GENERAL

Featuring: The Civil War Series

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Recently, Joe Amoral (an artist at Avalon Hill) and I had the fortune of visiting the Civil War battlefield of Gettysburg, to walk its paths and roads, and to visit the sights where so many men fell 132 years ago. I, in my youth, had never taken the time to go to those rolling hills. Joe had visited the field before, so he was my official guide for the day. For me, the experience was beyond compare.

I've always had an interest in the Civil War, although I'll admit that my "technical" knowledge of the battles and the particulars behind the weaponry is mediocre at best. In my endeavor to play wargames, I rarely take the time to study the history behind the moves. Part of the reason is because I don't want the constriction of reality and the inevitable dictation of moves based upon "how it occurred in real life." *We say we won't allow the historical knowledge to force our hand, but how many of us (after reading of a particular tactic) try to repeat it on the board? It's inevitable.* Another reason is that the reality is—beyond doubt—often too difficult to stomach. To be honest, I don't particularly like warfare, as I'm sure many of you don't either. To study it, then, gives me the feeling that, in some way, I'm immortalizing it through the moves of half inch counters. On the other hand, I don't wish to be ignorant of the sacrifices my ancestry endured to ensure the freedom for all humankind, regardless of color. Thus, the main reason I play wargames is to do my part in the Promise. And this is what finally compelled me to visit the hallowed ground of Southern Pennsylvania.

Upon our arrival, it was impossible to separate the present from the past. A few yards from the field where the Confederates made their gallant charge on July 3, 1863, stands a *Shoneys*™ Restaurant. In the comfort of 1995 air conditioning, Joe and I had traditional American cheeseburgers with fries, the ever watchful eyes of the waitress waiting to witness our last sip of coca-colas. "Is everything okay," she would ask. And we replied, "Yes, everything is okay."

We began by taking the traditional tour of the museum. We worked our way through all the exhibits. We looked at the campground items, studied the cannons and handguns, eyed the uniforms (we were awed at some of the overcoats, coats which Joe admitted a desire to obtain), identified the kinds of dice and card games played during the lulls, and even gloried in the gleam of bayonets. These are the displays which you must see first, as they (in overload fashion) prepare you for the ground on which they barked supreme, and on which (like tools of a mighty god) they toiled during countless hours of bloody struggle. The most striking of these displays was the piles upon piles of bullets behind glass, a heavy reminder of the storms of lead men of flesh stumbled (and died) through. Imagine that each bullet equals one life, and your perspective is obtained.

After our museum tour, we made our way to "The Angle," the spot on Cemetery Ridge where the Great Army of the Republic repelled Pickett's charging Rebels. On that day, we were honored by the most pleasant weather of the sea-

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A Warm Place In The Field
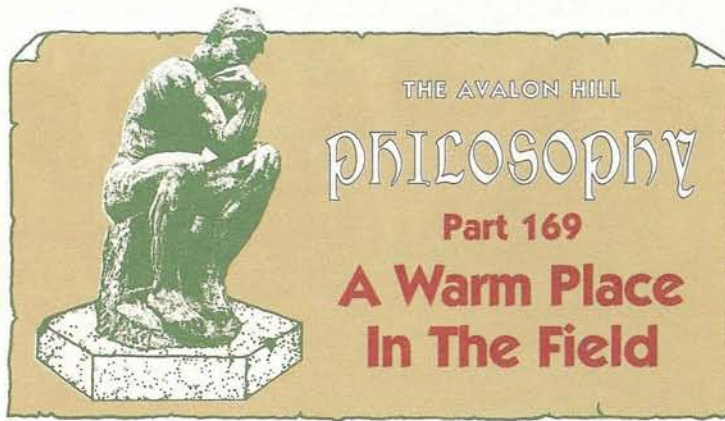
View from the Union Side

At Emmitsburg Road

gray stone peeking out of the hard ground. I needed something from this field, if only a worthless chunk. Joe was interested in the topography as well, but from the artist's perspective. He worked his camera to its limit, producing pictures of the rise and fall of the land, the humble slopes and dips that (132 years ago) challenged the Confederate approach. We both wondered if the grain and grasses growing before us were the same as they were on that day, replanted each year for the joy of thousands of tourists (the ultimate simulacra).

son, and we stepped up on the little rocky wall and looked across the field. Emmitsburg Road lay about mid-way across, and the first thought to spring to mind was, "Were they crazy?" Waiting for three cars and two vans to fade away, I asked Joe to walk with me to the other side…the Confederate side.

So, with our invisible muskets and my can of *Seagrams*™ Ginger Ale, we reenacted "the charge" (in the opposite direction) as only two sons of the Promise could. Joe and I are southerners: he's a Virginian and I'm a Tennessean. To walk this field was very special; to place our feet on the ground, and to tread in the shadow of General Lee's monument (which towered about three-fourths of a mile in front of us) was an honor, if not a little intimidating. As we walked, we knew that our sojourn paled in comparison to the thousands of men who walked out of the woods under heavy gun fire on that hazy summer day so long ago. And upon our reaching the Emmitsburg Road, we stopped and looked back. A gentle slope up to Union position caught our eye, and we realized that here, on this very spot, was perhaps the last moment at which the Confederates had a chance of reaching the wall intact. We took a picture and kept going.

We crossed the Emmitsburg Road and I started searching the ground for bullets (as if, after all this time, I'd have even the remotest chance of finding any). This proved fruitless, so I resolved in picking up a rock, a small chip of

Then, about thirty feet ahead of us, we spotted company. Perched carefully on a fence post, a brown-feathered hawk, gripping the wood firmly with its talons, greeted us with weary silence. Was he oblivious to our presence? We tested him by moving closer, and closer, and closer, until we were no more than ten feet away. As we grew near, he eyed us carefully (like the waitress at lunch). Slowly, Joe caught him on film and then he sprang, flying about six posts further down the path. We moved closer again, this time with more confidence. He waited until we were upon him again, so close as to reach out and yank him from his rest. And then, he was gone, throwing his huge wings to the wind and retreating to more familiar surroundings. For a moment, we watched as this bird rose higher and higher into the sky, its light frame drifting on the breath of Gettysburg. And in this Avian's flight, I saw the cavalry screen, a Jeb Stuart of the clouds, sent from heaven to reconnoiter our advance. This wasn't a bird, but a messenger of the Promise.

Finally, we arrived at the base of Lee's monument. Joe's sandaled feet were covered with dirt. Of course, I had to laugh. And in return, he threw a few derogatories my way. We flung verbal daggers back and forth for a time and then stopped to look up at the great general, whose presence was now immortalized in rock and metal. What an irony for him: forever *perched*

PATHS TO GLORY

Strategy in the Campaign Game of
ROADS TO GETTYSBURG

By Steven Katz

Like the other parts of the *Civil War Series (SJW, HCR, SIV), ROADS TO GETTYS-BURG* was created with the maxim "what if?" firmly in mind. Nowhere is this more evident than in the campaign game, where each commander has significant discretion in the setting of strategic goals. This is particularly the case for the Confederate commander, who (while required to mind the basic methods in which victory points can be earned), has numerous mix-and-match options for achieving some level of victory. But there is much to be decided for the Union commander as well, who will surely meet with defeat if forced into a purely reactive mode by a lack of strategic planning. In this article, I will analyze the victory point conditions to identify the basic paths to victory for each side, and then suggest some strategies that might achieve them. This is done with the assumption that the gentle reader has a working knowledge of the rules, as they will only be alluded to in brief when examining specific situations.

THE BEGINNING

The start of the Gettysburg campaign finds the Confederate Army of Northern Virginia concentrated near the Maryland town of Sharpsburg, only a short distance from the hallowed ground of Antietam creek. Still strong after two years of hard fighting, it is in the most unusual position of being without the presence of Jeb Stuart and his cavalry, who are off raiding southern Maryland in an attempt to make up for the perceived embarrassment of Brandy Station. As for the Union, the Army of the Potomac is not even on the board. The initial Federal presence is limited to the garrisons at Harper's Ferry and Harrisburg, with a few other units scattered between them. Such a situation places the initiative squarely in the hands of the Confederate commander. But what to do? An examination of the victory conditions certainly gives guidance for the prospective Confederate Commander.

The vast majority of Confederate victory points will be earned in essentially four ways: (1) Inflicting casualties in combat; (2) Imposing levies on towns; (3) Destroying railroad stations; and (4) Controlling key counties at the end of the game. A point is also scored for each division of five Manpower or greater that ends the game in or adjacent to certain sites along the Potomac. Confederate victory points are lost mainly by sustaining casualties, though they can

also be lost if the Union occupies the aforementioned sites along the Potomac. Consequently, Union victory is essentially a function of denying victory points to the Confederacy. That being said, some strategic options for both sides become apparent. As there are only two scoring methods over which the Union has direct control, I will address them first.

Because of the number of points required to reach the different victory levels, the first option I identified, *inflicting casualties*, offers little hope for a win on its own. Unless the Confederate commander makes some low-odds attacks out of desperation, it is unlikely that the North can rack up enough casualty points to matter. This is not to say that casualty points should be ignored, for they certainly can be the measure of victory (or defeat) in the final calculation. It's just that they themselves are unlikely to decide the outcome. If however, the Confederate player is in a desperate position toward game end, a well-constructed defensive position could cause a repeat of Pickett's Charge, possibly shifting a Marginal or Substantial Union victory up a level. So learn well the ways of combat; just don't depend on body counts to win you the game.

The *Washington County Phase* is the other way the Union can deduct victory points, but the conditions under which these points can be

gained and their mediocre value makes this an unlikely path to victory. For each turn the North occupies the Naval Battery, Williamsport, Falling Waters and Sharpsburg, the South loses one point. Should Chambersburg and Greencastle be added, two points are lost per turn. The difficulty in occupying the first four arises from the fact that the Confederate starts out close to all of them. Only if the Confederate vacates the area can they be considered realistic targets, and even then a Richmond Garrison or Confederate Reinforcements result during Random Events could throw a wrench into Federal occupation plans. Abandonment is particularly unlikely to happen in the case of the Naval Battery, as its occupation fulfills so many Confederate objectives and it has some formidable defensive characteristics. Whether or not the South should defend the Naval Battery (once conquered) in an effort to prevent Washington County losses is a mini-scenario that I will address in detail, as it has some significant implications for Confederate strategy. If you are not very familiar with the *RTG* map and combat system, you may want to skim the following analysis.

Any Rebels attacked in the Naval Battery will have their defense strength (sans artillery) tripled and will receive at least a +1 defensive modifier

for the mountains—about as good a defensive position as can be had, or is it? If for instance, the Confederate leaves a six point garrison (the maximum number allowed without shifting Defense Value columns on the Combat Chart), and moves in a Corps Commander before attacking, the Union would have to surround the Naval Battery with approximately an entire corps (23 or more Strength points; i.e., at least 18 attacking and at least five providing encirclement modifier) just to get the barest margin of probable victory—+2. This is figured as follows: 1:1 odds +0, full mountain flank +3, Corps Assault +1, partial mountain defense -1, superior Southern leadership -1. Needless to say, 23 Strength points is no small number of Yankees just for a measly +2 modifier. Yet I think this scenario is favorable to the Union due to the consequences of defeat for the South.

This is not to say there is no risk for the North. The Union has to tie up a reinforced corps (four times the number of Rebels engaged) that could be quite helpful elsewhere. One or two bad die rolls could give the Confederate perhaps a half dozen casualty points and keep that corps out of action elsewhere for four or five days. And what if it started raining right before the Corps Assault? The modifier drops to +1! But the Confederacy must leave behind six strength points and have a valuable Corps Commander (most likely with corps) within ten hexes for an effective defense. For the South, the consequences of losing the first battle (more likely than not if no rain) are an initial strength point from the battle and three more when it has to retreat through an enemy unit. The remaining two strength force are disorganized and at Fatigue level 4—easy prey for any nearby Union division or even cavalry brigade if the survivors are an "artilleryless" substitute unit. And what if that Corps Commander couldn't be spared to aid in the defense? The Union would attack at +4 if the garrison were led by Substitute, +3 in the unlikely event a Confederate division commander were on hand. Should the Confederacy simply put more men in to better the odds? Perhaps, but remember that any men holed-up in the Naval Battery aren't out with the Confederate levying towns and beating up the Federals in the field. This is particularly the case with divisions and their valuable artillery and leadership.

The prudent course of action for the Confederacy is to delay the onset of the Washington County effect to the point where it only loses a handful of points. Operationally, this means taking the Naval Battery (and pillaging Harper's Ferry for the Depot and the two point Rail Station) and then retreating once the significantly larger Union force begins to encircle it. Don't forget to bag the Harper's Ferry garrison, as these troops are poorly led and represent twelve victory points (equal in value to York!) if they can be cut off from retreating into Frederick-West county. By slowly withdrawing North as the Federals advance, the South sacrifices a minimal amount of men and may be able to delay the effect of Washington County to the point where it costs the South only a handful of points, all the while tying up a Northern force much larger in number. And if a Confederate Reinforcement or Richmond Garrison result occurs,

so much the better. What the South should be sure to avoid is the early additional loss of both Chambersburg and Greencastle. Losing one point a turn for the last four or five turns of the game is one thing; losing two points a turn for the same period is an entirely different matter. Also, don't forget that any Confederate division with at least five Manpower will give you a point if it ends the game in or adjacent to either the Naval Battery, Sharpsburg, Falling Waters and Williamsport.

This last tip, incidentally, provides some guidance for the Union commander. He should send part of the second increment or Sedgwick's VI corps into the area with all possible haste, and try to seize and hold all Washington County locations, preferably no later than Turn 12 or so. If the Stars and Stripes aren't flying over the Naval Battery, Sharpsburg, Falling Waters and Williamsport until only a couple of turns before game end, you've wasted valuable troops that could have been better employed elsewhere. If on the other hand, you are able to use a score or less of Manpower to deny the South ten or more points in any fashion, you've done well. It is also worth noting that the South must control either the Naval Battery, Sharpsburg, Falling Waters or Williamsport to use an Ammunition Train result on the Random Events Table. If the Confederate runs into hard fighting up near York or Gettysburg, preventing ammunition resupply may deny the Confederate the combat power it needs to seize or hold a county seat for County Control purposes. At a minimum, try to destroy the pontoon bridge at Falling Waters so that rain can prevent an ammunition train from crossing if your troops cannot. In the end, the key factor to analyze (for both sides) regarding the Washington County Phase is the ratio of troops employed to points lost. A thrifty and skillful Southern defense (or thrifty-yet-aggressive Northern advance) will make the Washington County points a supporting element of your victory and not a factor in your defeat.

1. DESTROYING RAILROAD STATIONS

As was mentioned in the introduction, however, the initiative regarding the vast majority of victory points is with the Confederacy. I will address the four methods of victory point accrual in reverse order of their likely impact on

the final tally. First, and least likely to have an effect on the game's outcome is the destruction of certain railroad stations. These include Ellicott Mills, Sykesville, Mt. Airy, Frederick Junction, Catoctin Switch, Weverton, and Harper's Ferry. Worth two points each, it is only the latter three that the Confederacy will likely have any chance of destroying. The others could well be damaged by Jeb Stuart's cavalry troopers, but because the Confederate is restricted from entering Frederick West or East until the Union army enters, the others are simply too far away. It should be noted that while "technically" only Harper's Ferry can be destroyed before the Union army arrives, the Confederates would quite likely have the time to concentrate in the passes along South Mountain so that when the Union army arrives, it could overrun Weverton and probably Catoctin Switch before the lumbering Union army could do much about it. The South must take care not to get greedy in the case of Catoctin Switch however, as a concentration of Union cavalry against units detailed there could make extracting them difficult without a strong Confederate presence. In the end, rail stations will produce at the most six points—anything more would require a concerted effort by at least two Confederate corps and would probably yield only Frederick Junction.

Rolling stock at Manassas while in Federal hands
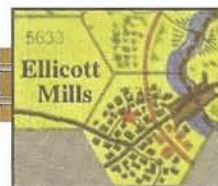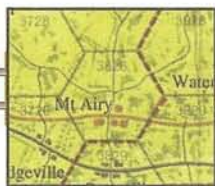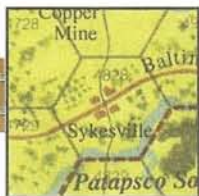
2. INFLICTING UNION CASUALTIES

Secondly are points scored by inflicting Union casualties—of modest but possibly significant value. By virtue of superior organization (large divisions and high mobility) and superior leadership, the South is able to hit harder and faster than the North. Sheer opportunism should result in at least a handful of points as elements of the Confederate catch Federal garrisons or Union army elements unprepared. But the chance to score some significant casualties lay in what I refer to as "the fruits of desperation." If the Confederacy has only a toehold on a given level of victory, the Union commander may find irresistible the gamble of a low odds attack (+1 or lower) that with some luck would lower this level. Confederate advantages in leadership coupled with a denial of any significant flank modifier (+2 or greater), could see a large (27 or more Manpower) Union force attacking a smaller Confederate one. A beneficial die roll in such a situation would result in significant Union casualties and provide three, four or even five extra victory points. The opportunity may then arise to deliver a devastating counterattack to the newly disorganized Union forces. The real points for the Confederacy are based mostly on geographical positioning, however. This is reflected in the victory points gained by levies and county control.

3. CONTROLLING COUNTIES

Of these two methods, County Control definitely has an edge in the ability to garner points for the South, but because it is a much simpler mechanism to analyze, I will examine it third and save levying for last. The requirements for County Control are fairly simple: the South must have at least 70 Manpower points of any source in a given county, three or more of which must be occupying the county seat. *(This provides a healthy cushion for combat losses, as the Confederate starts with 130 Manpower excluding Stuart's eight points of cavalry and any reinforcements.)* Control of the county seat is lost if it is surrounded by Union units/ZOC and no Confederate unit occupies an adjacent hex. The South has seven counties to choose from for county control, only one of which can be used to yield points through this mechanism. They vary in value, the differences being essentially a function of their proximity to Washington DC. Three of them are so high in value (Howard-70, Baltimore-60 and Carroll-50) as to give the Confederacy a marginal victory by themselves. Even the least of them (Adams-25) is of high enough value to provide well over half the points needed for a marginal victory (43). But for all their lure of big points, the four most valuable counties (Howard, Baltimore, Carroll and Frederick-East) are geographically ill-positioned to allow for the necessary conditions to develop. This is largely because the Confederate isn't allowed to cross into Frederick-West county until the first

increment of the Army of the Potomac has arrived, and while the required 70 manpower points could likely be moved into a given county, the Union would likely (with the exception of Frederick-West) beat the Confederate to its county seat. The resulting scenario would require that the Confederate then evict the Union army from the area. Normally this would be a manageable prospect a little farther north, where the Union army would have a harder time bringing up reinforcements in a timely manner, but with these county seats so far south, entering Army of the Potomac increments would be only a day or two away from the scene of the battle—certainly no farther than the Confederate. Such a move would neutralize one of the South's greatest advantages: the slowness and position of the entering Union army.

It is more interesting to consider such a move with only a portion of the Confederate troops. This would free up some elements to begin levying Pennsylvania towns, particularly York. The points accrued from such levying would provide a margin of error should the Confederate find itself unable to control one of the higher value counties. Determining what portion of the Confederate to send levying (a situationally determined question I cannot answer) first requires an analysis of levying in general, which is strongly influenced by when the Army of the Potomac arrives. What follows is my analysis of the fourth and last method for scoring victory points—levying. It includes a brief analysis of Army of the Potomac arrival, the finer points of levying, and then some tips on how to integrate levy strategy into overall movement of the Confederate for county control purposes.

4. LEVYING TOWNS

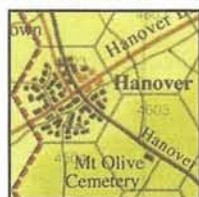Regarding Army of the Potomac arrival, it is useful to determine when exactly the Army of the Potomac is most likely to arrive. A mathematical percentage analysis of the Army of the Potomac Arrival Table yields some interesting results, which I have summarized below. Please note that they are adjusted for Bonus Cycles (i.e., a result Turn 6 arrival with one Bonus Cycle is simply treated as a Turn 5 arrival).

Turn	Chance of Arrival (CoA)	CoA that turn or earlier
3	5.6%	5.6%
4	17.5	23.1
5	28.1	51.2
6	18.9	70.1
7	13.8	83.9
8	8.6	92.5
9	4.9	97.4
10	2.3	99.7
11	.3	100%

What we see is that Turn 5 is far and away the turn when the Army of the Potomac is most likely to arrive, though Turn 4 is the historical result. It is also Turn 5 where the cumulative CoA exceeds 50% (i.e., the Army of the Potomac will more often than not arrive Turn 5 or earlier). This latter fact is not very predictive however, as the Turn 5 cumulative CoA just barely exceeds 50%. A more conservative estimate is to plan on the Army of the Potomac arriving Turn 6 or earlier, where the CoA is a much more probable 70%. Under such an assumption, the Confederate commander has a fairly significant chunk of time with which to get his troops up the Cumberland Valley and into Pennsylvania. Providing that the weather holds, Ewell should be sent northward in the direction of York and Harrisburg, but should save levying York and the other northern locations for later. By creating some two sub-units of five Manpower each, the defenseless locations of the upper Cumberland (Chambersburg, Greencastle, Newville, etc.) all the way to Mechanicsville can be levied with little risk of Union army interference. Ewell's divisions, with their valuable artillery and leadership, should immediately be sent south once clearing the South Mountain passes near Gettysburg. Sites such as Hanover and Gettysburg should be levied first, with Rodes, Johnson and Early slowly levying northward and eastward towards York and Harrisburg. In this way, the locations nearest to the Army of the Potomac entry area can be levied first, allowing Ewell to withdraw away from the oncoming Union army. If rain or an early Army of the Potomac arrival cause a significant slowing of Ewell, it would be best to concede the southernmost levy sites and ensure the levying of the higher value northern locations, particularly York. If all goes well, the Southern commander will find Ewell's corps concentrated near York and Harrisburg, having levied all the locations on the map before the cumbersome Union army can do much about it.

The York Gambit: At that point, or the point at which the Confederate commander realizes that further levying would be impracticable, a decision needs to be made about where to try for county control. If the Confederate has avoided any entanglements near Harper's Ferry or surrounding environs, it is likely that most of the Confederate force will be in Adams county by the time the Union army approaches. This, combined with employment of the aforementioned levy strategy will put the Confederate largely between (already levied) York and the Federals. At that point, the Confederate player can probably claim a Substantial Victory simply by setting up a defensive position around York and letting

the levy points and county control points force the Union army into a repeat of Fredericksburg. I call this the York Gambit, and believe that the Confederate commander will attain at least a Marginal Victory (quite often a Substantial Victory) in two out of three games with it. In one out of three games, either Rain will occur such that the Confederate is seriously slowed from levying in sufficient numbers (somewhat likely), and/or the Army of the Potomac will arrive on Turn 3 (1 in 18 games).

If the above mentioned (or other) circumstances have intervened such that the South is only able to pick up a score or so of victory points, use the following alternate county control strategy, which is based on the ability of the Confederate to move faster and more decisively than the Union army. This entails concentrating the Confederate near the intersection of Adams, Carroll and York county whereby multiple county seats (Frederick, Winchester, Gettysburg, and York) can be threatened and county lines are never far away. This will put the Northern commander in the position of having to try to surround the Confederate to prevent it from getting any County Control points. Not only is such an encirclement unlikely, its very effort could well provide an opportunity for the Confederate commander to inflict some punishing battlefield losses on the Federals. And don't forget to keep an eye open for undefended rail stations on the B&O railroad—quickly destroying a couple of them could go a long way to making up for any failures in the "levy business." Even if you can't destroy them, try to keep a cavalry brigade on both the B&O and Cumberland Valley railroads so that the Yankees can't use them to move reinforcements or build depots. In the end, the Confederate commander may have to settle for Adams county, but even its 25 points would likely give the South a Marginal Victory—certainly better than a Union victory.

UNION STRATEGIES

I consider the York Gambit the best path to a Southern victory, most likely a Substantial one. As such, the Union commander must make every effort to foil it until confident it cannot be achieved. To do this, the North must get some help from the Army of the Potomac arrival table, the weather, and march die rolls. While I hate to say it, I believe that the Army of the Potomac arrival table is rigged against the Union player unless the weather intervenes to slow down the Rebel army. Ewell's corps in particular enjoys the Corps Movement bonus (+2) through turn nine, regardless of where Ewell is, and gets a big head start in getting up the Cumberland Valley towards York and the other levy locations. Once the Army of the Potomac arrives, the Union cavalry, particularly those units with three Manpower, should be sent north at all possible speed in an attempt to hinder Confederate levies. And though York is the big prize in this race, don't count on saving it from the Rebels. Just by simply heading towards York you put your cavalry near other locations (Gettysburg, Hanover, etc.) you have a

more realistic chance of saving. And should the Southern commander decide to have a go at Harrisburg, putting the garrison there under the command of a cavalry leader will go a long way toward keeping 16 levy points from becoming Confederate victory points through combat.

What's key to remember in your counter-levy efforts is that the South has to give a division or sub-unit of at least five Manpower an entire day, at zero fatigue, to levy a location. All of which is for naught if you can station a unit of at least three Manpower adjacent to the levy location before the aforementioned conditions are fulfilled. This latter is why your three Manpower cavalry brigades are so prized, so be careful with Extended March if they are disorganized—you absolutely do not want to lose a Manpower point to straggling. One tip to help boost the strength of your cavalry (and your infantry) is to make liberal use of the Attachment provision as it applies to units that start the game on the map. In regards to cavalry, two militia cavalry units start the game on-map. Avoid using them in combat near Harper's Ferry, as they are much more valuable as new recruits for your two Manpower cavalry units. The same applies to the various militia infantry units that start on the map. Their dismal leadership values (mostly 0s) make them easy work for far lesser numbers of Rebels. Should the Confederates approach Harper's Ferry, evacuate any and all militia units you can into the safety of Frederick-West county. It's simply not worth trying to hold the Naval Battery with militia when they can be "drafted" into Union divisions that truly could use some strengthening. As for what divisions they should go into, the "elite" divisions created from the following Army of the Potomac reorganization plan would do quite nicely.

Because of the superior organization and speed of the Confederate, I strongly recommend a wholesale reorganization of the Union army as each increment enters. This is because on average, Confederate corps are over twice as strong as Union corps (43 to 20) at start. This means that in terms of maneuvering, the South can move/attack with twice as many strength points as the North when it wins an initiative roll. This would be bad enough were it not for the fact that barring Confederate Command Paralysis, the South wins seven of twelve initiative rolls, or 58.3%. Without substantial reorganization of the Union army, the Confederate commander has a decided advantage in clutch situations, in that he will be able to move twice as many men into position per initiative, and he will win most of the crucial initiative rolls. As the Union commander, you can't do much about the initiative situation, but you can create corps that when activated, will move a lot more men simultaneously.

When initially moving the First Increment, gut Sickles' III Corps by Detaching a ten Manpower Substitute out of both Birney's and Humphreys' divisions. Partially gut Howard's XI Corps by Detaching a five Manpower Substitute out of Schurz's division and a four Manpower Substitute from Barlow's division. Each division of III Corps and Schurz's and Barlow's divisions of XI Corps will then be left with only one Manpower. During the following Attach-

ment Phase, attach a ten Manpower Substitute to both Robinson's and Doubleday's divisions of Reynold's I Corps, while attaching your five Manpower Substitute to Wadsworth's division and your four Manpower Substitute to Steinwehr's division. As for the one point "shell divisions," consider them the First Increment's Artillery Reserve. In the case of Schurz and Barlow, their "shell divisions" can essentially become part of Steinwehr's as they can always move as a stack—their one Manpower size exempts Steinwehr from paying the penalty for entering a friendly occupied hex (6.2). As for Sickles, his shell divisions should function as an artillery reserve for Reynold's I Corps, with Birney accompanying Wadsworth and Humphreys accompanying Doubleday in the interest of spreading artillery strength out evenly. All of this shuffling will require some careful planning when marching so as to ensure that substitute and "parent" unit end movement in the same hex, but when you are done, the First Increment will move faster (due to increased compactness) and maneuver better. Reynold's I Corps with two divisions commanded by leaders with a Tactical Value of three (Reynolds and Sickels), 44 Manpower (46 counting Birney and Humphreys), and five artillery (ten with Birney and Humphreys) is definitely on par with any of the Confederate corps. Howard's XI Corps essentially collapses into an "elite" division with superior leadership (Howard's Tactical Value of three), superior movement (Howard's Corps movement bonus), 11 manpower and four artillery.

The same type of reorganization is required of the Second Increment. Gut Slocum's XII Corps by detaching a six Manpower Substitute from Williams and a seven Manpower Substitute from Geary. Attach the former to Gibbon's division and the latter to Hays' division, both of Hancock's II Corps. Within Sykes' V Corps, detach a seven Manpower Substitute from Ayres's division and attach it to Caldwell's division in Hancock's Corps, while detaching a five Manpower Substitute from Crawford's division and attaching it to Barnes's division. As with Sickles in the First Increment, Slocum's shell divisions should be folded into Hancock's II Corps. William's division should accompany Caldwell's, with Geary's division accompanying Gibbon's, again in the interest of spreading artillery strength around. Hancock's II Corps will then have an inherent Manpower Value of 42 (44 with Geary and Williams), and an inherent artillery value of five, (eight with Geary and Williams). As with Howard's XI Corps of the First Increment, Sykes' V Corps collapses into an elite division with good leadership and movement, fourteen Manpower and four artillery. Such a reorganized V Corps would be ideal for seizing Northern objectives in the Washington County area.

Here's one other tip on organizing the Union army. Most Union corps contain seriously understrength divisions. As such, you can speed up Corps Movement by using Attachment to put most Manpower points into one division, leaving the other two with only one each. This will allow you to avoid paying the extra movement point penalty for entering a hex with three or more Manpower by simply marching the one

point divisions first. No more arriving in battle all strung out along some road. You'll move faster and be able to defend better when you get there. By employing the above tactics along with a little luck (Rain), Union cavalry may just be able to buy enough time for the infantry to move up and permanently deny the Confederate most of the levy sites south of York.

As the Army of the Potomac arrives and begins to move (most likely) northward, you should always have county control requirements in the back of your mind. Keep track of how dispersed the Confederate is, as at least 70 manpower points must be concentrated in a county to achieve control. This means that if the opportunity to tie up an isolated Confederate corps arises—particularly in the Cumberland Valley—take it. The Southern commander will have a much tougher time mustering the requisite 70 Manpower with only two corps. More likely you will have to depend upon denying control of the county seat to deny county control. Unfortunately, you will have to wait until the Confederate commander makes a definitive move towards a county before you will know even what county seat to defend. Fortunately, the rules provide for an alternative to occupation as a method of denying control of a county seat. If Union troops or ZOCs extend into all hexes around the Rebel-occupied county seat and no other Rebel units occupy said hexes, the county seat is not controlled. This is a difficult feat to pull off in most cases, with the possible exception of York and Ellicott Mills, as the former has only four adjacent hexes and the latter three. But it can be done if you can put enough of the Union army between the Confederate army and its advance unit holding the county seat. And it may have to be done if the occupying Rebels are defending in such strength that you would have to make a massive attack to dislodge them. Don't repeat Fredericksburg. Make all efforts to put yourself in the much more desirable position of forcing the Confederate commander to attack and possibly repeat Pickett's Charge.

In my final analysis, I have determined that without early Rain and against a competently played South, the North will need to rely upon every mechanism provided for in the rules if the Confederate invasion of Pennsylvania is to be repelled. If the Northern commander skillfully exploits EVERY opportunity that arises, a victory may be eked out. It will be only a Marginal Victory, but I think that is what George Meade had in his possession when the last of Robert E. Lee's army crossed back into Virginia in July of 1863.

H

SUGGESTED VARIANTS

Two suggested variants are below, one balancing the campaign game of *RTG*, and the other that corrects a flaw in the way casualties are determined when artillery is involved.

Army of the Potomac Arrival Points. Use of this campaign game variant should eliminate the campaign game's current pro-Confederate bias, and give the Union the same chance at victory regardless of the Army of the Potomac's turn of entry. This is done by use of a compensating mechanism that involves multiplying the modified turn of entry for the Army of the Potomac by three and then immediately subtracting that figure from the current number of victory points. The modified turn of entry is determined as follows. If a "C" result is rolled (i.e., there is no delay and there are no Bonus Cycles), the current turn number is used. If a delay or Bonus Cycles occur, add the number of turns of delay or subtract the number of Bonus Cycles to determine the modified turn of entry. If for example, a "B" result occurs on Turn 6, the modified turn of arrival is Turn 5. Conversely, if an "E" result occurs on Turn 6, the modified turn of entry is Turn 8. Thus, if on Turn 6 the arrival result were a "C", 18 points would be deducted from the victory point total, if a "B", 15 points would be deducted, and if an "E", 24 points would be deducted.

Unmodified Artillery for Casualty Determination. The other variant seeks to correct the current condition whereby using artillery in favorable terrain causes more losses to the user of the artillery. This happens because the determination of Combat Value for casualty purposes uses the strength of artillery modified for terrain. The rules specifically state that modifications for fortifications are not to be used in this determination, but for some reason terrain is. In all scenarios of *RTG*, simply disregard the modification for terrain when determining Combat Value for casualty purposes. This will eliminate those occasions where artillery units in woods/mountains are "immune" to losses, (i.e., only infantry Manpower Values contribute to the determination of Combat Value). It will also mean that by putting your artillery in open ground, the person foolish enough to attack your position suffers, not the men of your sharp-thinking battery commanders.

SPECIAL THANKS

I would like to thank Mike Arnold, Jay Dragonetti, and Rob Winslow for their assistance in preparing this article. I would like to specifically thank Jay for his mathematical analysis of the Army of the Potomac arrival table, and Rob for his suggested variant regarding artillery values when determining casualties.

ROADS TO GETTYSBURG
Scenario 6 (Advanced Game) Official Rules Changes

By Joseph M. Balkoski

1. ARMY OF THE POTOMAC ARRIVAL

The Army of the Potomac Arrival Phase is first carried out on Turn 2 (June 23), not on Turn 3 (June 24). Each column heading on the Army of the Potomac Arrival Table should have its turn number and date reduced by one. For example, the first column, which is labeled "Turn 3—June 24," should now read "Turn 2—June 23," the second column should now read "Turn 3—June 24" instead of Turn 4—June 25," etc. The column furthest to the right on the Army of the Potomac Arrival Table should now read "Turn 9—June 30" instead of "Turn 10—July 1."

2. WASHINGTON COUNTY PHASE

The Confederate player loses 2 (not 1) VP for each Washington County Phase in which Williamsport, Falling Waters, Sharpsburg, and the Naval Battery are all occupied by Union brigades or divisions (not regiments). Exception: The Confederate player loses 5 (not 2) VP for each Washington County Phase in which Williamsport, Falling Waters, Sharpsburg, the Naval Battery, Chambersburg, and Greencastle are all occupied by Union brigades or divisions (not regiments).

3. CONFEDERATE LEVIES

At the end of the game, the Victory Points received by the Confederate player for levying towns in Pennsylvania are halved. (Exception: The VP for levying Harrisburg are reduced by one-quarter, not one half.) The new VP received for levying towns are as follows:

- Carlisle—2 VP
- Chambersburg—2 VP
- Gettysburg—2 VP
- Greencastle—2 VP
- Hanover—2 VP
- Harrisburg—12 VP
- Littlestown—1 VP
- Mechanicsburg—1 VP
- New Cumberland—1 VP
- Newville—1 VP
- Shippenburg—2 VP
- Waynesboro—1 VP
- York—6 VP

H

A FINE RED LINE

Soviet Play in ADVANCED THIRD REICH

by Patrick Mel White

The Soviet player in *ADVANCED THIRD REICH (A3R)* is faced with several strategic choices early in the game which will have significant impact later. The relations the Soviets develop with their neighbors will play a major role in Russia's ability to defend itself once war with Germany begins.

Typically, the Soviets' initial goals will include some or all of the following:

1. Occupy Eastern Poland.
2. Occupy the Baltic States.
3. Occupy Bessarabia.
4. Occupy the Finnish border hexes.
5. Complete all Soviet builds and establish an effective defense.

These goals may change from player to player, and even from game to game for the same player, but all have a viable place in Russian *A3R* strategy. The decision whether or not to pursue these goals must be based on the economic, diplomatic, and strategic results of each.

1. OCCUPY EASTERN POLAND

Eastern Poland offers the Soviets a 10 BRP gain at no BRP cost. In the 1940 Year Start Sequence (YSS), these 10 BRPs will bring the Soviet BRP "base" to the 100 necessary to make a Declaration of War (DoW) and take an Offensive Option in the same turn. Equally important, along with the Baltic States, it creates a sizable buffer between Germany and the Motherland. This buffer will be used to trade space for time. Failure to occupy Eastern Poland simply invites the Germans to do so, at the consequent loss of BRPs and territory for Russia. The drawback to occupation is that it reduces U.S./Axis tensions, but Germany's own actions will more than offset this.

2. OCCUPY THE BALTIC STATES

Occupying the Baltic States is a slightly more muddled picture. Paying 10 BRPs for a DoW gains 15 for the Soviets at the next YSS (BRPs they'll desperately need in the future). Like Eastern Poland, the Baltics are an effective, even necessary, buffer against Germany. In addition, the Baltics anchor the Soviet right flank in the Gulf of Finland. Without the Baltics, any Soviet defense

in Poland is untenable. That's the good news. The bad news is the negative diplomatic repercussions that result. Unpopular in the West, occupation reduces U.S./Axis tension. Threatened by the spectre of an expanding Soviet bear, the Axis minor allies draw further into the German umbrella and German diplomatic rolls (DR) in these countries are more likely to meet with greater levels of success, being granted a +1 bonus. Although this bonus is partly offset by the –2 DR modifier due to France's survival, Germany still has a 33% and 66% chance to gain some economic penetration of Bulgaria and Hungary, respectively. The decision to occupy the Baltics may not be a question of "do" or "don't," but when. The Soviets are limited to an expenditure of 45 BRPs in each of the first two game turns. Therefore, the Soviet player must choose between the 10 BRP DoW or 10 BRPs in builds. To a Soviet player intent on seizing both Bessarabia and the Finnish Border Hexes, it may be difficult to find enough forces to prepare for two border wars and still establish a credible defense without the 10 additional BRPs in builds. It can be done, and it may have to be done, because Germany would then have the chance to declare war on the Baltic States in Winter '39. Germany would have to balance the DoW cost, its effect on U.S./Axis relations, and the subsequent Russian reaction roll versus the improved strategic position, the denial of Baltic BRPs from the Soviets, and the eventual BRP gain. At that point in the game, the Russian reaction roll will probably be at –2 modifier. This would actually give Russia a better than even chance to improve their political situation with Germany. An unprepared German player may find his entire timetable thrown off by increased garrison requirements in the East. Other Axis players may have contingency plans in mind in the event there is an opportunity to occupy the Baltics. Soviet players may decide the most prudent course of action is to occupy the Baltics in Fall '39 if only to prevent the Germans from getting there first. And, what's equally true is that the German player may decide the most prudent course of action is to leave the Baltics alone in Winter '39, and return to the Eastern Front only after the fall of France. An "advanced strategy" for Russia would involve staying out of the Baltics in Fall '39 with the intention of enticing Germany to occupy the Baltics in the Winter. The

benefit for the Soviets is the above mentioned reaction roll and the modifiers affecting it. The Germans can avoid any action resulting in a Russian reaction roll; however, the Baltics may be an offer they can't refuse, but may wish they had.

3. OCCUPY BESSARABIA

Once the Soviet Union has decided to occupy the Baltics, there are no additional penalties as a result of demanding and occupying Bessarabia, unless the Soviets must fight for it. In that event, the Soviets will have pushed the Balkan Axis minor allies deep into the Nazi fold, and have virtually ensured some level of German economic penetration into each. Germany will have a 50% chance for the minimum economic penetration in Bulgaria, 83% in Hungary, and 83% in Rumania once all destroyed Rumanian units are rebuilt. A potential German ploy would be to contest Soviet occupation of Rumania, but then sacrifice only one 1-3 INF in each of the Bessarabian cities, leaving the remaining units free to withdraw to Rumania proper once the Soviets take the cities. The two infantry units can quickly be rebuilt over the next two turns. The above percentages are without any additional German (or Allied) DP expenditures. They're significantly better than the 33%, 66%, and 0% chance of economic penetration for Bulgaria, Hungary and Rumania, respectively, before a Bessarabian war. Winning in Bessarabia may turn out to be a Phyrric victory for the Soviets. In exchange for five BRPs and some territory, they've pushed fifteen to thirty BRPs into German hands. The fifteen BRPs it cost the Soviets to occupy Bessarabia might be better spent unspent. Fifteen leftover BRPs would be converted into four BRPs of "growth" during the 1940 YSS. Although one less than those gained from Bessarabia, the difference is acceptable considering the alternative.

4. OCCUPY THE FINNISH BORDER HEXES

Although potentially an Axis minor ally, Finland is different from the other minor allies in that a Bessarabian war does not effect a German diplomatic roll there. The Soviets can make it very difficult for Germany to gain an economic interest in Finland simply by leaving Finland alone. The diplomatic table adds a –2 modifier if Russia has not occupied the Finnish border hexes and a –1 modifier for each unbuilt Finnish unit. This –8 modifier would require four Axis DPs to offset. Admittedly, the Axis will have the capability to meet this requirement by the '41 YSS, but it's better for the Allies if the Axis must spend their DPs on necessities, rather than causing trouble elsewhere on the map. Once Finnish losses are rebuilt, war between Finland and the U.S.S.R. gives Germany an 83% chance to gain control of the Finnish hexes even before the fall of France, and before any Axis DP expenditures. If opposed, the 5 BRPs for the Finnish border hexes will require a 15 BRP Offensive to gain. As with Bessarabia, those 15 BRPs would equate to 4 BRPs in "growth" at the '40 YSS. Viewed with the diplomatic effects in mind, the one BRP difference between the two courses of action seems worth it.

RUSSIA'S TWO FRONT WAR
(3 & 4 combined)

Despite the subtle shading in the above essay opposing Soviet occupation of Bessarabia and the Finnish border hexes, there will be times when just such actions are the best Soviet play. The key to their occupation is this: if it's going to be done, do it right. Occupying both in the same turn is the most economic solution. The 10 BRPs gained for both are more than twice what would be gained from saving the 15 BRP cost of an Offensive, which is only worth 4 BRPs at the '40 YSS. The most difficult conditions the Soviets would face is to occupy both border regions in the face of determined resistance after having spent 10 BRPs for a DoW on the Baltics. Other Soviet expenditures in Fall '39 include: two 3-5 armor units (12), five 2-3 infantry units (10), four 3-3 infantry units (12), and one 1-3 infantry (01).

To achieve both objectives, the Soviet Winter '39 turn should start with units in the following locations. These are only the forces involved in the offensive. The remaining Soviet forces are manning a credible defense from Riga to the Rumanian border.

RUSSIANS

3-3 IN: Q37, R37, S37, T37
2-3 IN: A47, B46, N38, O37, P36, Q36
3-5 ARM: D44, E43, F42, F43, G42
5-4 AIR: J43, O39

The exact Soviet plan cannot be determined until the minor country forces are set up. A typical set-up might look like the following:

FINNS

2-3 IN: A46, B45, C44(x2)
1-4 AIR: D41

RUMANIANS

2-3 IN: T36(x2)
1-3 IN: U36, S36, R36(x2), R35
1-4 AIR: V33

Against this set-up, the Soviets would stage one 5-4 AIR to Leningrad, and one 5-4 AIR to Odessa. One Air Factor (AF) in each city would be held in reserve to intercept the minor country's air forces flying DAS. After the Movement phase, Soviet dispositions are:

UNIT	LOCATION(S)
2-3 INF:	B46(x2), Q36(x2), Q37(x2)
3-3 INF:	S37(x2), T37(x2)
3-5 ARM:	A47(x2), B47(x2)

Note: The 5th Soviet armor is not used against this defense. It would be needed against a different Finnish set-up.

The Soviet conduct these attacks:

B46 attacks B45. (This is a 1:1 attack intended to clear hex B45.)

A47 attacks A46 with 2 AF flying CAS. (This is a 2:1 attack, creating a breakthrough hex. The two armor units in B47 move to the breakthrough hex.)

Q36 and **Q37** combine to attack R36. (This is a 2:1 attack.)

S37 and **T37** combine with a 4 AF flying CAS to attack T36. (This is a 2:1 attack.)

The Combat Phase ends with the Soviets in control of the two Bessarabian cities, and at least one hex in Finland. During the Exploitation Phase, the exploiting armor in A46 moves through B45 and combines with the last two air factors from Leningrad to attack the Finns in C44. (This is a 2:1 attack.)

Obviously, there are other minor country set-ups. The Soviets must end the Fall '39 turn with their forces deployed with enough flexibility to handle any minor country set-up. For example, if the Rumanians deploy one 2-3 INF and one 1-3 INF in each city, the Soviets would simply attack each with two 2-3 INF, two 1-3 INF, and two AFs. The Finns might set-up with two units in B45. In this case, the fifth Soviet armor unit would combine with the two 2-3 INF units to attack the Finns in A46. This is a 1:1, EX wins attack. Two other armor units, with air support, would attack out of Leningrad to create a breakthrough hex. The remaining two armor units, (again with air support), would attack the two Finnish units in B45 and eliminate them. Admittedly, relying on 1:1 attacks to be successful can be dangerous. In both of the above plans, the 1:1 attack need only result in an exchange to achieve mission accomplishment. But one out of every six times, the attack will fail completely.

With this in mind, the Soviet player could opt for a safer plan by building the sixth 3-5 ARM in Fall '39 instead of occupying the Baltic States. This unit allows the Soviets to conduct three 2:1 attacks in Finland regardless of the Finn's set-up. In return, the Soviets accept the chance, albeit small, of German occupation of the Baltics. In the event of exchanges in every attack and every air battle, the Russians will lose 41 BRPs in destroyed units, only 30 of which can be rebuilt in 1939. If the Soviets start 1940 with only the 135 BRPs for their ICs and conquests, build or rebuild all available forces, and do nothing else, they will finish the year with 98 BRPs. That converts to a Soviet base of 29 BRPs and a total of 164 BRPs in 1941. Compare that to a Soviet player who occupies only the Baltics and Eastern Poland, completes all builds in 1939, and ends the year with 19 BRPs excess. This player will start 1940 with only 130 BRPs, but, having no units left to build, will also finish 1940 with 130 BRPs. That converts to a Soviet base of 39 BRPs and a total of 169 BRPs in 1941. To complete this mental exercise, the Soviet player who occupies the Baltics, Eastern Poland, Bessarabia and the Finnish border hexes, sustains no combat losses, and completes all Soviet builds, will end 1939 with four excess BRPs. This player will start and finish 1940 with 136 BRPs. That converts to a base of 40 BRPs and a total of 175 BRPs in 1941. The conservative Soviet player starts 1941 in a slightly better economic position than the aggressive Soviet player who had a run of bad luck, and a slightly worse position than the aggressive Soviet player with reasonably good luck. The decision to go to war over the border hexes is made relying on the potential economic benefits to outweigh the known diplomatic repercussions. It must also be made with the realization that those economic benefits may be illusory.

5. THE SOVIET DEFENSE

Despite completing all Soviet builds, it is a "thin Red Line" which stands between the German war machine and the Russian heartland. A worse case scenario involves German activation of both Rumania and Finland, presenting Russia with the threat of German envelopment from either flank. Russia must therefore defend its entire western border. Armor overruns and the German paratroops combine to make it impossible for Russia to prevent a German breakthrough. Russia's goal, therefore, must be to limit the damage a breakthrough can cause. The basic Soviet set-up is a defensive belt two units deep stretching from Riga to Odessa. Armor units are spaced behind the second line so that any exploiting German armor must move through Soviet Zones of Control. These armor units need to be out of range of German air units and within range of Soviet DAS so that the German paratroops cannot conduct an airborne operation against them. The Soviet front line must consist of 2-3 or 3-3 INF units, except in the Pripet Marshes where 1-3 INF units can be used. It is too easy for German armor to overrun 1-3 INF in clear terrain. The 1-3 INF units are relegated to second line duty, except in the marshes which have a +1 DM, and along the Finnish border. This Soviet defense will not stop, but will contain, the initial German offensive (See below.)

SOVIET DEFENSE	
This Soviet defense can be established by Spring 1940 or earlier if the Soviet Union does not have to go to war over the Finnish border hexes or Bessarabia.	
Unit Type	**Location**
1-3 INF	A47, B46, J40, K40, L40 M39, M38, N38, N37, O37, O38, P38, Q38, R38, S38
2-3 INF	D44(x2), J39, K39, L39, P37, Q37, R37, S37, T37
3-3 INF	G40, H39, H40, I39, I40
3-5 ARM	F41, I41, K41, M40, O39 R39
5-4 AIR	D44, I42, O39
9FF	D44(x2)

CONCLUSION

The great thing about *A3R* is that no action is either all black or all white. Every act has both positive and negative repercussions. Each player has to balance these positive and negative results, and determine which has more weight. The Soviet player has a number of options available to him throughout the game. The best alternative may be different from game to game. The player who will do best is the player who can determine and then execute the best course of action.

Robert E. Lee's Monument

(Continued from pg. 4)

on Traveler, forever looking at the "clump of trees," forever longing for that "unobtainable." I turned and shared his vision. For Lee, the Promise was a tiny patch of green leaves. And at the base of his mighty form, the Promise spoke to me.

After a few moments of reflection, Joe and I tore into the woods where the Confederate troops had lined up and waited. We struggled through the obstacles of broken tree trunks, twisted limbs, and rotting stumps. We were accompanied by the urchins of the forest. A chipmunk scurried before our wake, ducking for cover as (I'm sure) the Union men did upon the first few minutes of the Confederate artillery barrage. In the distance, the voices of birds echoed loudly, answering our steady shuffle down the leaf-covered path. We worked our way up to the edge of the woods, just behind the row of cannon that now lay silent in the crimp grass. From this vantage point, I studied the situation. From here, I could see nothing: no field, no clump of trees, no Emmitsburg Road. I wondered if the boys who lined up and waited under these boughs truly understood what they were about to do; and in this reflection, I was reminded of a passage from William Faulkner's *Intruder In The Dust* (I paraphrase): *"For every southern boy, it's always within his reach to imagine it a warm summer day in early July; the guns are laid, the flags are out of their cases and unfurled, but it hasn't happened yet. And he can go back to the time before the war was lost, and he can always have that moment for himself."* As I stood upon the ground where the last hope of victory was imagined, I began to understand the Promise.

After about thirty minutes of roaming the woods, we decided to go back across the field and reenact the charge from the Confederate point of view. It's quite different. The rolls in the terrain are much closer on that end, so the troops couldn't always see the entire expanse of the field like the Union forces. One realizes quickly, when looking at it from the Union side, just how easy it was to sight a few guns on the charge and let 'em have it. The Confederate forces rise and fall with the terrain, cresting a hill and then disappearing again in its little valley, almost all the way to the Emmitsburg Road. From there, however, Johnny Reb has nothing to hide behind. Emmitsburg Road was, indeed, the point of no return.

At this point, Joe and I are gasping for air. Our grain-fed arms and limbs have savored too many *Lazy-Boys*™ and chocolate donuts. We're pitiful excuses for soldiers. Joe lags about three yards behind me, so we figure our approach represents two full lines of soldiers, one behind the other. Upon our arrival at the fence, we tried to pour fire upon our waiting blue brethren, fix bayonets, and charge valiantly. But our plan is foiled by a line of horseless chariots. Humbly, we slowed our pace and decided to let history go untarnished. Our laughable charge would have "unhallowed" the ground.

We arrived at The Angle, winded but unscathed. We were lucky. There were no guns trained on our movement, no canister fire to punch us back, no charging Billy Yanks to seize us before reaching the stone wall. We survived Pickett's Charge.

Later in the day, we retreated to Little Round Top, set up camp and looked into the rocky abyss known as the Devil's Den. Although we didn't go right into it (I made a wrong turn during the car tour), we tried to imagine the struggle back and forth between the boulders. From our perch on the little rocky hill, we were safe as we studied the rugged ground. Suddenly, I remembered a phrase from Nietzshe: *"When we look into the abyss, the abyss looks back into us."* I was looking into this horrid, rock-stubbled eye with fear and delight, glad to be 132 years away from the reality. And the eye looked back into me.

Other monuments and sights interested us that day. We even picked peaches from the Peach Orchard (40¢ a pound, green as a gourd). Traversing the row of trees there gave me an excellent understanding of orchards on the *ASL* boards. It's truly amazing just how accurate the combat modifiers of orchards in *ASL* reflect reality. Pick peaches in the Peach Orchard and you'll understand what I'm talking about. It really can't be explained verbally.

We ended our sojourn at the place where we began, The Angle. For it was there that the Promise was achieved (for one side) and lost (for the other). "Home is just beyond those hills, boys. Achieve the hills and you will achieve the Promise." "Hold back the gray horde, boys, and you will achieve the Promise."

View from the Confederate Side

In looking back, I'm glad the Union held the ground in July. We can surmise how the battle might have been different if Stonewall had been alive; if Ewell had taken the hills on the first day; if Little Round Top had been swept; if Jeb Stuart hadn't moved so far ahead of the advancing column. Yes, we can ponder forever what "might have happened." We might go so far as to imagine that life, today, in 1995, would be no different if the South had won. But I won't play that game. All we can do is be grateful for the only outcome we know, the outcome where The Angle stands as the cornerstone of the Promise. I'm grateful for the outcome we've been given, and if it were to do all over again, I would wish not one difference more. The Promise lives just below the surface of Gettysburg.

Go there and find it for yourself.

FINAL NOTE:

This is the last issue of The GENERAL *I will tenure as Managing Editor. It has been a terrific journey, but personal considerations compel me to look for the Promise elsewhere. Thank you, reader, for being so patient with me as I toiled to bring* The GENERAL *into the 20th Century. It has arrived; it will be exciting to see where it winds up. Thank you and God bless!*

[Robert Waters]

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Joe (left) and Robert (right) At the Angle, Cornerstone of the Promise.

1995 AvalonCon Report

By Bruce Monnin

*A*valonCon '95 was, as mentioned last issue, a big success. Few gaming conventions in my opinion offer as many opportunities to play competitively or "just for fun" than this, still junior, gathering. Understand, the convention is only in its fifth year. But each year is an improvement over the last.

This year's report will be handled a little differently. The format of reviewing as many tournaments as possible is still with us, but the amount of space each tournament receives has been shortened considerably. No more full one page BKN recitals! This new format, to the delight of those who cannot attend the tournament, will be welcomed. To those who attend, this may seem like a step backward. Unfortunately, we've got to recognize both groups and try to find the middle ground. I think we have with this report. The advantage that you who attend have over those to don't is the memories. No one can take those away.

Don Greenwood announced at this year's After Action Report that the kind of coverage, the quality of the coverage, and amount of coverage for each tournament was directly related to the initiative taken by the gamemasters to submit an amply detailed after action review of their events. Just as in previous reports, you'll notice that some games are discussed in more "detail" than others. Part of this is based on the fact that some events are just more popular and thus bigger than others. ASL, for example, has been given more space in this report than all three WRASSLIN' tournaments combined. Why? Because even in a good year, WRS will never attract the numbers ASL will. HISTORY OF THE WORLD is another game that has moved into the 100+ realm. That's the way it goes, a kind of "survival of the fittest" situation where the overall value of a tournament is directly related to how many show up and compete. But, no one will ever convince me that someone who plays and wins a tournament like WRASSLIN' feels any less a gamer just because he doesn't play in one of the "big" tournaments. Therefore, what we've tried to do with this report is stick to the facts, recount the names of the top players in each event, and add colorful phrasing only when it was appropriate to the discussion. No more filling the page just to fill a page, and no more devoting tons of lines to the big boys or one particular game. Yes, most of the bigger tournaments are given more lines, but this is now due to the fact that it takes more lines to recount the sheer numbers of winners (not because it's a "better" tournament).

So, without further delay, please welcome Mr. Monnin to the floor. He's an occasional contributor to The GENERAL. This year, he volunteered to prepare the report. It was nice to finally get an outsiders point of view.

*****

For those who don't know me, I'm a gamer who in the late 1980s decided that there was no longer any attraction in the Origins and Atlanticon conventions, and who had limited my gaming to play-by-mail matches through AHIKS. Then came the announcement in The GENERAL of the first Avalon-Con convention. I gave it a shot and have been hooked ever since. How can any true gamer not be enthralled by the opportunity to play almost constantly for four days in the tournaments of his choice? I played in eight different tournaments this year, which gives you a clue how well I did in all of them.

After four years of enjoying the work of others, this year I stepped up and took on the GM duties for a tournament. The experience turned out to be filled with much more responsibility, more work and stress than I imagined, but it also provided a tremendous amount of satisfaction. Filled with post-AvalonCon euphoria, I also opened my mouth once too often and ended up volunteering to write this article. So, here it goes.

*****

The fifth Annual Avalon Hill Championships were held August 2nd-6th, 1995 with over 1,200 attendees. Despite turning in my worst overall performance (by far), I had my best time yet. There was time to compete in the more serious tournaments, yet I still managed to squeeze in a healthy number of the short and fun sports and leisure time events.

Although the number of attendees was relatively constant from last year, many events saw an increase in the number of participants. I think this can be explained by a remark from Don Greenwood at the After Action Meeting where he mentioned that people are getting better at scurrying from one event to another. Personally, I had a prepared list of when all my favorite tournaments started, so that, for example, when I was forced to depart early from the CIRCUS MAXIMUS tournament due to being forced into the inner spina, my disappointment was lessened by the fact that I now had time to make it to the WIN, PLACE & SHOW tournament.

This was the first year without the mandatory AREA ratings at AvalonCon. However, there may have actually been an increase in the number of games rated with specific game AREA ratings, as at least 18 of the tournaments were run with all results submitted for ratings and with all participants in these events receiving free specific game AREA ratings.

While the fact that Don Greenwood is not writing this year's article means that there will be no more details of the exploits of Team Doily (hint, hint, nudge, nudge), I shall try to compensate by giving the details of the trials and tribulations of The Brotherhood of the Main Brace (i.e., my team). My team had only three points in 1993 but improved to four points in 1994. We were hoping for an exponential increase for the 1995 convention.

WEDNESDAY

Once again, Wednesday night was reserved for events with multiple heats so that the early arrivals could get a head start on the tournament action without penalizing those who did not arrive until Thursday. The continued popularity of the Wednesday night heats should ensure their continuation in the future. However, Wednesday also struck the first blow against my Brotherhood of the Main Brace team as one of our members, Mike McAnnany was trapped in Florida by a hurricane. Here we found out that not even an act of God can overcome the AvalonCon rule of no substitutions during the team tournament. So we were already fighting with a handicap.

1992 champion Sean Cousins of Bangor, ME regained the *KREM-LIN* title over a field of 36 entrants. The semi-finals featured the die rolling of Debbie Foster, who was able to purge candidates at will, but failed three consecutive times before getting a game-ending wave on the fourth attempt. Torrid purging continued in the finals as three party chiefs were sent to Siberia (a 15% chance each). In the end, Sean was able to purge six politicians in one turn to empty the Politburo and win the championship. Newcomers Michelle Giannoble and Debbie Foster were 2nd and 4th respectively, while Ray Stakenas II came in 3rd after winning an impressive three preliminary games.

REPUBLIC OF ROME attracted 37 people, up 12 from last year, which GM Will "Sandy" Wible attributes to the tournament format change. It was Continuous last year, which is a killer for a six hour game. This year's event was run in three stages, one heat Wednesday night, one heat Thursday night, and the final Friday morning. There were four tables for each Heat, which used the Middle Republic, and with a winner from every table there were two boards of four each for the Late Republic Final. Michael Ehlers of Baltimore, MD claimed the final victory, with Trevor Bender, John Pack, Chris Bartiromo, Wray Ferrell, Sean Larsen, Gabriel Crowl and last year's winner Chris Greenfield rounding out the final eight. While Michael had a clear win, both games were so close that, for example, the difference between #2 and #7 was only four percentage points. Will continued his tradition as one of the best prepared GMs by giving away four custom professionally framed trophies, full color ROR prints with the AvalonCon '95 logo and the player's choice of ROR game card. For those whose interest is piqued by this, Sandy is planning on GMing this tournament again next year.
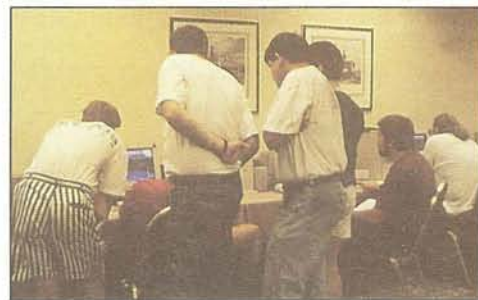
The Computer games tournament room. Tournaments of FC2, 5th FLEET, and STALINGRAD were run. Over 35 gamers participated.

AT THE KIOSK

By Glenn E. L. Petroski

A NEW DAWNING

As I write, my desk is buried in correspondence. While AvalonCon is usually the hot topic during the summer months, the changes with AREA far out weighed anything else this season. The developments since April have brought AREA forward in everyone's mind. The agreement between Avalon Hill, Russ Gifford, and I includes a clear separation of duties and responsibilities. It must be understood that while AH has given, and continues to give, the utmost assistance through this transition, they no longer assume any direct support.

All of this has been done for the very best concerns of all, most especially yourself, the gamer. This clearly relieves AH of responsibility and liability, freeing more of their resources to concentrate on new products, and improving old ones. This frees Russ and myself to pursue the development of AREA to a greater potential. Each of us is now free to concentrate our efforts on improving one segment of our hobby, without burdening one another with the possible constraints of the others.

While we all went through some soul-searching and emotional upheaval, in the end, the agreement is unanimous, and one that we are all pleased with. Yes, honestly pleased with. There are no hard feelings. If anything, we have a better understanding and firmer friendships than when we started.

In compliance with this, AREA News will no longer be featured in *The GENERAL*. However, I've been asked to continue to write for *The GENERAL* on a regular basis. While AREA News must leave, my services are still in demand. Thus is born this new column, *"At The Kiosk."*

At The Kiosk will be appearing right here, where you are used to looking, and it will carry much of what you are used to seeing. The focus will be on gaming from the GM point of view, as he sees it, from the kiosk. Helpful advice, dealing with players, tournament formats, news of tournaments and competitions, shared experiences (keep those letters coming!), and the accolades due those who strive to improve our hobby at the risk of continual tongue lashing. Both FTF tournaments and PBM competition will be included.

AREA News isn't dying, only finding a new home, along with the AREA service in general. Bruce Monnin (a gamer and sometimes contributor to *The GENERAL*), has begun a new magazine, the *Boardgamer*, and has invited me on as a feature editor. He also wishes to carry AREA happenings and ratings on a regular basis. If you'd like more information from Bruce about his new 'zine, contact him at 177 S. Lincoln Street, Minster, Ohio 45865; or, through E-Mail at B.Monnin@genie.geis.com.

AREA will be mentioned and referred to in At The Kiosk as another tool available to GMs, but will no longer be our focus, and this will be the last "heavy plug" for it that anyone should plan to see here.

The blow which AREA has taken was staggering, but it will recover. The information which Russ and I have asked for is available and flowing in steadily. It will probably be a year before AREA is fully functional again, but when it is, it will outshine its former self.

Overwhelmingly, I have been supported and encouraged by the membership of this hobby in nearly all of my efforts. While I've met with criticism, 99% of it has been well meaning and constructive. I count the critics among my friends and supporters. I continue to invite all feedback; I cannot do this without you.

All of us who are personally involved in these projects invite you along on our new adventures. Do stay with us here, in *The GENERAL*, as well as joining us over at *Boardgamer*.

Like all things, our hobby is going through changes. It is up to us to build on the opportunities offered by the newest changes, so that we may all share what the future has to offer. There was a dark moment, but it is passing, and only those who wish to stay in bed all too long will miss the bright new dawning. As with those who join me in camp, I invite you to roll out early, smell the coffee, and watch the dawning of a new era.

At your service,
Glenn E.L. Petroski
219 W. Hunt
Twin Lakes, WI 53181-9786
(414) 877-4178

THE BALANCE OF POWER

A Round-by-Round Breakdown of the AvalonCon '95 ASL Tournament Compiled and Presented on the GEnie E-Mail service by Russ Gifford

Column A		Column B	
Round 1:			
Finns/Minors:			
ASL 1:	12-7	WCWL:	5-2
ASL 48:	11-3	ASL 54:	3-1
ASL A72:	8-8	ASL A88:	1-1
Round 2:			
French:			
ASL 77:	13-12	TT?:	3-3
ASL 80:	4-4	ASLUG 6:	2-1
ASL A89:	9-3	DASL A13:	0-5
		Rout Q12:	1-2
Round 3:			
Partisan:			
ASL 29:	1-1	ASL 27:	7-6
ASL A23:	0-3	ASL G15:	7-6
ASL A84:	5-8	CH 11:	8-10
Round 4:			
Brits/U.K.:			
ASL 37:	2-2	DASL B:	2-6
ASL A25:	11-10	BB3:	7-9
ASL A84:	5-8	BB5:	5-5
Round 5:			
Japanese:			
ASL A53:	7-4	ASL A86:	0-1
ASL A60:	12-16	BB1:	0-0
ASL A83:	7-6	CH 3:	1-0
Round 6:			
Russians:			
ASL 8:	5-2	DASL 1:	2-5
ASL A68:	7-13	ASL A70:	2-5
ASL A74:	6-5	Rout 25:	1-0
Round 7:			
Americans:		IC 5:	0-1
ASL A59:	5-6	ASL A69:	3-1
ASL A73:	4-3	CH 6:	0-1
ASL G6:	7-6	TOT 7:	1-2

Others played (mostly rounds 4-5):

ASL A:	0-1
ASL 12:	1-0
RB3:	0-3
CH 15:	1-0

Total Games Played: 398

RHETORIC OF GAMES

ROLLING 4 DICE IN THE IMPULSE GAME SYSTEMS

By Ron Fedin

If you're looking closely, you've probably noticed that a number of articles appearing in the past handful of GENERALs have bristled with tables. Well, there's a good explanation for that. Pete Longstreet (played by Tom Berenger) in the movie Gettysburg, as he looked across the open field right before Pickett's Charge, exclaimed, "It's a mathematical equation..." He was speaking, of course, about the probability of his soldiers reaching the stone wall as they come out of the woods with nearly a mile to walk. They would be under cannon fire from the surrounding hills, long range artillery first. Then, short range artillery, then canister fire and hundreds of little bits of metal tearing swaths in the Confederate line. If they even reached Emmitsburg Road, almost fifty-percent would be lost. A mathematical equation, pure numbers, like the roll of a die.

Gaming is a numbers game. Even those games where dice aren't used and another random generation system is in place (like card drawing a lá Fast Action Cards), there's always a finite number of possible outcomes. Even in a game such as DIPLOMACY where dice aren't used, the number of options before a player as he writes his orders is determined (and limited) by the current board situation and by any various agreements made with other players. The options may seem limitless at times, but somewhere down the road, they run out.

Like most gamers, I don't sit around juggling probabilities. I've got better things to do. But it's quite apparent that there are those in the readership who do find value in looking at the percentages to help them make better decisions and/or prepare them for the inevitable. Who am I to discredit this interest? Another reason for the increase in table articles is the fact that I'm a technical writer, and my training demands the "minimalist" approach to information. Tables break down information in nice and neat little swallowable chunks, easily digestible. So, here's another one of those table articles, the value of which must be determined by you.

Robert Waters

You only need a "6" in that next attack! I wonder if I can get it! The probability of getting a "6" on a die roll in most games needing only one die is quite straight forward. It is one chance in six, or 1/6 [16.7%]. Even figuring the odds for the next attack in games which use two dice is not complicated. The odds of getting boxcars or a "12" on two dice is 1/36 [2.8%]. The odds of getting an "11" is 2/36 [5.6%] or getting a "7" is 6/36 [16.7%]. The odds of getting an "11" or higher is the sum of getting a "12" or "11" or 3/36 [8.3%].

Okay, so a little math probability may not be out of your comprehension. But what about figuring out the odds in *BREAKOUT: NORMANDY* or one of those other Avalon Hill impulse style games such as *TURNING POINT STALINGRAD, THUNDER AT CASSINO*, or *STORM OVER ARNHEM*? Here, both players are rolling two dice at the same time! What are the odds of being able to roll the same total

Tally Difference	Probability
10	0.1%
≥9	0.4%
≥8	1.2%
≥7	2.7%
≥6	5.4%
≥5	9.7%
≥4	15.9%
≥3	23.9%
≥2	33.6%
≥1	44.4%
≥0	55.6%
≥–1	66.4%
≥–2	76.1%
≥–3	84.1%
≥–4	90.3%
≥–5	94.6%
≥–6	97.3%
≥–7	98.8%
≥–8	99.6%
≥–9	99.9%
≥–10	100.0%

dice roll or higher than your opponent?

In Avalon Hill's impulse games, rolling high on two dice during combat is extremely helpful. However the combat resolution is based on the difference between your two-dice total versus your opponent's two-dice total. Here, the exact dice roll is not as important as the final dice tally difference. A dice roll of "4" may be fine so long as your opponent also rolls a "4" or less.

But what are the odds of beating the Germans by at least "3" and taking Caen in *BREAKOUT: NORMANDY* or not losing by more than "2" and clearing Mamayev Kurgan in *TURNING POINT STALINGRAD*? In these impulse games, it's quite expected that rolling the same as your opponent (or higher) is fairly common. But how probable is it? You may also need to know how probable it is to beat your opponent by some value or not losing by more than some value. The table shown in the middle lists the odds of you rolling dice at least equal to or better than your opponent by some value. The negative values represent a dice tally outcome where you do not lose by more than the indicated value.

You will note that each tally difference near zero raises or lowers probability by about ten percent, but drops to less than two percent as you get above a tally difference of six. Thus each extra attack point is very cost effective when you only need a dice result near a zero tally difference, while the value of an extra attack point diminishes rapidly when you need a large dice tally difference.

I will not attempt to explain the math behind how the values were obtained. Just photocopy this table and put it in your *BKN* rules or mapboard for quick reference in your next game. At least now you may have a better idea of determining if your needed victory is probable or just a wild chance of luck!

H

Letters

Pablum Spoon-Fed

In Volume 30, Number 1 of *The GENERAL*, Vincent Biancomano correctly asserted that the "conspiracy myth" of Pearl Harbor has by no means been disproved. You replied, *"Why does it matter? I suppose you'll find the truth of the Pearl Harbor attack next to a jelly donut and an autobiography titled Why I Decided to Parade in Dallas. Sometimes, it's better to just let things die."*

Frankly, your reply is quite simply the most ludicrous, jejune, and simplistic comment ever to disgrace the pages of *The GENERAL*. You should be ashamed to print such a remark, especially in a magazine devoted to wargaming, a hobby intimately connected with the study of military history! Why study history at all if ultimately the issues "don't matter" and we should just "let them die"? If that's the case, we should just burn all our history books, sit glassy-eyed in front of the television, and supinely ingest the pablum spoon-fed us by the government and its pet historians!

I contend that even without accepting "conspiracy theories" at face value, there remain legitimate and important historical questions about Pearl Harbor and Dallas; that it does, indeed, still "matter" whether or not the President deliberately exposed the US fleet to destruction in order to involve the nation in a world war; and lastly, those who sneer at "conspiracy theories" only do so to avoid serious consideration of the issues.

Fortunately, the caliber of the commentary found in your magazine is generally higher than this one banal remark, or I would seriously consider allowing my subscription to lapse.

James Perry, Virginia

James: My remark "Why does it matter?" wasn't intended to be a blanket acceptance of the political and military exploits of the government. It was, however, a response to the terrible pattern that modern America has gotten itself into: high sensationalism at the cost of reality. Frankly, I'm tired of turning on the tube and seeing another conspiracy theorist spouting his paranoiac psychobabble. It's dangerous for the human spirit to "doubt" everything we hear or to believe that the very officials we elect are crooked or have some hidden "doomsday" agenda. If this is so, we should look at the man in the mirror (for it, ultimately, isn't the fault of the government, but us, the people at the ballot box). James, I believe Elvis is dead. He's not alive and living somewhere in Europe as I've recently heard. John F. Kennedy is dead also, and no Paranoid is going to convince me that his assassination was the biggest cover-up in the history of humankind. If there's one thing history has shown us, it is that it's impossible for so many political organizations and cabinets and departments to be in cahoots without someone blowing the whistle. And frankly, I could care less about whether the Pearl Harbor attack was planned or no. The discovery of the truth won't change matters and won't bring back the many lives killed in the attack. If it is true, Mr. Perry, what will you do upon receiving the news? How will you ensure, with this knowledge in hand, that it doesn't happen again? Having knowledge of neither the truth nor the lie will not guarantee it won't happen again.

I agree with you that we should question government intentions. It does matter. But we shouldn't be so quick to think that every tragedy is a cloaked conspiracy. Let's build our world with trust, and if we then find the heinous truth, let's fix the problem and ensure that we learn from those mistakes. [RW]

★★★★★

Another Great AVALONCON

Congratulations on another well-run AVALONCON. I had an exceptionally good time, especially participating in the Great Campaigns of the American Civil War tournaments.

I would like to single out Kenneth Lee, Trevor Bender, and Mike Arnold as outstanding gamemasters who individually ran great tournaments and collectively ran the Great Campaigns. This overall tournament, in which participants scored "promotion points" no matter how badly they did (unless decisively defeated), encouraged the best from players clear down to the last game turn. I would recommend its application with other tournaments if possible.

Again, congratulations and thanks. Hope to attend future AVALONCONs and see more of your Great Campaigns of the Civil War series.

Garth Germond, Virginia

Who Reads This Rag Anyway?

I cannot help but respond to the letter sent by Michael Anchors which you published in 30-1 of *The GENERAL*. A common fallacy of letter writers is the assumption that they speak for the majority of readers. Mr. Anchors, while initially making comments about his "personal" regrets and enjoyment, goes on to say that 90% of readers are interested in "strategy articles on boardgamer." This certainly could be true, but where does he get the figure of 90%?

I'm a devotee of computer strategy games, and have no interest in boardgames. My interests may be in the minority, but there certainly are indications that computer gaming will become more and more popular in the future. Computer wargames have great appeal for those who do not have ready access to a human opponent. A war strategy game (like Panzer General) is in the #1 spot of Computer Gaming World's top 100 player rated games; there are three Avalon Hill games in the top 50 (*STALINGRAD, OPERATION CRUSADER,* and *FLIGHT COMMANDER 2*). My understanding is that there are now over 30 million computers in American homes, and that number is obviously growing. I think that if you were a follower of the development of the computer wargaming field, you would not be quick to assume that the majority of the players are still boardgamers. The majority of *GENERAL* readers may still be boardgamers, but that may be due to various factors, one of them possibly being that the magazine isn't oriented enough toward computer games.

Robert Derenthal, California

Robert: The number of ninety percent is, indeed, a little high. But the notion that the majority of readers are boardgamers rings true. This number, however, is growing smaller as truck loads of computer gamers climb aboard. [RW]

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.

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

Don't our 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.

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.

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.

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.

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.

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.

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.

Opponents Wanted

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.

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.

Wanted: Adult gamers for PZB, PZL, UPF, WSM, ASL. Prefer PBM where applicable, but FTF ok. Contact Tom Reed, 23 Division St., Baldwinsville, 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-Mal 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.

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

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.

CLUBS

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.

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

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.

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

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

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

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★★★★★

AMERICAN EAGLES

An Historical Look at US Paratroopers for *ASL*

By Steven C. Swann

We turn our attention again to the historical recitals of Steven Swann. Here, Steven takes us through the exploits of the US Paratroopers during WWII. At the end, Steven provides information on how to view and use American Paratroopers in *ASL*.

The first practical use of parachute military forces was developed by the Soviet Union in the 1930s. Here, in a defeated country torn by revolution, some of the most modern combat precepts had been developed, tested and proven correct. As described in "DESANT-NIKI" *(General 26-2)*, the Soviets showed off their new-found military skill in a series of war maneuvers held near Kiev in 1935. Of the military observers, only the Germans immediately saw the practical combat use of parachute forces. The British and American army officers decided that the use of air-landed forces had no practical application in modern combat. After the German use of parachute infantry in Norway (1940), the British started to seriously develop parachute forces, but the US Army would only "investigate the use of…" in a small way with the creation of the 501st Parachute Battalion (446 officers and men) in the fall of 1940.

CREATION and ORGANIZATION

In May, 1941, the Germans again demonstrated the use of massive airborne forces in their assault on Crete. Again the US Army allowing its thinking to be guided by General McNair, head of Army Ground Forces procurement and training, who felt that there was no need for special units within the US Army. General McNair believed that any normal army unit could be trained for special operations, and should be so trained only by the theater command. This training should only occur after a full investigation had been performed to determine the exact need. It should be obvious to most readers that it would be hard to have a "force in readiness" with this type of thinking.

The United States was slow in forming its own airborne divisions and many top commanders insisted (along with McNair) that there was no need for any parachute unit to be larger than battalion strength. They could then be parceled out or combined as the need arose in the different combat theaters. Luckily for the US Army, these ideas were embraced by some daring general officers who were able to learn from studying Germany's use of airborne troops.

In February, 1942, the War Department authorized the creation of an Airborne Command. The first four battalions were formed for training between March and September, 1942. The Airborne Command produced parachutists and began the training of glider troops. While the airborne division was recognized on paper, it was not thought of as a true division but as a collection of special purpose regiments and battalions that could be organized into "task forces" to meet a need.

After taking part in the planning and discussions for a cross-channel invasion of Europe, General McNair, in March 1942, was finally convinced that there was a real need for a formally structured airborne division. Two such divisions were authorized in August 1942. The first was to be created and renamed from the existing 82nd Infantry Division, and the second created and designated the 101st Airborne Division. The first parachute regiments were established from four battalions—raised from the 82nd Infantry Division. The first four Parachute Regiments were numbered after the four bat-

talions then in training: the 501st through 504th Parachute Infantry Regiments. Each regiment had a manpower of almost 2000 troops and next to no vehicles.

A Parachute Division of 1942 (15-OCT-1942 (TO&E-7)) officially included a Divisional HQ, a HQ Company, MP Platoon, Quartermaster Company, Signal Company, an Ordnance Company, and a Medical Company for non-combat support functions. The combat arms of a Parachute Division included a Parachute Engineer Battalion, an AA/AT Battalion, an Artillery Regiment, one Parachute Infantry Regiment (with 1960 men), and two Glider Infantry Regiments (each with 1608 men).

The Parachute Engineers were organized like a normal Engineer unit except it was parachute-trained. Heavy engineering equipment was designated as glider transportable and arrived in the landing zone with the other glider units, while most of the LC platoons dropped into the combat zone alongside the parachute units to which they were attached.

The AA/AT Battalion **(Table 3*)** as it was originally created was composed of a battalion HQ, three auto-weapon batteries of AA guns or AT guns, and three batteries of AA machine-guns. One of the machinegun batteries was converted to a AT battery in the 82nd and 101st Airborne Divisions since both of these divisions had four regiments assigned after D-Day.

Each auto-weapon battery had a manpower of 74 men and eight each of jeeps, trailers and guns. The guns were designated in the TO&E as 37mm AT guns or 40mm AA guns even though these weapons never saw combat with the airborne divisions. By the time the 82nd Airborne Division saw combat, its weapons had been replaced with the 57mm AT Gun. August 1944 saw the addition of motorcycles to the HQ and batteries and in December, 1944 the manpower jumped from 74 to 116 men per battery and the number of jeeps doubled.

The machinegun Batteries had 75 men per battery equipped with twelve .50 caliber heavy machineguns with six jeeps and trailers for transport. Scooters and hand carts were also provided to the batteries as an alternate means of ground transport. Even though the jeeps were removed from the TO&E in the August, 1944 reorganization, they were reinstated later in the revised December, 1944 TO&E.

The Divisional artillery assets included one regiment of three field artillery (FA) battalions. Two of these FA battalions were to be glider-borne while the third battalion would be parachute capable. All airborne artillery units were initially equipped with the M1A1 75mm Pack Howitzer. Structure within each battalion was varied and depended on the whim of the battalion commander. Some battalions used three four-gun batteries while others formed two six-gun batteries. As the war continued, a few battalions picked up some extra artillery pieces and were able to equip four four-gun batteries, like the 376th Parachute FA Battalion. A very few glider FA battalions were later outfitted with the M3 105mm Howitzer, which had been designed to be air-portable.

(*all Tables can be found at the end of this article on page 48.)

Rocket Launchers (Bazookas) were initially issued to the divisional artillery regiment, but this arrangement was not satisfactory since the Bazookas weren't much good behind the infantry front lines. After February 1944, almost all Bazookas were carried within the infantry organizations and the number of Bazookas available to the division was increased from 182 to 263.

A Parachute Infantry Regiment (**Table 1**) under the 1942 TO&E included a HQ Company, a Service Company and three infantry battalions. Regimental vehicles included a light car, thirteen jeeps, sixteen 2 1/2 ton trucks, and two ambulances, all assigned to the Service Company. The Service Company was not meant to be air transportable and was to link-up with the regiment after ground elements created a passage to the airborne units. Each regiment was assigned approximately 70 medical personnel. At the time of the Normandy Invasion, each regimental HQ company was equipped with four .50 cal. machineguns.

The early 1942 Glider Infantry Regiments (**Table 2**) each had 1608 officers and men organized into a Regimental HQ, a HQ Company, a Service Company to handle supplies, and two Glider Infantry Battalions of 558 officers and men. Each battalion was composed of a battalion HQ and three Glider Infantry Companies (127 men) with a Weapons platoon and two Rifle platoons. The Weapons platoon included both light mortar and machinegun sections and each rifle platoon had its own mortar section.

Because of a lack of transport aircraft and gliders during the early months of World War II, the 82nd and 101st Airborne Divisions were reorganized with two parachute infantry regiments instead of one, and the Glider Infantry was reduced to just one regiment. The other three airborne divisions, (11th, 13th, and 17th), were established using the official TO&E of 1942 until they were reorganized under the December 1944 TO&E. The 11th Airborne Division was destined to see combat action in the South Pacific under the command of General MacArthur's SWPA Command. The 13th Airborne Division arrived in Europe so late during the war that it would be the only American Division to enter Europe and never engaged in active battle. The 17th Airborne Division included the 507th, 513th Parachute Infantry Regiments and the 194th Glider Infantry Regiment.

ACROSS THE ATLANTIC

In 1942, it was decided that there should be an American parachute unit in the European theater, so the 2nd Battalion, 503rd Parachute Infantry Regiment, was shipped over to Britain. It would be the only American parachute troops available to the Allied command for a while. Early in the summer of 1942, **OPERATION TORCH** was designed to bring about the invasion of North Africa. The 2nd Battalion, 503rd Parachute Infantry Regiment (already in England), was chosen as the American representatives in the airborne portion of the assault. They would board 39 C-47 transport aircraft in Cornwall, England and then fly directly to North Africa and jump on two French airfields at La Senia and Tafaraoui during the early morning hours of the operation.

After an uneventful take-off (Nov. 6, 1942) and flight to the Bay of Biscay, the transport formations began to break up and scatter as they were flying through Spanish airspace. As the flights rose to pass over the mountains in Spain, only about three aircraft were left in each original flight of nine. By the time the transports reached Algeria, ground fog conditions destroyed any possibility that the 2nd Battalion would jump together and then act as a single unit. The planes and the battalion would eventually be re-united but now were scattered and landing in locations like Spanish Morocco (4 planes), French Morocco (2 planes), and Gibraltar (1 plane). Of the 32 aircraft that did reach Algeria, six planes dropped their troops in rugged terrain while another 12 aircraft placed their troops in the Lourmel far to the south of their target area. Three planes were forced down by Vichy French fighters and the paratroopers were captured as prisoners. The largest group, 16 C-47s, landed on a dried salt lake near Oran, and set up defensive positions on the spot. Only 300 of the 2nd Battalion's 556 officers and men could be mustered for their advance into Tunisia. Obviously, the American paratroopers did not shine on their first combat mission, but most of the problems were inherent to the type of long distance planning that was in vogue with senior US officials at that time.

The 2nd Battalion learned well from these foul-ups and proved itself to be a better unit when it made its second combat jump on November 15, 1942. This time the reduced battalion was on-time and on-target as the paratroopers stepped out over a small airfield named Youks-les-Bains near the Algeria-Tunisia border. The French reception was a lot friendlier here than it had been earlier in the month, even to the point where the American paratroopers and the French soldiers fought side-by-side against Italian elements of the Africa Korps on November 17, 1942.

> **"The US 5th Army landed in Italy in the Gulf of Salerno on September 9, 1943 with units of the US Rangers. The 82nd Airborne Division was held in reserve for the initial landings but was called into Italy a few days later to assist US forces that were under heavy counterattack."**

On December 24, 1942 a small raiding party of paratroopers selected from the now independent 509th Parachute Infantry Battalion (formally the 2nd Battalion, 503rd Parachute Regiment) made a night jump on a sabotage mission deep behind German lines in North Africa. Lieutenant Dan De Loe led 29 paratroopers in an attempt to destroy a bridge used by Rommel's supply railroad at a hamlet near El Djem. After blowing up the railroad span, the paratroopers split into pairs and tried to make their way back to Allied lines. Only eight of the original 30 paratroopers returned (including Lt. Dan De Loe).

For the invasion of Sicily, code-named **OPERATION HUSKY,** the 82nd Airborne Division was attached to the US 7th Army which was part of the 15th Army Group. The attack plan called for two American parachute drops at night, Husky 1 and Husky 2. Husky 1 would drop the 505th RCT (Regimental Combat Team) just before midnight on July 9, 1943. The 505th was to take and hold the high ground around Piano Lupo, seven miles northeast of Gela, and disrupt the Germans communications and reinforcement attempts in any manner possible. The 504th Parachute Battalion would jump over Sicily as part of Husky 2 during the night of July 10-11, and was supposed to be dropped into the same area as Husky 1. The third regiment of the 82nd Airborne, the 325th Glider Infantry, was not scheduled to be used in Sicily since all available Gliders had been turned over to the British for their portion of the attack.

A combination of factors (poor wind conditions, inexperienced pilots, and lack of night training), forced the transport wing delivering the American paratroopers to Sicily to fail its mission. The Americans were scattered from Niscemi in the west to Santa-Croce Camerina at the extreme eastern end of the American landing areas. At least twenty-three plane loads of US paratroopers landed in the British sectors, costing them several days delay before rejoining their units in the west. Many paratroopers were injured with broken ankles, legs and arms.

This misplacement of the paratroopers may have indirectly aided the invasion. Not knowing where or how many paratroopers had been dropped demoralized the Italian and German defenders. With reports from so many scattered areas and further confused by thousands of dummy paratroopers, General Guzzoni (commanding) believed that he was being assaulted by three or four airborne divisions numbering up to 50,000 men, when in fact only one American regiment had been dropped.

While most American paratroopers were dropped in the wrong zones, there were some troopers that actually landed where they were supposed to, albeit in smaller numbers. Colonel Arthur Gorham, CO of the 1st Bn/505th, collected what few men that could be found in the dropzone and attacked his objective, capturing two Italian AT Guns, which were then used to bolster the paratrooper's slim defenses (*ASL Scenario T9*).

The 504th Parachute Regiment was dropped as planned on the night of July 10-11, but it was even worse for them than it had been for the 505th. Besides the problems mentioned above, there was a new factor in Sicily now, the US Anti-aircraft Artillery Battalions that accompanied each infantry and armor division. Even though General Patton had issued orders and instructions that the planes would be coming over from the sea, the skittish anti-aircraft gunners opened up on the slow moving transports anyway. (*Their reaction was somewhat justified since they had just undergone a bombardment by the German Luftwaffe.*) Transports and paratroopers were shot down in a blaze of tracer fire that lit up the entire American area. Some paratroopers were killed while still in their harness. When the sun rose on the

11th, only 400 men out of 2304 troopers of the 504th could be found in the Gela area. Twenty-three of the 144 C-47 Transports were destroyed in the air after most of them had discharged their paratroopers, while another 37 aircraft suffered heavy damage. After this disaster all airborne operations were ordered to cease by the Supreme Allied Commander, General Eisenhower, until a full investigation could be made.

On July 11, the Axis forces on Sicily began their first counterattacks against the Allied invaders. In the hills overlooking the American western sector, the Italian Livorno Division and the German Herman Goring Panzer Division led the counterattack on a broad front with the object of retaking the port town of Gela. Even before the Italians and Germans could reach the main US forces, they had to first make their way past dozens of small units of the 82nd Airborne. While most of the paratroopers could only harass the Germans and Italians, there were a few exceptions, like Hill 41. Here, the 2nd Bn/16th Infantry had joined up with the paratroopers but without their heavy weapons. Setting up the best defense possible, this combined American force was able to repel elements of the German Panzer Division after some very heavy fighting.

And so it went in Sicily. As the first days wore on, the paratroopers gradually found their parent units and became a coherent division again. On July 18, the 82nd Airborne was combined with the 3rd Infantry and 2nd Armored Divisions into the Provisional Corps for the march on Palermo. Fighting as leg infantry, the paratroopers entered Palermo on July 23 with their "Corps." After the conquest of western Sicily, the 82nd Airborne had to assume an unusual role for such elite troops, that of placing the Sicilian towns under military governorship. Doing their usually superb job, the paratroopers were able to provide a semblance of normalcy to the civilian population within a few days. In August, 1943, the parachute elements of the 82nd were recalled from the front lines and rejoined with their glider regiment.

The US 5th Army landed in Italy in the Gulf of Salerno on September 9, 1943 with units of the US Rangers. The 82nd Airborne Division was held in reserve for the initial landings but was called into Italy a few days later to assist US forces that were under heavy counterattack. The 82nd Airborne Division remained a part of the US 5th Army in Italy until it was withdrawn to England to begin its training for Operation **OVERLORD,** the invasion of France.

During September, 1943, the independent 509th made a battalion-size jump some 25-30 miles behind the German lines at Salerno, Italy in order to help relieve the pressure on the US 5th Army. After being dropped over a 400 square mile area, the battalion quickly took on the Germans wherever they found them in firefights ranging in size from squad to company.

As part of the US 5th Army's attempt to bypass the German's defensive line at Cassino, the 509th Parachute Battalion went ashore at Anzio in January, 1944. It was through the lines of the 509th that the 1st and 3rd US Rangers passed in their fateful assault on Cisterna that destroyed the Rangers (Darby's Rangers,

General 25-5). During their stay within the Anzio Beachhead, the paratroopers fought as ground infantry supplemented by support units from the US 3rd Division.

Back in England, the 82nd Airborne had infantry components consisting of the 504th and 505th Parachute Infantry Regiments and the 325th Glider Infantry Regiments prior to June, 1944. During preparations for D-Day, it was found that the 82nd Airborne Division would be unable to use the 504th, leaving the division under-strength by one regiment. After Anzio the 504th Parachute Regiment was sent to a refitting camp and would be unavailable for the massive air drop preceding the Normandy Invasion on June 6, 1944. The 82nd Airborne Division was brought up to excessive combat strength with the addition of two parachute regiments, the 508th Parachute Infantry Regiment and one other.

> **"The American airborne portion of D-Day began at 0130 hours when the first paratroopers of the 101st Airborne Division stepped out of their transport aircraft over Normandy France."**

The 101st Airborne Division, now a four regiment division, included the 327th Glider Infantry Regiment, and the 501st, 502nd, and 506th Parachute Infantry Regiments. Both the 82nd and 101st Airborne Divisions would continue using their own TO&E of three parachute infantry regiments and one glider infantry regiment until the end of the war.

The American airborne portion of D-Day began at 0130 hours when the first paratroopers of the 101st Airborne Division stepped out of their transport aircraft over Normandy France. The 82nd were close behind their compatriots as they began jumping at 0230 hours. As in previous air drops, the paratroopers were scattered over most of Normandy in small packets, and as usual, the paratroopers didn't wait for any direction, but took the war to any and all Germans wherever found.

Over the period of June 6th and 7th, the glider elements of both airborne divisions were brought into Normandy, rapidly building up the number of guns, infantry and recon units. These airborne units would spend the next 33 days fighting as ground infantry before being relieved from the front lines and allowed to rest and refit. Rather than go through a long description of the Normandy action, I am going to refer you to the *ASL PARATROOPER* Module (Scenarios ASL 11 to ASL-18) and to scenarios ASL-T1 and T5. The D-Day invasion of Europe is one of the most written about campaigns of World War II and information is easy to find on this subject.

The Allied assault against the German 19th Army in southern France came on August 15, 1944. For this operation, called **OPERATION DRAGOON,** the First Airborne Task Force (FABTF) was created. The FABTF, using the code name "Rugby Force," was a collection of independent and attached units combined just

for this operation. The FABTF included the reinforced 517th Parachute Infantry Regiment, the 509th Parachute Infantry Regiment, the 550th Glider Infantry Battalion, the 551st Parachute Infantry Battalion, and the British 2nd Independent Parachute Brigade.

The 517th Parachute Infantry Regiment, making its first combat jump, was supported by the 460th Parachute Field Artillery Battalion, the 596th Parachute Engineer Company, an AT platoon from the famed 422nd Infantry Regiment (Nisi: Japanese-American) equipped with British 6-pounder AT guns and Company D, 83rd Chemical Mortar Battalion equipped with 4.2" mortars. The 509th Parachute Infantry Regiment had the 463rd Parachute Field Artillery Battalion attached while both the 550th Glider Infantry Battalion and the 551st Parachute Infantry Battalion had a platoon from the 887th Engineering Company attached. The British 2nd Independent Parachute Brigade was supported by the US 2nd Chemical Mortar Battalion. All FABTF units except the actual parachute infantry were to be inserted into southern France in American and British gliders.

The primary objective of the FABTF was to occupy and fortify the town and surrounding area of Le Muy, France. Le Muy was a major crossroads junction for the area just behind the invasion beaches where the main American forces would come ashore. By taking and holding the Le Muy area, the FABTF would be able to disrupt any reinforcement attempt by the German 19th Army.

An ill-wind seemed to be blowing the parachutists' way, as the first wave of paratroopers were split up by wind and fog and dropped across a 30 mile stretch of southern France. The second wave fared just as poorly as the first. Only the glider units were able to arrive in their landing zones relatively intact, but suffered many injuries from anti-glider stakes planted in the open field around Le Muy. Working in small groups and picking up stragglers wherever they could. The paratroopers began a war of terror and nerves against the skittish Germans along the coast. As these paratroop units picked up more and more lost men from the countryside, they began to take on larger German units until the German rear area defenses were paralyzed. Even though the American paratroopers did not achieve their objectives as planned, their resourcefulness and individual aggressiveness allowed them to accomplish the same thing. Reorganizing after being relieved by the regular infantry, the British were removed from the FABTF but were replaced by the 1st Special Service Force with orders to secure the remaining southern coast of France (*ASL* Scenario K).

For **OPERATION MARKET-GARDEN,** two American airborne divisions, the 82nd and 101st, were assigned to the British 1st Airborne Corps which included the British 1st Airborne Division and the Polish 1st Independent Parachute Brigade. The US 101st Airborne Division was to capture four bridges over the Aa River, as well as the bridges over the Zuid Willemsvaart Canal (at Veghel) and the Wilhelmina Canal (at Son) and the town of Eindhoven. The 82nd Airborne was to capture three bridges, one over the Maas (at Grave), another over the Waal (at Nijmegen), and the third over the Maas-Waal Canal.

The transport portion of the operation went much better than any previous airborne operation. The aircraft formed and were guided to Holland via radio beacons. As they arrived over German occupied territory, several dozen aircraft were lost to German flak, but in comparison to the total operational aircraft the number was very small indeed. In fact, most aircraft were able to deposit their human cargoes just as planned since there was no German resistance in the air. The entire leading wave of paratroopers and gliders were dropped on time and on-target on September 17, 1944.

On Monday, the German II SS Panzer corps was directed against the 82nd Airborne in the Nijmegen area. On September 20, 1944, elements of the 82nd Airborne supported by British tanks were finally able to force their way across the Waal River and capture the bridge there (*ASL* Scenarios 25 & T10).

The 101st Airborne was dropped just north of Eindhoven only a few miles from the HQ of General Student, commanding the German 1st Parachute Army. The three regiments of the 101st were to capture a 15 mile stretch of highway that ran from Eindhoven to Veghel. In a series of tense battalion and regimental struggles, the American paratroopers were able to open the highway to British traffic (*ASL* Scenarios A32, A34, & A36).

The massive German armored assault of December 16, 1944, broke through the weak US lines and once again the Germans began a march to the sea that would soon become known as the *Battle of the Bulge*. Immediately after the Germans had broken the front lines, the 101st Airborne Division received orders to move into the area around a small city known as Bastogne. While en route, the 101st picked up, scrounged, collected and was assigned a mixed bag of attached units, making it the strongest self-contained airborne unit in the war to date. Some of these units included 40 tanks from CCB, 10th Armored Division, the 705th Tank Destroyer Battalion, 35th Engineer Battalion, two battalions of 155mm Artillery and "Team Snafu." Team Snafu was a rag-tag collection of lost troopers, and stragglers collected by the 101st and formed a replacement pool of personnel. Units included in the stragglers list would be elements of the 9th Engineer Battalion, twelve guns of the 73rd and the 58th Armored Field Artillery Battalions. Contact was made between the American paratroopers and the advancing Germans during the night of December 18 just three kilometers east of Bastogne. The two opponents would remain in contact until the German offensive petered out in January, 1945 (*ASL* Scenarios 23 & 24).

The separate 509th Parachute Battalion joined the battle on December 20 when it was ordered from France to the "Bulge." By December 22, the 509th was joined with the 1st Bn/517th Parachute Regiment to defend a line running from Soy to Hutton (7 miles) on the north flank of the bulge. With little more than side-arms and bazookas, the battalion held off armored elements of the *2nd SS Panzer Division,* suffering heavy casualties in the process. Later the battalion fought a couple of bitter actions at Sadzot, Belgium, on December 27 and 28. The 509th participated in the retaking of St. Vith from January 13 to 23, 1945. Unfortunately, these last few actions would cost the battalion its existence as a unit. At the end of the Ardennes Campaign, seven officers and 48 men were still left in the battalion of 745 men who had entered the battle on December 20, 1944. The 509th Parachute Infantry Battalion was officially deactivated on March 1, 1945.

Another independent parachute unit, the 551st Parachute Infantry Battalion was called from southern France to Belgium in December. The 551st had taken part in the invasion of southern France but was desperately needed to assist in the reinforcing of the American lines in the Ardennes. By December 21, the 551st was attached to the 30th Infantry Division near Stavelot, available to fill in for any unit which had to be pulled due to casualties. The 551st was then transferred to the 508th Parachute Infantry Regiment of the 82nd Airborne on December 26, 1944. During the night of December 27-28 the battalion raided the German 62nd Volksgrenadier Division in the tiny hamlet of Noirefontaine. On January 3, the battalion participated in the offensive against Basse Bodeaux again fighting elements of the 62nd Volksgrenadiers as well as a less than impressive 669th Ost Battalion (a unit of pressed Russians).

> "The 17th Airborne was in England at the start of the Battle of the Bulge and was moved over into Holland to be used as a strategic reserve beginning on December 17, 1944. After contact had been made by Patton's armored divisions with the "Battered Bastards of Bastogne," the 17th Airborne (along with the 11th Armored Division) headed for Bastogne."

On January 7, 1945, the 551st Parachute Infantry Battalion was ordered to take the village of Rochelinval, Belgium from the defending 183rd Volksgrenadier Regiment. These Germans were backed by a 88mm flak regiment and a battalion of 105mm artillery. When the American artillery preparations did not appear, the CO of 551, Colonel Joerg, requested a cancellation of the attack. Ordered to attack anyway, the 551st started across the open snow-covered ground into the face of intense German resistance. The village was taken along with over 200 dead Germans and 400 German prisoners but had reduced the 840 man parachute battalion to only 114 officers and men. On January 8, the 551st repulsed a German counterattack by the *18th Volksgrenadiers*. The 551st Parachute Infantry Battalion was relieved from the line on January 8, and only 98 men left the Ardennes using their own power of the over 800 men that had arrived on December 21, 1944. On February 10, 1945, the remaining men of the 551st were disbanded and turned over to the

82nd Airborne as replacements. The 551st was no longer a viable unit.

Meanwhile, the 82nd Airborne had been ordered to a small village known as Werbomont on December 17, 1944. On December 20, the 82nd Airborne made their first attack against *Kampfgruppe Peiper* (*KGP I* Historical Module) to seal the German bridgehead at Cheneux and were actually able to clear the Germans from the bridgehead by the afternoon of the 22nd. The Panzers of *Kampfgruppe Peiper* also ran into the American paratroopers at La Neuville and Trois Ponts but were repulsed by the paratroopers, whose only support were their own engineers. While the two parachute regiments were taking on the famous kampfgruppe, the 325th Glider Infantry Regiment was protecting the 82nd's backside from the 2nd SS Panzer Division moving west from Houffalize.

Though the 82nd Airborne did not share in any of the glory at Bastogne, they did get their fair share of fighting in during the Battle of the Bulge. Deployed in the Cheneux area of Belgium, the 82nd would prevent any penetration of German units westward of their positions during the entire campaign (*ASL* Scenarios G6 & TI1).

The 17th Airborne was in England at the start of the *Battle of the Bulge* and was moved over into Holland to be used as a strategic reserve beginning on December 17, 1944. After contact had been made by Patton's armored divisions with the "Battered Bastards of Bastogne," the 17th Airborne (along with the 11th Armored Division) headed for Bastogne. Even though they missed being in any major engagement, the 17th Airborne Division was able to take part in some of the mopping-up operations as the *Battle of the Bulge* began to taper off in January, 1945. Attached to the 17th Airborne was the famous 761st Tank Battalion, which helped reclaim the villages of Gouvy, Hautbillian, and Wattermal.

There was a TO&E (TO&E-71) change that occurred in December 1944, which brought about massive manpower changes to the airborne divisions. A recon platoon and a parachute maintenance company were officially added to the division's TO&E, and the division's infantry complement was changed to one glider infantry regiment and two parachute infantry regiments. While this change did not affect the 82nd and 101st Airborne Divisions (they were deep in the *Battle of the Bulge*), it did cause some confusion to the other three airborne divisions, especially the 17th Airborne Division which was in the last stages of preparation for its combat jump across the Rhine River into Germany while remaining ready to assist in the Ardennes.

The December, 1944 divisional recon platoon (**Table 4**) was a small unit of 64 officers and men outfitted with armed jeeps. Jeeps were the only vehicle of choice for the paratroopers since they could be easily transported in the standard gliders by the airborne divisions. To provide better protection to the Recon personnel, the front aspect of these jeeps was covered with armor plate and each jeep was armed with either a machinegun or bazooka. Each Recon Platoon included a HQ Section of 16 men, and two Recon Sections of two squads each. Each

Recon Section had a HQ group of six men and each squad was composed of nine men. Support weapons supplied included .50 caliber machineguns and Bazookas.

A US Airborne Parachute Infantry Regiment as established under the new December, 1944 TO&E, included a manpower of 2364 officers and men divided into a regimental HQ, a HQ Company, a Service Company and three parachute infantry battalions, each with an authorized 706 men. Each parachute infantry battalion (Table 1) was composed of a battalion HQ and HQ Company and three parachute rifle companies each of 176 men. Each company was equipped with a HQ of 35 officers and men and three 47-man rifle platoons of three rifle squads, a single mortar squad, and a small platoon HQ section.

The US Glider Infantry Regiments saw a manpower increase to 2978 officers and men set up similar to the parachute regiments with a HQ, HQ Company, a Service Company, and three glider infantry battalions (Table 2) of 863 men. Besides the normal three rifle companies, a glider infantry battalion also included a weapons company of 81mm mortars, an AT Gun company including three AT gun platoons and a AT mine platoon. Each of the three glider infantry companies formed a HQ platoon, a weapons platoon equipped with machineguns and mortars, and three rifle platoons of three squads each. With the TO&E change, all support weapons came under the command of the HQ platoon within the company.

In Europe, **OPERATION VARSITY** was a planned Allied assault to cross the Rhine River south of Rees, Germany. Unlike previous airborne operations, this attack was planned around the use of airborne forces after the initial assault by ground units had begun. After nightfall on March 23, 1945, the British 2nd Army began their crossing of the Rhine River using LCVP and LCM landing craft. The German reaction was immediate but was brought to a crawl when the British 6th Airborne and the US 17th Airborne Divisions made their air attack on the morning of March 24th. Unlike many earlier airborne operations, this time the entire airborne force, American and British, were dropped and/or glider landed all at the same time providing the massive impact that would dominate their respective battlefields.

The paratroopers' goal was to seize the high ground, known as the *Diersfordterwald*, a few miles east of the Allied bridgehead to deny the Germans any observation of the British troop movements, and to capture the bridges north of Wesel which would cut off German reinforcements. The 507th Parachute Infantry Regiment dropped just to the south of the forest (Diersfordterwald) while the 513th Parachute Infantry Regiment landed east of the forest near the Issel River and assisted the British 12th Devrons in the capture of Hamminkeln (*ASL* Scenario T12). The 194th Glider Infantry Regiment made their landfall just east of the Issel River. It is felt by many historians that Operation Varsity was an airborne operation that did not justify the casualties the paratroopers suffered since the Germans were in full retreat by the end of March 24. In this operation the US paratroopers had the opportunity to establish a working knowledge of British armor methods as the 17th Airborne joined with the British Guards Armored Division for the last few days of Operation Varsity.

By April, 1945, the 101st Airborne Division had been deployed along the west bank of the Rhine River facing the Ruhr pocket at Dusseldorf, while the 82nd Airborne had been deployed in like manner from Worringen to Bonn. The biggest problem that the paratroopers had during this deployment was trying to keep track of the 10,000 freed Russian prisoners who were marauding around the German countryside looting and pillaging the German civilians. The 82nd Airborne was destined to cross the Rhine River, but as "leg" infantry later in April, 1945. One attempt was made by the 504th Parachute Infantry Regiment at Hitdorf, Germany (*ASL* Scenario L).

The 17th Airborne Division, as part of the US 9th Army, fought as ground troops in the campaign to reduce the Ruhr Pocket which began on April 6, 1945. One regiment of the 17th Airborne was joined with some cavalry vehicles and a couple infantry divisions to create a fast moving task force known as "Taskforce Twaddle." On April 7, this task force cut through the German defenses capturing Gelsenkirchen, followed by the capture of Hamm on April 8. Two days later, after a run-in with the 116th Panzer Division, the task force rolled into Unna, Germany. The paratroopers themselves captured the German city of Essen.

During April and May of 1945, the 13th Airborne Division was assigned to the US Sixth Army Group as it over-ran the last German resistance in the southern redoubt area of Germany. The movement of the veteran ground units was so rapid that the 13th Airborne Division never saw combat as an entire unit, even though the division had planned two different parachute operations in support of the 6th Army Group. In both cases, the ground troops reached the objectives before the planning stages of an airborne operation was completed.

PACIFIC AIRBORNE

Out in the Pacific, parachute forces started making their appearance with the arrival of the 503rd Parachute Regiment. After the conclusion of the Kokoda Trail/Buna campaign in New Guinea by a combined Australian-American force, General MacArthur turned westward along New Guinea's northern shore in a determined assault against the Japanese air base at Lae in Northeast New Guinea. As part of this campaign, it was decided to air-lift the Australian 7th Division for most of the distance so that it could arrive in a relatively fresh condition. For this, an airfield was needed, and an old emergency airstrip at Nadzab a few miles west of Lae was chosen. On September 5, 1943, elements of the rebuilt and independent 503rd Parachute Infantry Regiment made an air drop over Nadzab, in a joint operation with Australian parachute artillery. The quick capture of the airstrip by the 503rd Parachute Infantry allowed the Australian 7th Division to begin its airlift the very next day, and relieved the paratroopers two days later. For the Australian artillerymen, this was their first jump and they were considered honorary parachutists by the 503rd thereafter. The 503rd then assisted in the capture of the Japanese air base at Lae which fell to Allied forces on September 16, 1943.

On July 3, 1944, American paratroopers of the 503rd Parachute Infantry Regiment advanced Allied forces to the western end of New Guinea with an uncontested air-drop at Noemfoor Island. After August, 1944, minor changes were made to the TO&E of the Airborne Divisions, but these changes only affected the amount of equipment allotted to each division; it didn't choose the manpower of the fighting units.

The 11th Airborne Division had (by now) arrived in the Pacific. This division was composed of the 511th Parachute Infantry Regiment and the 187th and 188th Glider Infantry Regiments supported by the 162nd, 457th and 462nd Parachute Field Artillery Battalions. The 11th Airborne, being a new unit, was held in 6th Army reserve during the initial landings on Leyte (Philippines) on 17 October, 1944. This landing was soon followed by the assignment of the 503rd Parachute Infantry Regiment to Task Force "Western Visayan" for the December 15 assault on the island of Mindoro as a part of the preliminary operations that would allow the approach of MacArthur's command to the main island of Luzon. Mindoro was occupied by roughly 1,000 Japanese troops from the Japanese 8th and 105th Divisions. Actual combat troops numbered two companies of the 105th while the rest were support troops and survivors of ship sinkings.

By November 21, 1944, the 11th Airborne had made landfall on Leyte and relieved the US 7th Division in the Burauen area, where soon they were to met their Japanese counterparts, the paratroopers of the Japanese Army. For the next week the 11th fought in a ground role as they contributed to the US drive in the Ormoc Valley. The night of November 26, was the beginning of a new offensive by the Japanese 11th Army, known as Operation WA, and it opened with a air-landed assault by Japanese airborne engineers, some of whom crash landed near an outpost manned by the 11th Airborne troops.

The next brush with the Japanese paras came on the evening of December 6, 1944, when parachute units of the Japanese 3rd and 4th Parachute Regiments jumped over the Buri and San Pablo airfields, near Burauen. At the San Pablo airfield about 250-300 Japanese landed and were able to take the airfield in minutes from ground personnel of the U. S. 5th Air Force. After landing they ran up the runways to the north end of the strip, burning liaison planes, a jeep, several tents and a gasoline dump on the way. They were immediately taken under fire by a small detachment of the 127th Airborne Engineer Battalion, assisted by the HQ battery of the 11th Airborne's artillery. Even as reinforcements were being collected by a frantic American command, the Japanese paratroopers left undetected during the night and joined their comrades at the Buri airfield.

Eighty Japanese jumped into intense defensive fire from Company E, 152nd Airborne AA Battalion at Buri, but were still able to occupy the airfield for a short while after joining elements of the Japanese 16th Division (about 150 men) which had infiltrated through the American lines. By the end of the day the 1st Battalion, 187th Glider Infantry had arrived, reinforcing the beleaguered garrison. After the Japanese from San Pablo joined their units at Buri, the Japanese hold on the airfield was even stronger, especially when they were able to put several US .50 caliber machineguns into action against their former American owners. At dusk on December 7th, the airborne had been joined by battalion elements from the 149th and 382nd Infantry Regiments which spent most of the 8th consolidating their positions. In a yard by yard fight, the Americans began taking the airstrip back on December 9th in an assault that lasted until the evening of the 10th.

Not knowing that they would be missing the chance of fighting their Japanese counterparts, the 511th Parachute Regiment had meanwhile struck westward from Burauen on November 25 to take part in a drive to link up with the 32nd Infantry on the west side of the mountains. Fighting nature instead of the Japanese, the paratroopers finally reached Mahonag, about midway, on December 6. Here they ran into strongly entrenched Japanese slowing down their advance by days. In the end, the 511th was assisted by the 32nd Infantry from the western coastline as well as the 187th Glider Infantry, who after finishing the airfield battles joined their fellow airborne in the mountains.

Participating only in ground combat was the destiny of the 11th Airborne for the remaining Leyte operations. Near Mount Majunag, the 11th encountered a enemy force well-entrenched on the southern slopes. Bitter hand-to-hand firefighting was the rule of the day, but eventually these last Japanese forces were destroyed. The 11th Airborne was given just a few days to recover its strength before being told of the next assignment. . . Luzon.

On December 15, 1944, the 503rd Parachute Infantry Regiment along with the 19th Infantry Regiment landed just north of Mangarin Bay on the west side of Mindoro. Landing without opposition, the 503rd had expanded its beachhead to seven miles by the day's end. The Mindoro operation lasted until January 31, 1945, and was restricted to small combat actions against isolated Japanese units around the island. After securing Mindoro, the 503rd was rested and re-fitted for its next assignment... the return to Corregidor, "the Rock."

The 11th Airborne, now assigned to the 8th Army, arrived on Luzon by a combined sea-air landing. The 11th Airborne now numbered only about 8200 men with approximately 2000 men in the parachute regiment and about 1500 men in each of the two glider regiments. Both glider regiments were missing their regimental AT and Gun companies. The artillery group included two battalions of 75mm pack howitzers and one 105mm howitzer battalion. Also included in the artillery group was an AA battalion equipped with 40mm AA Guns and .50 caliber machineguns.

The two glider regiments landed via sea at Nasugbu Bay against no resistance on January 31, 1945. After landing, the glidermen were to advance toward Tagaytay Ridge near a village of the same name. The second part of the operation included the 511th parachute element which would jump on the ridge and catch the Japanese in an envelopment maneuver. Following the usual problems, the 511th found its units scattered all around the plains surrounding the village of Tagaytay; and, to add insult to injury, they were almost met by their own glider troops. The 11th Airborne Division fought as part of the 14th Corps in southern Luzon.

By February 4, the 11th Airborne had fought its way to just three miles south of Manila. Here, it ran into one of the best Japanese units in the Philippines, the 1st and 3rd Naval Battalions, well-armed with large numbers of AA guns and artillery pieces. On the morning of February 5, the airborne soldiers forced the crossing of the Paranaque River and started for Manila. In two days of fighting, the 11th was only able to advance 2000 yards against numerous hidden emplacements. Against their Japanese adversary, the 11th had only a few 75mm Pack Howitzers, so much of the work was done the hard way...man-to-man using demolition charges and flamethrowers. Their most common support was the reliable 60mm mortar which was used constantly.
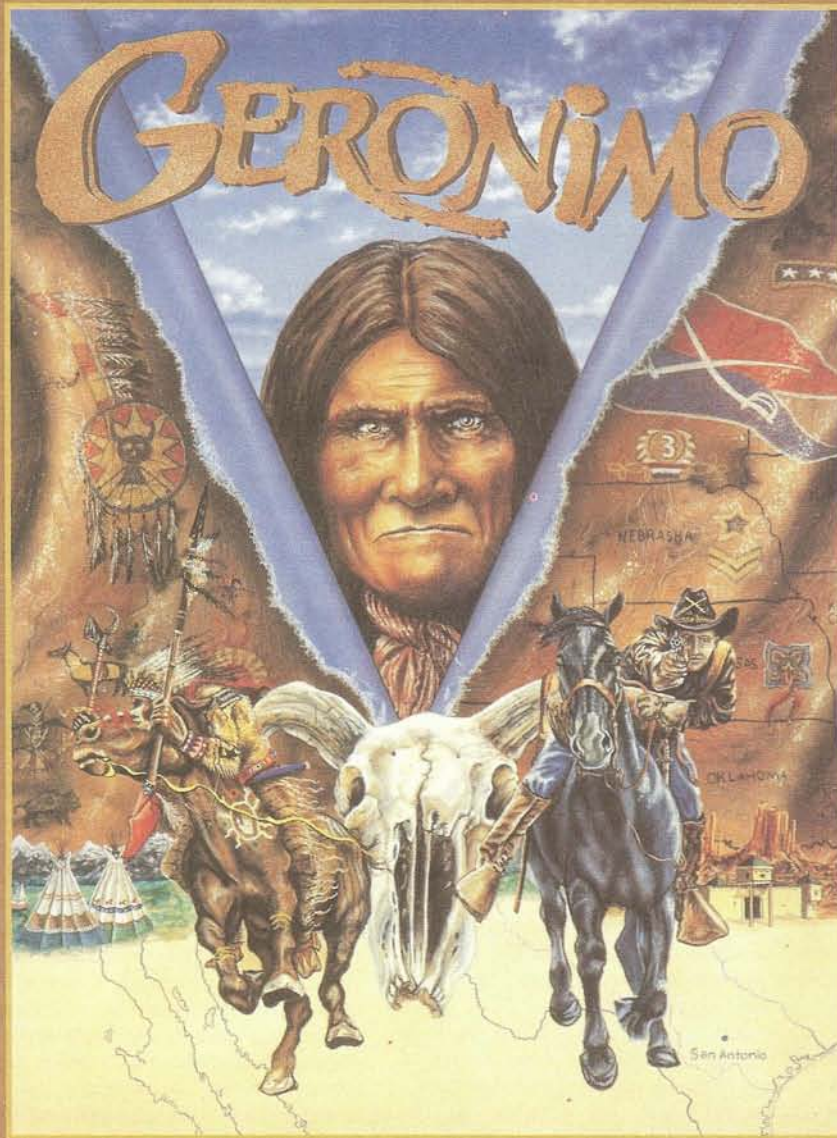
This was soon followed by the unusual jump of the independent 503rd Parachute Infantry Regiment over the small island of Corregidor on February 16, 1945. Corregidor's cliffs and well established defensive position, which had been substantively strengthened by the occupying Japanese, precluded a seaborne assault without unacceptable losses. The selection fell on the 503rd Parachute Infantry Regiment to make the initial airborne assault with a follow-up seaborne landing made two hours later by battalion elements of the 34th Infantry at the South Docks. At 0830, the 3rd battalion of the 503rd attempted to jump into the very small Jump Zones near the parade ground and the old Golf Course of Corregidor. Quickly digging in a perimeter and command post, the 503rd's 2nd Battalion jumped in to join their companions at 1244 hours. During the next few days the regiment, joined by the 1st Battalion, cleaned up the Topside area and began the thankless task of flushing out the numerous caves that had been dug into the sides of Corregidor's cliffs.

The parachute jump on to Corregidor could have had serious repercussions to American forces. The US Army's intelligence service believed that Corregidor was garrisoned by only about 850 Japanese soldiers, when the actual number approached 5,000 men including a large contingent of Japanese Marines. The only thing that saved the 503rd Regiment from decimation was the complete lack of Japanese communications which allowed the American paratroopers to fight the Japanese in small groups without reinforcement from other nearby Japanese units.

By February 14, the 11th Airborne had trapped the Japanese "Abe" Battalion at Mabato Point outside Manila. On the 18th, the paratroopers, assisted by artillery, tank destroyers and marine aircraft, besieged the Japanese in a five day struggle. The 11th Airborne was able to kill at least 750 Japanese while losing only 10 men killed and 50 wounded. During the entire battle for Manila, the 11th Airborne lost 210

Great Campaigns: Second Impressions

A SECOND LOOK AT THE CIVIL WAR SERIES

By John Bolash

The article that follows has been shortened from its original version. The first third of the piece was a verbal description of the maps and counters. Frankly, I don't find a verbal description valuable with such beautiful components. To understand the Civil War Series, you've got to see it: the maps, counters, rulebook. So, what you have here is basically the last two-thirds of the article, in which Mr. Bolash describes the "system" (in his own words) of the first three volumes, puts forth a few strategy tips and offers variants.

★★★★★

Why second impressions? On impulse, I bought *SJW* and played a few games before reverting to my old WWII standbys: *TURNING POINT: STALINGRAD, Adv. THIRD REICH,* etc. However, one can only raze Stalingrad and humiliate France so many times before saying, "Been there, done that." After an extended weekend touring the Harper's Ferry/Sharpsburg (Antietam) area, my interest in the Civil War was rekindled, so I began playing *SJW* again, enjoyed it and purchased *HCR* and very recently *RTG.* Thus, this article is based on my reacquaintance with the Great Campaign series. Although each game contains several small and short scenarios covering portions of each campaign, I will focus my discussion on the Campaign Scenarios only.

Play Balance and Other Fine Tuning

In the Great Campaigns Series, especially *HCR,* the Confederates in my opinion are a bit too strong, too good. To correct this I suggest making simple changes in two key areas if your experience is similar to mine. Increase the Victory Points given the Union for eliminated Confederate Manpower Points by 50% (i.e. from 1 VP to 1.5 VP per MP eliminated or from 2 VP to 3 VP per MP—*retain* fractions) and have ties in the initiative die roll at the beginning of an Action Cycle cause a *re-roll* rather than giving the initiative to the Confederate player (a second tie yields the initiative to the Confederate). These rule changes can be used together or separately.

My argument for the initiative dr change is that the Union Army, once it was moving, was quite aggressive and yes, even competent. Union sloth is already addressed by the Command Paralysis rules and lower average movement allowances and leader tactical ratings.

The initiative rule is overkill. This change reduces the Confederate chance of receiving the initiative in any given Action Cycle from 58% to essentially even. The Union armies simply weren't *that* incompetent (they did win after all, didn't they?). The VP change simply reflects the fact that the Confederacy, even this early in the war, could ill-afford to trade combat losses with the North. Without this change the Confederate becomes a little too cavalier about casualties and forcing battle. Oddly enough, Joe Balkoski, the series designer, in an earlier and similar game design, *LEE vs. GRANT,* (published by VG), did exactly this in awarding VP for eliminated manpower.

Other minor changes I suggest are no entrenching allowed on Rain turns and allowing defending units to voluntarily retreat up to four hexes in all the games, not just *RTG.* Since movement and combat are reduced in Rain turns, this has the unintended consequence of making them entrenching turns. Entrenchment's were a factor in 1864–65, less so in '62–'63. The retreat rule makes it a little easier to disengage exhausted armies.

STONEWALL JACKSON'S WAY (SJW)

It's July 1862. General George B. McClellan's Army of the Potomac, having been roughly handled in the recent Seven Day's Battles near Richmond, is in the process of being transported by sea back to Washington D.C. Meanwhile, General John Pope's Union Army of Virginia, on the banks of the Rapidan River, is faced with the daunting task of holding off Robert E. Lee and the entire Army of Northern Virginia, until he can be reinforced from Washington by detachments of McClellan's army as they arrive from the Peninsula. Can he hold on?

The maps encompass an area from Fredricksburg in the south to just below Washington DC in the north and stretch as far west as Front Royal and the Shenandoah Valley in the west. The game revolves around the Confederate attempt to force the Union armies back upon Washington and gain enough VP doing so to win.

My advice to prospective Pope's in the campaign game is to take full advantage of your free first turn—move to get your army on the other side of the Rappahannock (or near it) as fast as possible, and pray for rain to hamper Lee's pursuit and river crossing. Once over the river, fortify your divisions at the Rappahannock crossings from Kelly's to Fox's Fords and be ready to move to block Lee wherever he threatens to cross. Land Heintzelman's corps at 6 Mile Post. March Porter's corps and railroad Heintzelman's corps to the Rappahannock positions as soon as possible. Rail and march infantry brigades to key rail stations and entrench them to protect against the inevitable cavalry raid by Jeb Stuart. If you manage all this before Lee crosses, you should be in good shape. Failing this, withdraw to Cedar (or Broad or Bull) Run and block the Bull Run Mountain passes.

Lee's strategy can be summed up simply as this: pursue the Army of Virginia unmercifully, engage and defeat "those people" before Union reinforcements arrive! Send Stuart (with Hampton) on a raid to destroy a key rail station or supply depot. Once at the Rappahannock, the Confederate player can choose to frontally assault the fords and risk getting bogged down, or move north to flank the Union's right (historical), or move east towards the Fredricksburg/Falmouth and flank the Union's left. Once across the Rappahannock, force battle to bring on a Union Panic, destroy a key rail station or two, and move into Fairfax or Prince William county. Achieve that and you've won. I'll often detach a small infantry force to capture Front Royal and send McLaws and DH Hill, who arrive late, to Falmouth to cause trouble and pick up a few extra VP.

HERE COME THE REBELS! (HCR)

It's September 1862. The unfortunate Pope and his army are gone and the victorious Army of Northern Virginia is poised to move into Maryland and maybe even capture Washington. Meanwhile, General McClellan has been restored as commander of the Army of the Potomac, which is bivouacked comfortably under the protective guns of the forts surrounding the Capital. The maps include an area from Washington, north to Baltimore, and extend west to the northern end of the Shenandoah Valley including the towns of Harper's Ferry, Sharpsburg, and Winchester.

Gen. McClellan's orders from President Lincoln: "Eject the rebel army from Maryland while screening the Confederate army from the Capital and Baltimore." This turns out to be the general Union objective for the Campaign Game scenario.

For General Lee, a few strategic options come to mind as he begins the campaign.

1. Move on Washington, force past the forts and capture the Capitol, White House or Baltimore Depot and win a decisive victory.

2. Move into the eastern Maryland counties and threaten Baltimore and/or Washington.

3. Move into the western Maryland counties, park there, accumulate VPs, and see if McClellan can force you out.

Frankly, I haven't tried options 1 or 2 because option 3 has been so effective. For that reason, I'll concentrate on the latter. One of these days, though, I'll go for Washington, just to see what happens. My guess is that option 1 is a longshot for the Rebs and option 2 problematic, because it frees the Union army from those pesky Command Paralysis rules.

There are many ways of implementing option 3. What follows is my personal favorite. Without the suggested play balance rule changes mentioned earlier, I believe the Confederate cannot be denied at least a marginal victory. With these rules implemented, it's still an uphill struggle for the Yankee player. Here we go.

1. D.H. Hill's division moves to capture Frederick, Maryland, control Frederick (West) county and capture the Union supply depot as soon as possible. Detach a 5 SP brigade to destroy the C&O Canal aqueduct.

2. Stonewall Jackson's corps crosses the Potomac at the Point of Rocks and moves to capture Hagerstown, Maryland, and control Washington county as soon as possible, always staying at least eight hexes from Harper's Ferry so as not to activate its "sleepy" Yankee garrison.

3. Lee with Longstreet's corps moves to Frederick, supplies five divisions at the depot, and entrenches in the area near Frederick at the Monocacy River crossings.

4. Stuart's cavalry either raids Union depots and rail stations at New Windsor and Mt. Airy or guards the crossings on the lower Monocacy River.

5. Jackson leaves a 2 SP garrison in Hagerstown and with the rest of his corps moves to capture Martinsburg and destroy its Union depot. He also detaches brigades to destroy the Union RR stations at North Mountain Opequon, and Duffields.

6. Jackson's corps moves on Harper's Ferry, assaults it and destroys the depot. Jackson should accomplish steps 2, 5 and 6 by the end of Turn 9.

7. Jackson leaves a small garrison in Harper's Ferry and races to aid Lee, Longstreet and Stuart, who by now should be fighting along the Monocacy or withdrawing towards Harper's Ferry.

If all goes according to Hoyle, the Confederates should receive the following approximate VP count by Turn 9's end. Any manpower losses incurred before the end of Turn 9 are assumed to balance out, which should at least be the case.

24 VP—8 turns of control of Frederick (West) county.

2 VP—2 turns of control of Washington county (Jackson's corps leaves the county soon after its capture).

5 VP—Destroyed C&O canal aqueduct.

9 VP—Destroyed RR stations at N. Mtn, Duffields, and Opequon.

10 VP—Destroy Harper's Ferry depot.

6 VP—Destroy Martinsburg depot.

4 VP—Destroy Hagerstown depot.

4 VP—Destroy Frederick and New Windsor depots.

Total VP at end of Turn 9 = 64

The Confederate player only needs 62 VP to attain a marginal victory. Without the play balance rules change for VP awards for lost manpower points, all the Confederate need do for the remainder of the game is exchange manpower losses evenly (and not lose Winchester, Virginia). Given his edge in leadership, movement and initiative, this shouldn't be hard to manage.

ROADS TO GETTYSBURG (RTG)

June 1863, and the Army of Northern Virginia once more seems invincible (or so Bobby Lee thinks) after its decisive victory at Chancellorsville. As he did in '62 after 2nd Manassas, Lee decides to strike north, this time into Pennsylvania to threaten the great cities of the North and isolate Washington DC, hoping to force a peace settlement or encourage intervention by a European power. However, the "dread" Stonewall is dead, the victim of friendly fire at Chancellorsville, and the Confederate army has been reorganized into three corps under Generals Longstreet, Ewell and A.P. Hill. Can they make up for leadership lost? General Hooker has been relieved of command of the Army of the Potomac and George Gordon Meade put in his stead. Can "Ol' Snappin' Turtle" engage and defeat the rampaging rebs and drive them out of Union territory?

As one might expect, given the subject matter, this is the most ambitious effort of the series thus far and it doesn't disappoint. Furthermore, although spanning a huge campaign, the game complexity and unit count is little more than the proceeding games. The maps include an area from Harpers Ferry-Sharpsburg in the south to a little north of Chambersburg-Harrisburg, Pennsylvania in the north and as far east as York, PA. Gettysburg is just about dead center of the maps. Interesting. Coincidence? You be the judge, for to be perfectly honest, my experience with this game is relatively recent and I've probably much to learn.

Although the Antietam Campaign covered in *HCR* was a Confederate offensive, in the game as in history, the onus of attack quickly falls upon the Union player and, as the previous discussion showed, it's particularly onerous. In *RTG*, however, this is rather less the case. Perhaps it's that the choice of a strategy for the Confederate player is less obvious, which may be due to my lack of experience with *RTG*, but I doubt it. Should the rebel player go for Harrisburg and York? Or focus on controlling a southern PA or northern MD county? Or both? How much effort and resource should be put into maintaining his supply base in Washington County, Maryland on the Potomac? When will the Army of the Potomac or Stuart arrive? Stay tuned.

To win a marginal victory, the Confederate player must obtain at least 43 VP at games end. At the beginning of the game he has a pretty free hand, since the Army of the Potomac won't arrive on the board until Turn 3 at the earliest

and probably not until somewhere between Turns 4 and 6. Regardless of strategy chosen, the Confederate should quickly snap up 10 VP by imposing levies on the towns of Chambersburg, Greencastle, and Waynesboro. Another 16 VP can be obtained relatively easily by imposing levies on Carlisle, Gettysburg, Shippensburg, Mechanicsburg, and Newville. If the Union army doesn't show up too soon, York will probably fall for another 12 VP gain. This yields a total probable VP gain of 38 VP before the battle is joined. Now the Confederate player must decide whether to go for Harrisburg-New Cumberland and their 18 VP or take control of one of several counties.

At this point in my last game, due to the proximity of the Union army, I chose to concentrate the Army of Northern Virginia on what else…Gettysburg. If the Confederate player controls Gettysburg at game's end, he controls Adams County which is worth 20 VP. Well, the battle for the town started on June 30 and went on, back and forth, forth and back until July 10. Eleven days! And the game wasn't decided until the last die roll when the Union made a final corps assault on the town itself and lost. Whew!

This leads us to an interesting discussion of the concept of time relative to the Great Campaign games, and which I first encountered when playing the old *NAPOLEON AT BAY* series games (distant cousins to these). The one day of real time per game turn seems to ring true when the armies are apart and maneuvering or even for minor engagements and pursuit battles. That is, the distances covered and tasks performed seem to correspond with what the armies would have accomplished in an "average" day in reality. However, once the bulk of the armies come together in large scale pitched battle, time is compressed. It took 11 games turns (11 game days) of very intense combat to accomplish what in actuality took three real days in the actual battle of Gettysburg. The losses over the 11 game turns of my battle were about equal to the losses in the actual three day battle of Gettysburg. It's as if in the maneuver phases of a game, one game turn equals one real day, but once a major battle starts, time is compressed and one game turn covers about 1/3 of a real day of action. Does this bother me? Not really. I've no problem with the concept of time being elastic and the "dates" assigned to each turn being rough approximations. To unify time would mean changing a combat system that works perfectly well. I say leave the system as it is and conclude that time is an abstraction. It's relative, not an absolute. Thank you, Albert Einstein.

MY FAVORITE

So how do I rate the three games? Do I have a favorite? *RTG* may well be the best overall, an open game allowing many paths to victory. *SJW* is, I think, the most "fun" because it's relatively simple with short, sharp engagements and events which can often lead to quick disaster. The situation and battle area of *HCR* always make for intriguing, intense games. So I'm afraid it all depends. Heck, they're all great and I can't recommend them more highly to Civil War enthusiasts or to those who just wonder what all the fuss is about.

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Which Way Did They Go?

Adding the "Fog of War" to The Civil War Series

By Patrick Hirtle

Warrenton Junction, Virginia, August 1862: For two days the reports have filtered into John Pope's headquarters. Confederate General JEB Stuart's cavalry is far to the northeast, driving toward the Potomac, tearing up railroad tracks as they go. More ominously, the reports indicate that a strong force of rebel infantry is following in Stuart's wake. Pope knows that Longstreet's Corps is to his front, but he has had no word on Stonewall Jackson's whereabouts for days. Now he knows: Stonewall has slipped around his flank, and, screened by Stuart's cavalry, is making for Washington.

The realization that Jackson is closer to Washington than Pope sparks a flurry of activity at Union headquarters. Leaving the corps of Banks and Sigel as a screen against Longstreet, Pope hurls the bulk of his army towards Jackson's rear, force-marching in the hope of pinning both Stonewall and Stuart against the Potomac. Lee has split his army; such opportunities do not come often. Pope senses that his hour of destiny has come.

For two days, the chase is on. Then, from north of Fairfax Court House, comes a disquieting report from John Buford, commanding one of Pope's cavalry brigades: Stuart is there, all right, but of Stonewall Jackson there is not a trace. The earlier reports of rebel infantry were, apparently, false.

Realizing that his army is now badly out of position, Pope receives another report, even more disturbing, this one from Winchester: Jackson's Corps has just occupied the town, having crossed into the Valley via Ashby's Gap. Pope has been utterly fooled; the Rebels have swarmed into the Valley in strength, and are driving on Harper's Ferry. Pope has no one in position to stop them. His army is exhausted and disorganized. By the time the Federal forces have sorted themselves out, Jackson has swallowed up the small garrisons in the Valley, destroyed the railway stations, and safely rejoined Lee on the Rappahannock. The Union has again been humiliated. The 1862 campaign, and Pope's career, are over.

This sad tale is what actually happened to me in a recent campaign game combining *SJW* with *HCR* to recreate the entire 1862 campaign in northern Virginia. My opponent, commanding the Confederate forces, decided to forego an invasion of Maryland, opting instead to launch a raid up the Valley. He carried it off beautifully,

faking me out by sending Stuart around my flank, along with what I thought was Jackson's Corps. I reacted to this threat, blissfully unaware that Stonewall was slipping into the Valley.

"Wait a minute," you're saying, "how could that have happened?" Well, playing by the rules, it couldn't, and that was a problem my opponent and I set out to solve. We realized that the one element missing from the game was the fog of war. As John Pope, I always knew just where the rebel army was—every corps, division, and brigade. There was none of the nail-biting uncertainty, none of Pope's terminal confusion, that marked the actual campaigns in Virginia. Our solution was to develop a simple double-blind system, which allows for that uncertainty without tinkering overmuch with the game's elegant mechanics. Adding the fog of war to *SJW* increases the level of excitement and realism in the game, with surprisingly little cost in playability. It also gives new value to cavalry units, hitherto relegated to guarding fords and railway stations. Now you can use your cavalry units as they were intended—as the eyes of your army. Is the enemy force approaching Warrenton a cavalry detachment, or Longstreet's Corps? Is that Union force in front of Gettysburg militia, or the lead elements of the Army of the Potomac? Are they disorganized? What's their fatigue level? Where is Stuart? Where is Meade? Playing with that kind of uncertainty adds a whole new element to the game, and may give you some insight into those "timid" Civil War generals we all scorn.

ADDING THE FOG

The following rules can be incorporated into any of the scenarios in the series. Unless otherwise stated, all other game rules are still in effect.

1. Each player may assign a force marker to replace any of his on-map forces, as per the standard game rules. However, each player's Force Display, which contains the actual units, is always kept concealed from the other player. The number of force markers in play is limited only by the number available. [Note: if you have all four games in the series, the force markers from each may be used. The Confederate flag symbols are different in each game; for the Union, the markers are identical in *SJW* and *HCR*, but a small dot in the corner of one or the other game's markers will allow you to differentiate them. The *RTG* Union force markers have

blue lettering, so you can distinguish them from the others.] Obviously, when playing with two or three Force Displays, some care must be taken that you know which flag represents which unit. Substituting a force marker for an actual unit is voluntary, and done at the player's discretion. A player may switch force markers (i.e., move units from one box to another, and changing the force marker on the map) upon activating that unit, as long as it is not adjacent to an enemy unit or within the probe range of an enemy cavalry unit (see below).

2. As per the game rules, a force marker acts in all respects like the unit it replaces. However, unit status, fatigue level, etc. are all recorded on the Force Display, and thus will be unknown to your opponent.

3. All dice-rolls are made secretly. A unit's movement allowance, the result of an extended march, and other events dependent on a die-roll are known only to the player whose unit(s) are affected. (Obviously, there must be an element of trust here.)

4. There are three ways in which information may be gained regarding an enemy force: moving adjacent, attacking, or probing with cavalry.

a) Moving Adjacent: the instant a unit moves adjacent to an enemy unit, both players must reveal the type of unit (infantry or cavalry) and the size: small (1-5 SPs), medium (6-9 SPs) or large (10 or more SPs).

b) Attacking: the *exact* composition of opposing forces (type, unit identity, total SPs, leaders) is revealed after combat is declared. Once declared, the combat must be resolved; a player cannot decide not to attack after his opponent's forces have been revealed. (Heth to Lee, July 1, 1863: "We thought we were up against militia, General.")

c) Cavalry Probes: a cavalry unit may probe any enemy units within two hexes. [Exceptions: (1) a unit must be adjacent to probe into woods; (2) a unit may not probe across a major or minor river unless a bridge or ford is present, and that bridge or ford must not contain an enemy unit other than the one being probed—you cannot probe past a guarded bridge to a hex beyond it; and (3) a unit may not probe through an enemy ZOC, or through/into a hex it could not have reached through its movement in that activation.] To probe, the cavalry unit must be activated, and can then move up to one-half (rounded down) of its rolled movement

allowance. It must end its movement to probe; it cannot move, probe, then move again. To conduct the probe, the player whose units are being probed rolls one die for each force marker within two hexes of the probing cavalry unit, and consults the Probe Table.

PROBE TABLE	
Die Roll	**Result**
≤1	May tell probing player anything. (i.e., you can lie!)
2,3	Must indicate type (inf. or cav.) and size (small, medium, or large, as defined above).
4	Same as above, but must indicate total strength points (+/- 1 for small units, +/- 2 for medium forces, +/- 3 for large forces).
5	Same as 4, but must also identify any leaders present, and fatigue level of unit(s).
≥6	Must reveal all information: unit(s), strength, fatigue, whether disorganized/demoralized, etc.

Modifiers: (all modifiers are cumulative; added/subtracted directly to/from the Probe die roll)
Probing unit is:

disorganized	–1
demoralized	–1
fatigue level 3 or 4	–1
probing without moving	+1
Confederate	+1
brigade strength	+1

Probing same enemy unit for two
or more consecutive activations,
with same cavalry unit: +1 per probe

Probing during rain turn   –1

Per enemy cavalry regiment/brigade in probe radius which reveals itself prior to probe die roll (i.e., the player being probed may voluntarily reveal that he has cavalry units within two hexes of the probing unit, and what hex they are in): -1/-2

Note: After determining which modifiers apply, the probing player simply tells his opponent what the final roll is; he does not have to reveal anything about the probing unit, other than the obvious fact that it is cavalry.

The rules and table presented here are intended only as a rough guide, and can be tinkered with to suit your own tastes, or the particular campaign being played. For example, when playing the Second Bull Run campaign, in which Pope was hopelessly confused as to the whereabouts of the Confederate forces opposing him, we allowed the Confederate player to deploy as many "dummy" force markers as real ones; the "dummies" would be revealed only when probed, or when a Union unit moves adjacent. In the game I described at the beginning of this article, I sent the better part of the Union forces on a wild goose chase after what I believed was Jackson's corps, only to discover that it was a "dummy"; meanwhile, the Confederate force marker moving into the Valley—the one I had dismissed as a "dummy"—turned out to be the real thing. My opponent is still laughing about that! It was embarrassing, but history (particularly Civil War history), is full of such blunders, and the game should be capable of recreating these. Knowing that your enemy has only a limited knowledge of your deployment opens up possibilities that don't exist otherwise. For example, in a campaign game of *RTG*, my opponent, again commanding the Confederates, sent Ewell into the Cumberland Valley to levy the Pennsylvania towns, but kept Lee, Longstreet and Hill back at Falling Waters on the Potomac. His plan was to wait until the Army of the Potomac had passed on its way north; then he would cut directly east, in the direction of Baltimore and Washington. To better give effect to this plan, he created a number of substitute units from Ewell's forces, to create the impression that the entire Army of Northern Virginia was in Pennsylvania; meanwhile, he put Longstreet and Hill into one hex back at Falling Waters, referring to the force marker as his "rear guard." Sneaky fellow, but this time it backfired. One of my cavalry brigades force marched to the far side of Falling Waters, destroying the Confederate pontoon bridge. Then, I detached the Fifth Corps to secure the Potomac crossings. *Then*, to make matters worse, it rained for two days! It turned into an Army of the Potomac dream scenario: Lee

trapped on the wrong side of the Potomac, with his army split, with the Union army in easy striking distance. And how did it turn out, you ask? Well, my cat went sliding across the table, wiping out the game. Talk about Rebel luck! The point here, of course, is that this situation could never have occurred using the standard rules, with all units exposed from the outset.

CONCLUSION

Generally, if you use your cavalry efficiently, you will have a general knowledge of the enemy forces to your front: whether they are cavalry or infantry, and their approximate strength. What you usually won't know—and shouldn't know—is the dispositions of forces in the enemy's rear, or the fatigue levels and organizational state of individual units. Your knowledge of the enemy will therefore be incomplete, based partly on reconnaissance, and partly on supposition and plain guesswork. You can take calculated risks, attempt to fake out your opponent, launch long-range cavalry probes, and face the same problems as your historical counterparts. Which is, after all, one of the reasons we play these games.

★

PROBE EXAMPLE
Confederate force marker 4, representing Ewell's Division, is in Brandy Station (S1916); force marker 8, representing the 2 VA Cavalry, is in St. James Church (S2115). The Union player activates Buford's cavalry brigade (already at fatigue level one) in hex S2416, and rolls a seven for its movement. Buford moves three hexes, to S2117, and announces he will probe. The Confederate player immediately informs him that there is a cavalry regiment in hex S2115, which will modify the probe roll by -1. The Union player determines the final modifier as follows: +1 (probing with a brigade) -1 (enemy cavalry regiment in probe zone) = 0. He informs the Confederate player of this modifier, who then rolls the die. He rolls a four, and informs the Union player that force 4 is an infantry force with 15 strength points, and force 8 is a cavalry force with one strength point. If the Union player is anxious to know which Confederate corps force 4 belongs to, he could probe it again in his following activation with an additional +1 in modifiers (+1 second probe, +1 probing without moving, -1 probing at fatigue level 3). If the Confederate player had rolled a one in the first probe, he could have groaned, cursed his luck, and then informed his opponent that force 4 was Evans Brigade, with 2 strength points!

AVALONCON...
(Continued from pg. 13)

UNLIMITED CIVILIZATION made its AvalonCon debut with 33 entries and was won by Jim Reynolds of Warwick, RI. Jeff Clark, Dan Broh-kahn and Michael Neal finished 2nd through 4th.

BRITANNIA continues to draw large fields as 69 contestants fought for the crown. Randy Schilb of Columbia, MD emerged with the plaque, with Barry Smith, Tim Proksch and Scott Pfiefer also finishing in the top four.

Thirty-six would-be coaches battled it out in two heats for the *FOOTBALL STRATEGY* title. In the end, David Terry of Sykesville, MD defeated Don Greenwood in the semi-finals, and David then defeated Kevin Keller in the championship game.

The *PANZER LEADER* tournament consisted of 17 players participating in 18 preliminary rounds and 3 final round games. The German side won 2/3 of both the preliminary and final rounds, with 90% of all games played being scenarios designed by GM Bill Scott for the tournament. The new scenarios emphasized play balance and quickness of play, with the average length of the new scenarios being under 90 minutes.

In the final game, Rob Beyma of Pocomoke, MD bested 1994 champ Angelo Valeri in game situation S2, Hit and Run. Rob's bid of 11 turns gave him control of the Allied forces. Angelo's German defense setup covered all three attack approaches of board C, but exposed one infantry unit to early elimination by opportunity fire from Rob's aggressively placed and alert self propelled gun. In spite of well handled indirect fire from the Nebelwerfer the Allied offensive was able to isolate the only German armored unit and penetrate the center of the German defenses by turn 9. Tom Kearney, Phil Rennert and Bill Scott also finished in the top five.

A record tying field size of 19 participated in *STORM OVER ARNHEM* with John Ellsworth of Morris, IL coming out on top and Ed Kraska second. Jim Fuqua and Tom Gregorio rounded out the top four.

MARCH MADNESS started its first of four regionals Wednesday night. Faced with the probability of more than 16 entrants in each heat, GM John Ellmann doubled the field size to 128 teams. This enabled all 46 entrants to play in as many heats as they wished. In the finals, Ken Gutermuth's (Clinton, NJ) Louisville squad did what nobody else had been able to do: shut down Paul Risner's Kentucky AA rated bench. Risner (who learned the game during the convention) managed to play an offensive specialist card six times during his first six games, but was unable to find it one last time in the finals. Dennis Nicholson and two time defending champ Terry Coleman rounded out the final four with Joel Ferich, Vana Ratliff, Don Greenwood and David Baumgardner,

making it to the elite eight. Yours truly finished the tournament with a 1-5 overall record.

TITAN featured a field of 65 players in 46 preliminary heat games. Steve The Phoenix Koleszar of Charlottesville, VA emerged as the fifth champion in as many years after effectively backing into the semi-finals. Steve had uncharacteristically poor results in the preliminary rounds where many of this year's high seeds were falling, but made the semi-finals after the withdrawal of some higher placed players. Newcomer Christian Goetze took 2nd place, 1993 champ and top seed after the preliminaries Brian Sutton took 3rd and another newcomer, Rick Pierce, rounded out the finalists and finished 4th.

Also of note was 10 year old Jon Shambeda finishing 8th and beating out his dad, Steve, who finished 9th (one of many related combinations in the field). Twelve year old Richard Beyma finished 10th, and Kurt Litscher received the unofficial comeback award for defeating all 10 colossus with his Titan stack in two battles during the preliminary heats.

THURSDAY

ACROSS FIVE APRILS saw 34 entrants battle it out, with Mark Giddings of Albany, NY claiming the title over Jim Falling. Dave Davis and David Metzger rounded out the top four places.

The Brotherhood of the Main Brace got off to a fantastic start as last year's runner-up, Paul Risner of Sarasota, FL, flew his B-17 Red, Red Robin to victory in a field of 31 pilots as this solitaire game continues to be a convention favorite. Paul's victory provided 7 points in the team tournament standings, but our handicap came up to bite us as an 8th point would have been won with just one more participant, and our stranded Florida teammate would have brought the field up to 32. Risner ended up with two aces on his crew who survived all three missions, including a tail-gunner who shot down three German fighters as they passed by after attacking from the front. Claude Stone, Carmen Petruzzelli and Stephen Lorys finished 2nd through 4th, respectively, while two-time defending champ Kevin Coombs ran into tougher opposition over the skies of Europe this year.

BATTLE OF THE BULGE '91 was only able to draw eight participants this year. The final was between two-time champion Randy Heller as the Germans and Jack Morrell as the Americans. Randy had a good first turn and created some holes in the American line, which Jack was able to plug during his portion of the turn. Randy made some bold moves in an attempt to create a breakthrough. He achieved some initial success but was unable to maintain the pressure on the Americans. The Americans were able to cut off the German spearhead and claim victory for Jack Morrell of Palmyra, NY.

CANDIDATE continued to show a steady following with 29 politicians campaigning for top executive officer. In the six primary campaigns, only Governor B.D. Bell was a repeat winner with General Mark "Sledge" Hammer being shut out of the final campaigns. Our six politicians who advanced, Alan Ernstein, Peter Staab, Bruce Reiff, Marcus Foster, Jim Bell, and John Coussis, spread out across the US

Top-down TITAN. Legions roam the board looking for new creatures to muster.

visiting 36 different states. Only AZ, CA, IA, MS, and NJ were visited by three politicians while the following states were deemed to be unimportant to the advancing politicians: AK, CO, FL, ME, MN, MO, MT, NC, NE, NY (nobody ever wants to visit NY), UT, VA, WA, and WI. All of the games went deep into the convention with Jim Bell having the toughest campaign advancing from a pre-convention last place position.

In the finals, Peter Staab rode his California campaign into a pre-convention lead with undecided following in second. Defending champion Bruce Reiff grabbed the lead by winning the undecided vote but Alan Ernstein of Columbia, MD showed his convention prowess by winning three of the next four convention rounds to be sworn in as *CANDIDATE* champion for 1995. Second place went to Peter Staab, 3rd to Bruce Reiff, and 4th to Marcus Foster.

The *FIFTH FLEET* computer tournament drew seven players who took on the computer opponent in the first fround. Mike Welker, Dennis Culhare and Tracy Graf chose to command green forces and advanced to the semis by outscoring the computer by the most points, as did Robert Jamilli in command of red forces. These four then played each other in a 2-round, single elimination format featuring bidding VPs for side choice. Accepting Red at no VP-cost was the key to success for Mr. Jamilli.

Another computer game event, *FLIGHT COMMANDER II*, saw nine entrants give it a try. Michael McMain came out on top in this one, with Vince Alonso placing second.

HERE COME THE REBELS was the first event in the Great Campaigns of the American Civil War series, which consisted not only of the three individual tournaments but also an overall championship for performance in all three games. Joe Bellas of Fayetteville, AR bested a record field of 36 participants to claim the championship. After reaching the elimination rounds via two substantive victories, Joe went on to defeat Ken Lee, Jerry Black and runner-up Jeff Otto for the title. Other elimination round participants included Sean Cousins, Sean Turner, Ken Kloby and Gary Gonzalez. Although Trevor Bender, last year's champion, failed to advance to the elimination rounds, he once again did a fine job of gamemastering the event.

RAMSEY'S CHARGE

MORONG, THE PHILIPPINES, 16 JANUARY 1942: The battle for the Phillipines was now centered on the Bataan peninsula. Among the defenders was an elite unit: the 26th Cavalry Regiment (Philippine Scouts). Steeped in tradition, and although its horses and men were now worn and weary from constant rearguard actions and long patrols, its elan was undiminished. Despite their condition, General Wainright had need of their services. The village of Morong, situated on a good river defensive line, had been inexplicably abandoned without a fight by the Philippine 1st Division. Besides yeilding prime defensive terrain to the enemy, to the east the move also left the flank of the Philippine 2nd Division dangling. An angry General Wainright reprimanded the 1st Division commander, General Segundo, and ordered the village to be reoccupied at once. Until the 1st Division could move back into the position, an advance guard was needed to reconnoiter and secure the town. The task fell to the ragged troopers and boney horses of the 26th Cavalry.

VICTORY CONDITIONS: The Americans win if they control hexes 35oJ8 and 40Q1 at game end.

BOARD CONFIGURATION:

BALANCE:

● Add one 4-4-7 and one LMG to units setting up IN river.

☆ Add one 6-6-7, one MMG and one Horse to U.S. reinforcements.

```
                                    40
              OG1   OG3
                 OG2                35
              OG5  X6
                 1
```
(compass: N with arrow pointing up/left)

TURN RECORD CHART

		1	2 ● ☆3	4	5	6	7	END
● JAPANESE Sets Up First								
☆ AMERICAN Moves First								

Advanced elements of the Japanese 14th Army [ELR: 4] set up/enter as indicated: {SAN: 4}

Set up on board 35 in hexes 35oJ8/35oI9/35oJ7/35oK8 with a maximum of one MMC per hex; must set up CX:

2-3-7 [1] — **4**

Set up on board 40 IN river hexes adjacent to the north river bank on/between hexrows E and N:

4¹-4-7 [1] — 3-4-7 [2] — 8-0 — **2**

Reinforcing company of the Japanese 14th Army enter on Turn 2 on/between 40L10 and 40Q10:

4¹-4-7 [1] **6** — 3-4-7 [2] **3** — 2-2-8 — 10-1 — 9-1 — dm MMG 2PP — LMG [1] 2-6 **3** — dm MTR 2PP 50mm **2**

1st Platoon, E Troop, 26th Cavalry Regiment (Philippine Scouts) [ELR: 4] set up mounted on board 25 on/east of hexrow D: {SAN: 3}

6³-6-7 [E] **4** — 9-2 — 8-1 — LMG [1] B11 2-6 — 12 horses **4**

Reinforcing elements of E Troop, 26th Cavalry Regiment enter mounted on Turn 3 along the east edge of board 35:

6³-6-7 [E] **6** — 9-1 — 8-0 — dm MMG 2PP — LMG [1] B11 2-6 **2** — 12 horses **6**

SPECIAL RULES:

1. EC are dry with a Mild Breeze from the southwest. PTO Terrain (G.1) is in effect, including Light Jungle. All orchard (palm tree) hexes on Overlay 1 are Huts (G5) [EXC: 35oD5 and 35oM6 are palm trees], treating the green orchard blotches as the hut ("building") depictions. The river is shallow and fordable (B21.41) with a slow current running west. A wooden foot bridge (B6.44) is in 40Q2 and 40Q3. All buildings on board 40 do not exist.
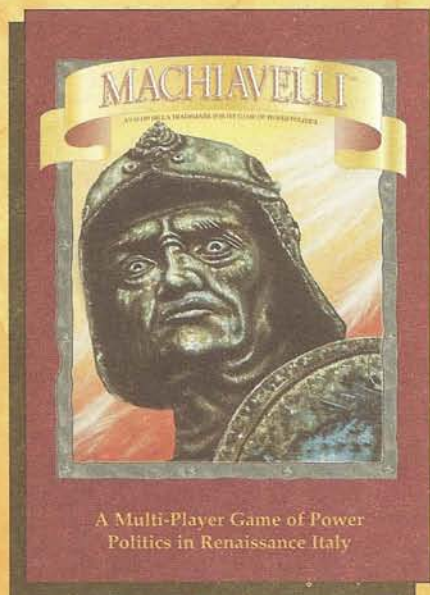
2. Place overlays as follows: **1** on 35D2-D1; **X6** on 35oJ8; **OG1** on 40R1; **OG5** on 35oM9-oL8; **OG2** on 35oJ10-oK10; **OG3** on 40H1-G1.

3. During Turn 1, the first time that each Japanese MMC on board 35 fires at *charging* cavalry, its IFT DR also serves as a MMC for that firing Japanese unit.

4. All American units are Stealthy and all American squads that start the game onboard may freely Deploy prior to game start.

AFTERMATH: Lieutenant Edwin Ramsey, at the head of the 1st Platoon of E Troop, was the first to arrive at the village. Upon nearing the village center, the point men were taken under fire by a small group of Japanese passing near the Catholic Church (the only stone building in Morong). At the same time Ramsey observed more Japanese wading the shallow Batolan River, as well as a group heading for a small footbridge. Acting with the instincts of a cavalryman of old, Ramsey quickly deployed his men and launched a headlong charge at the Japanese. A few stunned defenders fired at the onrushing horsemen, but most fled in confusion towards the river. The charge carried the cavalrymen through to the river where a skirmish line was thrown up to prevent the main Japanese column from crossing. Ramsey then led the remainder of the platoon back into Morong to deal with the numerous Japanese snipers hidden among the huts and palm trees. A brisk action was fought around the church and the river where the outnumbered scouts were hard pressed until Captain John Wheeler arrived on the scene with the rest of E Troop. The appearance of the remainder of the cavalry troop turned the tide and the Japanese were driven back. Morong was held until the Philippines 1st Division arrived late that afternoon. Ramsey's charge, the last mounted cavalry charge in US military history, had made the difference.

Alan Emrich and Petra Schlunk bring us the latest in "Next Generation" gamers: Avalon Candice (Can Dice, get it?) Emrich was born (after 35 hours of labor) to her gaming parents on September 5, 1995, weighing 8 pounds even. She'll be playing *UP FRONT* and *HISTORY OF THE WORLD* as soon as she learns not to put the Pieces in her mouth. (*I couldn't resist this honorable mention of Avalon, even if she missed on-site registration by a month and makes an involuntary, early entrance into the gaming world. SKT*)

CONTEST #174—VICTORIA'S REVENGE

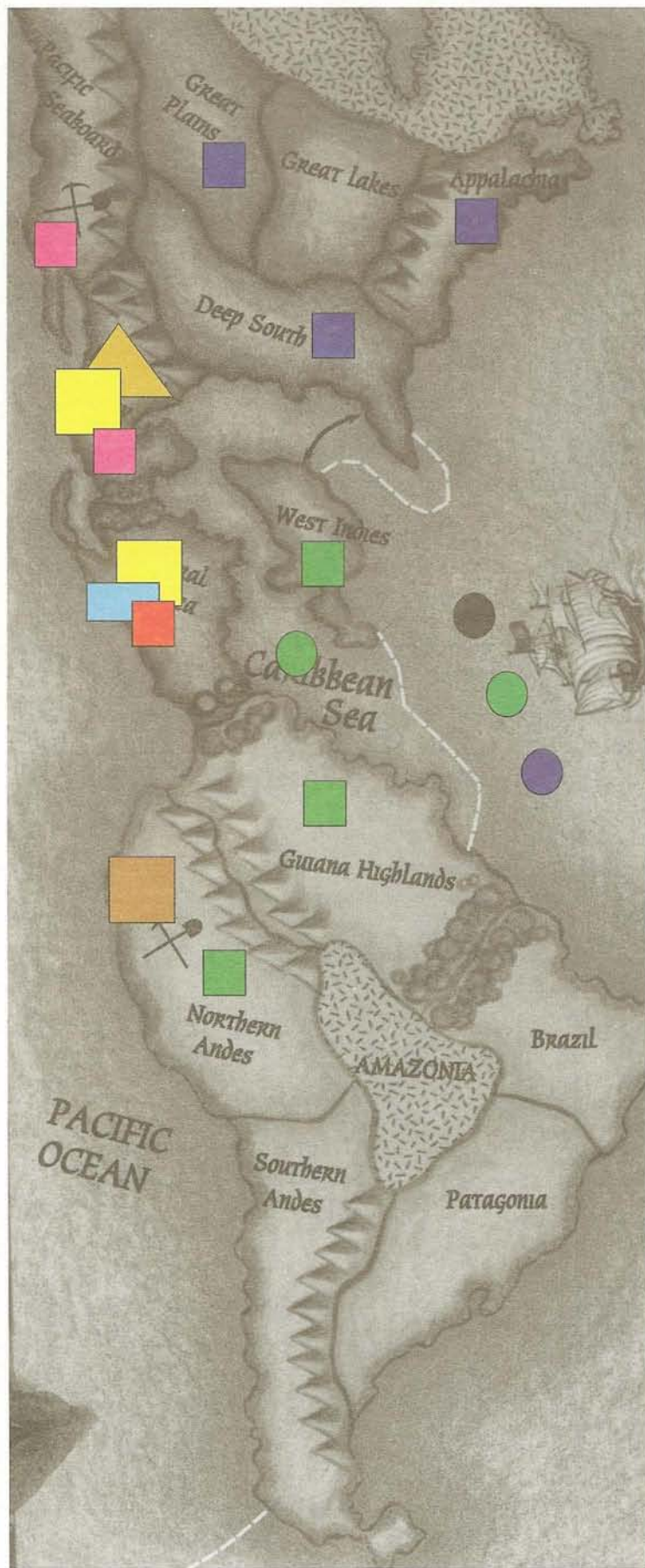It is the final epoch of a six-player basic game of *HISTORY OF THE WORLD*. Black entered the Epoch in last place. However, the draw of the British Empire has revived the chances of Black to pull off a victory. Four other empires have come and gone. Green has not yet moved. Black has been quite successful in the old world and now turns attention to using the last three strength points in the Americas. Green has no units on the board other than those shown. A quick glance at the score and current Black possessions shows Black to be ahead of all players. All event cards have been played, but Black continues to use a fully-active Jihad. Below, list how you would use Black's remaining SPs within the boundaries shown to maximize the probability of Black winning.

1st SP_____

2nd SP_____

3rd SP_____

RATE THIS ISSUE!

Issue as a whole ___ (Rate from 1 to 10, with "1" meaning excellent and "10" terrible). Plus, include your choice for the three best articles. Write their titles below:

1. _____
2. _____
3. _____

We value your opinion. Therefore, take a few minutes to write some personal comments below on what you liked and what you didn't like about this issue. Are there any kinds of articles you would like to see in these pages? Have we missed covering your favorite game? We want to know.

Comments _____
_____
_____
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_____

We continue and finish here with the *MAH* replay beginning in 30-2. Now, turn your attention to Turn 12 and the beginning of the arrival of colonial powers!

SERIES REPLAY
MAHARAJA (Part 2)

Yellow: Rick Koltz
Blue: Pete Stavish
Green: Alton Grunich
Purple: Walt Keelin
Neutral Commentator: Charles Bahl

TURN 12

Pandyas (Green)
    Population Increase: +2 = 2-1/2 on track.
    Portuguese Arms: Kerala.
Marathas (Blue)
    Population Increase: +7 = 8-1/2 = 2 armies + 2-1/2 on track (only one army placed due to counter limits).
    Army Placement: Magadha.
    Movement:
        Magadha to Orissa.
Cholas (Purple)
    No action.
Sinhalese (Yellow)
    Population Increase: +1-1/2 = 2 on track.
    Movement:
        Lanka to Karnatak.
    Battle:
        Karnatak: 6 vs 1, 6(+1): S, P.
Rajputs (Purple)
    Population Increase: +2-1/2 = 3-1/2 = 1 army + 1/2 on track.
    Army Placement: Malwa + Sanga
    Movement:
        Malwa to Agra(1 army + Sanga).
        Bundelkhand to Agra.
    Battle:
        Agra: 4(+1), 6(+1) vs 6, 4: M(2), R.
Muslims (Blue)
    Movement:
        Delhi to Agra.
        Kashmir to Delhi.
        Oudh to Agra.
    Battle:
        Agra: 2, 4 vs 6(+1): M; Rajput army and Sanga retreat to Malwa.
Mughals (Green)
    Population Increase: +2 on track.
    Movement (first):
        Afghanistan to Rajputana(2), Delhi(2), Agra(2 + Akbar), Lahore(2), Kashmir(2), Baluchistan(2), Sind(2).
    Battle:
        Agra: 2(+1), 5(+1) vs 6: Muslim, Mughal.
        Delhi: 5, 5 vs 3: Muslim.
        Lahore: 1, 5 vs 3: Muslim.
        Rajputana: 1, 2 vs 1: NE; 6, 6 vs 5: Muslim, Mughal.
        Sind: 6, 6 vs 4: Muslim.
        Baluchistan: 2, 6 vs 1: Muslim.
    Movement (second):
        Sind to Gujarat(2).
        Baluchistan to Sind.
        Delhi to Gujarat, Oudh.
        Agra to Oudh(+ Akbar).
        Lahore to Agra.
        Kashmir to Delhi.
    Battle:
        Gujarat: 3, 4, 4 vs 4, 5: Mughal; 5, 6 vs 2, 3 Maratha(2).
        Oudh: 3(+1), 3(+1) vs 4 NE; Muslim retreats to Jaunpur.
Portuguese (Green)
    Movement:
        Arabian Sea to Orissa(1 army + Albuquerque). Other army stays in Arabian Sea.
    Battle:
        Orissa: 4(+1) vs 2: M.

Factory:
    Remove Factory at Karnatak; build Factory at Sind, Orissa.
Dutch (Yellow)
    Movement:
        Indian Ocean to Karnatak (1). Other army remains in Indian Ocean.
    Factory:
        Lanka, Karnatak.
    Arms To Sinhalese (placed next turn).
British (Purple)
    Movement:
        Arabian Sea to Indian Ocean (1), Bay of Bengal (1). No British armies occupy the Arabian Sea after movement.
    Factory:
        Golconda, Andhra.
    Arms To Cholas (placed next turn).

Victory Points for Turn 12

Yellow	3	Dutch:	3.
Blue	1	Muslims:	1 (Raj Point).
Green	7	Portuguese: 6; Mughal: 1 (Raj Point)	
Purple	10	Rajputs: 6; British: 4.	

Victory Point Total

Yellow	66
Blue	49
Green	31
Purple	57

TURN 12: YELLOW

I caught Green by surprise with my attack on Karnatak. But it doesn't really hurt him. His Factory is worth more on another coast anyway. At least I was able to place two Dutch Factories. This is probably my maximum since Simhala is not available as a site and Kerala is just too well defended.

TURN 12: GREEN

Good thing I had Albuquerque this turn. Otherwise the battle at Orissa might not have been so easy. The Factory at Sind should be safe. Getting at it over land is impossible, and the British and French should leave it alone since they have better targets for their Factories.

Turn 12: Neutral Commentary

Colonial Powers are all well played this turn. Portugal maximizes its points by relocating its Factory to Orissa and building a new one at Sind. The British and Dutch establish Factories at their natural locations (Indian nations of corresponding color).

Although it was smart of the Rajputs to attack the Muslims (since this is the way they get points), it was not necessary for the Muslims to return the favor. It gains them nothing and just weakens central India. Why make things easy for the Mughals?

TURN 13

Pandyas (Green)
    Population Increase: +2 = 4-1/2 = 1 army + 1-1/2 on track.
    Army Placement: Kerala.
Marathas (Blue)
    Population Increase: +6 = 8-1/2 = 2 armies + 2-1/2 on track.
    Army Placement: Khandesh, Maharashtra (1 army + Shivaji)
    Movement:
        Maharashtra to Gujarat (1 army + Shivaji).
        Khandesh to Gujarat
    Battle:
        Gujarat: 1(+1), 2(+1) vs 3, 4 NE; (Mughal retreats to Rajputana, Sind.)
Cholas (Purple)
    British Arms: Golconda.
Sinhalese (Yellow)
    Population Increase: +1-1/2 = 3-1/2 = 1 army + 1/2 on track.
    Army Placement: Lanka
    Dutch Arms: Lanka.
Sikhs (Purple)
    Movement:
        Lahore to Punjab(2), Ladakh.
    Battle:
        Punjab: 1, 5 vs 3: M.
Rajputs (Purple)
    Remove Sanga.
    Population Increase: +2-1/2 = 3 = 1 army + 0 on track.
    Army Placement: Malwa.
    Movement:
        Bundelkhand to Agra
        Malwa to Agra.
    Battle:
        5, 6 vs 5: R, M.
Muslims (Blue)
    No action.
Mughals (Green)
    Remove Akbar.
    Population Increase: +7 = 9 = 3 armies +0 on track.
    Army Placement: Oudh(1 army + Alamgir), Rajputana, Delhi.
    Movement:
        Oudh to Bundelkhand.
        Rajputana to Agra.
        Delhi to Agra.
    Rajputs submit; Mughal armies return to Rajputana and Delhi (one army to each).
Portuguese (Green)
    Remove Albuquerque.
Dutch (Yellow)
    No action.
French (Blue)
    Movement:
        Indian Ocean to Bay of Bengal, Arabian Sea.
    Factories:
        Bengal, Gujarat.
    Arms To Marathas (placed next turn).

END OF TURN 12 POSITIONS

A = Arms
■ = Factory
L = Leader

Increase Population Track
British Alliance Box

Turn Record Track / Order of Play Chart
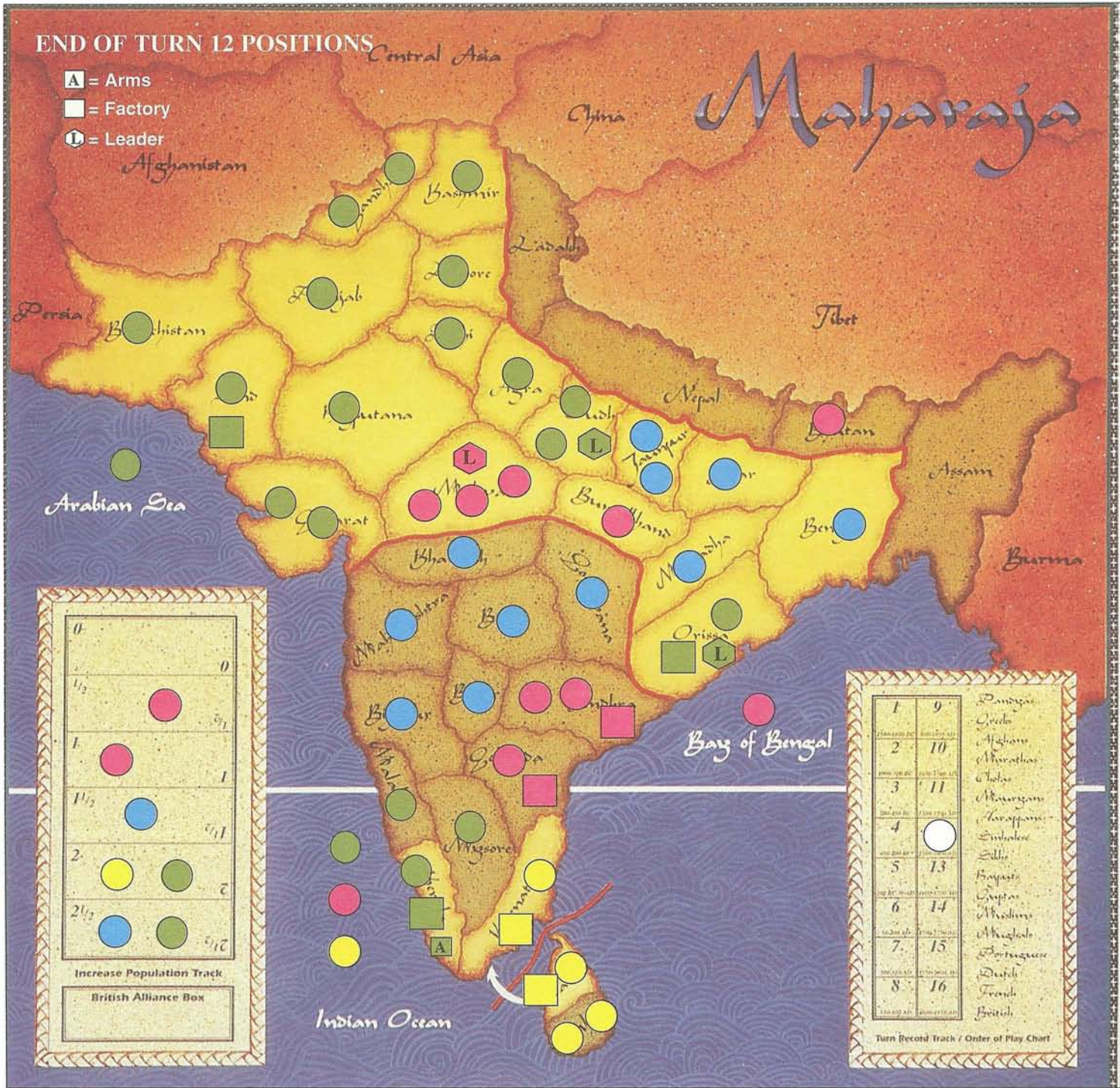
British (Purple)
Movement:
    Arabian Sea to Bijapur(2).
    Indian Ocean to Bijapur, Bengal(2).
    Bay of Bengal to Bengal.
Battle:
    Bengal: 2(+1), 4(+1), 4(+1) vs 3, 6: M,
      Factory, B.
    Bijapur: 2(+1), 3(+1), 3(+1) vs 1 NE;
      Maratha army retreats to Maharashtra.
Factory:
    Bijapur, Bengal.

Victory Points for Turn 13

Yellow	7	Dutch: 3; Sinhalese: 4.
Blue	10	Marathas: 10.
Green	27	Portuguese: 6; Mughal: 15 (including 1 Raj Point); Pandyas: 6.
Purple	17	Rajputs: 2; British: 7; Sikhs: 6; Cholas: 2.

Victory Point Total

Yellow	73
Blue	59
Green	58
Purple	74

TURN 13: BLUE

It's time for the Marathas to begin considering an alliance with the British, since it looks now like the winner of the game will be either Purple or Blue. This is where the game becomes very difficult, because all countries must begin to count Victory Points closely. I don't ally this turn because my areas will add

significantly to the British Raj, and if other nations ally, the British can amass some significant Raj Points by game's end. On the other hand, each area I lose to the British costs me Victory Points. My basic plan, therefore, will be to wait to submit just as long as possible. After all, I don't know precisely what the British are going to do. Maybe they'll try to take apart somebody besides the Marathas. I'm keeping a running total of Victory Points on a piece of paper so that I don't make a math error and blow everything.

TURN 13: PURPLE

The British don't exactly know what they're going to do either in the next few turns. But

first I'm going to at least squeeze as many Factory Points out the game as possible. This seems like the safest and most productive way to proceed, at least for this turn and the next. If the British attack a nation and the nation allies, the British are forced to remove any attacking armies. This essentially nullifies the British armies for a whole turn. This can be a powerful weapon in the hands of a determined foe.

Turn 13: Neutral Commentary

My first guess is that the Marathas should have allied at the first approach of the British. I haven't done the math, but an alliance seems like the best bet.

The Mughal advance got hung up by the submission of the Rajputs. It would have been better to attack the Muslims, since they cannot submit in northern India.

TURN 14

Pandyas (Green)
  Population Increase: +2 = 3-1/2 = 1 army + 1/2 on track.
  Army Placement: Kerala.
  Movement:
    Kerala to Karnatak(2 + Arms)
  Battle:
    Karnatak: 1(+1), 5(+1) vs 1, 5: D, P (Dutch Arms removed from Lanka); 4(+1) vs 2: F.
Marathas (Blue)
  Remove Shivaji.
  French Arms: Gujarat.
  Population Increase: +5-1/2 = 8 = 2 armies + 2 on track.
  Army Placement: Magadha, Bihar(1 army + Rao).
  Reinforcements: None placed because of counter limits.
  Movement:
    Bihar to Bundelkhand (1 army + Rao).
  Battle:
    Bundelkhand: 3(+1) vs 4: NE; Mughal army retreats to Oudh.
Cholas (Purple)
  No action.
Sinhalese (Yellow)
  Population Increase: +1-1/2 = 2 on track.
  Movement:
    Lanka to Karnatak(2).
  Battle:
    1, 2 vs 4(+1): S, Sinhalese retreat to Lanka.
Sikhs (Purple)
  Population Increase: +2-1/2 on track.
Rajputs (Purple)
  Population Increase: +2-1/2 on track.
Muslims (Blue)
  No action.
Mughals (Green)
  Remove Alamgir.
  Population Increase: +7 = 2 armies + 1 on track.
  Army Placement: Oudh (1 army + Nizam), Kashmir.
  Movement:
    Oudh to Bundelkhand (2 + Nizam)
  Battle:
    Bundelkhand: 2(+1), 3(+1) vs 1(+1): NE; Maratha army + Rao retreat to Bihar.
Portuguese (Green)
  No action.
Dutch (Yellow)
  No action.
French (Blue)
  Movement:
    Bay of Bengal to Karnatak.
    Indian Ocean to Karnatak (1 army + Dupleix).

Battle:
    Karnatak: 1(+2), 6(+2) vs 2(+1) P, Arms.
Factory:
    Maharashtra, Karnatak.
British (Purple)
  Movement:
    Indian Ocean to Kerala(2).
    Bijapur to Kerala (by Boat)
  Battle:
    Kerala: 2(+1), 2(+1), 6(+1) vs 1, 3: P; 3(+1), 5(+1), 6(+1) vs 1: F.
  Factory:
    Kerala

Victory Points for Turn 14

Yellow	2	Dutch: 2.	
Blue	11	Marathas: 6; French: 5.	
Green	5	Portuguese: 4; Mughal: 1 (Raj Point).	
Purple	8	British: 8.	

Victory Point Total

Yellow	75
Blue	70
Green	63
Purple	82

TURN 14: BLUE

It looks like I can win this thing if I ally with the British next turn. I need to gain 12 points on the British, which looks possible given the presence of the Afghans and the French. These points plus what I can garner from the allied Marathas should be enough to do the trick.

TURN 14: GREEN

A blown turn on my part. My two Portuguese armies are wasted at sea. Although my attack on Karnatak was successful, I needed to defend my gains. Now it looks like I'll never recapture southern India.

TURN 14: PURPLE

I think Blue is correct. Factory Points alone are not enough to give me the victory. I should have started attacking and forcing alliances during this turn, at the latest. As it stands, I may be coming up a few points short. I'll attack next turn and hope I get enough Raj Points to push me over the top.

Turn 14: Neutral Commentary

It looks like a very close thing between Blue and Purple. Now that British Factories are well established, it may boil down to a successful attack against the Marathas. The best policy, I think, would be to attack two or more nations simultaneously so that if they both ally (thereby stopping the attack), the British would gain more Raj Points.

TURN 15

Pandyas (Green)
  Population Increase: +1 = 1-1/2 on track.
Afghans (Blue)
  Movement:
    Afghanistan to Punjab(4), Delhi(2 + Abdali)
  Battle:
    Punjab: 4, 4, 4, 6 vs 5, 5: S, A(2); Sikh army retreats to Lahore.
    Delhi: 5(+1), 6(+1) vs 3, 3: M(2).
  Remove from Punjab 1 army; from Delhi 1 army + Abdali.
Marathas (Blue)
  Remove Rao.
  Population Increase: +5-1/2 = 7-1/2 = 2 armies + 1-1/2 on track.

Army Placement: None placed due to counter limits.
Cholas (Purple)
  No action.
Sinhalese (Yellow)
  Population Increase: +1-1/2 = 3-1/2 = 1 army + 1/2 on track.
  Army Placement: Lanka.
Sikhs (Purple)
  Population Increase: +1-1/2 = 4 = 1 army + 1 on track.
  Army Placement: Lahore
  Movement:
    Lahore to Punjab.
  Battle:
    Punjab: 6 vs 5: M, S.
Rajputs (Purple)
  Population Increase: +2-1/2 = 5 = 1 army + 2 on track.
  Army Placement: Agra.
Muslims (Blue)
  No action.
Mughals (Green)
  Remove Nizam.
  Movement:
    Sind to Punjab.
    Rajputana to Punjab.
Portuguese (Green)
  Factory:
    Malabar.
  Arms To Pandyas (placed next turn).
Dutch (Yellow)
  Arms To Sinhalese (placed next turn).
French (Blue)
  Remove Dupleix.
British (Purple)
  Place Clive in Bengal.
  Movement:
    Bengal to Bihar(1 army + Clive); Marathas ally and British return to Bengal.
    Kerala to Baluchistan(2); Mughal ally and British return to Bengal.

Victory Points for Turn 15

Yellow	2	Dutch: 2.	
Blue	13	French: 5; Afghans: 8.	
Green	6	Portuguese: 6	
Purple	10	British: 10 (including 2 Raj Points).	

Victory Point Total

Yellow	77
Blue	83
Green	69
Purple	92

TURN 15: BLUE

The gap between me and Purple is closing, but am I gaining fast enough? I can see little point in the British attacking next turn. That means they will get an additional 10 Victory Points, for a game total of 102. I'll need at least 20 points next turn for a victory. The French are good for 5, that leaves 15 more. I doubt if the Afghans will be around for the party, so that puts everything on the shoulders of the Marathas. I will need to look at every opportunity to pick up areas that I can hold by the end of the game. At least as an ally of the British, I don't have to worry about them attacking me.

TURN 15: PURPLE

It looks like I'm dead. I count at least 24 points for Blue next turn (5 French, 19 Maratha). This will leave me 5 points behind at the end. Even if I add another Factory and get 3 Raj Points, it will not be enough to win. I'll know for sure after the Marathas' next turn.

Turn 15: Neutral Commentary

I agree with Purple's assessment. He's just not going to make it. If he had made his move in Turn 14 instead, he probably would have pulled it out. Maybe Blue's slip of paper paid off after all.

TURN 16

Pandyas (Green)
    Population Increase: +1 = 2-1/2 on track.
    Portuguese Arms: Malabar.
Afghans (Blue)
    Population Increase: +1 = 1 on track.
Marathas (Blue)
    Movement:
        Bihar to Nepal.
        Magadha to Orissa.
        Gondwana to Orissa.
        Berar to Gondwana.
        Maharashtra to Berar.
    Battle:
        Orissa: 5, 3 vs 4(+1), 1: M; 2 vs 1(+1),
        5: M.
Cholas (Purple)
    No action.
Sinhalese (Yellow)
    Population Increase: +1-1/2 = 2 on track.
    Dutch Arms: Lanka.
Sikhs (Purple)
    Population Increase: +1-1/2 = 2-1/2 on
    track.
Rajputs (Purple)
    Population Increase: +2-1/2 = 4-1/2 = 1
    army + 1-1/2 on track.
    Army Placement: Agra.

    Movement:
        Agra to Delhi.
    Battle:
        Delhi: 5 vs 1: A.
Muslim (Blue)
    No action.
Mughal (Green)
    Movement:
        Oudh to Nepal.
        Rajputana to Delhi.
        Punjab to Delhi.
        Kashmir to Delhi.
    Battle:
        Delhi: 3, 4, 5 vs 4: R.
        Nepal: 6 vs 2: M.
Portuguese (Green)
    No action.
Dutch (Yellow)
    No action.
French (Blue)
    Arabian Sea to Assam.
British (Purple)
    Remove Clive.

Victory Points for Turn 16

Yellow	6	Dutch: 2; Sinhalese: 4.
Blue	24	French: 5; Marathas: 19.
Green	23	Portuguese: 6; Mughal: 15 (including Raj Point); Pandyas: 2.
Purple	10	British: 10 (including 2 Raj Points).

Victory Point Total

Yellow	83
Blue	107
Green	92
Purple	102

No sense playing out my last turn. Even with a major invasion at my disposal, the most additional Victory Points I could have gained was three. Not enough. This was the first time I played Purple in *MAHARAJA*. If I had known that Blue could pull himself up so quickly, I would have played the British much more aggressively.

Turn 16: Neutral Commentary

Close! It would be instructive to restart this game at Turn 14. If the British had begun forcing alliances at that point, Purple may have been able to overtake Blue. However, I can't help thinking that Purple lost the game much earlier, during Turn 5. That's when the Rajputs invaded Kashmir with seven armies and didn't win a single die roll. You can't overcome bad luck like that. Of course, Yellow's fortress-like defensive position in north India made the Rajputs' job even more difficult. And Purple's play was not all that sharp. The Rajputs should be a fairly consistent source of Victory Points throughout the game. Unlike the Mauryans and Guptas, they have no enforced withdrawals. In fact, the lucky (and good) player should find the Rajputs much like the Marathas, a civilization with staying power. In general, the Purple player should wield them as a powerful weapon, ultimately even more powerful than the British.

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END OF GAME POSITIONS

Increase Population Track

British Alliance Box

Turn Record Track / Order of Play Chart
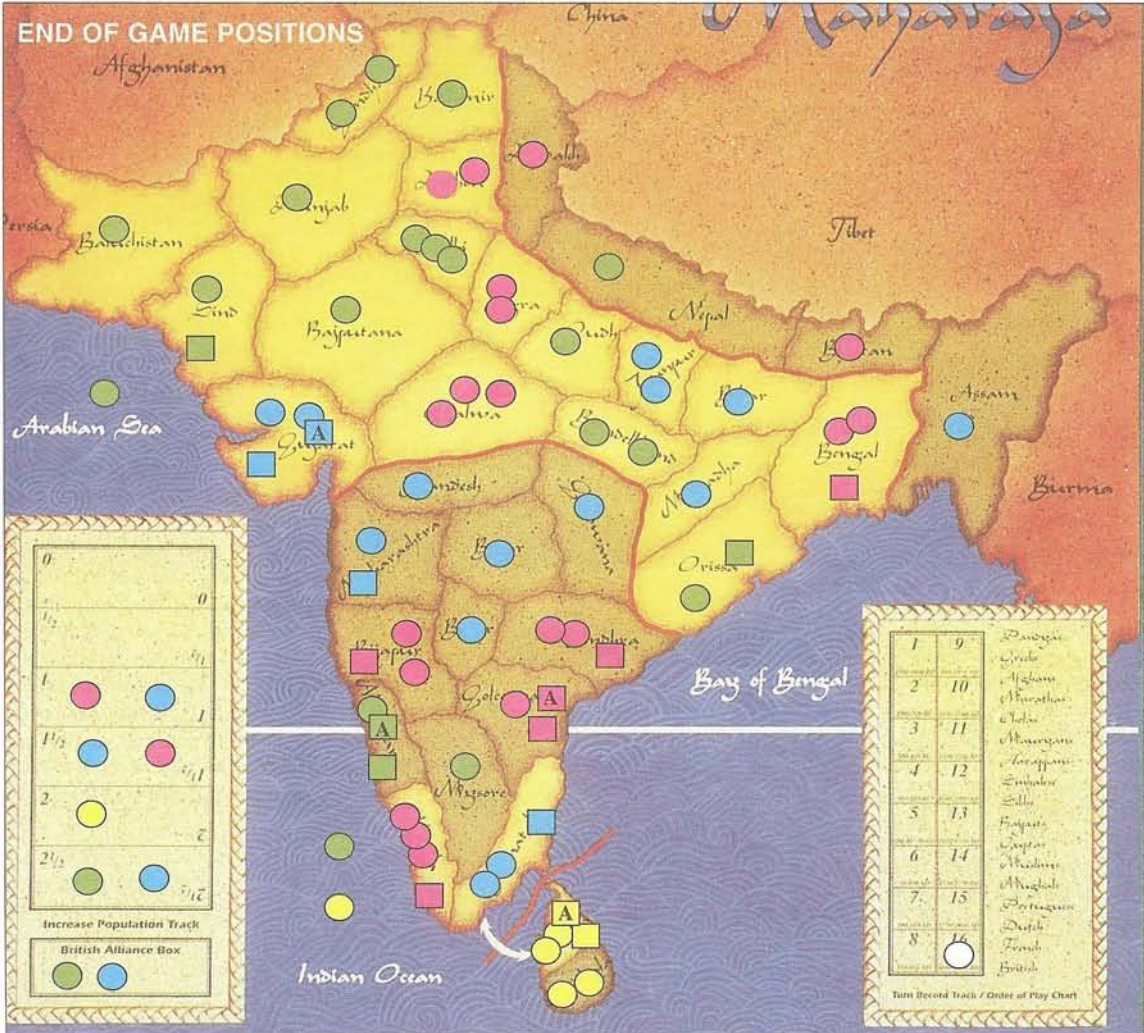
"JACKSON'S MARCH"

A Look at Confederate Strategy in STONEWALL JACKSON'S WAY

By Forrest Speck and Ray Rooks

The lack of articles in *The GENERAL* on the *Civil War* series has been disappointing to say the least. I consider this series the most addictive and fun to play out of the 40+ titles I own. A lack of submitted material is probably the culprit of this oversight. So, I will "put my money where my mouth is" and give this a shot.

Scenario 4 of *SJW,* "Jackson's March", is the best of the shorter (3 turns or less) scenarios, only "McClellan's Opportunity" in *HERE COME THE REBELS* is in the same league. "Jackson's March" depicts Jackson's flank march around Pope's Army of Va. and Pope's attempt to corner 'ol Stonewall.

The Confederate player has the three divisions of AP Hill, Ewell and Taliaferro (46 SPs), Stuart's cavalry contingent of the brigades of Fitz Lee and Robertson (2 SPs each), plus the 2nd VA Regiment (1 SP). The leaders are Jackson and Stuart. The forces of Longstreet are conspicuously absent from this scenario.

The Union player can muster a powerful array of forces against the Rebels, five corps, plus three units guarding the railroad back to DC. McDowell's Corps, composed of the divisions of King (18 SP), Ricketts (18 SP, and Reynolds (12 SP), start in Waterloo/White Sulphur Springs sector. Sigel's Corps, which has the divisions of Schenk (9 SP), Schurz (7 SP), Steinwehr (2 SP), and Milroy (3 SP) start in Warrenton. Heintzelman's Corps, consisting of the divisions of Hooker (14 SP) and Kearny (13 SP) start at 3 Mile Station. Reno's Corps, with Pope attached, has the divisions of Stevens (8 SP) and Ferrero (7 SP) are at Warrenton Junc-

tion. The V Corps, commanded by Porter, has the divisions of Morell (11 SP), Sykes (9 SP), and the brigade of Piatt (2 SP) start in hex 3231 even though they cannot move until turn 3. There are three smaller units guarding the Orange & Alexandria RR. Waagner (1 SP) is at Bull Run Bridge, Scammon (1 SP) at Fairfax Station, and Taylor (3 SP) at Burke's Station. This rounds out the Union force. *Note the absence of cavalry in the Union force.*

A comparison of strength points of the two antagonists shows the Union with an advantage of 138 SPs to 51 SPs for the Confederates. Fortunately for the Rebels, this scenario depicts a flank march and the victory points allocated in such a way not to have the CSA seek a battle for victory, which is the basis of this article. Below is the VP schedule and table.

The Confederates are awarded VP for the following:

+3 For each of the following RR stations with a destroy marker: Bull Run Bridge (N4422), Manassas Junction. (N4124), and Bristoe Station (N3726).

+2 For each CSA division that ends the game in or adjacent to: Groveton (N3720), Gainesville (N3421), or Hay Market (N3220).

+1 If all 3 infantry divisions (AP Hill, Ewell, and Taliaferro) meet the above condition of being in or adjacent to Groveton, Gainesville, or Hay Market.

+1 For each of the following RR Stations with a damage or destroy marker: Sangster's Station (N4721), Fairfax Station (N5020), and Burke's Station (N5220).

+1 For each Union manpower point lost in combat, retreat, or cavalry retreat (not in forced march, extended march, or moving from one ZOC to another).

−1 For each Confederate manpower point lost in combat, retreat, or cavalry retreat (not in forced march, extended march, or moving from one ZOC to another).

−3 For each Confederate infantry division ending the game in Fairfax County.

Confederate VP	Winner
18 or more	Confederate Decisive
15 to 17	Confederate Substantive
11 to 14	Confederate Marginal
8 to 10	Union Marginal
5 to 7	Union Substantive
4 or less	Union Decisive

Notice how Joe Balkoski uses VP hexes and points to funnel the action towards a historical path without tying the players' hands. For example, historically Jackson followed the Manassas Gap Railroad to the RR stations at Manassas Junction, Bristoe Station, and Bull Run Bridge, performed destroy actions, and then occupied the hexes adjacent to Groveton. If the Confederate player follows this path and is able to hold his ground, he could amass 16 VP (+/− casualties), a substantive victory, two points from a decisive. Notice the −3 penalty for having a CSA division in Fairfax County. I believe that Joe put this in to balance the game as the Union would never be able to catch the Confederates, and his desire to funnel the Confederates towards the Groveton area. I believe this penalty also shows a way to keep the big picture in mind as a move into Fairfax County in force would separate Jackson from Longstreet's Corps even further than Robert E. Lee would deem reasonable. But, also notice that only 11 VP are needed for victory, albeit a marginal one, not forcing the Confederate player to follow the historical route exactly.

Actually, following the historical route of action that Jackson chose after reaching the RR stations (the move to the Groveton area), is exactly what I would want if I'm the Yankee player. I feel that the Union can seal the Groveton area, which is the main thrust of this article.

Before I get into the actual specifics of my strategy, I would like to get into some inherent advantages the Confederates have in *SJW* for those of you who are not familiar with this system. The first of these advantages is the CSA's ability to move faster and without as much risk as the Union. For example, the CSA gets a +1 or +2 modifier for all infantry movements, while the Yanks only get a +1 modifier for corps movements only. On extend marches, the CSA will disorganize only on rolls of 5 or 6, while the USA's Army of VA disorganize on rolls of 3 through 6, and Army of Potomac units on rolls

The initial set-up. Red squares indicate Confederate disposition; blue squares Union disposition. Three Confederate units set up at Fatigue Level 2.

of 4-6. With a loss of 33% efficiency when a unit disorganizes, one can see what an advantage the CSA has in this regard. Secondly, the advantage the CSA has in leadership values (which translates into combat roll modifiers) with Jackson (5 for attack, 4 for defense), all divisions rate 3s, with Stuart rated 3, compared with the best the Union can muster is 3s for their corps commanders and a 2 for the inept Sigel. What this means is that the Union will never reap a positive modifier for tactical values in any combat while the CSA will get a +2 with any attack made by Jackson (a +3 for any corps assault). Thirdly, the CSA's cavalry moves faster, is better organized, and is better tactically than the Union's. And in this scenario, there is no Union cavalry to deal with at all. These examples are all historically accurate at this stage of the war, and are things that the CSA player will have to exploit for victory.

THE CONFEDERATE THRUST

The thrust of my strategy for the Confederates is to move my infantry to the three RR stations of Bristoe, Manassas Junction, and Full Run Bridge. As the Union is prohibited from moving on the first turn, this shouldn't be too hard to accomplish. I prefer sending A.P. Hill and his 18 SPs with Jackson attached to Bristoe Station, Ewell to Bull Run Bridge, and Taliaferro to Manassas Junction. This is by no means set in stone, depending on the movement and disorganization rolls. The reason for my preference of A.P. Hill and Jackson to Bristoe Station is to make the probable Yankee attack on that hex as difficult as possible. With Jackson in the hex, the Yanks will lose one tactically on any attack modifier. A.P. Hill's presence will mean there will be between 19-26 factors in the hex, making it that much harder to get a 2-1 attack there. The only risk in this strategy is the move to Bristoe Station, but I believe the risk worth taking. Yes, the Union may be able to get the +4

surround, but that is easier said than done. The Yanks will have to have good movement rolls, good extend rolls, and to have a better chance of success, been smart enough to transfer Pope to the Heintzelman stack at the beginning of the 2nd turn. If they accomplish all that, the Union will still have to roll for corps assault (83% chance), then maybe a grand assault (67% chance of success). The most likely attack is a +3/+4 attack on Bristoe Station (see **Figure 1 below**). A +3 attack only gives the Yanks a 41.6% chance at inflicting more casualties (computed as a 1-1 attack with 27 to 37 attack factors vs. 19 to 26 defense factors with a +4 surround). A +4 attack, however, will jump this up to 58.3% for the Union; all the more reason to pack Jackson into Bristoe Station, as that +1 modifier he possesses can mean the difference between a VP or two.

Now that all three divisions have performed RR destroys at Bristoe, Bull Run Bridge, and Manassas Junction (giving us 9 VP), and we have come out even in any attack at Bristoe Station (a 42-58% chance of that), we can now look to the remaining VPs needed for victory. Hopefully, in our march to Bull Run Bridge, the Union player didn't get a chance to move Waagner out of the hex, leaving a 58%-83% chance of killing it and picking up a VP. Even if they did, Stuart and his cavalry can scoop it up later. This will give us 10 VP, one short of a marginal victory. As stated before, I do not advocate the historical route to Groveton, Hay Market, or Gainesville. So, where do we get the VPs needed for victory? I turn to my cavalry. Stuart to the rescue!

The RR stations of Sangster's, Fairfax, and Burke's are all worth 1 VP each for damage or destroy markers placed. Assuming Waagner was destroyed, the Yanks will only have two units to defend them, Scammon and Taylor, which should be entrenched by turn 3 at Fairfax and Burke's Stations. This will leave Sangster's wide open for Stuart to damage. You will have

to move your cavalry towards this goal from the beginning and not through an extend march, as a disorganized cavalry brigade will not have enough strength to damage the station. After damaging Sangster's you should have 11 VP, enough for a marginal victory. But, more VPs are there for the taking. With good die rolls, Stuart and his cavalry should be able to engineer a +4 surround on Scammon, blow him out of the hex, and move in and damage Fairfax Station. This will give you two more VP (1 for the damage and 1 for Scammon). If any more VP are needed, (a disaster at Bristoe, for example), you will have no choice but to move the Jackson Corps to the Groveton area. Hopefully, the Sigel Corps is around to attack, or occupy the area around Groveton, etc.

Most likely we will have managed enough VP not to have to resort to moving the infantry to the Groveton sector, and be able to deviate from history by moving the Jackson Corps to the woods southeast of Manassas Junction. (see **Figure 2 below**).

FIGURE 2—Jackson moves into the "shade of the trees" southeast of Manassas Junction.

The advantages of this move is that the Union will not be able to use their artillery in any attack; in addition, it will be very difficult for them to get enough force together for a creditable attack, especially surrounds. Even if the Union player was expecting this move, he will be hard-pressed to make the rolls to get there. Victory should be assured. Please be advised that this is not a "perfect plan," they do not exist in this system, as the dice can turn on you at any time. But, this is as close as it gets.

CONCLUSION

This concludes the few strategies Ray Rooks and I have developed during play of this scenario. Hopefully, I'll be allowed to offer a Union approach to this strategy, or at least another article on this fine system. For now, however, good luck!

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FIGURE 1—Bristoe Station is lousy with Rebels!

The Panzer Leader at Arracourt—(Part I)
Situation 28-4/1—Lezey: The Germans Attack
By Steven B. Wheeler

This is part one of an extensive discussion about the three Arracourt PANZER LEADER scenarios that appeared in Volume 28-4 of The GENERAL. In this first part, Mr. Wheeler discusses both the German and American strategic options in the Lezey battle. Parts two and three will appear in sequence in issues 30-4 and 30-5.

★★★★★

Alan Arvold is to be congratulated for his masterful creation of the three Arracourt situations (*The GENERAL*, Vol. 28-4). The trouble is, I can't figure out if he's a wizard, or a warlock. This trio of scenarios is, by turns, spellbinding and bedeviling. Sure, the panzer leader has powerful battlegroups with which he can deal hard blows, but he also has serious handicaps which make him vulnerable to the stout American forces who often pull victory from his grasp just as he clenches his fingers. Looking for action? Get out your set and devote a few hours to the battles of Arracourt.

PZL enthusiasts may recall my past efforts to present solutions for a number of the standard situations. Mr. Arvold's work inspired me to try solving these three new scenarios. While you discover how successful my efforts may be, remember that the situations are described with all optional and experimental rules in effect. This is also true of the revised artillery ranges from Carl Schwamberger's article, "The King of Battle: Artillery in the *PANZERBLITZ* Series" (*The GENERAL*, Vol. 25-3).

The German Strategy

If you are one of those people who is predisposed toward playing the German side in a *PZL* situation, any time you see forty hard hitting Panther tanks in your order of battle, your pupils start to dilate. Come on, admit it! And then you look at the American starting forces and man, you can't wait to assemble your kampfgruppe. Just look at those puny Americans spread out all over the place!

You could have a hard time deciding which group to chew up first, because you've got enough striking power to deal with anything the enemy has, and then some! Should you go after the US artillery with their pathetic screen of Stuarts, or race up to Grancelles and decimate the weak city garrison, or just steamroller the enemy tank company? Decisions, decisions; just like a cat in a fish market.

Whichever course you choose, you should rule...at least during the first four turns. But around that time, the American reinforcements begin showing up in strength and cat, you'd better watch out for your tail.

There's something about a long situation. The time element lends each player just that many more opportunities to regroup and launch a counterattack or take advantage of a bungle, or make one. Having grown up on the original scenarios, I've found myself somehow out of shape for the comparative marathon courses Mr. Arvold seems used to.

There's also something about a situation that includes reinforcements. Things are going great and then the enemy—whom you had backed into a corner—comes out swinging with redoubled strength; you can wind up on the ropes. I've come to wonder why none of the original *PZL* situations incorporated reinforcements. But having suffered a number of unpleasant reversals thanks to Mr. Arvold's craft, I find myself almost longing for the standard "what-you-see-is-what-you-get."

I say "almost" because I have come to appreciate Lezey as a true graduate course in *PZL*. It has offense, it has defense, it has special missions, strong forces, weak forces, forces which go from strong to weak and vice-versa, and it has all of that time. Buddy, as they say in the fight game, "Let's get ready to rumble!"

Before you plunge your Panthers into an irresistible attack though, you'd better sit down and think strategy first, then tactics. In case your dilated eyes missed it as you gleefully rounded up your forces, the victory conditions are hardly a piece of cake. You see, it doesn't matter how many hapless GIs you pulverize. The only thing that counts is whether or not you can hold open an east-west road for twenty, make that TWENTY, turns. And your opponent has the last move. Have you noticed where your reinforcements enter the field? If you said, "Anywhere along the east edge," go soak your head. You are not awake enough to face a capable American combat commander. On turn six, your second wind arrives anywhere along the south edge of the board.

Now you have to ask yourself a question: "Will two dozen MkIVs and a company of infantry with two batteries of 88s in tow be able to slug their way across two boards if you happen to have attacked in the north?" I'll give you a minute to ponder that.

Well, I'd be the last panzer leader to suggest that you completely rule out a good opening move, and there are a number of reasons why you might want to start off hitting the north board. We'll even look at those reasons. But at some point, you have got to link up your forces because, by the time your medium tanks arrive, you are going to need every one of them.

Have a look at the battle field. Let's try to determine which seems like the most defensible east-west road. The northern and southern routes are pretty similar, since they are the same map board. So you might be justified in viewing them as evenly defensible, except for the fact that the northern route provides the enemy more cover in approaching it. Quick Americans can sneak up on northern Artain, but they cannot do likewise against the southern one. The only problem with the southern route is that American reinforcements can enter right there at Merden. Just try dislodging two companies of mechanized GIs without the aid of artillery and see how successful you are.

But what about the central board? Well, it's fine, if you happen to enjoy leaving your rear area open to counterattack and infiltration because all of your strength is tied up in a vicious city brawl. Like I said before, this scenario's victory conditions are enough to give any panzer leader a severe headache. If only

ILLUSTRATION #1: THE GERMANS ATTACK LEZEY

US FORCES SET UP

Southern D Board:

3x M7 sp 105s   @ d8

1 ea Stuart in Artain hexes

Northern D Board:

2 M4 Shermans   @ h6

1 M4/76   @ h6

1 M4/105   @ h5

1 M4   @ h5

A Board:

1 M8 Scout   @ j8

1 truck   @ k7

1 Eng. in truck   @ q2

1 Hellcat   @ u7

1 ea Mg.   @ u8, v9

1 ea truck   @ w9, v10, v6

1 ea Eng.   @ v7, x6

1 Eng. in truck   @ Y6

The Germans have entered and have reached these hexes (all on Board A):

3x Panther   @ n7

3x Panther w/mntd Inf.   @ m7

3x Panther w/mntd Inf.   @ l8

3x Inf in trucks (incl. Grenadiers)   @ e6

All Mortars in trucks   @ e7

3x Trucks + 1 Panther   @ d7

3x Trucks   @ e7

■ = German Forces
□ = US Forces
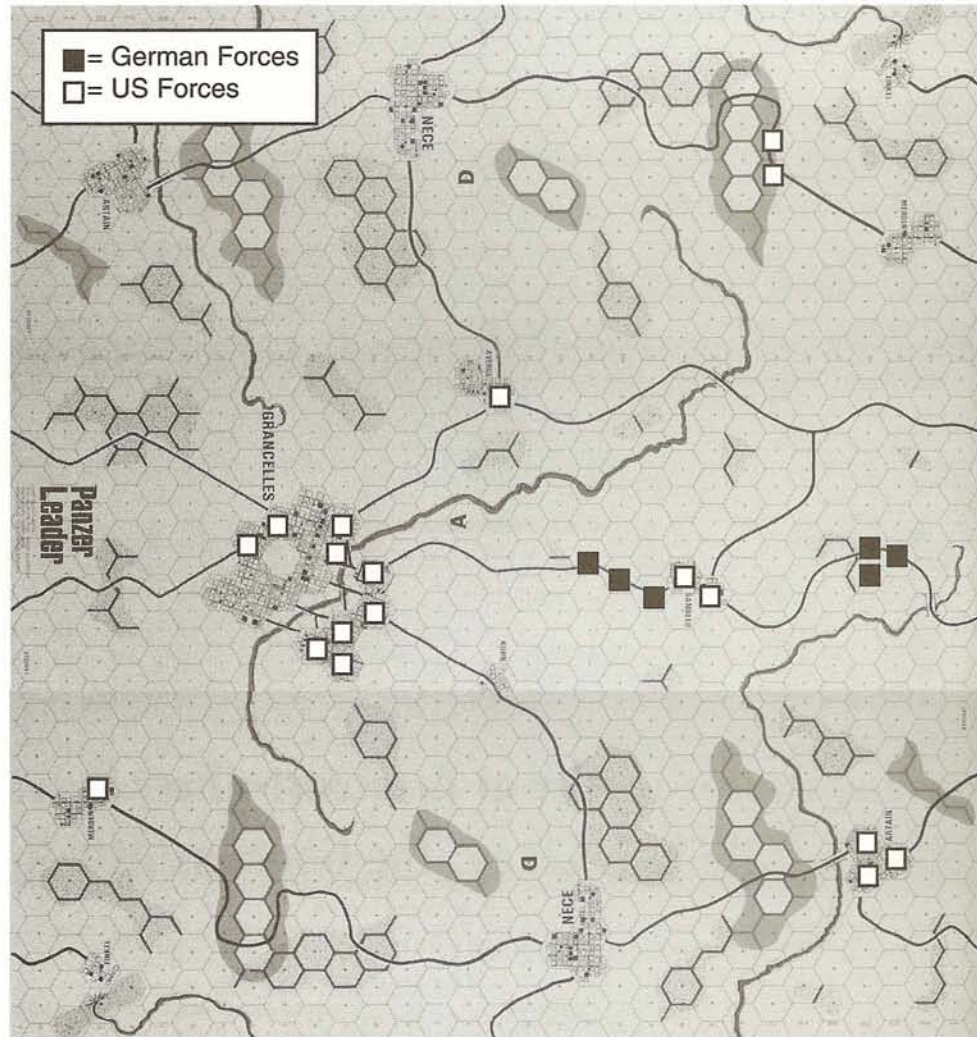
you could earn points for killing enemy units and/or holding open a road!

Let's return to the map and inspect the enemy starting positions. Wouldn't it be great to bag the US self-propelled artillery? Just the thought of shooting them to pieces with some well-placed 75mm shells is enough to warm a panzer leader's heart (provided, of course, that you don't suffer horrid losses from the 105s in the process). Still, bagging the enemy guns would do a whole lot to improve your chances for victory. Moreover, the only units in the way are those little toy tanks with the ludicrous 37mm guns. Let's say you rip up the southern route, intent on trapping the US guns without which the GIs become merely further victims to massed tank HE salvoes and infantry close assaults. It is true that a southern blitzkrieg can yield a very good chance of encircling the Stuarts in southern Artain and eliminating them. You might even have the good fortune of catching some of the US self-propelled guns. But to do this, you must split your forces.

Should you split your battlegroup? The answer is a conditional *Yes*. The primary reason is that your forces are strong enough to clobber the weaker enemy dispositions without too much danger of taking unacceptable casualties. The condition is that you make the right kind of split. Send four Panther units with four infantry platoons riding their decks against the Stuarts in

a frontal attack while the rest of your tanks advance past Sambleu to threaten Grancelles and deprive the Stuarts of an early reunion with their buddies. The Stuarts will necessarily be well in front of the American artillery, probably occupying all hexes of southern Artain to deny you first turn access to the bridge. You should be so lucky as to face an opponent who places his light tanks in any positions which enable you to roll over that bridge on the first turn. If you have such luck, you will promptly sweep onto the Merden ridge on turn two in force and possibly catch this opponent's guns either in place or displacing. Happy hunting.

Stuarts in Artain force you to deploy your tanks around the town in such a way as to insure the enemy does not merely stop on the bridge to further delay your crossing of the river. Upon advancing over the ridge, gain Nece on the second turn as your main tank body assiduously avoids Grancelles to occupy the hill behind Nece. This puts you in command of the central area of the field, including the northern road into Grancelles. In one stroke, you deny the enemy quick access into the city. This also makes impossible rapid reinforcement of Merden, effectively cuts off the Stuarts' escape, and bags any other units your opponent may have recklessly pushed into Nece. But best of all, you are nearly in command of the entire southern east-west route with minimal casualties, if any.

The first time you use this blitzkrieg strategy, be prepared to tangle with the US artillery when you reach the Merden ridge. This means: Do not poke two lonely Panther platoons up there. At least four will be needed to survive the American's salvo and return fire.

However, an experienced combat commander will not let his artillery be caught. Such an opponent will begin displacing his guns as soon as your panzers are reported heading past Sambleu. By the time you can occupy the Merden ridge against this customer, he'll have his M7s on their way to safety and you will have to be content with capture of the ridge, Nece and whatever remains of its defenders.

By turn four, you should have six or seven of the Panther units overlooking Merden, if not actually in the town or adjacent to it. With them should be the tankmounted infantry and possibly the truck-mounted landser as well. That depends upon what Americans remained in the Nece area. The rest of the heavy tanks still occupy the hill between Nece and the ridge to command the forward edge of Grancelles and make sure nothing comes through Kuhn. This is also an excellent observation point from which to spot enemy units moving anywhere to the north. But just as you are getting set, along come the enemy reinforcements. Woe to you if you simply park your panzers along the ridge east of Merden. The American infantry then enters on foot, double-

"So what is the real opportunity offered by the initial American dispositions? Well, aside from getting lucky due to an opponent's screw-ups, your most consistent shot at winning Lezey is to roll into Grancelles and blast the city defenders with concentrated panzer fire and massed infantry assaults. Sure, it's a meat grinder approach, but it worked for Ulysses S. Grant."

timing to the edge of the woods, and you will probably never get rid of them. And while you try to shell them enough to enable the landser to knock them out with close assaults, the US guns are sure to rake your troops. Meanwhile, the US armor concentrates to challenge the panzers to long-range duels or even launches a counterattack from Grancelles.

You could try stationing panzers and infantry in Merden and along the western end of the woods, but then the US doughs simply close assault as they enter and you are still in a fix. If you don't believe me, try securing the southern route while US howitzers and infantry chew your troops up and his tanks keep yours engaged. Given that an experienced opponent will not let his artillery become Panther meat, the best you can hope for with a southern blitz is trapping the light tanks. Doesn't it seem a shame to waste so much striking power on such a puny target? How much more satisfying to thunder into northern Merden, shrug off the American ordnance, pursue the enemy tanks, catch them and deal some hard licks from which they will not recover.

But then, the enemy just might get in some lucky shots before they escape over the hill and knock off a platoon of your best tanks. Enraged, you charge after them to find they have stopped on the reverse slope where they once again destroy one of your platoons with massed fire at point blank range. You cleverly engage them at two-to-one odds to give yourself a chance to disrupt them all as they attempt to withdraw through the woods to Nece. You probably do pin most of them, and in the following turn you annihilate one or two of the stricken enemy and leave enough Panthers there to finish the job. By the time all of the targets are destroyed, you are closing in on Grancelles. In fact, you are in range and have probably taken fire from his tank destroyers. This may cause you to hold up in Caverge, because you have already lost two of your best units and you know the American reinforcements are arriving.

Avoiding Grancelles, you push on to take northern Artain and secure the northern route, but what happens after that? Pretty soon, the Americans get their infantry into woods and behind the high ground southwest of the village. The doughs sit tight until your landser attack and they and their artillery pals start in. Before long, you begin losing troops at an alarming rate. Meanwhile, your own reinforcements have arrived on the southern board and have made a wide detour to avoid getting mauled by the superior American tanks. Finally, with most of your combat units grappling in a death match to open one of the routes out of northern Artain, the enemy scout cars and Stuarts infiltrate to cut the road at the last moment and you can do nothing about it. That's one sad end to a lot of bitter

fighting. The northern power trip yields just what every power tripper should get: nothing.

So what is the real opportunity offered by the initial American dispositions? Well, aside from getting lucky due to an opponent's screw-ups, your most consistent shot at winning Lezey is to roll into Grancelles and blast the city defenders with concentrated panzer fire and massed infantry assaults. Sure, it's a meat grinder approach, but it worked for Ulysses S. Grant. With a full battalion of Panther tanks trying their utmost to destroy him, you can bet the enemy is shaking. And a shaken enemy is one who is prone to making mistakes. For example, it is the middle of turn four and you are clawing the stuffing out of the original defenders who are crammed into the eastern hexes of the city. The enemy reinforcements arrive, but they cannot properly deploy because of the congestion and confusion. Your troops are concentrated, in control, poised to make another heavy blow. The enemy is off balance, lacks coordination and makes a mistake by sending a stack into the wrong hex. Your cannon engage, the landser shift and close assault and the enemy is seriously weakened, possibly crippled. And it can easily happen if you are purposefully aggressive.

What is it that finally makes an all-out attack on Grancelles the best of three rugged options? It is a combination of factors. First, there is no way that you can catch the American self-propelled guns. If you do start to get close in the early going, the combat commander moves them out of harm's way. This means that they will be around to fire on you just when your infantry has to do their job. And you lack heavy guns which can soften up the heavy US infantry. But, you do have ample panzer cannon who can take on that role as long as the enemy infantry is in a hard target such as a city hex. Furthermore, the US howitzers can attack your landser at only half strength in city hexes. Grancelles offers you as level a playing field for your infantry as you can get in this situation. And make no mistake about it, your infantry are the final key to winning this contest. Do not throw away a single platoon. Unlike U.S. Grant, you have to be much more conservative with your troops.

But let's get back to where you're seriously crippling the enemy. By turn four, you will have them backed up to the western-most hexes in Grancelles. If you only had one more turn without interruption, the city would be yours and probably ultimate victory. But the US reinforcements manage to roll in together with the tanks from the north board which were made to detour through Artain. And they bring along two full companies of armored infantry. Those nine and ten point defense factors make for some tough stacks to kill, but

you should have at least nine Panther platoons left, so you have enough fire power to keep the enemy hard pressed—as long as you are careful. Having said that, let me also point out that no WWII panzer leader relished the prospect of a city fight. Just one man with a bazooka firing from a window could pick off a leading tank and stall a column where several more could be lost while trying to locate the enemy or back out of danger. In the game, an exposed stack of four Panther platoons can be suddenly disrupted by a stack of engineer-led infantry. So let's illustrate being careful as not letting one stack of infantry or panzers get caught out on their own.

You cannot let the defenders engage a single stack with most of their armor and then close assault it with an engineer bonus. If that happens to two stacks of anything, in any mix, you will not win this game. Keep your attacks coordinated and concentrated to force the enemy to spread his firepower. Fix it so you can gang up on him, not vice-versa.

One little technique I have used to good effect (when I want to prevent a stack from becoming surrounded) is to force the enemy to clear the adjacent hex with fire before he can move in infantry. There is always a chance that he may fail to clear the hex by rolling a 5 or 6. But which unit do you sacrifice? How about an extra truck counter? If you are a stickler for historicity, it can be argued that this simulates snipers. It is legal and it does give you a chance of keeping the enemy from jumping your troops from at least one side. Trucks, of which you have plenty in this situation, are also useful in screening panzer stacks from a sudden close assault. This is particularly handy in cases where the enemy cannot engage the trucks with fire to clear the way for the infantry.

Okay, so by now it is turn seven and the American is bringing his full weight to bear. You may take some losses and have an important stack disrupted; it's gut-check time. You have to decide if it's best to stand in there and hope to weather the storm, or pull back. If you can get the fresh MkIVs into position to disrupt enough of the enemy who has your men in trouble, then you should probably hang tough. You may be surprised how much hammering a good strong sack can take and still pull through. A little later, when it looks like you are going to lose some vital units if you continue to stay the course and you have the chance to pull out most or all of your forces, maybe even sacrificing a disrupted Panther unit...well, it may be time to regroup. It might just be the cagiest move you can make. Picture it. You've meted out some hard licks and now you're pulling back after taking some losses, but not as many as the enemy. He sees you move out and he's hurting. Determined on pay-back, he advances to land a wicked parting shot. But you've kept your panzers together inside of half range and you nail him, but good. Friends, this can be a gamewinner. Even if your opponent does not expose his troops to a ruinous blow, you can still retain the initiative by striking with your re-concentrated forces from a different angle, or in a different quarter altogether. This strategy is familiar to chess players who know the value of controlling the center of the board.

It is quite possible that your having struck with all of your might in the center has caused the enemy to largely neglect his flanks to grapple with your *schwerpunkt*. You might even get a game where the opposition fails to outpost southern Merden at all. This foolishness virtually hands you the southern route on a silver platter as your reinforcements storm onto the board from the south and make quick work out of securing the Merden area. Just keep in mind that even a single company of armored infantry can make life miserable for you if they happen to disrupt one of your stacks when they enter. And this clearly demonstrates why you cannot blithely lose any of your infantry. You will need at least five rifle platoons on hand to subdue one company of armored GIs.

Maybe it's better to let your opponent think you have no interest whatsoever in the southern route as you are totally committed to the city fight. Heh, heh, heh...what a sucker! After he enters all of his reinforcements into the Grancelles battle, you pull back and flood through Merden to capture the south route. Now he's got to try running the gauntlet of your long range Panthers to dispute Merden. Unfortunately, a veteran combat commander may call for smoke screens that will ensure his troops reach Merden. He can even do so during the final turn of the game. Yes, while your 88s dominate the wide-open terrain on the eastern half of the field from infiltration (assuming the enemy does not sneak an observer into spotting range and pick them off with pinpoint 105 barrages), and while you keep enough force in the Nece vicinity to keep that secure, and your Panthers and infantry move around to avoid the US guns and keep the enemy tanks at bay, he can always sneak in to steal the show.

Aside from cunningly outwitting the opponent in Lezey, or taking advantage of a serious mistake, and not making any yourself, the best strategy for you to adopt is to try to hurt the enemy so badly that he cannot mount any late-game heroics to challenge your hold on the southern route. Obviously, you'd love to kill all of his Stuarts and scout cars so they won't be around on the last turn. That's a tall order, but so is making it through Grancelles and punching out his artillery. No. Your best shot is to so weaken the enemy so that he cannot contest your hold on the south road. That requires you to conserve enough of your troops that you can properly guard it once you've got it. And keep in mind the value of panzerblitz assault. The game could turn on eliminating a stack of US infantry in the open and this tactic can get the job done in a most satisfying manner.

Unfortunately for the German player in Lezey, I've seen the US forces so shot up that they were down below fifty percent, and yet they still denied German victory by a last-turn scramble up to a road hex. While Lezey is a lot of fun to play, it is anything but a push-over for the panzer leader.

The American Strategy

The American player in Lezey must be adept at role-reversals, must be fast on his feet and must be willing to exchange heavy blows. Slow thinking and timidity will lose you this game. You are in the ring with a heavy weight contender. To win, you need brains and guts. Starting off with a thin screen of units covering the width of the battlefield means only one thing if you want to survive into the later turns: You must be prepared to delay the enemy and risk no units without good reason. Move the guns. The best place for them is behind the woods northwest of Grancelles where they can only be spotted by enemy units on the hilltops overlooking the city. They cannot be engaged from those hilltops, however, but they can be brought under heavy mortar fire which could knock off a lone battery. That is, provided the Krauts get their big 120mm tubes within range. If you see these moving up, it may be time to relocate the howitzers again.

Not risking units without cause does not apply to blocking the southern road with one or both of the engineers arriving on the first turn. If the enemy is trying to swamp the southern route straight off, a single platoon roadblock will gain crucial time. He may feel the need to keep some units back to deal with this thorn in his rear just when he'll need everything he's got to guard the Merden area against your fourth turn reinforcements.

Speaking of the southern route, I cannot recommend too strongly the tactic of keeping one engineer in the woods south of Merden. These guys can eventually link up with armored infantry to give that extra potency to their close assaults. Be sure to post these engineers early in the game, because it may be tough getting them into the area later on. Luckily, you have sufficient engineer platoons on hand to allow one to mark time in the Merden vicinity.

Another engineer special mission that must happen on turn one is sending a platoon to the northern Artain bridge and ready it for demolition. Neutralizing this bridge instantly limits the enemy to two east-west routes and secures the northern flank, sheltering your artillery. You may never have to drop the bridge, though. Just having it prepared and the engineer on hand ready to twist the detonator handle is usually enough to dissuade a German move in that direction. And the best part of this mission is, it almost always can be accomplished before the Krauts are able to interfere. The only way the Germans can get back to that bridge in time to prevent demolition is if they are determined to secure the northern route. And against such a thrust, you have the winning hand every time. Just remember not to move the engineers away until it is certain there is no longer any danger of the Germans making a successful try at the northern route. If it develops that you desperately need these specialists elsewhere, blow the bridge before they leave.

There is a second bridge to prepare for a letdown. The northernmost one in Grancelles allows the most rapid transit through the city. If the enemy tries for either flank and gets stymied, he may attempt to switch to the opposite flank. Demolishing this span will force him to fight his way through Grancelles, where you can be waiting for him. He will not be able to simply overpower the northern hexes and sweep on through. Instead, your troops can grind him up until his time or ability runs out. Of course, you will not have time to demolish any Grancelles bridges if your opponent elects to smash in your center.

Keeping a foothold in Grancelles for your fourth turn reinforcements is crucial. Use your trucks to delay the German advance. Try to conserve all of your engineers and machine gun units, not to mention the invaluable Hellcats.

A prime factor in your ability to weather an all-out German assault in the center is a meticulous set-up. On the southern board, put one Stuart in each of the Artain hexes where they deny early access to the bridge. In that way, they buy time for the howitzers to displace. Put the M7 self-propelled guns together in Merden where they can motor behind Grancelles. On the Northern board, group your tanks on the forward slopes of the ridge above the village. From there they can engage panzers entering the town and interdict enemy convoys trying to move into Caverge.

On the central board, the worst thing you can do is leave Sambleu unguarded. An unguarded Sambleu allows the Germans to rumble up to Grancelles on the first turn and stand ready to pulverize the forward hexes *en masse* on the second turn. In addition, once on the verge of the city they command the roads into town from Caverge and Nece.

The next worst thing you can do in Sambleu is put Hellcats in an exposed position. Sticking your Hellcats in Sambleu almost assuredly means you will lose them to a blitzkrieg. While the Panthers may ignore a scout car and a truck in Sambleu, they will not be so cavalier with one of your best anti-armor units. Keep the Hellcats in the northern hex of east Grancelles. From there, they might pick off a Panther, or at least disrupt one, maybe even two, before pulling back across the river.

Do not lose so much as a truck in east Grancelles. Just pull back behind cover onto the bridges until the enemy enters town, then be ready to haul out again. Once the Germans get full stacks of panzers and infantry into the eastern hexes, though, you may have to start sacrificing trucks. Let the krauts shoot up some excess transport, and maybe roll a 5 or 6 and have to attack with infantry. Better to spend a truck or two than lose combat units you will need in the imminent street fighting. Now on turn 2, jab again with both Hellcats, then move them back out of danger. Chances are, these guys will be the only armor you'll have until the Stuarts arrive (if they do).

In his first turn advance, the enemy has no need to expose his forces to tank fire from the Merden ridge. This means your armor can displace to the limit of their movement allowance. But that only places them in the Nece vicinity, so that turn two presents the options of rolling into Caverge, or keep on west to gain Grancelles by the back door. Do not hazard these tanks in a precipitate duel with the Panthers unless you want to lose the game. Just accept the fact that you are not strong enough to challenge the big boys until you get a lot more help. If you make this decision as you move them in turn one, you can be a couple of hexes closer to Grancelles, and that can make a significant impact on the game.

By turn four, you are barely hanging onto western Grancelles. The circumstances may even be desperate, but do not fail to prepare for the arrival of the second tank company and the

two infantry companies. You cannot afford to delay these troops due to carelessly jamming key hexes to the stacking limit or not paying attention to the rule that vehicles move first. Even in the face of the enemy's savage attack, you must be precise in your dispositions of the tanks and other vehicles so that the infantry can get into town in the right hexes, hopefully where they can be joined by surviving engineers. Turn four deployment is pivotal.

Once you have the troops on the board, resist the urge to wade in piecemeal. If you have to lose a machinegun unit and hazard a tank platoon to shield your gathering strength, do so, but carefully. Spare no effort to bring the artillery into play. If you expect the next turn may leave them without spotted targets, plan unobserved fire missions. *(Use the experimental rule discussed in "Fighting the Panzer Leader: The Battles of the Bulge"—The General, Vol. 24-2. For your convenience, the rule has been reprinted below in shorter form.)* An unobserved barrage might disrupt a stack of Krauts in east Grancelles who would otherwise bore in for an injurious attack. Also, get spotters into woods hexes around the city. For example, on turn seven, you could set up the 81mm mortars in the woods south of Caverge. From there they can call in missions and might spot long-range 88s that try to set up on high ground around Nece.

Stay focused on the fourth turn reinforcements for another moment. Although one less platoon of doughs in Grancelles is not likely to mean disaster or victory, do not fail to send an infantry platoon into Merden to link up with the engineers you posted there at the start of the game. Get the GIs there now, before the sixth turn and keep them there as long as there is a threat to the southern route. This infantry-engineer team might just win the game for you.

Would it be a surprise to hear that the battle for Grancelles is more important to the enemy than it is to you? This happens to be correct. The Germans must grind up enough of your troops so that they either break through to your artillery, or simply eliminate your ability to counterattack. For this reason,

you find yourself walking a tightrope to avoid falling into the abyss of losing too many units, but being aggressive enough to knock off sufficient enemy units to persuade him that taking Grancelles is not his road to victory. Never recklessly hazard a stack of armor without a strong stack of infantry and engineers at hand to keep the tankers out of serious trouble. Keep your stacks strong so they can absorb fire, but never allow the enemy to concentrate his panzers against any one stack, unless you want to lose it. Force him to dilute his firepower. In fact, there may come a time where one of your best stacks is disrupted and the only way you can save it is to push forward two more stacks which threaten to disrupt the panzers if they insist on hanging around to finish off your stricken troops. This is where brains and guts meet.

From turn six on, you have the strength to get the better of the krauts in a city fight, especially by using your artillery effectively. During several turns, the guns will have to take up the slack for firepower lost due to disrupted armor stacks. Again, you must keep spotters on hand. Meticulous use of your strong infantry/engineer and armor teams should eventually squash even the most determined attack on Grancelles.

Once the Germans begin to back out of the city, you have just about won the game (provided you have the infantry and engineer team in the Merden woods and the northern Artain bridge is neutralized). When the enemy starts to withdraw, hold everything! Get up from the table for a minute and cool down. Do not rush after him and run straight into a haymaker. Remind yourself that the situation is twenty turns long. Let them go. Take the opportunity to straighten out your troops in case he plans an immediate return. Mount up some doughs and an engineer, just in case you have to run them down to Merden. Chances are, if the panzer leader is giving up on Grancelles, he is ready to try the southern route.

If you now have two or three infantry platoons reinforced with engineers in the Merden woods, you will win. This is especially true if you have managed to destroy most of his

infantry. In the process of the enemy's endeavor to eliminate your GIs and secure the Merden area, you will be able to call in highly effective barrages on his exposed troops. Even if your defenders are disrupted, you should be able to keep the guns busy through use of spotters in Grancelles and the woods west of the city. Do not underestimate the usefulness of your tanks sniping at the panzers at extreme range. Here again you are forcing the enemy to divide his attention between your stubborn infantry and intrepid armor which threatens to "KO" some of his tanks if he ignores them.

For the American player in Lezey, it will usually all come down to the southern route and the battle for Merden. The Germans may try it after a repulse at Grancelles, or they may attempt to take it on the run with the turn six reinforcements, or they may head straight for it from the outset. If they go right for the southern route, your job is simple. Move the artillery to safety, get engineers into the woods below Merden and guard against a lunge into Grancelles. Even if the Merden area is lousy with Jerries on turn four, you can get two infantry companies into the woods by double-timing onto the field. The infantry can always enter and close assault Germans at the edge of the woods, maybe even after some of your tanks charge through a exposed stack. For sure, the Merden battle can become a pretty wild melee, but the bottom line will always be the same: your heavy infantry and artillery will pulverize the German infantry and deny him the southern route. Don't forget that if all else fails (which it won't), the scout cars can dash up to the road on the last turn and void a kraut victory in the unlikely event it should come to that.

The American combat commander in Lezey definitely has the tools at his disposal to win the situation. All he has to do is conserve them until they can be gathered together, then employ the lot with skill. Even with average ability and despite rather poor luck, Lezey should remain liberated and all east-west routes under your control despite the appalling imbalance of the initial forces.

★

Unobserved Bombardment

With the following unobserved bombardment procedure players will be able to plot unobserved fire missions for indirect fire weapons. This experimental rule can allow both players to strike opponent's positions from the first turn to the last. To the right is the unobserved bombardment diagram consisting of the target hex surrounded by the scatter hexes. Each hex contains a number corresponding to possible die rolls. Above the diagram is the targeting die roll modification chart. To plot a fire mission a player writes down his intended target hex, and the unit which will perform the mission, in the turn *prior to* desired execution. On the following turn the player rolls one die and consults the modification chart. The player then rolls one die and refers to the targeting diagram to determine if the strike will be on target. Having determined the actual impact hex, the player may then roll for combat results.

Example: The American player wants to disrupt a suspected German concentration in the

eastern half of Wiln. He plots his artillery strike by assigning which guns will fire the mission. At the start of his combat phase of the following turn he announces his bombardment and the target. When using hidden deployment his opponent must state whether any of his units were within the area the strike could impact. If not, the American guns lose that turn, otherwise the strike proceeds. For his target roll modifier he rolls one die and checks the modification chart. For example, if he rolled a "5" he would subtract one from his targeting roll. He then throws a die and gets another five, from which he subtracts his roll modification result: 5–1=4. A target result of "4" means his artillery will impact the hex northeast of the intended target. If there are no German units in that hex, the designated artillery units lose that turn since they were committed to that fire mission. However, if there are German units in that hex the American fire would affect them normally. Except for the targeting procedure described above, unobserved bombardment follows all the rules for indirect fires.

Targeting Modifier Chart

Die Roll	Modifier
1	+1
2	−1
3/4	0
5	−1
6	+1
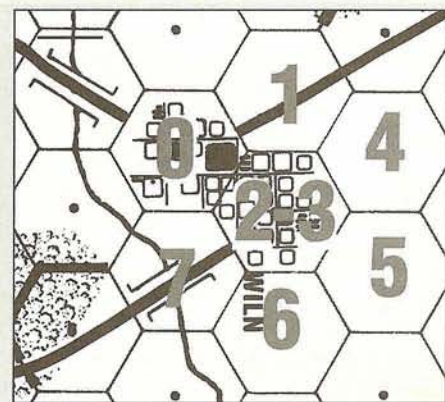
AMERICAN EAGLE...
(Continued from page 24)

men killed and suffered 865 wounded. The first week in March was almost a rest period for the 11th, as it was assigned mopping-up duties in the area around Manila Bay, as the 6th Army's engineering units strived to create a massive supply base using the harbor facilities.

Beginning the second week in March, the 11th Airborne (along with the 158th Infantry Regiment) was sent into southern Luzon to eradicate the 7000 to 10000 Japanese that had been bypassed in the American's drive on Manila. By now the division was down to about 7000; thus, the reduction of some of the Japanese hold-outs was impossible even with the help of native guerrillas. In some cases, the soldiers had to be content with bottling up the Japanese 2nd Surface Raiding Base Force until sufficient American forces could be called in to help. By the end of March, the 11th Airborne had suffered additional casualties and its combat effectiveness was near the bottom as its strength was about 50% of the regulated manpower of an airborne division.

Even in the Pacific, the speed of ground forces movement was proving parachute operations were too slow, due to the planning time involved. In the Northern Luzon Campaign, reinforced battalion elements of the 511th Parachute Infantry Regiment were supposed to drop behind the Japanese at Aparri, Philippines and provide a block to retreating Japanese. By the time the paratroopers arrived and jumped, they were greeted by the 11th Infantry Battalion (Philippine Army). This was the first time that gliders were used by SWPA forces to bring in artillery elements with the paratroopers in the Pacific war. For the rest of the war, the 11th Airborne Division fought as ground troops in northern Luzon.

FITTING AMERICAN PARATROOPERS INTO *ASL*

Parachute units across the world have one thing in common: their sense of adventure. This sense of adventure attracts some of the best men (officers and enlisted) to any armed force and it is well reflected in the *ASL* system. American paratrooper leadership has been defined by the numerous scenarios already published as having a Morale of at least 8 and most times with a negative modifier. For this reason, I would consider the leadership LG# be changed from 5.5 to 5 for airborne DYO purposes. This would allow DYO play that would correspond to the same level of play already established in the published airborne scenarios.

Airborne manpower is partly set by rule A25.31 and the paratroopers are easy since the American Paratrooper is already defined as a 7-4-7 MMC, and like all other *ASL* paratroopers, has an ELR of 5 (Morale underlined). Glider infantry should also be considered as an Elite force, as it takes just about as much courage to float along in an unpowered aircraft while someone is shooting at you. Except in very unusual circumstances, I believe that all glider troops should be represented with the 6-6-7 Elite MMC with a 5 ELR (Morale *not* underlined).

Taking a look at an American Parachute

Infantry Battalion (**Table 1**) we can see that there wasn't much change from the starting T/O (Table of Organization) and the final battalion T/O used at the end of the war. While there were numerous small changes occurring during the war only one change (December, 1944) drastically affected the parachute battalion. Comparing the two we see that in *ASL* terms, the battalion HQ and HQ Company would remain unchanged all through the war while the December 21, 1944 change increased the manpower within the rifle companies by adding one 7-4-7 squad to each of the three rifle platoons and the company HQ section.

Since both parachute battalions have the same HQ and HQ Company, we'll start there. Battalion leadership has been set using 10-2 and 9-1 leaders. The leadership of the HQ company is a single 8-0 SMC since the real leaders are the commanding officer (10-2) and his executive officer (9-1). The HQ company is well equipped in both manpower and equipment with ten 7-4-7 MMC to operate two MMG and two BAZ. Battalion artillery support is available from the 81mm MTR unit with up to four being available in a scenario.

The 1942 rifle company had a HQ section which includes either a 9-2 or 9-1 SMC commanding, assisted by a 8-1 and 8-0 SMC. HQ troops in 1942 should be shown with only a single squad and HS as combat effectives. After the Dec.'44 increase, the number of effectives would increase to two full squads. The rest of the increase in the HQ section would be made up due to the transfer of the platoon MG squads to the HQ section, providing the company commander with three MMG and three 3-3-7 HS. As can be seen in **Table 5**, the total SW Allotment did not really change from the reorganization, only the location of the equipment. Both companies had three rifle platoons, but the 1942 platoon had only two 7-4-7 rifle squads and a mortar squad consisting of a 3-3-7 HS and their 60mm MTR. The Dec.'44 platoon was increased to three 7-4-7 rifle squads with the same single mortar squad. After Bazookas became available, each parachute rifle platoon was authorized one and these are shown in the platoon HQ section. Each platoon had a MMG until Jan.'45.

A close look at **Table 5** will reveal that we have exceeded the SW Allotment for both the 1942 and the Dec '44 parachute companies. My reasoning for this departure from my normal practice is simple: firepower. My tables were developed with the idea of designing airborne scenarios where the attacking player enters the mapboard area by either parachute and/or glider. In these type of scenarios, it would be rare indeed to see any type of ground reinforcement or heavy weapons showing up in the scenario, therefore the airborne units should have just a little addition to their firepower. Balancing parachute scenarios is hard enough without any player seeing all of his SW parachutes drifting off-board and losing just because of a missing four FP MG or a BAZ to enable the paratroopers to have a chance at tank-busting. By having a few more SW in a paratrooper OB, there is less of a "fate" factor in planning a parachute drop. In scenarios where the airborne are

attacking as ground troops, I would still suggest using the official SW Allotment table on page H45 in the *ASL* Rulebook. Perhaps it should be mentioned here that the light mortar of choice for all airborne units is the M19 60mm MTR.

Just a quick glance at the Glider Infantry table (**Table 2**) shows large changes to their organization. Only the Battalion HQ would remain the same between the two, showing a 10-2 or 9-2 as commanding along with two 6-6-7 MMGs to keep him safe. In 1942, a glider company had a HQ with only a 9-1 SMC, but he is in charge of the company's weapon platoon. The additional leadership in this company would come from the weapons or rifle platoons in the form of some 8-1 and 8-0 SMC. Each Weapons Platoon had an MG section, shown with two 3-4-7 HS armed with two MMG. The early glider company had only two rifle platoons each equipped in *ASL* style with either a 8-1 or 8-0 SMC, three 6-6-7 squads and a 3-4-7 HS. Each platoon was armed with their own 60mm MTR and BAZ. From its creation in 1942 until December 1944, the Glider Infantry Battalion would not "officially" have any heavy mortars or anti-tank guns.

After Dec.'44, the Glider Infantry Battalion grew immensely stronger, with an increase in manpower, equipment, and the addition of both a Weapons and Anti-tank companies. Battalion HQ remained the same as before. Within the Glider Infantry Company, the HQ grew with the addition of two 6-6-7 MMC equipped with a BAZ each. These BAZ squads were parceled out to the rifle platoons as needed. The Weapons Platoon grew in two ways: (1) a .50 caliber HMG was added, providing some AA protection and (2) the Mortar Section increased from two mortar squads to three (but was still outfitted with the 60mm MTR). The Rifle Platoon actually shrank in firepower since their mortar squad was pulled out and placed in the weapons platoon. Some of the extra men became the BAZ squads shown in the HQ. The infantry component of the platoons remained the same with three 6-6-7 MMC and a 3-4-7 HS led by either an 8-1 or 8-0 SMC.

The battalion Weapons Company was essentially a 81mm mortar platoon providing a heavier artillery component to the battalion commander. The platoon had two mortar sections each with two 2-2-7 crews, two 81mm MTR and two jeeps for transport. Like the battalion, these units were delivered to the battlefield by gliders.

The Anti-tank company added some real firepower to the battalion and provided real AT protection. The Company HQ has a 8-0 SMC and two 6-6-7 squads, for local security. Transport is provided by two Jeeps and a 1.5-ton truck as the supply wagon. The AT company had three AT gun platoons and one AT mine platoon. Each AT gun platoon would have three AT gun squads each outfitted with a 57mm AT gun and a jeep to tow the gun and carry its 2-2-7 crew.

The AT mine platoon is an unusual unit and caused me some problems in its creation. Its organization is easy with a platoon HQ and three AT mine squads, each made up of two 3-4-7 HS

and two jeeps. The problem is the equipment that should be issued to the squads. Since there are no counters representing AT mines, I decided to just show that each squad would be equipped with a certain amount of AT mine capability, in this case 5 Factors. In the event that this unit is used in a DYO situation, the US players should receive two HS and Jeeps for the AT capability purchased. An alternative is to allow this unit to place 1 AT mine capability in the same manner as "Setting" a DC [A23.7], with the exception being that the minefield would then be known, and the opponent would know the risk of moving into that hex. The platoon's HQ is simple with a 8-0 SMC, a 3-4-7 HS, a BAZ and a Jeep.

Like all parachute troops in the *ASL* system, the parachute rules of E9. are used with only one thing particular to the Americans: Drift [E9.2] is Normal and Paratroopers are allowed to drop their Ml9 60mm MTR with the squad, instead of using a SW parachute counter. This means that all other US SW must be dropped with its own Parachute counter and must be dm if possible [E9.11] .

An Airborne AA/AT Battalion (**Table 3**) included a HQ unit which would not really have any application within the *ASL* system. Since the auto-weapon batteries had been replaced by the AT gun squads by the time that they ever saw any combat, these units are shown with the standard 57mm AT gun, towed by a Jeep with its 2-2-7 crew. The machinegun batteries were the actual AA defense of the division, where the .50 caliber MG was also a crewed weapon and transported by jeeps. The triangular organization allowed one battery to be attached to each regiment which allowed two sections per battalion giving each company about a 66% chance of having its own .50 caliber MG. Given the number of squads within a company (**Table 5**), this supports the SW Allotment as given for the US Army on page H45 of the *ASL* Rulebook.

The Airborne Recon Platoon (**Table 4**) is easy to outfit, except you may run out of Jeep counters if the entire platoon is used in a scenario. Since Recon units required a high degree of self-determination and initiative, I decided to provide good leadership to the Recon platoon with a 9-1 as platoon leader assisted by a 8-1 SMC. Elite HS were selected for all infantry components of the platoon due to the PP capacity of the jeeps. The use of the late war Recon platoon in a scenario should include a SSR that provides for the special armored jeeps used by the platoon. Each jeep is considered to have an 0 AF (Zero AF) in its VCA *only* and is treated as a AFV for any fire through its VCA. Eight of the jeeps used in a Recon platoon scenario should be MG equipped and the remaining unarmed jeep units should all carry a BAZ of the proper year. This Recon platoon should not be used in any scenario before December, 1944.

OBA allowed normally from battalion and divisional resources would be 81mm MTR, 75mm+ ART, and/or 105mm+ ART. In the event that Battalion 80+ MTR OBA is being used, then 81mm MTR counters should not be in play. When historical references describe corps and/or army artillery assets, these could include 155mm+ ART and 107mm+ MTR

OBA. Unlike most other American OBA, the ammo situation allowed to airborne units immediately after a drop/landing should be designated as Normal Ammo and sometimes Scarce Ammo (within the PTO) conditions, depending on the historical reference.

In many cases when the airborne units were finally relieved, they were only allowed a short time to regroup before being placed back in the front lines. Because of the weak firepower inherent to an airborne division (a type of light division), some heavy reinforcement was usually assigned to the division when it was used in a ground role. This would most often be a selection of GHQ tank and tank destroyer battalions available for independent operations. Remembering this could make a big difference in some scenarios where the airborne are making major ground assaults. For PTO scenario designers, remember that the 11th Airborne was understrength in all battles following their initial use on Leyte and many times, they had to operate without their artillery and AT guns, since they lacked the kind of transport needed to haul equipment through the jungles of the SW Pacific Area.

Rule E9.42 Injuries, gives a list of European Terrain types which can cause injuries to air-dropped parachutists, but for North Africa and PTO parachute operations, each terrain type will have to be looked up (or use the table on page 47/48) since there is no comprehensive list for Desert and PTO Landing DRM like there is for Europe.

Rule E8.23 Crash dr, provides a list of DRM to be applied to Glider crashes, but I think that the list was written before considering the desert or the PTO. Some items on the E8.23 list will apply all over the world (like walls, hedges, streams, etc.). But, there are other terrain types that will also cause the canvas gliders some worry. Most of the terrain listings is just a directly transferred list from the rulebook to the chart. There are a few exceptions though. All Glider Crash DRM entries marked with a superscript "1" are my recommendations since there was no directed DRM listed within the rules as I believe there should be.

Hammada: According to Chapter F footnote 5, Hammada is an area of loose stones and rocks. If these stones and rocks are of such sharpness and size to cause vehicles to become Immobilized, imagine what those same rocks can do to a canvas covered glider; therefore a +1 Crash DRM. Hammada would have no effect to normal *ASL* parachute operations.

Dense Jungle: If all Woods (+3 Crash DRM) become Light Jungle what should Dense Jungle be? An additional +1, of course!

Bamboo: Sharp pointed spikes that Panjis are made of, except there are a couple of thousand of them in a 40 yard hex. How would you like to face thousands of bamboo spears with only a canvas shield?

CONCLUSION

There it is...the story of the airborne divisions of the United States Army in World War II. The entire ground combat history of all the airborne divisions was not presented since I wanted to concentrate on the parachute and

glider assault aspects of these tough units. I have a lot of respect for these units, as I mentioned before. It takes a lot of guts to jump out of a "safe"airplane. Here's a listing of historical references you might like to read someday.

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Supplemental Parachute MC & Glider DRM Table

	[E9.42]	[E8.23] Gliders
Chapter F	5/8" Parachutes	Crash drm
Hammada [F3]	n/a	+1[1]
Cactus Patch [F13.4]	NMC	+1
Olive Grove [F13.5]	NMC	+2
Vineyards [F13.6]	NMC	+2
Chapter G		
Jungle [G2]	NMC	+3
Dense Jungle [G2.2]	NMC[2]	+4[1]
Bamboo [G3.7]	NMC	+3[1]
Palm Trees [G4.]	n/a	+2
Huts [G5.43]	n/a	+1[3]
Swamp [G7.32]	NMC[2]	+4
Rice Paddies [G8.22]	NMC[4]	+1
Panji [G9.47]	See Rules	+1[5]

1 My recommendations, see article.
2 Even 1/2" SW Parachute Counters must make the NMC. Failure
  of any unit (including SW) means elimination. [G2.213]
3 Causes Hut to collapse.
4 Only if Paddies are Irrigated.
5 Only if Glide Path crosses Panji Hexside.

TABLE 1 US Airborne Parachute Infantry Battalion

	1942	DEC '44
Bn HQ	10-2	10-2
	9–1	9–1
HQ Company	(149 men)	(178 men)
	8–0	8–0
	10x 7-4-7	10x 7-4-7
	2x MMG	2 MMG
	2x BAZ[1]	2x BAZ[1]
	4x 2-2-7	4x 2-2-7
	4x 81mm MTR	4x 81mm MTR
3x Rifle Companies	(127)	(176)
HQ Section	(16)	(35)
	9-2/9-1[2]	9-2/9-1[2]
	8–1	8–1
	8–0	8–0
	7-4-7	2x 7-4-7
	3-3-7 HS	3x 3-3-7 HS
		3x MMG
3x Rifle Platoons	(37)	(47)
Pltn HQ (5)	3-3-7 HS	3-3-7 HS
	MMG	BAZ[1]
	BAZ[1]	
Rifle Squads (12)	2x 7-4-7	3x 7-4-7
Mortar Squad (6)	3-3-7 HS	3-3-7 HS
	60mm MTR	60mm MTR

1 Use proper year
2 Random dr: dr=1-2 then use SMC to left of "/" otherwise use SMC to
  right of "/".

TABLE 2 US Airborne Glider Infantry Battalion

	1942	DEC '44
Battalion HQ	10-2/9-2	10-2/9-2
	2x 6-6-7	2x 6-6-7
3x Glider Infantry Co.		
Company HQ	9–1	9–1
	2x 6-6-7	
	2x BAZ[1]	
Weapons Platoon	(33 men)	(35 men)
Platoon HQ	8–1	8–1
	3-4-7 HS	3-4-7 HS
		.5 cal. HMG
		2x Jeeps
Machinegun Section	(13)	(12)
MG Squads	2x 3-4-7 HS	2x 3-4-7 HS
	2x MMG	2x MMG
Mortar Section	(15)	(17)
MTR Squads	2x 3-4-7 HS	3x 3-4-7 HS
	2x 60mm MTR	3x 60mm MTR
Rifle Platoons	2 per Co.	3 per Co.
	(47)	(41)
Platoon HQ	8–1/8–0[2]	8–1/8–0[2]
	3-4-7 HS	3-4-7 HS
	60mm MTR	
	BAZ[1]	60mm MTR
Rifle Squads	3x 6-6-7	3x 6-6-7
Weapons Company	N/A	
Mortar Platoon		
2 MTR Sections		2x 2-2-7 Crews
		2x 81mm MTR
		2x Jeeps
Anti-Tank Company	N/A	
Company HQ		8–0
		2x 6-6-7
		.5 cal. HMG
		2x Jeeps
		1.5-ton Truck
3x AT Gun Platoons		(36)
3x AT Squads		2-2-7 Crew
		57mm AT Gun
		Jeep
AT Mine Platoon		(32)
Platoon HW		8–0
		3-4-7 HS
		BAZ[1]
		Jeep
3x AT Mine Squads		2x 3-4-7 HS
		2x Jeeps
		5x AT Mine Factors

1 Use proper year
2 Random dr: dr=1-2 then use SMC to left of "/" otherwise use SMC to
  right of "/".

TABLE 3 US Airborne AA/AT Battalion
Battalion HQ

3x Auto Weapon Batteries	8x 2-2-7
	8x 57mm ATG
	8x Jeeps
3x Machinegun Batteries	12x 2-2-7
	12x .50 HMG
	6x Jeeps

TABLE 4 US Airborne Recon Platoon (DEC '44)

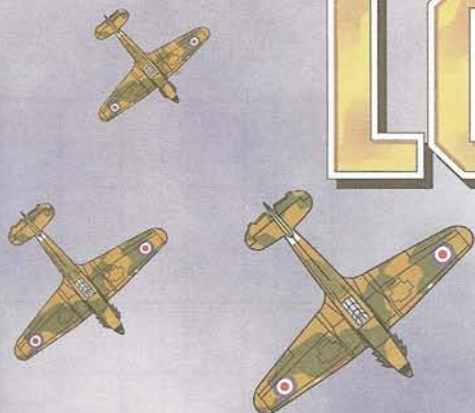|		
Platoon HQ	(16 men)	9–1
		8–1
		3x 3-4-7 HS
		2x Jeep w/MG
		Jeep w/o MG
		BAZ[1]
2x Recon Sections	(24)	
Section HQ	(6)	3-4-7 HS
		Jeep w/MG
2x Squads	(9)	2x 3-4-7
		Jeep w/MG
		Jeep w/o MG
		BAZ[1]

1 Use proper year.

TABLE 5 Standard ASL Unit

Para Inf. Co. (1942)	Glider Inf. Co. (1942)	Para Inf. Co. (12/44)	Glider Inf. Co. (12/44)	Recon Plat.
9-2/9-1[2]	9-1	9-2/9-1[2]	9-1	9-1
8–1	8–1	8–1	8–1	8–1
8–0	8–0	8–0	8–0	13 3-4-7 HS
10 7-4-7	9 6-6-7	15 7-4-7	15 6-6-7	8 Jeep w/MG
1 3-3-7 HS	1 3-4-7 HS	1 3-3-7 HS	1 3-4-7 HS	5 Jeep
3 MMG	2 MMG	3 MMG	2 MMG	5 BAZ[1]
3 60mm MTR	4 60mm MTR	3 60mm MTR	3 60mm MTR	
3 BAZ[1]	2 BAZ[1]	3 BAZ[1]	2 BAZ[1]	
			.50 cal. HMG	
			2 Jeeps	

1 Use proper year.
2 Random dr: dr=1–2 then use SMC to left of "/" otherwise use SMC to right of "/".

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THE "SCORE" ON HISTORY OF THE WORLD

By Keith H. Levy

The need for a single score sheet became apparent after many long sessions of *HWD* gaming. Six player games are often the most desirable to play. Crowded gaming tables and stray die often lead to wandering Victory Point (VP) and Strength Point (SP) markers. Trying to remember what your VPs are after the marker is accidentally moved is difficult and undesirable in a game where just one or two points can determine the final standings. Players frequently have to re-add the SP at the beginning of each epoch to ensure what order the card draw will be. Having to double check the SP at each epoch is time consuming and a nuisance. *HWD* players often try to keep track of what event cards were played, to determine how point levels were achieved by each civilization.

After much playing, planning and several revisions, I came up with a single score sheet for *HWD* that can be used by all six players, cover an entire game, and has all the information players will need at a quick glance. Players can easily track their progress and development as a *HWD* player with a single score sheet. At the beginning of each epoch, a player can quickly access SP, VP, and card number to determine drawing order of epoch cards. Listing of event cards and VP for each epoch helps players keep track of how each civilization fairs on its day in the sun. The title of each event card played is written in to help determine how scores were obtained. It is also apparent that for some games, keeping track of the event cards is optional, such as beginner games or games that you know won't be completed.

In tournament play, it is a necessity to know the final standings and scores for each player and game. The *HWD* single score sheet can be quickly accessed to determine player advancement and substitutes for no shows in later tournament rounds. The total VP/SP column along with the final standings are used to determine player advancement in tournament play. Ties can be quickly resolved with the point totals easily accessible. Overall, *HWD* players will find that this score sheet creates a quick, easy and effective way to keep track of games and personal development. ★

HOW TO USE THE *HWD* SCORE SHEET

In the top row labeled "Name of Players", the scorekeeper will write in the first and last name of each player above the color faction they represent. *[Our example player is Keith Levy.]* For each Epoch, the scorekeeper will write in the same category information. In the CARD #–STRENGTH row, write in the card number on the left side of the dash (–), and write in the strength points of the civilization that was played. *[During Epoch II, Keith plays the "Greek City States" Epoch card. The scorekeeper writes in four (4) on the left side of the dash and nine (9) on the right side of the dash in the CARD #–STRENGTH row.]*

In the "EVENT CARD" row, the scorekeeper writes in the title of any event cards played before or during each player's turn. Also, the scorekeeper will write in the letter "N" or "E" after each event card title. "N" means the event card was played but had no effect on the player's turn. "E" means the card had some effect on the player's turn regardless of how much or how little difference play of the card meant. *[On Keith's turn in Epoch II, he plays the "Phoenicia" and "Rebellion" event cards. Keith is unsuccessful with an attempt to occupy the Eastern Mediterranean with his "Phoenicia" event card, but still gets* an additional two VP for the capital in Levant. The scorekeeper writes "Phoenicia-E" in the event card row. Keith is unsuccessful with his rebellion card, so the scorekeeper writes "Rebellion-N" in the event card row.]*

In the VP row, the scorekeeper writes the total victory points that were scored during each player's turn. *[During Epoch II, Keith scores a total of eighteen (18) Victory Points. The scorekeeper writes "18" in the VP row.]* In the TOTAL STRENGTH/VP row, the scorekeeper keeps a running total of each player's strength and Victory Points. The Strength is written on the left side of the slash (/) and the VP is written on the right side of the slash (/). [In Epoch I, Keith had card #1–Strength 5 and scored seven (7) VP. The scorekeeper would add together Epoch I & II and write in fourteen (14) for the Total Strength and twenty-five (25) for the total VP.]*

In the final standings row, the scorekeeper writes in the finishing order of all the players with numbers from one to six. *[Keith finishes in first place so the scorekeeper writes the number one (1) in the final standings row under Keith's name.]*

NAME OF PLAYERS	KEITH LEVY					
COLOR	BLACK	BLUE	GREEN	ORANGE	PURPLE	RED
EPOCH II — CARD # STRENGTH	4 – 9	|	|	|	|	|
EVENT CARDS	Phoenicia-E Rebellion-N					
VP	18					
TOTAL STRENGTH/VP	14 / 25	/	/	/	/	/

HISTORY OF THE WORLD SCORE SHEET

NAME OF PLAYERS							
COLOR		BLACK	BLUE	GREEN	ORANGE	PURPLE	RED
EPOCH I	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
EPOCH II	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
TOTAL STRENGTH/VP		/	/	/	/	/	/
EPOCH III	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
TOTAL STRENGTH/VP		/	/	/	/	/	/
EPOCH IV	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
TOTAL STRENGTH/VP		/	/	/	/	/	/
EPOCH V	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
TOTAL STRENGTH/VP		/	/	/	/	/	/
EPOCH VI	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
TOTAL STRENGTH/VP		/	/	/	/	/	/
EPOCH VII	CARD #	—	—	—	—	—	—
	STRENGTH						
	EVENT						
	CARDS						
	VP						
TOTAL STRENGTH/VP		/	/	/	/	/	/
FINAL STANDINGS							

AVALONCON...
(Continued from pg. 30)

KINGMAKER drew a record field with Charles Hickok of Harrisburg, PA besting the field of 38 entrants to be crowned champion of the tournament. Michael Newman finished 2nd, with Jess Stepanck and Sean Smallman also finishing in the top four.

The *MERCHANT OF VENUS* Juniors tournament saw 17 youngsters competing with defending champion Eric Wrobel of Springfield, VA defeating Courtney Foster, Mike Pantaleano and Ludovic Raymond in the finals.

THIRD REICH, 4th ed. was also won by the defending champion, as Michael Mitchell of Roswell, GA triumphed over a field of ten. Roger Hoffman once again finished near the top with a second place finish.

Besides the standard multi-player tournament, 26 Titan players also were able to participate in the two-player *TITAN 2* tournament. Bruno Wolff of Whitefish Bay, WI (the multi-player Titan GM) defeated 1993 Titan champ Brian Sutton. Michael Pustilnik and Paul Goliwas finished 3rd and 4th.

The *TURNING POINT: STALINGRAD* tournament of 16 participants featured a very strong field of the four previous champions and some talented newcomers. 1992 champion Jim Doughan of Wayne, NJ was able to defeat Chris Bodkin to win his second plaque. Michael Kaye and Tom Oleson also made it to the semi-final round. Proving once again that the Russian side is the most unforgiving, the Germans won 10 of the 15 games played. Also of note was that the 1994 champion and runner-up were both eliminated in the second round (claiming we was diced), while one German player scored 13 points in a second round game only to score three points in the third round.

This year's *UP FRONT* tournament drew 48 competitors seeking the title, or at least the opportunity to beat two-time defending champion Bruce Young. The 1995 tournament was a true international affair, as six countries on four continents provided the contestants willing to do battle for the title.

A friendly game of ADVANCED THIRD REICH. There were dozens of tables open for non-tournament play. And you can open game for free!!

The qualifying round was Swiss style, and players competed in preselected scenarios. There were numerous reports of very close games, with reports of, "It could have gone either way." One of the major highlights of the opening round were the loss by Bruce Young to Austria's Herbert Gratz. Bruce, in claiming the 1993 and 1994 titles had gone undefeated, and was 3-0 in this tournament until the loss. Bruce quickly got that loss out of his system by trouncing his next opponent. Herbert's glory was short-lived as he was defeated by Ray Stakenas Sr., who entered the finals as the number one seed. Another "highlight" of the qualifying round was the performance of Greg Courter, a.k.a. "Mr. Up Front." Yes, Greg was the only entrant to go 0-5, but he did it in quite unique and basically impossible ways. Needless to say, he was the victim of much fun at AvalonCon, so we will not embarrass him through further elaboration.

Twenty-four of the original forty-eight contestants qualified for the single elimination finals. Tight contests whittled the field down to the elite eight. Ray Stakenas Sr., Ray Stakenas Jr., John Emery and Steve Huskey fell in the round of eight, but those four finished in the money.

Each of the final three games played were Russian-German City Fight matches. Don Hawthorne faced his nemesis, Jeff Paull, in a repeat of one of last year's semifinal matches. The result was the same, as Jeff made a well-calculated last deck maneuver to claim a tight 15-14 victory as the Russians. In the other game, Bruce Young had a chance for revenge against Herbert Gratz; however, Herbert was in prime form, and took advantage of Bruce's Russians 18-2.

A large crowd gathered to watch the final match, and they were entertained by a contest that lasted the entire three decks. The game was filled with outstanding play. Herbert quickly established a fire base at range one and started picking away at Jeff's maneuver group. Though never being able to knock Jeff out of the game, Herbert managed to masterfully cycle about two-and-one-half decks in rapid fire succession. Jeff tried everything possible to lead his troops against this withering fire, but he came up just short. The smile on Herbert's face told the final story.

WAR AT SEA drew its largest field ever with 33 entrants, partially due to the beginner's session ably run by John Pack before the tournament. Tim Hitchings and Ray Freeman both advanced to the finals by successfully employing the Barents on one Allied strategy against their Axis counterparts, 1994 champ Phil Rennert and Jon Lockwood, the top seed after the five round Swiss preliminaries. These two contenders from previous years faced off in the finals with Ray's Allied side rebounding from early game setbacks and pulling out the victory late in the game, thus forcing Tim to settle for 2nd place for the second time. Freeman (Berkley, CA) went 6-1 playing the Allied side in all seven games using his version of the Barents on one strategy where he entices the Axis into the South Atlantic on turn 1, hopefully never to return. Steve Packwood, Paul Sommers, Michael Knautz and Bruce Monnin finished 5th through 8th, respectively.

This year's *WAS* tournament continued the trend towards better Allied play. Early AvalonCon tournaments were dominated by Axis victories. However, this year the total wins were split 33-32 in the Allied favor, while the top eight finishers were a combined 21-3 playing the Allied side but only 12-10 as the Axis.

This year's tournament also featured my premiere as an AvalonCon GM and my chance to help the Brotherhood of the Main Brace's team tournament standings. After seeming in constant motion for the 6+ hours of the first three rounds, I was amazed to find myself with a 3-0 record. In the last two rounds the demands on the GM decreased, thus giving me time to concentrate better on the games I was playing, which explains why I lost them both to barely hold onto 8th place and one point for my disappointed team.

The World At War: *STALINGRAD* (Computer) event concluded Saturday after a grueling four-day competition using the Manstein's Solution scenario. Fourteen competitors signed up for the single elimination tournament. Contenders bid for sides and the only variant in effect was more Soviet supply. Out of thirteen total matches, the Axis won eight times. Although competitors bid for sides, there were surprisingly few high bids for the favored Axis. Against an experienced Axis contender, the Soviets have a difficult task in this scenario. With a fifteen minute time limit per day move and simultaneous plotting of moves, there was rarely a dull moment in the marathon event. Four days of continuous competition taxed the six available computers, as each match averaged about five hours.

Saturday's Semi-Finals saw some impressive talent behind the machines with James Lorys, Steve Chase, Mike McMain, Tracy Graf, Eric Sposito, and Vince Alonso having advanced. For Sunday's final, GM Vince Alonso of De Ridder, LA won the bid for the Axis by ten points (500 to 510), and clenched the title from the World at War guru Eric Sposito. Overall, the event was a resounding success.

Gary Fortenberry of Reston, VA repeated as the *ADVANCED SQUAD LEADER* champion by posting a perfect 7-0 record. Omar Jeddaoui, Brian Youse, Mike McGrath, Yves Tielemans, Chad Cummins, Bruno Tielemans and Ray Woloszyn all came close by finishing with 6-1 records. As is befitting for such a large tournament with 130 entrants, a number of special awards were given out besides the championship plaque. There were five special classes with championships on the line, with AREA ratings being used to classify each contestant into a particular class. The highest finish by someone of any of these classes would identify that player as the "Best of His Class."

Novice Award Winner (1299 and Under AREA rating): Seth Semenza (1215) of Auburn, NY was the highest placed player rated less than 1300, and thus won the *ASL* Novice Award. Seth finished 0-7 in AvalonCon 1994, and earned his high-ranking this year, defeating a five point finisher, among others. Pierre Pelletier (1215) of Canada was runner up for this award, finishing 38th on the list, also with four wins!

Best of Class C Winner (1300 to 1499 AREA rating): J.R. Tracy (1427) really got into his game this year, and ended a great tourney at 5-2. Irony—one of his losses was to Seth Semenza! Along the way, J.R. defeated four other 4-point finishers!

Best of Class B Winner (1500 to 1699 AREA rating): Bruno Tielemans of Belgium improved on last year's performance, and stormed the 6-1 ranks to catch his twin brother Yves. Last year's AvalonCon netted Bruno a 1570 rating; this year, he'll (he he) do much better than that!

Best of Class A Winner (1700 to 1899 AREA rating): Brian Youse managed half the impossible this year: he stopped Mike McGrath in Round 5. A round later, he lost to Omar Jeddaoui. This effort

placed Brian third on tie-breaks, and placed him in the top ten for the fourth time in five years. Congrats, Brian!

Russ Gifford, gamemaster extraordinaire, displays (by Rounds) the results of the ASL trournament. One hundred and thirty Squad Leaders competed in seven rounds of bitter multi-man struggle.

Unrated Prize Winner: Chad Cummins (DC) finished 6-1. Fort's tourney card says it all: He listed Chad's name, followed by "????" No one had a clue who he was, but he cut a swath to the top of the chart, losing only to Fort in round 5. Somehow, I suspect we'll hear from him again.

Sportsmanship Nomination: I had numerous people recommended for this, the most important award. I have no idea who will eventually get it, but I must second the nomination of Steve "Whammer" Petersen. Steve was the 1994 Unrated Award Winner, and had every reason to believe he would do well this year, too. Steve, though, sacrificed much of his tourney for his friend, Brian Youse. Brian required a hospital visit on Thursday, and Steve skipped Thursday to see Brian made it to the doctor. He followed that sacrifice with another: To make up the round Brian missed, Steve agreed to face Brian on the board knowing only he or his friend would advance. Brian won. Another late start after that very late game left Steve without an opponent on Saturday. He took every one of these items in stride, never groaned, never frowned, and continued in the tourney, notching three points by the end. (In the process, he did face the 1993 Unrated Prize Winner, Alan Saltzman, and took home a win.) Thank you, Steve, for remembering this is a game, and that other things, like a friend's health, do have greater merit (but next time, feel free to dump him at the hospital!).

The *ANZIO* finals found three-time defending champ Mike Sincavage of Sterling, VA matched against Tom Oleson for the fourth time in five years (and the third time in the finals). Mike held the field to claim the plaque in this tournament of nine players.

COLONIAL DIPLOMACY made its AvalonCon debut with *DIP* GM Jim Yerkey of Catonsville, MD coming out on top of the field of 40 participants. Stephen Koehler finished in 2nd place, Ed Rothenheber and Ken Mathias finished in 3rd-4th place, while Scott Bowling, Ric Manns, Tom Pasko and Steven Cooley finished 5th through 8th.

EMPIRES IN ARMS saw its field size drop to a new low of 15, and also saw the unusual occurrence of a tie for first between Ed Slusarek of S. Amboy, NJ and Hwan Ho Rhee. It is unknown how they decided to divide the plaque.

MAHARAJA was another game making its AvalonCon debut with a field of 16 entrants. David Gantt of Columbia, SC captured the inaugural title by leading the Purple nations across the sub-continent. The most interesting point of David's rise to glory was by advancing into the final by successfully negotiating the Yellow nations to victory (a rare thing indeed in this sister game of *BRITANNIA*). Michele Sandoe (Blue nations) finished second, Scott Pfiefer (Green nations) finished third, and Kirk Harris (Yellow nations) finished fourth.

ADVANCED THIRD REICH drew its largest ever field as 41 grand strategists competed in this event. The team of Jim Sparks and Dave Middleton from Maryland won the title, defeating a team from Finland in the finals.

The *AFRIKA KORPS* tournament flourished despite a change in Gamemasters and starting time, attracting 16 entrants to this classic boardgame. Last year's first and second place finishers were unavailable, making this a wide-open tournament. Two-time defending champion Joe Beard put his efforts into compiling a 2-1 record in the *WAS* tournament (although he was spotted playing *AFRIKA KORPS* in the open gaming area later at the convention). Proving that experience is very important in a classic such as *AFK*, last year's third place finisher, Phil Evans of Arlington, VA, came out on top over Gregory Smith (another player with several years of experience in the A-Con *AFK* tourney). Newcomer Barry Smith and another old hand at AvalonCon *AFK* tournaments, Michael Matthews, finished third and fourth.

Greg Mayer of Maryland was the only member of last year's *NAVAL WAR* finals to advance into the finals again this year. Greg used his hard-won experience to claim the championship over a record-sized field of 49. Kim Cresswell took 2nd place, while Eric Kavalauskas, Ken Good, Tom Kobrin, Tim Evinger, Robert Rademaker and Paul Weintraub rounded out the top eight. This was also the Brotherhood of the Main Brace's third team event, but here's where the hurricane took us out of action and we scored the big goose-egg with Mike McAnnany's absence.

The 1830 field was down in size from the previous two years, but still drew 51 entrants. Mark Giddings of Albany, NY snagged first place with Wolfgang Peters, Charles Krueger and Greg Fairbanks finishing 2nd through 4th. Martin Remick, Dick Martin, Ed Wrobel and Barry Gorski claimed the 5th through 8th spots.

PAYDIRT featured 25 players battling it out for gridiron gold. Defending champ Mark Potter of Mechanicsville, MD coached his Detroit Lions over Brad Richardson's Dallas Cowboys 31-14. Dallas was unable to overcome the point spread (+15), four turnovers and Detroit running back Barry Sanders.

Steve Chilcote of Westminster, MD proved to be tops among the 20 pilots in the MUSTANGS tournament. Jeff Lange, Jr. finished second while Dave Chilcote and Eric Stranger rounded out the final four.

GANGSTERS made its return to the AvalonCon lineup with John Pack of Santa Clara, CA besting the field. Kevin Lerow, Doug Galullo, and 1993 champ John Kilbride were the other three finalists.

THE *RUSSIAN CAMPAIGN* continues to be a vibrant tournament with a strong 16 player field. 1991 champ Rob Beyma of Pocomoke, MD—playing the Germans—defeated Allen Kaplan (playing the Russians) in the finals for his second championship. Rob survived a strong Russian performance by Forrest Pafenburger in Round 2 by rolling mud in November/December 1992. Beyma advanced to the finals by edging Gary Dickson, last years runner-up. Gary got off to a powerful start in 1941, capturing Dneproptrovsk on turn 2 and Stalino on turn 3, but lost the momentum during the summer of 1942. Allen got by another strong *TRC* player, Jim Eliason, in the semi-finals by invading and recapturing Sevastopol on the last turn.

In the finals, the Germans got off to a good start but Allen held Kharkov and Stalino with the help of bad weather in the fall. The Germans took Leningrad during the winter by winning a crucial 1-1 attack. The German 1942 offensive got off to a slow start with Mud in March/April. The Russians held enclaves at Riga and Sevastopol in early summer but they fell in July/August. A 4-1 Stuka attack on Rostov in September/October clinched the game for the Germans.

The Germans won 10 of the 14 games played although the Russians won both semi-final games. The bids ranged from -3 to +5 with the average bid being 1.7. Jeff Martin, last years champ, remarked that the German edge in wins was probably due to underbidding. Perhaps!

Although *WATERLOO* entrants were down to 10, the competition was tough. In the semi-finals, Carl Adamec had 1993 champ Larry Lingle on the ropes, but von Bulow's IV Corps saved him. Phil Evans played almost a perfect defense, but defending champ Joe Beard's slow, relentless French steamroller smashed through to victory. In the final, Larry Lingle's unorthodox and spirited use of the French cavalry as panzers with stirrups came right up to the last few hexes when they realized, uh oh, there were too many empty saddles. Oh well, there's always next year. Meanwhile, Larry will read Rommel's book to his horses.

The Persistence of Culture

By Charles Bahl

This article first appeared in Declination *(a fan 'zine dedicated primarily to AH's* HISTORY OF THE WORLD*). We're delighted to reprint this article for your use.*

Although Empires may come and go—conquering their neighbors and, in turn, being conquered—their cultural achievements may often last for millennia. This feature of civilization is modeled abstractly in *HISTORY OF THE WORLD* by the rules governing Monuments. This article augments those rules with a new set of Event Cards (page 55) that represent specific cultural developments in human history. With these cards your Empire can develop Law or Commerce or Architecture. It can even attempt to spread its culture to other, less fortunate, Empires. But beware! Your hard-earned achievements can be stolen by competing civilizations, or worse yet, can be destroyed by them, returning the world to another Dark Ages.

Culture Event Cards

The rules for using these special Culture Event cards are given below. Cross-referenced *HWD* rules are indicated by the acronym *HWD*.

1.1 EVENTS: During preparation for play, the players sort and shuffle the Culture Event cards in the same way as the other Event cards (*HWD* Rule 2.2); that is, players will now have *ten* piles (instead of nine piles) of seven cards each.

2.1 PLAYER HAND: Each player randomly draws one card from each pile to form his or her hand of *ten* Event cards with one card of each color (including one Culture Event card). Players return any remaining Event cards face down to the box (*HWD* Rule 2.21).

3.1 EVENT DECLARATION: Culture Event cards are declared in the same way as other Event cards (*HWD* Rule 3.4). The Time Frame rule also applies (*HWD* Rule 4.1). But unlike other Event cards, Culture cards are not discarded when declared.

3.11 CULTURE CARDS: When a Culture card is declared, the player plays it face up beside the board, and places an Army marker on top of the card in the space provided. This Army must be one from the player's Empire for the current Epoch. (This army does *not* come from the Empire's current builds. It is drawn from the stock of available Army markers, and serves only to remind the players what Empire possesses the Culture card.) The declared Culture card belongs to this Empire and is considered to be "located" in the Empire's Capital. (See 5.1 below). Minor Empires cannot play or possess Culture cards.
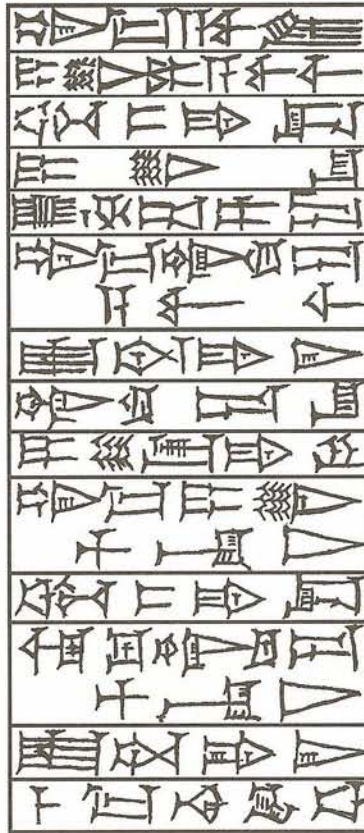
Code of Hammurabi

Empires without Capitals cannot play or possess Culture cards.

4.1 SCORING CULTURE CARDS: The Empire retains its Culture cards from turn to turn unless they are destroyed, captured, or transferred. A Culture card cannot be given or traded to another player. It can only pass to another player via capture. (See 5.1 below.) If any of a player's Empires possess Culture cards at the end of the player's turn, he or she receives the Victory Points listed on the cards during the Victory Point Phase (*HWD* Rule 3.9). The player receives points for all of his or her Culture cards (not just the ones possessed by the Empire of the current Epoch). The player receives Victory Points each turn the cards are in play, not just on the turn they are declared or captured. A player does not receive Victory Points for Culture cards held unplayed in his or her Event card hand.

5.1 CAPTURING CULTURE CARDS: Any Culture cards possessed by an Empire are considered to be "located" in the Empire's Capital. When the Land containing the Capital is conquered, the Culture cards located there are captured by the conquering Empire and are marked with the capturing Empire's Army markers. The Culture cards are considered to

be immediately relocated to the capturing Empire's Capital. This transfer takes place even if a player conquers a Capital belonging to his or her own Faction.

5.11 DESTROYING CULTURE CARDS: If a Capital is captured by a Minor Empire, by an Empire without a Capital, or falls to Treachery, Rebellion, Civil War or Barbarians, the Culture cards are not transferred. Instead, they are considered destroyed (permanently removed from the game).

6.1 TRANSFERRING CULTURE CARDS: Culture cards can be transferred between a Faction's Capitals at the very end of the player's Expansion Phase, following all placement, combat, Monument builds, and fort builds.

6.11 TRANSFER RESTRICTIONS: Culture cards can be transferred between the Capitals of any of the player's Empires—both Past and Present Empires. Transfers to Minor Empires are not allowed, however. Culture cards may not be transferred to the Capitals of Empires belonging to other players.

6.12 TRANSFER PATH: For the transfer to take place, a path of friendly, contiguous Lands, Seas, or Oceans must exist between the Capitals. To be friendly, each Land/Sea/Ocean must be occupied by at least one marker of the player's Faction. Oceans used as part of a path may be occupied by opposing Factions as long as the transferring player has at least one fleet present. The path can be of any length and may be any combination of Land, Sea, or Ocean areas as long as they are contiguous. The path may not contain Barren Lands or vacant Lands/Seas/Oceans. As an exception to the above restrictions, the transfer path can cross a Strait if the intervening Sea is vacant or friendly-occupied (not enemy occupied).

6.13 MARKING THE NEW OWNER: Transferred Culture cards are considered to be immediately relocated to the new Capital. The presence of the Culture card at the new Capital is indicated by placing the Army marker of the appropriate Empire on the card. As long as the required paths exist (see 6.12 above), any and all Culture cards may be freely exchanged between a player's Faction Capitals.

7.1 SPECIAL CULTURE CARDS: All Culture cards are worth one Victory Point per turn, except the Science card which is worth two points per turn. The Commerce and Democracy cards have two listed Time Frames (for example, I-III and VI-VII). These cards may be declared during either of the listed Time Frames. If in play, these cards provide Victory Points during all Epochs, not just those listed on the cards.

★

Epochs VI-VII
play during turn

SCIENCE(2)

Play faceup beside board. Place army of the current Empire on the space provided. **Two** Victory Points are scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

Epochs I-IV
play during turn

RELIGION(1)

Play faceup beside board. Place army of the current Empire on the space provided. **One** Victory Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

Epochs I-III
play during turn

PHILOSOPHY(1)

Play faceup beside board. Place army of the current Empire on the space provided. **One** Victory Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

Epochs II-III, VI-VII
play during turn

DEMOCRACY(1)

Play faceup beside board. Place army of the current Empire on the space provided. **One** Victory Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

Epochs I-III
play during turn

LAW(1)

Play faceup beside board. Place army of the current Empire on the space provided. **One** Victory Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

Epochs V-VII
play during turn

ARCHITECTURE(1)

Play faceup beside board. Place army of the current Empire on the space provided. **One** Victory Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

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Epochs I-III, VI-VII
play during turn

COMMERCE(1)

Play faceup beside board. Place army of the current Empire on the space provided. **One** Victory Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

[Army]

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 using 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.

January 12-14, 1996
AGOG 9 (A Gathering of Gamers 9)

A three-day, 24-hours per day gaming convention. Miniatures painting contest, RPG, Wargaming, card games, boardgames, auction, and raffle. Prepaid admission is $10 for the weekend before December 15, 1995, or $14 at the door. For more info., write to AGOG 9, c/o Gamers Haven, 2241 East Broadway, Tucson, AZ 85719. (520) 624-7423.

January 13-14, 1996
ON TO RICHMOND!

The Richmond Area Gaming Enthusiasts (RAGE) and Virginia Commonwealth University's US Army ROTC department will host an historical boardgaming and miniatures convention at Virginia Commonwealth University, Richmond, VA. For more info., contact Jerry Cantrill at 2526-1A Potomac Hunt Lane, Richmond 23233; or call (804) 360-5256.

February 2-4, 1996
WINTER WAR XXIII

The University of Illinois Conflict Simulation Society will hold its twenty-third annual Winter Wargaming convention at the Chancellor Hotel, 1501 S. Neil Street in Champaign, IL. Convention features boardgames, miniatures, RPG, open gaming, dealers, auctions and a miniatures painting contest. Pre-registration is $6.00 for the weekend with a $2.00 event fee; registration at the door is $8.00 for the weekend or $4.00 per day, with a $2.50 event fee. For more info., send SASE to: Donald McKinney, 304 E. Sherman, Box 1012, St. Joseph, IL 61873; or call (217) 469-9917.

February 15-18, 1996
PREZCON '96

Third-annual President's Day weekend gaming convention held at the Best Western Mount Vernon Inn (Charlottesville, VA). Featured games include *ACQUIRE, ACIV, BLACKBEARD, DIP, HWD,* and others. For more info., contact PrezCon, Inc., P.O. Box 4661, Charlottesville, VA 22905; or call (804) 823-7433.

February 16-19, 1996
ORCCON 19

All types of family, strategy, and adventure board, role-playing, miniature and computer gaming. Bargains at the flea markets, auction, and exhibitor area. Also seminars, demonstrations, and special guest. For more info., contact Strategicon, P.O. Box 3849, Torrance, CA 90510-3849; or call (310) 326-9440.

February 22-25, 1996
TOTAL CONFUSION '96

Held at the Best Western Royal Plaza Hotel and Convention Center in Marlboro, MA. Featured events include *CIRCUS MAXIMUS, CIV, DIP, KREMLIN, MOV, RAIL BARON, TRC,* and many others. A miniatures painting contest will also be held. Registration at the door will be $12.00 per day. Pre-registration prices are $10.00 per day, or $30.00 for all four days. For more info., contact Total Confusion, P.O. Box 604, North Oxford, MA 01537; or call (508) 987-5244.

Acquire/Titan
Steve Koleszar
Charlottesville, VA

Across Five Aprils
Mark Giddings
Albany, NY

Adel Verpflichtet
Beth Bernard
Fairview, PA

Advanced Civilization
Mike Neal
Bangor, ME

Advanced Third Reich
James K. Sparks, Jr.
Baltimore, MD

ASL
Gary Fortenberry★
Reston, VA

Britannia
Randy Schilb
Columbia, MD

Candidate
Alan Ernstein
Columbia, MD

Circus Maximus
Mike Pantaleano
Fetton, DE

Colonial Diplomacy
Jim Yerkey
Catonsville, MD

Decathlon
Bobby Laboon
Indianapolis, IN

Diplomacy
Sylvain Larose
Montreal, Quebec

Geronimo
Greg Stroud
Brooklyn, NY

Guerilla
Peter Stein
Flushing, NY

Here Come the Rebels
John Bellas
Fayetteville, AR

History of the World
Timothy Johnson
Odenton, MD

Kingmaker
Charles Hickok
Harrisburg, PA

Kremlin
Sean Cousins
Bangor, ME

Pay Dirt
Mark Potter★
Mechanicsville, MD

**Pro Golf / Auction /
Stocks and Bonds**
Bruce Reiff
Powell, OH

Rail Baron
Heiki Thoen
Montreal, Quebec

Republic of Rome
Michael Ehlers
Baltimore, MD

Roadkill
Bruce Wigdor
Edison, NJ

Roads to Gettysburg
Ken Lee
Tunkhannock, PA

Third Reich, 4th Edition
Michael Mitchell
Roswell, GA

Titan 2
Bruno Wolff, III
Whitefish Bay, WI

Turning Point Stalingrad
James Doughan
Wayne, NJ

Tyranno Ex
Carolyn DeMarco
Riverside, NJ

Unlimited Civilization
James Reynolds
Warwick, RI

Up Front
Herbert Gratz
Vienna, Austria

95 · CHAMPIONS

AVALONCON 1995 ★ HUNT VALLEY, MD
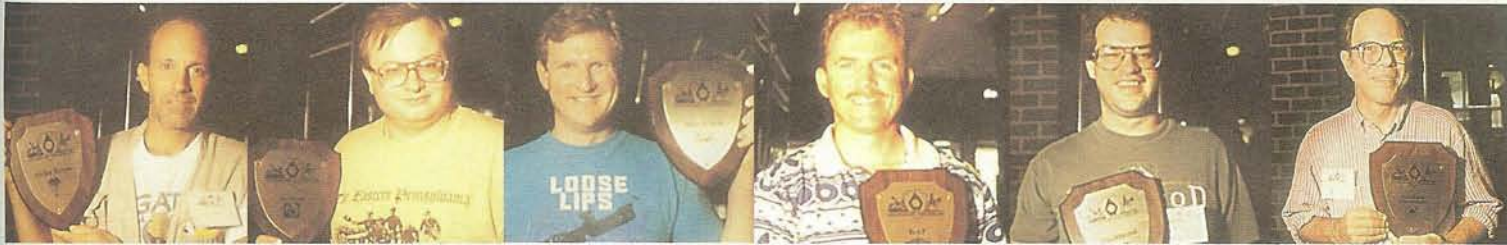
Afrika Korps
Phil Evans
Arlington, VA

Assassin
Steve Cameron
Upper Darby, PA

Attack Sub
Jack Reid
Pittsburgh, PA

B-17
Paul Risner
Sarasota, FL

Blackbeard
John Kilbride★
Philadelphia, PA

Breakout Normandy
Bill Edwards
Richmond, VA

Dune
Jim Garvey
Amherst, NY

Empires In Arms
Ed Slusarek / Hwan Ho Rhee
South Amboy, NJ / Bronx, NY

Enemy In Sight
Phil Thomas
Baltimore, MD

Facts In Five
Chuck Foster
Fort Worth, TX

Football Strategy
Dave Terry
Sykesville, MD

Gangsters
John Pack
Santa Clara, CA

Maharaja
David Gantt
Columbia, SC

March Madness / Title Bout
Ken Gutermuth
Clinton, NJ

**Merchant of Venus /
Naval War**
Greg Mayer
Baldwin, MD

Mustangs
Steve Chilcote
Westminster, MD

New World
Bret Mingo
Washington, DC

Pax Britannica
Richard Curtin
Peekskill, NY

The Russian Campaign
Robert Beyma
Pocomoke, MD

Slapshot
Peter Staab
Pittsburgh, PA

Speed Circuit
Lane Hess
Mountville, PA

Stonewall Jackson's Way
Bruce Passacantando
Marlborough, CT

Storm Over Arnhem
John Ellsworth
Morris, IL

TV Wars
Michele Giannoble
Pine Hill, NJ

Victory In The Pacific
Dan Henry
Chicago, IL

War At Sea
Ray Freeman
Berkeley, CA

We The People
Roger Taylor
Reston, VA

Win, Place & Show
Dennis Nicholson
Pawling, NY

Wooden Ships & Iron Men
Larry York
El Monte, CA

Wrasslin'
John Souders
Horsham, PA

Rejoice In Thy Youth
AvalonCon 1995 Juniors Tournament Report
By Robert Waters and Bruce Monnin

When the waters rose in the darkness
In the wake of the endless flood
It flowed into our memory—
It flowed into our blood

When something broke the surface, just to see
the starry dome—
We still feel that relation when the water takes
us home
In the flying spray of the ocean
The water takes you home
    —Rush, "High Water"

When Ponce DéLeon stepped off the boat in Florida, how could he have possibly known that the true fountain of youth would be discovered hundreds of years later in Hunt Valley, Maryland? How could he have known that the object of his desire resides in FTF play of wood by-product, and not in the sparkling flow of a majestical fountain shrouded in myth and legend? If he had known, I bet he would have plotted a course a little further north.

In many ways, water and gaming are synonymous: We drink from them both to sustain life. From them both, we quench a fundamental thirst for survival. And we are drawn to them both as if they are a part of our evolution, as if their very presence confirms our existence. Almost every major city on earth rests beside a body of water. And how far will we allow ourselves (as gamers) to live away from our games? Water (and games) takes *us* home.

What is happening at AvalonCon each year is something close to evolution. In that, I'm suggesting that through junior tournament events, we are building the family (from nucleus to extended) and forging a tradition that began with our totem ancestry of the 50s, 60s, and 70s. The challenge is far greater now than during those times, since we're fighting against mediums of entertainment that have the power of electricity behind them. Nevertheless, we're winning pitched battles and ultimately...we'll win the war. For every young person who submits his or her name to an AvalonCon tournament, we're chalking one up to our heritage. Like missionaries, we're witnessing and spreading the word. AvalonCon is the gamer's equivalent of sermon on the mount.

We failed terribly in last year's report by not recognizing these young gamers on a more official level. In life, how many times will you commit to an activity when no one recognizes the commitment? Why should

anyone who gives his or her all to a cause continue when no one is noticing? Shame on us for our empathy! But please allow us now to correct the error.

Below, Bruce Monnin has compiled the specifics of the Juniors' tournaments. We want to thank all the young people who are following in their father's and mother's footsteps by coming to AvalonCon each year and continuing the tradition. And, even if you come because you have to, we thank you for that as well!

History of the World
Josh Johnson

Josh Johnson overcame 24 other *HISTORY OF THE WORLD* Junior contestants to win this title. Phil Thomas finished in 2nd, Nicolas Raymond in 3rd and Richard Beyma in 4th place.

Adel Verpflichtet
Mike Destro

Twenty-four young art collectors participated in the *ADEL VERPFLICHTET* Junior tournament with Mike Destro coming out on top. Once again it was close but no plaque for runner-up Jessica Greenwood, while Eric Wrobel finished third and Erika Poniske fourth.

Wizard's Quest
Brad Garman

Brad Garman topped a field of 24 juniors in the *WIZARD'S QUEST* Junior tournament. Brad beat out Kim Cresswell, Nicolas Raymond and Scott Garman who finished 2nd through 4th, respectively.

Speed Circuit / Wrasslin'
Tim Kirchner

SPEED CIRCUIT Junior saw the Kirchner brothers finish first and second out of a field of 15, with younger brother Tim beating out his older brother Brian. Their father Eric, commented: "Did you know that although juniors (14 and younger) enter their tournaments for free, they get plaques and merchandise credit prizes the same as adults? What a class act."

The prizes in the *WRASSLIN'* Juniors tournament were swept by the Kirchner brothers, with younger brother Tim once again edging out his older brother Brian. Jessica Greenwood and Tyson Rademaker were the other two semi-finalists.

Legends of Robin Hood
Jessica Greenwood

The Greenwood family finally got on the Avaloncon 1995 scoreboard, but it was neither Don, nor Wrasslin' superstar Tara, nor even *Facts In Five* master Stephanie, but Jessica Greenwood winning the plaque for *LEGENDS OF ROBIN HOOD*. Defending champion Nicholas Raymond finished in second place among the 19 junior entrants, with Steve Dickson and Bradley Garman also finishing in the top four.

Tyranno Ex, Jr.
Russell Chilcote

Twelve juniors hung around on Sunday morning to compete at *TYRANNO EX*, Junior Russell Chilcote repeated his victory of a year ago. Robert Navolis finished second in the event.

Dinosaurs of the Lost World
John Poniske

DINOSAURS OF THE LOST WORLD Junior remained one of the most popular junior events, attracting 35 junior entrants. John Poniske was the top explorer, beating out Micah Rabin and Brad and Scott Garman.

Circus Maximus
Mike Pantaleano

A small field of eight allowed *CIRCUS MAXIMUS* Junior to be run with two preliminary heats with four contestants each to allow beginners to gain experience. All eight entrants then entered the finals, with 1994 champion Mike Pantaleano once again victorious. This made it a sweep of the *CIRCUS MAXIMUS* events for the Pantaleano family as his father took the seniors event. David Yingling finished in second with the Chilcotes, Philip and Russell, finishing third and fourth.

Fourteen junior network television moguls took part in *TV WARS* Junior, with 1994 champion Eric Wrobel repeating. Mike Destro finished ahead of third place Lauren Vessey to claim the last prize certificate in the event.

Merchant of Venus
Eric Wrobel

A field of 17 young star-faring merchants jumped into the competition to run the highest profit-margin while supplying the sector with interstellar goods. Eric Wrobel took the honors in the *MERCHANT OF VENUS* Junior tournament, while Courtney Foster, Mike Pantaleano and Raymond Ludovic logged sufficient profits to place second, third and fourth.

★

YOUTHFUL WAR STORIES

I am seeking youthful "war" stories.

For years, the Avalon Hill Game Company has produced a wide range of games to please people seeking serious fun. These range across the gamut from easy to very difficult. Make no mistake about it, adults are not the only ones who pick up our games and turn gameplaying into a hobby. Many of us started in our pre-teen years. Parent after parent will attest to losing badly to a child in a friendly game once thought to have been a bit beyond the youth's grasp. My own copy of *WATERLOO* was christened in such a father-son debacle (I guess my math skills and lunchtimes in the history section of the library put my dad at a serious disadvantage).

As the new editor of *The GENERAL*, I do not want to underestimate how much this magazine is read by the younger generations (who undoubtedly have more time to read it than do mom and dad). I used to read issues two and three times during high school, while I accumulated enough money to go purchase another new game. Furthermore, I am sure that many of our "next generation" write relatively well (computers having given them a good opportunity to write grandma).

Consequently, I am hereby inviting submissions of letters, blurbs, anecdotes, funny stories, consumer reviews, etc. from our more youthful readers. Do any of the champions or "also rans" in Avaloncon '95 Juniors events have any favorite strategies? Which games are you guys and gals playing among yourselves? Which do you play with your parents? What is it about these games that you like? What topics would you like to see more games and articles address? The list of possible responses to my plea for submissions is nearly endless.

I'd like to start a semi-regular column with this sort of material, if the response warrants. Don't worry about format of your letters, etc. I'll give special attention to putting it into good order for publication. (And, of course, when published, you get paid a modest amount of cash or merchandise.) Send your submissions to:

Stuart K. Tucker
Managing Editor
The GENERAL
The Avalon Hill Game Co.
4517 Harford Road
Baltimore, MD 21214

★

AVALONCON...

Mark Simonitch (right) tries to show his "worth" in WTP. Mark, another AH game developer, is one of the most highly recognized map creators in the industry.

Newcomer James Pei of Austin, TX defeated last year's winner, John Grant, in the finals of the *RUSSIAN FRONT* tournament. The game played was the four-turn tournament scenario with bidding for sides. James bid 24 VP and played the Axis. A tense struggle ensued, with the Russians losing Kiev and Smolensk for the Axis margin of victory. The eight player tournament used a Swiss format with the average bid for German objectives being 23 VP. Runner-up John Grant rolled up the high score of the tournament with 42 objective VPs in the second round.

1994 champ Tom DeMarco was denied in his bid for another *TYRANNO EX* title, but it was captured by a contestant with a familiar sounding name, Carolyn DeMarco of Riverside, NJ, after two straight years of making it into the finals. Ben Knight placed 2nd, Peter Staab 3rd and Tom DeMarco 4th out of a field of 18.

Stephanie Greenwood decided to give someone else a chance to make it into the finals, and stepped back to GM the 24 entrants in *FACTS IN FIVE*. Chuck Foster came out on top of the pack, with Stephen Cameron (4th last year) in 2nd place, Gary Moss in 3rd and Luke Kratz (1993 champion) in 4th.

PRO GOLF was the first entrant of the late night sports games. Due to its late night timing and ease of play, it drew many more entrants this year (46 total), as did *DECATHLON* on Friday night and *SLAPSHOT* on Saturday night. Bruce Reiff of Powell, OH managed to win his 6th plaque in six different events, despite claiming to have never heard of his golfer, Gene Sarazen. Lind Pratt, Robert Voisin and Ken Gutermuth also advanced beyond the first round play of Augusta and Pebble Beach to reach the Skins Game final. Three of the final four, Bruce, Lind and Ken were all teammates on the Manly Men team, but none of them had Pro Golf as their team event.

★

Next issue we'll look at the final two days of this annual gala.

Coming Attractions

LONDON'S BURNING
WWII Aerial Combat over Britain

At Cap Griz Nez, Goering was called to the telephone. Frau Emmy was on the line. "You've heard already, Emmy? Yes, it has been a wonderful day, Emmy. I've sent my bombers to London; London's in flames."

—*Excerpt from* Duel of Eagles, *by Peter Townsend*

August 13, 1940—Eagle Day: Germany's Luftwaffe opens its main air offensive against its one remaining enemy—Britain. If the Luftwaffe can gain air supremacy over the English Channel, Hitler will attempt a naval invasion of southern England to win the war. In *LONDON'S BURNING*, you are one of Churchill's "few" who must stop the Luftwaffe by September 15 (nationally celebrated by the British as Battle of Britain Day).

LONDON'S BURNING is a solitaire game that places you in command of a pair of R.A.F. fighters of Number 11 Group, which was responsible for the defense of London and southeast England. The game is a true microcosm of the battle, for although you control only two fighters in a battle where hundreds fought, your small part reflects how the overall battle is going. Do well and England will survive; do poorly and your airfields, radar stations, shipping and London itself are set afire one at a time by the Luftwaffe bombers.

The game will include a 32" x 22" gameboard, a 24-page rulebook with historical notes, 30 one-inch and 160 half-inch counters. About one third of the gameboard portrays a map of southeast England scaled at 10 kilometers per hex with 28 targets for the Germans to bomb. The rest of the gameboard includes full-color displays of each of the 29 air units, a game calendar, an altitude display (where combat takes place) and other minor displays. The one-inch counters show individual aircraft and look similar to those found in our *MUSTANGS* game.

Basically, the game system sends over German raids at random times and of varied strength. Your warning system (radar and Observation Corps) provides you with estimates of the raid's size, position and altitude, and it is your job to intercept and shoot down the raiders, preferably before they drop their bombs on target. The raiders will bomb the first undamaged target they reach; so, as forward targets are bombed out, the raiders penetrate deeper and deeper into English airspace. London is the ultimate target for Goerings' boys. Every raid is different because of the many factors involved: number and types of raiders, their reported altitude, the path they follow, time of day (which determines the position of the sun), condition of your radar system (which may delay your reaction), condition of your pilots, etc.

At the beginning of the battle, you're given eight pilots (three Spitfire and five Hurricane pilots, including a Polish ace). Lose all your pilots and the Luftwaffe automatically wins. Pilots become fatigued if they fly too often. Play too aggressively and your pilots will go down in flames; play too cautiously and your ground installations will go up in flames. The best players are those who mix courage and brains to minimize their own losses while inflicting more damage on the German air force. It also helps to pray for rain (literally, as well as for game purposes).

LONDON'S BURNING can also be played two-player, either as two wingmates against the system, or one player running the Germans and the other the R.A.F. Look for *LONDON'S BURNING* to be out by the end of the year. *[Ben Knight]*

HANNIBAL:
Rome Versus Carthage

"I have come into Italy, not to fight Italians, but to fight for the liberty of the Italians against Rome."
—*Hannibal*

HANNIBAL is a strategic level game covering the entire 2nd Punic War in Italy, Spain and Africa. The game system is derived from the highly popular *WE THE PEOPLE*. The game starts with Hannibal in Spain and with Rome in control of the seas. Hannibal must march through Celtiberia and Gaul, cross the Alps and bring the war to Italy. The Roman Republic in 218 B.C. is a new major power in the western Mediterranean, comprised of many recently conquered Italian tribes who see Hannibal as a possible deliverer. If Hannibal can crush the Roman armies and pry loose these shaky allies of Rome, the Carthaginian player will achieve victory. If the Roman player can defeat Hannibal or conquer Spain and Africa, they will achieve victory.

Leaders play a crucial role in *HANNIBAL*; each is rated for Movement and Combat and each have a special ability which might assist them in Interception, Counterattacking, Retreat Before Battle, Sieges, and Forced Marches. Hannibal is truly a formidable leader, but Rome is fortunate to have Fabius Maximus, Marcellus, and Scipio Africanus to curb the Carthaginian onslaught. The Roman player, however, is not always assured that his best leaders will be present on the board, as each new year begins with the Roman player drawing two new Consuls and choosing one Proconsul to start a new year. A Roman player might find himself conducting a major offensive in Spain with Fabius Maximus, only to find Fabius being called back to Rome and a new general placed at the head of his legions. Depending on who is drawn, this may be good or bad.

The combat system, which is a hybrid too of the WTP system, has been modified and refined, adding more color and giving the defender a slight edge. Whenever the defender can match a card, the attacker loses a combat unit (two if it's a "Double Envelopment"). So, in this battle system, it's often a good idea for the defender to not counterattack immediately, wear down the attacker for a battle turn or two, and then try a counterattack. Battles are much more bloody and decisive in this game than in *WTP*.

The *WTP* game system adapted beautifully to the game, where winning allies and gaining political control become just as important as winning land battles. The key to victory in Spain is control of the Spanish tribes, while no Roman army dare invade Africa without at least one Numidian king as his ally.

As in *WE THE PEOPLE*, the game will be rich in period history and events generated through the playing of strategy cards. And, as in that game, play will be fast and highly re-playable. Look for *HANNIBAL* to be available in the Spring of 1996. *[Mark Simonitch]*

The overall rating for Volume 30-1 was 4.4. The individual rates for the articles are as follows:

★★★★★

Contest #172 in 30-1 was conceived and designed by our own Mark Simonitch. He's been brooding about how to beat the Army of Northern Virginia for years, and so when he was challenged to create a contest for *CIVIL WAR*, his eyes lit up and a little spot of drool formed at the corner of his smirking grin.

The object of the contest, as Mr. Simonitch informs me, was to eliminate the Army of Northern Virginia, something that many *CIVIL WAR* players have tried to do with no success. The key to solving the problem was to lure the A of NV into a corner (hex 5203) and then force it to retreat. The only way you could force R.E. Lee to retreat (with die rolls of 4) was to first demoralize him in one battle (which requires the big army of the Potomac) and then hit him again with Sherman's 5 SPs.

Many entrants thought that any battle in hex 5203 would demoralize Lee since it appeared to be beyond his supply range. Mr. Simonitch disqualified those answers, since supply could have come from off map (a depot 4905). He apologizes for not making that clear, however. Other common mistakes in other entries were as follows:

• Leader Loss checks generated 8s (two 4s), not 4 as some assumed.
• Sherman cannot achieve a D result against Lee until Lee has been demoralized.

All in all, however, Contest 172 was quite popular. In fact, it has been the only contest where entrants actually phoned me and asked about how to submit a solution properly. One entrant said that after ten years of subscribing to *The GENERAL*, he finally felt confident enough to enter. The winners were Steven Katz, Steve Sova, Brian Bates, Stephen Campbell, Jay Dragonetti, and Cliff Hansen

Congratulations, gentlemen. You each receive a ten dollar credit voucher redeemable with any mail order purchase.

★★★★★

(Solution to Contest #173): There are a number of different move/attack options for the Mauryans as they roll out of the north. Basically, any combination of moves and attacks that guarantee a 2 to 1 attack ratio in each Harappan space is acceptable. Here's the move I like best:

The Infiltrator's Report
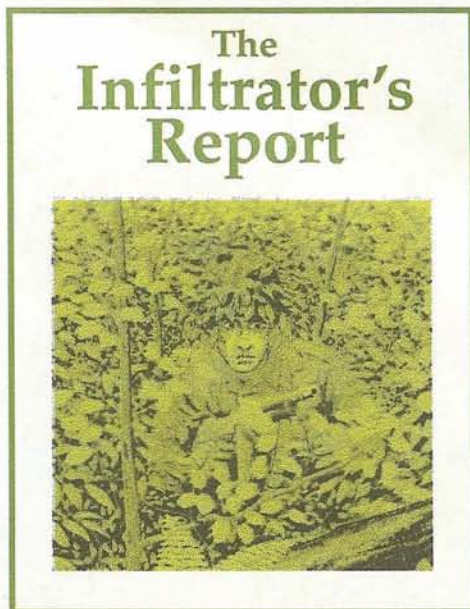
First Move
Out of Afghanistan: 2 M into Baluchistan; 2 M into Punjab; 2 M into Sind (due to over-run).
Out of Central Asia: 2 M into Gandhara; 2 M into Kashmir; 2 M into Lahore (due to over-run)
(All combats are 2 to 1 and successful.)
Second Move
1 M from Sind and 1 M from Baluchistan into Gujarat; 1 M from Punjab and 1 M from Gandhara into Rajputana; 1 M from Kashmir and 1 M from Lahore into Delhi
(All combats are 2 to 1 and successful. The Harappans are wiped out and nine North India spaces are occupied by Mauryan forces. Yellow player receives one Raj Point.)
The winners (if any) will be announced in the next issue.

★★★★★

From time to time (like all businesses) we look through our inventory and decide which games are falling way behind in demand. When we find them, we decide whether their decline is enough to discontinue their production. Such an instance occurred recently, and we've updated our "discontinued" games listing. Here are the games we've recently added:

MIDWAY
WAR AT SEA
VICTORY IN THE PACIFIC
1776
AMOEBA WARS
DRAGON HUNT
NAPOLEON AT BAY
ELRIC
RUNEQUEST Boxed Version
TROLL REALMS
GLORANTHA
TROLLPAK
RUSSIAN FRONT
NAPOLEONS BATTLES
Expansion Kits 1 and 2
ATTACK SUB
BOOK OF LISTS
DILEMMAS
QUEST FOR THE IDEAL MATE
DINOSAURS OF THE LOST
WORLD
BY HOOK OR CROOK

CANDIDATE
TRIVIA
TRIVIA Card Groups 2-4
BOWL BOUND
STATIS PRO BASEBALL
DAUNTLESS
THE BATTLE OF 100 DAYS
HELLS HIGHWAY
COLD WAR
AEGEAN STRIKE
DR. RUTH

What this means is that these games can no longer be ordered through the middle man (i.e., the retailer). Once your current local hobby shop supplies run out, these games can only be ordered through direct mail order from The Avalon Hill Game Company. You may call 1-800-999-3222 to order by phone, inquire about prices, etc.

★★★★★

You were asked and you responded. In 30-1, a small readership survey appeared on the Letters page. Although it didn't cover a lot of information we should know about you (age, years as a gamer, education, etc.), it did give us some clues as the kinds of articles you most prefer to see in *The GENERAL*. So, here's the final tally of all responses. Each article type is listed in order of preference (1–most preferred; 8–least preferred).

1. Strategy & Tactics
2. Game Variants
3. Preview articles (intros to new products)
4. Series Replays
5. AH Philosophy Column
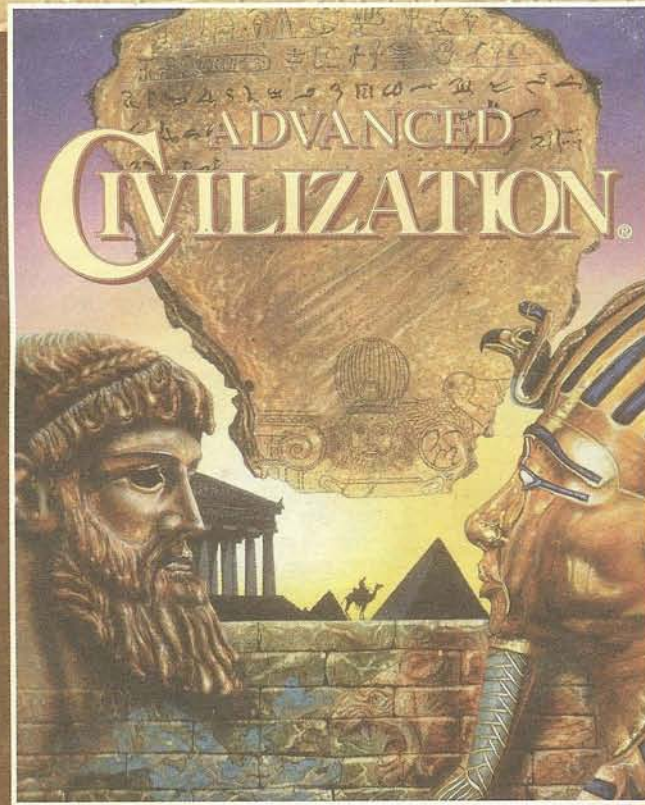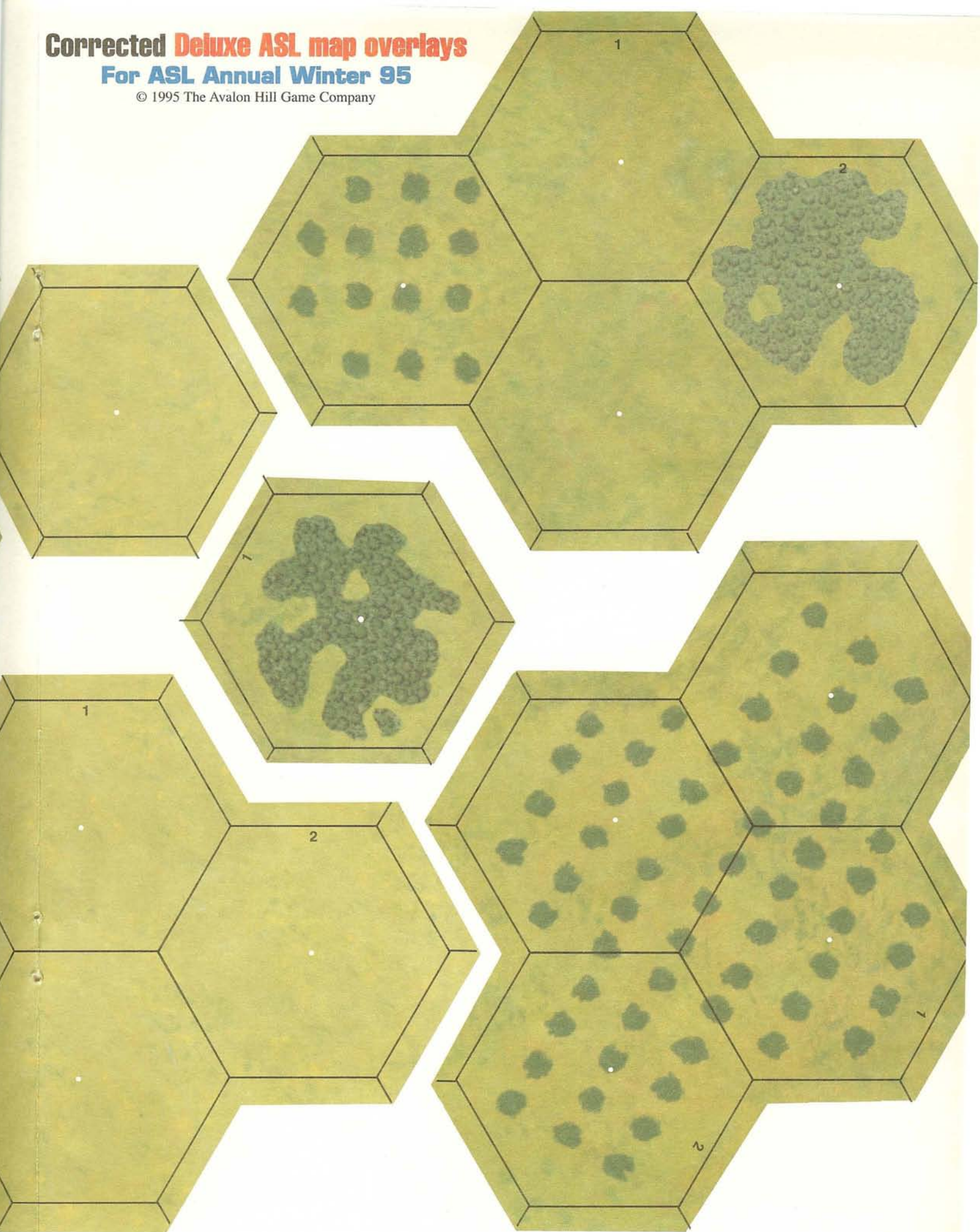6. Quizzes/Contests
7. History
8. Humor

Since this is my last issue as editor, I won't go into detail as to which of these I prefer. However, suffice it to say that the top four types are my favorites as well. And, one is happy to note that (with only an occasional exception) the top four types have and will remain the most featured articles in the magazine. This, I believe, will continue to be the case, as I'm sure the new editor will further what Avalon Hill has established through the continued publication of this magazine.

To that end, I'd like to encourage everyone to offer your full support to new editor Stuart Tucker. Make him feel welcome and honored to be a part of the great brotherhood. Send him letters and more importantly, articles! Give him a helping hand, and I'm sure he'll return the favor. His success, friends, is your success.

COMING UP NEXT ISSUE

Colonial Diplomacy

Corrected Deluxe ASL map overlays
For ASL Annual Winter 95
© 1995 The Avalon Hill Game Company

AH
GAMES OF
STRATEGY
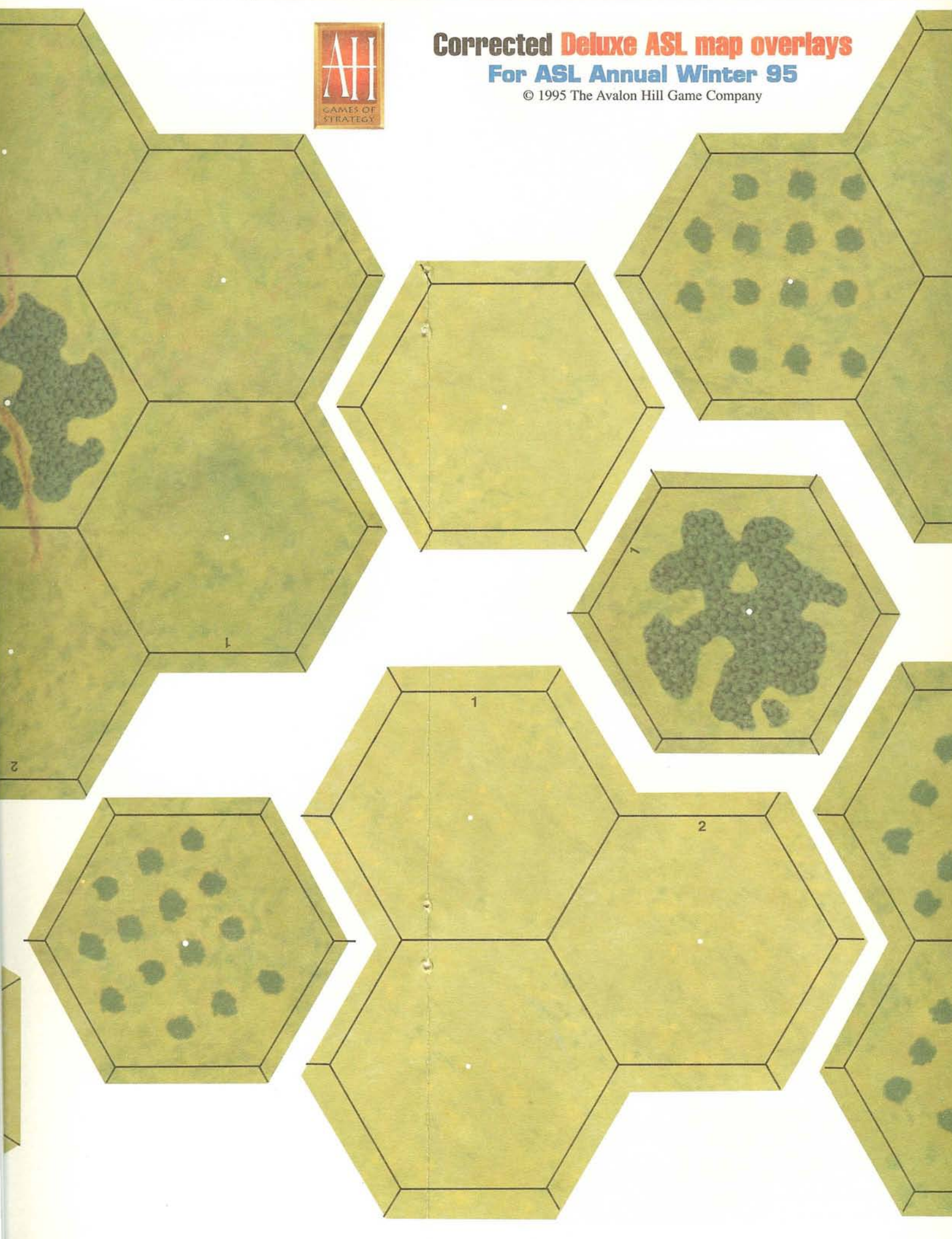
dx 9

dx1

dx2

dx7

dx5

dx8

dx4

dx3

dx6