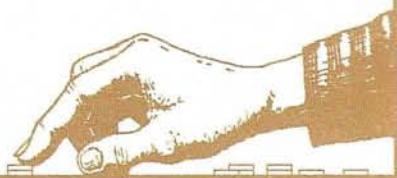
Yellow: Rick Koltz

Blue: Pete Stavish

Green: Alton Grunich

Purple: Walt Keelin

Neutral Commentator: Charles Bahl



Sure, you might be thinking, MAHARAJA is a snap. It contains none of those pesky supply requirements and no nine-page line-of-sight rules. All true. Nevertheless, I've been involved in some MAHARAJA games that have given the willies to even the most seasoned of ASL players. As Rex Martin puts it in his "Player Notes," "MAHARAJA is different from many other games insofar as it is never immediately obvious which player is winning." That fact alone can make the game not a little disconcerting. In MAHARAJA each player controls several different nations (often simultaneously) during the course of the game. Because these nations enter on different turns and have unique advantages and victory conditions, it is not clear from the outset how to coordinate your efforts in acquiring the highest victory point total by game's end. As a result, to play MAHARAJA well, you must spend a little time up front to take a close look at your own nations and those of your opponents before the game even begins. A strategy of simply pursuing the most victory points from turn to turn will almost always fail. Because of this, there can be no denying that an experienced player, one who has participated in the game several times, has a big jump on his rivals. Such a player has seen the game's ebb and flow, one nation arising only to be swiftly brushed aside by another. If nothing else, he should know, for example, when it is best to pursue an aggressive attacking policy or when it is best to defend his hard-won turf.

The inexperienced player, lacking this knowledge, had best do his homework. Before you play your first game take a careful look at the following:

1. Your nations. When do they first enter the game? When and how many additional armies do they receive? Will they have to remove any armies as the game progresses? How do they collect victory points? Do their victory point conditions change from turn to turn? How can I use my nations to assist each other?

2. Your opponents' nations. Where, when, and in what strength do they enter the game? Are they a threat to my own nations? How can I defend—by retreating or fighting it out? Is a diplomatic solution possible? How do my opponents get their victory points? Do they get them for the control of the same areas as I do?

3. Long-range goals. How will my actions in turn three affect turn five, or six, or seven?

How can I best position my armies this turn in anticipation of additional armies in subsequent turns.

The four-player game of MAHARAJA is well balanced. Each person in rotation comes to dominate the map with a particularly powerful nation. Yellow controls the early game with the Mauryan-Gupta one-two punch. Blue follows a little later with the Muslims, and green picks up the ball with the invasion of the Mughals. Finally purple asserts its position on the subcontinent with the powerful forces of Imperial Britain. It goes without saying that the vast majority of victory points will come from these large civilizations. But this does not mean you can afford to ignore the more puny countries that come under your control. Most certainly the game is won by the careful manipulation of the weaker nations. An odd point, here and there, acquired for yourself or denied to your opponent will very frequently mean the difference between ultimate victory or defeat.

The replay you are about to see was played face-to-face over the course of two consecutive weekends. Several days before the game began, all the players were given copies of the Turn Record Chart and all of the Victory Point Cards so that they could formulate an overall strategic plan in advance. Commentaries are included for game turns in which invasions or major attacks take place, and for those turns during which a large number of Victory Points are scored. Other game turns include only a brief summary of play or a few observations by me, the Neutral Commentator.

In the following replay, numbers in parentheses indicate number of armies moved/ eliminated. Capital letters are initial letters of eliminated armies. For example, "Ladakh to Nepal" means "Move one army from Ladakh to Nepal"; "Punjab to Gujarat(2)" means "Move two armies from Punjab to Gujarat"; "H, R(2)" means "One Harappan and two Rajput armies eliminated".

TURN 1

Pandiyas (Green)

Population Increase: +1-1/2 on track.

Movement:

Khandesh to Maharashtra.

Malwa to Khandesh.

Cholas (Purple)

Population Increase: +1-1/2 on track.

Movement:

Gondwana to Andhra.

Bundelkhand to Gondwana.

Mauryans (Yellow)

Movement (first)

Central Asia to: Kashmir(2), Ladakh, Lahore(2), Gandhara.

Afghanistan to: Gandhara, Punjab(2), Delhi(2), Rajputana.

Battle: (first)

Kashmir: 2, 6 vs 3: H.

Gandhara: 1, 3 vs 5: M; 4 vs 4: No effect (NE); 6 vs 4: H.

Delhi: 2, 4 vs 6: M; 4 vs 1: NE; 5 vs 6:

M, H.

Lahore: 3, 5 vs 6: M, H.

Punjab: 4, 5 vs 3: H.

Rajputana: 4 vs 4: NE; H retreats to

Gujarat.

Movement (second)

Ladakh to Nepal.

Rajputana to Sind.

Punjab to Gujarat(2).

Kashmir to Baluchistan(2).

Lahore to Rajputana.

Gandhara to Sind.

Battle: (second)

Baluchistan: 5, 6 vs 5: M, H.

Sind: 2, 3 vs 3: NE; 5, 5 vs 3: H.

Gujarat: 1, 5 vs 1, 3: H; 5, 5 vs 6: M, H.

Victory Points for Turn 1

Yellow 0

Blue 12 (for killing 6 Mauryan armies)

Green 0

Purple 0

TURN 1: YELLOW

The key to the first-turn invasion is to cut off the Harappans' paths of retreat. Thus the move into Ladakh is not an idle one. It blocks retreat both to itself and to Agra. In the attack against Delhi, the Harappans are compelled to stand and fight. I usually come on board like this: first movement through the north, second movement to the west, crushing the Harappans against the Arabian Sea. It's important to keep the Harappans away from the strong Himalayan defensive position. I suppose my advance can be criticized for being too rapid and relying on too many one-on-one die rolls. But I think you've got to take your chances and your knocks. If you leave too many of the hapless Harappans floating around, they will only be able to consolidate their position, increase their population, and cook up a possible counterattack.

TURN 1: BLUE

Complete genocide is about all the Harappans can expect unless they are hopelessly lucky or face an incompetent Mauryan player. Obviously, that didn't happen. Yellow's attack

was well choreographed, and did not leave me any opportunity for retreat. Given the chance, the Harappans should always retreat and strengthen their opening position. No chance here. I'll settle for 12 points.

TURN 1: GREEN

Not much to say. Slowly moving to the south to get to the Victory Point areas. As Purple and I approach each other, I hope to reach an agreement with him about equitably dividing up area points. Open warfare would simply be a waste of both of our resources.

TURN 1: PURPLE

The inevitable march toward Victory Points. The Cholas are a slightly stronger nation than the Pandyas. Although diplomacy is always an option when splitting up southern India early in the game, I think the Cholas are also capable of a military victory there.

Turn 1: Neutral Commentary

This has been more or less a normal first turn. The Harappans are wiped out as usual. However, the Mauryans' play is not automatic. Some bad dice rolls or missed retreat paths can give the Harappans the edge they need to survive a game turn. In closing off your enemy's retreat path, do not forget this often overlooked rule: "A defender can never retreat to the area from which the attacker came." For example, if attacking with three armies from the Punjab into Rajputana, you might be able to send one via Sind and one via Delhi, thus closing off these areas to a defender's retreat.

TURN 2

Pandyas (Green)

Population Increase: +1=2-1/2 on track.

Movement:

Maharashtra to Bijapur.
Khandesh to Maharashtra.

Cholas (Purple)

Population Increase: +1=2-1/2 on track.

Movement:

Andhra to Golconda.
Gondwana to Andhra.

Mauryans (Yellow)

Population Increase: +4-1/2=1 army
+ 1-1/2 on track.

Army placement: Nepal.

Movement:

Nepal to Magadha, Bihar.
Rajputana to Bundelkhand.
Gujarat to Oudh.
Sind to Malwa, Agra.
Baluchistan to Rajputana.
Central Asia to: Ladakh, Lahore(2),
Punjab, Kashmir, Gandhara.

Victory Points for Turn 2

Yellow	1	Mauryans: 1 (Raj Point).
Blue	0	
Green	0	
Purple	0	

Victory Point Total

Yellow	1
Blue	12
Green	0
Purple	0

Turn 2: Neutral Commentary

What can I say? This turn starts the Mauryan moving east toward the Victory Point areas and away from the Greek invasion. Iron-

ically, the Mauryans use Nepal as a fast track to the east. As high noon approaches, the Cholas and Pandyas find themselves on a collision course on a dirt road in Karnatak. The most boring turn of the game. Things heat up soon.

TURN 3

Pandyas (Green)

Population Increase: +1 = 3-1/2 = 1 army
+ 1/2 on track.

Army Placement: Bijapur.

Movement:

Bijapur to Mysore(2).
Maharashtra to Bijapur.

Cholas (Purple)

Population Increase: +1 = 3-1/2 = 1 army
+ 1/2 on track.

Army Placement: Golconda.

Movement:

Golconda to Karnatak(2).
Andhra to Golconda.

Mauryans (Yellow)

Population Increase: +11-1/2 = 13 = 4
armies + 1 on track.

Army Placement:

Punjab, Rajputana, Malwa, Oudh.

Movement:

Bihar to Bengal.
Magadha to Orissa.
Bundelkhand to Magadha.
Oudh to Bihar, Bundelkhand.
Malwa to Oudh.
Agra to Jaunpur.
Rajputana to Gujarat.
Lahore to Agra, Delhi.
Punjab to Baluchistan(2).
Ladakh to Lahore.
Gandhara to Sind.
Central Asia to: Punjab(2), Gandhara(2).

Victory Points for Turn 3

Yellow	2	Mauryans: 2 (Raj Points).
Blue	0	
Green	0	
Purple	0	

Victory Point Total

Yellow	3
Blue	12
Green	0
Purple	0

TURN 3: YELLOW

Although Turn 3 is strictly one of expansion, it requires some tactical finesse to pull off. I had two strategic goals: 1) occupy 18 areas to acquire the two Maharaja Points, and 2) strengthen my western borders against the Greek onslaught of Turn 4. The placement of armies in the Punjab, Rajputana, Malwa, and Oudh (plus a carefully calculated expansion) assured the occupation of 18 areas while at the same time leaving space for my armies from Central Asia to secure the Punjab and Gandhara. I want to contain the Greeks so that I will have as many areas under my control as possible (i.e., more Victory Points) at the end of Turn 4. You never find yourself in exactly the same position at the beginning of turn three, so there are no hard and fast rules for accomplishing the two strategic goals listed above. Just take your time and make the necessary calculations before placing your expansion armies. Next turn I will have to look to defending the north against the Rajputs.

TURN 3: GREEN

The Pandyas get to Mysore first. (They always do.) My army placement assured that I

could move two counters into this area. The rough terrain makes it a formidable fortress, at least against what the Cholas can muster. Besides, the Cholas get Karnatak. That should keep the ruffians happy. Next turn I will still be able to expand into Kerala and Malabar for the Turn-4 Victory Points.

TURN 3: PURPLE

Like the Pandyas, my army placement provides a double defense for my key Victory Point area, Karnatak. Mysore is a tough nut to crack, but I have additional forces coming in the future that I can use to smash it.

Turn 3: Neutral Commentary

Good play on Yellow's part. This turn can, indeed, be tricky. However, I must quibble with the defensive posture he's taken up along the borders of Persia and Afghanistan. Because the Mauryans must remove six armies at the beginning of Turn 5 (and the Guptas must remove more after that), preservation of armies, as opposed to territory, should be foremost in the Yellow player's mind. Rather than doubling up the border, those extra armies would serve well in the Himalayas, and still allow Yellow his two Maharaja points. Let the fall of the civilization, rather than the Greeks, kill Mauryan armies.

Mysore is invincible, and the Cholas threaten a hollow one. I've never seen the Cholas succeed in taking it. Purple should be much more concerned with the occupation and defense of Karnatak, and he should be paying attention to the threat the Sinhalese will pose in the near future. (See end of turn 3 counter positions on page 35).

TURN 4

Pandyas (Green)

Population Increase: +1 = 1-1/2 on track.

Movement:

Bijapur to Malabar.
Mysore to Kerala.

Greeks (Green)

Movement:

Afghanistan to Gandhara(3 +
Alexander), Punjab(3).

Battle:

Gandhara: 1(+1), 5(+1), 6(+1) vs 2, 5:
M(2), G.
Punjab: 3, 5, 5 vs 4, 6: M(2), G.
Army removal: Punjab(2),
Gandhara(Alexander).

Cholas (Purple)

Population Increase: +1-1/2 = 2 on track.

Movement:

Golconda to Andhra.
Karnatak to Golconda.

Mauryans (Yellow)

Population Increase: +16 = 17 = 5 armies
+ 2 on track.

Army Placement:

Kashmir, Lahore, Agra, Delhi,
Rajputana (1 army + Ashoka)

Movement:

Rajputana to Punjab (1 army + Ashoka).
Baluchistan to Punjab.
Agra to Ladakh.
Lahore to Kashmir.
Delhi to Ladakh.

Sinhalese (Yellow)

Movement:

Lanka to Simhala

(Continued on pg. 35)

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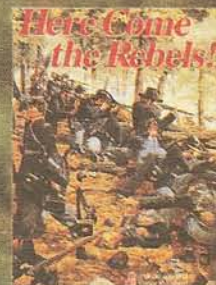
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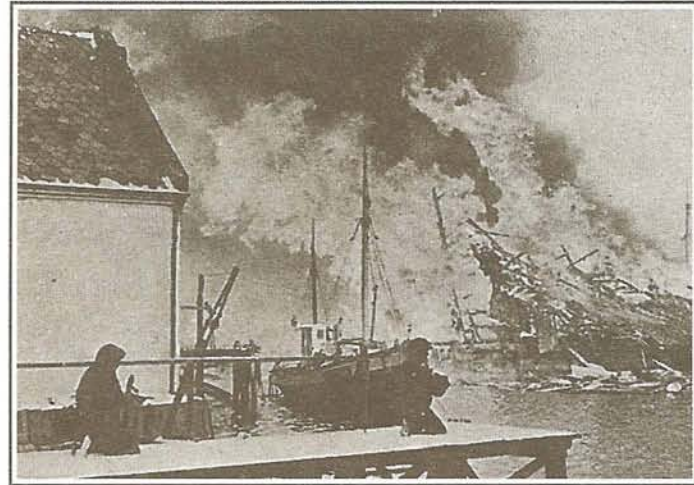
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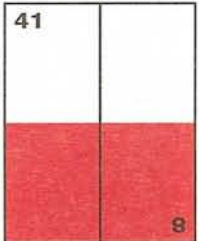
VAAGSO, VAAGSO ISLAND, NORWAY, 27 December 1941: In October of 1941, Lord Loius Mountbatten took command of the Special Service Brigade. In accordance with a directive from Churchill, Mountbatten was to begin a "programme of raids in ever increasing intensity". Two of these raids were scheduled before the year was out. The first, a raid on the Lofoten Islands would be diversionary, covering the primary target of Vaagso Island. Arriving offshore, in the grey twilight of the scandinavian winter, the Commandos were divided into five groups for the assault. Group 1 would land south of Vaagso, moving overland to guard the southern flank of the direct seaborne assault of Group 2. Group 2 would land on Maaloy Island, between the mainland and Vaagso Island, to destroy the gun battery positioned there. Group 4 would be the floating reserve, with Group 5 landing North of Vaagso to provide flank protection. At 0850 hours, the Commandos of Group 2 began their run-in to shore under a protective naval bombardment.

BOARD CONFIGURATION:

BALANCE:

⊙ Game Length is 10 Turns.

⚡ Exchange the German 8-0 for an 8-1.



(Only hexrows R-GG on board 41 and A-P on Board 8 are playable.)













VICTORY CONDITIONS: The British win if at game end they control ≥ 30 buildings and a Blaze marker exists in each multi-story building on board 8.

TURN RECORD CHART

⚡ GERMAN Sets Up First [168]	⊙ 1	2	⊙ 3	⊙ 4	⚡ 5	6	7	8	9	END
⊙ BRITISH Moves First [158]										

Elements of **Infanterie Division 181** [ELR: 3] set up on board(s) 8/41 (see SSR 3): {SAN: 3}



 4 ¹ -6-7	 4-4-7	 2-4-7	 2-2-8	 8-0	 8-0	 8-0	 3-8	 5-12	 50* [2-19]	?	7 morale	 20L (4) [40]	 1+3+5
12	4	3					4	2	2		8		2













Reinforcements enter along the west edge on Turn 4:










 15	 3	 1
37L	4/4	

Elements of **2, 3 and 6 Commandos** [ELR: 5] enter as directed: {SAN: see SSR 2}




Group 2 enters on Turn 1 along the east edge:





 4 ^E -5-8	 6 ^E -4-8	 2-4-8	 2-2-8	 10-2	 9-1	 8-0	 70mm	 2-7	 30-1	 39PP* 2/-	 4 1 0
5	5	3						4	3	4	

Group 3 enters on Turn 3 along the east edge:




 4 ^E -5-8	 6 ^E -4-8	 2-4-8	 9-1	 2-7	 30-1	 39PP* 2/-
2	2				2	

Group 4 enters on Turn 4 along the east edge:

 4 ^E -5-8	 6 ^E -4-8	 2-4-8
3	2	2

 9-1	 8-1	 2-7	 39PP* 2/-
		2	2

Group 1 enters on Turn 4 along the south edge:

 4 ^E -5-8	 6 ^E -4-8	 2-4-8	 8-1	 2-7
2	2			

SPECIAL RULES:

- EC are Ground Snow, with no wind at start. All buildings are wooden. There is a +1 LV Hindrance in effect.
- The river and all non-water hexes east of the river are Ocean hexes [EXC: All water hexes sharing at least one hexside with a playable land hex are Beach hexes]. The British are conducting a Seaborne Assault (G14.1). The British SAN is "5" at start, but their current SAN is lowered by three at the end of Turn 3. Beach Slope is Moderate.
- The German player may use HIP for up to one squad-equivalent (and any/all SMC/SW which set up with it). The German Player may set up no more than four squad-equivalents (and any/all SMC/SW that set up with them) on board 8.
- All British units are Commandos (H1.24). The British Infantry have MOL capability, but only for the purposes of A22.613.
- The British have one 120mm NOBA module (G14.6), with a Shipboard Observer off any east edge hex chosen and secretly recorded by the British player.

6. The British player may place three $\frac{5}{8}$ " Smoke counters on board 8 at the start of his Turn 1 PFFh.

AFTERMATH: As the landing craft closed with the beach, the naval bombardment lifted and a smokescreen was laid down by aircraft. Group 3 took Maaloy Island with little problem, and destroyed all the guns and the ammo storage building by 0920. After a lightly-opposed landing, Group 2 soon became involved in vicious street fighting. Racing against time, Group 2 requested reinforcements. A detachment from the Commandos on Maaloy Island embarked on their LCAs for the short run to Vaagso even as the southern flank guard of Group 2 rushed northwards to help. A few minutes later, 65 commandos of Group 4 arrived and began disembarking. The commandos, now totalling over 265 men, began the systematic reduction of every enemy strongpoint, including a single tank. By 1345, the commandos were withdrawing from a successful raid. The fish oil facilities of Vaagso were totally destroyed, and it was proven that a defended port could be assaulted and captured. This raid also succeeded in pinning down 30,000 German troops in Norway to resist the invasion that never came.

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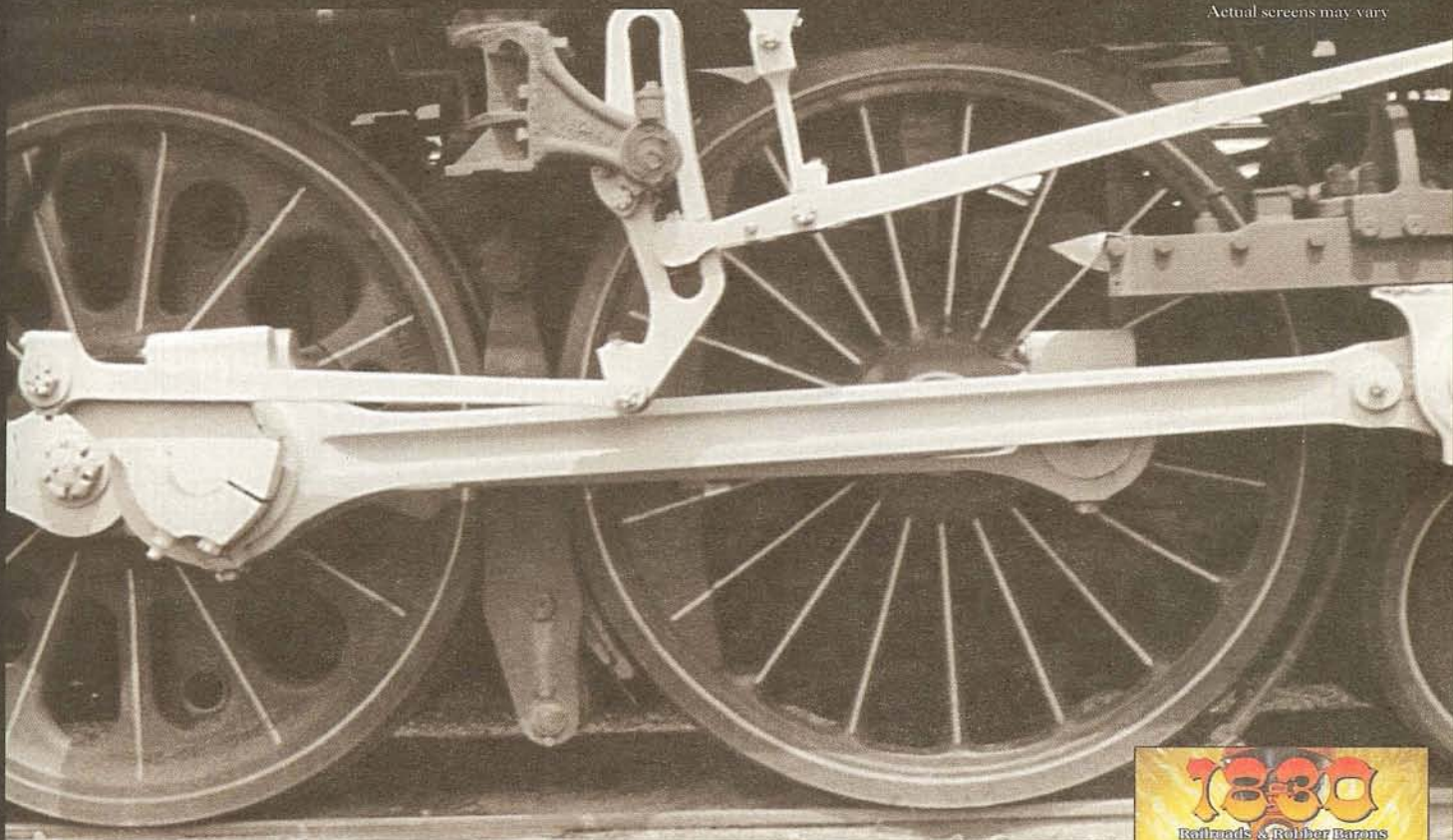


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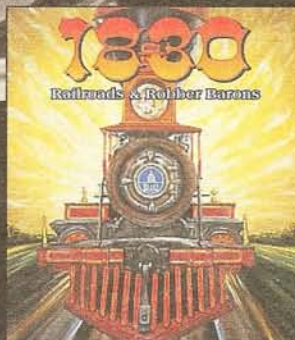
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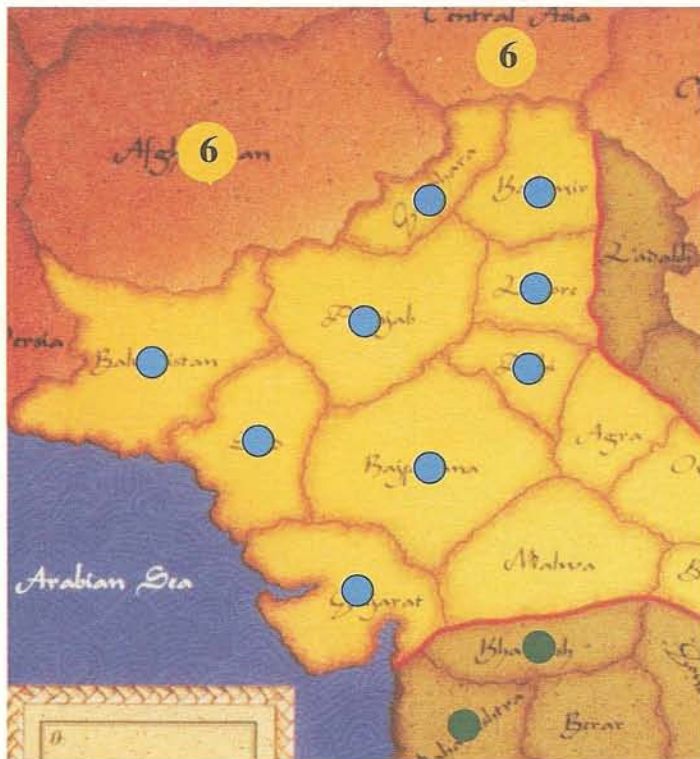
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CONTEST #173 THE YELLOW PERIL



It is Turn 1 of a friendly game of *MAHARAJA*. The Pandyas and Cholas have begun their migration south. The Mauryans (12 armies strong) are now ready to roll out of Afghanistan and Central Asia and sweep the Harappans (blue) away with a scythe of destruction. Assume the role of the Mauryan player and conduct your Major Invasion. Your goal is to attack each Harappan position at 2 to 1 (i.e., two Mauryan armies vs. one Harappan army) and eliminate every Harappan on the map. At the end of the second move and attack, you should occupy all nine Harappan spaces, thus giving you one Raj Point.

In the space provided below, clearly define each move and attack (you have two each). Don't worry about losses; you will win every battle without taking casualties. Remember, you must conduct battles at 2 to 1. If you declare a battle at 1 to 1, Ashoka will cut off your head.

First move and attack

Second move and attack

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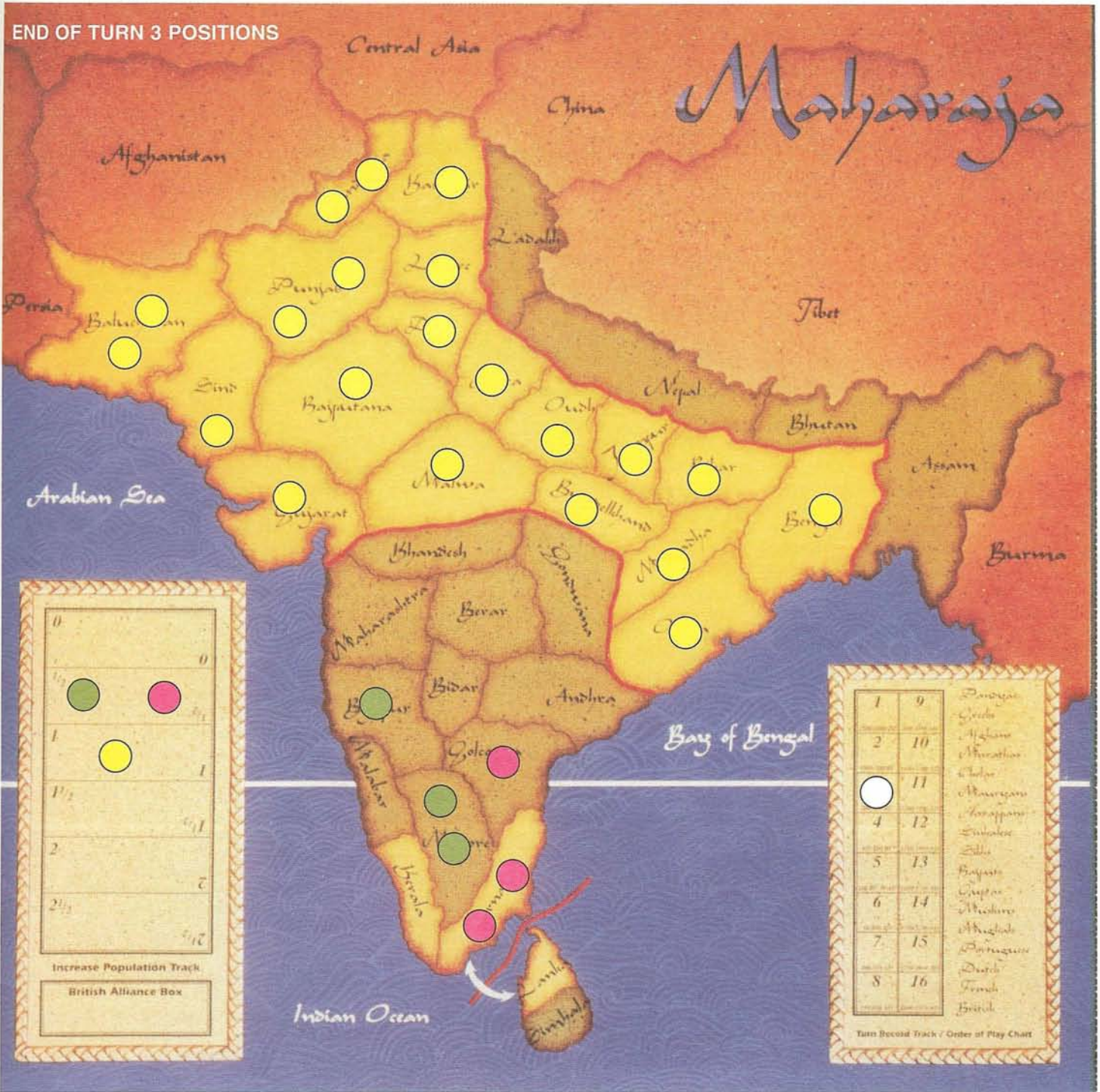
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Victory Points for Turn 4

- Yellow: 26
- Mauryans: 23 (including 2 Raj Points).
- Sinhalese: 3.
- Blue: 0
- Green: 8
- Pandya: 4.
- Greeks: 4.
- Purple: 5
- Cholas: 5.

Victory Point Total

- Yellow 29
- Blue 12
- Green 8
- Purple 5

TURN 4: YELLOW

Dear Neutral Commentator: Preservation of armies was my goal in Turn 3. And I think I

succeeded admirably. To leave only one army in each of the western border states would have invited deeper penetration and more kills. As it stands, the Greeks are limited to one area (and they can keep it). Grabbing two additional Raj points was no problem. If I had Greeks all over the place, the Maharajaship would be tougher to squeeze.

During Turn 4, I built up my northern border against the invasion of the Rajputs. The Marathas, who will be bursting upon the scene to the south, are usually much less of a problem. In fact, I'll be pulling armies from the southwest at the start of Turn 5 (as part of my required withdrawal). As far as I'm concerned, the Marathas can take what they can get. The

Rajputs are much more lethal because they are coming in under Major Invasion rules. Although it's only Turn 4, I have to be looking toward Turn 7, which is my last big scoring drive of the game. If I don't get it there, I won't get it anywhere. Toward that end, I've got to hold on to as many of my armies and areas as possible.

TURN 4: BLUE

Wake me when it's over.

TURN 4: GREEN

I decided to have the Greeks abandon the Punjab, rather than split my defenses between there and Gandhara. Gandhara will be my

bastion. So far, so good, since Yellow didn't touch it. Sometimes just two armies in an area are all it takes to make another player keep his hands off. And in this case the Mauryans need to spread out. They are not concerned with a risky invasion for the sake of gaining only a single area.

The Pandyas moved to secure the most Victory Points. I figured the Cholas wouldn't mess with me in Kerala. Why would they chance it, when the odds are even? Besides, the Cholas pick up more Victory Points by moving back into Andhra.

TURN 4: PURPLE

I'm simply going for the most Victory Points this turn. Moving back to Andhra, of course, gives me an extra one.

Turn 4: Neutral Commentary

Purple! Didn't you read my opening statement? It's seldom the wise course to simply maximize your points for the current turn without looking ahead a turn or two. You have forgotten the Pandyas and the Sinhalese. If you don't think they will attack Karnatak because they have no Victory Points to gain, think again. The destruction of a single opposing army in an area where there are precious few armies is a major victory in itself. Don't forget that since no area Victory Points will be awarded next turn, the Pandyas and Sinhalese are free to move two armies against your one in Karnatak.

The Greek fortress at Gandhara is a good move. The Punjab would have been lost anyway. But will Gandhara survive the onslaught of Rajputs next turn? If I were the Rajputs, I'd skip Gandhara and cut straight through Kashmir by bringing armies to bear from both China and Central Asia.

TURN 5

Mauryans remove Ashoka and one army each from Lahore, Sind, Rajputana, Gujarat, Malwa, Delhi.

Pandyas (Green)

Population Increase: +2 = 3-1/2 = 1 army + 1/2 on track.

Army Placement: Mysore.

Movement:

Kerala to Karnatak.

Mysore to Karnatak.

Battle:

Karnatak: 1, 6 vs 1: C.

Greeks (Green)

Population Increase: +1 = 1 on track.

Movement:

Persia to Baluchistan (2), Sind.

Battle:

Baluchistan: 1, 4 vs 6: G; 3 vs 2: NE; 2 vs 6: G.

Marathas (Blue)

Movement:

Maharashtra to: Gujarat (2),

Khandesh, Berar, Bidar, Bijapur.

Cholas (Purple)

Population Increase +1 = 3 = 1 army + 0 on track.

Army Placement: Andhra.

Mauryans (Yellow)

Movement:

Baluchistan to Punjab.

Sinhalese (Yellow)

Population Increase +1-1/2 on track.

Movement:

Lanka to Karnatak (2).

Battle:

Karnatak: 1, 3 vs 2, 3: NE; 2, 5 vs 1, 6:

P, S; 5 vs 1: P.

Rajputs (Purple)

Movement (first)

Central Asia to:

Kashmir (6).

China to: Kashmir (1), Lahore (3).

Battle:

Kashmir: 1, 1, 2, 2, 3, 4, 4 vs 3, 5, 5:

R(2); 1, 2, 3, 4, 6 vs 5, 6: M, R(2); 2,

5,6 vs 2, 6: M(2), R.

*One army removed from Lahore at the end of the Battle Phase due to overpopulation.**

Movement (second)

Lahore to Delhi(2).

Kashmir to Lahore.

Victory Points for Turn 5

Yellow	1	Mauryans: 1 (Raj Point).
Blue	0	
Green	3	Greeks: 3.
Purple	0	

Victory Point Total

Yellow	30
Blue	12
Green	11
Purple	5

*Although the rules state that overpopulation should be counted at the end of both Movement Phases of a Major Invasion, this group of players decided to count it only at the end of each of the Battle Phases. We think this makes more sense.

TURN 5: YELLOW

Some bad dice rolls on the part of the Rajputs more or less decimated their invasion. But I have to claim some of the credit. They were going to have a hard fight any way they came on board. If they came through the Greek holdouts in Gandhara, they were still up against my three armies in the Punjab. As it was, they were forced to stack heavily in two areas so that the overpopulation rules eliminated another of their armies. I should be able to garner several more additional units during Turns 6 and 7 to be used in my final territorial push for Victory Points.

The Sinhalese invasion of Karnatak was disconcerting to the Pandyas (to say the least). But I really believe I can pull it off. The Pandyas are not due an army next turn, and I doubt that they will risk one-half of their forces in trying to take it back. I also doubt if the Cholas will attempt anything daring. They need to keep their Andhra garrison strong to fend off Maratha incursions. And to top it off, by the end of the turn I will be able to place another defensive army in Karnatak.

TURN 5: BLUE

Rip Van Winkle is back! As a Maratha, I tried to do two things: to stay away from Gupta areas (Malwa, Punjab, Rajputana) and to secure a good defensive position. Therefore, I confined my expansion to the southern Indian Hiland regions. The only exception was Gujarat, which will score two Victory Points in Turn 7. My two defensive armies there should

make the Rajputs or Guptas look elsewhere for easier conquests.

TURN 5: GREEN

I couldn't resist the attack on Karnatak. But the subsequent Sinhalese invasion caught me totally off-guard. Since Karnatak is not worth any Victory Points to them, I figured that the Sinhalese would simply leave the place in peace.

The Greeks in Gandhara hang on by their fingernails, as I suspected.

Turn 5: Neutral Commentary

I didn't know exactly how the situation at Karnatak would resolve itself, but I knew the Cholas would never hold on to the place. The move to Andhra was ill-advised, even in the face of the Marathan threat. It is much better to base a defense on actual armies than on the hope that an attack will not net the aggressor any Victory Points. Hard to say what will happen to the Sinhalese now, given they are somewhat weakened and vulnerable to Chola attack by sea.

I may have to take back what I said about Yellow's border defense. The Rajputs got hurt bad, and the Guptas should come rolling back by Turn 7. However, the Rajputs followed the best course of action. It would have been pointless to split up and attack Gandhara also. Maybe if Yellow had not beefed up the Punjab with three armies, the Rajputs would have been tempted to take the Gandhara/Punjab route, and the Mauryans would have been hurt even less.

TURN 6

Guptas substitute Gupta armies (and Gupta Population Marker) for Mauryan.*

Pandyas (Green)

Population Increase: +1 = 1-1/2 on track.

Greeks (Green)

Population Increase: +2 = 3 = 1 army + 0 on track.

Army Placement: Sind.

Movement:

Sind to Baluchistan (2).

Marathas (Blue)

Population Increase: +3 = 1 army + 0 on track.

Army Placement: Berar.

Movement:

Berar to Gondwana.

Cholas (Purple)

Population Increase: +1 = 1 on track.

Sinhalese (Yellow)

Population Increase: +1-1/2 = 3 = 1 army + 0 on track.

Army Placement: Karnatak.

Rajputs (Purple)

Population Increase: +3 = 3 = 1 army + 0 on track.

Army Placement: Delhi.

Movement:

Delhi to Malwa (2).

Lahore to Agra.

China to: Lahor e(2), Kashmir (2).

Battle:

Agra: 6 vs 2: G.

Guptas (Yellow)

Population Increase: +8-1/2 = 10-1/2 = 3 armies + 1-1/2 on track.

Army Placement: Oudh, Bundelkhand, Punjab.

Movement:

Punjab to Sind, Rajputana (2).

Victory Points for Turn 6

Yellow	1	Guptas: 1 (Raj Point).
Blue	0	
Green	0	
Purple	7	Rajputs: 7 (including one point for Gupta army eliminated).

Victory Point Total

Yellow	31
Blue	12
Green	11
Purple	12

TURN 6: YELLOW

I was shocked (but gladdened) by the Rajputs conservative efforts in the north. I doubt if their doubled defense will gain them any victory points in Turn 7. Better would have been simply to seize Rajputana and Sind, and bank the victory points. At any rate, with these areas left open, the Guptas gently waltzed in. If the Rajputs decide to fight it out next turn, that's fine; they'll hurt themselves more than me anyway. Besides, the Guptas are finished by the beginning of Turn 8 due to enforced army withdrawals.

I don't feel so good about the situation in Ceylon. In defending Karnatak with an extra army, I may have left myself wide open for a seaborne invasion at Lanka by the Cholas, who have boats next turn. I screwed up and forgot about technological innovation. The lesson to be learned.

TURN 6: BLUE

The board is getting pretty filled up, and we're all looking desperately for free areas. Hence, my army placement and move. I'll grab Gondwana while the gettin's good. Next turn, my population increase will allow me to move back into Maharashtra.

TURN 6: GREEN

Not much to say for the Pandyas. Just hanging on. I don't even have enough resources to capture Kerala, though it's up for grabs. But I've got Mysore, at least, and I'm going to fight for it.

The Greeks consolidated their position, trying to deny Baluchistan to either the Guptas or the Rajputs, and hoping to seize Punjab for one Victory Point next turn.

TURN 6: PURPLE

We'll see if Yellow's analysis is right. I decided that rather than to spread myself thin, I would concentrate my forces as a springboard into Turn 7 and its Victory Points. If anything, the Guptas erred by not moving into Nepal. This area will be mine next turn, along with anything in northern India that I can conquer by fighting.

Turn 6: Neutral Commentator

Turn 6 is really nothing more than a preparation for the Victory Points available at the end of Turn 7. I have to agree with Yellow: the Rajput's invasion was poorly planned. The Gupta's defensive position neatly locks them into place. They will get Nepal (which they could have captured earlier anyway), but little else. The Greeks will probably end up with the

Punjab, since they don't need Baluchistan for points and can move two armies into the Punjab for defense.

The only interesting area in the south is Ceylon. It's a toss up whether the Cholas will invade there. It's easy enough to do. They must consider, however, the defense of Andhra when making the invasion. The Marathas would also like to get their hands on Andhra.

*Although the rules do not specifically state that the Gupta Population Marker should be substituted for the Mauryan one, we feel that this is the logical action. (See Quest. Box.) (See end of turn 6 counter positions on page 38).

TURN 7**Pandyas (Green)**

Population Increase: +1 = 2-1/2 on track.

Greeks (Green)

Population Increase: +2 = 2 on track.

Movement:

Baluchistan to Punjab (2).

Battle:

Punjab: 2, 6 vs 4: Gupta.

Marathas (Blue)

Population Increase: +3-1/2 = 1 army + 1/2 on track.

Army Placement: Khandesh

Movement:

Khandesh to Maharashtra.

Cholas (Purple)

Population Increase: +1 = 2 on track.

Sinhalese (Yellow)

Population Increase: +1-1/2 on track.

Movement:

Karnatak to Lanka.

Rajputs (Purple)

Population Increase: +5 = 1 army + 2 on track.

Army Placement: Kashmir.

Movement:

Kashmir to Gandhara (3).

Lahore to Kashmir.

Tibet to Nepal, Bhutan

Battle:

Gandhara: 6, 6, 6 vs 4, 6: G(2), R.

Guptas (Yellow)

Population Increase: +9-1/2 = 11 = 3 armies + 2 on track.

Army Placement: Rajputana, Oudh (1 army + Chandra), Bundelkhand.

Movement:

Bengal to Assam.

Orissa to Bengal.

Bundelkhand to Orissa.

Oudh to Bihar.

Rajputana to Baluchistan.

Victory Points for Turn 7

Yellow	20	Guptas 17 (including Raj Point); Sinhalese 3.
Blue	9	Marathas 9.
Green	4	Pandyas 3, Greeks 1.
Purple	10	Cholas 2, Rajputs 8.

Victory Point Total

Yellow	51
Blue	21
Green	15
Purple	22

TURN 7: YELLOW

This was my last big push for Victory Points. After this I can only hope to eke out as much as I can from the Sinhalese (and later,

from the Dutch). Although I was sorely tempted to attack and grab a few extra Victory Points, I decided to keep the extra Gupta armies to absorb my enforced withdrawal at the beginning of Turn 8. I have a 30-point lead, but I doubt strongly if this is enough of a margin to last me through the game.

TURN 7: BLUE

I believe the Marathas got just about as many Victory Points as they could. Although expansion from Gujarat into the Sind was possible, it just didn't seem worth the risk, since Gujarat is a key Victory Point location for me.

TURN 7: GREEN

I attacked the Punjab in the hopes that I could hold it and Gandhara, but the Rajputs had other ideas. The Pandyas hold onto their own.

TURN 7: PURPLE

I must admit that I haven't played the Rajputs all that well. I should have taken the vacant areas when I had the chance, as Yellow suggested. Eight points is not that great a showing. I didn't see any point in the Cholas invading Lanka. I need to save my resources for Turn 9 when the Cholas receive two reinforcements and the opportunity for some big Victory Point gains.

Turn 7: Neutral Commentary

I think that Yellow just blew the game for himself. Saving extra armies for Turn 10 Victory Points doesn't make any sense. The Guptas will have to be extremely lucky to control any areas by Turn 10. Unless Yellow does particularly well in handling the Sinhalese (especially as they relate to Dutch expansion later in the game), his goose is cooked. Although Purple did not do well with its relatively passive Rajput play, he dodged the Gupta bullet. At a bare minimum, Gupta attacks should have been made into Delhi, Lahore, and Agra.

Other colors played as well as the situation permitted. There was no point in attacking with the Pandyas, Cholas, or Marathas.

TURN 8

Guptas remove one army each from: Oudh (+ Chandra), Bihar, Rajputana, Bundelkhand, Assam, Baluchistan; two armies from Ladakh.

Pandyas (Green)

Population Increase: +1 = 3-1/2 = 1 army + 1/2 on track.

Army Placement: Mysore.

Greeks (Green)

Population Increase: +1 = 3 = 1 army + 0 on track.

Army Placement: Punjab.

Movement:

Punjab to Baluchistan.

Marathas (Blue)

Population Increase: +4 = 4-1/2 = 1 army + 1-1/2 on track.

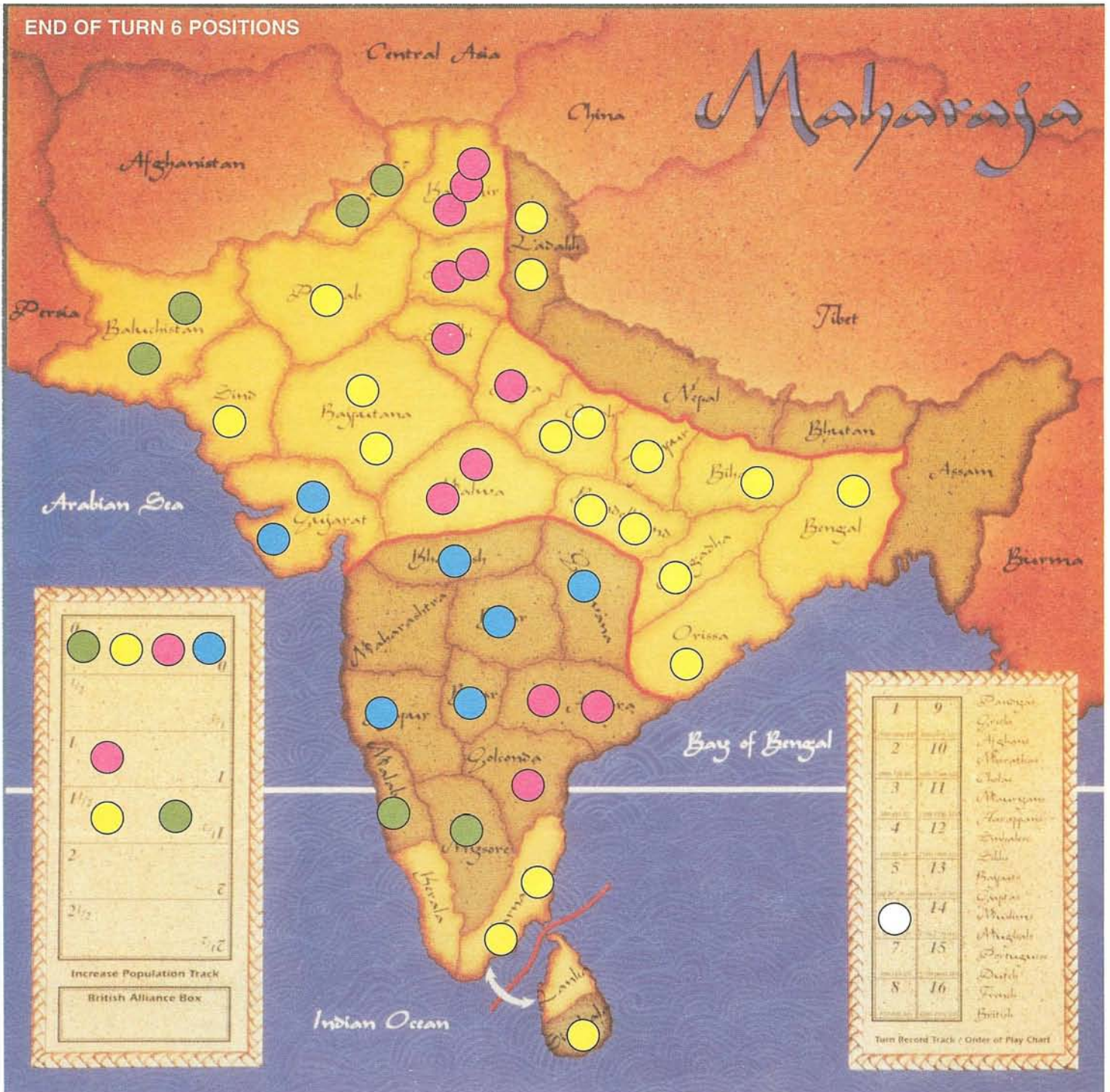
Army Placement: Khandesh.

Cholas (Purple)

Population Increase: +1 = 3 = 1 army + 0 on track.

Army Placement: Golconda.

END OF TURN 6 POSITIONS



0	0	0	0	0
1	1	1	1	1
2	2	2	2	2
2 1/2	2 1/2	2 1/2	2 1/2	2 1/2

Increase Population Track

British Alliance Box

1	9	Pandya
2	10	Chola
3	11	Maharaja
4	12	Chola
5	13	Maharaja
6	14	Chola
7	15	Maharaja
8	16	Chola

Turn Record Track & Order of Play Chart

Sinhalese (Yellow)

Population Increase: $+2 - 1/2 = 4 = 1$ army
+ 1 on track.

Army Placement: Karnatak.

Rajputs (Purple)

Population Increase $+7 = 9 = 3$ armies +
0 on track (only 1 army placed due to
counter limits).

Army Placement: Agra.

Movement:

- Agra to Oudh (2).
- Delhi to Rajputana.
- Lahore to Rajputana.
- Malwa to Bundelkhand.

Battle:

- Oudh: 3, 4 vs 2: NE; 2, 2 vs 1: NE; 2, 2
vs 5: R; 6 vs 4: G.
- Rajputana: 5, 6 vs 3: G.
- Bundelkhand: 5 vs 2: G.

Guptas (Yellow)

No action.

Muslims (Blue)

Movement:

Persia to: Baluchistan (2), Sind (2).

Battle:

Sind: 6, 4 vs 4: G.
Baluchistan: 1, 2 vs 6: M; 6 vs 1: G.

Victory Points for Turn 8

Yellow	0
Blue	0
Green	0
Purple	3
Rajputs: 3 (for 3 Gupta armies eliminated)	

Victory Point Total

Yellow	51
Blue	21
Green	15
Purple	25

TURN 8: YELLOW

The Sinhalese go on the defensive against the armies being built by the Pandyas and Cholas. Movement into Kerala would be suicide, based on the previous aggressive tendencies shown by the other two south India nations. The Guptas gain nothing by attacking, so they sit and await their final demise.

TURN 8: BLUE

The Marathas strengthen their northern border against a possible invasion from Malwa. With the destruction of the Guptas next turn, the Marathas can then turn their attention to the open lands to the east. The Muslims simply come in the easiest way.

TURN 8: GREEN

I felt the same way as the Sinhalese. We've got a balance of terror going in southern India, with all of us afraid to make a move. This area will eventually break open.

TURN 8: PURPLE

The Rajputs finally kick into high gear, killing Gupta armies wherever they can. The Cholas play it cool, building up strength for the big time in Turn 9.

Turn 8: Neutral Commentary

The Rajputs do what's best and eliminate as many Guptas as possible. They could have done more damage with an attack on the Punjab, however. It does not hurt the Rajputs to lose a few armies in the process, since they will easily gain them back next turn with an ample population increase. At this point in the game, the Rajputs want to maximize their territorial holdings, hoping to keep their population at a maximum. More than any other nation, the Rajputs get points for killing other armies. To do this they always need to be as strong as possible.

TURN 9

Remaining Guptas removed.

Pandyas (Green)

Population Increase: +1 = 1-1/2 on track.

Greeks (Green)

Population Increase: +1 on track.

Marathas (Blue)

Population Increase: +4 = 5-1/2 = 1 army + 2-1/2 on track.

Army Placement: Gondwana.

Movement:

Gondwana to Magadha, Orissa.

Khandesh to Gondwana.

Cholas (Purple)

Population Increase +1 = 1 on track.

Army Placement: Golconda, Andhra (+Rajaraja) (as reinforcements)

Movement:

Andhra to Bengal (by boat), Orissa (2 + Rajaraja).

Golconda to Andhra.

Battle:

Orissa: 4(+1), 6(+1) vs 6: M, C.

Sinhalese (Yellow)

Population Increase: +2-1/2 = 3-1/2 = 1 army + 1/2 on track.

Army Placement: Lanka.

Movement:

Karnatak to Kerala.

Rajputs (Purple)

Population Increase: +7 = 2 armies + 1 on track (only 1 army taken due to counter limits).

Army Placement: Rajputana.

Movement:

Nepal to Agra.

Kashmir to Delhi(2).

Gandhara to Lahore(2).

Muslims (Blue)

Population Increase: +2 = 2 on track.

Movement:

Afghanistan to Punjab(4), Delhi(3), Gandhara.

Battle:

Punjab: 2, 2, 5, 5 vs 1, 2: G(2).

Delhi: 1, 5, 5 vs 2, 5: R(2), M.

Victory Points for Turn 9

Yellow	0	
Blue	0	
Green	0	
Purple	8	Cholas: 6; Rajputs: 2 (for Muslim army eliminated)

Victory Point Total

Yellow	51
Blue	21
Green	15
Purple	33

TURN 9: BLUE

The east has opened up for me. The Rajputs should not cause me too many problems since they've got their hands full with the Muslims. I made a mistake, though, by taking Orissa. I forgot that the Cholas would be heading that way this turn. Bihar would have been a much better choice for my extra army. Since I control the Muslims too, I should be able to coordinate their efforts to complement those of the Marathas. These two nations make a powerful combination. This turn I headed the Muslims directly toward Delhi (and four Victory Points in Turn 10). It will be a battleground next turn. I hope, since I move next to last in Turn 10, I can hold on to Delhi or at least be in a position to recapture it.

Turn 9: Neutral Commentary

Good play on Blue's part with the Marathas. Grabbing Magadha and Orissa not only promises some future Victory Points, it gives them a road to the east, where areas should be more lightly defended. Toward the middle and end of the game, the northwest areas of the map tend to become crowded with armies as invasions by the Muslims and Mughals sweep over the area. The Marathas are usually an underrated civilization. I like them, however, because they occupy a strong defensive position far away from the invasions coming from the north and west. They often can be a strong source of Victory Points in Turns 10, 13, and 16. Although it is usual for the Muslims to rack up some impressive point totals in Turn 10, they do not have staying power in face of the ensuing Mughal conquest. The Muslims can be expected to produce from 15 to 20 points, but it is not unusual for the Marathas to generate 40 to 50 points over the course of the game.

The Cholas take the expected course, and snap up the available high Victory Point areas along the coast. The Cholas have now peaked and will not be heard from again except as allies of the British.

Probably the most interesting move of the turn was made by the Sinhalese with their unexpected invasion of Kerala. This will definitely upset the balance of power in southern India. Both the Cholas and Pandyas will be extremely tempted now to make their move into lightly defended Karnatak. It probably would have been better to beef up Karnatak with a defensive move from Lanka.

(See end of turn 9 counter positions on page 40).

TURN 10**Pandyas (Green)**

Population Increase: +1 = 2-1/2 on track.

Marathas (Blue)

Population Increase: +5 = 7-1/2 = 2 armies + 1-1/2 on track.

Army Placement: Magadha, Gondwana.

Movement:

Magadha to Bihar (2).

Gondwana to Magadha.

Cholas (Purple)

Remove Rajaraja.

Movement:

Golconda to Karnatak (2).

Andhra to Golconda.

Orissa to Andhra.

Bengal to Orissa.

Battle:

Karnatak: 1, 4 vs 6: C; 2 vs 2: NE; 2 vs 6: C.

Sinhalese (Yellow)

Population Increase: +3-1/2 = 4 = 1 army + 1 on track (none placed due to counter limits).

Rajputs (Purple)

Population Increase: +6-1/2 = 7-1/2 = 2 armies + 1-1/2 on track.

Army Placement: Rajputana, Agra.

Movement:

Agra to Delhi.

Lahore to Delhi (2).

Rajputana to Delhi.

Battle:

Delhi: 4, 5, 5, 5 vs 4, 5: M(2), R.

Muslims (Blue)

Population Increase: +4 = 6 = 2 armies + 0 on track.

Army Placement: Gandhara, Sind.

Movement (first)

Punjab to Ladakh, Lahore, Kashmir.

Afghanistan to Delhi (6 + Aybak),

Rajputana, Punjab.

Sind to Rajputana(2).

Battle: (first)

Delhi: 2(+1), 3(+1), 3(+1), 4(+1), 5(+1), 5(+1) vs 4: R(3).

Rajputana: 3, 3, 4 vs 1, 1, 6: M; 1, 5 vs 1, 3, 4: R; 5, 6 vs 3, 5: M, R(2).

Movement (second)

Delhi to Agra (2), Oudh (2), Jaunpur (1 army + Aybak).

Battle: (second)

Oudh: 2, 4 vs 3: NE, R retreats to Malwa.

Agra: 2, 6 vs 5: M, R.

Mughals (Green)

Movement:

Central Asia to Kashmir (2), Punjab (2).

Battle:

Kashmir: 2, 4 vs 6: Mughal; 3 vs 6: Mughal.

Punjab: 5, 5 vs 4, 4: Muslim (2).

Victory Points for Turn 10

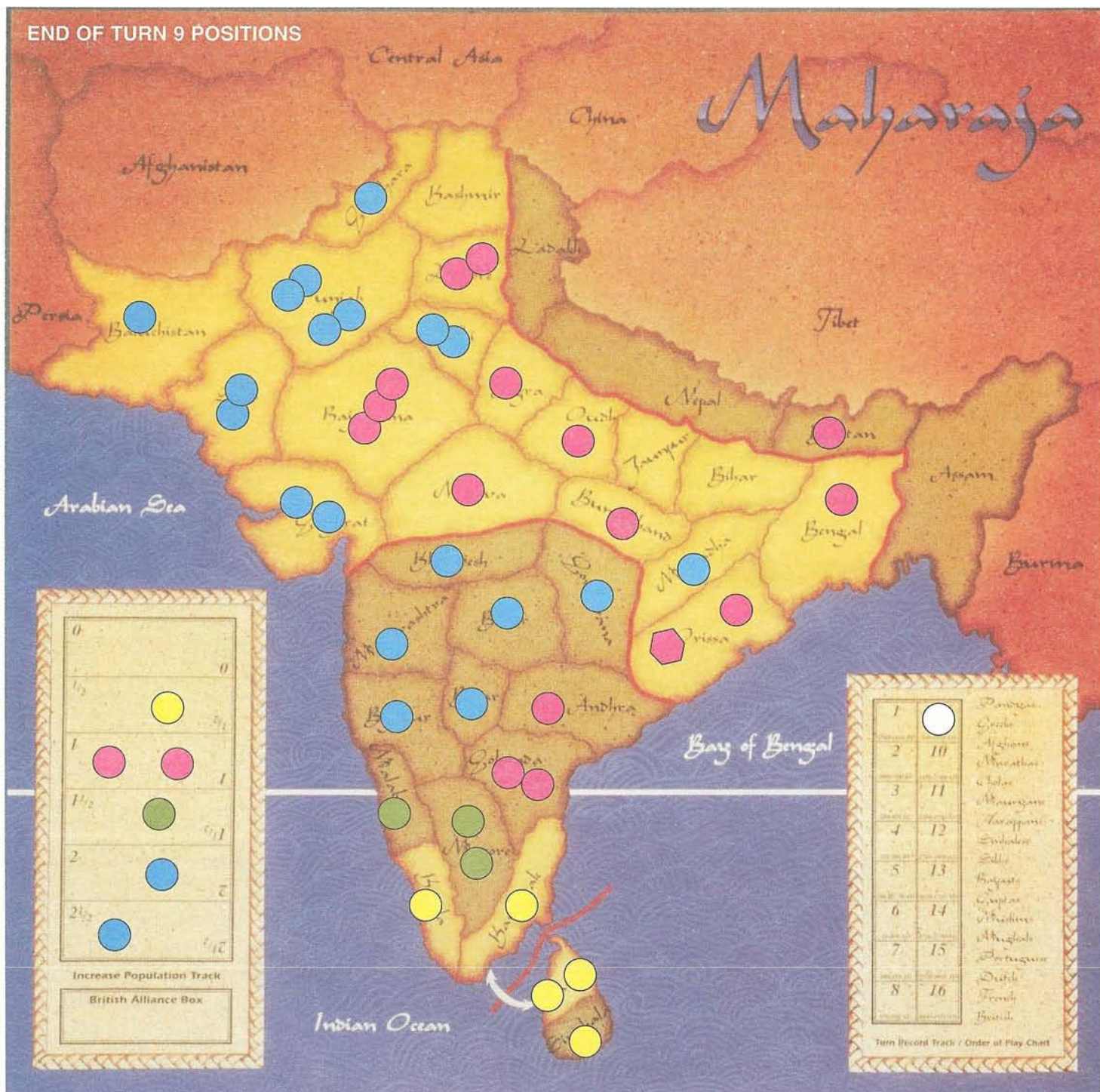
Yellow	12	Sinhalese: 12.
Blue	26	Marathas: 11; Muslims: 15 (including Raj Point).
Green	6	Pandyas: 3; Mughals: 3.
Purple	14	Cholas: 2; Rajputs: 12 (including 10 points for Muslim armies eliminated)

Victory Point Total

Yellow	63
Blue	47
Green	21
Purple	47

TURN 10: BLUE

Since the Muslims are a powerful—but short lived—civilization, I pushed as hard as I could with them, moving east and crushing as



many Rajputs as possible. The attack on Delhi went better than had I hoped, but Rajputana cost me dearly. It was smart of the Rajputs to defend heavily there, blocking me from further advances into Malwa or Bundelkhand, and gaining two Victory Points for each of my killed armies. I think that regardless of the opposition facing the Muslim player, however, it is important for him to keep moving forward until he runs out of attacks. It does no good to establish a defensive perimeter, given the restrictions on Muslim population increase after Turn 11. Besides the Mughals are bearing down on them. During my second movement phase, Aybak came in handy for a three-space

move into Jaunpur. This turn I finally get the Marathas into Bihar. Both Bihar and Magadha will produce a significant amount of population, while at the same time being far away from the heavy fighting.

TURN 10: GREEN

My move into the Punjab paid off, although in retrospect, I should have been more conservative and made the move into Lahore instead. Lucky dice save another bad tactician!

TURN 10: PURPLE

Ouch! The Cholas' attack on Karnatak was painful. I sincerely thought I could make the

Sinhalese pay for excessive hubris. Now it looks like the Pandyas may become the dominant civilization in the Indian hinterland (especially when the Portuguese arrive). The Rajputs take Delhi briefly, but are no match for the Muslims' major invasion. At least my defense killed a lot of Muslim armies.

Turn 10: Neutral Commentary

From Blue's humble beginnings with the Harappans, he's come a long way to become the dominant color on the map. The Muslims look extremely powerful, but watch how fast they collapse in the face of the Mughal invasions.

TURN 11**Pandyas (Green)**

Population Increase: $+1 = 3-1/2 = 1$ army
+ 1/2 on track.

Army Placement: Malabar

Movement:

Mysore to Kerala.

Malabar to Kerala.

Battle:

Kerala: 2, 5 vs 5: P, S.

Marathas (Blue)

Population Increase: $+6 = 7-1/2 = 2$
armies + 1-1/2 on track (only one placed
due to counter limits).

Army Placement: Magadha.

Movement:

Bihar to Bengal.

Magadha to Orissa.

Battle:

Orissa: 2 vs 5: M.

Cholas (Purple)

Movement:

Orissa to Andhra.

Sinhalese (Yellow)

Population Increase: $+2-1/2 = 3-1/2 = 1$
army + 1/2 on track.

Army Placement: Simhala.

Rajputs (Purple)

Population Increase $+2-1/2 = 4 = 1$ army
+ 1 on track.

Army Placement: Bundelkhand.

Muslim (Blue)

Remove Aybak

Population Increase $+10-1/2 = 3$ armies
+ 1-1/2 on track

Army Placement: Agra, Lahore, Delhi.

Movement:

Ladakh to Punjab.

Delhi to Punjab.

Lahore to Punjab.

Battle:

Punjab: 1, 6, 6 vs 4, 5: Mughal (2),
Muslim.

Mughal (Green)

Movement:

Central Asia to Gandhara (4), Punjab (2)
+ Timur).

Battle:

Gandhara: 2, 4, 6, 6 vs 4, 5: Muslim (2),
Mughal.

Punjab: 5(+1), 6(+1) vs 1, 2: Muslim(2).

Remove Timur and 1 army each from
Punjab, Gandhara.

Portuguese (Green)

Movement:

Arabian Sea to Karnatak, Indian Ocean.

Battle:

Karnatak: 4(+1) vs 4: S. Factories Kerala,
Karnatak.

Arms To Pandyas (placed on board next
turn).

Victory Points for Turn 11

Yellow	0	
Blue	1	Muslims: 1 (Raj Point).
Green	3	Portuguese: 3.
Purple	0	

Victory Point Total

Yellow	63
Blue	48
Green	24
Purple	47

TURN 11: YELLOW

The Sinhalese just back off and protect their homeland. Karnatak gains them nothing, and the Pandya/Portuguese will be too much for them anyway. The Dutch (my color allies) are not much of a power. The French, British, and Portuguese will be fighting it out on the south coast, while I sit back and observe from Ceylon.

TURN 11: BLUE

I'm not too pleased with my play this turn. The Muslim attack on Punjab was ill-advised. Better probably to step back, consolidate my defensive position, and make it as tough as possible for the Mughals. My attack on Orissa should never have been made. The army lost in Orissa could have been used better on defense.

TURN 11: GREEN

Total dominance of the south coast! Of course the Dutch are coming, and they may make things hot, especially since they come to bat after the Portuguese. For the moment, however, things look good.

Turn 11: Neutral Commentary

As Colonial Powers now come into play, it is important for players to coordinate the actions of Colonials with their Indian nations. For example, in this turn, the Pandyas invade Kerala in anticipation of the Portuguese move into this area. The Portuguese chose Kerala over Malabar as a site for their Factory because Malabar is already well defended (a hiland area). Although Portugal could have selected Orissa as the location of its second factory (receiving an extra Victory Point), Karnatak is a less isolated and, therefore, safer area. If the opportunity presents itself, the Portuguese will be able to relocate their Factory in Karnatak to another location.



[We've run out of room to complete the SR in this issue. We'll continue and finish in 30-3].

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 featuring 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.

★★★★★

**OCTOBER 6-8, 1995
QUAD CON '95**

The ninth annual gaming convention will be held once again at the Palmer Alumni Auditorium, 1000 Brady Street, Davenport, Iowa. Events scheduled include ACV, HWD, NAB, DIP, and others. Dealers area, a miniatures painting contest, live auction, and on-site food. For more info., send SASE to: Quad Con '95, The Game Emporium, 3213-23rd Ave., Moline, IL 61265; or call (309) 762-5577.

OCTOBER 20-22, 1995**ADVENTURE GAMEFEST '95**

Held at the Oregon Convention Center, 777 Martin Luther King Blvd., Portland, OR 97218. Tournaments and open play of all gaming genres: Fantasy, Historic, Role-playing, Sci-Fi. Event prizes, game auction, miniatures painting contest. For more info., write to: Adventure Games Northwest, LLC, 6517 NE Alberta, Portland, OR 97218; or call (503) 282-6856 or (360) 887-4479.

OCTOBER 20-22, 1995**BULL CON III**

This is the autumn meeting of AHIKS Europe, strategically located at the Bull Hotel, a very comfortable, 17th Century Coaching Inn. For more info., contact Murray Cowles, 6 Chafford Gardens, West Horndon, Brentwood, Essex CM13 3NJ.

NOVEMBER 3-5, 1995**NOVAGCON '95**

Now in its tenth year, the best little wargaming convention held at the Best Western Hotel in Falls Church, VA. Historical miniatures, Sci-Fi, boardgames. All night gaming! Dealer tables. For more info., contact Novagcon '95, P.O. Box 7158, Reston, VA 22091.

NOVEMBER 9-12, 1995**TNT '95**

Located at the Comfort Suites Hotel, 14402 Laurel Place, Laurel, MD. TNT is the premiere free-form TITAN tournament, dedicated entirely to the play of TITAN. Continuous play: arrive any time, play in as many games as you wish. Gaming starts 9:00 A.M. Thursday and runs continuously until Sunday. For more info., contact Brian Sutton, 9225 Fairlane Place, Laurel MD 20708; or call (301) 604-0050.

NOVEMBER 10-12, 1995**PENTACON XI**

The Northeastern Indiana Gaming Association presents its annual gaming convention, held at the Grand Wayne Center in downtown Fort Wayne, Indiana. Dealers area, flea market, auction, games of all kinds. Featured AH games include ACV, DIP, KGM, ASL, HWD, and others. For game master and attendance info., contact Steven and Linda Smith, 836 Himes St., Huntington, IN 46750.

CLASH OF EAGLES

Duels of Air Aces in The Great War: Historical Scenarios for KNIGHTS OF THE AIR

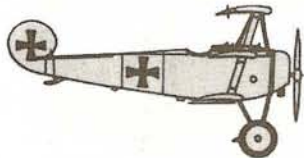
By Shamsher Sheikh

High above the land, in a grayish sky cluttered with dirty white clouds, a duel is taking place. A white-and-yellow Pflaz D.III is being stalked by an English flier in a Nieuport 17. This scene, depicted on the cover of *KNIGHTS OF THE AIR (KOA)*, must have been repeated countless times, with the only difference being the make of the plane, the nationality of the flier or the number of antagonists. The common denominators: the fight for survival, the fear of death, and the curiously detached knowledge that death was being dealt

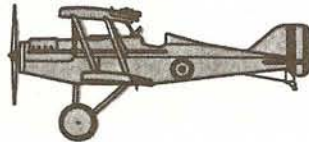
between two very similar men fighting under different flags.

Like the faceless, anonymous pilots of the Pflaz and the Nieuport, most of the pilots of World War I have remained unknown. For every Rickenbacker or Richthofen, there were many others, whose efforts and courage were known only to their fellow pilots. Therefore, this article salutes the many intrepid pilots of the Great War.

I've divided each scenario, providing both historical background and details in which to recreate the dogfights. I hope you enjoy.



SCENARIO #1 WERNER VOSS' LAST FIGHT



On 23 September, 1917, Capt. James T. B. McCudden (later Major, with 56 victories) of the famous *No. 56 Squadron* met Germany's Lieutenant Werner Voss (48 victories) in a lopsided dogfight. McCudden was leading a flight, which has been reported to have comprised Major G.H. Bowman (32 victories), Capt. R.T.C. Hoidge (27), Capt. C.A. Lewis (8), Captain R.A. Mayberry (25) and Lieutenant Arthur P.F. Rhys-Davids (23). They were about to engage six Albatros when they decided instead to rescue a SE closely pursued by a silvery-blue Fokker, piloted by Voss. Outnumbered, Voss could not exploit the climbing abilities of his Fokker because a formation of SPADs was circling overhead, holding off the six Albatros McCudden had been stalking earlier. So Voss fought tenaciously for ten minutes (60 game-turns in *KOA*) and hoped to attract other planes to the scene and then escape in the usual shambles. A red-nosed Albatros did eventually arrive and it covered Voss' tail while the latter took offensive action, putting holes in each and every SE 5. From this point on, the accounts differ.

According to McCudden, the Albatros was shot down first, once again leaving Voss to fight alone. Then, after a burst from Rhys-Davids, McCudden noticed that the movements of Voss' triplane were "very erratic," and the Fokker nosed in a steep dive and crashed. Strangely, McCudden was the only member of the flight to have witnessed Voss' death.

In Rhy-Davids' report, he stated that he registered many good hits on Voss' triplane but did not see it go down. He then stated that he engaged the Albatros in a head-on attack and saw it spiraling out of control.

Clearly, the chronology of the events is confused, possibly due to the fury of the air battle. But the fact remains that Germany's fourth highest ace, at the age of twenty, was dead.

Upon discovering the identity of his adversary, Rhys-Davids said: "Oh!, If only I had brought him down alive."

One month later, Rhys-Davids, who was the same age as Voss, disappeared in action, after a dogfight with Fokker triplanes, the aircraft Voss was piloting when he was killed.

SET UP

Allied Side

SE 5a—starting hex 1737, nose pointing north, altitude 6,171 ft., ace pilot.

SE 5a—starting hex 1538, nose pointing north, altitude 6,171 ft., experienced pilot.

SE 5a—starting hex 1938, nose pointing north, altitude 6,171 ft., experienced pilot.

German Side

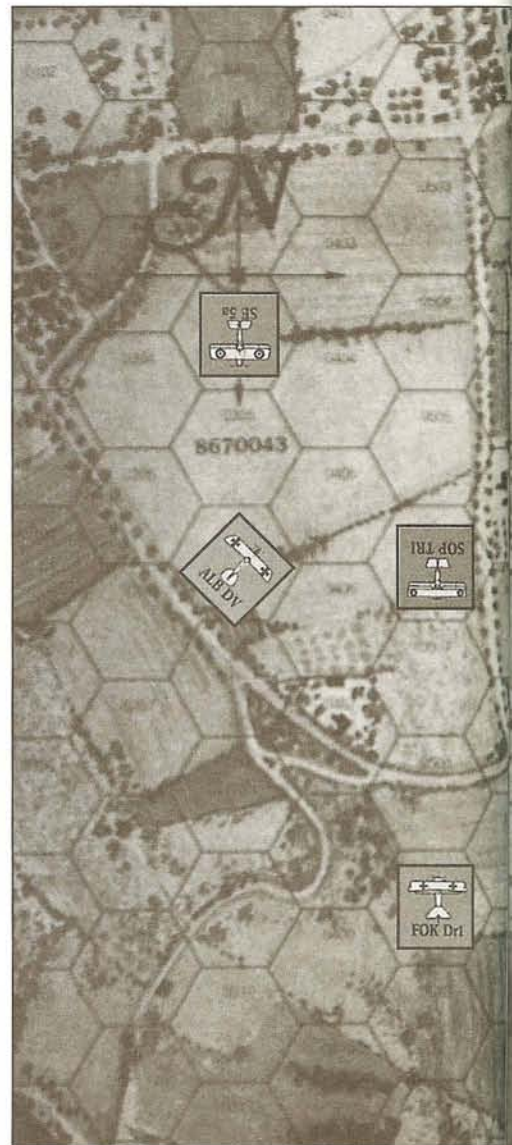
Fkr Dr.1—starting hex 1722, nose pointing south, altitude 6,000 ft., ace pilot.

VICTORY CONDITIONS

1. The Allied player wins if he can shoot down or force the German player to crackup within 20 turns. The German player wins if he avoids the Allied victory conditions. If the German player shoots down any Allied aircraft but is itself destroyed, the game is a draw.
2. If the variant is played, award points listed in Victory Resolution. Victory is then awarded to the side with the most points.

SPECIAL NOTES

1. For this scenario, Optional Rule 5 (Reaction Distance) must be used.
2. Planes may be shifted on the mapboard to keep all aircraft in play. However, Allied aircraft which cannot be kept on the board despite all attempts are considered to have lost sight of Voss and are removed from the game and may not return. No victory points are awarded. (German aircraft are never forced off the mapboard due to Allied movement; the Allied aircraft would be removed instead—see Variant.)

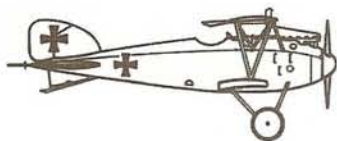


- Although members of No. 56 Squadron all qualify for ace status, only McCudden has been designated ace for play balance.
- The Fokker Dr. 1 may neither climb above 7,000 ft. nor dive below 2,000 ft.

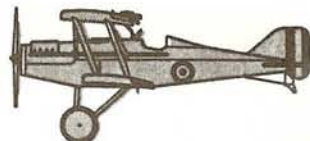
VARIANT

Players wishing to reenact the exact historical dogfight may face three Allied aces and extend the game to 60 turns. Reinforcements are available and appear on their entry hexes after all aircraft already on the mapboard have moved. They are eligible to move the next turn. This simulates other pilots joining the fray.

- German reinforcement (an Albatros D.Va, facing southeast, ace pilot) arrives on turn 21 from hex 0101 at the same altitude as Voss' Fokker.
- For each Allied aircraft that is shot down or forced off the mapboard (see Note #2), a SE 5a is placed in hex 3338 within 10 levels of Voss' altitude. A maximum of three SE 5a's may be on the gameboard at any one time, and only three additional SE 5a's are available as reinforcements for a total of six Allied aircraft, all piloted by aces.



SCENARIO #2 "HE MUST FALL..."



Early in May of 1917, at the tender age of twenty, Albert Ball was a Captain, a flight commander of No. 56 Squadron, holder of numerous decorations and victor of over 44 enemy aircraft. He had just overtaken France's Georges Guynemer in the race for the coveted title Ace of Aces. His next goal: to overtake then von Richthofen's score of 56 and to meet the Baron (whom he had encountered once before) in the skies.

On the 7th of May, Ball, leading a patrol over Richthofen's airfield at Douai, met the younger von Richthofen. Lothar von Richthofen, who survived the war with 40 victories, was leading Jasta 11 in a red-and-yellow Albatros. In poor visibility, the pilots on both sides clashed in a confused melee. Flight commander Captain Billy Crowe saw Ball chasing a German pilot into dense clouds. That was the last time. Ball was surprised by a machinegun in a church tower and consequently shot down. Albert Ball was posthumously awarded Britain's highest military honor, the Victoria Cross. He was such an inspiration to later pilots that some coined the phrase, "He must fall, remember Ball."

This scenario simulates that initial clash of the two best squadrons of the war.

SET UP

Allied Side

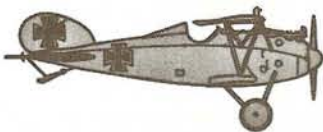
- SE 5a**—starting hex 2136, nose pointing north, altitude 7,000 ft., ace pilot.
- SE 5a**—starting hex 1937, nose pointing north, altitude 7,000 ft., experienced pilot.
- SE 5a**—starting hex 1738, nose pointing north, altitude 7,000 ft., experienced pilot.

German Side

- Albatros D.III**—starting hex 0901, nose pointing southeast, altitude 7,360 ft., ace pilot.
- Albatros D.III**—starting hex 0702, nose pointing southeast, altitude 7,360 ft., ace pilot.
- Albatros D.III**—starting hex 0503, nose pointing southeast, altitude 7,530 ft., experienced pilot.

VICTORY CONDITIONS

Use the victory point awards listed in Victory Resolution. Use the victory objectives listed in the Victory Conditions for Scenario 4: The Final Test in the rulebook. [Note: To simulate the poor visibility in which the dogfight took place, use two dice (instead of three) to determine the Basic Spotting Range (BSR) of all aircraft.]



SCENARIO #3 THE DUEL OF THE SECONDS



In June of 1917, Oberleutnant Ernst Udet, who finished the war as Germany's second highest ace with 62 victories, met in a duel France's beloved George Guynemer, also the second highest ace for his country. (Guynemer had 54 victories before he was shot down and killed on 11 September, 1917. The Germans credit a Rumpler pilot, Lieutenant Kurt Wissemann [5 kills] who was himself killed two weeks later by Ace of Aces, Rene Fonck.)

Both Guynemer and Udet battled for eight minutes, each seeking an advantage. Guynemer had scored 45 victories to Udet's five, so experience was on Guynemer's side. Hard-pressed, Udet was paradoxically saved by his own gun stoppage. Apparently, Guynemer had seen him in difficulties and chivalrously turned away without downing the hapless Udet.

SET UP

Allied Side

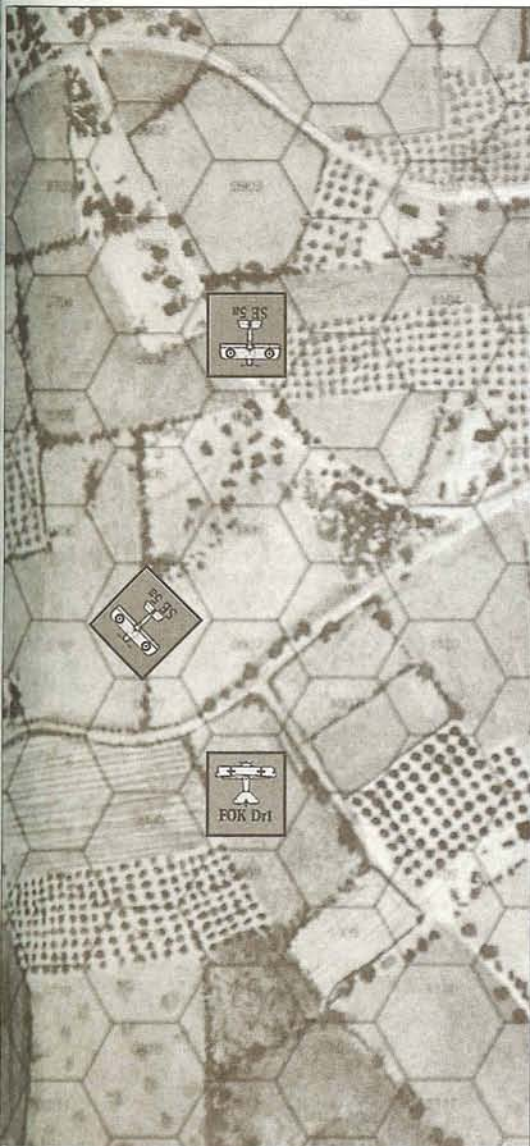
- Spad 7**—starting hex 2538, nose pointing north, altitude 11,000 ft., ace pilot.

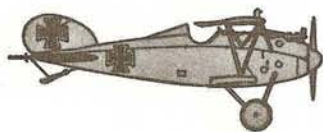
German Side

- Albatros D.Va**—starting hex 0901, nose pointing south, altitude 11,171 ft., experienced pilot.

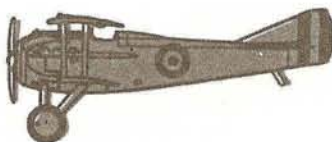
VICTORY CONDITIONS

Use the victory point awards listed in Victory Resolution. Use the victory objectives listed in the Victory Conditions for Scenario 4: The Final Test in the rulebook.





SCENARIO #4 PAPA DORME AND THE BLACK KNIGHT



Sous-Lieutenant Rene Dorme (with 23 victories) was well loved by brother pilots of the famous Cigognes or Storks group and earned the nickname Pere (Papa). Guynemer himself said, "His uprightness, artlessness and kindness made him beloved of all."

On 25 May 1917, Dorme, with Sous-Lieutenant Albert Deullin (later Capitaine, with 20 victories), took off at first light in search of action. Anti-aircraft shell bursts warned them that enemy aircraft were in the vicinity. Flying cautiously, they spotted two German reconnaissance aircraft escorted by a single scout. In attacking and destroying the scout, Deullin lost sight of Dorme. Deullin then saw the fiercely burning wreckage of a SPAD, but could not make any identification and so flew home expecting Dorme to be waiting for him.

According to German records, Dorme was met by the Bavarian baron Eduard von Schleich, who was to be later known as the "Black Knight." Schleich had his Albatros painted black in memory of his best friend, Lieutenant Limpert, who was killed in action.

Separated from Deullin, Dorme engaged von Schleich and both pilots maneuvered for a firing position. Schleich, who at that point was only credited with a single victory, fired much too early. Dorme was apparently closing in when von Schleich, by rearing his aircraft and firing upward, shot down the Frenchman.

The "Black Knight" was to finish with 35 victories and went on to command Jagdeschwader 132, from which Adolf Galland began his rise on the German aces' list.

SET UP

Allied Side

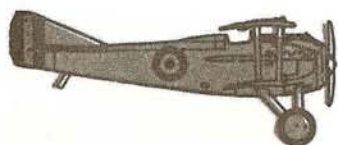
Spad 7—starting hex 2231, nose pointing north, altitude 6,000 ft., ace pilot.

German Side

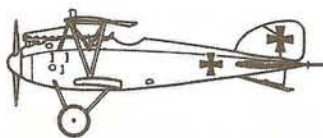
Albatros D.Va—starting hex 1010, nose pointing southeast, altitude 6,095 ft., experienced pilot.

VICTORY CONDITIONS

Use the victory point awards listed in Victory Resolution. Use the victory objectives listed in the Victory Conditions for Scenario 4: The Final Test in the rulebook.



SCENARIO #5 HOLLOW REVENGE



As he departed for furlough, Rene Fonck was given a heavy handshake by Papa Dorme, who said, "See you later, lucky devil." This was tragically not to be. While on leave, Fonck was deeply distressed by news that Dorme did not return from patrol.

Upon returning to the front, Fonck thirsted for revenge. On 12 June, 1917, Fonck spotted two Albatros in the early morning sky. By maneuvering himself up-sun of the Germans, he was able to surprise them. However, they proved seasoned veterans; one engaged his front while the other circled to engage him from the rear. Flying decisively, Fonck matched the movements of the first Albatros and fired a quick burst, killing the pilot. He then turned to the other and after a long chase shot him down as well.

One of the pilots was later identified as Oberleutnant Hans Berr, a German ace with 10 victories. Mingled with the sorrow for the loss of Papa Dorme were warm congratulations for Fonck. As always, for the fighter pilot, the memories of the dead give way to the celebration of being alive.

SET UP

Allied Side

Spad 7—starting hex 3326, nose pointing northwest, altitude 10,000 ft., ace pilot.

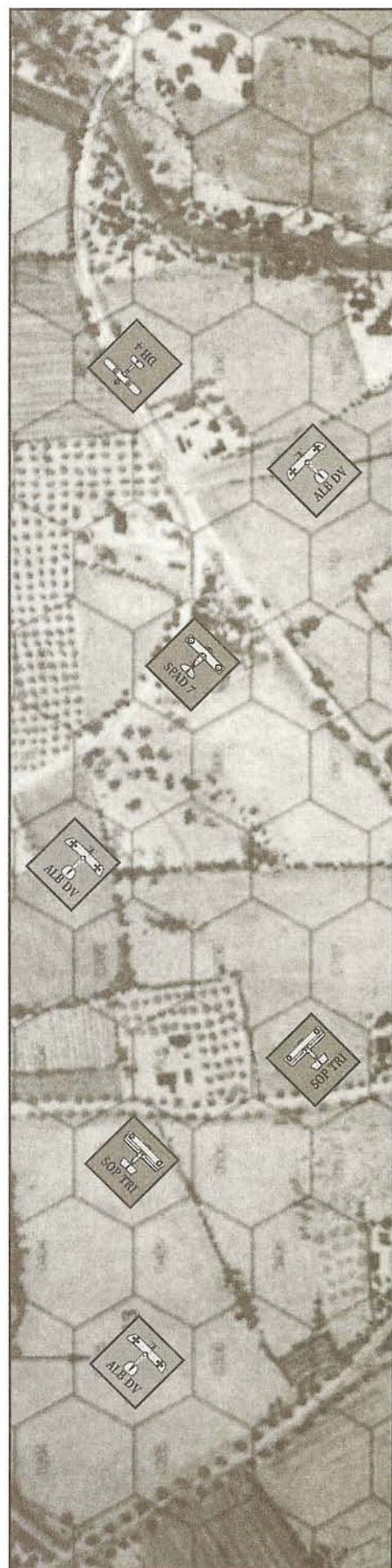
German Side

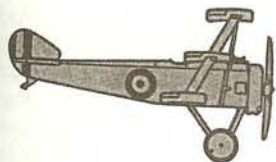
Albatros D.III—starting hex 1625, nose pointing northwest, altitude 9,775 ft., ace pilot.

Albatros D.III—starting hex 1825, nose pointing northwest, altitude 9,775 ft., experienced pilot.

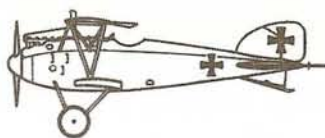
VICTORY CONDITIONS

Use the victory point awards listed in Victory Resolution. Use the victory objectives listed in the Victory Conditions for Scenario 4: The Final Test in the rulebook.





SCENARIO #6 THE BLACK FLIGHT vs. THE FLYING CIRCUS



Raymond Collishaw, who ended the war as a Lieutenant-Colonel with 60 victories, led one of the most famous air units of the Great War—the Black Flight of No. 10 (Naval) Squadron. It was comprised solely of Canadians, Flight Sublieutenants E. V. Reid (18 victories), J.E. Sharman (11), G.E. Nash (8) and W.M. Alexander (later Captain, with 17). They painted their Sopwith triplanes black, naming them “Black Maria” (Collishaw), “Black Death” (Sharman), “Black Prince” (Alexander), “Black Roger” (Reid) and “Black Sheep” (Nash). Between May and July 1917, the Black Flight destroyed a total of 87 enemy aircraft in the Ypres sector, where Richthofen’s Jasta 11 was supposedly supreme.

On 26 June, 1917, Lieutenant Karl Allmenroeder of Jasta 11 scored his thirtieth victory when he shot down Nash, the only loss to the Black Flight during its period of service. The next day, Collishaw, leading the Black Flight, met Allmenroeder’s flight of gaudily painted fighters. Collishaw shot down Allmenroeder’s green-striped Albatros D.III, killing the young German ace and unknowingly avenging the Black Flight’s loss.

SET UP

Allied Side

Sopwith Triplane—starting hex 2136, nose pointing north, altitude 12,000 ft., ace pilot.

Sopwith Triplane—starting hex 1937, nose pointing north, altitude 12,000 ft., experienced pilot.

Sopwith Triplane—starting hex 1738, nose pointing north, altitude 12,000 ft., experienced pilot.

German Side

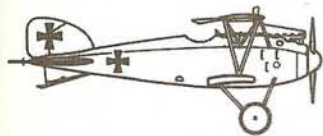
Albatros D.III—starting hex 0901, nose pointing southeast, altitude 12,360 ft., ace pilot.

Albatros D.III—starting hex 0702, nose pointing southeast altitude 12,360 ft., experienced pilot.

Albatros D.III—starting hex 0503, nose pointing southeast, altitude 12,530 ft., experienced pilot.

VICTORY CONDITIONS

Use the victory point awards listed in Victory Resolution. Use the victory objectives listed in the Victory Conditions for Scenario 4: The Final Test in the rulebook. [Note: Due to the lack of Data Cards and counters for the types of aircraft involved, players must photocopy the Data Cards and use substitute aircraft counters.]



SCENARIO #7 EAGLE FALLING



Frank Linke-Crawford was described by a friend as being earnest, modest and reserved. But in the air, he must have been a completely different person, amassing 30 victories, according to the Austrian Aero Club. On one occasion, his aircraft had sixty-nine bullet holes, a grim testimony to his courage. He earned the right to have a flamboyant eagle with outspread wings painted on his Albatros. Linke-Crawford also adopted a red flying helmet and became well-known as “The Red-Head.” Billy Barker (Major, 53 victories) was already a highly decorated veteran of both the Western and Italian fronts. Early in June 1918, one of Barker’s favorite pilots of his No. 66 Squadron, a lieutenant named E.G. Forder, was shot down by Linke-Crawford. On 31 July, 1918, Barker flying in a Camel, led a formation of Brisfits presumably in search of Linke-Crawford. They met a ten-ship formation of Austrians and a melee ensued. Linke-Crawford and Barker dueled for several minutes but the Austrian could not gain the upper hand. He then tried to break off but Barker gave chase and shot him down in flames.

SET UP

Allied Side

Sopwith Camel—starting hex anywhere within five hexes of either Bristol Fighters, nose pointing north, altitude 10,095 ft., ace pilot.

Bristol Fighter—starting hex 2231, nose pointing north, altitude 10,000 ft., experienced pilot, experienced observer.

Bristol Fighter—starting hex 2233, nose pointing north, altitude 10,000 ft., experienced pilot, novice observer.

Austrian Side

Albatros D.III—starting hex 0901, nose pointing southeast, altitude 10,360 ft., ace pilot.

Albatros D.III—starting hex 0702, nose pointing southeast, altitude 10,360 ft., experienced pilot.

Albatros D.III—starting hex 0503, nose pointing southeast altitude 10,360 ft., experienced pilot.

VICTORY CONDITIONS

Use the victory point awards listed in Victory Resolution. Use the victory objectives listed in the Victory Conditions for Scenario 4: The Final Test in the rulebook. [Note: Players wishing only to reenact the duel may use the Sopwith Camel against one Albatros D.III, each piloted by an ace.]

CONCLUSION

In the Designer’s Notes for The Avalon Hill Game Company’s *RICHTHOFEN’S WAR*, Randall Reed suggests that players do a little biographical reading. He says, “If you dig deep enough, you may become slightly haunted by those rash young men in their flying contraptions.” Researching into the many names, seeing the bravado in the poses of these young men, I was haunted by their stories. I hope, in playing these *KOA* scenarios, you will, as I did, feel the sacrifices of these young men, noble sacrifices which know no flags, no man-made boundaries that separate countries. For additional reading on the subject, the bibliography below is a good place to start.

Bibliography

Air Aces of the 1914–1918 War edited by Bruce Robertson (1964).

Heroes of the Sunlit Sky by Arch Whitehouse (1967).

Flying Fury by J.T.B. McCudden (1968).

Ace of Aces by Rene Fonck (1967).



ATTENTION GAMING CLUBS

Are you looking for a special plug about an upcoming event; or, are you just wanting to be recognized? Well, *The GENERAL* can help you. Beginning with 30-3, the Opponents Wanted page will begin to feature announcements under a special category called “Clubs”. Follow the general rules defined on the standard “opponents wanted” slip, and write up an ad for an upcoming event or just a simple announcement about wanting more members (the latter is preferred). As you know, many clubs sponsor highly recognized gaming conventions. Those conventions will continue to be “plugged” under convention announcements (and the rules for those announcements can be found on the convention page). But—like the announcement below—your group might sponsor a Fall Open House; nothing fancy, just an annual get together that could be mentioned in a very simple way, with no obligation on your part or ours to make it happen. The Opponents Wanted page is just perfect for such announcements.

So, if your group wants a little recognition, fill out an Opp. Wanted slip and submit it. We’ll work it in as best we can. Here’s the first plug:

The Metropolitan Wargamers, Inc., 20 Broadway, Brooklyn, NY, says there is such a thing as a free lunch, also free admission to their Fall Open House. This open house will begin at 12 noon on September 16, 1995 and continue until 8:00 p.m. that evening. CIV, HWD, miniatures, and other games will be played in their spacious loft. For details and directions, call 1-800-683-1111. Ask for Jor Brophy.

Important Note: Understand, these aren’t convention announcements in the traditional sense, just simple “special” plugs (if you will) of a group of gamers. As always, your ad will be run only if space permits.

This Ain't Your Fathers...

(Continued from pg. 15)

increased your wealth two-fold: (1) you've driven the value of your opponents' stock down, and you've increased the total value of your held shares.



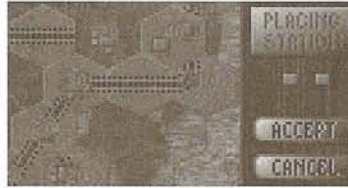
THE OPERATING ROUND

The strategies above have concentrated on the buying and selling of Private Companies and stock certificates. We'll now turn our attention on the key strategies employed by you as President of the Corporation. This is where the building of your financial "empire" truly takes form. Any 1830 player who tells you that it isn't imperative to become a President is someone you want to play against. The experienced 1830 player knows how important it is to "float" and operate railroads, because the Baron who can control his own destiny is a winner; a Baron that allows the kindness and generosity of his foe to improve his economic might will be offered a dish best served cold. There's two directions to go in a capitalist society: ↑ or ↓. Which would you prefer?

7. Lay track only when it will improve your train routes. Another strategic "nuance" of 1830 is the laying of track tiles. Those Barons that do it well win with regularity. Bottom line: Lay track tiles to connect the most valuable cities, thereby guaranteeing the highest revenue values for your Corporation's running trains. Sounds almost brain dead "duh!" doesn't it? In reality, however, novice 1830 players often fail to keep this simple truth in mind, content instead to throw caution to the spike and build lines wherever it looks the best. The "aesthetic" approach to rail line building will earn you little if anything.

Remember one key truth in 1830: no matter how ugly the route looks, if it makes you money, it's beautiful. Whenever you have the ability to "upgrade" a tile (i.e., convert a yellow tile to green, a green to brown), don't hesitate to do so especially if it's a city location. Upgrading a city will often increase the revenue value of that city. Sometimes, this is more valuable to do than building track on clear terrain. For example, the large city hex directly below the B&O Base city can be connected to the Base City on the first Operating Round during tile placement. Upon the arrival of the first 3-Train, this yellow tile or the Base City can be upgraded to a green tile (the latter act actually increasing the revenue value of the B&O Base City by \$20). I fully recommend upgrading the B&O Base City before laying track to the east, even if you have more trains on hand than you can run. Of course, upgrading cities will often improve your opponents' position (in many cases providing station placement locations in the upgraded hex, thereby giving them access to your Routes), but it's a small consolation for your overall success. Later in the game, you may have the opportunity to place other tiles which will deny your opponent access to these upgrades, so the risk is worth taking.

8. Lay track tiles to keep them out of enemy hands. Unless you lay track in a hex with the red placement cost, placing track tiles on the game map is free. So why not place track, even if it doesn't benefit your Corporation? I see no problem with this tactic. If you're playing with the "Unlimited Tiles" custom option toggled on, you won't be able to use this tactic effectively. Otherwise, this is a great ploy, especially later in the game when you're ahead and the AI Barons are in desperate need of certain tiles. The best place to lay these rails is in the west around the C&O or the Erie. This is wide open country, and you can place tiles in these areas with little or no affect (assuming you don't control these Corporations). When using this tactic, however, you must be careful because you may actually improve a rival Corporation's position. I've had that happen to me many times. The game map can become very cluttered with track twisting thisaway and thataway. Once, I made the mistake of placing a tile that didn't improve my Corporation's Route, but gave the Pennsylvania Railroad (PRR) a D-Train run all the way into Canada. Needless to say, I lost that game.



9. Place stations that will improve your Corporation's Route capabilities. This is another seemingly "obvious" tip, but another missed-truth that keeps novice 1830 players struggling for the long haul. For example, the B&O starts with one station on the map (its Base City). It has two more to place during play. Where should it place these two stations? The first station it places must be in the large city directly below it. This ensures that the B&O will always have access to the red hex Route below its Base city. If this city is later upgraded to green, you'll connect to the pre-existing track to the southeast, and thus be allowed in the next Operating Round to place a station in that large city. Don't place the station! Although this might seem like a nice thing to do (all your little blue stations will be nicely lined up), this little piece of track is not so important to control that you completely destroy the B&O's ability to compete along the east coast. Hold that last station for a while, and lay track directly east and west. You'll connect to other large cities later which will provide much more tangible station placement possibilities. One of the worst things you can do as President is make a premature station placement.



10. Pay out dividends as much as possible. This is a very tough decision to make for the

novice 1830 player. Many experienced 1830 players have this down to a science; they know exactly when to pay and when to withhold. Continued play will make you aware of these subtleties, but there are a few things you should keep in mind when deciding when to pay dividends:

- If you have enough money in the Corporate Treasury to finance a planned purchase of a train or placement of a station, **pay out a dividend**. In short, if you don't need it, don't keep it.
- If you need money to buy trains or place a station, withhold only if there is more than one Operating Round in the current sequence. When the first 3-Train is purchased, there are two Operating Rounds before each Stock Round. You can withhold during the first Operating Round and pay out during the second. The end result leaves your stock value in the same place on the stock market. And, if there are three Operating Rounds between each Stock Round, paying out twice and withholding once will increase your Corporation's stock value by one on the stock market. Any increase is good.

The best "rule of thumb" I can provide for dividend payment strategy is withhold only if it's absolutely necessary to do so (i.e., when the Corporation needs the money to finance an immediate purchase). A careful balance must be struck. This is where a conservative "penny pincher" strategy can come in handy. Run your Corporation on its shoestrings at all times. During the first part of the game (i.e., the time before the first 5-Train is purchased), you'll spend your Corporation's cash like water. Trains come and go so quickly and stations will be placed with such regularity that you'll find yourself with low Corporate funds. This is where you must buy in such a frugal manner that you have "enough" money to buy a 5-, 6-, or D-Train, but not have so much money in the Corporate Treasury that you keep this money out of your hands. Remember, money in the Corporate Treasury does not count toward your total game-end worth. So, if you have a lot of money in the corporate coffers at game end, you're robbing yourself blind.



11. Buy a 5-, 6-, or Diesel Train. This is a must if you want to compete against the computer Barons. The 2s, 3s, and 4s come and go; these trains stay for the remainder of the game. If your train buying strategy has kept you from having cash to finance the purchase of one of these end trains, your railroad is in

big trouble. Sometimes, you'll be unable to buy one of these trains. That happens, because the computer Barons aren't idiots; they're going to buy these trains just as fast as you do. The old adage "the early bird catches the worm" (or for our purposes, "the early arrival secures the window seat on the first train out of town"), can apply here. If you don't have the Corporate Money for this purchase, now's the time to float another Corporation.

One of the best second Corporations to float is the New York Central (NYC), because by the time the 5-Trains come up, it will more than likely be in a position to bust loose. I've seen it happen a million times. An AI Baron, like Westinghouse or Vanderbilt, "floats" the NYC right as the first 5-Train is scheduled for sale; they'll set a Par Value of \$100 (this places \$1000 in the NYC treasury). On the following Operating Round, the NYC will buy two 5-Trains (with money left over to place one station). You can't imagine the financial juggernaut created by two 5-Trains running; if you're on the receiving end of this ploy, you'll appreciate how important the end-game trains are, and how valuable their runs can be. Even one of these trains in your iron horse arsenal can mean the difference between financial security and financial ruin.

If you make one mistake during these touch-and-go moments of buying trains, you'll find it tough to recoup the loss. The player who can anticipate the arrival of a new train by having enough money in the Corporate Treasury will improve his or her chances of victory.

12. Sell your own trains to your own Corporations. An alternative to having the proper amount of Corporate Treasury to finance the purchase of new trains is to sell trains from one Corporation you control to another you control. A really nice strategy can be implemented here by selling a train that's about to become obsolete to a Corporation you've just floated. For example, let's say that you control the B&O and it currently owns two 3-Trains. You float the NYC at a \$100 Par Value. The NYC's turn comes up in the Operating Round and you buy one 5-Train from the Bank and one 3-Train from the B&O for NYC's entire remaining Corporate Treasury for the purchase of the 3-Train. This now places enough money in the B&O treasury to finance its purchase of a 5-Train. Thus, the end result is that both of your Corporations now have an end-train and can earn Revenue until the end.

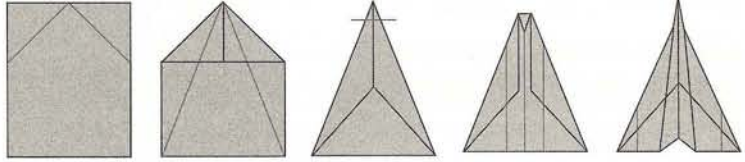
FINAL STOP

Well, that about sums it up for this young conductor. As mentioned earlier, these tactics aren't failsafes. During the higher complexity levels, the play of the computer Barons changes dramatically (especially during the Stock Rounds). You'll have to play around with the game and find a perfect balance between investment and conservatism. *1830* is very addictive. I hope these tips are helpful as you reach for financial success.



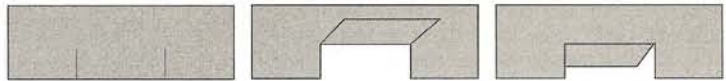
FLIGHT COMMANDER 2 PAPER AIRPLANE INSTRUCTIONS

(FOR INSERT)



The Plane:

- Fold the corners up along the outside fold lines and crease down. Repeat for the next set of folds.
- Fold the nose back, as shown.
- Fold up along the center so the lines & graphics are on the outside.
- Finally fold down each wing and fold up the corner flaps.
- Throw briskly and slightly angled up.



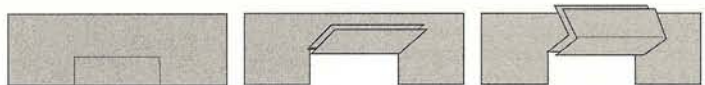
The Adjustable Flaps:

- Cut on sides.
- Fold up to make the plane rise...fold down to make the plane drop.



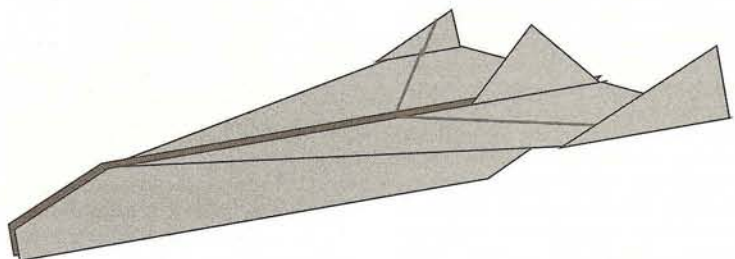
The stick up tail:

- Bring the two angled fold lines together.
- Crease along the top.



The fastening clip:

- Cut on the sides.
- Fold to one side to hold the plane together.



COMMANDO...(Continued from pg. 13)

The first raid was the first for the year as well as the new organization's first large scale raid. On March 4, 1941 No. 3 and 4 Commandos made a joint raid on Lofoten Island off the coast of Norway. In an almost bloodless raid the commandos destroyed 800,000 gallons of oil and petrol stores, 11 small ships were sunk, and 60 Norwegian Quislings captured along with 255 German prisoners. By the end of March, 1941, the Brigade had grown to include eleven trained Commandos.

In August the island of Spitzbergen was raided by a battalion of Canadians with some commando style training. Rescuing about 2000 Russian miners and providing them with transport to Russia, the raiders then proceeded to destroy the coal mines and coal processing plants on the island. In October 1941, the command for Combined Operations passed from Sir Roger Keyes to Naval Commodore Lord Louis Mountbatten. December saw the year ending with two back-to-back raids designed by the new commander of Combined Operations. The first, was a second raid on the Lofoten Islands which was to be a diversion for a heavy raid on the island of Vaagso, Norway.

No. 12 Commando landed unopposed on Lofoten Island and captured a German garrison satiated on their Christmas celebrations. For the second time in a year, the German Army had lost its garrison on Lofoten Island. While this raid was drawing German attention, a much heavier raiding force made up of the entire No.3 Commando along with two troops from No.2, Royal Engineers from No.6, and additional medical personnel from No.4 Commandos was on its way to Vaagso Island.

The Vaagso Island raid was a test of operations for the commandos since this would be the first assault ever made against a defended port in World War II. The Germans had established a four-gun battery on Maalory Island just across the bay as well as several defensive points located in the town of South Vaagso. Under cover provided by both Naval gunfire and bombings by the RAF, the commandos would take and destroy the Maalory Island battery as well as all fish oil processing plants on the island.

1942 started with a bang when the fledgling British Paratrooper force joined with the Commandos for a daring raid at Brunevel, France. It seems that the Germans had developed a new type of RDF (Radio Direction Finding) device and was operating it from a isolated location along the coast of France. During the night of February 27, 1942, men of the 2nd Parachute Battalion made their air drop behind the German coastal defenses and was able to take the RDF site from its few guards. Quickly disassembling the RDF while under fire, the Paratroopers then made their way down to the cliffs overlooking the beach to await their relief. To provide protection for the LCA (Landing Craft, Assault) as well as covering fire for the Paratroopers, No.12 Commando had traveled across the channel with the LCA flotilla. Without the assistance of the commandos it is doubtful if the paratroopers would have been able to disengage from the Germans long enough to get aboard the LCAs for their return to England.

The next major operation, perhaps one of the most famous in World War II, would be the raid by the H.M.S. Campbelltown, a destroyer of the British Navy packed with five tons of explosive. The object of the raid was to destroy the locks that connected the ocean with the largest drydock along the Atlantic coast of France. Providing distractions, some small covering attacks, and some additional damage would be the mission of No.2 Commando, who would land along side the docks and destroy as much equipment as possible in the time allotted. Some covering fire would be provided by a small flotilla of British Gunboats and Motor Launches. [This raid is represented very well in the game

RAID ON ST. NAZAIRE, and should be played in its own right.]

Raiding was now growing apace with Lord Mountbatten wishing that he could mount a raid every fortnight. If you were to add all of the small scale raids, and recon missions being performed by the Special Boat Service (SBS), Combined Operations Assault Pilotage Party (COPP) and the Small Scale Raiding Force (SSRF), then it could be said that Lord Mountbatten got his wish. Within a month of the raid on St. Nazaire, another powerful raid was staged against the German's Atlantic Wall garrison. During the night of 21-22 April, 100 men of No. 4 Commando along with 50 Canadian commandos landed from six LCAs at Hardelot, France conducting a reconnaissance in force. Afterwards, Lord Lovat believed that the raid was successful more due to the poor training of the German garrison, than the excellence of his commandos.

"Both Army and Royal Marine Commandos would be in existence for the remainder of World War II and they both followed the same procedures in their methods of operations and training."

Lord Lovat's statement would bring about better and more intensive training during the next few months for the commandos, making their training program the best in the world at that time. At the same time, the increasing penetrations of the German defenses along the Atlantic incited Hitler to spend much of his resources in a vain attempt at making a real "Atlantic Wall". (As we all know, the Atlantic Wall was never finished and was easily taken on June 6, 1944, D-Day at Normandy.)

The last major commando operation in Europe in 1942 was supporting the Dieppe Landings by the 2nd Canadian Infantry Division. To assist the Canadians, Nos. 3 and 4 Commandos would land ahead of the main force on either side of Dieppe and eliminate the German coastal artillery batteries. Lovat's 4 Commandos would land in two groups, one near Ste. Marguerite and the other at Vesterival-sur-Mer. After landing, the two groups would then move towards each other squeezing the German battery between them. In an almost classic example of fire-and-manuever, Lovat's commandos overcame several German outposts, took and destroyed the gun battery, burned all the battery's buildings and then executed a perfect amphibious withdrawal.

Unfortunately, 3 Commando ran into hard luck right from the start. The MTB carrying the Commando's commanding officer was destroyed in a sea skirmish by a German night patrol craft. Only four of 3 Commando's LCAs were able to reach the shore and deposit their human cargoes. Command was immediately assumed by Major Young (2 i/c 3 Commando), who was still determined to carry out his mission with only 50 of his own commandos. Joined by four French commandos of 10 Commando, Young and his men sneaked into the darkness of the French countryside. Moving up to within 200 yards of the gun battery the commandos were able to place steady small arms fire on the German gun crews. The Germans attempted to swing the guns and lay direct fire on their attackers, but found that the big emplaced guns could not be depressed enough to shoot at a 200 yard range. Taking the battery by fire, Young's men spiked the guns and

destroyed the ammo dump as well as an artillery observation post nearby. Returning to the beach, his luck turned again as the commandos found themselves in a minefield just as German reinforcements approached. Continuing their move, 3 Commando waded out to several waiting LCA, while being covered by a machinegun-armed ML.

Even though the assault landing at Dieppe was a strategic failure, it brought about many changes in the concept of amphibious warfare which would pay excellent dividends in June of 1944. The commando portion of the Dieppe operations also proved that Commandos, small lightly armed units, could operate as part of a larger operation and could lead the assaults by raiding preinvasion targets. The world would see the commandos again at Normandy performing just these types of operations.

In 1943 the Brigade was composed of a HQ Troop, a Signals Troop, eleven Army Commandos, two Royal Marine (RM) Commandos, an Inter-Allied Commando, (made up of refugees from many of the nations overrun by the Nazi war machine) and a Special Boat Section known as the 101 Commando. Several Training Commands had been established and also were under the command of the Brigade. As the brigade had grown, so had each Commando unit in firepower and capability. As their successes grew, so did their allotment of weapons as Britain slowly replaced her heavy weapon losses in France. This newly found combat wealth led straight to the reorganization of the commando brigades.

When the Special Service Brigade was reorganized in 1943, the Army Commando was changed to meet the new objectives of the brigade. Overall each Army Commando (Table 3) was reduced in manpower from 500 to 461 officers and men as the ten 50-man troops were re-configured into a HQ Troop, five Rifle Troops and a Weapons Troop. The HQ Troop had 92 men with the actual HQ showing four officers along with a Staff & Driver section of 67 men. The Signals Platoon was composed of 21 officers and Other Ranks (OR) and was responsible for radios and other methods of communications.

TABLE 3 Army Commando-1943

Commando	(461)	
Commando HQ	(92)	
HQ	(4)	1 10-2 1 9-1
Staff and Drivers	(67)	4 6-4-8
Signal Platoon	(21)	2 6-4-8 Radio
5 Rifle Troops (ea)	(66)	
Troop HQ	(6)	1 9-1/8-1* 1 3-3-8 HS 1 LMG 2 DC
2 Sections (ea)	(30)	
Section HQ	(2)	1 3-3-8 HS
2 Sub-sections	(14)	2 6-4-8
Weapons Troop	(39)	
Troop HQ	(6)	1 9-1 1 3-3-8
3" Mortar Section	(17)	
3 Mortar Crews (ea)	(3)	1 2-2-8 1 76mm MTR 3 Carriers*
Drivers & Support	(8)	
MG Section	(16)	
2 MG Crews (ea)	(3)	1 2-4-8 HS 1 MMG
Drivers & Support	(7)	2 Carriers*

Each Rifle Troop now had 66 men divided into a Troop HQ of 6 officers, aids, and runners, and two Rifle Sections of 30 men each. The Rifle sections were subdivided into a small HQ unit and two Rifle sub-sections of 14 men. The Weapons Troop was where the real growth in firepower per Commando occurred. As the commando raids became larger and more violent, so too the need for supporting weapons grew. By 1943 several commandos had acquired additional weapons

in some manner, so it was made "Official" by the creation of a Weapons Troop within each Commando. The Troop HQ had six officers and OR while the bulk of the Troop was composed into two sections, a mortar section and a MG section. The Mortar Section was made up of three 3-man mortar crews with their weapons and a Carrier for each crew. The MG Section was organized similarly except there were only two MG crews, weapons and carriers per troop.

In October, 1943, the Special Service Brigade was reorganized as the Special Service Group under the command of Major-General Sir R.G. Sturges. The change from brigade to group was made to reflect its larger size and functions. At this time the structure of the Commando was changed. Until now all commando units received their volunteers from any of the services as well as foreign volunteers from allied countries. Now there would be only two types of commando units in the field for a few years.

This year it was decided that the Army Commando units would be phased out and that all commando units created in the future would consist of the conversion of the Royal Marines (RM) battalions into commandos. The British Royal Marines had a total force of nine battalions plus some shipboard detachments. At this time, therefore, all Commandos created from the Royal Marines would be numbered from 40 to 48.

The Royal Marine Commandos followed basically the same structure as the Army with a HQ Troop, five Assault (Rifle) Troops, and one Weapons Troop but with only 431 officers and men per Commando. The HQ Troop was identical with the Army Commando with 92 officers and OR. The Weapons Troop had the same manpower but was equipped with two 3" mortars instead of three. The MG Section remained the same with two MMG per section. The RM termed their infantry troops as "Assault Troops" with each troop composed of 60 officers and OR. Besides the Troop HQ, there were two sub-sections, one for assault and one for support. The support section carried both HE and Smoke for the 2" mortar and several of the section's personnel were trained engineers for demolitions work.

This program of phasing-in the Royal Marine Commandos would take place across several years into the late forties. Until this was completed, replacements for the Army Commando units would come from other Army Commandos as they received battle reductions and had to be disbanded.

Both Army and Royal Marine Commandos would be in existence for the remainder of World War II and they both followed the same procedures in their methods of operations and training. As an example, look at the ammunition requirements for a three inch mortar and how it was supplied in an assault. Bombs for the 3" mortar are heavy and the Commando unit rarely went ashore with their vehicles during an assault. For there to be enough 3" bombs in the assault, each man was required to carry one to four 3" mortar bombs along with his own gear. In this manner, each assault troop would carry 60 bombs, providing the Commando's mortars with an initial supply of over 300 bombs.

In an amphibious assault, the crews and weapons of the Weapons Troop would be spread amongst the Assault Troops thus preventing excessive weapons loss in the event of a LCA being hit by opposing gunfire. By also dispersing the ammo, the weapons that did get ashore would be assured of a decent beginning supply. All officers and NCOs of a Commando were plentifully equipped with flare pistols and flares for both signaling and night work.

During this major restructuring of the commandos (1943), no major raids were carried out in NW Europe. Broken into small teams, many reconnaissance and ambush raids were sent into France. Each month saw at least one raid, which totaled 19 raids for the 1943 year. Commando raids in NW Europe were called off during the first 5 months of 1944 while all units were training themselves for the upcoming invasion of Europe.

"Commando activity in the Mediterranean theater during 1942 was at a low ebb for most of the year. While there were several raids and reconnaissance forays made, most were by small four to ten-man groups whose purpose was not to fight, but to disrupt German supply routes with mines and booby traps. Several small recon missions were also carried out to acquire information concerning German fortifications, beach conditions and shore defenses."

In March, 1944 the Special Service Group was again expanded to include four "Commando Brigades". Because of the association of the initials "SS" to Germany's Gestapo, the Special Service title was dropped and each brigade would be known hereafter as a Commando Brigade. The expanded group was now a totally self contained military unit with its own support, communications and maintenance units. The commando training units were also under this unified command structure. In preparation for D-Day, all British Commandos worldwide now belonged to one of the four brigades. The First and Fourth Brigades would still be based out of the United Kingdom, while the Second and Third Brigades would be posted overseas. The Second Brigade would hereafter operate in the Mediterranean theater and the Third Brigade was posted to the India-Burma Command for operations against the Japanese.

Each Commando Brigade had the same structure with a HQ and Brigade Signals Troop, a Light Aid Detachment (medical unit), and four Commandos. The 4th Commando Brigade had one additional Commando for its part in the D-Day operations known as the No. 10 (IA) Commando. The initials "IA" stood for the words "Inter-Allied" and was a special commando made up of men from many of the nations conquered by Germany. There were Belgian, Dutch, Norwegian and French troops, and even a troop made up of German speaking men, some of whom were German nationals. These men joined Britain's commando operations in order to strike back against the Germans and provided interpreters and guides to many British Commando units during raids.

By the time of the Normandy Invasion (June 6, 1944) each commando that was to be operating in the field in northwest Europe was outfitted with a basic allotment of transport. This vehicle pool would typically include a Staff Car, 18 Jeeps and/or Carriers (for the weapons), eight 15-cwt trucks, three 3-ton trucks, a 15-cwt water truck and 35 bicycles. Even though the commandos would be operating with the Allied 21st Army Group they were still expected to be self contained and to take care of themselves.

Eleven commando operations were carried out in 1944, of which two were major events. The first was part of OVERLORD, commonly known as D-DAY, where commandos landed on all three British beaches. Sword Beach, the easternmost assault area, had the greatest concentration of commandos ever to see action together up to this date, all of the 1st and part of the 2nd Commando Brigades. Three, 4, 6 Commando, two troops of 10 (IA) Commando and 45 (RM) Commando landed between La Breche and Franceville with orders to break through the beachhead and relieve the British Airborne 6th Division along the Orne River and the Cane Canal (ASL Scenario G11). While they were running a little behind schedule, Lord Lovat's 4 Commando was able to reach Pegasus Bridge just before a German counterattack. They were soon joined

by 3, 6, and 45 (RM) Commandos and the support sections of the 1st Commando Brigade.

The 4th Commando Brigade provided commando units for the rest of the British beaches. The 41 (RM) Commando also landed on Sword Beach but on the opposite side, as its orders were to move west forming a link-up with the Canadian 3rd Division and the 48 (RM) Commando who were landing on Juno Beach (Deluxe ASL Scenario A9). No. 46 (RM) Commando landed on Juno Beach on June 7th and led the advance along the Mue River for five days. Adjacent to Juno was Gold Beach where the British 50th Division and 47 (RM) Commando were landing. 47 (RM) Commando was ordered to land at le Hamel and move west to provide a tactical link with the U. S. 1st Infantry Division landing at Omaha Beach.

While their British counterparts were making their links and supporting the airborne units, two French troops of 10 (IA) Commando had the task of taking a German fortified town of Ouistreham just west of the mouth of the Orne River. While under intensive gunfire these two lonely troops (about 120 men) attacked the German infantry, AA Guns and artillery gun in a fortified building. Taking heavy casualties, the French Commandos finally succeeded after a couple assisting shots from a nearby tank.

After completing their assault assignments, both the 1st and the 4th Commando Brigades were assigned to the famed British 6th Airborne Division covering the left flank of the allied invasion beachhead. Finally, the 1st brigade was withdrawn from France on September 7, 1944, after 83 days on the line, and returned to England for training for campaigns in the Far East. In October, the 4th was relieved from the line and moved back to Ostend for amphibious training. Supported by LVTs, DUKWs, Flail Tanks, AVREs and joined by engineers, the 4th Commando Brigade was built up to be the assault force for the Walcheren Landings.

Antwerp was taken by British forces on September 4, 1944, but is forty miles inland from the sea along the Scheldt. Ever mindful of their lengthening supply lines, both the British and American commands saw the need for the port at Antwerp. In mid September, General Eisenhower stressed the importance of clearing the Scheldt, for the Antwerp docks could not be used until the island of Walcheren with its powerful coastal batteries was occupied.

Walcheren was a manmade island, recovered from the sea by the Dutch. To inhibit German reinforcements, the large seaward dikes had been blasted by the RAF's Bombing Command, flooding most of the island from the west. Landing at the western-most point (Westkapelle) of the island on November 1, 1944, were Nos 41, 47, and 48 (RM) Commandos supported by engineers, tanks and LVTs. Landing on the narrow and unflooded strip of land the Royal Marine Commandos assisted by two troops of Dutch and Norwegian commandos moved along the dike reducing one gun emplacement at a time.

(Continued on pg. 51)



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COMMANDO...(Continued from pg. 49)

The 4th Brigade left Walcheren November 12, and was provided a short rest period behind the lines. During the period between December 1944 to May 1945, the 4th Brigade operated with the British 116th Infantry Brigade, a Belgian battalion and a group of Dutch resistance fighters. These small units staged a series of raids and small scale operations against many German outposts in northwestern Holland which had been encircled as the allied armies moved into Germany. Sometimes the Commandos would make the raids while at other times they would act as a mobile reserve.

The German Ardennes Offensive in December, 1944, changed the plans of the 1st Commando Brigade, causing the unit to be recalled to Europe, arriving in January, 1945. From this date until the end of the war, the 1st Brigade would operate under the command of various British Divisions in their drive across Europe. Some of the 1st Brigade's operations included penetration of the Siegfried Line, crossing the Rhine at Wesel (March), taking Leese and Essel (April), crossing the Elbe River in Buffaloes, and reaching the Baltic Sea at the end of April, 1945. The 1st Commando Brigade was disbanded in 1946.

MEDITERRANEAN THEATER

As mentioned earlier, three commandos were shipped to Egypt late in 1940. Due to wartime shipping constraints and convoy scheduling, these commando units did not arrive until March of 1941. Once in Egypt, Nos. 7, 8, and 11 Commandos were joined by Nos. 50 and 52 Commando, both locally raised and trained in Africa. All five commando units were placed under the command of Col. R. E. Laycock and the entire unit known as "Layforce."

The first raid undertaken by a Layforce unit was a raid on Bardia by No. 7 Commando, assisted by a small detachment of tanks from the Royal Tank Regiment on the night of 19/20 August, 1941. Making a quick night raid, the commandos caused enough consternation among the Germans that most of a German armored brigade was pulled from the line at Sollum to protect the fragile German supply line. While the raid wasn't much tactically, it was considered a strategic success, since it relieved some of the pressure on the British defensive line.

After this first success, a series of raids was planned along the entire German line of communications, but were never allowed to be carried out because of another outbreak of fighting. Giving another example of Blitzkrieg warfare, the German assault on Greece in April, caused the British army in Egypt to ship several divisions to Greece in its ill-fated attempt to stop the German tide once again. During the British withdrawal from Greece, all available shipping was needed to transport the army back from Greece to Crete and Egypt. As a precautionary action, No. 11 Commando was ordered to Cyprus to reinforce the British garrison.

During early May, 1941, the Germans made a determined air assault on Crete and was able to reinforce its assault units with a German Gebirgsjäger Division. As the British forces were pushed southward into the small port of Sphakia for yet another seaborne withdrawal, the remaining four commandos were ordered into Crete as a fresh holding force. Arriving on the night of May 26, 1941, the commandos moved immediately into the mountains surrounding the port and established blocking positions along the mountain track leading into Sphakia (ASL Scenario A43). The only support weapons that the commandos were able to bring with them were a few LMG, but by clever use of the terrain and pure stubbornness, the commandos were able to hold back the German mountaineers, buying time for the British troops to withdraw.

Three tanks that could not be ship loaded, were

supplied to the commandos on the 28th. By the 31st, most of the British and Greek units had been evacuated from Crete, but at a cost so high in ships that the commandos were left with almost no means of saving themselves. While many were captured, some made their way into the hills of Crete while others found a less conspicuous method to cross the Mediterranean Sea and returned to Egypt. By the end of the Balkan Campaign, the commando units of Layforce (in Crete) had suffered almost 75% casualties.

Gathering 75 men from what was left of No. 8 Commando, an abbreviated raiding force was sent to Tobruk to begin small scale raiding against the Italians manning a portion of the Axis lines encircling Tobruk. One notable raid was made during the night of July 18, 1941 against an Italian infantry/artillery position on two nearby hills known as the "Twin Pimples." Making an encircling march through the Italian lines, the commandos were able to gain an advantageous site right behind the Italian guns. As a prearranged demonstration was made by the 18th Indian Cavalry to draw the Italian attention, the commandos made a dash into the rear of the Italian artillery battery. After over-running the position, the commandos destroyed several ammo dumps and heavy mortars.

Remember No. 11 Commando in Cyprus? Even as the rest of Layforce was being decimated at Crete, the men of No. 11 were being prepared for their next assignment. Syria, in 1941, was a mandated territory administered by Vichy France. Pressured by Hitler, the Vichy government was allowing a slow buildup of Axis air power in Syria. Fearing a German attack on their weakly held eastern flank and rear, the British command (at the prompting of the Free French) decided to occupy Syria with Australian and Free French forces. After an initially rapid advance, the Vichy French were able to stop the Australians along the heavily defended Litani River.

It was decided that No. 11 Commando would make three landings along the Syrian coast north of the Litani River, flanking the Vichy French and freeing the Australians to continue their movement on Beirut. Two groups were able to make night landings north of the river and accomplished their missions after brief but heavy fire-fights. The third group was mistakenly landed south of the river, and were compelled to make an assault directly across the river in broad daylight. Though taking heavy casualties from French 75s (artillery), the commandos effected a crossing in small boats confiscated from native villages. With commandos in front and behind them, the Vichy French positions were taken by the end of the day and the Australians were moving northward again. No. 11 Commando took over 123 casualties (about 25%) but fulfilled the high expectations the British command had come to expect.

After the almost total destruction of Nos. 7, 8, 50, and 52 Commando on Crete and the heavy casualties suffered by No. 11 Commando in Syria, it was decided to disband Layforce in the late summer of 1941. Some of the remaining officers and men of the dissolved Layforce were rejoined into another commando unit entitled "Middle East Commando" (MEC) and was attached directly to the British 8th Army. By this time there were a couple of other special purpose units also operating in the western desert, namely the "Long Range Desert Group" (LRDG) and David Sterling's 62 Commando. The No. 62 Commando was developed expressly for desert raiding on a very small scale. After a couple of less than spectacular raids, this commando would be reconfigured and would become the very successful "Special Air Service" (SAS). The story of the LRDG and SAS units will have to wait until another time and another issue.

In November, 1941, General Rommel of the Afrika Korps was believed to be in Beda Littoria, where the 8th Army intelligence section had mistakenly placed his HQ. Disembarking from two submarines during the night of 13 November, 1942, sev-

eral commandos were lost and some left on the submarines in bad weather. After spending Friday drying out their equipment and resting, LTCP J. Keyes led a reduced force of 39 officers and men on the raid. Moving stealthily across the desert for two days, Keyes and his raiders were finally at his objective. Starting at 1800 hours the raiders moved through a covering thunderstorm towards their final target. Their attack was timed to coincide with the 8th Army's November, 1942 offensive in an effort to paralyze the German command structure. After a short but intense fire-fight, LTC Col. Keyes discovered that this was not Rommel's HQ, but only a supply center and not a very important one at that! Retreating for two days back to their seaside rendezvous, the commandos arrived just minutes ahead of the Italians, only to find that the sea was running high and was too rough to embark the troops. The Commandos were finally found and attacked by Italian Arab levies reinforced by arriving Germans. Dividing the party into small groups, LTC Laycock ordered each group attempt to make their own way back to the British lines. After 41 days of hiding and walking LTC Laycock and his party returned to British lines.

Commando activity in the Mediterranean theater during 1942 was at a low ebb for most of the year. While there were several raids and reconnaissance forays made, most were by small four to ten-man groups whose purpose was not to fight, but to disrupt German supply routes with mines and booby traps. Several small recon missions were also carried out to acquire information concerning German fortifications, beach conditions and shore defenses.

One notable raid, and the last on North African shores, was attempted on the oil storage facilities at Tobruk in November, 1942. Here, some 300 miles behind the German lines (at El Alamein), the Middle East Commando supported by a contingent of Royal Marines would attempt to destroy the oil tanks and thus cripple the Germans ability to resist the upcoming British offensive at El Alamein. To aid the commandos, the SAS would also stage an attack at Benghazi while the Sudan Defense Force would raid the Giallo Oasis.

The advance shore party's radio signal was not detected by the Royal Marines, causing confusion in whether the Royal Marines should land or not. At 0210 hours the order was given to land a Marine party anyway, but this too was delayed by problems with the landing craft. Eventually the first wave was dispatched to shore and the support ships moved out to sea during the 30 minute landing time. When the ships returned, expecting to disembark a second wave of Marines, all they found was just one landing craft that had broken down. Closing in on the coast at 0415 hours, it was observed that fighting had broken out on shore between the first wave of Marines and the Axis defenders. With the mission already compromised and day starting to break, the mission was canceled as the raiding ships pulled back out to sea.

It was about this time that the primary mission of Commando units was changed from isolated raids to special assault troops who would lead any amphibious assault made by the Allies. Their first mission in this new role was "Operation Torch," the Allied invasion of French North Africa. As the U.S. 1st Ranger Battalion was landing at Arzew, British Commandos led the way at Algiers. The assault forces were composed of British and American units including No. 1 and No.6 Commandos shipped from England for employment in the Mediterranean theater. This was the first combined Allied operation and unit integration was a prime requirement. Integration of Allied units was very successful in the Algiers landings. Several rifle companies of the U. S. 168th Infantry were joined with No.1 and No.6 British Commandos and the U.S. M1 Garand rifle was issued to the two Commandos. *(The M1 rifle was retained by these two commandos throughout the rest of the war.)*



4 Commando, having spearheaded the assault on Flushing, marches off on 4 November to cross the Flushing Gap and rejoin the 4th Commando Brigade in the dunes between Flushing and Westkapelle.

At Algiers, Algeria, the landings were, for the most part, peaceful and unopposed. This was just as well since the British LC crews had a rough time handling the American-made LCVP (landing craft) and the boats came ashore dispersed and spread across several hours with the last making landfall well after sunrise. Three boats loaded with commandos made a landing on Ilot de la Marine, a small rocky, fortified strongpoint inside the harbor where they were taken under fire by Vichy French defenders. The troop's Commanding Officer, Major A.S. Ronald was killed along with several commandos. After a short, intense fire-fight the rest of the commando troop was captured by the French.

Two days after the taking of Algiers, the commandos again were out in front as they took the airfield at Bone, Algeria just in time to allow the landing of the British paratroopers of the 3rd Battalion, 1st Parachute Brigade. One week later, No.6 Commando was moved into Tunisia by train while No.1 Commando sailed from Bone to Tabarka, Tunisia. The composite No.1 Commando, six British Troops, and four American Troops (168th Infantry) began the first of many raids outflanking and turning German and Italian positions. During these raids the composite unit controlled 125 miles of coastline up to five miles inland cutting a major portion of the Bizerte to Mateur highway and playing havoc with German logistic efforts. Several times these commandos resisted major German efforts to reopen the road with one crossroads battle lasting three days near Lake Garaet in Tunisia.

While No.1 was enjoying itself near the sea, No.6 Commando had been trying to take a German redoubt known as Green Hill east of Tabarka. After taking heavy losses and achieving nothing, assistance was provided by nearby British forces with no better results. This one German strongpoint never fell to any direct assault by Allied forces and was later abandoned by the Germans as they withdrew from North Africa. After being in continuous action for better than thirty days, the Commandos were reorganized back into 6-troop Commandos and all but 65 Americans, who joined the Commandos, were returned to the U.S. 168th Infantry.

January, and most of February, 1943, was spent in extensive patrolling by the Commandos. A small attack by sections of No.6 Commando was ambushed in turn by two battalions of the Herman Goering Jager Division on February 26 just as a major German counter offensive was starting along a fifty mile front.

Along with a few armored cars, the commandos were able to resist the German attack until a battalion of Grenadier Guards along with a few Churchill tanks could re-stabilize the front.

After four months of combat, both units were below strength and were withdrawn from Africa in April, 1943. They were replaced by No.3 Commando, rebuilt after the Dieppe assault, and by No.40 and No.41 Royal Marine (RM) Commandos who would lead the assault in the invasion of Sicily.

The Allied forces landed along the southeastern coast of Sicily on July 10, 1943, with the American 7th Army on the left and the British 8th Army on the right. The extreme left of the British army would be covered by the Canadian 1st Infantry Division with the Marines of No.40 and No.41 Commando covering the division's left flank near the village of Pachino. Making an uneventful landfall, except for some confusion with the LC, the Royal Marine Commandos were soon defending their small beachhead against a determined counterattack by the Blackshirt Battalion of the 206th Coastal Defense Division supported by heavy mortar and antitank fire. The Italian attack threatened to separate the commandos from the Canadians, but the initiative was recovered by the commandos with some assistance from a Canadian mortar battery. Quickly mounting their own counterattack, the commandos pursued the Blackshirts and were able to capture an Italian horse-drawn artillery battery and large quantities of ammunition. The next day the Royal Marines were withdrawn back into 8th Army Reserve.

In the northeast, the objective of No. 3 Commando was to land on the right flank of the British 5th Division and eliminate several machinegun positions overlooking the 5th Division's landing beaches in the Gulf of Noto. Finding the MG positions abandoned, the Commando immediately pushed on toward their secondary objective, a battery of guns northwest of Casibik. Approaching the gun battery in the pre-dawn darkness, the Commandos used their 3" mortar to illuminate the battery as they poured small arms fire into the surprised defenders. The Italians put up a stiff fight that only ceased when the commandos breached their wire defenses and charged in amongst them.

After successfully occupying the southeast corner of Sicily, General Montgomery decided to make a breakout to Catania with a combined air-land-sea attack. With a massive land attack by the 50th Infantry Division, the 1st Parachute Brigade would make a night airdrop directly on Primosole Bridge south of

Catania. In support of both operations, the men of No.3 Commando would make a seaborne assault at the mouth of the Simeto River. Landed by the Royal Navy at 2230 hours on July 13, the commandos quickly chased off the small detachment of Italian guards at the Malati Bridge, and immediately began setting up their defenses for the expected counterattack.

The counterattack did occur, and was much more violent than the commandos expected. In a day-long attack by an elite Italian Motorcycle Company, supported by an AT battalion and elements of the 115th Panzer Grenadier Regiment, the Commando suffered heavy casualties and had run dangerously low on ammo and supplies by mid-afternoon. Not seeing any relief in sight, Col. Durnford-Slater ordered his commandos into small groups to make their way back to British lines as best as they could.

A seaborne landing was made by No.2 Commando on August 15 at Cape D'Ali in an attempt to cut off retreating German units. Landed at the wrong beach, the Commando assisted by tanks and self propelled artillery, moved inland in their vain attempt as the Germans had already evacuated most of their forces. This ended the last commando action in Sicily by the British 8th Army, and the Commando was withdrawn back into army reserve.

Next was the invasion of Italy itself, and No.40 (RM) Commando along with two troops of No.3 Commando spearheaded the landing of the British 231st (Malta) Infantry Brigade at Port San Venero. Landing on September 9 against little opposition, the commandos led the infantry in the first major assault on Italian soil. Over at Marina Cove, west of Salerno, No.2 and No.41 (RM) Commandos landed without opposition and moved into the hills overlooking Marina, capturing six artillery guns along the way. Receiving some additional support in the form of six 6-pounder AT guns and an American 4.2" Mortar, the commandos spent the next six days repelling many German attempts to reinforce their lines at Salerno where the main Allied landings were made.

Another seaborne landing was made on October 3, 1943 by No.3 and No.40 (RM) Commandos at the small Adriatic port of Termoli. In a surprise assault, the commandos captured over 500 prisoners found sleeping on a train. Relieved that evening by regular infantry, the commandos found themselves called back into the lines the next day to assist in resisting a counterattack by the German 26th Panzer Division. Fighting against overwhelming odds for three days, the commandos held on to the town until additional relief arrived.

The 2nd Commando Brigade, composed of Nos. 2, 9, 40 (RM) and 43 (RM) Commandos with the Belgian and Polish troops of No. 10 Commando attached, was formed officially in November, 1943. During the campaign in Italy, the British 8th Army was destined to fight its way up the east coast of Italy while the commandos of the 2 Commando Brigade would spend the rest of the war making seaborne raids against various German positions in the Greek and Yugoslav islands and the Albanian mainland. There would be some exceptions (such as the loaning of No.9 Commando to the American 5th Army for a diversionary raid near Naples on December 29, 1943).

In January, 1944 No.9 and No.43 (RM) Commandos along with American Rangers spearheaded the landing at Anzio. Meanwhile, No.2 Commando with some regular army troops with AA guns were detached from the 8th Army and formed into "Force 133" for action in Yugoslavia. Force 133 arrived on the island of Vis January 16, 1944 and started a series of raids on German outposts along the Dalmatian coast, often in conjunction with Yugoslavian partisans.

Three major raids were made in the islands, one on Solta Island (March) by British commandos and 100 Americans from the Special Operations Group. The second raid was in early June when the Commandos

attacked the island of Brac with 1300 partisans. A major action even took place at the village of Himara in Albania (July) where a German outpost survived the Commando's onslaught for three days before the commandos returned to Vis. Elements of the 2 Commando Brigade returned to Albania in September to harass the Germans until the Germans pulled all their units out to help defend Germany in north-west Europe. With no transport of their own to pursue the Germans, the brigade returned to Ravenna in February, 1945.

The Brigade then spent six weeks fighting on the line so that many of their replacements could gain combat experience. A raft-borne assault was made across the Comacchio Lagoon (Po River valley) on 1 April 1945 and a wide spread of watery flats near Agenta, Italy was cleared by the 2nd Brigade during April, easing the way for a push by the V Corps through the Agenta Gap into northern Italy just before the German surrender on 2 May, 1945.

INDIA-BURMA THEATER

The British far east forces, fighting the Japanese, were the last to receive any commando units directly from England. Before the arrival of the commandos, special operations had been carried out by the famed British Chindits and the American Galahad long range patrol unit in the India-Burma theater and the Australian Independent Companies in the SW Pacific area. There were two small locally raised commando units in Burma. The first was established in 1942. It was called "Burma II Commando" and consisted of about 30 men. This small unit made the first commando raid in Burma on March 17, 1942 and destroyed Japanese installations at Henzada, Burma. Another unit was known as No. 142 Commando and was formed by volunteers from the Burma Rifles. While making no raid of their own, No. 142 Commando did accompany Brigadier Wingate's Chindits during their 1943 march into Burma.

The 3rd Commando Brigade was formed in November, 1943, and included Nos. 1, 5, 42 (RM and 44 (RM)) Commandos. The Brigade sailed from England that same month for the Burma theater. The transport ship carrying No. 1 and No. 42 (RM) Commandos suffered near-miss damage during a German bomb attack on the convoy and had to put in at Alexandria, Egypt for repairs. This caused a delay of several weeks, while the rest of the brigade continued on into the Indian Ocean.

At this time the British government decided that the French possession of Madagascar would have to be occupied and defended against a possible Japanese attack in the Indian Ocean. Along with several battalions of regular infantry, the commandos of No.5 were selected as assault troops since they were already in the area and were heading to India anyway. At 0430 hours on May 5, 1944, the commandos led the assault without encountering any opposition to the landings. Occupying Windsor Castle in the morning, the commandos moved overland to the outskirts of Diego Suarez village. It took an additional 36 hours to subdue the Vichy French forces and disable the gun battery on the north shore of the bay.

On the south side of the bay, the British regulars had been stalemated by stubborn French defense. An end-run was decided on, and 50 Royal Marines from No.44 (RM) were selected. Making a high speed run, a destroyer swept into the harbor and deposited its Marines in the town of Antsirane behind the French lines. Attacking anything and everything they saw, these Marines caused a disturbance. Losing their rear to the Marines, the French lines were broken and British troops swept into the town. The next day, the last two French forts surrendered and Madagascar was now a British port.

Nos. 5 and 44 (RM) Commandos reached Bombay, India in January 1944 and were assigned to the XV India Corps for acclimation of jungle conditions. Beginning on March 23, 1944 No.5 Commando made

a series of patrols behind Japanese lines near Maungdaw, Burma. These patrols destroyed Japanese machinegun posts spread across several hills.

No.1 and No.42 (RM) Commandos landed in Ceylon in September 1944 and rejoined the 3rd Commando Brigade in November. Both of the newly arrived Commandos spent time with the XV India Corps in Burma while learning about jungle warfare and gaining experience in Japanese tactics. The entire brigade of four Commandos was now to see action together for the first time.

Rangoon, Burma was the prize, but to get there the British forces would have to take major portions of the Burma coast from the India border to Rangoon. For the first step, the island of Akyab would have to be secured. The 3rd Commando Brigade landed as a unit in the first wave leading the assault on Akyab Island off the Arakan coast in Burma January 2, 1945. Quickly establishing a beachhead, the commandos were relieved by the 26th Indian Division. This would be the first of a fast series of commando landings. The next landing was only ten days later.

Part of the British strategy in 1945 was to prevent the escape of the Japanese 54th Division through the An River Delta. To accomplish this mission, a small Japanese force on the Myebon Peninsula had to be isolated so they could not interfere with the main amphibious operation at Kangaw, Burma. Landing on January 12, the brigade cleared a path for the 74th Infantry Brigade to clear the Myebon Peninsula.

The beaches had been prepared with anti-boat obstacles of coconut logs, but a gap had been created by British demolition teams known as COPP. Using air delivered smoke bombs to cover the landings, the leading wave of No.42 (RM) Commando was able to get ashore suffering only one hit by a Japanese 75mm gun. The commandos advanced into the jungle toward Myebon Village until they ran into tougher Japanese resistance near a small hill code-named "Rose." Getting tank support from the 19th Indian Lancers, the men of No.5 Commando made a dawn assault the next morning, acquiring the hill.

No.1 and No.42 (RM) Commandos passed through No.5 Commando and continued the establishment of the beachhead by taking the village of Kantha and several of the hills nearby, preventing Japanese observation of British activities. As soon as the 78th Infantry Brigade was able to occupy their defensive positions, the Commandos were embarked back onto the waiting ships for their next assault nine days later.

Landing at 1300 hours on January 22 near Kangaw, No.1 Commando moved quickly between two small streams toward a height known as "Hill 170." Assisted by air strikes and some shelling from the Royal Navy, the commandos had taken all but the northern part of the hill. Meanwhile, No.5 had moved up behind No.1 as the Marine commandos attempted to occupy the flooded lowland below the hill. A series of Japanese counterattacks began the very next day and a detachment of No.44 (RM) Commando was forcibly removed from a nearby hill known as "Pinner." Despite heavy pressure from the Japanese the brigade defended Hill 170 for ten days and held the entire ridge against a day-long suicide attack on January 31.

After Burma, the brigade was withdrawn to India for refit and training for operations in Malaya. Just as

the brigade was about to sail, the operation was canceled when British authorities were notified that an atom bomb was to be dropped on Japan. After the Japanese surrender, the brigade was shipped to Hong Kong for occupation duties.

FITTING THE COMMANDOS INTO ASL

Independent Companies—Fitting Britain's Independent Companies (Table 1) within the ASL system is extremely easy since they were almost a pure infantry force without any supporting units. As can be seen from Table 1, the HQ section would have a few squads representing the HQ staff, service and engineer troops. Vehicles for the entire company can be represented by a HS of motorcycles, a staff car and one 30-cwt truck. The three DCs allowed in the HQ company provides a small amount of HE support. There is, of course, no ASL equivalent for the company's Medical Staff and Armory sections.

Each Rifle Platoon which had four officers and 66 OR was divided into a HQ and three sections with an unusual number of men each. ASL squad MMC represent squads from about 8 to 13 men, but here we have a unit of 18 men with one leader. Just to keep things on an even keel in the ASL system, I have decided to use two 4-5-8 squads to represent each section since most British squads at that time had 8-10 men. The platoon HQ is also a bit large, but will only be represented by a 2-4-8 HS armed with a LMG. The whole platoon is led by a 9-1 or 8-1 SMC which can be determined by a random dr with a 1-2 providing a 9-1 SMC; otherwise, a 8-1 SMC should be used.

These units were outfitted with winter gear and camouflage uniforms for their Norwegian campaign and should be allowed winter camouflage [E3.712] capabilities. As always, the SAN should be influenced by the scenario design, but should generally start at 3 or 4 depending on whether the unit is attacking or defending. While the Independent Companies were not officially commandos, they had received commando style training and should be allowed commando benefits as per HI.24.

Scenarios dealing with the Independent Companies should always be placed in Norway in May 1940. Ground Snow [E3.72] will almost always be in effect and the Independent Companies should be defending except in unusual cases. Only one Independent Company should be used in a scenario at one time. While sometimes they would be fighting with other British units, most of the time the only assistance allowed to an Independent Company should be Norwegian using the Allied Minors counters.

Special Service Brigade (1940)—The commando organization from 1940 to 1943 is extremely easy to mimic due to the simplicity of the command structure. The Special Service Brigade was composed of five battalions of two Commandos each, providing the British with ten Commandos. Each Commando had ten Troops of 50 men divided into a Troop HQ of four men and two Assault Sections. The first Troop would be led by the Commando Commanding Officer and would be represented by a 10-2 SMC. Ten DC are shown in the Commando and can be allotted throughout the troops as the leader sees fit. The HQ of each Troop is represented by a 9-1 or 8-1 SMC for leadership and a 2-4-8 HS. Leader SMC

"Any scenario based on actions of 1 and 6 Commando after November 1942, could accurately use the U.S. Marine 6-6-8 MMC [G17] as British Commando squads, substituting British National characteristics [A25.4], since both of these Commandos were equipped with the American M1 Garand rifle."

should be selected by random dr, with 1-3 = 9-1; otherwise, use an 8-1 SMC. Each Assault Section was subdivided into a Rifle section and a Bren Gun section. Each of these two sections would be well represented this early in the war by using the 4-5-8 MMC for the Rifle section and a 6-4-8 MMC with a LMG for the Bren Gun section.

You may have noticed by now that there is a real scarcity of SW in this lean team. This was caused by the restrictions placed on them by the British leadership during the early years when times dictated that most weapons be used for the defense of Britain's shoreline. SW can and should be used by commandos for scenarios during the early years, as each commando could draw weapons from a pool for their mission. An example is shown by the use of 3" mortars by No.3 Commando during the Vaagso Island raid in Norway.

Since marksmanship received heavy stress during training, the SAN of the Commandos should begin with a 2 and be increased by 1 for every troop used in a scenario OB to a maximum of 5. (*Notice that troop sizes change in 1943.*) Normal OBA would not be allowed, but Naval OBA [G14.6] could be used during any Commando Raid in Norway. Ground Snow [E3.72] will always be in effect during any raid in Norway or its islands.

Army Commandos (1943-45)—After the reorganization of 1943, each Commando decreased in manpower but was strengthened in its overall firepower. Each Commando (Table 3) now had 461 men in it divided into a HQ Troop, five Rifle Troops, and a Weapons Troop. The HQ Troop totaled 92 men, including a HQ (4 men), a HQ staff and drivers (67 men) and a signal platoon (21 men). Representing the HQ leadership, a 10-2 and 9-1 SMC would be selected along with six 6-4-8 MMC and a Radio for the HQ troops.

Each Rifle Troop of 66 men would have a Troop HQ section of six men and two Assault Sections of 30 men each. In each section would be two subsections of 15 men. Troop leadership would be shown by a 9-1 or 8-1 SMC selected by random dr (dr 1-3 = 9-1; otherwise, an 8-1 SMC) guarded by a 3-3-8 HS. SW shown in the HQ are a LMG and two DC usable by any member of the Troop. Because of the large number of men in a subsection, I selected the 6-4-8 MMC as the best representative of the Commando squads. The Weapons Troop had a HQ section of six men shown by a 9-1 SMC and a 3-3-8 HS, a 3" Mortar Section with three mortars and Carriers for transportation and a Machinegun (MG) Section with two MG and again two Carriers for transportation. Obviously, the Mortar Section would include three 76mm MTR with their attendant 2-2-8 Crews and three Carriers (Vehicle Note 67). The MG Section would have two MMG mounted on two MG Carriers (Vehicle Note 65) along with their crews. Because MMG crews usually only carried side arms with maybe one or two rifles, I selected two 2-4-8 HS as MMG crews. It should be noted that Commandos would be able to dismount their MMG with no loss of capability.

Royal Marine Commandos (1944-45)—The RM Commandos (Table 4) were modeled after the Army Commandos of 1943 so there would not be much difference. The HQ Troop is exactly the same with a total of 92 men and its ASL values would be identical. The Weapons Troop is also identical except for the number of 76mm MTR in each Weapons Troop with the RM only receiving two 3" mortars. The carriers for the Weapons Troop would be the same as those for the 1943 Army Commando. A difference in organization can be seen in the Assault Troops of the RM. With six less men, they show an increase in firepower that is demonstrated by the difference in tactics used by Army and Marines. The Troop HQ is the same, but the two sections are broken down into an Assault Subsection of 11 men shown by a 6-4-8 MMC with a LMG, and a Support Sub-section

of 16 men represented by a 6-4-8 MMC armed with two DC and a 3-3-8 HS with a 2" MTR.

Unit	Manpower	ASL Equivalence
Commando	(431)	
HQ Troop	(92)	1 10-2 1 9-1 6 6-4-8 1 Radio
5 Assault Troops	(60)	
Troop HQ	(6)	1 9-1/8-1* 1 3-3-8 HS
2 Sections	(27)	
Assault Sub-section	(11)	1 6-4-8 1 LMG 1 6-4-8
Support Sub-section	(16)	1 3-3-8 HS 1 2" MTR 2 DC
Weapons Troop	(39)	
Troop HQ	(6)	1 9-1 1 3-3-8 HS
3" Mortar Section	(17)	
2 Mortar Crews (ea)	(4)	1 2-2-8 1 76mm MTR
Drivers & Support	(9)	2 Carriers*
MG Section	(16)	
2 MG Crews (ea)	(4)	2 2-4-8 HS MMG
Drivers & Support	(8)	2 Carriers*

*See Article

Some common characteristics to all Commando units would include the SAN which would be determined as it would be for the 1940 Commandos. Both OBA and Naval OBA would be allowed the 1943-45 Commandos (Army and Marine) using their normal rules. Air strikes [E7] would not only have the normal HE and Napalm (in 1945) but would also have SMOKE laying capability (White 5/8" Smoke Counter in target hex, normal Smoke rules apply after Smoke is placed).

All units listed here receive all Commando Benefits as described in H1.24 of the ASLRB. All commando organizations described should also receive an ELR of 5 unless historical references indicate otherwise. Of course any commando operation would have to be matched to its proper chapter for weather; the Mediterranean theater to Chapter F and the India-Burma theater to Chapter G.

[A special note: Any scenario based on actions of No.1 and No.6 Commando after November 1942, could accurately use the U.S. Marine 6-6-8 MMC [G17] as British Commando squads, substituting British National characteristics [A25.4], since both of these Commandos were equipped with the American M1 Garand rifle. Nos. 50 and 52 Commando scenarios should use the 1940 OB and be placed in the Mediterranean theater only.]

The Landing Craft of choice for all Commando actions (except D-Day at Normandy), should be the LCA (LC Vehicle-Note 2) and the LCI(S) (LC Vehicle-Note 5). For D-Day and all seaborne actions in

NW Europe after May 1944, the U.S. LCVP (LC Vehicle Note 3) as well as LVTs and DUKWs (British Vehicle Notes 73 & 75) would be available. All Landing Craft (LC) [G12] and Seaborne Assault [G14] rules apply except that Commando LC Crews are never considered Inexperienced [G12.113]. In Italy, in 1944-45, some lake and river actions would allow the use of Assault Boats [E5.11] as well as Rubber Rafts [E5.12] and of course the Commandos would always be experienced in their use.

Commandos believed in getting the job done with a minimum of paperwork and fuss. Often in late 1944 and 1945, they were ordered to move long distances in a short period of time but were not allotted the transport necessary for the job. Not taking the time to submit requisitions, the commandos would readily appropriate whatever vehicle they found nearby. With this trait in mind, you should always allow any soft-skin vehicle, AC, and SC to be used in a NW Europe or Italian scenario without regard to nationality. Penalties for inexperienced Use and Captured Use would still apply.

As usual in my articles, a Standard OB (Table 5) is provided for the scenario designer or DYO player. Entire Commando units were and are very strong units in the ASL game system. As can be seen, any Commando will use a large number of squads and HS. Historically the entire Commando would often be used in any assault, but the actual fighting and mission assignment was broken down by Troops. I would also recommend that this type of breakdown be used by any scenario designers.

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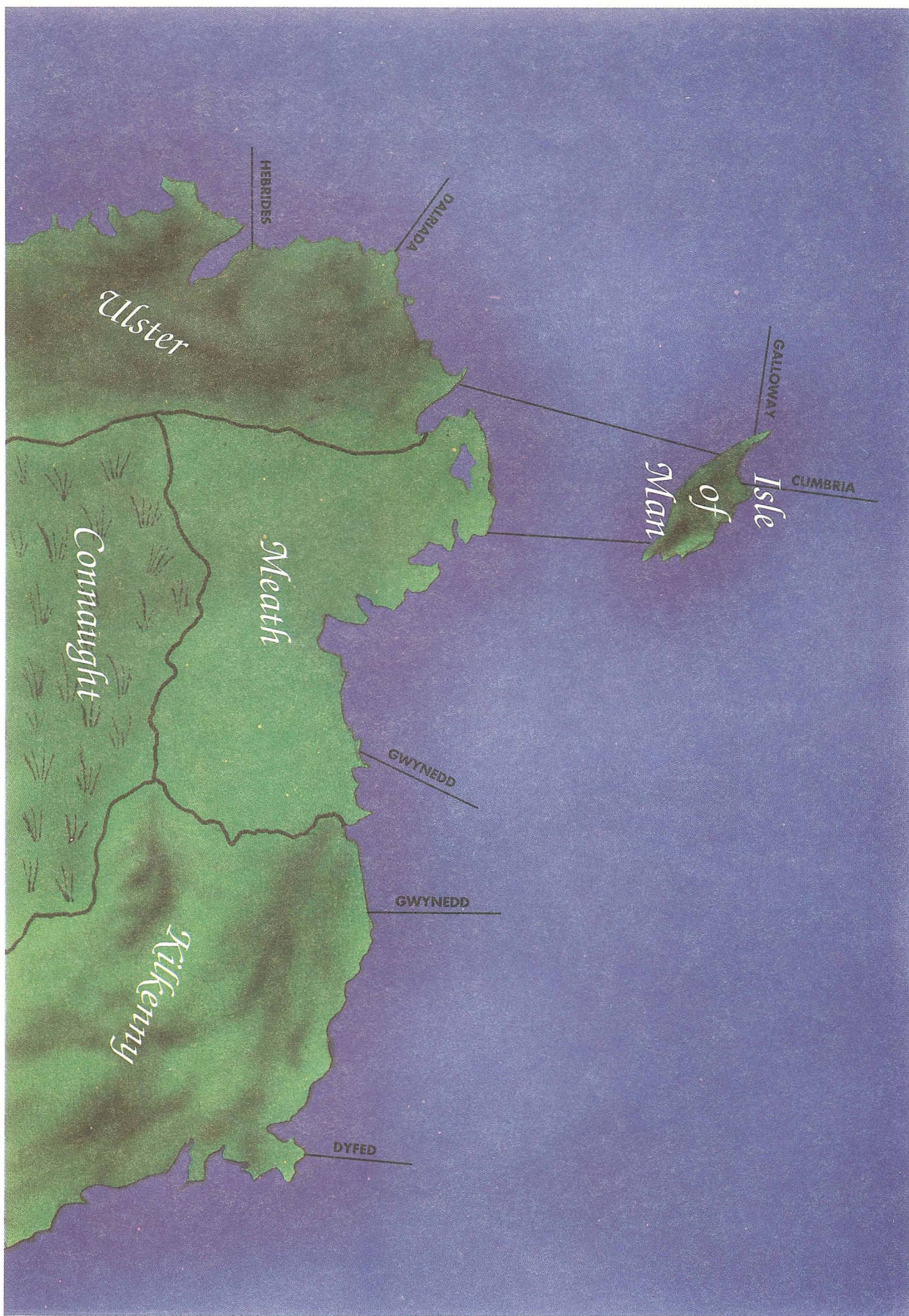
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3x 9-1/8-1 SMC*	9x 9-1/8-1*	2x 9-1 SMC	2x 9-1 SMC
21x 4-5-8 MMC	20x 4-5-8 MMC	5x 9-1/8-1 SMC*	5x 9-1/8-1 SMC*
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*See Article



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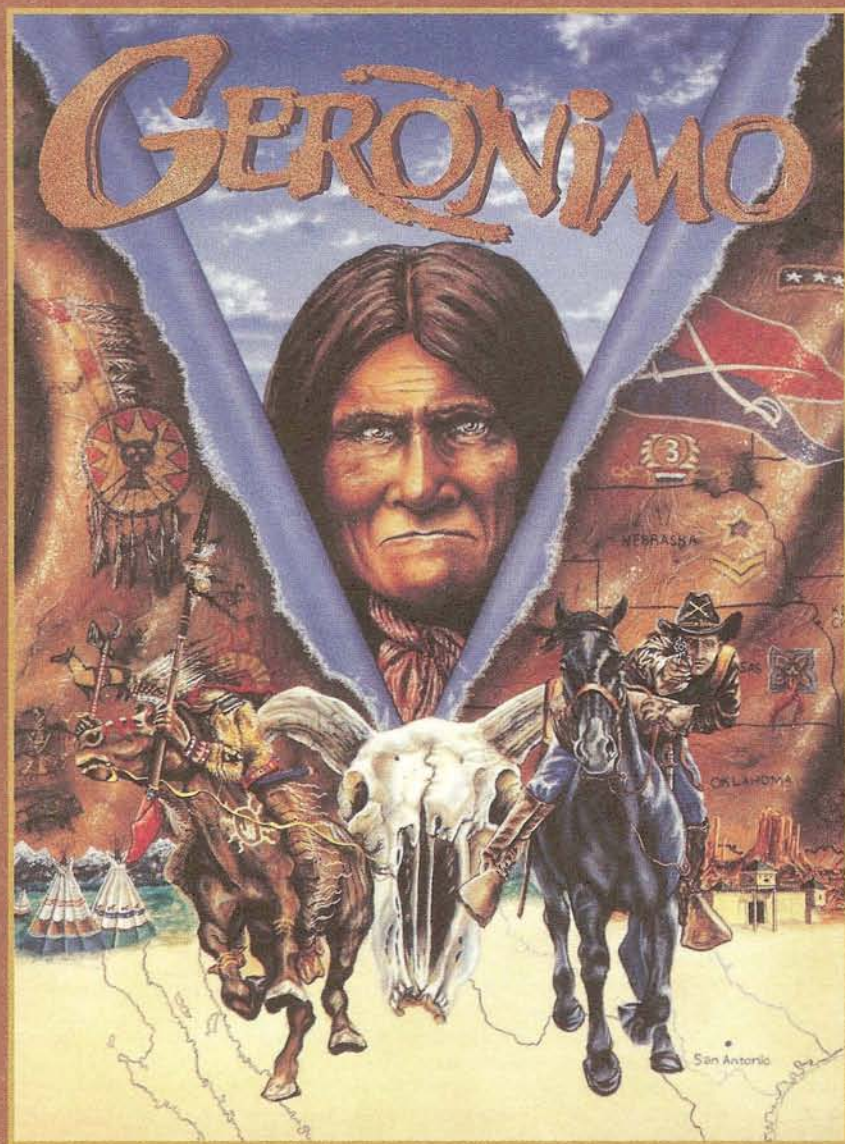
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The United States player will herd hostiles out of the path of progress using any means at his disposal. As settlements spread west, they will be followed by the encroachments of miners willing to brave a grisly death for the prospect of riches. Although more than a few will lose their scalps, each will be replaced by dozens more attracted by the lure of gold.

The role of Indian players eventually changes from one of feared warrior to gallant survivor. When a military victory is no longer possible, you must negotiate a Treaty which will extract the most Victory Points from the U.S. If corruption in the Indian Agency forces you from the Reservation, ride with Geronimo to extract your measure of vengeance while waging a guerilla war which will cost the U.S. more than cattle, grain, and a few blankets.

Your troops read like a veritable Who's Who of the finest light calvary the world has ever known: Apache,

Sioux, Kiowa, Cheyenne, Commanche, Blackfoot, Arrapaho, and Snake, to name but a few. Arrayed against this fierce cast are the technological gains borne of the American Civil War, which brought opportunity followed by inevitable defeat. Against artillery, gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, Indian scouts, tribal wars, and corrupt Indian agents, and you begin to understand why Native Americans refer to the forty year period from 1850 to 1890 as the Trail of Tears.



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THE STALINGRAD TACTICAL TRAINING SCHOOL

(Part II—Sections 5 and 6)

By Eric Sposito

We began this article in 30-1. Eric finishes now with Sections 5&6.

SECTION 5: Advancing Into the Void (or deploying in anticipation of contact with the enemy)

Deployment by advancing formations is one of the trickiest operations you are likely to encounter in the vast expanses of territory covered by *STALINGRAD*. In Manstein's Solution, you are presented with both sides in starting positions totally out of contact with each other. You can become very intimidated by the prospect of moving through both space and time. The concept of movement through space is very familiar to all of us, we do it when playing chess. Moving through both space and time is another thing altogether. You have to provide for the possibility that your forces may come into contact with the enemy before the scheduled movement by the formation is completed. Consider, if you will, the problem that faces the commander of the deploying forces depicted in **Figure 5**. He is trying to move a rather large force through featureless terrain which may be hiding enemy units anywhere along his route. The commander has arranged his forces in a sort of wedged shaped pattern. Armor leads the way with motorized infantry screening the flanks. All the units you see here are moving with strategic movement. If anyone is ambushed the other units around it will continue to advance until they

either run into enemy units or reach the end of their scheduled movement.

If any enemy is encountered, he will be encountered on a broad front. The spacing of the advancing Russian units will assure that no axis forces will be able to leak through until the Russian commander has the ability to react. The motorized infantry on the flanks of the formation will allow quick reinforcement of the advanced armor if necessary. You can, for example, rush the 8th motorcycle battalion to back up the lead tank units while pushing the 1st tank HQ into the spot vacated by the motorcycle troops. This will give your advancing formations the appearance of more strength than they actually possess.

Always make sure that during your advance you keep each and every unit of the advancing force in contact with each other. In other words when you plot the movement of your units have them advance with exactly one hex in between each of their movement paths. This will assure you that the enemy will not have any leakers filtering through your advancing front.

SECTION 6: Coup de Main

One thing you can always take for granted when playing *STALINGRAD*, especially when playing a human opponent via play by E-mail, is game objectives. You know those small towns and railroad stations (that get you all of those wonderful victory points) are going to be heavily defended. Just like in the real thing a commander is going to place a great amount of significance in the fortification and garrisoning of key objec-

tives. You will find that a whole defensive line will be hinged on these game objectives and the assaulting force is going to be hard pressed to take them in a frontal assault.

So what's a good commander to do? Now none of us *WaW*™ commanders want to emulate Courtney Hodges, the architect of the battle of the Huertgen Forest. We want to limit the casualties that are inflicted upon our troops so they may live to fight another day.

Seeing how the likelihood of a successful frontal assault is nil, we must come up with a way in which we can either force the defenders to withdraw from the objective without a fight or to outflank the strong point and cut off the garrisons supply and communications.

In **Figure 6a**, you can see that as the Russian forces approach the objective (Tinguta Station) they find the axis defenders entrenched at the railroad station in strength. Surprise and maneuver will not be able to take the objective, so the Russian commander must try and weaken the flanks of the defending line to persuade the axis commander that the continued holding of Tinguta is futile.

To this aim, the Russian commander has moved strong armored and infantry units on the flanks of the axis line to push the line back around the objective. The combined arms attack will include infantry, armor air, power and strong artillery support. Echeloned behind the initial strike force are two very strong Russian formations, the 4th and the 13th mechanized corps. Once the Russian forces have pushed the flanks of the line back, then the two mechanized corps will continue the attack into the axis rear areas creating a crisis in which the axis commander may decide to evacuate the objective without a fight.

As you can see in **Figure 6b**, the initial Russian combined arms attacks have succeeded in pushing the axis forces back on either flank of the objective. The axis commander has got to be concerned with this situation and it is certain that he is going to attempt to reinforce the two flanks. Whether he has enough forces to reinforce both flanks is another story altogether. On the next daylight turn, it will be time to bring up the two strong Mechanized corps. Where will they be committed? That is entirely up to the axis commander. The axis commander is going to determine where the main thrust to take the objective is going to originate. The Russians are not going to waste their forces pushing through strong opposition. That is why you are reading this article, right?

On this night turn, it will be a good idea for the Russian commander to move up some weaker infantry to the approaches of the objective. This will make the German commander consider a frontal assault, and so he will have to tie down additional forces in the objective itself.

As we can see in **Figure 6c** (page 60), the assault in the northern area succeeded in pushing the axis forces back with assaults and one overrun attack. In the southern area, the Russian assault was repulsed with heavy losses. This means that



FIGURE 5—Advancing in good order.

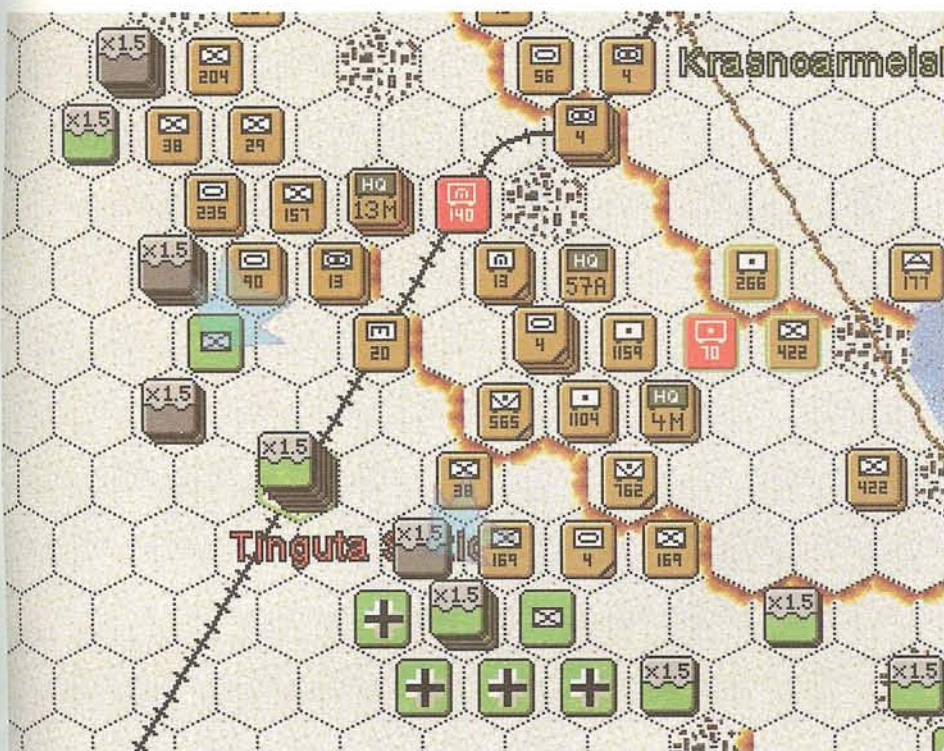


FIGURE 6A—Closing on the objective.



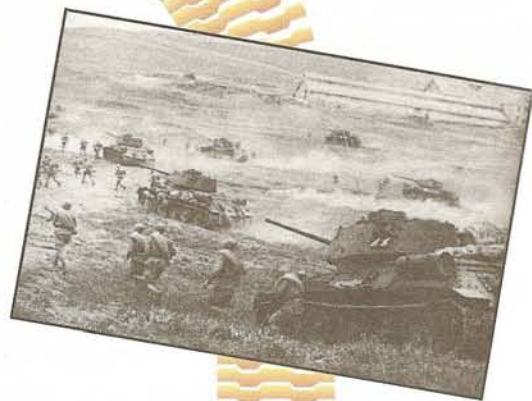
FIGURE 6B—Assaulting the flanks.

the Russian commander will reinforce his success, not his failure. Further assaults to the north have been ordered with the intention of unhinging the axis defenders in Tinguta Station. Other nonessential probes will be ordered on the flanks and on Tinguta station itself to hold the axis forces in place and prevent the axis commander from drawing off any units for reinforcement of his weaker sectors.

In Figure 6d, the Russians have breached the axis line north of the objective. The axis commander has to be concerned with a full fledged breakout to the west. He has most likely lost all interest in the defense of the railroad station that

was the focus of his defensive strategy. Now the pickings will be easy as he can no longer expect to hold onto the western approaches to the objective. Even though night fighting penalties are high, it would be a good idea for the forward elements of the 13th Mechanized Corps to attack the dug in artillery (Figure 6e). This cuts off the Tinguta unit southwest of the railroad station. This will leave the garrison out of supply come the morning light, and so they will become easy pickings.

During the night, the Axis has been able to send reinforcements to the area, but they will be too little too late. The morning light has arrived



TECH TIPS

With this installment of Tech Tips, we begin a new chapter. Not only will we mention the most commonly asked tech questions during the last few months, but we'll also include quick and simple play tips.

The Most Commonly Asked Tech Questions

Q: I have an Ensonique sound card and cannot get OPERATION CRUSADER or STALINGRAD sound to work. What can I do?

A: Follow this procedure:

1. Turn off your SoundBlaster 16 emulation.
2. From the STALIN prompt, type "SETUP /NOCHK".
3. Select SoundBlaster with the correct settings.
4. Turn the SoundBlaster 16 emulation back on.

The program should now work with sound.

You may encounter another sound problem after installing a patch for either *OC* or *STALINGRAD*. If you've installed a patch for either game and don't get sound, run "setup" again. Installing the patch is like reinstalling the game since many files are overwritten or altered. If you have problems running setup, try running "SETUP /NOCHK".

Q: I'm getting a PCX-22 or -23 error with *5TH FLEET* when I try to create a boot disk. What can I do?

A: The second line of the instructions describing how to make a boot disk is incorrect. The EMM.386 line of your config.sys should look like this:

DEVICE=C:\DOSEMM.386 RAM

Making sure the EMM.386 line looks like this will set your computer to run with all EMS.

Game Play Tips

KINGMAKER: When learning the game for the first time, it's easier to learn if you keep all of your faction members and their armies in one group. This makes it much harder to be eliminated.

5TH FLEET: When playing a human opponent, it is sometimes worth the risk to split your task force and go in two different directions. You may lose part of your force, but this may be a good enough decoy to give your main force the time it needs to get away and finish their objectives.

FLIGHT COMMANDER 2: It's a good idea to play *FC2* with the missiles tracking option. This option allows for more realistic aerial combat. For example, your planes do not get blown out of the sky on the first turn. Also, you are able to dodge missiles with a greater chance of success because you can wait until the missile gets close and then execute a high-G turn (preferably with a roll).

Another good strategy is to conserve your heat seeking missiles for the close-in fighting. Use your radar homing missiles in long distance attacks. Try to target every plane in the enemy formation. This may take time to cycle through enemy planes, but it's a good idea to have at least one RHM for each enemy plane.



FIGURE 6E—Cutting the supply lines.



FIGURE 6F—German counterattack fails.



FIGURE 6G—Mission completed.

THE QUESTION BOX - MAHARAJA

Map Errata: Lahore and Agra are not connected. Travel directly from Lahore to Agra (and vice-versa) isn't allowed.

Rule Change (affecting 8.6 & 11.0 for nations invading India from foreign areas)

Q: What happens if an invading force's entrance is blocked by a submitting nation? For example, the Rajputs occupy only Gandhara and Kashmir in North India (because of this, they may submit whenever attacked). On Turn 11, the Mughals attack Kashmir and the Rajputs submit. By strict adherence to the rule, the Mughals may neither attack nor retreat.

A: To prevent this problem, modify the rule as such for foreign invading forces only:

If an invading force's movement path (from a foreign area) is blocked by a submitting nation, the invading force may move his unit(s) into an adjacent foreign area and then invade. This move is a free move. Using the example above, the Mughals could move into China and then invade India through Ladakh. Or, the Mughals could move into Afghanistan and then invade India through Baluchistan and Punjab. The invading force, however, cannot divide its armies between adjacent foreign areas (all armies must move into one adjacent foreign area). If the invading nation is still incapable of moving into India because all areas are blocked by submitting nations, the invader chooses one of these submitting nations and attacks it normally (ignoring the submission rule). Keep in mind, however, that if your invading force has an entry point that allows it to follow the Turn Record Chart, you must take it. Ignoring submission applies only when no *invasion* route is available.

All other submission rules in the game remain the same.

6.0 Overpopulation & 10.3 Removals

Q: If overpopulation and army removal occur at the same time, which comes first?

A: Army removal as per the Turn Record Chart, then overpopulation.

7.4 Major Invasions

Q: When do you calculate overpopulation during a Major Invasion?

A: In a Major Invasion, overpopulation is calculated at the end of *each* Battle Phase (not at the end of each movement phase).

Q: Do Major Invasions permit nations making them, if otherwise eligible, to have two Increase Population Phases and two opportunities to count Raj points?

A: No. Only 4.3 & 4.4 are repeated during a Major Invasion. Therefore, only one Population Increase occurs during a Major Invasion, and Raj Points are determined at the end of the nation's entire turn.

8.6 Where the Attacker Retreats

Q: Can attackers retreat with boats?

A: Colonial nations — yes. Indian nations — no. If an Indian nation retreats by boat, it's eliminated. This also applies to submissions as well.

Q: If an attacking nation overruns one space (i.e., doubles the defenders armies) and moves armies through that space and into another space controlled by that nation and that nation submits, where do the armies conducting the overrun retreat?

A: The overrun armies return to the space from which they began the attack. Only under these conditions may an attacking army retreat two spaces. All other retreat rules remain the same.

10.4 Mauryans and Guptas

Q: Does the Guptas' Increase Population marker start at "0" or does it replace the Mauryan marker wherever located on the Increase Population Track?

A: The Gupta Population Increase marker begins wherever the Mauryan increase population marker ended.

10.5 Population Increase Restrictions

Q: The rules and victory point cards state that the Muslims (from Turn 12 onward) and the Mughals (turn 15/16) may count only areas in South India toward Population Increase, while the Turn Record Chart on the game board (turns 12/15) indicates they may no longer increase population "outside" South India. Should these be read together (i.e., count South Indian areas only *and* place new armies in South India only)?

A: No. You may place armies anywhere, but only count lands in South India for moving the population marker up.

11.0 Submission and Alliance

Q: Do nations score victory points while submitted?

A: Yes.

Q: May a nation which formed an alliance with the British still count victory points at the end of its turn and/or the end of the game?

A: Yes.

Q: Can an Indian nation declare alliance with the British after its Turn 16 Battle Phase by placing its Increase Population marker in the British Alliance Box, thereby preventing any British attacks against it in the last turn without any penalty other than giving the British additional land areas towards Raj Points?

A: Yes.

Q: Can a submitted nation, during its next turn, attack the nation to which it has submitted?

A: Yes.

12.0 Factories and Arms

Q: An attacking nation is required to retreat if it receives a submission. However, a situation can occur where a factory of a colonial nation is in a space where a submission occurs. Can the moving player's armies attack and eliminate a factory before leaving the area as required by the submission rule?

A: Yes. Although the rule is slightly vague on this point, it states that "any defending armies (of any nation) in an area shared with a factory must either *submit* or be eliminated" before the factory may be eliminated. Therefore, your attacking forces may (if you so choose) attack a colonial factory in the space before retreating due to submission.

Q: Do factories have to wait until all defending armies are eliminated before they can contribute to the defense of the space? Can they only defend if the attacker chooses to attack the factory?

A: No. No. A factory (for all intents and purposes) is an immobile army. A factory may not initiate attacks, but can contribute to the defense of its space along with any defenders. The difference, however, is that all defending armies must be eliminated before a factory can be taken as a loss.

Q: After a die roll against a factory, can the attacker break off the attack and choose to co-exist?

A: No. The attacker may only break off the attack and "co-exist" between attacks. Once he declares an attack against a factory and rolls the die, the defender can roll his die to determine win/loss.

Q: Can a Colonial nation still build factories if all its armies have been eliminated?

A: No.

Q: Is a factory built in Golconda considered to be built on the Bay of Bengal's coast, Indian Ocean's coast, or both?

A: *Both*, for purposes of boat travel; *One or the other* for purposes of victory point calculation. Below is an example of scoring victory points for a Colonial Nation with three factories, one in Gujarat, one in Golconda, and one in Orissa:

3 (one for each factory) +3 (because a factory borders three separate sea zones)
= 6 victory points total.

Volume 29, Number 6 was well received. The overall rating was 3.8. Below are the individual article ratings:

The American Military on the	
Eve of War	120
Taking a Bite out of a	
Hunk of Cheese (ASL)	113
Playing the Weak Empires (HWD)	111
Series Replay—5th FLEET	105
Down for the Count (WRASSLIN')	93
Transient! Transient! (ATTACK SUB)	91
Driver Personalities (ROADKILL)	89
UP FRONT in the Mountains	85
AH Philosophy	81
The Rhetoric of Games	78
One & Two Player GUERRILLA	71
Evolving Tactics in TYRANNO EX	55
More Chaos in the KREMLIN	43
Letters	34
Contest #171	21
AREA News	11
Infiltrator's Report	9

★★★★★

"Follow the Rules" Contest #171 was—to put it mildly—a disappointment. While we did receive a number of entries, few scored eight or more correct answers. You may consider this good or bad, depending on your personal opinion of what makes for a good contest. Personally, I think a contest should be tough, but not so tough as to keep people from trying. Perhaps some of the titles were, in today's mix of titles, a little too obscure? In any event, the winners were Jeff Miller, Jose Ruiz, Chris Jensen, Michael Welker, Ron Whaley, Trevor Bender, John Ellsworth, Sean Cousins, Jim Burnett. Congratulations, gentlemen! You each receive a ten dollar credit voucher redeemable with any mail order purchase of Avalon Hill Games.

I want to mention also that you may—as a contribution to *The GENERAL*—submit contests for possible publication. I have a few on hand right now from outside contributors, but I'd be delighted to see others. In fact, if you'd like to do this, I recommend sending me a brief description of the contest. That way, you won't spend a lot of time working up a contest that won't be considered.

★★★★★

There's a relatively new ASL fanzine on the prowl out there. First introduced at AvalonCon '94, *Critical Hit!* (CH), a bi-annual publication released every August and February, is well known to the "core" ASL community. But for you perimeter commanders, I'll mention just a few of its qualities. Each issue of CH has a minimum of 48 pages, including 15+ scenarios and two articles written by overseas enthusiasts per issue. And just recently, the staff at CH decided to dedicate space to Russ Gifford (the current ASL AREA monitor) so that he can list the Top 20 ASL AREA rated players each issue. So, if you're an AREA member, this is certainly a 'zine you'll want to investigate. If you're looking for even more ASL coverage, you should

The Infiltrator's Report



drop a note to Mr. Raymond Tapio (Managing editor) at *Critical Hit!*, Inc., 88 Lodar Lane, Brewster, NY 10509. The cost per issue is \$10.00 plus shipping and handling.

★★★★★

The solution to Contest #172 (printed in the last issue) is as follows:

- Naval unit to the Susquehanna River.
- Army of Potomac with 16 SPs moves to 5203 via 5304, dropping off three SPs in 5204.
- Lee reacts into 5203 initiating combat, winning combat, but becoming demoralized.
- Sherman with five SPs moves to 5203 via 5104 and attacks. Since Lee is demoralized—it must retreat after battle—with no retreat route—the Army is eliminated.

The winners (if any) will be published in the next issue!

★★★★★

Mr. Greenwood has, on occasion, alluded to his *STRATEGY FOOTBALL* league, a league that's been in service for 22 seasons. With all the commotion, I decided to join last year. So, I took over the Houston Oilers for one season...and, can you guess my final standing? If you guessed 0-15-1, you were right. I eked out one of the worst win/loss records in the history of the league, only acquiring the tie in the final three weeks of the season (my opponent missed three sure-thing field goals; I would mention his name, but it's too embarrassing for him). Don always laughs when he reflects on this rookie statement I made right before the season commenced, "I've found the perfect play under Ball Control. You can't lose with it!" Yeah, right Robert! Then why did you lose 15 games? That I can't explain, but enough about me. Let's give credit where it's due.

Congratulations goes to John Cole for winning the 1994/95 *STRATEGY FOOTBALL* season with the Minnesota Vikings after 17 years as an also-ran. John is pictured on the right receiving the trophy from Doug Burke who won the 1993/1994 SF season with the Cleve-

land Browns. I'm honored to mention this momentous occasion here and I want to congratulate the entire league and the dedication of the gamers that make it happen. Thanks, guys and gal! Twenty-two years is no small task!

★★★★★



The gavel is passed. John Cole (left) accepts the trophy from 1993 champion Doug Burke (Browns) for his glorious victory, while Dave Terry (far left) and Cliff Willis (in back) look on.

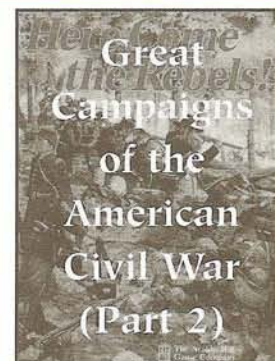


Where in the world is Greenwood? Hard to say in this bunch of 20 SF enthusiasts who attended this year's championship game. Even a Beagle showed up for the food, fun, and fan-tasm!

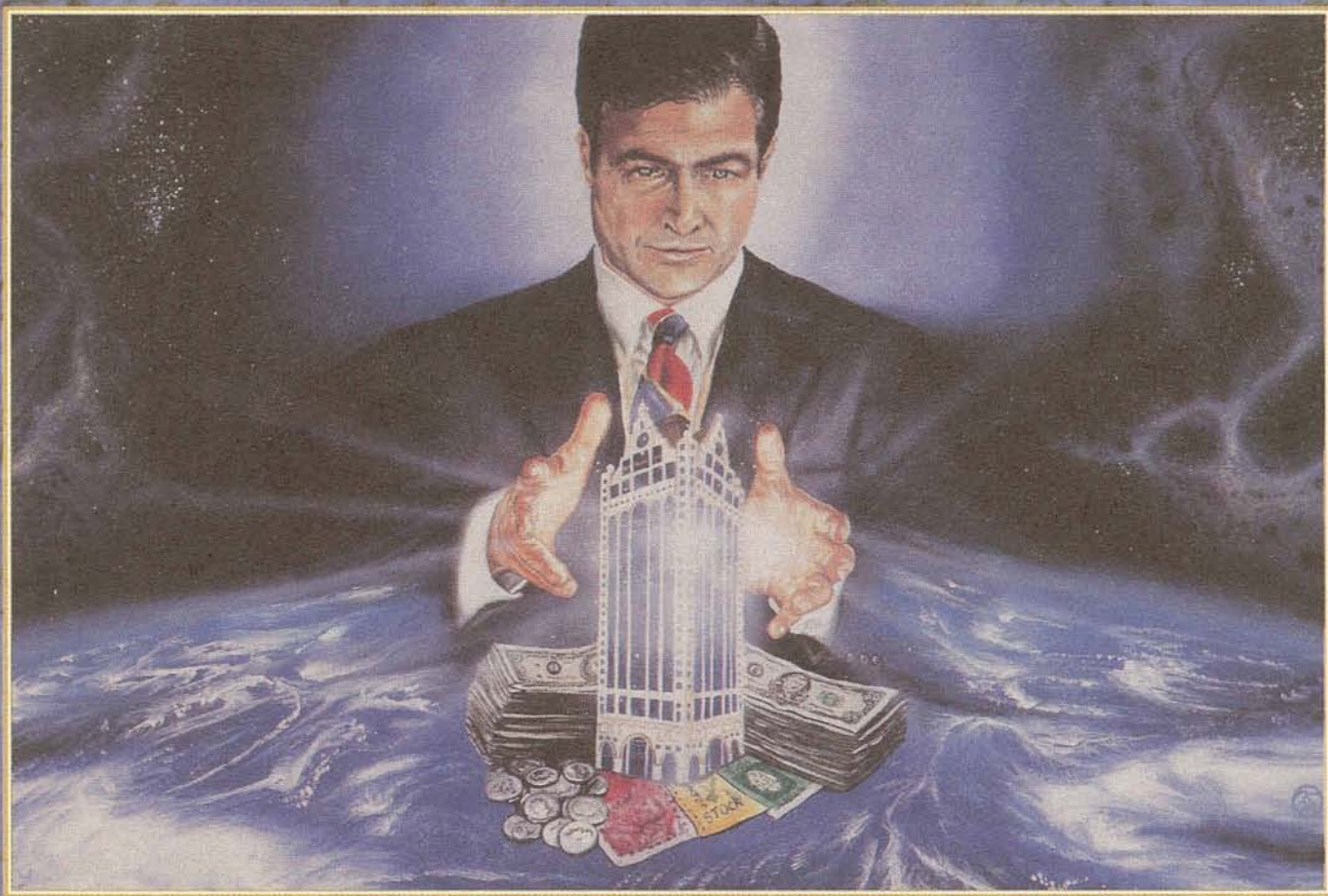
★★★★★

We're happy to announce that Avalon Hill received two awards at this year's ORIGINS. Joe Balkoski's *ROADS TO GETTYSBURG* (third in the American Civil War Series) won for Best Pre-Twentieth Century Game. And Don Greenwood was inducted into the Charles S. Roberts Hall of Fame for his many years of dedicated service to the gaming hobby. We congratulate both Joe and Don for these acknowledgements.

COMING
UP
NEXT
ISSUE



ACQUIRE™



Avalon Hill's Game of High Finance

The term "classic" is often overused, whether applied to films, literature, or games. However, ACQUIRE has been thus described for decades and is rightly enshrined in *Games Magazine's* Hall of Fame alongside such American stalwarts as Monopoly®, Scrabble®, and Diplomacy®. And now this American institution is back in a new, improved edition emphasizing a beautiful board and playing pieces depicting highrise hotels and the world's prime real estate.

ACQUIRE is still the same empire-building game which has enthralled several generations of financial strategists. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth.

Supplementing the time-honored basic game is the addition of five new variations to provide new challenges to veterans of the financial wars. A simple game of complex strategies, ACQUIRE is highly playable by would-be tycoons of all ages.



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19



95

AvalonCon '95 has come and gone. Certainly, it was one of the best, as over 1,000 gamers attended and participated in over 100 tournaments. Nearly five full days of relentless boardgaming, its compatriots clinging to chairs and bags of chips and soda cans, clinging to the hopes of achieving that illusive one "thing"—*Victory!*

For those of you who attended, Avalon Hill wishes to extend its deepest gratitude. The convention just keeps getting better and its success is dependent upon you, the attendee. We couldn't put on such a show without your support and dedication. In many respects, what the convention has generated is a sense of family, as I've noticed over the past three conventions that more gamers of the *previous* years return again and again. Old rivalries are kindled anew, while challenges are barked over round table-tops, calls for "another round" of whatever game brings out the best in competitive, yet friendly sportsmanship. If every week were like AvalonCon...

And yet, when it comes time to report the convention in *The GENERAL*, it's apparent that a number of subscribers (who don't wish to attend or who cannot), find the extensive *amount* of coverage "overextensive." To these individuals, I can only

recommend that they attend just one AvalonCon. Afterwards, I believe they'd understand how important it is to promote such an event. The report is not just a way for us to "pat ourselves on the back"; it's a way to show the world that competitive gaming is alive and well, in all its myriad forms. Nevertheless, these individuals have been very patient and their voices are growing each year. And, as it's my responsibility, as editor, to cover as many interests and subjects as possible in this publication, their needs must be addressed.

Therefore, the AvalonCon '95 report (which will begin appearing in 30-3) will be shortened to about half the number of pages as last year. The two-page photo spread of tournament winners will most definitely remain. In addition, we will also cover the Junior's tournaments, because these little guys and gals are the future of the hobby.

In conclusion, I'd like to welcome everyone back to AvalonCon '96, which will be held at the Hunt Valley Marriot Inn, July 31 through August 3, 1996. If you haven't attended, I highly recommend you do so. I believe there are few events like it in America (at least for Avalon Hill/Victory Games games). You owe it to yourself to attend at least one.

AREA HAS A NEW HOME

The AREA rating system, as explained in 30-1's Philosophy column, will no longer be monitored and handled by Avalon Hill. However, the AREA system is not finished...not by a long shot. Two highly recognized individuals, Glenn Petroski and Russ Gifford, have decided to monitor the system themselves; and, with the help of other enthusiasts of competitive gaming, AREA should last for many years to come. To find out what these two gentlemen plan to do with the system, read page 16 of this issue.

To show our appreciation for the scores of AREA members still determined to continue supporting the rating system, on page 3 of this mailing cover are copies of the ASL and 2-Player Game AREA Victory Claim Chits, which include the addresses where all future ratings should be submitted. You may photocopy these slips and use them accordingly.

Advanced Squad Leader AREA Victory Claim Chit

(winner's name)

(player number)

(signature)

HAS DEFEATED

(defeated player's name)

(player number)

(signature)

in a rated live pbm game of Advanced Squad Leader:

(Scenario Name and/or Number)

(Side of Winner)

(Date)

(Play Balance Used - If Any)

Return this chit to:

Russ Gifford
320 E. 27th Street
South Sioux, NE 68776

1st Subsequent
game vs. this opponent

2-Player Game AREA Victory Claim Chit

(winner's name)

(player number)

(signature)

HAS DEFEATED

(defeated player's name)

(player number)

(signature)

in a rated live pbm game of:

(Name of Game)

(Game Company Published By)

(Date)

Return this chit to:

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

1st Subsequent
game vs. this opponent



TEAM TOURNAMENT STANDINGS

1. **Black Bear:** Sean Cousins KRM 8, Michael Neal ACV 8, Andy Lewis MOV 1, Caleb Cousin RKL 0 = 17 [163]
2. **AHKS EUROPE:** Herbert Gratz UPF 8, Nick Frydas W&P 6, Tom Oleson ANZ 1, Murray Cowles BKN 0 = 15 [115]
3. **Old Guard:** Rob Beyma TRC 7, Joe Beard WAT 6, John Grant RFT 1, R. Heller B91 1 = 15 [42]
4. **Koleszar Plot:** Stephen Koleszar TTN 9, John Koleszar GUE 3, Luke Koleszar MOV 0, Marilyn Koleszar TVW 0 = 12 [185]
5. **Manly Men:** Ken Gutermuth MMS 8, Tom Kobrin DIP 3, George Sauer KGM 0, Bruce Reiff WPS 0 = 11 [186]
6. **Will Game For Food:** Tim Johnson HWD 9, Ed Kraska SOA 2, Ed Beach HCR 0, DNR = 11 [163]
7. **Windy City Wargamers:** Dan Henry VIP 8, Louis Tokarz ASL 2, S. Reynolds A3R 0 = 10 [216]
8. **Band of Fools:** Ray Freeman WAS 8, G. Dickson TRC 1, Mark Gutfreund BKN 1, Tom Gregorio VIP 0 = 10 [142]
9. **Jerry's Kids:** Joe Bellas RTG 7, Jeff Otto HCR 3, J. Black ACV 0 = 10 [104]
10. **Brotherhood of the Main Brace:** Paul Risner B17 7, Bruce Monnin WAS 1, Keith Hunsinger WSM 1, M. McAnnany NVW 0 = 9 [134]
11. **Team Delaware:** Vince Meconi GBG 6, Tim Hitchings WAS 3, William Rohrbeck WSM 0, J. Kirk HCR 0 = 9 [100]
12. **Entropy:** Mark Giddings 183 8, Marvin Birnbaum BKN 0, Ted Racier WTP 0, Jim Eliason FSE 0 = 8 [167]
13. **Last Good Warriors:** Mike Sincavage ANZ 6, Mike Crowe A3R 0, M. Ussery VIP 2, M. Bocho ROR 0 = 8 [132]
14. **Christians:** Frank Hamrick PPW 6, Glenn Petroski VIP 1, Mark Holley D91 1, Lee Price RBN 0 = 8 [126]
15. **1st Minnesota:** Steve Packwood 176 6, Tom Arndt VIP 1, K. Arndt RBN 0, Mike Backstrom BKB 0 = 7 [181]
16. **Game Knights II:** Carol DeMarco TYX 7, W. DeMarco ADV 0, J. Wagner RKL 0, DNR = 4 [198]
17. **Vanguard Victors:** M. Kaye VIP 3, M. Romanicki HWD 1, B. Romanicki BKB 0, J. Torkelson BKN 0 = 4 [262]
18. **Light Brigade:** J. Foster ADV 2, C. Foster MOV 1, M. Foster CDT 1, K. Liemmons RBN 0 = 4 [213]
19. **Team Doily:** Don Greenwood BKN 3, Ray Pfeiffer ADV 1, Bill Cleary FBS 0, Alan Ernstein GNG 0 = 4 [171]
20. **Team Wisconsin:** B. Wolff WBR 2, K. Lischer TTN 1, T. Mueller HWD 0 = 3 [189]
21. **21st North Carolina:** Ray Woloszyn ASL 3, B. Eshleman BKN 0, R. Nix B91 0, J. Miller B17 0 = 3 [217]
22. **Ghosts:** C. Hickok ACV 2, L. Lingle WAT 1, D. Culhane CVW 0, L. Hess 183 0 = 3 [111]
23. **Four Horsemen:** J. Stepanck KGM 2, M. Frey BRI 0, S. Temby HWD 0, C. Rey VIP 0 = 2 [260]
24. **Campaigners:** R. Manns CDP 1, C. Bowling KGM 1, S. Bowling DIP, C. Stucker HWD 0 = 2 [259]
25. **Lockport Crusaders:** R. Voisin CMS 1, L. Seeloff BKB 1, D. Forster 183 0, W. Forster RBN 0 = 2 [247]



57 teams took part in the Team Tournament. The scores for the remaining 32 teams not shown above ranged from 2 to 0 points. Ties were broken by number of entrants which are listed in brackets. DNR indicates that a team member did not pre-register and was not eligible. Recruiting reliable teammates who will honor their obligation to pre-register is as important as their playing skills. On-site substitutions are not allowed. Group picture Team Plaques will be presented to all the winners of the winning contingent from Maine.

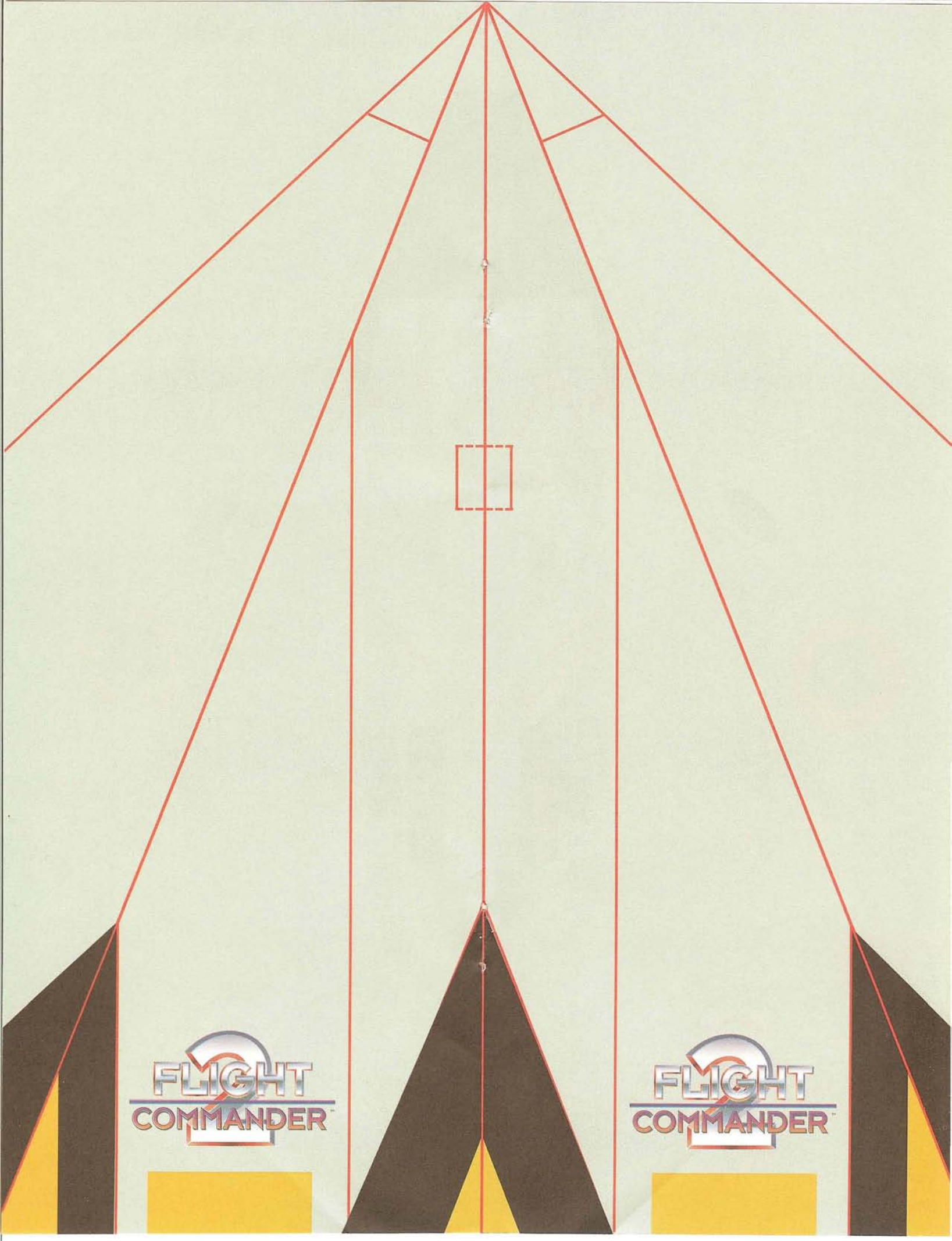


1995 NATIONAL CHAMPIONS

EVENT	WINNER
Across Five Aprils 34	Mark Giddings
Acquire 43	Steve Koleszar
Adel Verpflichtet 65	Beth Bernard
Advanced Civilization 40	Michael Neal
Advanced Third Reich 41	Jim Sparks
Afrika Korps 16	Phil Evans
Anzio 9	Mike Sincavage *
ASL 130	G. Fortenberry *
Assassin 23	Steve Cameron
Attack Sub 40	Jack Reid
Auction 28	Bruce Reiff
B-17 31	Paul Risner
Blackbeard 61	John Kilbride *
Breakout: Normandy 48	William Edwards
Britannia 69	Randy Schilb
Candidate 29	Alan Earnstein
Circus Maximus 72	Mike Pantaleano
Civil War 10	George Seary *
Colonial Diplomacy 40	Jim Yerkey
Decathlon 39	Bobby Laboon
Diplomacy 73	Sylvain Larose
Dune 23	James Garvey
1830 51	Mark Giddings
Empires In Arms 15	Ed Slusarek
Enemy In Sight 49	Phil Thomas
Facts in Five 24	Chuck Foster
Flight Commander II 9	Michael McMain
Football Strategy 36	Dave Terry
Fortress Europa 12	Trevor Bender
Gangsters 22	John Pack
Geronimo 33	Gregory Stroud
Gettysburg'88 10	Vince Meconi
Guerilla 36	Peter Stein
Here Come the Rebels 36	Joe Bellas
History of the World 108	Tim Johnson
Kingmaker 38	Charles Hickok
Kremlin 36	Sean Cousins
Maharaja 16	David Gantt
March Madness 46	Ken Guttermuth
Merchant of Venus 56	Greg Mayer
Mustangs 20	Steve Chilcote
Naval War 49	Greg Mayer
New World 19	Brett Mingo
Panzerblitz 10	David Giordano
Panzer Leader 17	Rob Beyma
Pax Britannica 14	Richard Curtin II
Paydirt 25	Mark Potter *
Peloponnesian War 10	Frank Hamrick
Pro Golf 46	Bruce Reiff
Rail Baron 63	Jared Scarborough
Republic of Rome 37	Michael Ehlers
Roadkill 41	Bruce Wigdor
Roads to Gettysburg 28	Ken Lee
1776 12	Steve Packwood *
Slapshot 74	Peter Staab
Speed Circuit 23	Lane Hess
Statis Pro Basketball 9	Steve Caler *
Stocks & Bonds 13	Bruce Reiff
Stonewall Jackson's Way 27	B. Passacantando
Storm Over Arnhem 19	John Ellsworth
The Russian Campaign 16	Rob Beyma
Third Reich 4th Ed 10	Michael Mitchell
Titan 65	Steve Koleszar
Titan 2 26	Bruno Wolff
Title Bout 26	Ken Gutermuth
TP: Stalingrad 16	Jim Doughan
TV Wars 28	Michele Giannoble
Tyranno Ex 18	Carolyn DeMarco
Unlimited Civilization 33	Jim Reynolds
Up Front 48	Herbert Gratz
VITP 45	Dan Henry
War At Sea 33	Ray Freeman
War & Peace 10	Nick Frydas
Waterloo 10	Joe Beard *
We The People 56	Roger Taylor
Win, Place & Show 29	Dennis Nicholson
WS&IM 21	Larry York
World at War 14	Vince Alonso
Wrasslin' 16	John Souders
Wrasslin' Battle Royal 16	Robert Williamson
Best GM	Ken Lee
Sportsmanship	Ian Lange

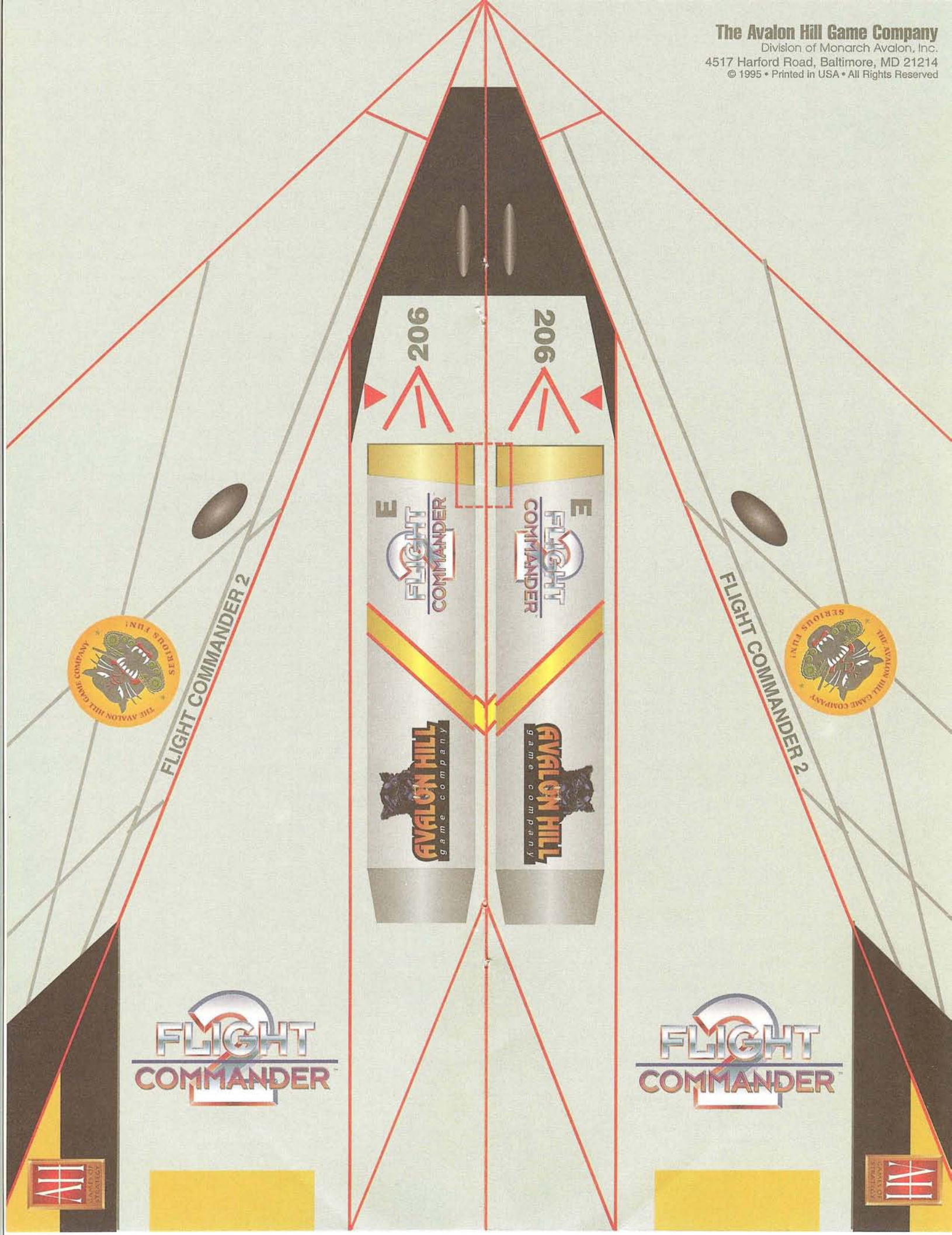
Team Tournament: **Black Bear**; Sean Cousins KRM 8, Michael Neal ACV 8, Andy Lewis MOV 1, Caleb Cousins RKL 0 = 17 [163]

is number of entrants * is defending champion



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