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GENERAL

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Featuring:
GERONIMO



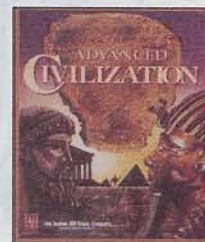
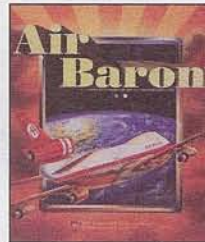
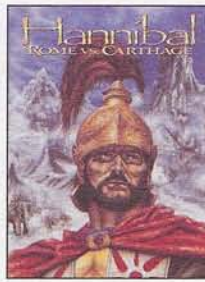
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GENERAL

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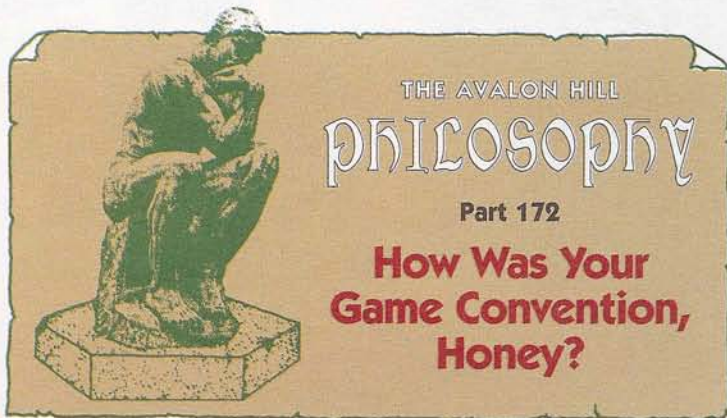
My wife's question usually leads to a very short conversation, because I usually head down the wrong tangent and bore her in 30 seconds. You see, I am a Martian and she is a Venusian. This application of these terms was coined by John Gray, author of the pop-psychology book, *Men Are from Mars, Women Are from Venus*. Though the Greek mythological meaning is somewhat relevant, the real meaning of his title is that we come from different planets and our way of thinking is quite unintelligible to the other (or at least we need that universal translator that is embedded in Quark's ear). Because most readers are not Venusian and have not read this book, let me clarify with a quote from the book:

Once upon a time, Martians and Venusians met, fell in love, and had happy relationships together because they respected and accepted their differences. Then they came to Earth and amnesia set in: they forgot they were from different planets.

When I am asked "how was your game convention?", I hear something quite different than my wife intended, because, for the most part, her questions have nothing to do with what *happened*. While I am willing to ramble on about how this or that tournament was operated, how I got trounced or emerged champion, or what games I played, this is not her meaning. In fact, the only thing she is really asking is how do I *feel* after the experience. Somewhere in my answer she discerns that I am elated but unwilling to relate those feelings and she quickly puts an end to the discussion. She is happy that I am happy. I am puzzled that she won't listen to details.

Let's turn it around and see what occurs when a Venusian comes home and a Martian asks how her day went. The Venusian begins to relate her feelings about some stupid action by a nitwit at work (which of course has some monetary relevance to my secure home). I immediately go into problem-solving mode. How did you respond, dear? What did the nitwit say? How dare they take that course of action? Let me suggest the following course of action . . . KABOOM!!! (This is where the discussion ends and the fighting begins.) You see, this is not what the Venusian wants to discuss. She wants to tell me her feelings for two and one-half hours, feel purged of her rage, and go to bed without a worry—never mind that none of the events at the office need have happened nor that a solution may be found to save our mortgage. And of course, I am supposed to nod reflectively and divorce my own feelings from the discussion entirely. Huh? Who made up these rules, anyway?

By my nature, I am a problem-solver, an engineer (or at least that is what the self-help book quizzes tell me—check out Kersey and Bates). I cannot resist the urge to instantly seek a responsive course of action. Give me the facts—just the facts—ma'am. Until the solution is perceived, I'd rather contemplate than discuss. Once such a solution is perceived, the discussion can end. In short, discussions are only for relating the outline of the solution; end



of story. Feelings? Why would I want to dredge them up?

Of all the books my wife has foisted upon me, Gray's is the most on-the-mark about why two seemingly similar people can end up in so much conflict.

With regard to gaming, it is clear that I perceive the world being full of conflict and competition (some healthy, some dysfunctional), while my wife sees the world through the lens of cooperation—how feelings of mutual advantage can be fostered. She doesn't game, because it is competitive (or at least I find a competitive angle to even the most cooperative of games). In truth, I think it is the *competition*, rather than the *conflict* which attracts me to wargaming—there is a fine line between these two concepts.

Peter Carroll's letter (see p. 51) struck a chord in me, not because I agree with everything he says (indeed, I do not), but because this summer convention season is bound to separate our gaming community again into those who enjoy competition (and attend) and those who don't. A great many of you enjoy reading about conflict simulation without desiring to engage in head-to-head competition. Mr. Carroll perceives ASL players as overly-competitive to the point of conflict. I am sure many non-gamers view us all as warmongers—or at least vicarious seekers of conflict.

Yet, I doubt game designers and players seek to glorify war in any way. Do we wish to learn from war? Yes, and we recognize that conflict is continual on this planet. If anything, gamers are looking for ways to manage the conflicts—some games deal with conflict management on a micro-military level, others on a macro-political level.

Primarily wargaming is about competition more than conflict. I relish simulating political, military or sports events, and doing a better job at them than my smart-thinking opponents. I lost interest in the abstraction and limitations of chess some time ago, desiring my competitions to be more realistic. In no way do I advocate that war, especially civil war, is good for society. Rather, I seek to study in an enjoyable fashion the human motivations surrounding these wars.

On this, the 60th anniversary of the failed coup attempt that began the tragic Spanish Civil War, we should all recognize that human conflict is not something to relish or seek, but is a constant condition which must be managed. Spanish society failed to so manage its discord in the 1930s and paid dearly for this with nearly 40

years of curtailed personal freedom. Although the clashes of fascism, socialism, Stalinism and religion in Spain during that period is fascinating history, about a million people died—only one-quarter of which did so at the battle front—and those that lived through it had tragic lives. The enemy was a neighbor or relative, more than an enemy bomber. Nobody can applaud the event. Study of it can help avert reoccurrences, however. Certainly, we cannot view those people with disdain, for by our nature we are no different than them.

No, our wargaming competitions should chiefly be methods of bringing

friends together for a break from the brutal realities of the real world (this is what the entertainment industry is all about, anyway). When these competitions begin to become places for real-life conflict, then they are being taken much too seriously. When an opponent cheats or distorts a rule interpretation to win one game and then goes about it in the opposite direction to win the next, that is when I put an end to our competition, because he is using no-holds-barred tactics inside my leisure world which is supposed to be strictly defined by a nice clear rule book. What of more complex games? I'd rather play them solitaire for their historical lessons than to subject myself to unpleasant conflict over an ambiguous rule.

This brings me to the initial motivation for this column: ethics and gaming. We Martians enjoy competition on many levels: face-to-face, play-by-mail, tournaments and casual gaming. We enjoy having a reward for success. Convention tournaments or PBM Ladders gratify us with such. Yet, inevitably, no matter how simple the game or how complete the rule book, somebody makes an unintentional error along the way. In casual gaming, the error—an illegal move or setup can be corrected by stepping back and redoing a turn or starting the game again. However, in tournament play, such a solution doesn't work. The misplay may be noticed long after a player's plans or hidden units have been revealed. It is unfair to one player to replay the event and yet it is unfair to that same player to let the misplay stand. ASL tournament GMs long ago ran into such problems and instituted the "broken/eliminated" rule which carries a stiff penalty for misplays. Once stung by losing an illegally moved or set-up unit, an ASL player is not likely to forget the lesson or rule quickly. This might on the surface appear like a sledgehammer solution, but we all have experience with this seamy side of human nature: there are players who willfully misplay to their own advantage.

Unfortunately, Mr. Carroll has obviously run into the type of player that has gone in the other extreme of so strictly following a sequence of play that the game in a tournament setting is no longer fun. This clash is unfortunate, but happens all the time with complicated games. Many of us will fail miserably with trying to keep strictly to the form of a complex game. Any nudging reminders from our opponent would seem helpful and perhaps ethical as well. Yet, when a tournament championship is at stake, some players

(Continued on pg. 15)

you get stuck every game turn with a less-than-desirable set of Indian tribes. In general, however, I think these are misperceptions created, not by problems with the game itself, but by the basic unfamiliarity of players with *GERONIMO*'s unique characteristics. Random elements can, indeed, have an effect on the outcome of a *GERONIMO* game. However, I believe that luck plays no more a role than in any wargame that uses die rolls to determine combat results, reinforcement schedules or other important random game functions. Actually, *GERONIMO* is fairly well balanced. There doesn't seem to be any particular reason why a player who plays the United States for two game turns will automatically defeat a player who gets the Indians four turns in a row. In fact, after playing a number of games, you will probably find that you win just as many games playing the Indians as you do playing the United States.

INDIAN STRATEGY

1. Take time to powwow

As your mother probably told you once, "it never hurts to talk." And in *GERONIMO* the Indians have every reason in the world to work out their differences. After all, General Custer (or even worse, General Sheridan) is probably lurking over the next rise with a bugle raised to his lips. Except for the "Tribal Alliance" Shaman Card, *GERONIMO* does not offer the Indian players many tactical opportunities to

Distribution of <i>GERONIMO</i> 's Shaman cards		
	Card Types	Total Cards
US player must ignore	8	14
Indian players must ignore	1	1
Played once and removed	5	5
Removed when played after ACW	1	1
Other	19	28
TOTAL	34	49
of which:		
Altered in Solitaire	6	11
Can be used by Indians vs. Indians	18	27

	Card Types	Total Cards	
		Positively	Negatively
Directly affects US Player	20	10	15
Affects Indian VPs	8	11	4
Affects Indian survival	15	8	13
Affects Indian battle	6	4	3

NOTE: Many cards have several of the above effects. ACW: American Civil War.

cooperate. All the more reason for them to seek out ways to work together on a strategic level.

Basic game turns 1 and 2 (which are turns 4 and 5 on the Turn Track, representing 1866-1875) are definitely the best times for the Indian players to be aggressive and to rack up large VP totals. Settlers are crossing the Mississippi river by the thousands and the US Army has yet to catch the train back from the Civil War. You, as the Indian player, should make these golden

days count. After all, the boys with blue coats and brass buttons are keeping a nice spot open for you on the reservation. There will never be another point in the game when you will have as many Battle Points (BPs) relative to those of the US player. The Sioux, Comanche and Arapaho (and, to a lesser extent, the Nez Percé, Cheyenne and Apache) should use every operation segment available to them to attack US resources in an attempt not only to increase their own standings in the VP race but also to thwart the scoring drive of the US player.

Yet, it is not enough for you to act on your own. Even with the outstanding attack potential in the first two turns of the game, you will still be at a disadvantage relative to the US player, if you refuse to cooperate with the other Indians or if you spend your time attacking enemy Indian villages and war parties instead of the United States. In fact, you should always talk over and carefully coordinate attacks with the other Indians against US resources, especially making sure that your attacks are concentrated against States and against those territories being pushed toward statehood by the US player.

These Indian powwows do not have to be time-consuming or complex affairs. It may be enough for the Sioux player simply to say, "OK, I'll spend my first two operation segments attacking the Minnesota towns," and for the Arapaho player to say, "Great, I'll go for Nebraska." It is usually enough just to make sure your attacks do not deprive an Indian ally of a potential target and to make sure that you agree on what constitutes the major US threats.

There may be some reluctance on the part of players with a weak coalition of tribes to work with the more powerful Indian players under the mistaken assumption that the stronger tribes will be the only VP beneficiaries. However, the weaker tribes must take a more long-range, balanced view. You may not have the Sioux during the current game turn, but you will, in all likelihood, get them (or another powerful tribe) on a future game turn. In fact, the weaker you are in the current game turn the better your chance of getting a good tribe on the next game turn, because the Indian player with the least VPs will choose a tribe first. The best way to assure yourself a larger share of Indian VPs in the future is to work together now with other Indian players to keep the United States as weak as possible. After all, when you get the Sioux, you don't want them to be left with just a few dozen teepees on the banks of the Missouri. *[Although this strategy is valid from the point of view of gathering VPs, readers should not get the impression that the Indians have a chance of winning these wars. The tide of US migration is an insurmountable fact of life in this game, as it was historically. —SKT]*

2. Attack key US Resources

Make your attacks count. In the first two turns of the game, it is usually more beneficial to hurt the United States than it is to concentrate on your own VP total. This means you must attack resources located in States or in territories that are close to becoming States. The best way to deprive the Feds of VPs is to keep territories out of the Union. The second best way is to drop the resources of a current State below its mainte-

SEQUENCE OF PLAY FOR *GERONIMO*

SIDE DETERMINATION

- Players determine who they will play this turn.

DISTRIBUTION

- US player adds new troops and artillery to his reserve and then randomly assigns commanders to existing columns on the map.
- Indian players then choose initial tribes and the remainder are randomly dealt.
- Shaman cards are dealt to all players.

PLAYER ORDER

- Determine who goes first, with each player then taking a card play round in clockwise order.

CARD PLAY ROUNDS

The number of card play rounds depends upon the number of players (four rounds for each player in a 5-player game). Each card play round:

- US player places one settlement and rolls to see if he builds a RR or gets a mine.
- The active player either discards a Shaman card, ending his round, or plays a card.
- The active player (if not discarding) conducts an operation segment, Indian players will gain VPs for successful operations, while the US player will do so only rarely (best utilizing his operations to punish the villages of recalcitrant tribes). Indians gain VPs for:
 - supplying scouts to the US (1 VP)
 - successful raids (1 or 2 VPs)
 - successful attacks on towns (5), settlements or RR (2) and mines (2-4)
 - treaties with US (variable)
 - battle successes (variable)
- The US player gains VPs for battle successes against war parties (which are very hard to catch).

SURVIVAL

- Indian tribes divide the remaining survival points in each area and compare to their survival rating. Insufficient SPs will reduce village size. Tribes so reduced or out of the country check for forced relocation to the reservation. An Indian player loses three VPs for each tribe that is wiped out while under his control.
- US loses troops due to attrition.

STATEHOOD

- US player loses 1 VP for each existing State where resources have fallen below maintenance level requirements.
- US player gains VPs for each territory that has enough resources to apply for Statehood (chance of failure, if any, States are below maintenance levels).

END OF TURN

- Remove commanders and temporary markers from the map and reset village markers to ready status. Return war parties to their villages. Reshuffle Shaman card deck. Advance the turn marker.

nance level. Not all targets are created equal. The best targets are the burgeoning white man's towns and their noisy, iron-horsed railroads. Mines, though tempting because of their large VP value, do not deprive the US player of the Resource Points (RPs) required for statehood or maintenance. Above all, *do not* attack resources in areas in which the United States shows no interest. Don't bother burning Boise to the ground when the suburbs of Omaha are beckoning.

In addition, it is usually pointless for Indians to attack US cavalry columns. It will be very difficult for you to get favorable battle odds (except when playing the Tribal Alliance Shaman Card). Even if you can, the harm caused to the US player by a successful Indian attack against a cavalry column is much less than that caused by a successful attack against such important US resources as towns or railroads.

Make the best use of your tribes when making resource attacks. The most powerful tribes (those with 8 or more BPs) should always concentrate their attacks on towns. Thus, for example, the Sioux player should torch the towns in Minnesota at the earliest opportunity. The Comanche player should do likewise in Texas. When towns are built elsewhere, they too should be attacked. Powerful tribes should almost always be used in this way, even if they have better odds against other resources. Never pass up the opportunity to get the most out of the legendary "Lords of the Plains."

The moderately powerful tribes (5-7 BPs) should be used against railroads where possible, and, if that is not possible, against mines. Thus, for example, the Cheyenne should be used against railroads in Kansas and Nebraska. However, the Chiricahua Apache (normally out of range of railroads at the beginning of the game) should be used against the California Lodes (mines which do not become depleted). Note that this is an exception to the dictum against attacking resources in areas which will not harm the territorial ambitions of the Union, since it is virtually impossible to drop California below its maintenance level. In general, your moderately-sized tribes should bust up tracks. Loss of the railroads will disturb the Great White Chief in Washington much more than the destruction of the Comstock Lode silver mines.

In the long run, however, there are no hard-and-fast, exception-proof rules that fit every tactical situation. The best approach is to develop a general attack plan among all the Indian players, so that precious BPs are not wasted on pointless attacks or in-fighting.

3. Try to save your weak tribes

The weaker tribes (1-4 BPs) should not normally be used in resource attacks. Their chance of success is not great enough. Although you would normally like to move them to safer locations away from possible attack by US columns, you probably will find yourself doing nothing with them on the first two turns of the game, because you will not be able to spare an operation segment for their migration. Doing nothing with them, however, does double their survival ability at the end of the turn. If you find yourself with a few extra operations, by all means relo-

cate your weaker tribes into areas where they will have a better chance of surviving the elements, declining buffalo herds and influx of white settlers.

By the third and fourth basic game turn (turns 6 and 7), the US player has the opportunity to harass many weak tribes. As an Indian player, you may find yourself losing nearly as many points due to extinction as you are gaining through attacks. During these last two game turns, you may be forced to perform a delicate balancing act between attack on the one hand and defense on the other. Late in the game, if you are in possession of strong tribes capable of attacking towns, stay on the warpath as long as you have targets, even if this means some of your other tribes are driven to extinction (because you do not have enough operation segments to move them out of harms way). If no such targets exist, or if your strongest tribes are only capable of attacking railroads, mines or settlements, go on the defensive. You will not increase your total VPs, but at least you will keep Uncle Sam from stealing the ones you have already earned.

Move your villages away from advancing US columns. Move them into areas where they can garner the largest share of Survival Points (SPs). Calculate as carefully as possible to make sure these tribes will not lose BPs by turn's end. You could even negotiate voluntary moves to reservations for a few VPs from the US player. Above all else, don't waste precious operation segments making wasteful attacks against

enemy tribes, no matter how tempting. You've got to treat the other Indians like blood brothers or the Feds will walk all over your villages. If the United States can do that on turn 4, it will be as unstoppable as the Central Pacific on the downhill slope out of Donner Summit. Make sure you use your Shaman cards to good effect. Well-placed "Peace Chief" and "Good Weather" cards, for example, can save an otherwise doomed tribe.

US STRATEGY

1. Get two States into the Union each turn

In the face of cooperating Indians, the US player is usually forced to go it alone. (It may be fun to lead a cavalry column, but nobody's going to invite you to a rain dance.) At the beginning of your turn as the United States, you should look carefully for the territories that are closest to becoming States (i.e., those requiring the fewest resource points to achieve statehood). At the beginning of the game, the most likely candidate is Nebraska. Colorado is also a potential aspirant, depending upon the random mines it receives, if any, during the initial setup procedure. Territories like Washington, that are beyond the range of the more powerful war parties, are also good. The Sioux and even the Arapaho are often too tied up dealing with threats in the east to mess with sending war parties against the western States.

Tribes Table					
Indian Tribes	BPs	SR	Raiders	Chiefs	Turns
Powerful					
Sioux (3)	31+	3		6	25
Apache (2)	14+G	2	6M	4	14
Comanche	12+	4	6M	5	16
Cheyenne (2)	12+	3	5	7	25
Arapaho	10+	4	4	1	3
Kiowa	8+	4	5M	4	14
Mid-Sized					
Navajo	7+G	4	5M	2	6
Nez Perc'e	7+	4		1	4
Shoshone	5	4		2	4
Crow	5	4			
Blackfoot	5	5		1	3
Pawnee	5	5			
Small					
Ute	4G	3	5	1	3
Snake	4+P	4	4	2	6
Bannock	4	4	4	1	4
Yavapai	4G	3			
Yakima	4	5		1	3
Couer D'Alene	4	4			
Umatilla	4	4			
Assiniboine	4-	5			
Flathead	4-	5			
Yuma	3+	3			
S. Paiute	3	5			
Modoc	2G	4		1	4
Klamath	2+	5			
Miwok-Yokuts	2	5	3	1	2
Mojave	2	4		1	2
Rogues	2	5		1	3

Number in parentheses indicates the Indian nation has more than one tribe.
 BPs=Battle points in 1850. A plus indicates a positive battle modifier; a G indicates Guerilla warfare capability; P indicates poison arrow bonus; a minus indicates a negative battle modifier.
 SR=survival rating (where low numbers are better).
 M=indicates ability to raid into Mexico.
 Turns refers to the sum of the number of turns the tribal chiefs are in play.

Gold Rush Fever: Historical Mining Booms in the West			
Years	Mineral(s)	Location (present-day status)	
1848-52	Gold	California	
1851	Gold	Southern Oregon	
1858	Gold	Gila River, Arizona	
1858	Gold	Fraser River, Canada	
1859	Silver	California	
1859	Gold	Denver, Colorado	
1859	Silver	Comstock Lode, Nevada	
1859	Silver	Utah	
1860-64	Gold	Helena City, Montana & Idaho	
1865	Gold & Copper	Utah	
1867-68	Gold	South Pass City, Wyoming	
1874-79	Gold	Deadwood Gulch, S. Dakota	
1877-79	Gold & Silver	Central City, Colorado	
1882	Copper	Montana & Idaho	
1884	Gold	Idaho	
1890-92	Gold & Silver	Cripple Creek, Colorado	

Potential Mining Booms in GERONIMO			
Location	Number	Resource Value	Average
<i>Mountainous Areas</i>			
Arizona	2	5	2.5
California*	1	3	3.0
Colorado	2	6	3.0
Idaho	2	6	3.0
Montana	1	4	4.0
Nevada	5	13	2.6
New Mexico	1	2	2.0
Oregon	1	3	3.0
Texas	0	0	0.0
Utah	0	0	0.0
Washington	1	3	3.0
Wyoming	1	3	3.0
<i>Plains Areas</i>			
Indian Territories	0	0	0.0
Kansas	0	0	0.0
Minnesota	0	0	0.0
Nebraska	0	0	0.0
North Dakota	0	0	0.0
South Dakota	1	4	4.0

*The game begins with two Lodes in California, worth a total of eight resources.

DESIGN ANALYSIS

PzKwVla	15	A	12
AB 5 3.2"	12		
AB F 4.0"			
GPres 14	8	Wt 60.5t	HPWt 11.6
		GUN 88mm	L56 EffRng 3000m
		AMMO 92	PEN 4.9" 2 MG 34



RANDOM ACTS OF VIOLENCE

Design and Play Theory for *GERONIMO*

By Richard H. Berg

From both a historical and game design viewpoint, the Indian wars of the last half of the 19th century were a particularly difficult time. While the former is obvious to almost anyone with even a cursory knowledge of the era, the problems that the "wars" presents to a designer are not so apparent. If a lack of cohesiveness to it all is a forbidding roadblock to the designer, imagine what it can be to the players attempting to master the situation!

GERONIMO attempts to simulate the Indian wars of the trans-Mississippi region that took place between 1850 and 1890. Although the game has specific rules for two players and those of a solitary persuasion, it was designed with a multi-player format in mind. This is mostly because of the need for the type of interaction discussed below and because there were so many participants in the tragedy acting totally on their own behalf.

That lack of cohesiveness was the driving force behind most *GERONIMO* design decisions, and it should also be the muse of every player in the game. This is because the Indian wars were not so much war as a series of almost random incidents and uprisings punctuated by a type of viciousness and destruction not seen since the Thirty Years War in Europe (albeit on a somewhat less grand scale). (Ironically, the most destructive war of the 19th, or, for that matter, any other century, the Taiping Rebellion, was taking place simultaneously in China.) Whatever campaigns did occur (on both sides) and whatever plans did emerge, seemed to evolve from revenge and retribution rather than a coherent scheme of conquest. The somewhat vague US policy, to paraphrase Jonathan Winters' character in the movie, "The Loved One," was to "... find some way to get those [red] stiffs off my property." Virtually every policy adopted by the US government—whether peace policies or relocation plans—dissipated quickly ... except for one: Sheridan and Sherman's idea of total war. The two heroes of the American Civil War had learned, one in the Shenandoah, the other in Georgia, that indiscriminately destroying everything in sight could prove very effective.

This is all reflected in both the general system that drives *GERONIMO*, as well as its individual mechanics. Because of these, players will find it almost impossible to form a cohesive plan. What they have to do (for the most part) is to gather Victory Points by committing random acts of vicious violence. The player who understands that and masters its techniques is going to

be a satisfied, and probably victorious, player. Those who attempt to apply campaign theories that other historical games expound will find themselves frustrated, at best. Those who find this form of decahydral genocide somewhat uncomfortable might well consider their position next time they play the Germans in WWII, the US in Avalon Hill/Victory Games' *VIETNAM* or anyone mass bombing in a modern air game, just to cite a few among the many exercises in man's inhumanity to man (and woman, to be sure) extant in the wargaming oeuvre.

The mechanic that most vividly displays the overall design theory arose rather late in the developmental process, after we gradually determined that few players wanted to be stuck with the Indians for the entire length of the game. Piqued by a suggestion from the redoubtable Mark Herman—who suggested we look at his *PELOPONNESIAN WAR* system—we came up with the idea that the "side" the players had for each turn would be determined randomly. This would not only allow players to approach each turn with different viewpoints—and a higher level of enthusiasm and anticipation—but it would also mirror the incredible changes in policy that all participants exhibited throughout the war (if one can find even a hint of "policy" in the uncoordinated actions of most of the tribes). What it also does is force the players to play "in the present," abjuring any planning for longer than a round or two within the turns (which cover five years of real time). Players used to studying a campaign and formulating chess-like plans, twelve moves ahead, may find this approach frustrating. However, it mirrors the reality of the situation and, once understood, it can easily be subsumed.

The other, major design decision, addressed the problem that most people, today, consider the Indian wars to have been legalized genocide. Now let's face it, folks, this is a hobby where we use cardboard to represent killing people. There are people who think that doing so is morally wrong regardless of what the "war" is. Even for people who do not think that the study of conflict is wrong, the Indian wars are a bit more difficult, a bit closer to home. However, it *did* happen, and we felt that it was very important that the player not only be aware of that, but understand why. The game mechanics, therefore, go to great lengths to show just how you, as a person, can get into that sort of mindset. This may make some a bit uneasy, but no more so than, say, torturing passengers in *BLACKBEARD* to gain information. When people want to survive,

they will often do things they would never consider at other times, ignoring, for the time being, the truly psychotic.

Make no mistake about it, the basic, bottom line objective of each player—other than accumulating VPs—is Survival. For the US player, it is surviving at a much higher and more expanded level than before. For the Native Americans, though, it is often simply finishing the turn intact.

The Indian player's problem is that he is faced with an inevitability that is virtually immutable. The flow of Euro-settlers is constant and, eventually, overwhelming. The US player has no trouble increasing his presence in the west, nor does he have much trouble coming up with the two industrial mainstays of the era: railroads and mining. For the US player (of the moment), his problems are just twofold: where to concentrate the effort (the US player gains almost all VPs by turning territories into states, which is accomplished through sheer presence) and how do I get rid of those pesky Indians. To help him with the latter he has, at his disposal, an ever-growing pool of military manpower led by a group of men who run the complete gamut of capabilities. For every Nelson Miles there is a John Pope and for every Kit Carson there is a John Chivington.

So, what does the player want to do about all of this?

A player wins by garnering more Victory Points than the other players, certainly not a new idea in gaming. His problem is that VPs come from an almost bewildering number of sources. Mastery of how to go about getting VPs will allow the player to focus more directly on what he has to do to win, which is, in somewhat impolite terms, a matter of becoming the meanest SOB on the block. Controlled aggression is often the best stance, and, if leavened with a dose of rabid viciousness every now and then to let everyone know what you will do when the need arises, you can produce wonders simply by looking around the table. The game is designed to reward this type of play, because this is the sort of philosophy which prevailed during the Indian wars.

An example, gleaned from last year's play at AvalonCon, will suffice. When tribes have reached a point where extinction is imminent, it usually behooves the player controlling such a tribe to go on reservation. True, he loses the tribe (which he has only for that turn anyway). Yet, he can, if he's wily enough, gain a few VPs for doing so. The US player will usually be glad to oblige with the reward, as it means one less group of unfriendlies with which to deal. So, in the middle of the AvalonCon game, when the present turn's US player leaned over to the player next to him and suggested his Pawnee relocate to the nearest reservation, the rest of us were somewhat surprised when the Pawnee player said, "I'll think about it."

Now, understand, the Pawnee are a great tribe whose time, unfortunately, has passed when the game opens. It was doubtful whether the player was ever going to waste one of his turns using them—most of an Indian player's focus will be on the one or two major native powers he has each turn—so, why not give the

Pawnee a rest and get a VP for your pains? Well, it seems that the Pawnee player was not attuned to the vibrations emanating from the US presence in the midwest, even when the US player "upped" his request with, "I'm not asking you, I'm telling you to move them to the reservation."

"I don't have to do that, just because you tell me," was the Pawnee response. To which the US player just nodded and turned his attention to what was happening in the rest of the game. (You can go on reservation at any time during play.) When the US player's turn came, we quickly saw what we all had assumed (silently) was going to happen. Because he can do more than one thing a turn (unlike the Indians), it took very little energy for the US player to take a large column of soldiers under G. A. Custer, ride into the Pawnee village, and blow them into permanent oblivion (causing the Pawnee player to lose 3 VPs). After this, the US player turned to the Pawnee player and said, slowly and softly, "The next time I say 'Go on reservation,' you go on reservation." The point was well taken by everyone else around the table and a game-play mind-set was instantly established.

Actually, the US player doesn't have to get that aggressive, if the Indian player doesn't bother him, mostly because when you are the US player you are playing an economic game. All you want to do is turn as many territories into States as you can in your (probably) one turn; VPs are hard to otherwise generate as the US player. You do accomplish statehood by concentrating your settlement and RR efforts in one or two areas, usually where mines have been discovered. You care little about what's happening elsewhere, except if the Indian players become keen on reducing settlement levels in existing States and thereby costing you VPs. The statehood effort enables you to concentrate your columns in those territories, where you can be (relatively) quick to react to the tribal deprivations that are sure to ensue. When you react, do so decisively and with a view towards wreaking as much havoc as possible. Yes, next turn you may just get the tribe you bashed, but, as the chances for that are not great, you must play for the moment and go for the kill. In the long run it is the way to go.

What you do want to try to avoid is going into Indian villages with commanders such as Custer or Chivington, because these guys are almost sure to produce a massacre, and that will not help you when it comes time to determine statehood. On the other hand, you almost invariably have local superiority in the areas in which it counts, except, perhaps, if the Sioux are running wild. You often have Shaman cards—events to be played as the turn proceeds—that are more often harmful to tribes than to you.

The Shaman cards, of course, are there to provide the game with large doses of history and fun. Some of them are no-brainers to play, like the US player with a Buffalo Hunters card. However, it is important to know when not to play one, because a discard requires forfeiture of your round. For the Indian player, it is far better to discard the Springfield Rifle card and lose a round than to give the US this technological leg up. The US player who sees the Territorial Troubles card in his hand prior to the American Civil

War is in the wrong hobby if he doesn't immediately know he's going to be one round short this turn.

Life is not so easy when you are playing for the Indians. For most of the game turns, you will invariably have one of the great, powerful tribes at your disposal: the Comanche, Cheyenne, Kiowa, Arapaho, Apache and, biggest of all, the Sioux nation. You also have a fistful (a smaller fist as the game proceeds to its inevitable conclusion) of nonentities and also-rans, like the Crow, Bannock, Snake, Nez Percé (who are not so bad, but not top drawer, in a military sense), etc. However, in most turns, you are probably going to have fewer chances to do something than you have tribes, simply because the players get fewer card play rounds than they have tribes.

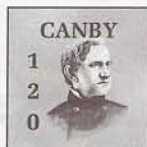
Therefore, you have to adapt different stances with each tribe, while becoming very much aware that the Indian player can go one of several ways. Check out the situation on the map. Where does it seem the US player will concentrate his efforts? If you go late in the turn, this will be obvious, as the US player will be concentrating his settlements by that time. Once that is established, check your weaker tribes to see which ones are far away from any action. Make sure you do nothing with these, as, in doing so, you double their survival chance. Not that this gets you any points, but you sure don't want to lose 3 VPs simply because one of your charges starved to death.

Your main actions will be with your "big" tribe. Here is where you can do a lot of damage and get some good VPs at the same time. Stay active, especially if there is not much US presence in your area. Raiding is easy, settlement attacks a bit less so. Assaulting a town is most rewarding, giving you major VPs and putting a crimp in US expansion. On first glance, players may feel that this is a tough undertaking. With minor tribes, most assuredly it is, but not with the big boys, and especially not if you load the braves in one war party. Such concentration not only gives you a greater chance at success, it also makes US reaction all the more difficult. When you've got all those great chiefs—take a look at the Sioux in turn 5 (it's like the '27 Yankees)—that's when you make the biggest effort to grab VPs. In a recent 4-player game, the Sioux player in those years was so aggressive he garnered 23 VP by sacking three towns and a 3-point mine, plus winning two major battle victories. Such success is roughly equivalent to the US player creating four new states!

The most difficult thing to do in *GERONIMO* is to forget all the other wargames you have played, because, despite all the above, *GERONIMO* is not the usual wargame. It requires a totally different mindset compared to planning a D-Day invasion or sweeping up towards Pennsylvania with Bobby Lee. *GERONIMO* is a game that rewards reaction to action, retribution to aggression. It rewards those who can adapt and seize an opportunity. It rewards players who can act and think like the most successful practitioners of the era, Nelson Miles, Crazy Horse, Phil Sheridan . . . and Geronimo.

WHO'S WHO FOR THE MEN IN BLUE

These brief biographical descriptions of the US commanders complement those of the Indian chiefs found in the rule booklet



CANBY

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Edward Richard S. Canby was a West Pointer active in both the Mexican War and the Civil War, where he was most noted for his campaign against Sibley (see below). After a

brief stint in New York to quell the draft riots, he was back briefly in Navajo country, then went back to fight in the Civil War. In 1870, he was sent to the northwest to command the army's Department of Columbia. In 1873, at a peace conference seeking to end the Modoc War, he was shot and killed by Captain Jack. He is the only general officer killed in the Indian Wars.

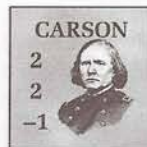


CARLETON

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An army regular, **James Henry Carleton** spent most of his life on the Indian frontier. He began that career in Nebraska, but soon focused his attentions in the southwest,

becoming instrumental in the campaigns against the Navajo and Apache from 1853 to the late 1860's. In the midst of chasing Confederates around Texas in 1862, he ran into the combined Apache bands of Cochise and Mangas Coloradas and defeated them at Apache Pass, a rare feat indeed in this era. In control of the territory for about a decade, he instilled rather harsh martial law over the Navajo and Apache, even to the point of suggesting all adult male Mescaleros be killed outright. It was Carleton who led the Navajo on the "Long March" to Bosque Redondo, where more than a quarter died from the gruesome conditions. The long view of history paints him as one of "the bad guys;" more accurately, he was simply a man of the age.

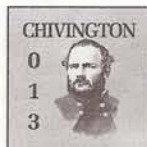


CARSON

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The legendary scout for Fremont, **Christopher Houston "Kit" Carson**, lived among the Indians but later commanded forces against them.

He married two Indian women (though not at once). His knowledge of the area and the locals got him appointed as a commander of New Mexico volunteers in the 1850's, leading campaigns against the Apache, Navajo and Kiowa. In the 1860's he was especially successful against the Navajo, getting most of them to surrender after several battles. In 1864, he attacked the Comanche and Kiowa at Adobe Walls and destroyed their village, but had to conduct a fighting retreat when the braves counterattacked. A delegate to many peace settlements, he died in 1868.



CHIVINGTON

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John Milton Chivington ("The Fighting Parson") was a Methodist preacher active with Canby in the New Mexico territory during the Civil War, seeing action against the Cheyenne and Arapaho. In 1864, when Black

Kettle sought to surrender his Cheyenne peacefully, Chivington attacked their encampment at Sand Creek, brutally massacring over 200, mostly women and children. Censured, but not court-martialed, he withdrew from military life thereafter. It says a lot about the era that the good people of Denver made him somewhat of a hero. That he wasn't.



When authorities thought Wool was too old and too kindly, he was replaced by **Newman S. Clarke** in the northwest. Clarke ordered Wright (see below) to punish the tribes as severely as possible, at which he and Wright proved rather adept.



Patrick Edward Connor fought as a teen-ager in the Seminole Wars in the 1830's, then went into business, but found himself with a California command at the outbreak of the Civil War. In 1863, his mid-winter campaign against Bear Hunter's Shoshones pretty much destroyed that tribe. Connor was with the failed Powder River Expedition against Red Cloud, but managed to successfully extricate his command when trapped by Black Bear's Arapahos at Tongue River in 1865. He retired shortly thereafter.



George Crook, a West Pointer, served as a low-ranked officer in the northwest, before the Civil War. Afterwards, he was assigned to the Oregon/Idaho border, where he outfought the

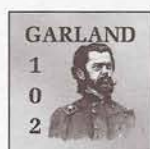
Snakes. He was then transferred to the southwest, where he used small-unit, mobile tactics and Apache scouts to defeat the Yavapai Apache. In 1875, he was sent north to Sioux country, where it was his columns, led by Gibbon, Terry and Custer, that rode into legend. Crook's retreat at Rosebud in the face of Crazy Horse and bad terrain are one of the incidents that eventually led to Little Big Horn. His pursuit of the Cheyenne that year was more successful. He was again transferred to Apache territory where his quasi-guerrilla tactics worked remarkably well, eventually securing the surrender of Geronimo in 1886. However, when Geronimo escaped, Crook was replaced. An advocate of diplomacy over warfare, Crook was a staunch supporter of Indian rights. One of the more pro-Indian US commanders in the game.



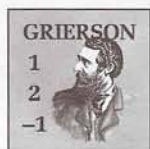
If you have to ask about **George Armstrong Custer**, you've been asleep for over 120 years. Conflicted and charismatic, a great cavalry commander with poor leader-

ship skills, Custer is easily the most famous, or infamous, individual in this whole sorry affair. One of the North's leading cavalry commanders at the age of 25, he was much less successful on the frontier, where his command methods and hauteur alienated many of his troops (and supe-

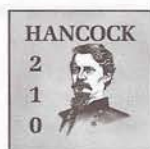
riors). He had a good grasp of Indian life and skills, but rarely used it and easily succumbed to "blood lust," as he did at the Washita river, slaughtering over a hundred peaceful Cheyenne, including Black Kettle (who seemed to have the worst luck in this regard; see Chivington). Custer's end at the Little Big Horn has become one of the great legends of the west. Perhaps because he wanted to be, he was a fabulous photographic study. In an era where most people in photos look weeks dead, Custer leaps off the page. He is a tragic, but fascinating part of American history.



John Garland commanded the army's Department of New Mexico in the 1840's and 50's, conducting aggressive campaigns against the Navajo and Apache.

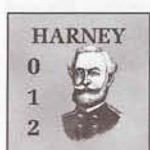


Most famous for his daring raid during the Civil War (portrayed in the John Wayne movie, "The Horse Soldiers"), **Benjamin Henry Grierson** was "infamous" for his decidedly anachronistic approach to the Indian problems. He was most unpopular with his peers, mostly due to his friendliness with his black soldiers, apparent lack of discipline and his sympathy for and advocacy of Indian rights. Commander of the black troop known as the Buffalo Soldiers, Grierson had some minor successes fighting Kiowa, Comanche, Apache and other unhappy locals. However, his biggest contribution to the army came in 1871 when he aborted Lone Wolf's attempt to kill William Sherman.



Winfield Scott Hancock, a West Pointer, served under his namesake in the Mexican War, fought the Seminoles in the 1850's and went on to corps command in the Civil War.

Emerging as a major general, he was appointed commander of the Department of the Missouri with orders to assert a strong military presence in the plains states. However, his operations, including ordering Custer to destroy a village, were mostly unsuccessful. In 1869 he was replaced by Phil Sheridan. In 1880 he ran for President, losing to James Garfield.



William Selby Harney saw early service in the Black Hawk and Seminole Wars. Although court-martialed by Scott during the Mexican War (for refusing to relinquish his command), he emerged relatively unscathed. In 1855, he commanded at the Battle of Blue Water, killing Sioux by the wagon load, many of them women and children. Harney spent the next few years trying to get the Sioux to surrender, but when they did, civilian authorities simply ignored them. He headed the Department of the West, where the Mormons were often his biggest problem. He retired in 1863.



A West Pointer active in the Civil War, **William Babcock Hazen** participated in Sheridan's campaign to subdue the south plains tribes in the late 1860's. His refusal to allow Black Kettle to stay in US forts led to the Washita massacre (see Custer). Later he was in the Dakotas, where he led one of the pursuit columns after Little Big Horn.

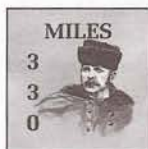


West Pointer **Oliver Otis Howard** lost his arm at Fair Oaks and had the misfortune to command XI Corps at Chancellorsville and Gettysburg. He founded Howard University,

and then, without an army, went west and persuaded Cochise to relocate to a reservation (in 1872). He took command in the northwest after Canby's death, where his relocation demands to the Nez Percé provoked their abortive flight to Canada, during which his army was outfought and outmaneuvered by Chief Joseph's. He stayed in the area, campaigning against the Bannocks, Paiutes, Shoshones, etc. Despite all of the above, he was an active and vocal supporter of Indian rights, even while superintendent of West Point. The Indians called him "The Praying General."



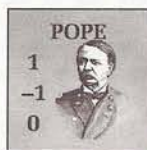
One of the relatively unknown, but top-level military figures of the Indian wars, **Ranald Slidell Mackenzie** was a West Point graduate and a major general (brevet) in the regular army by age 25 (at the end of the Civil War). He was especially adept at just the type of warfare practiced by the Indian tribes. He led remarkably successful campaigns against the Kiowa and Comanche in 1872, the Apache in 1873, Quanah Parker's Comanche camp in 1874 and Dull Knife's Cheyenne in the aftermath of Little Big Horn in 1876. Known as "Three Finger" by the Indians because of a Civil War wound, he was tracking down Apache raiding parties in 1882 when he became mentally ill. He spent the last 7 years of his life in a Staten Island institution.



Nelson Appleton Miles was perhaps the greatest of the US commanders in the Indian wars. A staff officer for Oliver Howard in the Civil War, Miles started his frontier career with Mackenzie in the Red River War of 1874-5. He fought the Sioux and Cheyenne by wearing them down in winter campaigns. Miles forced Crazy Horse to surrender in 1877 and then defeated the Sioux chief Lame Deer in one of the last battles against the Sioux. In 1877 he led the tragic chase of the Nez Percé, finally getting Chief Joseph to surrender. In 1878 he defeated the Bannock and Snakes while they too attempted to reach Canada. In 1886 he succeeded Crook in the Department of Arizona, overseeing the final surrender of Geronimo. Although he refused a presidential order to turn the Apaches over to civilian authorities, he also sent most of

Crook's Apache scouts to prison with the rest of the tribe. Miles commanded US forces during the abortive Ghost Dance Uprising.

He had a command in the Spanish-American War, before retiring in 1903.

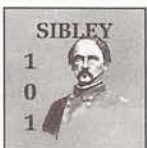


History has not been kind to **John Pope**, and with good reason. He had a long, if rather lackluster, career. He did much surveying of the west. During the Civil War, he disastrously-

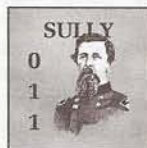
handled the Union army at 2nd Manassas. Reassigned to Minnesota in 1862, he supervised the actions in the Santee Sioux uprising in 1863, and then spent a decade or so fighting Sioux, Cheyenne and Utes with middling success. While not overly effective militarily, he was a firm believer in non-military solutions and (what was, in those days considered) fair treatment.



After graduating from West Point, **Philip Henry Sheridan** started his military career fighting the Yakima. He then rose to major prominence in the Civil War. He later provided (unofficial) US support to Mexican liberals overthrowing Maximilian. In 1868-9 he led operations against virtually all of the plains tribes and, after a brief observer's stint in the Franco-Prussian War, he was back in the plains territories, implementing and polishing his Burn and Destroy policy. Sheridan was brazenly unsympathetic to Indian rights, and his main contribution to the wars was using his idea of "total war," honed in the Shenandoah during the Civil War. It mattered little who the victims were, as long as they were victims. He was very good at it. He died in 1888, commander of all US land forces.



First governor of Minnesota, **Henry Hasting Sibley** was active commanding forces against Little Crow in the 1862 Sioux uprising. He led further expeditions into the Dakotas in 1863, after which he became peace commissioner, overseeing the Sioux. He should not be confused with Henry Hopkins Sibley, Confederate commander in New Mexico, although the similarity of names is rather eerie.

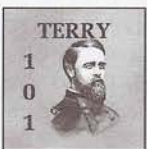


A West Point graduate, **Alfred Sully** saw pre-Civil War action against the Seminoles, then against the Rogues on the Pacific coast and later in the northern plains. With Sibley,

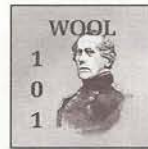
he successfully attacked Inkpaduta's Santee Sioux at Whitestone Hill in 1863. After campaigning against Sitting Bull, he was with Sheridan in the latter's operations against the Kiowa, Cheyenne, Arapaho and Comanche in 1868. He ended his career as a somewhat controversial superintendent of Indian Affairs for Montana. He also painted some very nice watercolors.



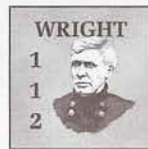
Edwin Vose Sumner served with Scott in the Mexican War. After campaigning in the southwest in the 1850's, he commanded raids against the Cheyenne. In 1857, at Solomon River, he had his cavalry conduct a saber charge against Cheyenne who believed themselves to be immune to bullets (the immunity apparently did not extend to sabers, though). The oldest active corps commander in the Civil War, he died of illness in 1863.



After a brief appearance in the Civil War, **Alfred Howe Terry** was assigned to the Dakotas. When gold was discovered in the Black Hills, he tried to buy the Sioux land from the tribes. His column relieved the survivors at Little Big Horn, somewhat tardily, it would seem.



Most of **John Ellis Wool's** fame comes from his participation in Zachary Taylor's northern campaign in the Mexican War. After that war, he was in command of the Department of the Pacific, leading campaigns against both the Yakima and the Rogues (1855-6). His efforts to bring the situation to a peaceful end were greatly hampered by local white militants. Wool commanded briefly during the Civil War, but retired in 1863.



George Wright started his career fighting the Seminoles in Florida, but, after the Mexican War, he eventually found his way to the Pacific northwest, where he spent the rest of his career (including the Civil War). He put a grim end to the last uprising of the Pacific tribes by defeating them in 1858 at Spokane Plains, helped greatly by howitzers and long-range rifled muskets. He followed up this by hanging every chief in sight. He died in a California shipwreck in 1865. ★

EVOKING MORE VISIONS

Additional Random Events for GERONIMO

By Alan R. Arvold

The game *GERONIMO* simulates the Indian Wars that plagued the American West for over forty years during the Nineteenth Century. It does this in a superlative manner and Richard Berg, the designer and developer of the game, should be commended for doing an excellent job. His use of Shaman Cards as a way of bringing random historical events into play is especially well done. However, I feel that his Shaman Card system is incomplete. There are several events he left out which I feel are as much a part of the Indian Wars as the ones he put in. Furthermore, a player can expect that about half of the Shaman Cards he is dealt will be unusable to himself. He must either discard them, losing a round in the process, or play them as either a No Event or an Ignored Shaman Card. This optional variant allows a player to play a worthless Shaman Card and still trigger a random event by rolling on the Random Event Table once each game turn.

Historical Vignettes

Each of the events on the Random Events Table have an historical basis explained below.

Buffalo Hunter Campaign. While many of the Plains Indian tribes realized that it was the buffalo hunters who were destroying part of their cultures by eliminating the buffalo herds, only a few tribes conducted campaigns to elimi-

nate the buffalo hunters from their areas. (Quannah Parker led a Comanche -Kiowa alliance on just such a campaign in the early 1870's until the alliance fell apart after a failed attack on a buffalo hunter outpost in northern Texas, in 1874.) Such campaigns were not long due to the chiefs falling into disfavor relative to more warlike chiefs within their tribes.

Gunrunners. While Indians did not have much of a problem getting guns (they either got them in trading or stripping them from the dead of their enemies), they did have a problem getting a steady supply of ammunition for their guns. Throughout the Indian Wars there were unscrupulous traders who would trade guns and ammunition to various Indian tribes in return for buffalo hides, stolen horses and cattle. (The Comancheros who traded with many Indian tribes in the Southwest are primary examples of this.) US authorities fought a long campaign to stamp out these gunrunners, eventually succeeding by the end of the Indian Wars. This event represents an Indian tribe getting a supply of guns and ammunition for awhile before US authorities eliminate their source.

Horse Killers. One goal of US commanders was the capture of the horse herds which these villages usually had. The columns would then take the horses back with them so that they could be sold in order to defray the costs of



Where there was gold, the railroad soon followed.

operations. More often than not, Indian war parties would raid the columns on their return trips, recapturing their horse herds. Some US commanders such as Colonel Mackenzie realized just how important the horse was to the Indians and ordered any herds that they captured destroyed. This was not a standard US tactic however, as most commanders were pressured by their superiors to bring back the horses (if only so their superiors could profit from their sale).

Hostages. It was the natural tendency for many US commanders to massacre the non-combatants of Indian tribes. Yet, some of the more progressive commanders realized that if you took the families of the Indian warriors back to the reservation as hostages, the warriors would stop fighting and come on the reservation as well. Again, this did not happen often, because the progressive commanders were pressured by their superiors to eliminate the Indians instead. This event represents those rare occasions where a US commander can get his way with "humanly" dealing with captured noncombatants.

Sand Creek Massacre. During the Indian Wars there were several times where US forces attacked and massacred a peaceful Indian village. In most cases these massacres were committed by the state or territorial militias of the area where the tribe was located (not the US Army). The Sand Creek Massacre stands out because it got the most bad publicity due to the publication (at the end of the Civil War) of the atrocities committed by the Colorado Territorial Militia in that massacre. The American public, having just finished one long, bloody war, did not want to get into another one with the Indians. This massacre was one of the reasons for the formation of President Grant's Peace Policy. It was also the main reason why Colorado's admission into the Union was delayed for many years. When news of the massacre

spread throughout the country among the Indians, many previously peaceful tribes went on the warpath out of fear that if they did not destroy the White man, then the White man would come and massacre them in turn. The event in the table represents a massacre like the Sand Creek Massacre. This is a single-use event because atrocities committed against the Indians had less impact against a territory attaining statehood than it did in Colorado's case due to atrocities committed by the Indians which swayed public opinion against them. Furthermore, Indians eventually learned that it was the territorial or state militias who were doing most of the slaughtering and many peaceful tribes sought the protection of the Indian Agency (backed by Federal troops, of course) when confronted by the local militias.

Siege. This event pays homage to Red Cloud's famous siege of Fort Phil Kearny during the Boseman Trail war. Sieges of this type by the Indians were indeed rare as it took a very strong-willed chief to keep his warriors from making wasteful attacks against a fort. While such sieges never succeeded in eliminating a column, they did succeed in causing attrition losses and in immobilizing the column at a key time during the campaign.

Stronghold. This event pays homage to Cochise's stronghold in the Dragoon Mountains and to Captain Jack's use of old lava beds as defensive terrain during the Modoc War. Most Indian tribes picked their village sites with the emphasis on survival, not defense. A few chiefs did have a military eye for the ground though and, when they could, got the tribe to set up camp in a strong natural defensive position. Of course, most Indian tribes did not stay in one spot for five years (one turn) so this event can be thought of as representing one of those rare occasions where the village was attacked while positioned in a defensive location.

Telegraph Lines Cut. Once the Indians learned about the "talking wires" (as they called the telegraph lines), they began to pull them down as a standard harassment tactic during their wars. (The Apaches were especially proficient at this tactic.) While no tribe ever systematically pulled down all telegraph lines in their areas of influence, sometimes they pulled down enough to prevent calls for help from getting out until it was too late.

The Variant

During a round in which a player plays a Shaman Card as either a No Event Card (rule 9.13) or an Ignored Card (rule 9.14), before conducting his operation, he may roll the die and consult the Random Event Table (see below). A Player may only do this once per game turn (exception: when playing the solitaire version, a player may do this twice per turn, once for the Indian side and once for the US side). A Player may not roll on the Random Event Table in a round in which he discards a Shaman Card (rule 9.11) or plays the Shaman as an event that happens (rule 9.12). The event from the Random Event Table is treated as if it is another Shaman Card in that a Player may discard the event and forfeit the rest of the Round (rule 9.11) or play it as a happening event (rule 9.12), an Ignored Card (rule 9.14) or a No Event Card (rule 9.13) as appropriate. Some of these events require the use of status markers that can be found in the variant counter sheet mailed with this issue to subscribers.

RANDOM EVENT TABLE



OR



GUNRUNNERS: Place a Gunrunner counter on an active Tribal Card of your choice. For the remainder of the turn, that tribe adds a +1 to all die rolls on the Battle Table. This modifier applies even if that tribe is part of an alliance. US must ignore.

BUFFALO HUNTER CAMPAIGN: Place a Buffalo Hunter Campaign counter in an area which contains a Buffalo icon. This area must have either an active Indian village or war party in it. For the remainder of the turn, Buffalo Skull markers may not be placed in this area. This event does not remove any preexisting Buffalo Skull markers that are in the area when this event is played. It simply prevents new ones from being placed there during the turn. US must ignore.

TELEGRAPH LINES CUT: Place a Lines Cut counter in an area of your choice which contains either an active Indian village or war party. For the rest of the turn, US columns in adjacent areas may not make reaction moves into that area. US must ignore.



SIEGE: Place a Fort Siege counter on one US column inside the Fort Box of an area of your choice which contains an unfinished Indian war party controlled by you. For the remainder of the turn, that US column may not change its status to "On Patrol" nor may it receive reinforcements from the Reserve. In addition, during the Survival Phase of that turn the US player must lose one BP from that column. This event stays in effect even if the war party becomes finished, moves out of the area, or is eliminated by other US columns. US must ignore.



STRONGHOLD: Place a Stronghold counter on an active Indian village which contains at least one BP of your choice. For the remainder of the turn any Indian war parties and/or US columns which attack this village have a -3 DRM when rolling on the Battle Table to resolve the attack. If that village relocates, attempts evasion, or has no BPs in it at any time after the play of this event, it loses its stronghold advantage for the rest of the turn. US may not play this event.



SAND CREEK MASSACRE: The US Player must randomly pick one of the Tribal cards from the Inactive Tribe deck. That tribe is now extinct and is removed from the game. If the picked tribe has multiple villages, then only one of these villages is randomly picked and removed from the game. Each Indian player, starting with the one with the least amount of Victory Points and working their way up the list, may now randomly pick one Tribal Card from the Inactive Tribe Deck and add it to his set of unplayed Tribal cards. The area from where the village was eliminated may not become a state during this turn (use the marker included on variant countersheet). Previous play of the Hostages Random Event will not cancel out this event nor does this event count as a massacre for purposes of rule 8.21. This event may only occur once in a Game, any further occurrences of this event are treated as No Event. This event must be played.



HORSE KILLERS: Once during the remainder of the turn, the US Player may declare that he is killing all the horses in an Indian village which he attacks and causes devastation. Place a No Horses counter on that village. For the remainder of the turn, that Indian village has a -2 modifier on their evasion total and any new war parties that come from this village may only attack or raid in the area where the village is located. Indians must ignore.



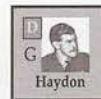
OR



HOSTAGES: Once during the remainder of the turn, the US Player may declare that he is taking hostages in an Indian village in which his attack causes a massacre. The massacre is canceled and does not count in Statehood determination during the Statehood Phase. That village and any war parties that came out of it immediately go on the reservation in the area where the village is located. Indians must ignore.

As one can see, players now have in essence a second chance of playing a Shaman Card during a round by using these rules. The trick is that a player can only do this once per turn. If you roll for a Random Event and you get one that you may not use or do not want to use, that's just your bad luck. You no longer have this option for the turn. Players will notice that most of the Random Events benefit the Indians.

I hope these new Random Events give more historical flavor and variety to your next playing of *GERONIMO*.



Variant Counter Sheet

If you have purchased this magazine in a store, you are missing the variant counter sheet. This year's counter sheet contains variant counters for *GERONIMO*, *LONDON'S BURNING*, *MUSTANGS*, *WAR AND PEACE*, *EMPIRE IN ARMS*, *ADVANCED THIRD REICH* and *EMPIRE OF THE RISING SUN*. Such counter sheets are an annual bonus supplied for free to subscribers to *The GENERAL*. Limited quantities of these sheets are available for purchase directly from The Avalon Hill Game Company for \$5.00 plus normal shipping and handling charges (write us at 4517 Harford Rd., Baltimore, MD 21214 or call 1-800-999-3222).



Following the Buffalo Herd

While most of the Shaman Cards in the game work rather well, cooperative Indian players may abuse the Buffalo Hunters Shaman Card. This card allows players to place Buffalo Skull markers in any area with a Buffalo icon, with no limit to the number of counters that may be stacked in the area in question. This gives rise to the unrealistic tactic where all players place all Buffalo Skull markers in only one area (usually the Indian Territories) and then having all Indian villages avoid that area like the plague.

Historically when buffalo hunters cleared out the buffalo herds from a particular area, they would then move on to another area where the buffalo was still plentiful and start their grisly work all over again. Usually, these hunters were among the leading edge of migrants into a territory. By the time of statehood, an area's herd was largely depleted. To reflect this history and prevent unrealistic Indian player cooperation, I offer the following restriction to be added to the Buffalo Hunters Shaman Card description at the player's option:

A Buffalo Skull marker may not be placed in any state that has no positive Survival Points at the time of placement. Furthermore, Buffalo Skull markers may not be placed in The Indian Territories until after the Land Rush (Territorial Problems Shaman Card).

The effect of this restriction is that Buffalo Skull markers will be more spread out on the playing board instead of concentrated in one area and they will advance across the plain as statehood advances. True, some players may choose an area with a large amount of starting Survival Points (such as Colorado or Montana) as a depository for Buffalo Skull markers; however, the inevitable placement of mines, railroads and settlements will keep this from getting out of hand and the US player will seize the opportunity to form a state, thereby forcing the buffalo hunters to move on with the herd.

THE QUESTION BOX

GERONIMO

Clarification: The Battle Rating is "+1" on the Ute Tribe Card.

Correction: On the Indian Reference Card in the Sequence of Play box, outline point E.3. should say "= or <", as per 8.14.

3.3 RECOMMENDATION. For those who feel the odds are truly nasty gods, when playing the Basic Game, no player should get the US side the turn after he has had it. For the full, 8-turn game, no player gets the US side the turn after he has had it two turns consecutively.

3.32, 3.5 and 4.21 In the first turn of the basic game, there are only 19 tribal cards available (9 complete tribes are on reservation). Yet, in the five-player basic game, four Indians are to get five cards each. Who gets short-changed?

A. The player who gets to choose his tribe first is the one short-changed one card.

4.22 and 5.43 After generating Commanders, does the US player decide which Commanders command each existing column?

A. No, all Commanders are drawn randomly from the pool of living Commanders and randomly assigned to existing columns. (To allow the US Player to specifically choose who he wants is to give him an even greater advantage than he already has.)

5.21. Is the counterlimit a limit for settlements?

A. No, you may make up your own, if necessary. However, if you concentrate on turning your settlements into towns—which is something you should be doing—the counter limit should not be a problem.

5.32 and 5.351 Is it possible for a column to be too slow to react at all? For example, can the slowest column possible, Pope leading 20 BPs and three artillery (net modifiers of "-7," yielding a speed rating of -4), still react?

A. No, every column, regardless of its modifiers, has a minimum speed of zero and the reaction die roll may be a zero, making reactions within a territory always possible. However, a column with a net speed rating of zero will not be able to react into an adjacent territory with the assistance of the telegraph, due to the addition of one to the die roll.

5.341 and 6.21 How is adjacency defined for the four corners where Utah, Colorado, New Mexico and Arizona meet: may columns, war parties and relocating villages cross diagonally through the four corners?

A. Yes, units may move directly from Utah to New Mexico or Colorado to Arizona, or vice versa.

5.35 Can more than one column attempt to react?

A. Yes, as many columns as are available may attempt to react.

5.35 and 5.7 Can multiple columns coordinate in reaction?

A. Yes, the first column to successfully react must chase the Indians, but other columns may attempt to react and any columns that succeed may then attempt coordination to join the first.

Correction 6.21 Relocation counts as one of the maximum of two actions that a Village may take during the *turn*. Players are limited to one action per round.

6.52 and the Reference Card The reference card implies that a Chief's combat rating modifies a battle die roll when he is defending a village against attack, but the rule book only mentions Chiefs with War Parties. Do Chiefs also affect battles against villages?

A. Yes, Chiefs affect village battles also.

7.3 How are the odds rounded off for calculating the odds DRM in battles involving Indians versus Indians?

A. In all Indian vs Indian combat, the odds ratio is rounded off mathematically to the nearest odds ratio in the table. If equidistant, the ratio is rounded in favoring of the non-active Indian. For example, 8 Indian BPs attack 3 Indian BPs; the ratio of 8-3 rounds off to 3-1. An attack of 12 BPs on 5 BPs (equidistant between 3-1 and 2-1) would be rounded in favor of the inactive player (2-1).

7.41 When a Village with zero BPs is attacked by a column and is required to lose BPs, are the points taken off one of its war parties? Or is the village extinct?

A. No. No. A Village with no BPs takes all losses as Devastation Points. No BPs are removed due to the battle, nor is a war party affected by an attack on its village. However, the devastation points may cause the tribe to lose a BP during the survival phase (see 6.64).

Correction 8.11 The VPs that the US player gives the Indian do *not* come from his personal supply, but are just awarded to the Indian.

Change 9.2.F. Blood Lust This card is changed to allow a player to play it on another player's tribe. What happens when the Blood Lust card is played on another player's village?

A. When this card is played, the village on which it is played undertakes that attack immediately—out of sequence as it were. After it is completed, play returns to the player who played the card, who may then take a normal operation segment. The DRM applies to all BPs from that village.

9.2.I. Federales May this card only be played by the player who moves next after a raid into Mexico?

A. No, this card is the one card that may be played immediately (out of turn) in response to an operation. Federales cancel the raid VPs and play continues in its normal sequence. When play gets to the player who played the Federales, he is considered to have played his Shaman card for the purposes of 4.4.B in his own card play round and does not play another.

9.2.M. Winter Storm What happens to a tribe whose village has sent all of its BPs in a War Party into an adjacent area?

A. The village suffers a "-1 SP" Devastation.

11.38 and 5.33 Solitaire Play May the same column be used in successive rounds in solitaire play?

A. No, use the US column markers in this version also.

PHILOSOPHY . . . (Cont'd. from pg. 4)

would rather let us misplay and then impose the sanctioned penalty. Such occurrences may lead to the occasional shouting match, and suddenly competition has become conflict.

Fortunately, the game masters at AvalonCon seem to understand my perspective quite well and do an excellent job of creating a competitive atmosphere that curtails real conflict. In fact, I find the group of players that show up at AvalonCon to be pleasant companions who try their best to beat me, within the rules. That is the kind of mental challenge I seek in my diversions. I do not relish the conflict. I enjoy the contest.

My Venusian wife may never understand this. Of course, I will never comprehend why we have a whole bookcase full of self-help books. My escapism has always been a healthy enough solution to the stresses of daily living . . . and I get to learn history and improve my logic and interpersonal skills to boot. Come on, let's game!

Yes, the internet facilitates fast, fast interchange — and rapid business demises. Since I last mentioned my online presence, GEnie has been gutted and *The Washington Post's* online electronic newspaper has collapsed, both indicators of the present vagaries of electronic publishing. With this issue, *The GENERAL* finishes its 30th publishing year—and while the occasional delay has been experienced in those 30 years, I dare say our reliability beats hands down the future prospects of some Web sites and internet nodes. GEnie's slump saddens me because so many faithful PBEM wargamers use only Macintosh machines and I shudder to think of the expensive options they now face. I suppose uniformity in electronic communications media is a necessary good in the long run, but it doesn't appear to be here yet, and the internet seems to be heading us down the highway in one model of car with no road map. For the present, the communications chaos (and poor quality product) of the internet leaves me wondering just what sort of trash is being passed off as research in student papers today. I'd hate to be a professor under these circumstances.

I am reinvigorating the tradition of providing quality bonus material for subscribers. Subscribers to this issue have received a variant counter sheet (something I hope to accomplish each year at the time of AvalonCon). It contains counters usable with variant articles on *MUSTANGS*, *GERONIMO* and *EMPIRES IN ARMS* which appear in this issue or were in the last issue. In addition, articles to be published in volume 31, no. 1 will allow use of the *Graf Zeppelin* in *ADVANCED THIRD REICH*, the Serbian, British and Turkish counters in *EMPIRES IN ARMS* and the Defiant in *LONDON'S BURNING*. The extra *EMPIRE OF THE RISING SUN* counters can be used right away with current rules. Finally, I have included a handful of counters for *WAR & PEACE* which are mentioned in the scenarios and/or campaign card, but did not make it onto the game's counter sheets. Long live the Polish cavalry!

—SKT



The Causes and Strategy of the Second Punic War

By Richard M. Berthold

Dr. Berthold holds credentials in both academia and gaming. Dr. Berthold is a professor of ancient history living in Albuquerque, New Mexico. He helped design REPUBLIC OF ROME and recently turned his attention to the task of giving us this historical introduction for one of our latest releases: HANNIBAL: ROME VS. CARTHAGE.

The Second Punic War (218-201 BC) was far and away the most important of the Roman Republic's overseas struggles. Not since the earliest days of the Italian expansion and not again until the anarchy of the third century AD was the very survival of Rome so called into question, and the contest was the clear turning point in her rise to power. The war determined not only the immediate mastery of the western Mediterranean, but also essentially established the future empire, for with the elimination of Carthage there was no one left who could seriously challenge the Romans. It was simply a matter of time (and blood) before all recognized that fact.

CAUSES

The ultimate cause of the war is of course not found in the specific events that actually precipitated it, but rather in the power structure of the third century Mediterranean. Having completed the conquest and unification of the Italian peninsula, Rome emerged in the 260s¹ as a first class power and natural threat to Carthaginian predominance in the area. There were now two vigorous and expansive powers in the western Mediterranean, and in a world where war was considered a part of the natural order (and in the case of the Romans a positive part) it was only inevitable that there would sooner or later be a showdown.

The first round of that showdown was not long in coming. The Carthaginians, whose empire included northwest Africa, the southeastern coast of Spain, the Balearic islands, Sardinia and Corsica, had been fighting the Greeks for control of Sicily for three hundred years and quite understandably considered the island to be in their sphere of influence. Busy in the peninsula and not given to long-term planning, the Romans had never contested this, but Sicily was now on the frontier of Roman power, barely a mile across the strait of Messina. Suddenly, the prospect of a Carthaginian-dominated Sicily was a serious concern for the Senate, which in two centuries of warfare in Italy had become extremely wary of powerful neighbors and reluctant to compromise with potential foes.

In order to get some leverage on the island the Romans accepted in 264 an alliance with the

city of Messina and sent an army. The Carthaginians protested Roman intrusion into their sphere, the Romans refused to withdraw and the First Punic War (264-241) was on. The legions had been honed in the conquest of Italy, but Rome had no naval tradition whatsoever and had just challenged the strongest naval power in the Mediterranean. Undaunted, the Romans (with the help of their south Italian Greek allies) built a navy virtually overnight and developed the boarding tactics and equipment that compensated for their lack of seamanship by turning the sea battles into land battles. In one of the great upsets of history the Romans broke the back of the Carthaginian navy, and unable to support her troops in Sicily, Carthage sued for peace in 241.

The major demand of the peace treaty reflected Rome's reason for getting involved in the first place: Carthage was compelled to evacuate Sicily, which soon became Rome's first province. A war indemnity was also imposed, but the wealthy empire had little problem paying it off. More potentially damaging to Carthage was the loss of her naval power, and her extensive merchant fleet now sailed at the sufferance of Rome. Squeezed out of Sicily and now increasingly competing with Italian merchants for the seaborne trade, she turned her attention to developing her resources in Spain, especially the silver mines.

That there were no particular hard feelings from the war was demonstrated shortly after its conclusion, when the sundry mercenaries who made up the Carthaginian army revolted. Rome not only turned down an appeal from the rebels, but also offered help to Carthage, preferring legitimate governments, even of former foes, to rebellious mercenaries. The hard feelings and undying hatred came in 238, when the mercenaries holding Sardinia revolted and appealed to Rome. Unable to resist the temptation to acquire without a fight Sardinia and Corsica, both deemed vital to the security of Italy, the Senate used the rebel appeal as a pretext to demand that the Carthaginians surrender the islands and pay a further indemnity. Weakened by the wars against Rome and her own mercenaries, Carthage had little choice but to acquiesce.

The Sardinia-Corsica affair, appropriately called "the act of a nervous bully," poisoned relations between Rome and Carthage, and Hamilcar Barca, hero of the first war, compelled his nine year old son, Hannibal, to swear eternal hatred towards Rome. These personal feelings were of some importance, since in the thirties and twenties the Barcid family came to dominate the Carthaginian government, while establishing an even more powerful position in Spain. In 221 Hannibal became the head of the family and of the virtually professional Iberian army built by his father and brother-in-law, an army far more devoted to the house of Barca than to

the republic of Carthage.

With its political horizon still mostly limited to Italy, the Roman Senate was barely disturbed by the resurgence of Carthaginian power in Spain, especially since that resurgence was helping pay the war indemnities. Rome had friends with interests in the Iberian peninsula, however, and it was almost certainly the Greek city of Massilia (now Marseilles) that turned Roman attention to developments in Spain, undoubtedly stressing the possibility of the Carthaginians linking up with the Gauls. Since their capture of Rome at the beginning of the fourth century the Gauls had served as bogeymen for the Romans (soon to be replaced by Hannibal), and like Latin American dictators crying "communists" to Washington, any government that wanted the Senate's attention need only invent some Gallic threat. As a result, in 226 Roman ambassadors traveled to Spain to negotiate with Hasdrubal, Hannibal's brother-in-law, a treaty that limited Carthaginian expansion to south of the Ebro River in northern Spain. Since Roman interests would have been served as well by drawing the line at the Pyrenees, it is easy to see in these arrangements the hand of Massilia, which had two colonies north of the Ebro.

In 221 Hannibal became director of Carthaginian policy in Spain when Hasdrubal was assassinated, and in 219 he moved against Saguntum, the last independent coastal city south of the Ebro. A pro-Roman faction had recently seized power there, and relying on vague promises of Roman support, they refused to surrender. The Roman army and consuls were occupied in Illyria, however, and Saguntum fell to assault after an eight month siege. In spring of 218 the Senate sent an embassy to Carthage, demanding the surrender of Hannibal and others, and when this demand was quite understandably refused, Rome declared war. Hannibal responded by taking his army north across the Ebro.

Technically, it was the Romans who began the war by violating the Ebro River Treaty with their interference in Saguntum. If their alliance with the town predated the treaty, then it had been abrogated by it; if the alliance came after the treaty, then it was a violation of it. Legal or not, the Romans were using Saguntum, a strategically unimportant place, to deliver a message to Hannibal that they were concerned about Carthaginian expansion in Spain and to test his resolve. Knowing that even this illegal demand could lead to war, Hannibal nevertheless assaulted the city and sent back to the Senate the clear message that what went on south of the Ebro was none of their business.

One can hardly fault Hannibal and his family for building up the Carthaginian position in Spain. Whatever emotions Hannibal and the other Barcids felt towards the Romans, it was simply prudent policy for Carthage to develop

¹All dates are BC unless otherwise specified.

her Iberian resources, particularly with an eye to further aggression from Rome. The Sardinia-Corsica affair had provided ample evidence that Rome could not be trusted, and Spain was the perfect place to rebuild Carthaginian strength, especially in the wake of the revolt of her Italian, Greek and Libyan mercenaries. Hannibal might have compromised on Saguntum, backing off and quietly infiltrating and seizing it later, but he undoubtedly figured, probably quite correctly, that such action would only encourage further Roman meddling. In any case, all we know about Hannibal suggests that he probably believed another war was inevitable and consequently saw no point in compromising with the arrogant Romans.

If blame for the Second Punic War is to be assigned, the Romans must receive the greater share. They pushed Carthage into a corner over Sardinia and Corsica and then confirmed suspicions of continued hostility by violating the Ebro River Treaty and interfering in Saguntum. Hannibal might be faulted for his aggressive behavior (he may even have taken his army to the Pyrenees before the Roman ultimatum was delivered at Carthage), but it can certainly be argued that he was justified by Roman actions. In the final analysis, the war was made inevitable by the nature of Rome and Carthage and the world in which they lived, and while the actions of the Senate and Hannibal may have hastened the showdown, it was bound to occur in any case.

STRATEGY

Apart from a sense among the participants that this was a fight to the finish, the major difference between this war and the last was that this time the Romans possessed naval superiority, and it was never seriously challenged by the Carthaginians, who began the war with 100 ships to Rome's 220.

The strategic impact of this is obvious: while Rome could easily and quickly send an army to Spain or Africa, Carthage could project power into Italy only with great difficulty. This was an immense advantage, giving Rome the edge in strategic initiative, but it must not be exaggerated. Classical warships were extremely unseaworthy and lacked significant cargo space for provisions, which limited their operation to fair weather and made them ineffective blockaders. Even the more seaworthy cargo vessels took a chance when sailing from September to March, and in the first war Rome lost more ships to storms than enemy action.

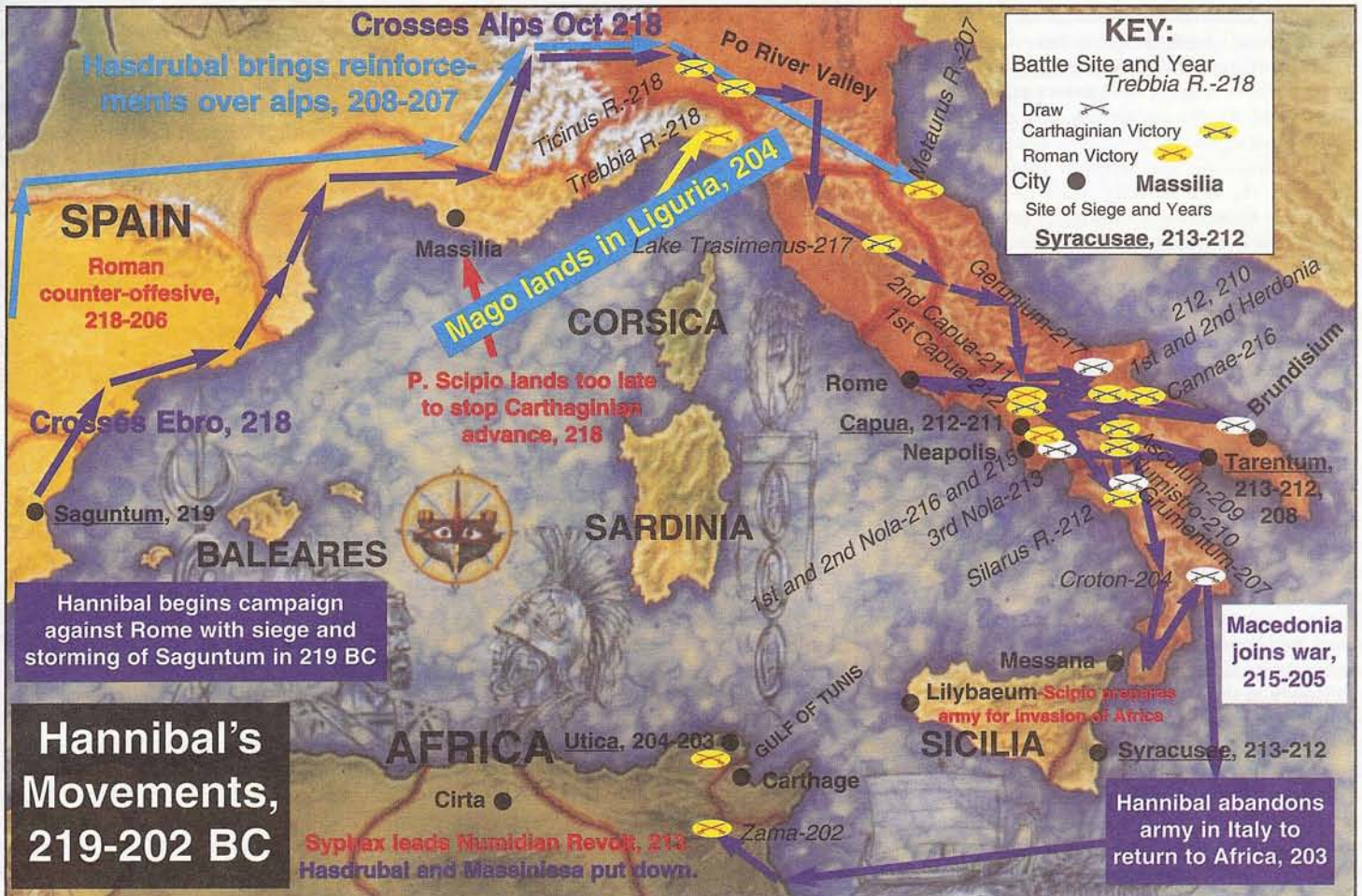
Another key factor in determining grand strategy was the disparity in available manpower. The two sides began the war with roughly equal numbers of soldiers, some 70-80,000 apiece, but while Carthage might double that number, Rome could treble or even quadruple it. Further, Carthage's finest were already in the field and any newly raised troops would be poorer quality recruits, whereas the Romans possessed a huge reserve of experi-

enced veterans. The reason for this lay in the Roman Confederacy—Rome's system of alliances in Italy and the key to her rise to absolute power in the Mediterranean.

Unless pressed elsewhere, the Romans were disinclined to end a war by negotiation and typically demanded unconditional surrender of their enemies, which meant they had complete control over the post-war arrangements. In Italy this had inevitably meant the defeated state must become a military ally, bound to Rome by treaty and obligated to contribute troops upon demand.

The allies surrendered all control over foreign affairs, leaving Rome to call all the shots, but they paid no taxes to Rome and were left in control of their own affairs so long as Roman interests were not threatened. Because they did not want to bear the expense and because the short-service citizen militia was unsuitable, the Senate eschewed garrisons (except in some of the Greeks cities in the south), instead simply confiscating and planting a Roman colony on any piece of particularly strategic real estate.

Reacting to the practical needs of the moment and without any theorizing, the Romans managed to create a remarkably successful control structure in Italy. Although the allies were clearly subordinate and danced to Rome's tune, they were not subjects, but actual military allies, fighting along side the Romans and sharing the glory and spoils, if not the command. They were spared the two unmistakable marks of subjection, tribute and garrisons, and were left to



enjoy their local government and the fruits of the Confederacy: peace and growing prosperity. The result was a developing sense of common interests and identification with Rome that would gradually turn the system of alliances into a true Roman-Italian nation. When all the Italian allies revolted in 90, they did so not to escape Rome, but to obtain citizenship and become more Roman.

The Confederacy not only provided Rome with relatively hassle-free control of Italy, but also allowed her to draw easily upon the military manpower of the peninsula. Further, given the frequency of Rome's wars, that available Italian manpower, like the purely Roman pool, included a large number of veterans, who by the time of the Hannibalic war fought in the Roman fashion. Consequently, although the allied contingents were, like the legions, essentially composed of short-service amateurs, they could compete with professional troops, such as Pyrrhus' Greeks or Hannibal's Iberians. And there were a *lot* of them.

Herein lay part of Hannibal's problem. Though his Iberians were of better quality than the Italian troops they would meet in the opening battles of the war, there was a severely limited supply of them, and some of those would have to be left to guard Spain should he choose to invade Italy. On the other hand, living in the Po valley were tens of thousands of Gauls, who almost certainly would rally to his cause, providing him with plenty of poor quality sword fodder and allowing him to spare his precious Iberians. He could also hope to find manpower among the Italian allies he would stir to revolt, turning Rome's strength against her.

For Carthage, Italy was clearly the key to the war. His own aggressive nature aside, Hannibal could hardly sit on the defensive and allow Rome to slowly grind him away with its superior resources and strategic mobility. He must take the war to Italy, both to divert at least some Roman forces from any invasion of North Africa or Spain and to attempt to gain a quick and decisive victory. Italy, moreover, would provide him with allies, in the form of Gauls and rebellious Italians, and operating on their own soil would obviously make life more difficult for the Romans and their conduct of the war.

What exactly Hannibal could accomplish in Italy was limited by the relative paucity of his forces. He certainly could not hope to take the city of Rome itself. Not only would his army be too small (the undisciplined Gallic warriors were ineffective at sieges), but he also could not allow himself to be pinned down in the kind of static warfare that would favor the methodical Romans with their superior numbers. Because of those numbers, Hannibal probably also wondered about his ability to defeat the Romans decisively in the field. He was good, but could he overcome every army sent against him before his own force was worn away? His Iberians could not be replaced on a regular basis, only reinforced with difficulty, and even a single defeat probably meant doom. Roman casualties, on the other hand, could be made up instantly, and if previous history was any guide, the Senate was not likely to give in because of a defeat

or two and new armies would quickly replace those lost.

Hannibal's most attractive strategy would be to attack the Confederacy itself, the alliance structure that provided the numbers that gave Rome its edge. Eliminate the Italian allies and Rome would once again be nothing more than a local power in central Italy, one with a fine military, to be sure, but too small to challenge Carthage. To that end Hannibal must foment revolt among the Italians, promising rewards to those who joined him, devastating the territory of those who refused and treating Roman and allied prisoners differently. He must arrive as a liberator, break the Roman psychological grip by humiliating their legions and then use Rome's strength against her.

While the Romans would obviously need to defend Italy, for them the strategic key to the war was Spain. The Iberian peninsula was the source of Carthage's best troops and a good part of her economic resources, and it was her only possible base from which to support an invasion of Italy. Moreover, a Roman push into northern Spain from Massilia (in the absence of any Spanish bases a seaborne assault would be extremely risky) could also serve to block any Carthaginian invasion of Italy through southern Gaul. If a Carthaginian army were to get through to Italy, then Roman operations in Spain would become absolutely necessary, in order to prevent reinforcements from following it. The Carthaginian capacity to wage war against Rome would be seriously and probably fatally diminished should they be forced out of Spain, but such a campaign was not going to be easy for the Romans. They began the war with no bases and very few friends in the peninsula, while the Carthaginians were well established in the southeast. Except for those few devoted to the Barcids, the wild Spanish tribes were inclined to play their own game and consequently made unreliable allies. What they did do was dramatically increase the risk attached to small-scale operations, while at the same time the terrain of the peninsula made large-scale offensives extremely difficult.

The war would of course probably be over in an instant if the Romans were able to capture Carthage itself, but such an undertaking was likely to demand an inordinate amount of Roman resources and time. Located at the end of a peninsula jutting out into the Gulf of Tunis, the city was well fortified, and the isthmus that connected it to the mainland was narrow and protected by a triple wall forty-five feet high and thirty-three feet broad. Seventy years later, when Carthage was little more than a large city-state and Rome had defeated every other serious power in the Mediterranean, it still took the legions three years to capture the city.

If the troops were available, however, an expedition to Africa could be useful, if hardly decisive. Carthaginian territory could be ravaged, and revolts could be stirred among Carthage's Numidian and Libyan subjects. More civilized than their Iberian cousins and under Carthaginian control for centuries, these north African peoples could prove a fertile recruiting ground for Rome. Their military value would be very limited (though the legions could always

use more cavalry), but since they were in Carthage's own backyard they would require her attention and thus serve at least as a distraction.

A final element in the strategic picture was the possibility of allies. The Romans might find friends in north Africa and Hannibal among the Gallic tribes, but pickings were otherwise slim. The minor eastern states, such as Pergamum, Pontus or Rhodes, had little or no interest in western affairs, and of the three major Greek monarchies two were unconcerned and unlikely to be involved. The young king of the Seleucid empire, Antiochus III (223-187), was faced with restoring his empire after decades of civil war, and in any case the traditional focus of Seleucid military efforts was Ptolemaic Egypt, which Antiochus assaulted even before putting his own house in order. At one time Egypt might have taken advantage of the war to seize Carthaginian territory in Libya, but the days of Ptolemaic greatness were over and under its new and ineffective king, Ptolemy IV (221-203), the dynasty was faced with the threat of a Seleucid conquest and its own extinction.

The third Hellenistic monarchy, Antigonid Macedon, did have interests in the west and might well be attracted to a war in Italy, as king Pyrrhus of Epirus had back in the 270s. In 218 Macedon, like the Seleucid empire, was under the control of an energetic new king, Philip V (221-179), who already had suspicions of and potential problems with the Romans. In order to suppress piracy in the Adriatic, Rome had just fought two micro-wars against the Illyrians (229-228 and 219) and had established a client kingdom and a small protectorate on the Balkan coast. The Antigonids had once controlled some of the Adriatic ports that were now in the hands of Roman clients, and Philip considered this ominous interference in his sphere, knowing full well how Roman "protection" seemed inevitably to lead to Roman control. Philip was thus a potential ally for Carthage, but in 218 he was at least for the moment preoccupied with Dardanian barbarians in the north and a war against the Aetolian League. If he did enter the struggle, he would face the problem of getting his army to Italy in the face of the Roman navy.

OUTCOME

The actual course of the war is familiar. Hannibal did promptly invade Italy, dodging a Roman army in southern Gaul, and in the Po valley thousands of Gauls joined his cause. In the battles of Trebia, Trasimene and Cannae he demonstrated the utter superiority of his military leadership, and after losing upwards of a hundred thousand men the Romans were compelled to pursue a Fabian strategy and avoid pitched battles. At the outset of the war the Senate did send troops to Spain and had the resolve to resist the temptation to recall them after Cannae. As a result, reinforcements to Hannibal were limited to one army, which was defeated at the Metaurus river in northeastern Italy in 207, and by 206 Spain essentially belonged to the Romans. Spurred by Hannibal's victories, Philip made an alliance with Carthage in 215, but his fleet was instantly destroyed by the Romans and he played no serious part in the war, being dealt

with by Rome's allies in Greece (First Macedonian War 214-205).

In Italy, meanwhile, Hannibal stirred the revolt of some of the Italian allies, especially in the south, but was unable to foment a general uprising and crack the core of the alliance, and for all his skill his army was slowly ground away by Rome's strategy of harassment and his lack of reinforcements. With Spain cleaned out and all the important towns in Italy and Sicily recovered, the Romans sent an army to Africa in 204, and Hannibal returned to his homeland the following year, to be defeated by Scipio at the battle of Zama in 202. A peace was concluded in 201.

Hannibal had been defeated by the Roman alliance system, which had supplied the Republic with an unprecedented supply of quality troops. Any other state would have been compelled to surrender after the losses suffered in the first three years of the war, perhaps after even just one of those terrible defeats, but the Confederacy manpower base allowed the Romans to continue to resist and that without recalling their armies from Spain. Probably because there had never been anything quite like it, Hannibal had completely misjudged the alliance, assuming that after the pattern of Carthage's own dependents the Italian communities were only awaiting a liberator to break free from Rome. Believing only fear held the allies in check, he failed to understand the positive inducements and the strong sense of a common Italian interest developed by the Confederacy, an interest that kept the older allies loyal even when it seemed Rome was bound to lose.

He was also defeated by the Roman character, which would simply not accept defeat in the dark days following Cannae. Rome had lost a truly staggering number of troops (some allied communities were refusing to send more men for the simple reason that they had no

more), Capua and Syracuse, her two most important cities after Rome itself, had revolted, and Macedon had just joined the enemy side, yet the Senate refused to consider negotiations or to recall the armies from Spain. Thus was Hannibal doomed, for with Rome controlling the sea and continuing her efforts in Spain, it would be virtually impossible for him to reinforce and sustain his small army over the long run. He must consequently defeat Rome in the short run either by breaking up the Confederacy or by shocking the Senate into surrender with crushing losses, and in both cases he failed.

And if Hannibal's campaign in Italy was doomed, then so also was Carthage, for even with the serious losses and distractions at home Rome was able ultimately to dislodge the Carthaginians from Spain. Given time, Roman resources would prevail, especially as the Roman leadership learned how to deal with Carthage's greatest asset in the war, Hannibal himself. Not until Caesar would Rome produce a captain who would even come close to Hannibal in genius, but all that skill meant little if the legions would not face him in battle. By the time they finally did at Zama, Roman troops had learned a great deal and had at last found an excellent general in P. Cornelius Scipio, but none of this really mattered, for by then Carthage had already long since lost the war.

The Second Punic War finished Carthage. Usually lenient to defeated foes, Rome could never forgive the Carthaginians for the suffering they had inflicted on Italy, and like America with Cuba she could never again deal with the Punic state rationally. In 201 Carthage was stripped of all her possessions and left with only her home territory (roughly modern Tunisia) and was compelled to become a Roman dependent, unable to stir without the permission of the Senate. Even this disappearance as a meaningful power was not enough, and Carthage was harassed and provoked for the next half century until

in frustration and self-defense she violated her treaty with Rome. The Romans subsequently demanded that all the Carthaginian cities be abandoned, and rather than face national extinction quietly the Carthaginians resisted and were utterly destroyed in the Third Punic War (149-146). Rome treated no other civilized state like this, but no other state had scared and hurt her as Carthage had.

Hannibal fled east shortly after the peace and surfaced at the court of the Seleucid king, Antiochus III, but during his war with Rome the king would entrust the Carthaginian commander only with a naval command. Hannibal's last battle was a losing contest with the Rhodian fleet at Side in 190, and after the Seleucid defeat he fled to Bithynia, where in 183 he committed suicide to avoid arrest by the Romans. By then it was a thoroughly Roman world, for within a dozen years of the end of the Second Punic War the legions had defeated the remaining two world class powers in the Mediterranean, Macedon (Second Macedonian War 200-196) and the Seleucid empire (War with Antiochus 192-188). The further building of the empire would simply be a matter of picking up the pieces, and centuries later Carthage would rise again, but as a Roman provincial city.

FOR FURTHER READING

- Dudley, D. R. and T. A. Dorey, *Rome against Carthage* (Garden City, New York, 1972)
Lazenby, J. F., *Hannibal's War: A Military History of the Second Punic War* (Warminster, 1978)
Livy, books 21-30
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Testimony to an Epic Struggle

A First Look at *HANNIBAL: ROME VS. CARTHAGE*

By Stuart K. Tucker

By way of preface, let me say that a few years ago, I stayed away from the TAHGC Smithsonian series, thinking that these games would not be seriously challenging for the sophisticated wargamer who seeks realism, depth, chrome and lessons about history. Having gone in and out of my monster game phase, I certainly wasn't seeking mammoth games, but *WE THE PEOPLE*'s box and advertising didn't grab my fancy as a potential challenge. In short, I presumed simplicity of design would preclude my enjoyment of it. I already owned *1776* and several other American Revolutionary War designs that would keep me busy (even if I can't find many opponents for them).

Fortunately for me, one year ago a friend introduced me to *WE THE PEOPLE* (a full two years after its publication). My friend was not exactly drawn to purchase the game (in fact it was a gift), but being a game designer he forces himself to be open-minded about any game, on the grounds that something of value may be usable in his own designs. I now count myself fortunate that TAHGC had a large enough print run of this game to allow me to buy several copies for me and my family. When I arrived at TAHGC to find that the same game system found in *WE THE PEOPLE (WTP)* was being adapted to the Punic War, I was thrilled. Who can resist a good Roman game, especially when their enemy may be better?

If this sounds like a testimonial to a semi-religious conversion to playable games, it is. I still appreciate historical accuracy and realism, but if that is not sacrificed in the search for playability, then that is all the better for me. However, the true testimonial that must be heard is the one made by *HANNIBAL: ROME VS. CARTHAGE* itself to the supreme difficulties faced by Hannibal and Carthage in their war against Rome. A greater general may not have ever lived and Rome suffered much during the war against him, but Rome's strategic advantages make for a truly epic struggle for dominance in the Mediterranean Sea in the 3rd century BC. The game's designer, Mark Simonitch, brings us an exciting and enjoyable game filled with a variety of lessons about war and politics. He who masters the subtle intricacies of combining political allegiance with military maneuver will be master of the Med.

COMMON THEMES

In case you remain unacquainted with *WTP*, let me quickly review what makes it and Avalon

Hill's latest game, *HANNIBAL: ROME VS. CARTHAGE (HRC)*, such enjoyable games. These games take as a starting point the idea that game players like to be able to make many strategic choices, learn a few historical truths, test out alternative plans of action, throw their armies at one another in an interesting conflict system, model political constraints on military decisions and, perhaps most important of all, finish the game in one sitting. Many designers have tried, but few have achieved these goals in a single game.

Mark Herman's *WTP* design gave us event variability (and replay excitement) without stark ahistoricism. The tactical part of the system plays out battle after battle without consuming too much time. The strategic dilemmas of each player are compounded by the lack of full information about the opponent's assets (hidden strategy cards). Numerical advantages matter, but arbitrary odds ratios and fractional counting are unnecessary. The color and glamour of an interesting war is portrayed on the board and the cards. Unit density is low. Learning time is very short. Play balance flows naturally from the history portrayed and is not forced through artificial rules. No matter how well one side is doing, each deal of strategy or battle cards gives the other side the hope of a dramatic turnaround in the fortunes of war. There is no "coasting to victory" in this game system. This makes for a very appealing experience.

All of these game strengths are found in *HRC*. In many ways, the Second Punic War is an even more appropriate venue for the game system than the original design. The existence of three theaters of war (Italy, Spain and Africa) means that each player must assess the balance of strategy card resources spent to address conflicting priorities. The existence of client cities, tribal allies and lukewarm subjects in the Mediterranean makes for a more realistic political struggle than found in *WTP* (which uses an elegant political system to portray the struggle for the hearts and minds of colonists). The winterring of armies in enemy territory is hazardous

in both games. Each player receives reinforcements in different ways, making the play of each side subtly different for both games. In each game, foreign assistance plays a crucial role, but in *HRC*, player action can influence it more. In each game, victory can be claimed through political or military success, but in *HRC*, the military campaign faces an accelerating clock if politics is ignored. Each has a major figure whose unique importance to the war cannot be underestimated (Washington and Hannibal) and many lesser figures who have their significant impact on the war as well (Arnold and Green, Scipio Africanus and Fabius Maximus).

This is not to say that *WTP* is flawed. For its historical subject matter, I find *WTP* very satisfying and an extremely exciting game experience. However, *HRC* is an excellent portrayal of the war between Carthage and Rome and deserves to be evaluated on its own merits. Although taking the same starting point as *WTP*, *HRC* takes a great many departures that enrich the experience of this war and make it perhaps more appealing to the grognard without losing the elegant simplicity of *WTP*. In short, *HRC* is playable, easy to teach and an exciting struggle that defies any long-time wargamer to find a perfect strategy (I still hear very different pronouncements among the playtest *cognoscenti* about how to win this game and which side is favored). Mark Simonitch has done an excellent job of giving each side a variety of ways to win while balancing those against each other. Happily, the game can be played by young and old alike. Many a gamer has already noted in email comments to us that his wife or kid has been beating him.

DIVERGENCES

HANNIBAL: ROME VS. CARTHAGE is an ambitious design. The board is twice the size of *WTP*. The political struggle spans 22 provinces (vs. 14 colonies in *WTP*). Although a land combat system, naval shipment through the Mediterranean is handled through a system of proximity

ratings for ports and growing Carthaginian alliances to counter Rome's initial naval supremacy. Without using a single naval counter, Simonitch has managed to give both players pause for thought over naval considerations. The game adds important elements such as elephants, sieges of walled cities, attrition when passing through various kinds of mountains, and reinforcements dependent upon political successes. Diplomacy and revolts allow for a slightly different dynamic to political control switches. Cities and friendly tribes anchor one's political bases.

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

—Hannibal

With event options on every strategy card, the strategic choices are much more diverse than in *WTP*. Furthermore, every event now has an operations rating, making no card unplayable. Only one event is removed upon its first play.

The battle system in *WTP* was appropriately biased in favor of the strategic attacker (as was historically the case in the American Revolution). Such is inappropriate to the Second Punic War, where strategic movement has very little to do with battlefield advantage. Mark Simonitch introduces subtle changes to make the battles slightly longer, more interesting and as risky for the attacker as for the defender. First, the armies can move up to ten strength points instead of five and each army now draws more additional cards for militia and allies, thus making the hand of battle cards significantly larger (typically 12-16 cards, compared to 7-10 in *WTP*). Second, instead of having six distinct battle tactics, the battle deck now has five tactics, making voids and singletons less likely. Third, a sixth type of battle card is the Reserve card, which can be played to match any of the five tactics, making the defense more steadfast (and introducing the potential for deception in the battle). Fourth, tactical ratings of the generals are slightly higher on average, allowing for a higher probability of initiative shift to the defender. Fifth, the once "automatic play" double envelopment card of *WTP* has become a two-edged sword by yielding an automatic loss of initiative to the defender. Sixth, not only may the defender attempt to avoid the battle in advance but may intercept the moving player (an ability limited to the Americans in *WTP*). Seventh, the player with the battle initiative may attempt to withdraw from the ongoing battle. Eighth, the winner of a battle now incurs a greater risk of losing combat units in the battle.

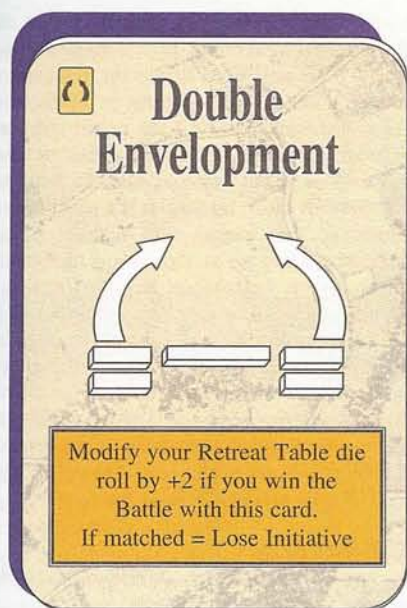
Smaller battles will still favor the original attacker somewhat. However, an overrun rule dispenses with the need to deal out cards for battles with puny "roadblocks."

Most victories will come through the death or capture of Hannibal or via hard-fought political victory. However, each player now has the option of trying to besiege the other's capital to win the game (an action costly in terms of time and troops that could spell doom for the aggressor as often as the besieged).

Hannibal's BCs:	
5 CUs	+5
3 Allies	+3
4-pt. General	+4
	=
Total Cards	12

Scipio's BCs:	
9 CUs	+9
2 Allies	+2
2-pt. General	+2
Elephant Charge	-2
	=
Total Cards	11

Even when outnumbered, Hannibal's army can be difficult to beat. In this mid-game battle in Italy, Carthage has control of three Italian provinces and successfully charges the elephants. Given Hannibal's special ability with probes, Rome is in trouble.



THE SYSTEM

The sequence of play in *HRC* is similar to *WTP*. Each turn represents approximately a year of time and begins with the placement of reinforcements. Carthage, being more dependent upon Spanish mercenaries must defend its source of reinforcements, while Rome's confederacy of allies and superior manpower makes its reinforcements more dependable. On the other hand, Rome's political system did not allow the accrual of power in the hands of consuls (generals) and each year the Roman player must manage with a different pair of supreme leaders who make life a bit more difficult for the superior leader that is kept as a proconsul. Overall, Carthage has the better leaders, but each leader in the game has a special attribute giving each army a different feel. On turn 6 of the nine-turn game, Scipio emerges as a permanent fixture for Rome. Arriving with new troops and abilities nearly matching Hannibal's, Scipio gives Rome the opportunity finally to take the war onto Carthaginian territory or to face off with Hannibal directly.

Each turn, an equal number of strategy cards are dealt to each player. These cards contain operation ratings ranging from one to three, which determine which generals can be moved and how often in a given year. The cards also contain an event which usually can be played by either player, but some events only apply to one side. Thus, a player must decide if he values the event over the movement rating of each card (a decision that may change during the course of the alternating play of strategy cards by the two players). Some events provide battlefield advantages, but most relate to the overall diplomatic picture. Hence, a player will find himself falling behind in the political control struggle if he moves his armies while his opponent plays cards as revolts or for political purposes.

Looking at Table 1, you can see that the player-specific events have different effects upon the two sides. Carthage receives more help in the diplomatic sphere, while Rome can receive more troop reinforcements (however, many of these cards will have little or no effect if a player has not laid the groundwork for their

play). Carthage also receives some assistance with naval operations (naval supremacy is another of Rome's starting advantages, Rome having won the First Punic War and dictated a limit to the size of Carthage's fleet). Because Carthage's generals have better strategic ratings, the early years of the war will involve a more active Carthaginian land campaign (in Spain and Italy). Meanwhile, Rome's naval advantage will give it the option of trying to prepare a successful invasion of Spain or Africa.

Movement involves activation of a general's army and point to point movement on a map with a grid of interconnected circular spaces. Connecting lines make very clear what moves are allowed and some moves require crossing of mountains and checking for attrition. Attrition checks may also be imposed when a player plays the applicable event cards during sieges, moves by sea and moves through areas of hostile Gallic tribes (see Table 2 for an analysis of probable attrition losses). Native guides may ease the passage over mountains, but the path from Saguntum to Italy is fraught with difficulty for Hannibal's army. While it may have been a historically daring feat to cross the Alps with elephants, a trip by sea would be even more hair-raising for Carthage. Like it or not, getting Hannibal to Italy will cost a portion of his army and is an option that few players will forego.

Arriving in the Po Valley in Italy with a small army, Hannibal then must contemplate how to break through Rome's armies and move down the peninsula where he can do the most political damage to Rome's alliance system. This is where Carthage shines, but is also where novices with the game can make the most mistakes. Hannibal is a great general, but he is not invincible. His resources are too few to squander in profitless battles. Furthermore, securing retreat and withdrawal pathways may be the difference between victory and quick disaster.

Battle is handled through a battle card deck filled with tactical option cards. Each player enters a battle receiving a card for each combat point plus a card for each point in the general's tactical rating plus cards for allies and militia. It is these allies that often make the difference and much of the game is a political battle to gain the allegiance of the provinces which supply these battle cards. Historically, Hannibal hoped to raise huge forces from among disaffected Italians liberated from Rome's yoke. In this game, Hannibal can add as much as six more cards to his battle hand if he has been so successful politically. If the defender intercepted the movement of the active player, then he receives an extra card. Some event cards alter the card distribution and finally Carthaginian elephants may be charged to affect the number of cards held by Rome (possibly backfiring and costing Carthage a card).

During the battle, the player with the initiative will first play a card in the hope that the defender cannot match it. If a card is not matched, the battle is over and won by the player who played the card. If matched, then the defender may get the initiative (either automatically or via a die roll) and another round of cards are played. This continues until one player fails to match the other and thereby loses the battle. A table is consulted for losses to both sides and the political consequences of the battle are assessed via the removal of political control markers by the loser. If a player manages to get the initiative and wants out of the battle, it is possible to withdraw, although never guaranteed.

The existence of unconquered tribal villages and walled cities on the map requires subjugation and siege rules. Essentially, a siege is a process involving expenditure of an operation card to activate a general, plus a roll on a siege table (with the Roman's having a decided advantage in these types of operations). The process often

TABLE 1. STRATEGY CARDS

	Total	Carthage EC	Either	Favors	Roman EC
OC 1	21	2	16		3
OC 2	22	10	9		3
Minor Campaign	4	-	4		-
Major Campaign	2	-	2		-
Other OC 3	15	5	6		4
TOTAL	64	17	37		10
<i>of which,</i>					
Removed after 1 Play	2	2			
Removed after 2 Plays	1		1	C	
Strategic Reaction Cards	4		4		
Diplomatic	14	7	6		1
(Net PC Flip)		(13.5)	(23)		(3)
Reinforcements	14	6	2		6
(Net CUs Gained)		(11)	(3)	C	(14)
Attrition	6		5	R	1
Attrition Reduced	1		1	C	
Movement Restrictions	4	1	2	C	
Movement Enhancement	3		3		
Naval	6	3	3	C	
Battle Advantages	6	1	4	R	1
Siege Improved	3	1	2		
Siege Hindered	3		3		
Subjugation Hindered	1		1	C	
Strategy Card Steal	1		1		
Leadership Change	1		1	C	

NOTES: OC# = Operation Card with its strategy rating. C = Majority of cards favor Carthage. EC = Event Card. R = Majority of cards favor Rome.

inflicts casualties on the besieging force and can take some time or proceed amazingly quickly. Few cities are worth attacking in this manner, but the threat of conquering a capital or taking a city keyed to reinforcements can bring the enemy charging forth to the plain of battle. Some players may simply abandon their home territories on the safe assumption that their cities will hold out for a long time. Others will realize that things can turn sour quickly for either side in a siege. Recognize that siege operations will often become the resort of the losing player toward the end of the war, whereas early use of them may inflict unacceptable casualties upon a fragile besieging army. Both players can expect to receive fewer reinforcements in the enemy's homeland than in their own, so invading armies must watch their casualty rates carefully.

After both players have exhausted their hand of strategy cards in a turn, Winter sets upon the armies and any army caught in enemy territory undergoes attrition. This too deters sieges from beginning late in a year. Invading armies may be eager for battle victories, but a secure political base is important as well.

Next, players check political control markers for isolation and removal. Each control marker must be able to trace a path unblocked by enemy control to a friendly combat unit or port. The map has plenty of ports. Yet, much action will revolve around these ports due to the value of isolating enemy political markers both for political as well as retreat loss purposes.

Finally, controlled provinces are counted to assess which side is ahead in the war. The side with the fewest controlled provinces will then suffer a further defection of allies and must remove more political control markers.

The war is won at the end of turn 9 by having the most provinces. However, the war can be instantly lost by losing one's capital to a successful siege. Additionally, Carthage loses the instant Hannibal is killed or captured (making getting cornered or taking sea transport scary things for him).

THE STRATEGIES

I will not attempt in this article to tell players how to play the game. That is a joy to discover in itself. Yet, to give you a taste of the game, I ask you to consider the following strategic dilemmas.

Carthage begins the war with a weak navy, dictating a long march through Gallic tribal areas and mountains to get to Italy or a hazardous naval invasion into a hostile Southern Italy. She starts the game behind politically, so sitting with the army in Spain is only an option if the strategy card deal is favorable. Furthermore, Rome's reinforcement rate is higher and cards allow them more extra troops, unless Italian provinces are pried away. Some of Carthage's troop reinforcement event cards require a presence in Italy. The bulk of Carthage's other reinforcements arrive in Spain, so some generals must be left there to ferry troops forward in case Hannibal needs more troops after fighting for awhile in Italy. In the second half of the war, Scipio Africanus arrives with extra troops, meaning that Carthage must have a political lead by then. Rome's leadership will only get better as the war continues, so the early years are the best time for battle, but casualties are not very replaceable. Hannibal needs to fight, but cannot afford battle losses. He must walk a tightrope.

Rome begins the war with awful leadership and armies in poor positions. The early stages of the political campaign involve areas that are favorable to Carthage. As the war continues, several major cities throw in their destiny with Carthage's. Macedonia may enter the war (drawing off your fleet and enhancing Carthage's naval mobility). Hannibal appears unbeatable, even without his special double envelopment ability (simulating cavalry superiority) which is a constant threat of annihilation to any army entering battle. Yet, to win, Hannibal's army must be attrited down and Rome cannot expect mountains, disease and winter to do the job. The Roman legions should thrust forward in frontal assaults on Hannibal that will often end in disaster for Rome and leave Italy defenseless and Romans cowering behind walls.

Meanwhile, the campaign in Spain is crucial, as the consequent weakening of Carthage's reinforcement base will give Rome the manpower advantage it needs. Yet, getting to Spain and surviving the early battles is an uphill trek, no matter who leads the army. You'd like to take the war to Africa, but those Numidians must be friendly first. In short, no theater is a safe one for your armies. You cannot win without going overseas, but doing so at the wrong times will leave Italy overly vulnerable. Scipio Africanus' arrival may be too late to salvage the political war, so you may find yourself having to strike at the heart of Carthage's strength, fighting her Numidian allies and great generals on the plains of Zama in order to besiege Carthage itself. All the while you wonder what nasty siege-related event will foil your plans or if Hannibal will march on Rome and beat you to the punch.

BATTLE TACTICS

The strengthened defense is one of the subtle differences in the battle system, compared to *WTP*. The use of the Reserve card (or Hannibal's use of a Probe as something else) can extend the battle and allow a player to gain the initiative not once but several times during the course of the play of six or seven cards. Withdrawal is always an option, so battle timing becomes part of the game. Rome may not have much hope of winning many early battles against Hannibal, but with every extra play of battle cards, the attrition consequences mount. In some ways, a Roman army may be better off sitting on defense and extending the battle rather than seizing the initiative. If the enemy can be misled about your shortages, you can inflict greater losses. The Reserve card allows just that. Of course, an easy Double Envelopment victory is preferred, but that is unlikely and forfeits the initiative automatically.

Players will also notice that Probes have an interesting role in battles involving Hannibal. A single Probe may be converted into a Double Envelopment or Flanking card by Hannibal. This is a powerful tool for offense and defense. Rome can attempt to weaken that tool early in the battle by playing Probes to drain them from Hannibal's hand. A victory with a Probe is the least desirable form of victory, but then again victory is better than defeat any day. On the other side, Hannibal can use his special ability as a ruse either to egg on Rome in a given line of attack or to discover if Rome is inclined to play or stay away from Double Envelopments. In short, it is best to have some sense of the enemy's battle card distribution before launching the attack with Double Envelopments.

Add to this the variety of event cards that affect elephants, allies and cavalry and you have a game within the game with each battle you fight.

Give this game a try and experience why the portrait of Hannibal on the box shows a man at the head of his army entering Italy with a face full of grim determination to overcome the uncertainties ahead of him. As Berthold notes in his article in this issue, Hannibal did not ask for this war, but in war you do what you have to do.

Prepare yourself, *Hannibal ad portas* (Hannibal is at the gates).

TABLE 2. ATTRITION LOSS PERCENTAGES

Army Size (CUs)	Storm at Sea DRM = +2	Alps Crossing		Non-Alps Crossing DRM = -1	With Native Guide:	
		Pestilence DRM = +1	Regular No DRM		Alps DRM = -2	Non-Alps DRM = -4
1	50%	33%	17%	0%	0%	0%
2	33	25	17	8	0	0
3	39	28	17	11	6	0
4	38	29	21	13	8	0
5	40	33	23	17	10	3
6	33	28	19	14	8	3
7	33	29	24	19	12	5
8	29	25	21	17	10	4
9	26	22	19	15	9	4
10	30	25	20	17	10	3
Median	33%	28%	20%	14%	8%	3%

How to be an Avalon Hill

AIR BARON!

By Evan Davis

A jumbo! A jumbo!
My kingdom for a jumbo!

The play's the thing in *AIR BARON*, Avalon Hill's new multi-player airline strategy game. Hubs, spokes, market share, cash flow and lively territorial wars — you've got them all, contested over a breathtaking map of North America. *AIR BARON* is not a simulation. It's a race-to-the-top, gang-up-on-the-leader and have-lots-of-fun game.

In the struggle between playability and realism, *AIR BARON* comes out shamelessly for fun in games. Avalon Hill understandably compares it to *RAIL BARON*, one of my favorites. My design ideal, however, was *ACQUIRE*, one of the world's great games. *ACQUIRE* is engrossing, quick-playing, full of pivotal decisions and offers a rich, bittersweet blend of luck and skill. Those are qualities people love in games, and they're what we happily offer you in *AIR BARON*.

DESIGN HISTORY

Once upon a time, while reading about the latest airline fare wars, the wargamer in me realized there had to be a game in all the rampant market capitalism that erupted after airline deregulation. Hubs and spokes looked like the central design concept to use.

The busiest air markets were identified (combining several airports in the larger metropolitan areas, such as New York) and the busiest 12 markets were chosen as the hubs. The smaller markets were made the spokes of the hubs, mostly on the basis of proximity and play balance. Foreign spokes were weighted with different data to represent regions of the world rather than the specific cities denoted. They're attached to US hubs mainly on the basis of proximity. The European market, naturally, is very big, though we've trimmed the values a bit for play balance. Several sites pay off randomly each turn, reflecting the ups and downs of local economies and marketing strategies. The payoff values of the spokes and the hubs represent the relative amounts of traffic. Boston, for instance, has nine times the traffic of Jacksonville.

Short-term payoffs build capital and contribute to victory, but long-term business success also depends on holding market share. In *AIR*

BARON, that means dominating or controlling the hubs, thus building a regional airline into a national power. The busier the hubs are, the more they're worth. Wargamers will be glad to know that the quest for market share creates conflict, because there are always neighbors looking for more turf.

Jumbo jet fleets are a big part of the game. They represent fleet upgrades in general, not just actual jumbos. They're expensive, but they can be cash cows — or regular Stukas when it's time to take over the neighbor's favorite spoke. Combine them with a timely fare wars move — cutting profits to zero in a bid for market share — and something akin to a blitzkrieg can occur.

The strategic challenge for *AIR BARON* players is finding the balance between the need

The winner is the first player to reach a certain total of cash and market share, which varies with the number of players (from two to six players may play).

Player turn order changes randomly each round. Starting with a small amount of capital, players buy control of spoke markets. The spoke counters are taken off the board and put in a cup from which each player draws two counters each turn. The bank pays the indicated profit for each counter drawn. Meanwhile, market share is scored on a track. Players gain market share for a hub when they control at least the majority of its spokes; they get double value for control of all the spokes. The player who dominates or controls a hub also scores a high profit when the hub's counter is drawn from the cup.

Players can purchase foreign spokes to the hubs in which they own at least one domestic spoke. Foreign spokes can bring in large profits, which double when a hub is controlled. They are good weapons to have on hand if takeover battles occur in their hub. Each player also can buy one SST, which can be used on certain foreign spokes even if you don't have any domestic spokes in the hub.

Jumbo jet fleets are represented with special plastic planes. Whenever a jumbo payoff chit is drawn, every jumbo deployed by every player pays a profit. (You should know that the old *AIR BARONS* rules obliged every-

one who scored on the first jumbo draw to sing or dance a jumbalaya. So, if you're one of those historical gamers who respects ancient superstitious traditions . . . sing out.) Jumbos are deployed on spokes, doubling their payoff value. They're also major factors in takeovers.

If you want to take over a competitor's domestic spoke, you first have to pay twice the original price. Takeover attempts boil down to head-to-head dice rolls in which the high roller wins (defender wins a tie). Rolls are modified by foreign spokes, jumbos, adjacent controlled hubs and fare wars.

The fare wars rule also lets you keep attempting takeovers until defeated or out of funds, but you can't get any profits until your next turn. You can take over uncontrolled spokes, too, and you pay only the basic price.

The advanced game recognizes that a lot of real life airlines go broke, so you can, too. It provides plenty of ways to win faster — or take a



for revenue and the goal of market share. You can increase your cash flow in several ways, but a player who doesn't have a valuable, well-defended share of the market in the endgame is working at a serious disadvantage.

AIR BARON was first tested among friends under the name *Air Barons*, and was taken to several game conventions in the Midwest. Players of that version will recognize it readily in Avalon Hill's, but developer Ben Knight and his crew have wisely simplified the basic system while placing all sorts of goodies for harder-core gamers in the advanced rules. The result is something for everyone — veteran strategy gamers, youngsters ... and even that spouse you've been trying to find games to play with for all these years.

BASIC RULES

A player plays the role of an airline president competing for profits and market share.

beating. These include government contracts, loans, fuel cost hikes, strikes, spoke sell backs and, of course, crashes. The contract, loan and strike rules are all neat little game sub-systems that give you more ways to gamble with your money. The fuel cost hikes, strikes and crashes force you to ponder how much of your cash to park in reserve instead of courting disaster by investing to the limit.

A LOOK AT THE MAP

Most of the market share and spoke value is east of the Mississippi, but a player allowed to get an early lock on Los Angeles, or even San Francisco, can make a lot of money and will be hard to dislodge. Dallas and Atlanta have great values for their costs, but their low spoke prices and central positions make them easy targets for late-game attacks.

The big two, Chicago and New York, are both relatively hard to dominate, especially if anyone challenges you, but they're worth the effort if you can control them and their lucrative foreign spokes. Washington and Miami have modest market share value but good spokes and foreign spokes, and Washington is adjacent to a variety of key hubs.

Don't discount the small hubs. They're easy to dominate or control, which means you can get some sizable early profits. If you want to play fare wars early, you can take full control of a small hub and use that additional dice roll advantage to try to sweep a section of the board. Taking Phoenix and Houston at the start, for instance, gives you two hub counters in the cup and gives you potentially valuable leverage on Dallas. Denver is a frequent battleground for control of the west or of Chicago, as is Detroit for the east.

PLAYING TIPS

Few games are won with almost all market share or almost all cash. You usually need a some of both. You need to spend money on jumbos and foreign spokes to defend and expand your market share, but if you spend money too lavishly, especially on unsuccessful fare wars, you won't have enough cash to win. Even if you win with market share alone, a large amount of cash may be needed to fund your final fare wars takeovers.

You want to have spokes in several hubs, but ultimately you need to keep your air empire compact. You want to control your part of the country, and if you can set up a triangle of mutually-supporting, controlled hubs you ought to be competitive to the end. However, you must keep an eye open for opportunities to block other players' moves, to prevent them from controlling key locations.

Pay attention to player order. Sometimes it's lucky to go early, to get first crack at a particular spoke. Sometimes it's good to go late to set up or execute takeovers of other spokes. You'll want to assess who will be able to do something before someone else. You may have to be the self-sacrificing "Crusader Rabbit" late in the game when the player who immediately follows you seems close to winning.

If a jumbo "arms" race starts early, you will want to join it usually. Jumbo profits can come in waves, and you don't want to be left out.

Foreign spokes are a good way to get the advantage when someone is threatening your chance to control a hub. They're also good for big profits in a controlled hub or for assisting fare wars when you have part of a hub and want to try to take the rest in only one turn.

(Continued on pg. 56)

TABLE 1. HUB VALUES

Hub	Domination			Control			Foreign Value	Market Share*
	MC	C/P	C/MS	TC	C/P	C/MS		
ATL	\$5	50%	10%	\$15	71%	15%	\$10	\$460
DCA	9	180	30	16	160	27	50	500
DFW	3	25	8	7	29	9	20	420
DIA	4	80	20	9	82	23	0	460
DTW	4	80	20	7	70	18	20	340
HOU	4	80	20	7	64	18	10	320
JFK	9	64	15	24	86	20	60	280
LAX	12	100	22	20	83	20	40	260
MIA	8	133	27	15	125	25	40	380
ORD	12	92	20	21	78	18	60	440
PHX	3	60	15	5	50	13	0	300
SFO	4	57	10	14	93	18	40	220

NOTES:

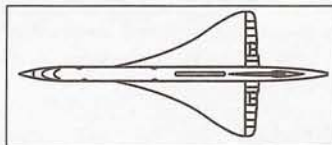
MC = Minimum cost to dominate.

C/P = Cost-Profit ratio.

C/MS = Cost-Market Share ratio.

TC = Total cost to control.

* = Includes hub plus adjacent hub market shares



GENERAL Scenarios for ASL

The following are all ASL scenarios which have appeared in the pages (usually on the insert) of The GENERAL to date. 30-4 Scenarios aren't listed.

Scenario	Title	Issue
GEN-A	The Guards Counterattack	22-6
GEN-B	The Tractor Works	22-6
GEN-C	The Streets of Stalingrad	22-6
GEN-D	The Hedgehog of Piepsk	23-2
GEN-E	Hill 621	23-2
GEN-F	The Paw of the Tiger	23-5
GEN-G	Hube's Pocket	23-5
GEN-H	Escape from Velikiye Luki	24-1
GEN-I	Buchholz Station	24-4
GEN-J	The Bitche Salient	24-4
GEN-K	The Cannes Strongpoint	25-2
GEN-L	Hitdorf on the Rhine	25-2
GEN-M	First Crisis at AG North	25-3
GEN-N	Soldiers of Destruction	25-6
GEN-O	The St. Goar Assault	26-1
GEN-P	The Road to Wiltz	26-1
GEN-Q	Land Leviathans	26-2
GEN-R	Butzevo	28-3
GEN-S	The Whirlwind	28-4
GEN-T	Pavlov's House	29-6
GEN-G1	Timoshenko's Attack	23-3
GEN-G2	Last Act in Lorraine	23-6
GEN-G3	The Forgotten Front	23-6
GEN-G4	First Action	24-3
GEN-G5	Six Came Back	24-3
GEN-G6	Rocket's Red Glare	24-6
GEN-G7	Bring Up the Guns	25-3
GEN-G8	Recon in Force	25-5
GEN-G9	Sunday of the Dead	25-6
GEN-G10	Grab at Gribovo	26-2
GEN-G11	Pegasus Bridge	26-5
GEN-G12	Avalanche!	27-1
GEN-G13	A View from the Top	27-5
GEN-G14	Tiger, Tiger	28-3
GEN-G15	Bone of Contention	28-4
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GEN-G21	Cat's Kill	29-4
GEN-G22	A Day By the Shore	29-4
GEN-G23	Habbaniya Heights	29-5
GEN-G24	Mt. Comes to Mohammed	29-5
GEN-G25	The T-Patchers	30-1
GEN-G26	Parker's Crossroads	30-1
GEN-G27	Vaagso Venture	30-2
GEN-G28	Ramsey's Charge	30-3
DASL-A	To the Last Man	24-1
DASL-B	The Kiwis Attack	29-6
HASL-A	Ghosts in the Rubble	27-1
GEN-T1	Gavin Take	24-2
GEN-T2	The Puma Prowls	24-2
GEN-T3	Ranger Stronghold	24-2
GEN-T4	Shklov's Labors Lost	24-2
GEN-T5	The Pouppeville Exit	27-2
GEN-T6	The Dead of Winter	27-2
GEN-T7	Hill 253.5	27-3
GEN-T8	Aachen's Pall	27-3
GEN-T9	The Niscemi-Biscari Highway	28-1
GEN-T10	Devil's Hill	28-1
GEN-T11	The Attempt to Relieve Peiper	28-2
GEN-T12	Hunters from the Sky	28-2
GEN-T13	Commando Raid at Dieppe	28-6
GEN-T14	Gambit	28-6
GEN-T15	The Akrotiri Peninsula	29-1
GEN-T16	Strayer's Strays	29-1

Enemy Carriers Sighted!

ADVANCED THIRD REICH'S companion game of the Pacific War.

Empire of the Rising Sun simulates the economic, military, political and technical aspects of the Second World War in the Pacific and Asia, and can be combined with *Advanced Third Reich* to recreate the entire war.

The game includes two full-size, four-color maps depicting Asia and the Pacific Ocean from Pearl Harbor to India and from Siberia to Australia (total size is 44 x 34 inches). Four sheets of die-cut counters represent the carriers, fleets, air, armor, infantry, marine, partisan and other units which fought or could have fought, in the war. An indexed 72-page rule booklet (*Advanced Third Reich*-compatible), a 32-page appendix, a 40-page Research rule booklet, a 12-page Global War booklet, 8 player-aid cards and 8 Scenario Force Pool Cards.

Also included is a fifth counter-sheet (with jets, rockets and other special units) to allow players to secretly research air, naval, military and intelligence projects to suit their strategic needs. Both sides can try to develop the atomic bomb, at the risk of losing the war before they achieve success in this "ultimate" research project.



- INCLUDES:**
- Sophisticated carrier combat rules which recreate the uncertainty and tension of the great naval battles in the Pacific.
 - Comprehensive Global War rules linking *Empire of the Rising Sun* to *Advanced Third Reich*.
 - Research rules, kamikazes, 10 variants for each side, and much more.

Suggested retail price is \$50 at better hobby and game stores everywhere (product #8881). If not available locally, please contact us directly at:

1-800-999-3222, Dept. GEN



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Rd • Baltimore, MD • 21214



SERIES REPLAY

AIR BARON

AERO FLAMINGO: Don Greenwood

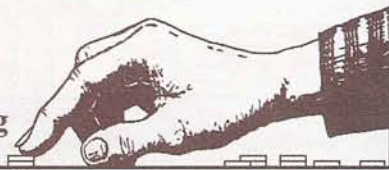
JET STREAM: Bill Levay

SKY HIGH AIRLINES: Mark Simonitch

TRANS TOUCANS: Stuart Tucker

WORLD DOMAIN: Ben Knight

NEUTRAL COMMENTARY: Buy Low, Fly Long



PAIR BARON has become somewhat of an addiction for the playtesters. As such, we decided to put this series replay into print as soon as possible, to let gamers know of the hidden value inside this gamebox, which might otherwise go unnoticed. Since the title of the game and a picture of the components on a box do not really give one a sense of the gaming experience, we feel this Series Replay (of the advanced game) is the best way to share our enthusiasm. Call it company propaganda or proselytism, but don't question our enjoyment of this gem of a game.

As you will see, this game involves many of the elements present in a multi-player wargame: spheres of influence, balance of power, alliances of convenience, halting the leader, taking advantage of the weak, timing one's rise to the pinnacle of power, and outright conflict. The heavy luck element of this game does not deprive players of a wide variety of choices, but does make the game more accessible to younger players or those seeking a more casual decision exercise. Players must still plan for the potential effects of negative events, although the timing of those events is largely unpredictable. Many of us have experienced the sinking feeling of "the best laid plan" succumbing to a poor player-turn sequence or a bad die roll in a fare war takeover with overwhelming odds or, shudder, that nasty fuel cost hike. Nonetheless, players must be alert to the changing economic fortunes and time their big moves for the opportunities presented. In the endgame, players who have fallen behind will have to alter their priorities and try a takeover that serves the collective good more than their own personal position. Monetary secrecy is a crucial element of the game, leaving in doubt any player's cash holdings and proximity to victory.

One of the key decisions revolves around the three major ways to make money in the game: 1) foreign spokes, 2) jumbo fleets and 3) control of hubs. Each has its shortcoming. Foreign spokes have high payoffs and provide defensive value but are forfeited when presence in the attached hub is lost. Jumbo fleets provide steady payoffs and increase spoke value and defense, but their purchase requires you to slow your market expansion. Controlling a hub provides great fare war advantages (on offense and defense) and high profits, but requires you to commit time to picking up the cheaper spokes and increases your vulnerability to fuel price hikes (and your market share size makes you an overly visible leader). In the case of this last option, you may

acquire the control in two manners: a) slowly but surely purchasing each spoke or b) declaring fare wars takeovers (which risks failure).

In the case of each of these three strategic directions, being the first to launch the effort successfully will put you ahead of other players. Of course, the penalty for early buys of jumbo fleets or foreign spokes is the high initial capital cost which restricts your other options until they pay off (the failure of which puts you in a bind). An early fare wars failure will, likewise jeopardize your position, while waiting too long to make a bid for a hub may raise your costs (due to other player's having purchased spokes or even jumbo fleets and foreign spokes in your way). Yet, by their nature, fare wars takeover bids are more effective after the proper groundwork has been laid (SSTs, adjacent hub control, undeployed jumbo fleets). The element of timing is tricky to judge. Your choices constantly change with each fateful profit payment, negative event, and player-turn sequence draw.

THE PLAYERS

Ben Knight is most knowledgeable about the game, being its developer. It was his duty to make the variety of options intriguing enough that no perfect strategy exists. In playtest sessions, he has exhibited a healthy tendency to vary his tactics, but a disturbing tendency to stomp on a nearby weakling, hoping to secure victory for himself rather than to take on the odious task of stopping the leader. This attitude has served him well in previous games. In games that tend toward stalemate, he seems to come out on top more often than luck would suggest likely. In playtests, he has been willing to start anywhere—particularly where other players aren't.

Donald Greenwood has been very close to the development process and will certainly be a tough player to beat. He tends to shy away from foreign spokes. Instead he emphasizes early hub acquisition and Jumbo fleet purchases. Of all the playtesters, I would say he has most single-mindedly sought the best strategy and pushed it to its logical conclusion. That makes him a bit more predictable than the other players (all of whom may be less predictable as they adopt more of a "winning" attitude in this game rather than pursuing strategies that were aimed in past games at testing the limits of the game). Don has favored starting in Miami or in the West—corners of the board unlikely to be threatened by other players early in the game.

Bill Levay is one player, who, although not abandoning the goal of victory, has been willing

to try out approaches that might work, but would not appear to be the safest. I would expect him to be most likely to pursue a risky strategy that would make him an early threat to win before the neutral spokes are all acquired (either by buying foreign spokes too early or by trying fare wars with a limited chance of success). On the other hand, perhaps his playtest persona will not be the same as his Series Replay persona. Bill has met with the most success by ending the game with a takeover near or in the Chicago hub.

Mark Simonitch has not been in most of the playtest games I have witnessed, but I suspect his strategy will be aimed more at long-term profit from high-value spokes, Jumbo fleets or foreign spokes, while he places less emphasis on hub control. He has favored starting in the Northeast in past games.

Stuart Tucker is the craftiest, underhanded, two-timing, untrustworthy, forked-tongued, competitive guy to ever play a multi-player game (aside from his best friends who gather at his house every Tuesday night). Stuart enters this game so that the five-player, full-map version of the game can be used. He may be resentful of having lost the opportunity to criticize his boss in the guise of "neutral commentary"—a term most unsuited for anything coming from his lips. Beware the hidden agenda he may have as editor. He tends to ride big waves of luck, undoubtedly will be verbose in his commentary, and often generates tables and tables of data as to why, when he loses, it is not his fault. Players should be careful to not cross him, since he is highly vengeful and unmotivated to help the general cause when stabbed in the back and having little chance to win the game (his motto is "Let those that stand to gain the most do the fighting").

—SKT

CORPORATE STRATEGIES

SKY HIGH AIRLINES

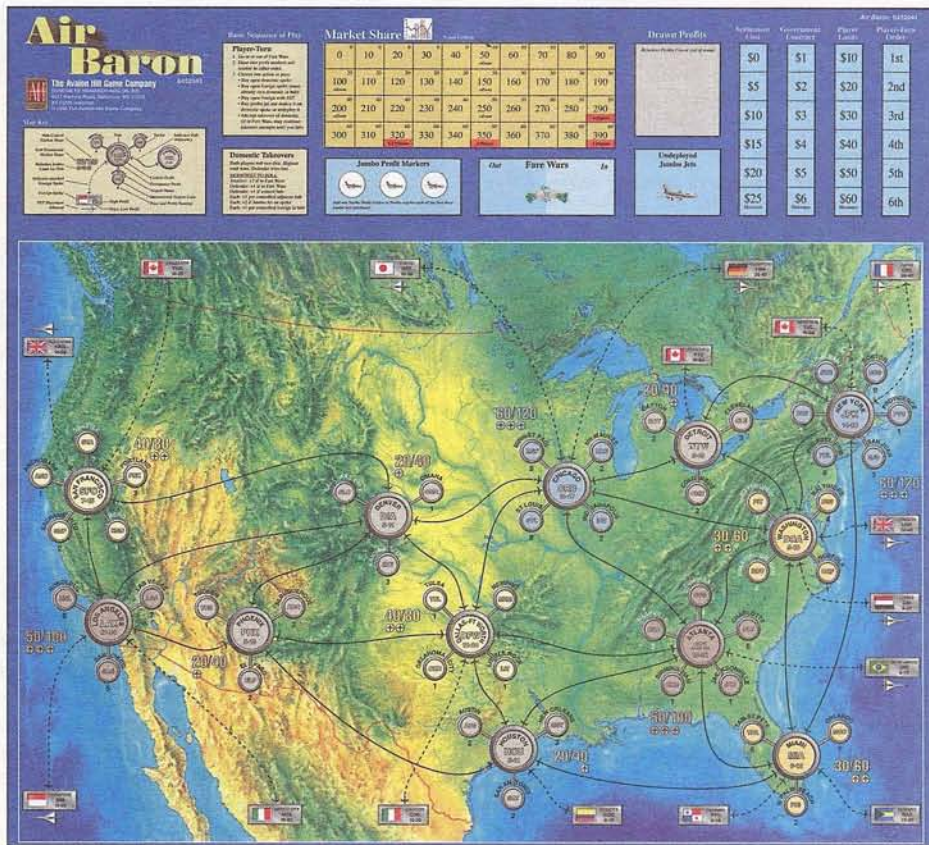
My strategy is to go after the northeast corner of the board—JFK, Detroit and Washington. These three hubs are all connected and control of one will help with the control or defense of the other two. Control of all three will give me 250 points worth of Market Share, which is almost enough for victory (I'll depend on cash income to carry me the rest of the way). I'd like to first control the hubs of Detroit and Washington and then with the takeover modifiers that these two hubs will give me, sweep up all the spokes of the JFK hub during a fare war.

TRANS TOUCANS

Every business plan must start with a goal. In a five-player game, I need to accumulate \$320 in cash plus market share. Most of this will probably be in market share, as accumulation of cash is either too slow to win or puts one in a position to speed up the process of market share expansion through fare wars. Therefore, the issue is how best to get the market share. This will largely depend upon the activities of competing airline bosses. Let's start with the obvious: nobody is going to let me buy all the market shares I need. Sooner or later, I will have to takeover some other player's possessions (or preferably a large number of neutral spokes before they get acquired). This will require two things: cash and fare war advantages. The advantages come in three forms: control of adjacent hubs, possession of adjacent foreign spokes and use of undeployed Jumbos. I prefer to use every action to create a bigger pool of my assets in the profit cup, so building undeployed Jumbos shall be avoided unless the game is moving toward a titanic struggle of large, equal-sized airlines. I'd prefer winning before that eventuality. Therefore, I need adjacent hubs and foreign spokes to seize the market share needed. Adjacency in this game works for both offense and defense, so a triangle of controlled hubs is a good goal (it is even better, if those hubs include large profits and market shares). Thus, I conclude that my early choices must be aimed at positioning myself to seize a valuable "triangle" and preferably one that is not entirely on the interior of the board (thereby putting me in potential conflict with every player). Let's take a look at a few:

Triangle	Market Share	Drawback
ORD-DFW-ATL	300	Adjacent to everybody
LAX-SFO-DIA	240	Expensive; distant from other winners
JFK-DCA-MIA	240	Low payoff ratios for hubs
JFK-DCA-DTW	220	Low share value per cost
ORD-DTW-DCA	220	Too many rivals; Low early payoffs
HOU-DFW-ATL	220	Too many adjacent rivals?
ATL-MIA-HOU	200	Bad position to take a hub in endgame

Notice that I deliberately ignore PHX (which has a low payout per action cost and no foreign support). The game may end in PHX, but rarely does a winner start there. Clearly, the most lucrative triangle (involving ORD) is also the one putting you in harms way. It is best to plan on acquiring some aspect of the ORD-ATL-DFW triangle at the very end of the game, rather than from the start. Nonetheless, the low cost of DFW makes it very appealing as a starting location. If the HOU-DFW-ATL triangle looks viable early, I shall seek it and then use it to takeover ORD, MIA or PHX for victory (depending upon my cash on hand and the urgency of countering other players). If this is not available, then my second choice is the SFO corner of the board. My third choice is MIA. However, if I start the first round toward the back of the order and ATL and MIA are both empty, I shall seize the opportunity to grab ATL first as a pivot for taking adjacent hubs as quickly as possible.



The AIR BARON mapboard provides all the necessary tracks for recording game status.

Of course, a fully connected triangle is an ideal that may not be reasonably achievable. Against good players, an airline executive will have to adapt to a more constrained environment involving hubs that do not fully interconnect. Opponents are more accepting of strings of hubs than of triangles.

As for the means to attain my goal, my strategy calls for an early purchase of a cheap foreign spoke adjacent to the hub that I want first, followed by fare wars to lock it up (using the foreign advantage). In order to deter an early "takeout" attack, the foreign spoke will only be purchased when I feel I have a safe domestic spoke in that hub (either rivals lack adjacency or money or I have a Jumbo fleet in place). The purchase of a Jumbo fleet early has the drawback of slowing down market expansion and costing a pretty penny. However, the planned early fare wars should make up for the lost time and I do not want to fall far behind any player that also starts building Jumbos early. If cash flow is an early problem preventing either the Jumbo or the foreign purchase, I will buy cheap spokes in other hubs adjacent to my first purchase in order to gain the presence profits for hub payoffs.

As for borrowing, I hate it (I mean I love it). Well, I often succumb to borrowing \$10 for a Jumbo or Foreign purchase or as a reserve against fuel price hikes. However, borrowing more is a slippery slope best left to those with high profit potential to quickly cover the debt. It is amazing how quickly \$3 or \$4 in interest per round can ruin your day. When the government

contract appears, I will bid the price up, but not buy it, unless I am so flush with cash, that the purchase will not prevent buying a Jumbo on my next turn.

Of course, despite all of these fine plans, the luck of the profit draws and turn order can blow the corporate plan out of the sky in no time. This fast-paced game requires constant adaptation of the business plan in order to stay ahead of the competition.

OPENING SETUP

The neutral and foreign spoke counters go onto the board, while the hub counters and the bid for contract counter go into the profit draw cup. The disaster chits are randomly placed facedown at every \$50 increment on the market share track, awaiting entrance into play when any player's market share reaches a given level. Player-turn order for round 1 is randomly chosen from the turn order cup and the initial capital die roll gives the first player (Mark) \$6 and each player thereafter \$1 more than his predecessor (on first round only).

ROUND 1

*In the following text, each player's turn in the round will begin with an italicized summary of his starting cash on hand, the two chit draws (underlined) and their effects, and **the action(s) taken by the player** (in bold). Text not in italics is the executive's confidential diary (player's own commentary). Neither the cash holdings nor the diaries were disclosed until the game was finished.*

Sky High (SH)

Pre-draw Cash = \$6. Draws: HOU and LAX, both of these hub profit draws have no effect (ne), since no player has yet acquired presence in them. The fact that they cannot payoff later in this round may influence the initial purchase of players moving early. Buys Baltimore (-\$4).

With only \$5 to spend (I always save at least \$1 in case I don't receive any income before my next turn), I'll go into lucky Baltimore. After all, what better place is there for a corporate headquarters than the home of the Avalon Hill Game Company?

TRANS TOUCANS (TT)

\$7. Bid for Contract. The government puts its travel business contract on the block early. Bidding in clockwise seating order: TT bids \$1, SH \$2, JS \$3, passed out, Bill's Jet Stream airline spends \$3, gains control and is guaranteed a \$1 payment in his turn in this round and every one thereafter until the Contract Bid chit is again drawn. PHX ne. Buys Charlotte (-\$6).

Well, an interesting situation develops at once. With Mark buying Baltimore, I can buy Charlotte with the safe expectation that none of the remaining three will buy into MIA (on the first round at least). By buying Charlotte instead of Memphis, I may have a chance to establish my DFW-ATL-HOU triangle with no "back-door" worries from MIA. If I do get boxed in by the last three players and those that move before me on round 2, at least I have started with a spoke that is the last in ATL against which they perform a fare war takeover. On the first round as an early mover, I have a higher expectation than most of getting a payoff before my next turn, so I can spend more now and still hope to have cash for next round's purchase. Finally, I admit to some glee in the idea that Don will be pushed away from his favorite purchase of Orlando. For the medium-term outlook, the decision over the first direction of the fare war takeover (DFW or ATL) may come down to the

Market Share

10	20	30	40	50	60	70	80	90	
110	120	130	140	150	160	170	180	190	
210	220	230	240	250	260	270	280	290	
300	310	320	330	340	350	360	370	380	390

Drawn Profits

\$0	\$1	\$20	\$30	\$40	\$50	\$60
\$5	\$2	\$20	\$30	\$40	\$50	\$60
\$10	\$3	\$30	\$40	\$50	\$60	
\$15		\$40	\$50	\$60		
\$20		\$5	\$50	\$60		
\$25		\$6	\$60			

Settlement Cost

Government Contract

Player bids

Player turn Order

Jet Stream (JS)

Aero Flamingo (AF)

Trans Toucans (TT)

Sky High (SH)

Market Share

Drawn Profits

Settlement Cost

Government Contract

Player bids

Player turn Order

Jet Stream (JS)

Aero Flamingo (AF)

Trans Toucans (TT)

Sky High (SH)

At the start of round 6, Green has surged ahead in market share, allowing players to borrow money. Purple remains in fare wars, forfeiting profits. Three events remain outside the cup.

affordability of Cancun versus Rio at the time I must buy a foreign spoke intended to help acquire hub control.

JET STREAM (JS)

\$5. Government contract pays JS \$1. DCA and Baltimore pay SH \$3+4. The first profits of the game go to Mark's Sky High Airlines for owning the Baltimore spoke (in the DCA hub). Buys Salt Lake City (-\$5).

Stuart pulled the government contract chit. I'll go as high as three, since my turn hasn't come up this round which assures me of getting at least \$1 back. That means that I'll have \$6 to spend in my turn instead of \$8, but mitigating that is the fact that my turn is in the middle of the round and I have a good chance of getting back my money from my first purchase right away. The best spokes I can afford are Tampa and Philadelphia, which are corner areas. I prefer a center position for flexibility, so will settle for second best—Salt Lake City.

AERO FLAMINGO (AF)

\$9. JFK and MIA ne. Buys Seattle (-\$7). With my turn yet to come, \$3 is my top bid for the government contract on the opening round, given the high likelihood of its rapid turnover in the early going, so I pass.

With \$9, my opening buy would normally be Boston or Orlando, so naturally my chit draws are MIA and JFK, eliminating any chance of a first round payoff for those hubs. That, coupled with the strong start by Orange with a \$7 payoff and the nearby presence of Red in Charlotte causes me to look elsewhere. The choices now seem to be ORD, LAX or SFO. Chicago is a very strategic hub that is often the crux of a winning position, but it is also in the middle of the first three player's home turf. LAX has already been picked this turn. That leaves Seattle as the best hope for immediate payback. With \$2 remaining, I can parlay that into a buy for San Diego if SFO comes up before my next turn. The gamble here is that Blue with \$10 will go for St. Louis rather than LA, so I can get a clear shot at the west coast on round 2. A move into LA would really hurt me, but hopefully he'll see that the resulting competition there will be detrimental to him also.

WORLD DOMAIN (WD)

\$10. DTW ne; SFO pays AF \$3. Buys Minneapolis-St. Paul (-\$8). Going last on the first round, I have more start-up cash than my opponents had, and the drawn profit markers do not affect my decision because I earn no profits this round. I want to invest most of my \$10, holding back \$1 or \$2 so

I can buy a cheap spoke next round in case I make no profits in the meantime. Therefore, I'm looking around the board at the \$9, \$8 and \$7 spokes. I rule out Las Vegas and Honolulu because Don is in a corner at Seattle and will probably buy a spoke in LAX next round if he earns some profits. Likewise, Mark with his fresh profits will probably expand into Boston (or Philadelphia) in JFK next round, and I certainly don't want to buy Pittsburgh at this time to share the DCA hub with him. Orlando is a possibility, because Stuart doesn't always stay in one area—he sometimes jumps from one coast to the other. I'm leaning more toward the Chicago area. If somebody doesn't go there, Bill will soon, and maybe my presence in Minneapolis-St. Paul will make Bill hesitate and look south or west instead. I'm sure I will end up fighting with Bill over Chicago, but I expect him to buy Kansas City next round to control DIA as soon as possible for the +1 takeover modifier. If I earn



enough profits, I'll buy St. Louis before he does, which will make it expensive for him to pry me out of those valuable spokes.

END OF ROUND 1

TRANS TOUCANS

With the purchase of Salt Lake City, Bill made one of his favorite openings of going for DIA with ORD the eventual target. Don chose a safe corner in the west. Ben ended round 1 with the prospect of facing a rival next to anything he bought. He did what I would have done in buying a costly spoke that nobody can take from you for awhile. I am both distressed and pleased that he didn't go for the safer Boston. On the one hand, he'll stop an easy ORD victory by Bill. Yet, I suspect he'll be in the hunt for DFW. Consequently, this turn I must buy Memphis in an effort to steer him to the Northeast. This will put me in the line of fire of two players (as Bill may not want to go west), but I am counting on their unwillingness to make an early risky attack on me. This opening setup has convinced me that my first Jumbo purchase must precede the Foreign spoke, if I go for DFW before ATL. If I were to instead buy Memphis and then Cancun (if I have the money), I would be tempting Bill or Ben to take me out (and both are quite capable of such a cutthroat action).

ROUND 2

At the start of each new round, player-turn order is again randomly determined, although, for this round, the order hardly moves at all.

SKY HIGH

\$9. Baltimore pay SH \$4 and ORD pays WD \$3. Buys Boston (-\$9).

A player is limited to one purchase per turn, so at this stage I like to buy the most expensive spoke I can afford.

TRANS TOUCANS

\$1. DFW and PHX ne. Buys Oklahoma City (-\$1).

I start my turn with \$1! This is a disastrous lack of profit (couldn't I at least get \$3 for a presence in the ATL hub?). I can tell I will be the one whining throughout this early game. Mark pushes ahead with three profit payoffs and takes Boston. With the draw of the DFW hub, I am hosed again, because now that profit cannot come up for me in round 2. The short-term advice would be to buy a \$1 spoke in a hub not yet drawn, but that would put me into the indefensible PHX hub or in a hub with another player. I'd rather make the diplomatic statement that I want DFW. Of course, my weak cash position doesn't exactly frighten the competition.

JET STREAM

\$1. Government contract pays JS \$1. Oklahoma City pays TT \$1; HOU ne. Buys Milwaukee (-\$2).

It would have been nice to have had my spoke and hub picked earlier in the round, since I want to buy St. Louis. I didn't collect any money so I'll take my \$2 and start on the Chicago hub with

Milwaukee. At least, I have a presence in two hubs to generate income.

WORLD DOMAIN

\$5. DTW ne; SFO pays AF \$3. Buys Cincinnati (-\$4).

Bill surprised me, buying Milwaukee even after Chicago had paid this round. I guess he wants to send me a clear message of competition. My long-term goal at this moment is to control all of Chicago, Atlanta and either Dallas-Ft. Worth or Washington. Those connected hubs would give me a large market share as a base for final victory. Toward that end, I'm buying Cincinnati this turn to get my toe in the Atlanta hub which hasn't paid off yet. This still leaves me \$1 in case I earn no profits before my next turn.

AERO FLAMINGO

\$8. Charlotte pays TT \$6; LAX ne. Buys Las Vegas (-\$7).

Well, that worked . . . sort of. Blue (WD) stayed clear of LA in favor of Minneapolis-St Paul, as I predicted, and money shortages kept the others away from the expensive LAX hub. Orange was the only one who could afford LAX real estate and he was rightly more interested in Boston which supports his initial position. I'm fortunate to come into my second turn with enough money to finance my next buy. Without the SFO payoff I'd have been forced to select between going broke to get San Diego or settling for Kansas City to ensure that I would have money left for a buy on round 3. That would have been a tough choice which I'm glad that I don't have to make since the LAX market can't be left untouched for long before it draws competition. Now, I can afford Las Vegas and still have \$1 left for Tucson should my next turn arrive before any new profits. The strategy is a basic one: expand into as many interlocking hubs as possible to maximize income potential before consolidating the position in fare wars takeovers to grab market share.

ROUND 3

TRANS TOUCANS

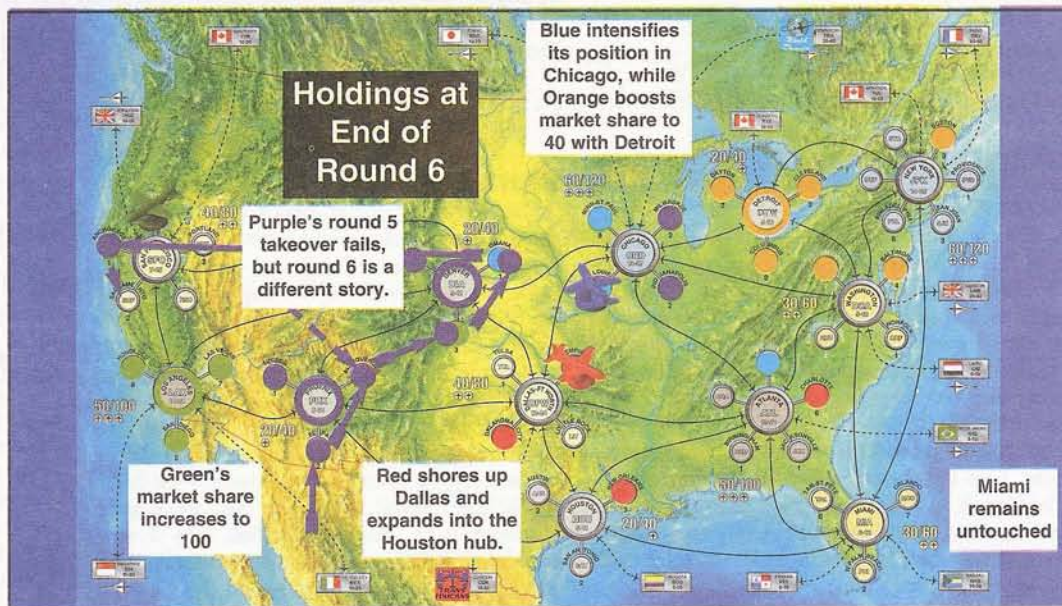
\$7. Charlotte pays TT \$6; DCA pays SH \$3. Buys Memphis (-\$4).

My airline turned around quickly. The Charlotte payment at the end of last round was matched during my profit draw at the start of this round. With \$13 to manage, I now have a choice (dilemma?). Unfortunately, Ben's purchase of Cincinnati denies me the option of buying Rio early, as the cost and probabilities of taking ATL are not as favorable now. Therefore, the plan is to buy Memphis and go for DFW and HOU before striking at ATL. If I go late in round 4, I'll buy the Cancun spoke and hope I move in round 5 before anybody can toss me out of DFW. If I move early in round 4, I'll buy a Jumbo in Memphis with the intention of then buying Cancun. However, with Ben vying for ATL, I now have to watch his cash flow closely to gauge how vulnerable is Charlotte. I must have a hub or two next to it or a Jumbo there for defense before he is able to strike at me. Right now the cash seems to be going to Don and Mark, so maybe I'll do okay here against Bill and Ben. Unfortunately, if Bill's financial weakness continues, I will be forced to counter Don directly. I wonder who will buy into MIA first (probably Mark).

WORLD DOMAIN

\$1. Seattle pays AF \$7; JFK pays SH \$3. Buys Omaha (-\$1).

I am glad I kept that \$1 in reserve. To maximize my chance of profits, I need to buy into another hub. That rules out Norfolk because Washington has already paid off this round. Stuart is flush with money and apparently only waiting for a Fare Wars spot in the player-turn order (near the end). If I buy into the Dallas-Ft. Worth hub, he'll probably kick me out relatively soon. Therefore, I'll buy "Bloody Omaha" as a defensive move against Bill. If Bill draws no profits for himself, he will only have his \$1 government contract money, and he will have to look elsewhere to spend it—hopefully in Don's



direction, west. I'm out of cash at the end of my turn.

JET STREAM

\$0. Government contract pays JS \$1. DFW pays TT \$3; ATL pays TT and WD \$3 each. Buys Tucson (-\$1).

I'm extremely disappointed that I have not had any income (apart for the government contract) during the first three rounds. On the bright side, I have just made my money back on that investment. With my \$1, I will buy Tucson since I can afford it, it is uncontested, gets in Don's way, and gives me presence in another hub to make \$3 profit.

AERO FLAMINGO

\$8. Contract Bid is drawn, ending JS's \$1 contract and offering a \$2-per-round contract to the highest bidder: AF bids \$1, TT \$2, SH passes, JS has no money, WD \$3, AF \$4, passed out. Don's Aero Flamingo wins the contract (-\$4). Memphis pays TT \$4. Buys Kansas City (-\$3).

Red has joined Orange as the early front runner, awash in cash, although I don't much care for Red's board position. DFW is too tempting a target for fare wars due to its high market share vis-a-vis cost. Red certainly has money to buy whatever he wants.

I get hung with the Government contract at \$4—it was my last bid and I was not expecting Orange and Red to drop out of the bidding so soon, especially with Orange yet to move this turn and guaranteed to get back \$2 of his bid. I was more interested in bidding up the price than claiming the contract myself, but it may work out to my advantage since I was only going to spend \$3 this turn anyway. I buy KC to gain access to another hub which is part of my desired three-hub power base (LAX-SFO-DIA). It is at risk in the Purple-Blue turf war, but is the highest-priced spoke left in my four-hub area and still leaves me with money for a PHX penetration next turn assuming my turn arrives before more profits.

SKY HIGH

\$10. LAX pays AF \$3; DIA pays AF, WD and JS \$3 each. Buys Pittsburgh (-\$7).

I'll buy another expensive spoke in the hope that I can earn money faster than my opponents.

ROUND 4

AERO FLAMINGO

\$7. Government contract pays AF \$2. DIA pays JS, WD and AF \$3 each; Charlotte pays TT \$6. Buys Honolulu (-\$8), raising AF's market share to \$50 (for domination of LAX), opening up the option for all airlines to borrow money (at a ceiling of \$10 of principal), and kicking an event chit into the cup (Local Competition, the identity of which only Don sees).

So far so good, DIA pays twice between my turns. Can I pick 'em or what? Unfortunately, Charlotte is making Red rich. I have too much cash on hand to settle for a PHX buy and I don't want to buy the first Jumbo, since the third and subsequent jumbos have the best payoff odds. It's time to buy Honolulu and get my money working for me.

TRANS TOUCANS

\$25. ATL pays TT and WD each \$3; ORD pays WD and JS \$3 each. Buys a Jumbo Fleet (-\$10) and deploys it in Memphis, adding the first of three Jumbo payoff chits to the cup.

My profits continue to rise as ATL is drawn last round and this (\$6), DFW is drawn once (\$3), Memphis pays off quickly and Charlotte pays yet again (much to the howls of my competitors: do I sense a rule change in the making . . . perhaps something about successive profit draws . . . just kidding). I now have two-thirds of the cash I need to cover my fare wars expansion plans. Looking ahead, I will need \$10 for a Jumbo, \$10 for Cancun, \$2 for DFW takeovers, \$7 for HOU takeovers, \$8 for Cincinnati and \$5 for the rest of ATL (for a total of \$42). Of course, the costs of takeovers will rise when other players buy spokes in my path. Secondly, I have to consider deviating to counter Mark's largely unchallenged growth in the east (perhaps by going to MIA earlier than planned). Elsewhere on the board, Bill is being squeezed in DIA, but has too little cash to threaten to knock people out. Don is growing strongly, and can afford to ignore market share concerns related to a fuel cost rise, but he is a natural target now for local competition (I wonder what just went into the cup). Ben's cash situation doesn't look threatening and Mark's has slowed a bit as well. I am sure everybody sees me as the early leader after three rounds of profits from Charlotte. Let's see if my Jumbo purchase encourages copycats (it is usually not good to fall too far behind in purchasing Jumbos). Next turn I buy Cancun with the hope of going into fare wars on round 6 (even an early-moving fare wars may make sense if I need the hub adjacency defense benefits "up and running" soon).

I will continue to ignore the government contract for the moment (others seem willing to bid up the price and I do not want to reduce my cash for an uncertain payment flow). After more chits are in the cup I will find it more palatable.

WORLD DOMAIN

\$15. Honolulu and Las Vegas pay AF \$8+7. Buys St. Louis (-\$9).

Well, I've gone from an empty wallet to \$15. I'm going to buy St. Louis before someone else (like Bill) buys it. That leaves me \$6 in reserve.

JET STREAM

\$9. Contract Bid is drawn (you may have noticed that this chit keeps getting played first—the drawing player has the option as to which draw to reveal first, thereby denying or paying the profits of the other draw for use in the bidding). Don wins back the (now \$3-per-round) contract with a bid of \$7. Kansas City pays \$3 to AF. Buys Indianapolis (-\$2).

Well, that was quick; last round I lost the government contract. As I said earlier, I didn't lose money, but with 20/20 hindsight I see that I should have saved my money and gone after Minneapolis-St. Paul on the first turn. I now have some money, and loans are available, so I will buy Indianapolis to shore up the Chicago hub. I have \$7 left over and may go into fare wars to take the Phoenix hub next turn.

SKY HIGH

\$3. Mark elects to play the Local Competition event first (allowing him to cancel any one profit payoff during the remainder of the round) and then he plays and cancels Cincinnati immediately. Buys Columbus (-\$2).

I did not make a single dollar this turn! With no cash, I will buy what I can afford in the Detroit or Washington hubs.

ROUND 5

WORLD DOMAIN

\$6. Milwaukee pays JS \$2; ATL pays TT and WD \$3 each. Borrows \$10 (the banks impose a fixed interest rate of 10% per turn). Buys a Jumbo fleet (-\$10) and deploys it in St. Louis, adding the second Jumbo profit chit to the cup.

I buy a Jumbo for St. Louis to make my position in Chicago secure and to enjoy possible Jumbo profits. That leaves me \$9.

AERO FLAMINGO

\$18. Government contract pays AF \$3. Contract Bid: AF starts bid for the \$4 contract at \$4, TT bids \$5, SH passes, JS \$6, WD \$7, AF \$8, TT passes, JS passes, WD \$9, AF \$10. DTW pays SH \$3. Buys San Diego (-\$5), raising AF's market share to \$100, increasing the lending ceiling to \$20, and kicking the second hidden event counter into the cup (Don keeps the coming recession a secret).

The flighty government contract is going to bust me yet. Two straight turns it failed to pay back its bid—but its worth more than ever now, with an increasingly slim chance that it will come up again (as the cup gets loaded with more and more chits), so I'm going to pour good money after bad to keep it—especially since I have the money now and only want San Diego this turn. With two Jumbos out, now is the time to get on the Jumbo bandwagon, but I'm determined to wrap up LAX before somebody decides to rain on my parade. With that +1 drm sewn up, I'll be ready to go into fare wars if I'm drawn last next round.

TRANS TOUCANS

\$21. ORD pays WD and JS \$3 each; St. Louis (with its Jumbo doubling the profit) pays WD \$18. Buys the foreign spoke to Cancun (-\$10).

Ben joins the Jumbo "train." I promptly pick St. Louis profits for him, showing how dramatically valuable a Jumbo can be if placed in the right location. I received an ATL payment this round and feel confident that I can continue with my plans. Don earned the big bucks last round and is gathering a lead.

JET STREAM

\$12. Declares JS in fare wars (thus earning no profits until exiting fare wars in a subsequent JS turn). MIA ne; San Diego pays \$5 to AF. Borrows \$10 and attempts a takeover of Albuquerque (-\$2). JS rolls two dice and adds two for being in fare wars. The defender (neutral in this case) rolls two dice and has no support. The high number will win, with the defender winning ties. Result: 4(+2) to 7 (failure).

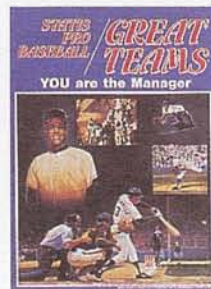
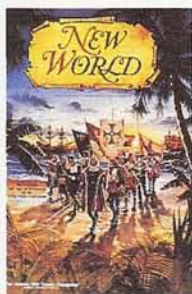
(Continued on pg. 36)

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CONTEST #177—DOES IT MATTER IF LONDON'S BURNING?

September 15, 1940. Goering assures Hitler that the RAF is down to its last reserve of pilots. Having pounded the airfields and radar stations, the Luftwaffe is running out of targets and now challenges the RAF over London. An uncertain Hitler is weighing whether the already-postponed Operation Sea Lion invasion can begin with preliminary naval operations on the 17th. The costs of the Battle of Britain have been high and control of the sky is crucial.

Hornchurch, base of No. 11 group, sector 6, 65 squadron, blue section, 4 pm on the 15th. Spitfire Ace Richey is at fatigue level 3 and looks wearily at an airbase with two points of damage. He revelled in victory versus five raiders at 10am but saw his wingman go down versus six raiders at 2pm. Every airfield, shipping target and radar station in the sector has been hit with two or more points of damage. Thame-shaven burns, but London is still safe. The squadron has scored 54 victories compared to 10 RAF planes downed. The intelligence guys expect one more late raid, with fighter cover equal or stronger than bombers and no more than one of each available bomber type.

You make the call to the airmen's lounge. What are Richey's orders for 5pm?

- * Location: _____ and Status: _____
- * Do not intercept: _____
- * Intercept after bombing: _____
- * Intercept before bombing, if possible: _____
- * Ideal interception altitude, relative to reported raid: _____
- * Ideal angle of attack: _____ head-on _____ out of sun
- * Primary target: _____ fighters _____ bombers

(Using the basic rules for the solitaire game, you need a win. The raid has already been determined, you can trust your pilots to make the best decisions within the constraints of your orders, and God has set your fate with predetermined dice rolls for each aspect of any potential combat. The fate of Britain and the free world rests on your decisions.)

Name _____

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Opponents Wanted/Games Sought/For Sale

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Volume 30, Number 6

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POINT OF THE SWORD

ASL SCENARIO G31

Scenario Design: J. D. Frazer



LANGRUNE-SUR-MER, FRANCE, 6 June 1944: The Allied landings at Normandy were quickly followed by advances into the villages that lined the coast. A detachment of Brigadier B. W. Leicester's 4th Brigade Commandos pushed into the sleepy village of Langrune-sur-Mer from Sword Beach and met stiff resistance from the veterans of General Feuchtinger's 21st Panzer Division. The Commandos radioed for assistance from a French Canadian unit to the west which had just taken Saint-Aubin-sur-Mer after three hours of hard fighting without tank support. With help on the way, the Commandos pressed the attack.

VICTORY CONDITIONS: The British win immediately upon Controlling ≥ 2 buildings containing Fortified Locations (see SSR 2).

BOARD CONFIGURATION:

BALANCE:

☛ Add one 4-6-8 and one German MMG to the German OB.

⦿ The British reinforcements enter on Turn 3.

10



TURN RECORD CHART

☛ GERMAN Sets Up First [122]	1	2	3	⦿ 4	5	6	7	8	END
⦿ BRITISH Moves First [140]									



Reinforced elements of Bataillon 2, Panzer Division 21 [ELR: 4] set up on/south of hexrow R: {SAN: 4}



9							3	



Advance elements of Leicester's 4th Brigade Commandos [ELR: 5] set up on/north of hexrow J: {SAN: 4}



10					3		4

Elements of the Régiment de la Chaudiere [ELR: 4] enter on Turn 4 along the west edge on/north of M10:

12			2	4	2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling Attempts are NA.
2. The Germans must Fortify (Tunnels are NA) one Location in three different stone buildings; connected Rowhouses are considered one building for set-up/victory purposes, but otherwise are treated as Rowhouses.
3. The Germans may use HIP for one squad-equivalent (and all SMC/SW stacked with it).
4. The British 4th Brigade Commandos are Assault Engineers (H1.22) and Commandos (H1.24). All British mortars have a Smoke Depletion number of "9."

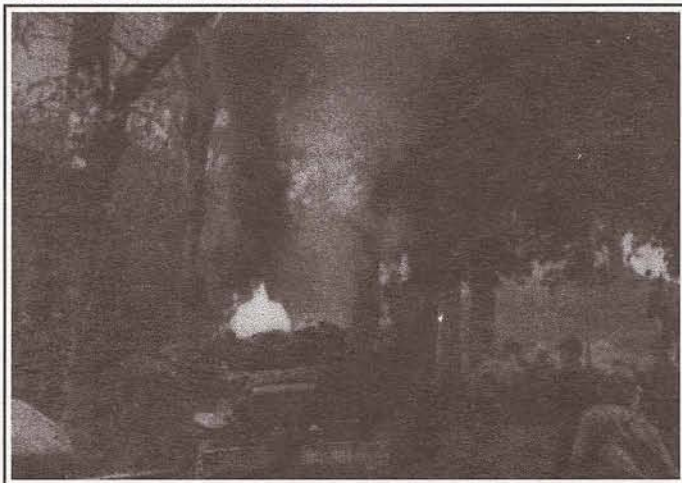
AFTERMATH: A furious fight was put up by both sides and soon the battle was reduced to a bitter exchange of bullets between the houses and gardens of the village. The Germans were in fortified positions, forcing the Commandos to use demolitions to breach the buildings. The Germans gave way inch by inch as the Commandos continued to push into the village. When advance elements of the crack Régiment de la Chaudiere arrived at the scene, the Commandos let out a cheer. The Canadians had heavy support weapons which dealt out a murderous rain of fire on the German positions. After several hours of fighting, the Germans finally broke and routed. Many were taken prisoner, but more lay dead in surrounding streets and buildings.

A HELPING HAND



Scenario Design: Bryan Milligan

ASL SCENARIO G32



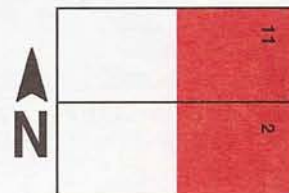
Near ST. GEORGE-D'ELLE, FRANCE, 13 June 1944: After landing at St. Laurent-sur-Mer on D-Day plus 1, with enemy shells raining onto the thinly held beachhead, the 2nd Infantry Division was immediately pressed into the attack. Since it had not been anticipated that the Indian Head Division would be sent into action so soon, its support weapons and equipment were not scheduled to arrive for another three days. Almost a week later, the division was still fighting with rifles alone. On June 13th, the 1st Battalion crossed the River Elle in an attack towards the town of St. George-d'Elle, situated southwest of the Cerisy Forest, and was pinned down by mortar and machine-gun fire from the high ground overlooking the river. Captain Ernest B. Miller, D Company Commander, went over to Company C in an effort to help push their advance.

BOARD CONFIGURATION:

BALANCE:

⚡ Add one 5-4-8 and one German LMG to the German reinforcement group.

☆ The German reinforcement group enters on Turn 5.



(Only hexrows A-P are playable.)

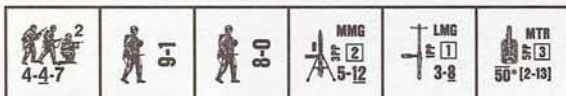
VICTORY CONDITIONS: The Americans win immediately upon Exiting ≥ 16 Victory Points (excluding prisoners) off the south edge of board 2.

TURN RECORD CHART

⚡ GERMAN Sets Up First [0]	1	2	3	4 [⚡]	5	6	7	8	9	10	END
☆ AMERICAN Moves First [198]											



Elements of Volksgrenadier Regiment 914, Infanterie Division 352 [ELR: 3] set up on board(s) 2/11, south of the road that runs 11P8-11K6-11I5-11A6; all MMC (and any SMC/SW stacked with them) in suitable terrain may set up entrenched: {SAN: 4}



8

3

2



Elements of Fallschirmjaeger Regiment 8, Fallschirmjaeger Division 3 [ELR: 4] enter on Turn 4 along the south edge of board 2:



4



Elements of Company C and elements of Company D, 1st Battalion, 38th Infantry Regiment [ELR: 3] enter on Turn 1 along the north edge of board 11: {SAN: 2}



18



SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling attempts are NA.
- All hedges and walls are Bocage (B9.5).
- The Germans may use HIP for any one MMC (and any SMC/SW stacked with it).
- The Americans receive one module of 100+mm OBA (HE and SMOKE).

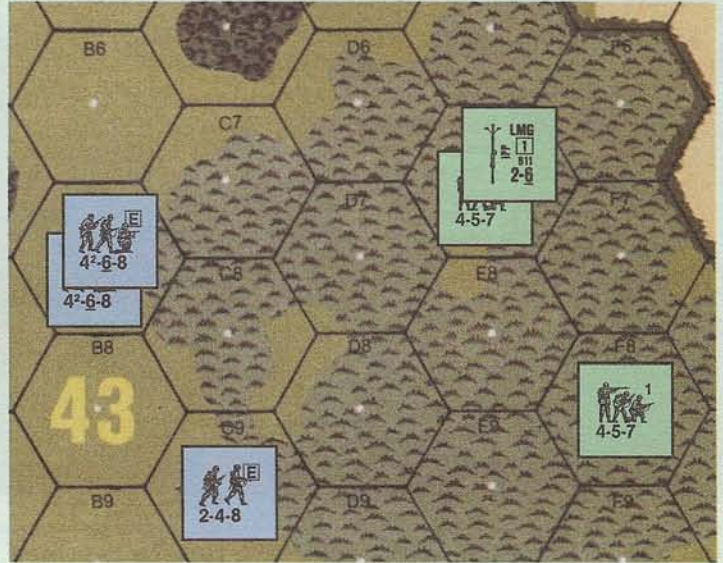
AFTERMATH: While leading the men of C Company over the hedgerows against the enemy positions, Captain Miller was killed instantly by fire from an enemy machine gun. Without adequate support weapons to counter the superior range of the German machine guns and mortars, the Americans relied on the cover afforded by the bocage and heavy artillery support to advance south of the Elle River. Here the attack toward St. Lo was halted by order of General Bradley, but a long grudge fight with the 3rd Fallschirmjaeger had already begun.

ASL ACTION PACK #1



June 29th, 1941... As Operation Barbarossa unfurls and the German army drives east, Army Group South finds itself up against stiff opposition. Von Kleist's 16th Panzer Division drives a wedge between the Soviet 5th and 6th Armies, only to find six full mechanized corps attacking its flank in accordance with Timoshenko's Directive No. 3. If the Soviet armor can breakthrough, perhaps they can stem the tide.

July 11th, 1943... With the Allied invasion of Sicily on July 10th, the liberation of Europe has begun. As American troops and vehicles unload at Gela, Darby's Rangers stand guard over the beach. Backed up by the awesome firepower of the fleet offshore, and with the added punch provided by several captured Italian guns, the Rangers are confident that they can handle any counterattack made by Italian infantry. The armor of the Herman Goering Division might be another story, however.



August 7th, 1944... Bradley's First Army, having finally broken out of the Cotentin Peninsula after Operation Cobra, is threatening to turn the corner with a major encircling move. The German counterattack towards Avranches, designed to reseal the peninsula and blunt Bradley's breakthrough, sweeps past Mortain and scatters several of the lightly manned roadblocks outside of town. Time is of the essence; progress must be made now while the Americans scramble to regroup.

January 2nd, 1945... As Patton's Third Army counterattacks in the Ardennes, its former positions in France are stretched thin. Operation Nordwind, Hitler's followup to Wacht am Rhein, threatens to punch through the U.S. Seventh Army. As Jagdtigers and Flammhetzers swarm around them, the dug-in American infantry prepare to repulse the SS panzergrenadiers. As always, in the end it all comes down to the foot soldier.

Boards 42 and 43—the newest geomorphic mapboards for wargaming's best tactical-level World War II simulation—are the centerpieces of this latest innovation for the ASL game system: the ASL Action Pack. Designed to get you right into the action, these Packs consist of boards and scenarios that further expand the ASL game system without requiring new rules sections. Board 42 depicts a small village crossroads: stone buildings, walls, hedges, and orchards are complimented by ponds, grainfields, and woods. Board 43 has the feel of a farm compound surrounded by large grain fields; the open terrain is sure to provide great fields of fire for your marauding armor. Eight new scenarios were specifically designed for use with these new boards. The actions in these battles span the length of the war—from 1939 to 1945—and the length of Europe—from Poland to Sicily, from Russia to France. Also included in the package is a color-coded flow chart to help you through the somewhat complicated OBA section of Chapter C.

ASL Action Pack #1 is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS, and THE LAST HURRAH is required. Additionally, one of the eight scenarios requires Italian Infantry (HOLLOW LEGIONS) and board 10 (PARTISAN!), one requires board 35 (CODE OF BUSHIDO), and one requires board 38 (GUNG HO!).

Suggested retail is \$19.95 at better hobby, and game stores everywhere (product #8003-APS). If not available locally, please contact us direct at: **1-800-999-3222.**



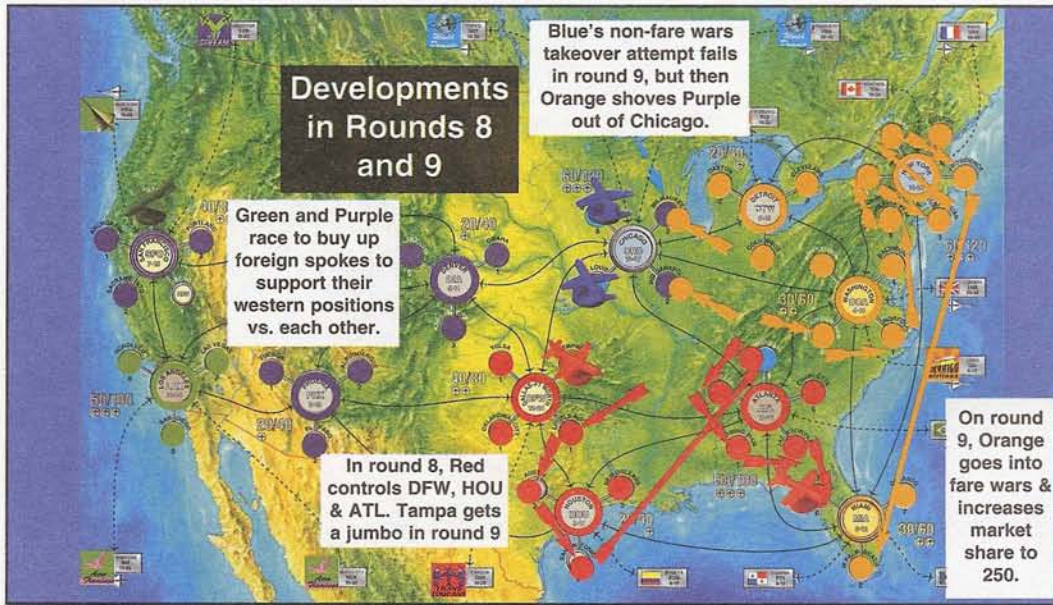
The Avalon Hill Game Company

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4517 Harford Road • Baltimore, MD 21214

SERIES REPLAY...

(Continued from pg.30)



I think that anchoring Phoenix is starting to sound better and better, since I don't have many high priced spokes. I borrow \$10 and go into fare wars against Albuquerque.

Ack! I'm shot down on the first roll.

SKY HIGH

\$4. LAX pays AF \$24; Tucson FW (doesn't pay due to JS being in fare wars). Buys Cleveland (-\$3), boosting market share to \$20.

Again, I have very few profits. Fortunately, everybody is leaving me alone in this corner.

ROUND 6

TRANS TOUCANS

\$11. Salt Lake City FW; ORD pays WD \$3 (nothing to JS in FW). Buys New Orleans (-\$3).

Bill followed me last round with the game's first declaration of fare wars in order to take the neutral spokes in Phoenix (with intentions to expand into DIA, I believe). His quick failure is a warning about resting your fate on the dice. Hmm.

Well, I am faced with two ugly facts. I received no profits since my last turn and I go first. My plan to enter fare wars must be changed. To enter fare wars now would leave me with inadequate cash (short of borrowing) to cover a takeover of DFW, HOU and ATL in one turn. Secondly, I'd have to wait as many as nine player-turns before exiting fare wars and restarting profits (this would be okay if I wasn't thin on cash as it is). Finally, I seem to continue to have an unfettered hand in the south, so buying New Orleans is sort of a safe pause, in which I acquire something which I had planned to takeover the hard way. Now, I hope to receive \$3 from either New Orleans or HOU in addition to a few other profits before going late in round 7. This postponement could leave me in terrible shape, but I can't see swallowing the big profit loss associated with making the move in this round. Just look at Bill, he not only failed, but his profit chits have been coming up, adding salt to the wounds.

WORLD DOMAIN

\$33. Tucson FW; Columbus pays SH \$2. Pays \$1 in interest on outstanding debt. Buys Frankfurt (-\$20).

I feel rich. It's time to buy Frankfurt as defense for Chicago. Next round I will buy Tokyo to monopolize Chicago's foreign connections. After that, I will buy my second Jumbo fleet for placement on Minneapolis-St. Paul. I end this turn with \$12.

AERO FLAMINGO

\$32. Government contract pays AF \$4. Jumbos pay \$5 per fleet to TT and WD. Local Competition is held for use later in the round. Buys a Jumbo fleet (-\$10) and deploys it in Seattle, adding the last of the Jumbo profit counters to the cup.

I'd decided to buy a Jumbo before I drew it from the cup. I'm one turn too late to share in the first payout. By buying the third one, I could have gotten into the Jumbo business at the most profitable moment— had I not spoiled it by drawing one before I bought. Seattle is the homebase for the fleet rather than Honolulu because it is more vulnerable to attack and I may want to buy a foreign there to support a fare wars into SFO.

JET STREAM

\$20. Stays in fare wars. Omaha is cancelled by Don's play of the Local Competition counter. Recession means that all future profits this round will be \$1 rather than face value. Pays \$1 interest. Launches takeover bids in:

El Paso (-\$2) succeeds 9(+2) to 7;

Albuquerque (-\$2) succeeds 7(+2) to 2, boosting JS's market share by \$40;

Kansas City (-\$6, double cost because it is owned by AF) with the adjacent hub of PHX boosting his advantage to three (but AF has an adjacent hub, too—LAX) and succeeds 3(+3) to 4(+1);

Omaha (-\$2, owned by WD) succeeds 7 (+3) to 6, boosting JS's market share by another \$40; Reno (-\$1) succeeds 6(+3) to 5; Anchorage (-\$1) succeeds 5(+3) to 5; Sacramento (-\$2) fails 7(+3) to 11, thereby ending his turn.

Note that the neutrals in SFO receive no support (Don's LAX hub only benefits AF, no matter how much he wishes the neutrals success against Bill).

Well, in for a pence, in for a pound. The only way to get going is by getting some more spokes and making money on the hubs. Since I don't have any big ticket spokes and my biggest payoff, Salt Lake City, is already out of the cup, I won't be losing too much revenue by staying in fare wars.

Takeover successes in El Paso and Albuquerque! Okay, now this is much better. Time to go after the Denver hub since I already own Salt Lake City and I have the Phoenix spoke.

Great, with wins in Denver, I now have two supporting hubs— great for defense. Now which way do I go? Like I said earlier, I like the flexibility of a central position. If I can take San Francisco, I have a crushing position against Los Angeles and with Los Angeles, I have almost all I need to win by market share.

I lose against Sacramento, but can't complain. I did extremely well. Now, lets hope I can rake in the bucks!

SKY HIGH

\$3. Boston pays SH \$1 due to recession; Albuquerque FW. Buys Dayton (-\$2), boosting market share to \$40.

I earned but \$3 since my last turn. Dayton gives me control of Detroit and a takeover modifier for Washington and JFK.

ROUND 7

JET STREAM

\$3. Declares JS out of fare wars. Salt Lake City pays JS \$5; Columbus pays SH \$2. Pays \$1 interest. Buys Portland (-\$3), boosting JS market share to \$120.

This is great luck, I'm up first so I can get out of fare wars right away and start making money. I now have a chance to make some real money from three hubs.

WORLD DOMAIN

\$17. San Diego pays \$5 to AF; Portland pays JS \$3. Pays \$1 interest. Buys Tokyo (-\$10).

I buy Tokyo as planned. Both of my foreigners here are vulnerable, but if I lose my position in the Chicago area, I'm basically out of the game anyway, so I don't want to invest \$10 for the security of an SST. I have \$6 left. I need some profits to buy my second Jumbo fleet next round.

AERO FLAMINGO

\$31. Government contract pays AF \$4. MIA ne; Dayton pays SH \$2. Buy Singapore (-\$10).

One turn too late, again! Why couldn't I have been drawn before purple? My next move was

going to be deployment of a Jumbo fleet in KC, to prevent exactly what just happened, while waiting for a better fare wars opportunity myself. Instead, I must boost the defense of LAX now that Bill has leverage from PHX. Singapore is the buy because it removes any SST access to LAX, pays nicely if it is drawn due to my control of the hub, and most importantly because it gives me an extra +1 on defense for all three spokes whereas a jumbo would protect only one.

SKY HIGH

\$6. Omaha pays JS \$1; Cancun pays TT \$10. Buys Cairo (-\$5).

I bought a foreign to set me up for takeovers in Washington. Now, I just need the cash to finance them (I only earned \$4 prior to this turn).

TRANS TOUCANS

\$23. Declares TT in fare wars. Milwaukee pays JS \$2; Boston pays SH \$9. Borrows \$20. Declares takeovers in:

Tulsa (-\$1), with a +1 advantage for the adjacent foreign spoke (Cancun) and +2 for fare wars, and succeeds 8(+3) to 7, boosting market share to \$40;

Little Rock (-\$1) fails 3(+3) to 6 (tie going to the defender).

I could not have asked for a better position for fare wars. With Cancun's profit, I now have plenty of cash to take control of three hubs. You can see from Bill's position how things can dramatically change with a little borrowed cash. Don tells me that he was one turn late in buying a jumbo to defend his position in DIA (such are the tales with this game). I hope to make Ben feel the same way about Cincinnati. I go last, so I can hope to get out of fare wars soon after entering. Therefore, I risk only a small hit on profits. My objectives are clear: 1) DFW, 2) HOU, 3) ATL including a +4 attack against Ben's Cincinnati and 4) stop while holding onto \$22 to cover a fuel cost hike without cutting back any holdings. Then, I will be a target, but, with three hubs defending each other, I can stay out of fare wars and work on buying Jumbos and MIA spokes.

I got Tulsa but failed at Little Rock. Arrgh! I didn't even finish a single hub. Even a "plus three" fare war can backfire. At least, I got one possession. I did not lose any "action" time. However, I have lost next round's profits, as I think that I will be in fare wars no matter what the player-turn order for round 8 (so the earlier the better to establish my position).

Even this hope is dashed. I hope, against all odds, that I will be able to complete my takeover plans next round before anybody decides to escalate my costs by jumping into these hubs or planting Jumbos.

ROUND 8

SKY HIGH

\$10. Salt Lake City pays JS \$5; Jumbos pay AF and WD \$5 each (TT loses out by being in fare wars). Buys Orlando (-\$7).

Buying Orlando gives me another hub to draw profit plus the \$7 spoke chit itself. I am still waiting for some cash!

WORLD DOMAIN

\$11. Tucson and Indianapolis pay JS \$1+2. Pays \$1 interest, pays off \$10 debt, and borrows \$20 (one debt must be paid before a player may borrow more). Buys a Jumbo fleet (-\$10) for Minneapolis-St. Paul.

I've got exactly enough cash to pay my interest and pay off my loan. Then I take out a \$20 loan (the current ceiling) and buy a Jumbo for Minneapolis-St. Paul to fortify my position and to have a lead in Jumbos. That leaves me \$10 on hand. I will go into fare wars next round, if I come up late in the player-turn order.

JET STREAM

\$19. Tokyo pays WD \$10; Columbus pays SH \$2. Pays \$1 interest and pays off \$10 debt. Buys Sacramento (-\$2).

I'm finally seeing some profits. I decided to pay back the loan (as that interest payment always seems to come back and hit you when it's most inconvenient). I'm going to sit back and go into a money-making mode and bide my time to take San Francisco, Los Angeles, and either Houston or Dallas Ft. Worth for the win. I see Don took Singapore to protect Los Angeles. I bought Sacramento to improve my hold on San Francisco.

TRANS TOUCANS

\$41. Stays in fare wars. POR pays JS \$3; ORL pays SH \$7. Pays \$2 interest. Declares takeover bids in:

Little Rock (-\$1) succeeds 11(+3) to 11, boosting market share to \$80;

Austin (-\$2), with the adjacent hub advantage (+1) and fare wars (+2) and succeeds 10(+3) to 12, boosting market share to \$100;

San Antonio (-\$2) succeeds 4(+3) to 6, boosting market share to \$120;

Cincinnati (-\$8, owned by WD), using two adjacent hubs now and succeeds 7(+4) to 6;

Nashville (-\$3) succeeds 3(+4) to 4, boosting market share to \$170 and kicking the third event chit into the cup (known by Stuart to be the fuel cost hike);

Birmingham (-\$1) succeeds 7(+4) to 5;

Jacksonville (-\$1) succeeds 6(+4) to 5, boosting market share to \$220, pushing the lending ceiling to \$40 and adding the fourth event chit into the cup (known by Stuart to be the strike);

Tampa-St. Petersburg (-\$6) succeeds 10(+4) to 7;

Takeovers are voluntarily stopped, ending with \$15.

As the saying goes, "if at first you don't succeed, try again harder." Fortunately, I survived a few close calls in my early rolls and then ran into no problems with the "plus four" advantages versus ATL and MIA. My theory on going for the expensive spokes first in ATL is this: if I fail part of the way through, I want to have potential opposition out of my way when I fail in Birmingham (which means leaving Ben without a location for a Jumbo and no expensive neutrals for any player to convert into more expensive player-owned targets). The delirium of success leaves me with a tempting choice and I take it: Tampa-St. Pete gives me a spoke with two adjacent hubs to stop Mark from booting me out of MIA and it gives me a lucrative location for my next turn's purchase of a Jumbo. The drawback is a shortage of cash for a fuel cost hike: 1) failure leaves me with \$7 short instead of \$1 when fuel costs rise and 2) success still leaves me \$4 short (after selling back Tampa). However, in this game timing is everything and I cannot afford to let Mark lock up MIA cheaply (this assumes he starts making money, which fortunately hasn't really happened lately). My two turns between Don's also is good timing in that Don is the type of person who might take on the mantle of "stopper" and start buying into MIA.

Ben has done an excellent job of building a defensive position in ORD. This means that Mark and Bill cannot win easily in this direction. Bill will have to win over the dead body of Don or me. Mark will have to win over me. So, in short, I am everybody's enemy and can only hope that my two assets will carry the day: 1) a hub triangle for defense and 2) a sufficient number of cash cows (Cancun is now \$20, DFW is \$24, ATL is \$21) to win without much more direct fare wars takeovers (I should need just a few choice takeovers after building my Jumbo fleet). I feel very confident at this point in the game. I must now hope to have enough time to buy Jumbos to secure this position before anybody assaults it. Then it is a matter of paying off the loan and making one last boost in market share if cash is not flowing in rapidly enough to beat others.

AERO FLAMINGO

\$34. Government contract pays AF \$4.

Market Share

10	20	30	40	50	60	70	80	90
110	120	130	140	150	160	170	180	190
200	210	230	240	260	270	280	290	
300	310	320	330	340	350	360	370	380
								390

Drawn Profits

\$0	\$1	\$10
\$5	\$2	
\$10	\$3	\$30
\$15	\$4	\$40
\$20		\$50
\$25	\$6	\$60
		6th

Settlement Cost

Government Contract

Player Loans

Player-Turn Order

At the end of round 9, Orange remains in fare wars after successfully taking over ten spokes. With Red and Orange in striking distance of victory, the other players must act fast.

Anchorage and Albuquerque pay JS \$1+2. Buys an SST in Hong Kong (-\$20). Any foreign spoke that is eligible for an SST can be purchased without possession of a domestic spoke in the attached hub, as long as the airline pays \$10 extra and deploys its one SST counter to that spoke. The advantage of doing so is that the foreign spoke with an SST can never be involuntarily lost, whereas other foreign spokes are lost the instant that all domestic spokes in the attached hub are lost (thus an SST permanently aids with fare war takeovers in the hub and is not at risk to a collapse of position in the hub).

Things have deteriorated fast. I'm now in position to embark on fare wars takeovers with no place to attack since my best attack will be only +1 versus SFO. What's worse, if Purple decides to take me out, he can get a +2 on LAX and a +1 on Seattle. I need Mexico City to shore up my defenses, a Jumbo to keep pace in the Jumbo derby, and Hong Kong to shore up Seattle while preparing for a fare wars counterattack in SFO. Not an easy decision, but I'm going to bank on Purple lacking the cash to attack LAX for the time being and hedge my bet with an SST in Hong Kong since cash is not as pressing a problem as board position now and I'll still have enough left for my next buy— Mexico City, Vancouver, or a Jumbo.

ROUND 9

WORLD DOMAIN

\$20. ATL FW; Boston pays SH \$9. Pays \$2 interest. Non-fare war takeover attempt on Milwaukee (-\$4) fails 6(+2 for foreigners) to 9(+1 for adjacent hub).

First player-turn in the round! I was hoping for last position, so that I could go into fare wars with minimum risk of lost profits. Well, I will delay my fare wars. I could buy Raleigh-Durham for \$4, but Mark already has a +2 modifier against it and will probably take it very soon. I've got a +2 modifier versus Bill's +1 in the Chicago area, so I'll try a cheap takeover of Milwaukee with a 56 per cent chance of winning.

TRANS TOUCANS

\$15. Declares TT out of fare wars. Reno pays JS \$1; Charlotte pays TT \$6. Pays \$2 interest. Buys a Jumbo fleet (-\$10) and deploys it in Tampa-St. Petersburg.

Thankfully, I move early this round and get out of fare wars (having already seen ATL's \$21 go by the wayside— but then it would have only been worth \$3 to me had I not taken ATL in fare wars). Charlotte's payment leaves me with a choice. I can begin to pay back the loan and expand profitably with \$5 foreign spokes or I can spend more for a Jumbo. Since a Jumbo in Tampa is worth \$21 (the profit cup contains three Jumbo chits worth \$5 each plus Tampa's \$6 payoff would double), it is the best deal on the board for me and also offers defense to my position in MIA. By foregoing Rio, however, I pass up a chance to strengthen every spoke in ATL and leave somebody the option of buying an SST there. That will be my next purchase, I think.

Objectively, I have to say that every player except me is facing severe obstacles to a quick victory. I can generate enough income and have plenty of expansion potential still. This is largely due to the neglect of the eastern seaboard by all players and due to Mark's weak cash position. If that doesn't change soon (or if he doesn't borrow and take things in my path), then other players should bite the bullet and think seriously about what to do about me. The easiest course of action would be purchases in DCA and MIA. The more effective course would be fare wars into my territory (Bill being in the best position to do so). At this point, convenience is no longer the issue. My opponents cannot afford to leave me in control of these three hubs while they fight among themselves on the west coast or in Chicago.

What will be my response to competition? Grin and bear it. I don't yet have enough money to seize victory and costly fare wars will only crimp my income. My only chance is to earn more than my opponents, even if they chip away at my hub controls. I can think about non-fare wars takeovers as a form of counterattack in

DFW (where my most vulnerable and most lucrative spoke exists— Cancun), but competition elsewhere will be welcomed with a smile and the determination to build my empire through purchases of Jumbos and foreign spokes instead of through fare wars. It is still too early to contemplate the final market share push to victory. Nobody else strikes me as a threat to win with market share for the moment.

This is a good time to pause and take stock of the original plan and the current reality. I faced two delays: insufficient cash on round 2 and the first failure in fare wars. On the other hand, only one player bought a spoke in my path and nobody has attempted takeovers against me. I succeeded in kicking Ben out of ATL with a minimum of pain and have the necessary defense to deter revenge. My early delays could have been costly had Bill's expansion taken him into my part of the board or had others decided to expand laterally before concentrating their hub positions. I also have done fine on the Jumbo front, not falling behind any other player. Don has high income potential, but his start up costs in those hubs have been high. In the long-run he can make big bucks, as exhibited by LAX and Singapore payments (and wait until you see those Jumbos in LAX). Fortunately, Bill's position may slow him down. Ben is concentrated in high paying locations, but they are not at peak efficiency without control of Chicago. Moreover, his spending on the foreign spokes does not put him in a position to expand his market share beyond Chicago. Consequently, even if he earns megaprofits, he will face an uphill battle for market share. Mark is not as bad off as he seems. He remains the only occupant in three hubs and could easily lock them up in fare wars. All he needs is a little luck with profits and a little reinvestment in Jumbos to become a contender. With my market share so high, he could take a \$40 loan and embark on that at the end of this round, in fact. With DTW controlled, he would have a +3 fare war against DCA and after two wins he'd have a +4 against JFK. If he had as much success as I had, he could easily have the game's biggest market share (along with the biggest debt).

All of this means that I have succeeded with my initial business plan and must now contemplate the plan for victory. Perhaps, I should not let Mark lock up DCA, as I may need a position in it as well as MIA to win the game. A purchase there may be more important than a lucrative foreign spoke. However, I don't see that as very defensible and my cash position is too weak. I'll await the profits and then strike in that direction if the option remains. Otherwise, the easiest expansion path is through PHX.

JET STREAM

\$12. Singapore pays AF \$20; New Orleans pays TT \$3. Buys Vancouver (-\$10).

Don took Hong Kong to protect Seattle. I have exactly what I need (\$10) to buy Vancouver and match Don. The gamble here, is not getting caught by a fuel cost hike.



AERO FLAMINGO

\$34. *Government contract pays AF \$4. HOU and DFW pay TT \$11+24. Buys Mexico City (-\$10).*

I was hoping to go again before Purple could buy Vancouver, but once again Purple is drawn out of the cup before Green on a critical turn. My draws give Red \$35 which, coupled with his board position, make him the overwhelming leader. My strategy now is to finish fortifying LAX with Mexico City and then buy Jumbos until a fare wars opportunity presents itself. Hopefully this will make LAX so unpalatable that Bill will be forced to attack Stuart.

SKY HIGH

\$21. *Declares SH in fare wars. Contract Bid: spirited bidding between AF, WD and TT results in TT buying the \$5 contract for \$15. Seattle pays AF \$14. Borrows \$20. Launches fare wars takeovers in:*

- Raleigh-Durham (-\$4), with the DTW hub and one foreign spoke aiding, succeeds 9(+4) to 9, boosting market share to \$70;*
- Norfolk (-\$1) succeeds 8(+4) to 11, boosting market share to \$100;*
- Philadelphia (-\$6), with two adjacent hubs, succeeds 8(+4) to 3;*
- Buffalo-Rochester (-\$3) succeeds 9(+4) to 11;*
- San Juan (-\$3) succeeds 9(+4) to 4, boosting market share to \$160;*
- Syracuse (-\$2) succeeds 8(+4) to 11;*
- Providence (-\$1) succeeds 10(+4) to 7, boosting market share to \$220;*
- W. Palm Beach (-\$2), with two adjacent hubs, succeeds 10(+4) to 9, boosting market share to \$250, pushing the loan ceiling to \$50, and kicking the final event chit into the cup (known by Mark to be the airplane crash);*
- Indianapolis (-\$4, owned by JS), with two adjacent hubs versus Bill's one, succeeds 7(+4) to 9(+1);*
- Milwaukee (-\$4, owned by JS) succeeds 9(+4) to 8(+1);*
- Voluntarily stops takeovers, ending with \$11.*

Perfect! I've earned \$18 since my last turn and I'm last in the turn order—time for fare wars. With a healthy +4 die roll modifier for all my take over attempts, I was able to grab the rest of Washington hub and sweep through the JFK spokes. I wanted to bite into Stuart's territory but he's well protected, so I chewed into Ben's territory. I'm not really interested in Ben's Chicago, but it will keep him distracted for awhile. With ten spokes taken, I halted to keep some money in reserve.

ROUND 10**WORLD DOMAIN**

\$14. *PHX pays JS \$10; Minneapolis-St. Paul pays WD \$16. Pays \$2 interest. Buys undeployed Jumbo fleet (-\$10).*

Ughh, I get the first player-turn again! I won't declare fare wars for the same reason as last round. Thank goodness I received Minneapolis-St. Paul profits (doubled by the Jumbo fleet). Instead of trying another +1 against Milwaukee, I'll buy a third Jumbo and leave it unde-

ployed for use in my next takeover attempt. I end my turn with \$18.

TRANS TOUCANS

\$32. *Government contract pays TT \$5. Cancun pays TT \$20 (full rate for having control of the attached hub); Portland pays JS \$3. Pays \$2 interest and \$20 debt. Buys Rio (-\$5).*

I took a chance and bought the Government contract for \$15 on the hope it will never come out of the cup again (a good possibility). Don seems to think that the three turns I need to break even may never come around, so he let's me have it.

The HOU and DFW hubs paid me \$35, quickly rewarding my earlier fare wars. Now, I will payoff the loan and contemplate how to hold onto my position in the face of an Orange menace. Mark borrowed and went further than I and now has his sights on victory. His outstanding loan must be paid off, but with control of all of ATL or all of MIA and part of ATL, he would push his market share to victory. I can either sit tight on defense or try to cut into his holdings. For the moment, he is in fare wars, so attacking him is more difficult. I will await his return to normal operations and perhaps use an undeployed Jumbo. For now, I need every defensive bonus I can get in ATL. A single Jumbo would be nice, but could be bypassed. Rio defends each spoke (and if I have it then Mark doesn't). Looking at my asset position, I have \$154 in payoff counters in the cup, well above my nearest competitor, Mark, who has \$119 (Don's \$126 is impressive, but he doesn't have the board position). I don't think I can earn another \$74 faster than Mark can complete his market expansion. Next turn I need to buy an undeployed Jumbo to give me an ability to take what I or Mark needs to win on round 12.

As an aside, Mark's expansion to a market share of \$250 has also pushed the last of the event chits into the cup. Now, every disaster is possible. I feel that I am in the best position (of the three players with top market shares) to weather the first fuel price hike and would actually welcome it. Both Bill and Mark don't have the cash reserves necessary right now. In a few player-turns that will change, however. Of course, two fuel price hikes would devastate us all, with perhaps Don in the best cash position to pick up the abandoned routes in the aftermath.

SKY HIGH

\$11. *Contract Bid: after TT bids the price up and drops out, AF agrees to let WD have the \$6-per-round contract for \$12. Reno pays JS \$1. Pay \$2 interest. Buys Panama (-\$5).*

I buy Panama to help my position in Miami in case somebody tries to take over Orlando. Since I have little money I'm going to play defensively and hope to win with just incoming cash.

AERO FLAMINGO

\$42. *ORD pays WD and SH \$3 each; HOU pays TT \$11. Buys a Jumbo fleet (-\$10) for Honolulu.*

What a difference a turn makes! I let Red have the earlier contract at \$15 because I thought he was close to winning within the three

turns it would take to get it back and wanted to strip him of some of his working capital. Red then loses the contract after only one round so that strategy paid off big time. Orange's successful fare wars has now stopped any immediate threat of a Red win by gobbling up the remaining neutrals, but he lacks the cash to be an immediate threat and is real vulnerable to a fuel cost hike. I could have easily outbid Blue for the most recent government contract, but once Red dropped out of the bidding I thought it best to give it to Blue at a cheap price since a stronger Blue buffer between Red and Orange is in my best interests. Attacking Purple anywhere but SFO only helps Red gain a winning fare wars position against a weakened Purple. I will stay passive for the time being with a Jumbo buy for Honolulu. I am hoping for fuel costs or fare wars to weaken the opposition.

JET STREAM

\$16. *Memphis pays TT \$8; W. Palm Beach pays SH \$2. Non-fare wars takeover attempt in San Diego (-\$10) succeeds 10(+2) to 7(+3), knocking down AF's market share to \$50.*

Don is turning Los Angeles into a fortress by buying Hong Kong for foreign support. Instead of pushing Don out of Seattle, I'll go after San Diego without fare wars. This way Don doesn't wind up with undeployed Jumbos—at least not right away. I don't want to go into fare wars because I really hate to borrow money. I have a -1 on San Diego, but that doesn't bother me since I've lost dice rolls with a +4 advantage.

Got it! If I can hang on to it, I just improved my chances against Seattle.

ROUND 11**AERO FLAMINGO**

\$32. *Declares AF in fare wars. Cincinnati pays TT \$4; Las Vegas FW. Borrows \$50. Declares takeover attempt on San Diego (-\$10), with two foreign spokes helping, but fails 5(+4) to 8(+2, Bill's adjacent hubs).*

I can't believe Purple attacked me rather than Red. The Purple attack on San Diego forces my hand at the worst possible time. Now, I must fare wars out of the lead position just to get back my only hub. If I fail to retake SD now, he can fortify it with a Jumbo and then my power base will be nigh unrecoverable. So, in the hopes of getting wildly lucky and sweeping away SFO and PHX in a continuous roll, I'll borrow the maximum \$50 and hope for the best.

Hmmm...he attacks at -1 and wins. I counterattack at +2 and lose.

SKY HIGH

\$9. *Pittsburgh pays SH \$7; Jumbos pay WD and TT \$10, but AF is in fare wars. Pay \$2 interest. Buys Toronto (-\$10).*

I now have a defense of +3 against takeovers in every space I control except the JFK hub.

TRANS TOUCANS

\$63. *Sacramento pays JS \$2; DCA pays SH \$10. Buys Nassau (-\$15).*

Payoffs for HOU, Memphis (doubled) and Jumbos put me in a position to win now. If I were to spend \$18 on takeovers in MIA and boost my market share by \$60, I'd have \$280 in

market share and \$45 in cash for the win. Unfortunately, Mark has two adjacent hubs and a foreign spoke making his defense three. If I go into fare wars, I'd be attacking twice with +4 for a net advantage of +1 and a 55.6% of success each time (total chance of success of 31%). If I fail, I will not have enough money to go for the win next turn and I will be passing up profits for the rest of this round and until my turn next round.

Fare wars now is too risky for me, when I think I can win more easily (without the risk) in one of two manners. First, I could sit on my holdings and await another \$37 in payoffs (maybe in two rounds with any luck). The drawback of this is that Mark could win faster by getting a lucky payoff and seizing one or two more spokes in Chicago or several in ATL and/or MIA. Ben is positioned to attack with his undeployed Jumbo, but that may not prevent Mark from winning before I get my earnings. The second method of winning is a more methodical approach to market expansion. I can see now that taking MIA is my best chance, so buying Nassau helps me the most. This costs me \$15 and a turn, but gives me another positive die roll modifier for the final push. If earnings keep pace, the \$15 will not be missed. Moreover, the Nassau spoke gives me additional defense in Tampa and could be turned against me if in Mark's hands. If it seems that attacking MIA is unnecessary or too risky, then Nassau is simply a holding action aimed at keeping Mark at bay long enough for my superior asset position to give me the \$52 that I now need. The alternative, buying an undeployed Jumbo to assist the attack, now seems unappealing because it provides no defensive help while off the board and only helps attack one spot on the board. I will probably need both Orlando and West Palm Beach.

I was tempted to make an underodds takeover attempt in DCA to put a crimp in Mark's market share, but the net roll would be with a -3 (15.9%) and he'd have little trouble retaking it anyway. My best business strategy is to challenge him at his weakest point (Chicago or MIA). Ben will probably cover the Chicago end of business (unless he turns on me). I'm counting on Mark's highly visible market share attracting more attention than my recent profits and growing cash holdings.

One way or another next round could be the last. If I go early, I may be too poor to strike and win. If I go too late, Mark may win first. I may end up regretting my failure to seize the opportunity this turn to go for MIA and the win with two +1 attacks.

JET STREAM

\$8. Declares JS in fare wars. Omaha FW; Cleveland pays SH \$3. Borrows \$50. **Announces takeover attempts on (all spokes owned by TT):**

San Antonio (-\$4), with one adjacent hub against a defender with three hubs, succeeds 11(+3) to 7(+3), boosting SJ market share to \$140;



New Orleans (-\$6) succeeds 10(+3) to 3(+2);
Austin (-\$4) succeeds 3(+3) to 2(+2), boosting market share to \$160;
Tulsa (-\$2) succeeds 5(+5) to 6(+3);
Oklahoma City (-\$2) succeeds 6(+5) to 3(+2);
Little Rock (-\$2) succeeds 4(+5) to 6(+2), boosting market share to \$200;
Jacksonville (-\$2) succeeds 8(+3) to 5(+2);
Birmingham (-\$2) fails 5(+3) to 8(+1).
TT's market share has been shattered back to \$50.

Hmm, Don's not a happy camper. I pushed him out of San Diego, then he goes into fare wars from the first position, borrows \$50, lost trying to retake San Diego (losing \$10 in the process), and finally he'll have to pay \$5 in interest on the next turn. Well, after going on and on about not borrowing money, I'm going to contradict myself and not only switch directions but borrow \$50 for some fare wars! I'm going for Houston first so as to encircle Dallas.

So far so good. I'm going to bypass Memphis because I don't want Stuart to have an undeployed Jumbo hanging around that can threaten any of my spokes. I want to be in a position to go for the Jumbos on my *coup de main* turn. Hmm, right now if I get dominance of Atlanta and Los Angeles, I can get really close to winning.

WORLD DOMAIN

\$19. **Government contract pays WD \$6. Declares WD in fare wars. Recession: Indianapolis pays SH \$1 during the recession. Pays \$2 interest and \$20 debt. Borrows \$50. **Announces takeover attempt of Indianapolis (-\$4, owned by SH), but fails 3(+4) to 7(+2)****

This is extremely unusual to see the Government contract for the sixth time in ten rounds! Don lets me have it for \$12. That means I'll break even after two rounds. The game could be over by then, but if not maybe I'll make some profit. At least the contract will more than offset my interest payments.

Well, I'm finally in a good position to declare fare wars. I decide not to use my undeployed Jumbo in the Chicago area because I already have a 66 per cent chance of beating Mark there (my +4 to Mark's +2). I'll save my Jumbo to use against one of Mark's controlled hubs once I clean up Chicago. . . . Alas, I fail my takeover roll against Milwaukee again.

ROUND 12

AERO FLAMINGO

\$72. **AF stays in fare wars. Syracuse pays SH \$2; A Strike hits AF, which decides to settle for \$5 (in order to avoid losing a turn of actions and profits). Pays \$5 interest. **Declares takeover attempts on:****

San Diego (-\$10, owned by JS), with modifiers for two foreign spokes and fare wars against Bill's modifiers for two hubs and also being in fare wars, succeeds 8(+4) to 3(+3), boosting AF market share to 100;

Omaha (-\$2, owned by JS), modified by now having the LAX hub, fails 7(+3) to 10(+3).

Purples's attack dictates that I continue in fare wars to attempt to reclaim my position. Any recovery has to start in SD to give me another +1 drmm for the hub. If that wins, I need to hurt his support by taking out Omaha so that I can claim a +2 on SFO attacks.

Well, I've rolled the dice three times with favorable modifiers for my takeovers in this game and have lost twice. That pretty much sums up my fate.

JET STREAM

\$34. **JS declared to be out of fare wars. Dayton pays \$2 to SH; Cincinnati pays TT \$4. Pays \$5 interest. **Buys Bogota (-\$5).****

Don took San Diego back but I got lucky and came up second in the round. I need to make money to pay off the loan. I will buy Bogota for its defensive support.

(Continued on pg. 45)

Some things cannot be rushed!

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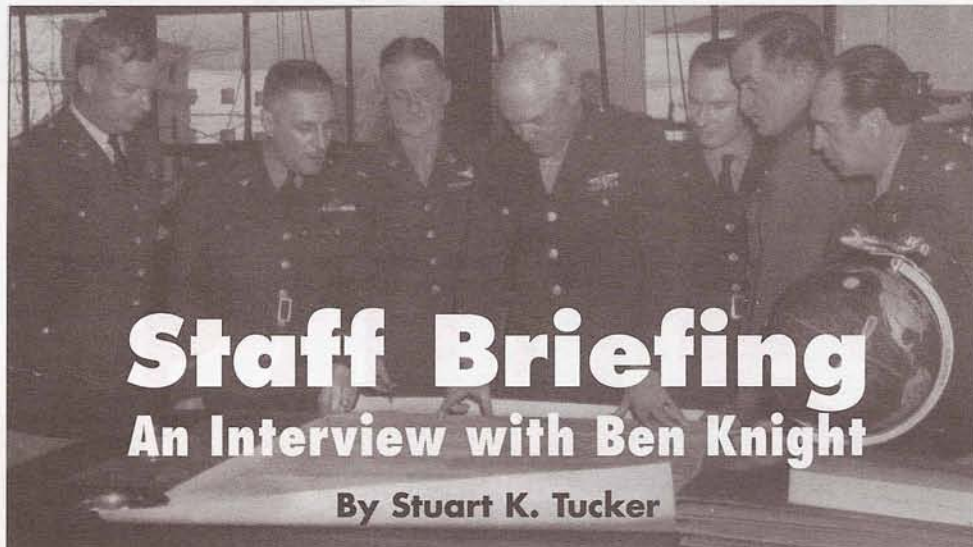


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Staff Briefing

An Interview with Ben Knight

By Stuart K. Tucker

Vital Statistics

Benjamin Leonard Knight; Born November 7, 1956; Married 18 years; Childhood home was Ellicott City, MD. Started employment at Avalon Hill in February 1995.

SKT: When did you begin wargaming?

BK: One of my 6th grade classmates, Clint Heine, brought a copy of *GETTYSBURG* to school—this must have been spring 1967—and I was hooked immediately. Of course, I already owned Milton Bradley's *Broadsides*, *Battle Cry* and *Dogfight*, but *GETTYSBURG* looked very sophisticated by comparison, so I got a copy. My father had to help me with a couple of the rules—such as flank attacks.

SKT: Where did you live prior to moving back to the Baltimore area? What brought you back to Baltimore?

BK: I grew up in the Baltimore area, back when TAHGC published one game a year and you could buy it at local tobacco shops or Toys R Us. I moved to Kansas for college because I like the open, sunny skies of the midwest, and I wound up marrying a farmer's daughter. My sister and parents moved to Missouri in the meantime, so there was no reason to return to Baltimore until Don mentioned this job.

SKT: What are your favorite wargames to play?

BK: Oh, lots! Among multi-player wargames, *DIPLOMACY* tops my list, and I've played *NEW WORLD* and Milton Bradley's *Shogun* repeatedly, but now I'm more taken by *HISTORY OF THE WORLD*. As for 2-player wargames, *WE THE PEOPLE* is probably my current favorite, replacing GDW's *A House Divided*, block games like *NAPOLEON*, and *VICTORY IN THE PACIFIC*. While *LONDON'S BURNING* is my favorite solitaire wargame (for obvious reasons), but the design of my own I enjoy most is *Victory in Normandy* published by XTR. Both players get very absorbed in *Vin*—neither player able to do everything he wants each turn, yet each feeling he is just about to break through (Allied) or avert a crisis (German). As for computer wargames, I've spent countless hours with Graphic Simulations' *Hellcats over the Pacific*. The same thing happened

years ago with *Silent Service*. I also play some miniatures, favoring my own unpublished WWI naval rules.

SKT: What got you interested in military history?

BK: I don't know. Every American baby boomer boy was interested in war stories. I was bookish and liked games, and when you combine those interests—boom—you've got a dedicated wargamer.

SKT: What is your favorite period for wargaming and why?

BK: I like naval stuff best, usually WWII or WWI but also the age of sail. I was always reading nautical stories. The sea has a boundless appeal—as does deep space.

SKT: With the pressures of family life, do you get much time to game outside the office? How does your wife view your devotion to this activity?

BK: No, I don't game much outside the office—maybe once a month. Of course, when I had a non-hobby job back in Kansas, then I gamed twice a week at least. There was always a core of gamers at the Wyrd Raven hobby store (previously The Master Gamer) in Manhattan, Kansas. We had weekly board-gaming nights, card-gaming nights, role-playing nights and miniatures Saturdays. In terms of fun, it was the best game store I've known. My wife is not a gamer but she'll play something easy on occasion, like Gamewright's *Quests of the Round Table*.

SKT: What is your favorite non-wargame?

BK: It used to be Mayfair's *Empire Builder*, but now it's *TYRANNO EX*, because it's multi-player (a genre I prefer), and I've never outgrown my Calvesque (as in *Calvin and Hobbes*) interest in dinosaurs. The players have many decisions to make: which animals to choose, how to manipulate the environment, which animals to attack. I particularly like the semi-hidden aspect of the element markers (reminds me of playing the card game *Concentration* as a kid), and players get to throw lots of dice during attacks. Ever since playing *VIP* at conventions in Denver, I realized players get a tactile thrill out of throwing dice. Dice symbolize power and fate. How many times have you heard or said this yourself? "Give me the dice!" It doesn't just mean the dice are out of reach—it means it's your turn and you control the situation now. In my

most memorable *TYX* game—the finals at last year's AvalonCon—there was a huge dice fest. I used my 5-bonus marker to manipulate the environment an extra time on the next to last turn, changing the environment to support fish-eaters only. All but a few animals went extinct. Unfortunately, Tom DeMarco had the double fish-eating Pteranodon, and he attacked me with 22 dice per roll. Twenty-two dice makes quite a crash rolled all at once. I came in second, and Tom's daughter Carolyn came in first.

SKT: Do you have any interests outside the hobby?

BK: You bet. Reading (I've got a masters degree in English), watching movies and plays, astronomy, bird-watching and nature hikes.

SKT: What did you do prior to being hired by Avalon Hill?

BK: Some editing, teaching English composition, grain farming with my in-laws in Kansas, land surveying—all of which I enjoyed except teaching. During my spare time, I designed and developed games free lance for GDW and XTR, and I wrote articles for the hobby. Working on games spoiled teaching for me (not that I was much of a teacher anyway), but gamers are an intelligent and enthusiastic audience, whereas you need to check the pulses on college freshmen in English composition to make sure they're still alive. Or at least I did. It's much more rewarding to "teach" games to fellow gamers. I also worked as the Warehouse Manager at GDW for a year or two in the early '80s.

SKT: What was it like to work at GDW? How is the environment at Avalon Hill different?

BK: The environment? Well, it was Grass-Meat-Sun at GDW, whereas Avalon Hill is Water-Trees-Fish. (Sorry—that's a *TYX* joke.) I went to GDW because I liked Frank Chadwick's designs. There were several good people there at the time, including developer/designer John Astell of *Europa* fame. Obviously, I like it better at TAHGC because I'm a full-time developer/designer here. This is the most satisfying job I've ever had, and most of my thanks goes to Don Greenwood. I met Don at Denver's Tacticon in 1990. Not only is he one of our hobby's top developer/designers, but he's the man who started Origins, and he's the man who brings us AvalonCon each year, which is the place for boardgamers. I'm not hyping AvalonCon because I'm an Avalon Hill employee. I'm hyping it because, as a convention goer, AvalonCon is the convention I've enjoyed the most. It's 99 per cent gaming, whether you like competitive or casual play, and I'm happiest when interacting with people across a game table.

SKT: What do you make of the rumor that Don Greenwood wanted to nix the AvalonCon Hall of Fame concept entirely when the GMs started a behind-the-scenes, write-in campaign to make Don the first inductee for his indefatigable efforts in the hobby?

BK: Don has never shown enthusiasm for personal awards except for trophies won in actual tournaments, but he certainly deserves our praise for organizing AvalonCon. Don would probably be more pleased if the GMs and attendees petitioned him to make AvalonCon run one day longer next year.

SKT: What was your first wargame design?

BK: *The Normandy Campaign* by GDW in 1983. I designed GDW's double-blind system with John Astell's feedback, and they used it in a couple of other games, too. The system was influenced by *MIDWAY*, which was the third wargame I owned. I prefer games with hidden elements and fog of war.

SKT: What other design, development, programming projects have you done?

BK: After *The Normandy Campaign*, I developed several games for GDW: *Air Superiority*, *Air Strike*, *Johnny Reb* (2nd ed.) and *To the Sound of the Guns*, and I edited the first issues of *The Europa Newsletter* for GR/D. Then the premiere issue of XTR's *Command* arrived in the mail, and it looked like a magazine that was going places, so I started sending in design proposals to Ty Bomba. Fortunately for me, each one was accepted in turn (I had received enough rejections from other companies), and XTR published my designs *Jutland: Duel of the Dreadnoughts*, *Victory at Midway*, *Victory in Normandy*, *Seven Seas to Victory* and *Across the Potomac*. The latter game uses a refined double-blind system for land warfare. Then, Don Greenwood wrote and asked me to design a Battle of Britain game. That led to *LONDON'S BURNING* and a job here. The first wargame projects I worked on here were *D-DAY: AMERICA INVADES* (documentation) and the new edition of *MACHIAVELLI* (developer).

SKT: What part of game designing is most time-consuming? Most difficult?

BK: Research can be very time-consuming. You usually start at the general-interest level to formulate a theme—to decide what is important to show the players. Then you dig deeper, uncovering details and verifying or expanding on your initial concept. Reading the same old story for the umpteenth time can get tedious. Making the first playable prototype usually doesn't take long, but the subsequent testing and refining is difficult, and writing the rules is a chore. However, the more time you put into development, the better the final product.

SKT: I noticed that *AIR BARON* went through a great many versions before finally resting in its current state. I know that a popular item for playtesting will get the best development, but I honestly thought many of the early versions worked well. Yet, you have definitely refined this design into something even better than the highly satisfying early version I first encountered. This raises key questions for any developer: when do you know that it is time to stop fiddling and when do you ignore the satisfied statements of your playtesters and keep trying new things?

BK: Who listens to playtesters? Just joking. It's the difference between clumsiness and elegance. When you test a game, and especially when you go to write the rules, you recognize which parts are clumsy. However, finding the elegant solutions requires more testing as well as inspiration or luck, which are often slow in coming. *AIR BARON* went through an extra round of development after management gave me and Don the OK to include plastic jets in the game. At that point, we re-evaluated the entire Jumbo Jet rule and came up with a better solution. That's an example of improvement brought about by chance.

SKT: What do you think is the most important aspect of a game that the designer must consider for today's gaming market?

BK: The length of the rules. Most gamers don't have the patience or time to learn new, complicated games.

SKT: Do you think Avalon Hill will ever get to the point of putting out games with the rules short enough to fit inside the box lid? Or is that a ludicrous concept for the sophisticated gaming market we try to please?

BK: It could have been done with the new *ACQUIRE*, and that's a sophisticated game, so it's not a ludicrous concept. Certainly, it would never be the norm for our products.

SKT: How do you view the evolution of the wargame market? Do you tend toward the doom-and-gloom view? Or do you think the hobby is adapting well to changing consumer demands?

BK: The hobby is definitely changing, but I like the changes. I'm having more fun with today's computer games, elegant board games, card games and paintball (a sport, but nonetheless a wargame) than I ever had with wargames as an adolescent.



SKT: What do you see as the most worrisome trend?

BK: No one has started a retirement community for gamers yet. Everyone jokes that they'll play these games when they retire. Well, let's get serious. In fact, why wait for retirement? Let's build our own community now—a mecca, a locus for gamers of all ages. The hobbyists certainly have the brainpower to accomplish such a project.

SKT: Why not go further and suggest your thinking on the ideal location for such a retirement community (not that you are near retirement, but advanced planning can't hurt)? I should think that the "nature walk" side of you would prefer to get away from the crowded northeastern United States.

BK: That's the trouble: everyone will have their own ideal location. I might say Colorado or New Mexico. Of course, a high percentage of gamers live in the colder latitudes of North America, and Europe has a strong population of gamers, too. Perhaps Bermuda would be a good compromise, although I've never been there. Would you live in a gamers' colony in Bermuda, Stuart? *[SKT: Hmm. I guess I'd have to research that one. Do*

you think TAHGC would support this hobby service by sending me to reconnoiter the situation there?]

SKT: What do you see as the most hopeful sign in the wargaming market?

BK: Wargaming is more prevalent since it has gone electronic. Likewise, *Magic* has made fantasy gaming more prevalent and socially acceptable.

SKT: Can you give us a glimpse of your ongoing activities at Avalon Hill right now?

BK: I'm pushing *AIR BARON* and *WOODEN SHIPS & IRON MEN PC* through the final stages of production. My next project will be testing and doing the documentation for *OVER THE REICH*.

SKT: I have to think that *OVER THE REICH* will have a great deal of appeal to those of us who like our toys to be the size of machines. What could be better than a new car, but a spiffy new airplane to fly? Can you give us an early peak at how this game "corners"?

BK: *OVER THE REICH* is a thinking man's air combat game in that you don't need fast reflexes (like you do in a flight simulator), but you better know how to dogfight (or you will learn the hard way!). That means you must estimate where the enemy will be in the sky while maneuvering your fighters to achieve the best firing positions. It takes practice to do it well, and there's about 20 different fighters to learn. For example, an Me-163 rocket interceptor performs a lot differently than a P-38 Lightning. You will command a squadron of 16 fighters (German or Allied) and be expected to fly all kinds of air-to-air and air-to-ground missions. The game will include video clips of actual war footage. Charles Moylan is the designer and programmer. He did the award-winning *FLIGHT COMMANDER 2*.

SKT: I have noticed that TAHGC has been taking boardgame favorites and adapting them to computers. What sort of continuity will these provide for gamers familiar with the board version?

BK: I was impressed by what Don Greenwood and Jim Synoski did with *ADVANCED CIVILIZATION PC*. It is a faithful adaptation of the boardgame and has a tough AI opponent. Anyone who likes the boardgame should be more than happy with the computer version. The same is true for *WOODEN SHIPS & IRON MEN PC*. In fact, designer Joe Balkoski and the Stanley programming team have taken advantage of the electronic medium to enhance *WSM* over the board version.

SKT: What sorts of innovations can computer game players expect in *WSM PC*?

BK: It uses the same scale and combat system as the boardgame but allows greater flexibility with your ships. For example, there is no hex grid, so ship movement has an open, miniatures feel to it. The computer also handles the simultaneous movement aspect with ease, and a ship can fire at any point during its move, dependent on what range you order it to fire. You can assign percentages of your crew to sails, guns, boarding or repairs. The sail configurations have been increased from two (battle sails and full sails) to three (battle, plain and full sails). This change combined with eight axes of movement (instead of

(Continued on pg. 56)



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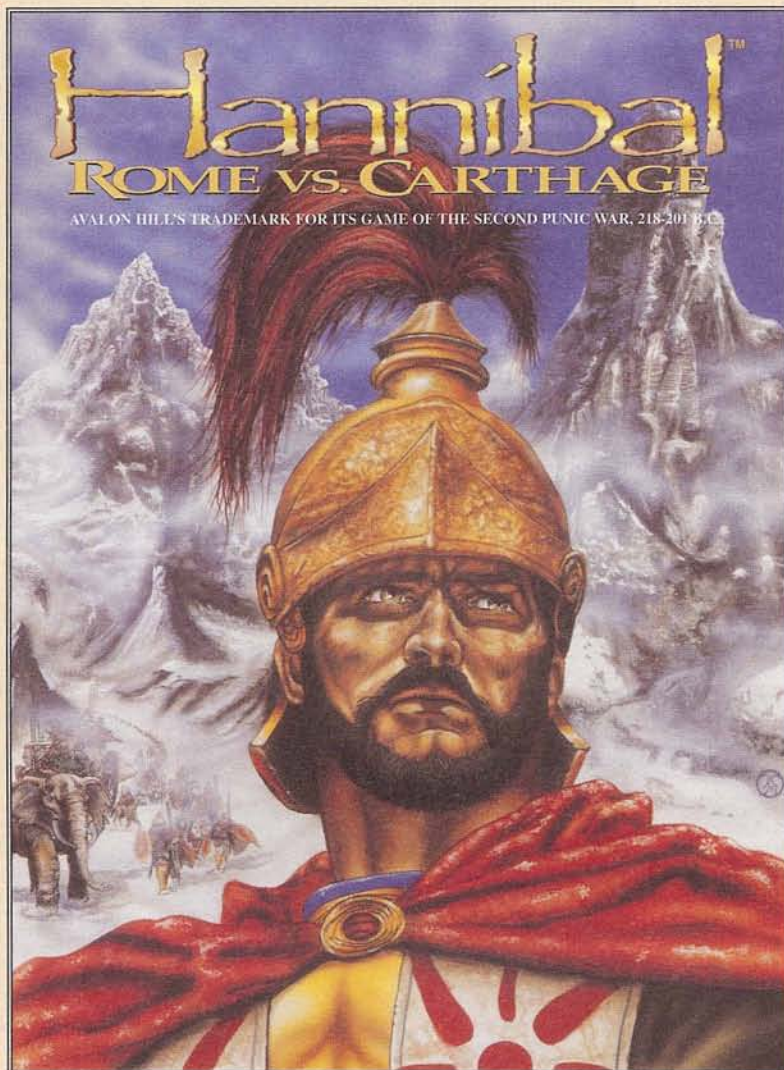
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SERIES REPLAY...*(Continued from pg.40)***TRANS TOUCANS**

\$52. *TT* in fare wars. Pittsburgh pays *SH* \$7; San Diego *FW*; *Borrows* \$30. **Declares takeover attempt on:**

Jacksonville (-\$2, owned by *JS*), with modifiers for foreign spoke and fare wars, fails 5(+3) to 10(+1).

Yep. Conservatism doesn't seem to be an affordable luxury in this game. I had a shot at the game and should have taken it while it was there. How do my current chances of victory compare to the 1/3 chance last turn? Naturally, Bill sized up the situation and took on my airline with dramatic success. He needed to win an even die roll to break into *HOU* and then use the plus one to push ahead. His success has smashed my position and, more importantly, left *ATL* defenseless against Mark. Furthermore, it appears that Mark is raking in the profits sufficient to pay off his debt and make the final push (for *ATL* or *ORD* perhaps). I start the turn realizing that I cannot make \$270 from my current holdings, so fare wars is required to re-claim my position both defensively and for future profits. With this decided the question then remains as to whether I need to borrow. I have plenty of cash for the takeovers, but if I meet with extraordinary success and recover my market share, I could end without the cash to cover a fuel price hike. Besides, in the current situation, I think it best to plan for success. If I never lose, I want to have enough to carve the heart out of Mark. The final question is direction. The plan is to take back Jacksonville for the plus against *MIA*. Once I have *MIA*, I can then push against either Bill or Mark. Fearing Mark most, I will take a piece of *DCA* to cut his market share by a total of \$70 (partials in *MIA*=30 and *DCA*=40). Then, I will retake *HOU* and *DFW* to make sure I can reactivate my *Cancun* profits at full value. This is ambitious, but as you can see, fare wars success can be widespread, so planning for success can't hurt. I borrow \$30 to cover a fuel cost hike afterwards. (At least last turn's purchase will now come in handy when I attack *West Palm Beach* and *Orlando*.)

Thump. With a net plus two against Jacksonville, I fail utterly, leaving Mark the chance to push easily into *ATL*. My only hope now may be a fuel price rise to nail the leaders. I may not get another turn.

The government contract (which I see from Mark's pick is coming up for bid) now seems to be a palatable possession, since I may have to hope for a longish stalemate to win anyway. However, Ben is guaranteed to be paid this round should he win the bid, so he can outbid me. I think it best not to drive up the price for him if he seems unwilling to give it to me. Ben's upcoming attacks are likely to help me in the short-run, so all the more power to him.

SKY HIGH

\$29. *Contract Bid*: *SH* and *JS* pass, while *WD* and *TT* bid, resulting in *WD* getting the \$6 contract (ceiling level for contract) for \$13. *MIA* pays *SH* \$6 for dominance, but nothing to *TT* which is in fare wars. Pays \$2 interest. Buys *Montreal* (-\$10).

Now I have a +3 defense everywhere.

WORLD DOMAIN

\$36. *WD* declares fare wars. Government contract pays *WD* \$6. Cairo and DCA pay *SH* \$10+10. Pays \$5 interest. **Takeover attempts on:**

Indianapolis (-\$4, owned by *SH*), with modifiers for two foreign spokes and fare wars versus Mark's two hubs, succeeds 6(+4) to 5(+2);

Milwaukee (-\$4, owned by *SH*), succeeds 10(+4) to 9(+2), boosting market share to \$120;

Pittsburgh (-\$14, owned by *SH*), now with the *ORD* hub adjacency and using the undeployed *Jumbo* fleet for an additional +2 versus Mark's three hubs and one foreign, fails 9(+5) to 10(+4), tie going to the defender. The *WD Jumbo* returns to the undeployed box.

A seventh government contract! I'm obviously not going to win this game, but I can still delay or affect the outcome by picking on the game leader, which at this point is Mark. I would like to keep the contract just to pay my interest. Might as well stay in fare wars, too. I collect my new contract money and pay my interest. I'll go after Indianapolis first, then follow through with Milwaukee. If I make it that far, I'll use my *Jumbo* against Pittsburgh to bust into the *Washington* hub. That may allow *Stuart* next round to have a better shot against the *Miami* hub.

Failing against Pittsburgh hurts, but at least I have *Chicago* to myself now.

ROUND 13**SKY HIGH**

\$43. Baltimore and Philadelphia pay *SH* \$4+7. Pays \$2 interest and pays off \$20 debt. **Declines to take an action.**

I didn't buy anything this turn. I am just trying to accumulate enough cash to win.

JET STREAM

\$24. Norfolk and Pittsburgh pays *SH* \$1+7. Pays \$5 interest. **Non-fare wars takeover attempt on Memphis** (-\$8, owned by *TT*), with three hubs versus *Stuart's Jumbo*, foreign spoke and fare wars, fails 5(+3) to 5(+4).

I am still trying to make money. I tried to go after *Memphis* to lock up my defense, but failed.

WORLD DOMAIN

\$15. *WD* exits fare wars. Government contract pays *WD* \$6. SFO pays *JS* \$7, but *AF* is in fare wars; Kansas City pays *JS* \$3. Pays \$5 interest. **Non-fare wars takeover attempt with the undeployed Jumbo in Norfolk** (-\$2, owned by *SH*), fails 5(+3) to 7(+4).

I could declare fare wars and go after Mark some more in the *Washington* area, but at best, I could: 1) use my *Jumbo* to attack Pittsburgh with a 66 per cent chance of success followed by an attack on *Norfolk* at 56 per cent chance of success, or 2) use my *Jumbo* to attack Baltimore with a 66 per cent chance of success followed by an attack on *Raleigh-Durham* with a 56 per cent chance of success. Either case would leave me with no money to cover a bad event. Instead, I'll stay out of *Fare Wars* and attempt a minor attack against Mark with my undeployed *Jumbo*

against *Norfolk*. There is a 34 per cent chance of success, but it only costs \$2 and I can earn profits and hopefully go in fare wars next round.

AERO FLAMINGO

\$45. *AF* exits fare wars. San Juan pays *SH* \$3; Jumbos pay \$10 to each *AF* and *WD*, but *TT* is in fare wars. Pays \$5 interest and pays off \$20 of debt (\$30 outstanding). Buys *Jumbo* fleet for *Las Vegas* (-\$10).

Orange has the game won unless someone hurts him badly and tempts him back into a losing fare wars or the fuel price hike comes up soon and often. That someone won't be me though, because my board position gives me no real chance to save the day and running in fare wars is rapidly running me out of money. My best chance to win, albeit slim, is to recover financially, pay off my loan, fortify *LAX*, and hope the others can hurt Orange enough to allow me back into the fray later.

TRANS TOUCANS

\$80. *TT* stays in fare wars. Hong Kong pays *AF* \$10; San Antonio pays *JS* \$2. Pays \$3 interest and pays off \$30 debt. Sell *Jumbo* fleet in *Memphis* (\$5). **Declares takeover attempts on:**

Jacksonville (-\$2, owned by *JS*), with foreign spoke support, succeeds 6(+3) to 6(+1), boosting *TT* market share to \$100;

Austin (-\$4, owned by *JS*), with *ATL* hub support versus Bill's two hubs and one foreign spoke, succeeds 10(+3) to 4(+3), dropping *JS* market share to \$180;

Tulsa (-\$2, owned by *JS*), with one hub and one foreign spoke versus Bill's two hubs, succeeds 6(+4) to 7(+2), dropping *JS* market share to \$140;

Little Rock (-\$2, owned by *JS*), fails 3(+4) to 9(+2).

I am surprised that Mark didn't have enough money to win the game on round 12 by paying off his loan and taking some more market share from me. I am even more shocked that he would buy *Montreal* last round, a foreign spoke that defends an out-of-the-way hub. Any purchases at this stage in the game are not likely to payoff before the end. Of course, a foreign spoke at a controlled hub would make Mark money with a single payoff, while other purchases simply recover their costs on the first payoff.

Mark then makes \$31 more and takes the first turn in this round. He must be very close now. To add insult to injury, Bill's profit draws are worth \$8 more for Mark. At this rate, Mark will surely win on his next turn. Bill's attack on *Memphis* would have freed my *Jumbo* for deployment in an attack on Mark, but even this hope is dashed when Bill fails. I enter my turn contemplating two options. The one urged upon me by my fellow losers is to attack Mark's market share in *DCA* or *JFK* or even in *MIA* (Ben's two failures leaves it up to me). This appears logical, but leaves me with no income, a small market share, would be a gamble at best (with Mark having three or four support in each location compared to my three or four).

Even if I take a piece of *DCA*, for example, Mark would get a shot with the advantage to

retake it, without even going into fare wars. Thus, to me this seems to be a useless stopgap measure that can only work if I can get more support for anything I take from him—that means acquiring the ATL and MIA hubs as well.

My other option is to go for the victory myself. I see from Don's failure to chip in against Mark, Bill's continued attack on me, and Ben's movement out of fare wars that each man is fending for himself. Although the chances of me winning now are fairly remote, it is not inconceivable. After all, look at the tremendous steamroller effects we have already seen when one gets those die roll advantages. With each hub into which you break, the defender goes down one for the remaining competitions. Then, with each hub you gain, you gain an advantage going into the next one. Although my chances for victory were far better several rounds ago, I can still achieve it now. Furthermore, since I go last in this round, I may effectively get two player-turns in a row if I go early in round 14. Thus, I can fail once and still have a chance to win before Mark's next turn.

To accomplish this feat, I will need to payoff my loan and interest (debtors are not allowed to declare victory). That leaves me with \$47 for takeovers. All these takeovers will cost double, so I can attack spokes worth \$23. Looking over the board I realize that I cannot take a total of 320 market share with \$47 dollars. Therefore, I sell off the Jumbo in Memphis (which does me no good against Mark anyway) to give me \$52, and allowing me to takeover \$26 worth of spokes. The plan of expansion is as follows: Jacksonville, then Austin to break into HOU to weaken Bill's defense of DFW, followed by control of DFW, control of HOU, Omaha to break into DIA to weaken Bill's defense of PHX, control of PHX, dominance of DIA, and finally three cheap spokes in SFO for dominance and a total market share of 320 (total cost \$48). The Austin attack and the SFO attacks will be with a plus one advantage, while all others will be at plus two or better (plus three in PHX, plus four in Salt Lake City). If I fail once and move early next round but need more money, I can sell something else (the other Jumbo or a foreign spoke perhaps) and try again. This involves fifteen attacks and looks foolhardy compared to the chance I had earlier in the game. However, I cannot see winning by trying by myself to forestall Mark directly. So here goes.

I made it past the Austin hurdle, but failed miserably yet again in Little Rock.

ROUND 14

TRANS TOUCANS

\$42. *TT* stays in fare wars. *Montreal* pays SH \$20; *LAX* pays AF \$24. *Declares takeover attempt on Oklahoma City (-\$2, owned by JS), but fails 6(+4) to 8(+2), tie going to the defender.*

I am fortunate enough to get another turn, but yet again Mark makes a bundle of money. Now, I rethink the plan. This turn, I'd like to take MIA along the way in case I fall short of victory. However, I'd like to do so without battling at plus one anywhere. The expansion plan is thus modified to: control DFW, control HOU, control MIA, control PHX. All attacks are at plus two

until I break into PHX where the advantage will be plus three for the final two takeovers. (My roundabout path to MIA is intended to give me the best odds possible there.) This costs \$42.

Alas, the plan short-circuits from the start.

AERO FLAMINGO

\$59. *HOU* and *Anchorage* pay JS \$5+1. *Pays \$3 interest and pays off \$30 debt. Buys undeployed Jumbo fleet. (-\$10).*

I can't believe my eyes. Red's double blitz failure against Purple makes no sense at all! In not taking Miami from Orange, he has handed the game to Orange. Looks like the fix is in to me. Can our editor be so concerned about the space required for a replay that he ensures that the game will be shortened by his bonehead play? I doubt very much whether there will be another round, but why should I try to prolong the game for Red's continued attacks on Purple by sacrificing myself on a -1 attack versus Orlando which I can't support when Red twice refused to take a +2 there even though it could have been part of his own winning position? I'd rather let Orange win than reward Red for failing to prevent the win. However, on the chance that the game does last another turn, I'll buy an undeployed Jumbo with hopes of using it next turn...against Red.

SKY HIGH

\$63. *San Antonio* pays JS \$2; *Singapore* pays AF \$20. *Declares non-fare wars takeover attempt of Tampa-St. Petersburg (-\$12, owned by TT), with support from two hubs and one foreign spoke versus Stuart's Jumbo, hub, foreign spoke and fare wars, and succeeds 7(+3) to 3(+5), boosting SH market share to \$280. Having \$51 remaining, Mark declares victory with \$331 (\$320 needed).*

I had an opportunity to win the game with a single takeover without reducing my income potential by entering fare wars. My luck was good and I won!

FINAL STANDINGS

(market share + cash - debt)

SKY HIGH	280 + 51 = 331
TRANS TOUCANS	100 + 40 = 140
AERO FLAMINGO	100 + 36 = 136
JET STREAM	140 + 31 - 50 = 121
WORLD DOMAIN	120 + 24 - 50 = 94

FINAL COMMENTARY

TRANS TOUCANS (Stuart Tucker)

Mark could easily have failed with his final attack (which would have been at even odds in which I win ties, if Mark had entered fare wars), but he started his turn only \$7 short of victory. In retrospect, by not attacking MIA first in rounds 13 and 14, I was foolish. On the other hand, I wasn't going to win without recovering at least some of what Bill had taken and I certainly could not defend MIA well without HOU secured.

I think the roots of my defeat were the same as the roots of my early success: everybody ignored MIA from the start and Mark was left alone in the Northeast. Had my timing or dice been better or Mark's first fare wars a failure, then I'd have won easily. Don was never in a

position to stop Mark, but could counter Bill if necessary. Ben and Bill could counter me, but only Ben could take on Mark, and weakly at that. Ben ignored early chances to take DTW and ultimately we all lost because of the free hand we each gave Mark in the northeast. We are all guilty of allowing Mark the free hand. Bill can be commended for countering my chance for victory. On the other hand, my position in MIA would have been much stronger during the last rounds of Mark's ascendancy, if I had not lost the hub controls in HOU and ATL to Bill's expansion. It is one thing to take down the leader, but it is also very important to leave intact the front line of defense against other threats as well, or at least to take up the duty of vigilance. I don't see what Bill had to gain from his continued attack on Memphis, once Mark's lead was so clear (surely Bill's debt was too high to allow him visions of victory). Don expected me to challenge Mark in MIA at a point in the game when I was least likely to prevail. I chose instead to try to rebuild my adjacent support, then take MIA and retain a chance to win the game. My perceptions were that Mark's cash situation and ability to counterattack left me little time for a sacrificial holding action—an action, I note, that Bill and Don chose not to do either.

In sum, this is a game where mutual recriminations and second-guessing are common. The laurels of victory go to only one player, but all losers share some blame for defeat. Without knowledge of each player's cash holdings, it is hard to know for certain how fast runs the clock and therefore how desperate should be your actions. I made an early mistake of not striking for victory and a late mistake of hoping for too much success in salvaging victory at the end. This is very much a game where the daring can win or lose, but invariably force others to adapt.

WORLD DOMAIN (Ben Knight)

Well, going last in the first round (squeezing myself between the starting positions of three other players) and my bad luck with the dice both contributed to my last place. I won only two of six takeover attempts, but the percentages say I should have won three and maybe a fourth. I was surprised that Stuart took such a long-shot at the end, going after Bill instead of taking Orlando and West Palm Beach away from Mark. Had I known that Stuart was not going to move immediately against Mark, I might have stayed in Fare Wars last round and tried to take out Pittsburgh again.

SKY HIGH (Mark Simonitch)

The northeast corner of the board is a great position of interlocking hubs and high yielding spokes. If your opponents leave you alone up here (which they did for most of the game), you can walk to victory. I was very fortunate that my luck on round 9 lasted for ten successful takeovers. However, I did plan for eight turns to get enough takeover modifiers (+4 for all attempts) to make that possible.

JET STREAM (Bill Levay)

The two biggest mistakes I made were to lose valuable capital in the beginning on the govern-

(Continued on pg. 60)

SWEDEN MAKES EIGHT

A Campaign Game Variant and Scenario for

EMPIRES IN ARMS

By Jim Lawler

For those of you who are unfamiliar with *EMPIRES IN ARMS (EIA)*, this corp-level simulation of Napoleonic warfare covers the campaigns from 1805 through 1815, and is played on a large map of Europe spanning from North Africa to Scandinavia and Lisbon to Armenia. Seven major countries and forty minor ones are represented in the game. Several small scenarios and larger campaigns are provided. The campaign games can be played by two to seven players.

The game is fought on several levels: land, naval, economic and diplomatic. A player with the proper mixture of military and diplomatic acumen can steer one of the five weaker major powers up to the Dominant Country status enjoyed at the start of the game by England and France. This article allows players to raise Sweden to a viable, playable position roughly equal to the five weaker powers.

Sweden was a second-level power in Europe at the beginning of the Nineteenth century. It was eagerly sought as an ally by all the great powers. Sweden could field a strong, well-trained army of over 22,000 soldiers in 1805, and over 30,000 trained soldiers by 1812. With levies of militia, Sweden's men under arms exceeded 60,000 troops.

Sweden is an excellent country for a beginner player to play in a multi-player game of *EIA*. It has a small, fairly strong army and a decent fleet. It will be difficult to "win" with Sweden, but you provide valuable assets to allies and you can maneuver to be on the winning side, while having a lot of enjoyment learning the nuances of the game.

Diplomacy will be the secret to the country's success. Sweden will need English money and/or French blessings and troops to have a chance at creating Greater Scandinavia. Prussia and Russia will be looking for opportunities to expand at Sweden's expense. Each is stronger than an unallied Sweden. Sweden must take care not to waste its limited economic and military resources. Commit your army only when the odds favor you or when the risk outweighs the possible loss. Your army is most effective as a threat. If you lose the bulk of your army, you are defenseless. If you are unfortunate enough to be

in such a position, you will soon find out how few friends you really have.

Sweden's early nineteenth century leadership under King Gustavus IV was very weak. Gustavus was the last of the Vasa Dynasty, which had produced such superior military leaders as Charles XII and Gustavus II Adolphus. The person who plays Sweden is unlikely to make the same blunders that were made historically.

EIA can also be played by mail or email. It is a great game, but you need a superior game master to keep it moving smoothly. I have been fortunate enough to find one and have enjoyed playing the game. Be prepared to make a commitment of some years. Sweden makes a great PBM position as there are not that many units to control and you can concentrate on the northern half of the maps.

Prelude to Dynasty

By the middle of 1807, Napoleon was at his peak of power. He had conquered most of Europe and had established the Continental System as a way to hurt economically his last remaining major enemy (England). Sweden's King Gustavus IV had taken part in the Third Coalition against France in 1805-7, with the result of losing Pomerania and Stralsund. Napoleon reached an accord with the Tsar of Russia, with the signing of the Treaty of Tilsit, that not only settled their differences, but also reached into many areas of cooperation. Tsar Alexander I agreed to join the Continental System and enthusiastically offered to help coerce the last major country holding out against the system, Sweden. Alexander felt it was an excellent opportunity to acquire Finland, an area over which Sweden and Russia had been fighting for hundreds of years.

This alliance planned to attack Sweden from three directions. Russia would attack into Finland, while France would lead an army of reluctant minor allies striking from Denmark. The third prong was made up of Norwegian and Danish troops attacking into Sweden out of Norway.

In February 1808, General Buxhöwden marched 40,000 Russians directly across the ice

of the eastern Baltic Sea to outflank Swedish positions in Finland. The Swedes retreated westward, abandoning Abo, the Finnish capital, until they linked with reinforcements. The Swedes then counterattacked. In six battles, led by local commanders, Von Döbeln, Sadels and Adlercreutz, they dealt heavy blows to the invading Russians. A seventh battle fought at Oravainen decided the fate of Finland. In a very close battle, the Swedes were finally broken, opening the way to Helsinki. The naval officer Carl Cronstedt, commander of Sveaborg (which defended the port of Helsinki), made a very poor showing in its defense. It was rumored that he and a number of his officers accepted generous Russian bribes, to surrender the city after only putting up a minimal defense. The surrender of the mighty fortress in May of 1808 cost Sweden 7,000 men, 2,000 cannon and 100 assorted ships, sealing Sweden's fate in Finland. In December 1809, Sweden evacuated its army from Finland.

The attack from Denmark was to be made primarily by French allies, who had little enthusiasm but were numerous enough to attack in strength. This attack was to take place, in the spring 1808, as soon as the stormy Baltic was calm enough to make a crossing of the straits practical. In May 1808, the British sent a fleet with an expeditionary force under Sir John Moore with 10,000 men and a promised subsidy of 100,000 Crowns a month, to aid their last ally in Northern Europe. King Gustavus, suffering from increasing fits of insanity, turned them away (Moore failed to die fighting France in Spain in January 1809). The presence of the British fleet was enough of a deterrent to give the unenthusiastic Bernadotte and his Danish allies an excuse to stall. Their threat to Sweden ended when the Spanish corps in the French army mutinied (in delayed reaction to Joseph Bonaparte being placed on the Spanish throne in March 1808). Some of the Spanish troops were repatriated by the British Fleet, while the remainder were disarmed by the French.

In the west, Norwegians and Danes were mobilizing under the command of the Norwegian Prince Christian August. In April 1808, the Swedes forestalled this attack by launching a first strike of their own. By May, the Swedes were able to force a truce on the Norwegians that was to last until the start of 1809.

Back in the east, the Russians, now three full Corps strong, advanced into Sweden proper during the summer of 1809. The Swedish army was exhausted. Being tired of their mad monarch, the army had deposed King Gustavus IV in March 1809, sending him into exile. The provisional government chose to elect as new king the childless Charles XIII, uncle of Gustavus IV, and then looked to Norway to find an heir as a way of fostering the idea of union with Norway to offset the loss of Finland. Prince Christian Augustus, commander in chief of Norway, was offered the position of successor to the throne of Sweden, which he agreed to accept only after a declaration of peace. The war with Russia continued inconclusively, but Russia soon tired of the war. In September 1809, peace between Russia and Sweden was declared. Peace treaties with other enemies soon followed. Sweden lost

Finland and the Aland Islands to Russia, but gained back Pomerania.

Christian August took the name Charles and became the crown prince. However, he died (also childless) in May 1810 and the Swedes, remembering the generous peace terms granted in 1806 and wanting to make a friendly gesture to Napoleon, offered the succession to the throne to Marshal Jean Bernadotte, a French commoner from Gascon.

Bernadotte became Charles John in August 1810 and began immediately to act as regent for the aging and ill Charles XIII. Bernadotte proved to be an excellent choice. He worked very hard at furthering the aims of his new country, even to the point of joining the allies against Napoleon, after the occupation of Pomerania by the French army in 1812. Russia and England agreed to the idea of Sweden taking Norway away from Denmark in compensation for the loss of Pomerania (which was accomplished after Napoleon's defeat in Russia and retreat from central Europe).

Bernadotte ascended to the throne as Charles XIV John in 1818 and his ancestors still remain on the Swedish throne.

Campaign Game Rules with an Active Sweden

Use the Swedish national card provided at the end of this article and the counters on the variant counter sheet. Sweden also uses its minor country corps and fleet counters (which now have no movement restrictions) and may use gray IM markers for garrisons.

1. *Swedish National Effort.* Sweden starts with a home territory of Sweden, Finland and Pomerania. Finland is controlled by Russia in 1812 and 1813 campaign games. These territories are worth double value (manpower and money points) as long as held by Sweden. Pomerania and Finland revert to their printed values whenever controlled by anyone else (subsequent reacquisition by Sweden *does not double* their values again). However, no Swedish militia are allowed to enter any province that could not be included in Greater Scandinavia (see below). This rule is meant to simulate the cheaper costs of raising an army by Sweden during its times of national crisis. Similarly, Norway's money and manpower values are doubled to 4/2 when Sweden first gets control of it. It reverts back to 2/1 if Sweden loses possession, and does not change again, even if Sweden gets control a second time.

2. *Finances and Economic Manipulation.* Use the Economic Manipulation Display on the Swedish national card at the end of this article. Sweden begins the 1805 campaign game with a treasury of \$30. Sweden begins 1812 and 1813 campaign games with \$25 in the treasury. Sweden pays only \$7 and one MP to build each ship due to the presence of an abundant, inexpensive source of timber in Sweden.

Prussia starts the game with an additional \$10 in 1805 and receives \$10 in January 1806 and \$6 each January thereafter (to compensate for the loss of Pomerania). The additional money ends if Prussia controls Pomerania at any time. If Prussia controls Pomerania, it becomes a Prussian home province.



3. *Military Forces.* See the Swedish national card at the end of this article. Sweden's morale levels are like "other major powers": five for Guards, four for Cavalry, three for Infantry, two for Militia. Corps I may hold 2G, 12I and 3C. Corps II and III may hold 12I and 2C. Corps IV and V may hold 8I and 1C. Corps VI (allowed upon creation of Greater Scandinavia) may hold 12I and 1C. In the 1805 campaign, Corps V and the fifth depot may not be used before 1810. All Swedish Corps have an intrinsic strategic rating of one and an intrinsic tactical rating of two.

Starting Forces

	1805	1812	1813
Infantry	18	26	29
Guards	1	1	1
Militia	5	8	8
Cavalry	4	5	5
Ships	12	13	13
Depots	4	5	5
Corps	4	5	5



4. *Leaders.* Sweden starts 1805 with CHARLES and GUSTAVUS. If Greater Scandinavia is formed, add the Danish leader CHRISTIAN. In 1810, BERNADOTTE becomes Swedish.

5. *Order of Movement.* Sweden makes its land moves between Prussia and Great Britain and its naval moves between Prussia and France.

6. *Alliance Die Rolls.* Sweden's national modifiers versus Denmark, Mecklenberg and Hanover is "+1" and versus all countries in Africa and the Mid-East it is "-2."

7. *Political Status Display Chart and Victory Points.* Sweden starts all games on the Political Status Display at the same spot as Sp(I) in each campaign game. If Stockholm is occupied by another power, Sweden loses one political point. Sweden starts 1812 with 180 VPs and 1813 with 200 VPs.

Victory Level	1807	1815
Sweden	95	320 (290)
Great Britain	95	350 (310)
Prussia	75	300 (270)
Russia	105	315 (285)

8. *Dominant Nation Status.* To achieve Dominant Nation Status, Sweden must control Norway, Denmark, Pomerania, Karelia and two of these three provinces: Mecklenberg, Hanover and Livonia.



9. *New Political Combinations.* Greater Scandinavia cannot be formed until 1807. It is not formed automatically, but rather is formed at the option of the Swedish player. Greater Scandinavia can be created if Sweden controls Denmark and Norway, while maintaining control of Finland and Pomerania. Greater Scandinavia can be formed only once per game. The Swedish player can elect to incorporate all Danish troops and ships into the Swedish Army. The Danish Corp and Fleet are exchanged for the Swedish Corp VI and Fleet II and the Leader CHRISTIAN is placed with Corps VI. Should Copenhagen be captured later by any other player, CHRISTIAN, Corp VI and Fleet II are removed and replaced with the original Danish

counters under the control of the liberator. These units are recreated with the same number of units that were present when Greater Scandinavia was created. Sweden removes immediately that number of troops and ships from any Swedish units, including the departing Corps VI and Fleet II.

10. *Play Balance.* Players wishing to make Sweden a little stronger and more fun to play from the beginning, can add a double-value Norway (6/4) as a Swedish home territory and raise Sweden's starting VPs by 10. If you use this option, do not use the Greater Scandinavia option.



Northern War Scenario

1. Forces Setup.

RUSSIAN FORCES:

- Fleet I with 10S, Corps III, IV and V with 9I, 19M, 2C and BUXHOWDEN at St. Petersburg.
- Four depots anywhere in Russia or off map.

FRENCH FORCES:

- Corp X with 6I, 2M and 1C, allied Spanish Corps II with 10I, Hanover Corps with 6I and BERNADOTTE as a French leader at Copenhagen.
- Three depots anywhere in Denmark or off map.

DANISH FORCES (French Allies):

- Danish Corps with 12I, 1C and CHRISTIAN at Christiania.
- Danish Fleet with 16S anywhere in Norway or Denmark.

SWEDISH FORCES:

- Corps I, II, III and IV anywhere in Sweden or Finland.
 - 1G, 14I, 6M, 3C and CHARLES anywhere in Sweden.
 - 12I, 7M, 3C and GUSTAVUS anywhere in Finland.
 - Swedish Fleet I with 13S anywhere in Sweden or Finland.
 - Four depots anywhere in Sweden or off map.
- #### BRITISH FORCES:
- Fleet II with 20S and Corps III with 9I, 1C and MOORE at Yarmouth.
 - Two depots anywhere in England or off map.

2. *Starting Money.* Russia starts the scenario with \$5, France with \$6, Sweden with \$6 and Britain with \$10.



3. *Control.* Sweden controls Finland. France controls Denmark, Norway, Pomerania, plus Hanover and Spanish forces at the start of the game. Russia and England control their home territory.

4. *Reinforcements.* RUSSIA: \$3 per month.

• June 1808, 6I, 6M and 1C at St. Petersburg.

SWEDEN: \$3 per month.

• May 1808, 1I and 3M at Abo.

• June 1808, 2I and 2M at Stockholm.

FRANCE: \$5 per month.

BRITAIN: \$8 per month.

5. *Time.* The scenario starts in February of 1808 and ends in October 1808.

(Continued on pg. 54)

SWEDEN

SIDE ONE

INFANTRY CORPS

I			
guard	inf	mil	cav
2	12		3

II		
inf	mil	cav
12		2

III		
inf	mil	cav
12		2

IV		
inf	mil	cav
8		1

V		
inf	mil	cav
8		1

VI		
inf	mil	cav
12		1

FLEETS

I
ships
30

II
ships
30

ECONOMIC MANIPULATION DISPLAY

money	-15	-9	0	0	0	+8	+8
PSA	+2	+1	+1	0	-2	-2	-3
manpower	-6	0	-5	0	+4	0	+4

PSA = Political Status Adjustment

SWEDEN

SIDE TWO

		REINFORCEMENTS RECORD																						
		SWEDEN					CONTROLLED FREE STATES																	
YEAR	MON	C	G	I	M	S	C	I	S	C	I	S	C	I	S	C	I	S	C	I	S	C	I	S
18	Jan																							
18	Feb																							
18	Mar																							
18	Apr																							
18	May																							
18	Jun																							
18	Jul																							
18	Aug																							
18	Sep																							
18	Oct																							
18	Nov																							
18	Dec																							
TIME (MO)		5	6	3	1	12	5	3	12	5	3	12	5	3	12	5	3	12	5	3	12	5	3	12

		ECONOMIC AND MANPOWER WORKSHEET							
		SWEDEN		CONTROLLED FREE STATES					
ITEM		\$	MP	\$	MP	\$	MP	\$	MP
Accumulated (+)									
INCOME	Basic Values (+)	36	16						
	Ceded Provinces (+ or -)								
	Conquered Minors (+)								
	Normal Trade (+)								
	American Trade (+)								
	Reparations (+ or -)								
	Economic Manipulation (+ or -)								
	Loans/Subsidies (+ or -)								
TOTAL AVAILABLE									
COSTS	Corps Maintenance/New (\$1)								
	Fleets Maintenance/New (\$1-\$5)								
	Depots Maintenance (\$1)								
	Cavalry (\$15 / 2MP)								
	Guard (\$7 / 2MP)								
	Infantry (\$3 / 2MP)								
	Militia (\$0 / 2MP)								
	Ship (\$7 / 1MP)								
TOTAL COSTS									
REMAINING \$									

I (2G, 12I/M 3C)	MINOR UNITS
II (12I/M, 2C)	
III (12I/M, 2C)	
IV (8I/M, 1C)	
V (8I/M, 1C)	
VI (12I/M, 1C)	
IF (30S)	
IIF (30S)	

Letters



Superb Republic

The *REPUBLIC OF ROME* is, in fact, one of the most brilliant designs I've ever seen or played! It is superb. Usually, I don't play "card games" or "abstracted history" games, but this game is excellent! I just had to write. . . Pass along my sentiments and compliments to the game's designers for a brilliant game. I've been keenly interested in Roman history for decades and, as a non-professional historian, I am knowledgeable on the topic and have always lamented that there is no "strategic" level game on Roman military history. But now I see there has been for several years. . . Please consider a computer conversion of *REPUBLIC OF ROME*.

Terry Dotson, Peoria, AZ

★★★★★

Latest Issue

I got my copy of *The GENERAL* yesterday and I want to congratulate you on a terrific issue (vol. 30, no. 4).

1) I am a *WIN, PLACE & SHOW* player from way back and usually use *WPS* to introduce new gamers to *TAHGC* games. The only problem was the fact that I got so tired of the same program over and over, that the game became unbearable after awhile. It was a pleasant surprise to see a new program in this issue.

2) I enjoyed the *COLONIAL DIPLOMACY* articles. They didn't really tell me anything new, but reinforced the fact that I wasn't doing anything wrong. Our group still feels that Japan has it easy, followed by Turkey. Also, China and France have an extremely hard time. Are there any variants in the mill to try and even up this score? [What do the rest of you think? Is there a variant out there worth publishing? Do you have winning strategies for China or France? —SKT]

3) Of course, it is always nice to see new *ASL* scenarios and articles. Keep 'em coming!

4) Looks like I have to purchase *WE THE PEOPLE*. I've heard good things about the game, but the fact that a variant has been printed for a game always pushes my decision to purchase over the edge (*TURNING POINT: STALIN-GRAD*, *CIVILIZATION*, *MUSTANGS*, etc.) as I know that it has a following big enough to support the decision to print variants for it.

Robert Wolkey, cyberspace

★★★★★

History Rehashed

In my view, every interpretation of history (conspiratorial or orthodox) should be analyzed critically. My standard is Occam's Razor: does a given theory most simply account for the available evidence? (Many convoluted conspiracy theories fail this test.) As new evidence becomes available, historical theories have to be re-evaluated, which is why there are no "dead issues" and why it is not "dangerous to doubt everything we hear." *Au contraire*, eternal doubt is mandatory! In history, as in every other discipline, theories must be subjected to constant, adversarial testing against new data, or our understanding never

advances. Galileo, Newton and Darwin were initially regarded as crackpots, but were they wrong to doubt the prevailing orthodoxy?

James Perry, Arlington, VA

★★★★★

Computer Gaming: A Great Future?

Computer wargames just do not work. Joy-stick games work well enough, but proper strategy games don't. The problem is access and presentation of information. It starts with the map which usually doesn't fit into a single screen requiring scrolling and the loss of the big picture that is so important in any strategy game. The information content of the "counters" is very limited—far, far below even the worst boardgames, never mind such gems as *ASL*. Access to needed information requires clicking the mouse and trying to remember salient defensive and offensive features for a minimum of a score or two of units. Finally, as far as playing aids are concerned, usually there are none. What all this boils down to is a long, boring playing time—time better spent reading a history book, switching the telly to another rerun of "Hogan's Heroes" or even tinkering around solo with a good boardgame.

Herbert Gratz, Vienna, Austria via cyberspace

★★★★★

I felt inspired to write today as I am renewing my subscription for two more years. Over the years, *The GENERAL* has helped enrich my gaming experience. Upon entering the working world after college, many years ago, my time became limited. After marriage and children and further demands of an accounting career, my time for gaming became even more restricted. I still support boardgaming with my family even in this computer age, though the lion's share of my free time is now computer gaming (many good computer games have so much depth that would be impossible to play out at a boardgame level). I am still purchasing Avalon Hill boardgames and playing at least monthly. My boys are exposed to this and take a real interest in "Dad's" games. I am encouraged by your boardgame conversions to computer, as the impact of this market just simply cannot be ignored. I purchased your conversions of *KING-MAKER, 1830* and *ADVANCED CIVILIZATION* and have been satisfied with all.

Steve O'Grady, Corpus Christi, TX

★★★★★

Saving the Hobby

[While my "hobby is doomed" allusion in the reader survey caught some flak from a number of quarters, nobody tackled the issue of what to do about it as thoroughly—right or wrong—as Mr. Carroll. —SKT]

The formula I recommend for surviving this crisis is threefold: 1) exalt the "chrome," not the contest, 2) accentuate the positive and 3) emphasize playability.

By exalting the chrome, I mean acknowledging that *ASL* is primarily a vehicle for vicariously experiencing tactical WWII combat situations. Those champions of *ASL* who scored so big at AvalonCon last year have likely forgotten that basic truth. They've mentally boiled the game down to its mathematical bones, stripping it of all that's colorful and delightful about it. In short, they play *ASL* like tournament chess or bridge, when in fact it is not that kind of game at all. It is a wargame, not a simple contest. The more we treat wargames like chess, the more wargamers will turn back to chess for simplicity's sake. The "chrome" makes the game, and it makes wargaming what it is.

Repeat the doomsaying often enough, and it will become a self-fulfilling prophecy. Turn the formula around! Talk positively about what's happening in the hobby today. Fifteen years ago, I'd have given anything for access to something like the "World at War" computer games! Miniatures are available in a wider variety than ever (and the anti-lead legislation is just turning our toys to a safer pewter). And there have been some great advances in game design too. Wargaming is surely here to stay, though its form may undergo some changes. Nothing on earth is more dramatic than war, and no conflict is sharper or more bitterly contested. Thus, the interest in war will always be strong. And as long as wargames can bring the vicarious experience of war to people's tabletops, they will remain popular. So, let's talk up the vicarious experience!

Finally, when I encourage playability, I mean making wargames user-friendly. Designers have to be careful not to make a game more complicated than it's worth; rules editors have to make games easy to get into; and *The GENERAL* should then run articles that help players learn those complex games.

Other especially useful articles for *The GENERAL* would be: 1) variants which add "chrome" to enhance bare-bones games which might lose their appeal after awhile, 2) lively historical articles which explain some of the colorful facts behind a game—especially a game that's lacking in "chrome" and could use the help, 3) upbeat articles on the state of the hobby, or special events in the hobby—preferably without the counterproductive emphasis on tournaments and ratings, 4) helpful devices, like score-sheets for games which could use them, to make games more playable and 5) time-saving variants—methods of cutting long games like *HISTORY OF THE WORLD* down to size, again making them more playable.

Patrick Carroll, New Hope, MN

★★★★★

Entertainment Value

The GENERAL is the only magazine I subscribe to and it is the reference standard of boardgamers. The articles are, for the most part, excellent and I can only hope for continued coverage of those boardgames.

John J. Carney, Jacksonville, FL

AZ: Opponents wanted: two-player and multi-player games. Your games or ours. Small group of college age players. John S. Baker, 4675 S. Harrison Rd., Space #95, Tucson, AZ 85730. (520) 290-9177.

CA: FREE Lessons! ASL advanced tactics instructor seeks new students for FTF instruction. Learn from the best to become the best! ASL Institute of Advanced Tactics, Earl Ryan, 2831 Juniper Dr., Corona, CA 91720, (909) 736-RYAN

CA: Beginning ASL player seeks ftf opponents in O.C. area. I own all ASL/SL modules. Can host or travel. Scott Thompson, 2637 Elden Ave. #C, Costa Mesa, CA 92627, (714) 650-3775.

CA: Seek local AH game players who think they can run or hold a fortified gauntlet! Tom Walker, 2889 El Sobrante St., Santa Clara, CA 95051, (408) 241-8180.

FL: PBM for AIW. Have good pbm system. Address is correct this time. Ron D'Oría, 140 N.E. 58th St., Ft. Lauderdale, FL 33334.

FL: Gamers wanted along the Treasure Coast. Ftf opponents wanted for BKB, W&P, WSIM, SJW, other. Charles Lobdell, 2411 Atlantic Beach Blvd., Ft. Pierce, FL 34949, (551) 465-2921.

ID: ASL, KM, RB, SUB, UF WSIM, know many more. Prefer ASL. Kevin Knoell, 506 Chestnut St., Mtn. Home, ID 83647, (208) 587-2354.

IN: FTF in Lafayette area. Will play most historical games. Carl Schwamberger, 1212 N. 18th St., Lafayette, IN 47904, (317) 742-0998.

KY: Seeking opponent(s) for Civil War, SJW, A5A, 1776 or W&P. In/around Hebron or Florence, Brett Brown, 3576 Garber La., Burlington, KY 41005, 586-5725.

ME: "Paydirt" NFL team charts from 1973, 1974, 1975 seasons. Desperately looking for these years. Make me an offer. Peter Vorias, 48 E. Grand Ave., Old Orchard Beach, MA 04064, (207) 934-2286.

MI: PBM for PL/PB, ASL, others. Area if desired. Playing since 1972. On-line, also, or FTF. Herb Diehr, P.O. Box 970718, Ypsilanti, MI 48197-0812, (313) 461-3304.

MN: WAT, DD '65 opponents wanted for rated PBM. Pat McNevin, 12985 Raven St., N.W., Coon Rapids, MN 55448, (612) 754-5140.

MO: PBM or ftf many games; A5A, AK, TRC, SJW, HCR, TPS, CIV, BZK. Ken Gray, 4920 Claridge Dr, Apt. E, St. Louis, MO 63129, (314) 845-1874.

NJ: Wanted: Game sets or parts for GOA and PGD. Also seeking ftf of same. Jim Chambers, 87 Candace Lane, Chatham, NJ 07928, (201) 635-2096.

NJ: Wanted: Opponents for PBM SL, BKN. PBM helper for ASL. Any multi-player A3R PBM. Larry Balawender, 608 Huff Ave., Manville, NJ 08835.

NJ: Just moved to southern NJ. Opponents wanted for EIA. Willing to

Opponents Wanted

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learn/ play others especially W&P, WSIM, CIV, RFN, Michael Fottler-Gurley, 289A Indian Mills Road, Shamong, NJ 08088, (609) 268-3017.

NY: TP:S opponent wanted by 27-year-old novice. Anthony Burnet, P.O. Box 1472, N. Mass., NY 11758, (516) 731-4354.

NY: Strat-O-Matic Baseball FTF opponent wanted by experienced 27-year-old. Anthony Burnet, P.O. Box 1472, N. Massapequa, NY 11758.

PA: Adult gamers wanted for FTF in PB, PL, RF, TRC, TPS and many more. Keith Althouse, 519 Bickel Dr., Hamburg, PA 14526, (610) 562-2089.

TX: PBM opponent for TRC, AK, Waterloo, Midway. e-mail: hollern@hasting.com any WWII. Larry Hollern, 4452 Ridgecrest Circle, Amarillo, TX 79109, (806) 351-0566.

TX: PBEM any world at war game title. Also ftf SC, or many others, you choose. Mark Scarbrough, 2209 Cathie Cir., Copperus Cove, TX 76522, (817) 518-2558.

TX: Jutland, RFT, LFW, FLD, Waterloo, SUB, G88, B88, m64, F40, Shot and Shell, Iron-Clads Shenandoah. John Cates, Rt. 1, Bx. 481, Huntsville, TX 77340.

VA: Hey Hampton Roads, I would really love to find opponents for A5A, ASL, A3R, BKB, BKN, PZB, SJW. Other titles possible. Call Dave O'Dell (804) 440-9061, Norfolk, VA.

WI: Milwaukee area. Adult gamer seeks ftf players for most games, especially BKN, WTP, SOA, ASL. Mike Whittle, 7721 N. Santa Monica Blvd., Milwaukee, WI 53217, (414) 228-7375.

CLUBS

CA: The Winnipeg ASL Club wants you. Join us for the '96 campaign. All levels of experience welcome. Contact: Bill Bird (204) 783 2186.

CA: ASL Club seeking new members. New ASL players can enter ASL University. Contact Philip Manoff, 1853 Delancey Dr., Salinas, CA 93906, (408) 442-0433.

CT: Connecticut Game Club. Monthly meetings, 2nd Saturday of every month from noon to midnight at the Comfort Inn of Darien, CT. Contact Phillip Spera, (203) 332-0410, or email: CGCSBS@aol.com, or write POB 403, Fairfield, CT 06430-0403.

CT: Connecticut ASL Players Open Gaming Day, Sunday, September 8, 1996. My office is located in the Little Italy section of the city of Hartford. Can accommodate 10-12 ASL players. Scott Brady, (860) 871-8740.

FL: The Tampa area ASL group invites all ASL players to join us on weekends for friendly competition and for Schwerpunkt '96, The Florida ASL Tournament, Nov. 9-10. Evan

Sherry, 503 Manatee Dr., Ruskin, FL 33570, (813) 645-6264.

FL: Join our growing gaming group in Sarasota, FL. For more info call Mike Bakken at (941) 355-3429 e-mail: M.BAKKEN@GENIE.GEIS.COM. Mike Bakken, 5016 Medalist Rd., Sarasota, FL 34243.

IL: Game club in Chicago area. We play ASL, A3R, DIP, MBT, VIP and many more. Louie Tokarz, 5724 W. 106th St., Chicago Ridge, IL 60415, (708) 857-7060.

MA: Saturdays are ASL time here at the Bunker! The Southern New England ASL Players Association. Vic Provost, 1454 Northampton St., Holyoke, MA 01040, (413) 536-9661.

MD: Games Club of Maryland. We play games. All Kinds. We teach, learn, compete, grow, and best of all we have fun. For information contact: Keith Levy, 7310 Kathydale Rd., Baltimore, MD 21207, (410) 653-2735.

ND: To arms! To arms! Join the only war gaming club in Bismarck! Call Kevin Kiconas @ 663-2244 or write Badlands Historical Simulation Gaming Club, PO Box 1037, Bismarck, ND 58501.

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

OH: Tri-State-Con, May 10 & 11. Cincinnati Adventure Gamers, call (606) 525-2080, send e-mail to JCuculic@aol.com, or write to Cincinnati Adventure Gamers, P.O. Box 17, Monroe, OH 45050.

PA: Eastern Pennsylvania Gaming Society. Meetings are held at the Inn at Plymouth Meeting, located at Plymouth Road and Germantown Pike in Plymouth Meeting, Pa. Call Steve at (610) 352-3126.

TX: Austin, TX ASL Club. Call Matt Shostak, (512) 280-8414.

TX: Play DIP by mail! For a sample of Maniac's Paradise, write Douglas Kent, 10214 Black Hickory Rd., Dallas, TX 75243 or e-mail 73567.1414@compuserve.com.

TX: Diplomacy World is the flagship 'zine of the PBM DIP hobby. For info write Douglas Kent, 10214 Black Hickory Rd., Dallas, TX 75243 or e-mail 73567.1414@compuserve.com.

TX: Interested in amateur multi-player PBM gaming? Send a SASE for a sample of Pontevedria; the listing of North American 'zines and GMs. W. Andrew York, P.O. Box 2307, Universal City, TX 78143.

FOREIGN

Brazil: PBM opponents wanted for FE. Either side. Will help you learn old games like this. Gregory Straw, Amcogen Rio De Janeiro, APO AA 34030.

Canada: Lower mainland resident looking for opponents for GOA, DD, A3R. Willing to try others, too. Contact Garry McFarland, 24590 16th Ave., Langley, B.C. Canada C2Z 1J9, (604) 534-8378.

Canada: Looking for people to play BP by mail. I am a beginner, but will play an opponent. Shandy Ardern, R.R. #5, Shawville, Quebec, Canada J0X 2Y0, (819) 647-5094.

Central America: Am I the only wargamer in Guatemala? Ftf for most AH/VG wargames. Will teach/learn. Charles Duke, Guatemala City, Guatemala 315471.

Estonia: Looking for opponents in the Baltic (Riga, Helsinki). ASL, BKN, WWII mainly. Raymond Woloszyn, Imanta 41-36, EE-0001 Tallinn, Estonia.

Germany: Adult gamers wanted in Germany, KMC area, FTF, play ASL, AK, PAA, TPS, WSIM, others. Martin Bacon, PSC #2, Box 5601, APO AE 09012, Phone 0631-51579.

Italy: Opponents wanted for BKBD, VRIT, CM, GL, GSL, KM, ROR, SOJ, TRI, CL, CAE. Contact: Deponti Ezio, Via Ciccotti 8, Milano, Italy 20161, Phone: 02/6460148.

Japan: Don't give up your hobby if you come to Japan! Join J.I.G.G. Call Mike 03-3824-7946. Levom Birms. 2659-4 Tsukahara, Minami Ashigara, Kanagawa Japan 250-01.

Japan: Opponents wanted for PBM, Col. Dip, Quebec Libre, Canadian Civil War, Indianomacy Dip Variant, United Nations and others. Kevin Burns, 2659-4 Tsukahara, Minami Ashigara, Kanagawa 250-01 Japan.

Japan: Free membership. DIP, COL DIP, Brit. FTF PBM 'Zine Available Members World Wide Write or call Kanagawa International Wargamers, La Kasa Inove #105 Iwahara 144-3, Minami Ashigara, Kanagawa 250-01 Japan, Phone 0465-74-8767.

FOR SALE

Many game, AH, SPI, etc. Send S.A.S.E. to: Walt Dippel, 4033 Valley Vue Dr., Gibsonsia, PA 15044

Entertaining non-binding offers through 8/31/96 for "GENERAL" collection Vol. 5, #5 to date, complete condition VG to mint. R.D. Moyer, 205 Greenwood Rd., Lansdale, PA 19446.

For Sale CD77, very good condition, complete, \$55.00 post-paid. I'm looking for 5FT (VG). Charles Duke, PO Box 591999, Miami, FL 33159.

Older AH games and Generals along with other games. Reasonable price. Send LSASE. Fred Sassin, 7156 Olde Scotland d Rd., Shippensburg, PA 17257.

Wanted: Ftf ASL. For sales: Goland, Wacht AM Rhein; Submarine; Dresden; Talisman, Napoleon at Bay; others—make offer. Earl J. Ryan, ASL Military Tactics Instructor, PO Box 0398, Corona, CA 91718, (909) 736-RYAN.

Mail auction of 1914, Alexander and Auto Racing. Write first; bids close 30 days after ad appears. Peter Whelpton, RR #2, Box 829, Woodstock, VT 05091, (802) 457-1419.

NEXT GENERATION

CIVILIZED

FROM THE START

An Analysis of the Nations in CIVILIZATION

By Mark A. Mahaffey

This article comes from a veteran of the boardgame who provides beginning players of both the boardgame and the computer game, *ADVANCED CIVILIZATION*, with useful insights on the choice of opening positions. The author also happens to be a valuable building-block of our own society: a 13-year-old youth. I encourage other authors to submit articles geared toward beginning-level play of family games.

CIVILIZATION is an exciting board game representing the rise of the great civilizations of ancient times. The game is not so much a wargame as it is a test of the abilities required to make a truly great civilization. If you do not already own this game, I recommend it highly. It is a masterpiece of gaming. This article will analyze some of the basic strategies for the nations in *CIVILIZATION*.

Egypt

Egypt's only major disadvantages are its Archaeological Succession Table (AST) position and the fact that most of its nearby city sites are located on the Nile flood plain. If these two problems can be overcome, Egypt has a good chance to win the game or at least do well.

Egypt's nearest neighbors, Africa and Babylon, will usually have better expansion opportunities than Egyptian territory. However, they might decide to "invade" you if Italy, Asia and/or Assyria are in play to contest their positions.

Egypt's AST situation is another problem it faces. Its entry points are the earliest overall in the game, and therefore you must rush to meet the entry requirements sooner than the other players in the game. The Bronze Age requirements are fairly simple to beat. Since Egypt starts in locations with a city site, they should have little trouble meeting

the two city requirement for entry into the Early Bronze Age. Most of Egypt's nearby city sites are on a flood plain. There is little hope for a solution to this problem. You could go ahead and build there, possibly buy engineering, and hope for the best. Alternatively, you could head for the area around Israel and Jordan.

Since Egypt acquires civilization cards first, you can most likely purchase "Mysticism" to meet the three colors requirement to enter the Late Bronze Age.

Egypt is a challenging nation to play, but if you hold out versus the difficulties of the nation's position, border clashes and calamities, Egypt has a realistic chance of winning the game.

Babylon

Babylon is a good choice if few other nations in its vicinity are in play. You might even consider it even if a nation like Asia or Egypt is in play. Babylon's strategies and general problems are very similar to those of Egypt.

Babylon's AST situation is bad and three of the five nearest city sites are on a flood plain. Try to reach the Israeli area as your primary expansion goal, but a place like the Turkish area could be a secondary option.

The main disadvantage of playing Babylon will appear when Egypt, Assyria and Asia are in play. This will result in three or four nations all centering their movement on a place like Israel. Babylon will most likely find itself sandwiched between its neighbors and will end up with little chance of a win. If these other nations are not in play, though, Babylon could be a golden opportunity.

Along with Egypt, Babylon will probably have some trouble meeting the Iron Age entry requirements, but it can be done.

Assyria

Assyria will be hard pressed and will face a difficult situation if Asia is in play. Asia will usually see the Turkish area as their expansion opportunity. If you can get to Israeli territory, do that; otherwise you might even be reduced to sailing to another location on the map. Alternatively, you could break *CIVILIZATION* tradition and fight your way to more land. However, this course of action could lose the game for both you and the person you attack.

If you do find it necessary to attack, go in with an advantage. Metalworking, Engineering and higher numbers will contribute to victory. Yet, becoming a warlike nation should be a last desperate action.

Asia

The probable best and most obvious place into which to expand would be Turkey. If Thrace or Assyria are in play, you will have competition for it. Try to get there as soon as is possible, particularly if Assyria is in play.

If Babylon is not in play, you can use some of their city sites as a second or third option. Once again, the Israeli area is another location ripe for expansion if unoccupied.

If Asia can reach Turkey first, they have a fairly good chance of victory barring expansion from across the sea. If you aren't able to, though, you might lose a lot of your advantages in cities, trade and civilization cards.

If Assyria is not in play, Asia has a good chance to maintain an advantage throughout the remainder of the game if it can build a lot of cities quickly. If able to, then Asia can have a trade and revenue advantage for awhile.

Another nation like Thrace may come across a sea into Turkey. Fortunately, they will have to build ships, which will slow down their population growth. Many a game

in which I've played has seen Turkey occupied half and half between Asia or Assyria and Thrace.

Crete

Crete's most obvious disadvantage is the need for ships. Try to get to Greece or even Italy or North Africa before anyone else can. The speed advantage of ships might give you the ability to accomplish this.

You will most likely need to leave some people on Crete itself to reach the two city entry requirement when you embark for your new destination.

Crete needs to avoid conflict as much as is possible, especially early in the game. Supporting its ships (and building them) is enough strain on population growth without the addition of casualties.

Crete is a challenging nation to play, particularly if many other players are participating. However, it is really fun. When I first started playing *CIVILIZATION*, I picked Crete whenever I could. If you can win the race to Greece, you stand a good chance.

Thrace

Thrace's strategy primarily depends on what its opponents do. If Greece or Italy somehow remain unoccupied, you could go there. However, your most likely course of action is to become a seafaring nation and expand into an area like Turkey, especially if Asia and Assyria are not in play.

Thrace is one of the hardest nations to play in a true multi-player game, because it will find itself very limited in options, being sandwiched between other nations just as eager to expand. High numbers of players will hamper your plans for triumph.

If forced, you could become barbarian-like and fight territorial battles. In any case, Thrace needs a high population to win. Fortunately, The Illyrian/Thracian area has high population limits.

Despite all its problems, Thrace is a fun nation to play. Besides, it's not the winning that counts, right?

Illyria

Illyria and Thrace have similarities in their strategies. As long as Crete is not playing, Illyria should head for Greece. If Thrace is not playing, you could even head for Turkey. Italy could also be an option if Italy is not in play or Iberia is in use from the Western Expansion Map.

One of Illyria's main advantages is that a lot of the area around its starting location has high population limits, allowing for easier population expansion. Unlike Egypt, you are unlikely to be forced into a situation where

you have no choice but to give up surplus population.

Illyria's AST position is fairly good. They should have plenty of time to meet the entry requirements for each age. Particularly if Thrace and Crete are not playing, Illyria has a good chance to win the contest for the best civilization.

Italy/Iberia

Italy should be among your first choices to play. It has good AST position and a pretty good starting location. Iberia is another matter entirely. Italy is a lot better than Iberia. However, Iberia does have the advantage of not being very close to any other nations.

Italy is a case where following history's example is a good idea. Use Italy for cities, and colonize areas like Sicily, North Africa, and Illyrian territory if possible.

Agriculture is generally a good buy for all nations, and Italy is no exception. Italian land cannot support as many people as some other places and needs just as many people.

Ships will help Italy greatly. Mainland Italy does not have enough city sites to support a thriving civilization, and if Illyria is occupied, Italy will need to sail somewhere else to expand.

Italy's good AST position makes it a likely winner if played well.

Africa

Africa will basically have to go somewhere else. If Egypt is in play, Africa has only three city sites readily available on the whole continent (four with the Western Expansion Map). It will almost certainly sail for a place like Italy or Greece. If Egypt is absent, take their territory.

If Italy and Egypt are in play, Africa has some major difficulties to contend with. Consider sailing the map to another location like Israel or even fighting for land.

Africa's excellent AST position helps the odds a little, though. I only use the special rule altering their AST advantage when Italy or Egypt is not in play.

Try to urbanize quickly. Even if Italy is in play, you might be able to beat him to Sicily.

Africa will take some time to develop, but the benefits could outweigh the difficulties. Africa usually has a fair chance of winning the game.

Conclusion

I hope these thoughts have helped you realize the diversity of opportunities available to you and that the tips will help your civilization be prosperous and everlasting!

SWEDEN . . .

(Continued from pg. 48)

6. Special Rules.

- A. Prussia, excluding Pomerania, is not in play.
- B. Sequence of movement for land phase: Russia, Sweden, Great Britain and France. For naval Phase: Russia, Sweden France and Great Britain.
- C. In February 1808, Corps may move through the frozen Gulf of Finland (north of Narva) as if it were clear terrain. No units may stop movement in the Gulf.
- D. Money may be lent to allies.
- E. Great Britain may not lend money to Sweden after King Gustavus refuses British support.
- F. Each month, starting in February 1808, Sweden rolls one die and on a roll of one or two, King Gustavus has a lucid moment and allows the British to become active allies. The British Fleet, Moore and Corp III are now controlled by the Swedish player. Beginning on the month after the British are activated, roll a die each month and on a six they will be sent home by King Gustavus.
- G. *Optional rule for play balance:* Do not roll to send British forces home as required in the preceding paragraph.
- H. The Swedish player has an option to roll for a truce in Norway. He rolls one die each time he defeats a force in Norway or Sweden containing Danish troops. On an odd die roll, the force defeated and all Danish forces on the map sign a truce for the remainder of the year, all Danish forces return to Christiana, and all combat in Norway ceases. The Swedes may not attack Norway for the remainder of the scenario.
- I. Starting in March 1808, the French player rolls one die each month. On a roll of five or six, Spanish Troops revolt over the enthronement of Joseph Bonaparte. All Spanish troops are immediately interned (removed from play) along with three French Infantry and three Danish Infantry (who must guard the Spanish). The remainder of Bernadotte's force may continue to attack.

7. Victory.

- A. Three-person game: The Swedish player wins by controlling Stockholm and either Abo or Christiana at the end of the game. The Russian player wins if there are no Swedish troops anywhere in Finland and by controlling Abo and at least two of Stetin, Stockholm and Gothenburg. The French player wins by controlling Christiana and either Stockholm or Karlskrona at the end of the game. It is possible for two players to win.
- B. Two-person game: The Swedish player wins by controlling Stockholm and either Abo or Christiana at the end of the game. The French/Russian player wins by controlling Christiana, Abo and Stockholm at the end of the game. All other results are a draw.





AT THE KIOSK

By Glenn E. L. Petroski

SUPPORTING OUR HOBBY

Last issue we covered the requirements for your “would-be” play-by-mail (PBM) game masters. In addition, I threw in a good pile of advice and promised some follow up material in this issue.

While our hobby is based on volunteerism and a whole lot of independent efforts, we must support one another. This is the basis of my position as AREA Coordinator and AT THE KIOSK columnist. It is also the reason why I have become PBM coordinator, even if inadvertently.

Anyone who supports, encourages or expands our hobby of board gaming in any way has my endorsement. To get my help and free advice, you generally only need to ask. The exception being that I wish to avoid conflicting interests, counter productive efforts or feuding.

I am realistic enough to know that misunderstandings and disagreements do arise. They come with being human. We all have to deal with them. What I most want to do is to help with their avoidance. Secondly, I wish to be an instrument for working out the ones that we have been unable to avoid.

With this in mind. I wish to set forth a few guidelines as to what I expect from those who would seek my assistance. Look into your undertaking. Find out what is needed of you. Ask for help and advice. Most game master (GM) duties or tournament arrangements take time—time to plan, time to set up. A year or more of planning for almost anything is normal. Most duties also require financial resources: postage, prizes, phone bills, flyers, ads, etc. If you learn that it requires more than you are ready to give, set it aside. Each of us has to determine our own strengths and abilities as well as constraints. There should be no embarrassment in being wise enough to say, “this is too much for me at this time.” All I ask is that you do so before you commit yourself and hurt others. I’ll give all the information that I can, and I’ll tell you where you can find more. Make your decision after you have investigated, but before you make promises.

Still want to get involved?

Well then, be serious about what you are doing. Whether you GM a PBM, a local tournament or a national event such as AvalonCon, you need to look on it as a serious undertaking. Others are depending upon you and your efforts.

Don’t let them down. Yes, you are human and you will make mistakes, even major blunders. I know, I already have. Don’t let that stop you. Put forth your very best, and in the end it will come out just fine. Advice and outright criticism will come from all directions. Take it in stride. Weigh it. Make mileage out of even the severest critic.

Support others, verbally and in writing. Lend moral support, self-addressed stamped envelopes or even send a buck when asking for information.

In the spirit of helping one another, I ask that all games be AREA-rated. I cannot actually impose this upon you, and I will not abandon you if you choose to run your competition otherwise, but it is the one thing I ask of those soliciting my assistance and support. AREA can be a common link across our hobby, an information pool, a tool, for all of our use. It will never happen without your support. Every game played should be AREA-rated. Failing that, give preference to rated players. Recently, I have been accused of being discriminatory about this. My reply is “You BETCHA!” In the end those ratings will benefit us all.

Personally, I will not support two conflicting competitions. We already have one PBM *WOODEN SHIPS AND IRON MEN* competition. If someone wants to GM another, I will advise that you do not. If you unknowingly contact me with such a proposition, I will direct you to the current GM and suggest you play under him (or, better yet, serve as an assistant to him).

Most importantly, be responsible. Whatever you do, however it turns out, accept responsibility for your own actions. Plan to learn. Plan to do better. Look for improvements. If you are not moving forward, you are moving backwards. When difficulties arise, notify others. Keep all of us informed. Don’t leave us wondering. Let us lend a hand when we can.

When it becomes too much for you, gracefully pass the baton to an assistant or another willing administrator. Do what you can to make the transition smooth and uneventful. Don’t hold out past your own endurance and don’t let pride get in your way. Admit when you have had enough. Battle fatigue catches up with all of us at times. Take a year or two off, then return to action. This is always better than shooting yourself in the foot, humiliating yourself, and losing the confidence of your peers.

REPORTING IN:

• **ADVANCED CIVILIZATION:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **ADVANCED SQUAD LEADER:** A PBM ladder has started by my famous predecessor, Russ Gifford. Contact Russ at 320 E. 27th Street, Sioux City, NE 68776. (402) 494-8746.

• **ACROSS FIVE APRILS:** Needs a GM! AREA has inquiries from a few players interested in pbm.

• **AFRIKA KORPS:** Well-known champion Joe Beard is the GM for this continual PBM favorite. 3822 E Sahuaro Drive, Phoenix, AZ 95028.

• **BATTLE OF THE BULGE 1981:** Off and running. First round has just been started up. A quick response now may get you into the round. Contact Mark Poulson, 204 E. Cannon, Lafayette, CO 86026.

• **GETTYSBURG ('88):** Chuck Synold has begun a PBM competition. Prospective players need to contact Chuck at 408 Annie Glidden Blvd., #4, Dekalb, IL 60115. (815) 756-7314.

• **HISTORY OF THE WORLD:** Ongoing PBEM competition. Experienced and reliable GM! Greg Courter, 120 Adams Road, Battle Creek, MI 49015, (616) 964-6806, gcourter@genie.geis.com

• **PANZERBLITZ:** A new pbm competition is being set up by Paul Martin, 1914 St. Laurent Blvd. #1971, Ottawa, Ontario K1G 3P8

• **PANZER LEADER:** Jim McAden passes the colors to Eric Bonner! Eric opens a new round of pbm competition. Eric Bonner, 9294 Harbin Ave., Hesperia, CA 92345. (619) 956-6561.

• **RUSSIAN FRONT:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **STALINGRAD:** John Grant GM’s a long standing PBM competition. Contact him at 198 Brookdale Road, Stamford, CT 06903. (203) 329-7837.

• **THE RUSSIAN CAMPAIGN:** Current Champion is C. J. Sorbello. 35 players on the roster. New players welcome in what is a tightly run, no excuse, competition. James H. “BJ” Bjorum, 4029 Rooney, Corpus Christie, TX 78413.

• **THIRD REICH (4th edition):** A small but active group of pbm enthusiasts for this game wish to expand their experience and share the fun. A pbm system is already in place and playtested. A number of games have been played to successful conclusion. They now stand ready to expand to a full-fledged ongoing competition. Contact Bruce Hatter #206753, PO Box 316, Fort Madison, IA or email 52627,0316.

• **VICTORY IN THE PACIFIC:** New round beginning! Louie Tokarz still tops 27 players! Contact me for more info.

• **WAR AND PEACE:** Needs a GM! I currently know of no PBM competition in progress, but I have a number of interested players asking questions.

• **WAR AT SEA:** Potential GM found! Paul Martin wants to know just how much interest there is. Enough votes and he will see what he can put together. Paul Martin, 1914 St. Laurent Blvd. #1971, Ottawa, Ontario K1G 3P8

• **WOODEN SHIPS AND IRON MEN:** Needs to be pulled back together. We have a number of interested players. Previous GM may not be able to continue due to personal reasons. Want to play in this one? Or maybe GM? Let me know!

Glenn E. L. Petroski
210 W. Hunt Twin
Lakes, WI 53181-9786
(414) 877-4178

A.R.E.A. Ratings

Game: **BREAKOUT: NORMANDY**
 Players on List 53 Active Players 53
 Date of Standings: June 14, 1996

Rank	Name	Rating	Qualifiers
1	Bill Edwards	1644	BD-A5
2	Alan Applebaum	1644	BD-A5
3	Don Greenwood	1636	BD-A5
4	Ron Fedin	1636	BD-A6
5	Michael Lazar	1601	AC-A5
6	Rodney Robinson	1570	BD-A5
7	Mark Gutfreund	1570	BD-A5
8	Herbert Gratz	1570	AC-A5
9	Steve Andriakos	1570	AC-A5
10	James Stanard	1568	BD-A5
11	Bryon Stingley	1568	BD-A5
12	Robert O'Connor	1560	ABB-6
13	Dave Newport	1535	AC-A5
14	Dirk Naish	1535	AC-A5
15	Brian Carr	1535	AA-A5
16	Jeff Czerniak	1535	AA-A5
17	Dennis Nicholson	1531	AB-A5
18	Henry Jones	1527	AC-A5
19	David Long	1525	ACAA5

Game: **TURNING POINT: STALINGRAD**
 Players on List 19 Active Players 19
 Date of Standings: June 14, 1996

Rank	Name	Rating	Qualifiers
1	James C. Doughan	1870	CD-A5
2	Ron Fedin	1775	BC-A5
3	Marvin Birnbaum	1674	BB-A5
4	Byron Stingley	1673	BB-A5
5	Henry Jones	1656	AB-A5
6	Christopher Bodkin	1599	AC-A5
7	Tom Johnston	1574	AA-A5
8	Thomas A. Oleson	1570	AB-A5
9	Hank Burkhalter	1535	AAA-5
10	Michael Kaye	1533	AB-A5
11	Rodney Robinson	1513	AA-A5
12	Neil Fedin	1504	AB-A5

Game: **RUSSIAN FRONT**
 Players on List 16 Active Players 14
 Date of Standings: May 16, 1996

Rank	Name	Rating	Qualifiers
1	Michael Mitchell	2024	GJP-4
2	Patrick Flory	2006	DCG-4
3	Charles Sorbello	2000	BCG-4
4	James Bjorum	1997	DFI-4
5	Alan Frappier	1995	EHE-4
6	Tim Greene	1885	FGM-4
7	Thomas Gregorio	1883	EHG-4
8	James Falling	1835	BC-5
9	Craig Clemens	1800	CEH-4
10	John Laney	1750	ABD-4
11	Jim Eliason	1620	ADF-4
12	Kevin Barrett	1542	AB-B4
13	Bruce Kernan	1527	AAA-A4

Qualifiers refer to quantities of Games played, Opponents played, PBM games, Tournament participation, and Year of last activity with later letters indicating greater quantities and the number being the last digit of a year. For more information on the A.R.E.A. rating system, contact:

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

AIR BARON . . .
 (Continued from pg. 24)

Try to control your wargaming instincts in regard to takeovers. They can be costly failures if not planned well. If you play near the end of a round, you may want to buy a jumbo, leave it undeployed and attack with it in the next turn. Fare wars can be a powerful tool, but you'll miss out on most of your profits if you use it too freely. Also, using fare wars early may mark you as the leader long before you can win, prompting other players to whittle you down. Ideally, you'll set up a series of late takeovers with the odds in your favor for a knockout punch to win the game.

As in many multi-player games, you need to stay alert to which other player is close to victory and what can be done to prevent it. That's especially tricky with hidden cash. The rules leave open the option of diplomacy (though I once considered requiring a die roll for every conversation; on a roll of 6 the Justice Department busted the players for price-fixing), but you may want to adopt house rules to prevent discussions that slow down what is meant to be a fast game.

Luck plays a prominent roll in *AIR BARON*, with scores of random profit draws and dozens of dice rolls markedly changing the course of events. Yet, the heart of the game is in the decisions you have to make. Do you consolidate this hub or claim a piece of that one? Will you better protect your hub with a jumbo fleet or a foreign spoke? Do you attempt to take the spoke most profitable to you, or the one controlled by the leading opponent? The game is full of such choices. If you make some bad ones the first time, you'll still have fun learning and you'll have plenty of time to set it up and play again.

★

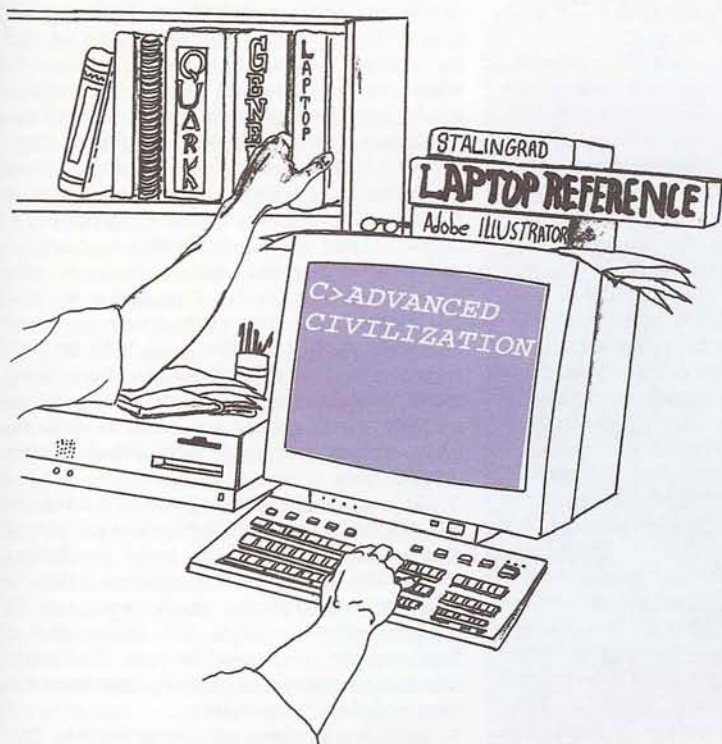
STAFF BRIEFING . . .
 (Continued from pg. 43)

six) allows for greater variability in the sailing performances of individual ships. The campaign game is a neat addition, too. It's fun to take the *USS Constitution* for a cruise and stumble across five or six enemy merchant ships who scatter in different directions, or to engage a couple of British frigates intent on capturing you.

SKT: Does the campaign version allow you to sail one ship through many scenarios? Or do you get promoted to bigger and better ships? How many scenarios are in the game? Can players design their own scenarios?

BK: The campaign game is actually a single cruise on one of 16 United States ships during the War of 1812 (you choose the ship). There are also 18 historical battle scenarios, from one-on-one engagements to battles with over 20 ships-of-the-line. The scenario creator is very powerful, allowing each side a choice of 133 different ship types (four nationalities). Each ship can have one of five different crew ratings, so in effect you have hundreds of choices. The scenario creator should appeal to players who like to explore "what-ifs" or research and recreate historical battles.

★



GOOD HABITS FOR PC ADVANCED CIVILIZATION

By Michael and Cynthia Welker

As an economist, I was immediately drawn to the board game *CIVILIZATION*. The building of cities and civilizations requires not only good engineering and sound economic philosophy, but also a disciplined managerial approach. This article reminds us of some time-tested truths to apply to the play of PC *ADVANCED CIVILIZATION*. I do note, as the authorship of this article conveys, that our series of *CIVILIZATION* games has a wide appeal among women as well as men.

Now that *ADVANCED CIVILIZATION* (ACC) for the computer is on the shelves and in CD drives everywhere, we thought it was about time to write an article for the typical player that has little or no experience with the board game. However, we commend such readers to look up back issues which cover the board game *CIVILIZATION* and will try to refrain from restating the excellent commentary on the play of *CIVILIZATION* already supplied in those past issues of *The GENERAL*. Instead, this article focuses upon good habits that will serve you well.

The discipline of proper play in *ADVANCED CIVILIZATION* is different in the computer version compared to the board game, mostly due to the streamlined game engine that performs the mechanical actions for you. The overall effect is that the players can keep strategy in the foreground. Yet, before we get too comfortable with this pleasing set of circumstances, remember that bad habits can creep in upon good strategy.

Various features of this new version, besides the artificial intelligence and pbem capabilities, require practices we should think of as "good habits." These good habits can prevent mistakes that undermine our overall strategy. What makes the computer version challenging is the need for a disciplined approach to the game to ensure the constant flow of information to the player.

ACC is challenging because so many decisions must be made—decisions which are made

more difficult by the interdependence of the status of your own and opposing nations. This interdependence is most obvious in movement, war, trade sessions and resolution of calamities.

However, every decision has potential for a reaction. This means that some decisions on the surface may be the best of the best for your own nation, but the best of the worst for your own nation can be the "best" decision when considering your opponents' actions.

Below we borrow concepts from the art of managing, which involves the practice of making right decisions about resources so as to achieve prescribed goals. Therefore, the first issue at hand is that of goals.

GOAL-SETTING

Consider the elements of victory. First, the moment the first player makes it to the Finish space the game ends. However, the player with the most victory points at that time is declared the winner. Your plans for the turn at hand should be influenced by knowledge that the end of the game is around the corner. Second, victory comes from a score that is the sum of various "factors" that reveal progress in the development of your civilization, including:

- the value of Tools held
- the value of Goods held
- the number of tokens in Treasury
- 100 points for each space advanced on the AST
- 50 points for each city on the map

Keep these elements in mind when making decisions throughout the game. Each of the factors has its own value in victory, but we should remember that because the Tools form the major proportion of the total score, the acquisition of Tools should be a priority. This is not to say that other factors will not be an afterthought. For example, in the late game, a player might need to emphasize city-building to keep a small margin of victory over competing civilizations. In any given turn, we have decisions to make about population expansion, boat building, movement, warfare and city building. Then, we need to generate income and practice some wheeling and dealing to acquire Tools. Since Tools will be a

significant proportion of victory points, all the decisions are intermingled but should point to them. As for the purchase of Tools, we direct the reader to the article, "Taking the Long View," by Jeffrey Suchard (*The GENERAL*, Vol. 26, No. 4). The essence of that article is its focus on Tools (Civilization Cards) as the critical factor in victory.

In order to achieve our goal we must consider the three elements of making the decisions to attain the highest score: planning, implementation and controlling. This approach helps us see the big picture so that we can "fit" good habits into our play of the game.

PLANNING

Ah, "the best laid plans of mice and men" may go awry, but the beginning of any winning strategy is the game plan. This sounds like common sense, but it is a necessary and critical factor in winning this game. There are too many ways to just "cruise" through the game, especially since so many mechanical chores are now built into the PC version's engine.

Formulate a plan and be ready to make adjustments. The challenge of this game is that interdependence among the players will demand that you alter your strategy as the game proceeds. The early turns can be straightforward as fewer options are available; however, even the simpler early moves to establish a viable population center will have far-reaching impacts on later turns. Some elements of each nation's situation ought to be considered in this plan: How many city sites are within five to seven game turns? Which of my city sites are in war zones, more likely to be bones of contention with other nations? The number of core cities from turn to turn will influence acquisition of goods, which in turn will eventually lead to Tools. Thus, can I establish a core of five or six cities, or can I gain access to the breadbasket areas to enable quick rebuilding of cities?

Table 1 represents a list of the "breadbasket" areas. If a player holds architecture and/or agriculture, the player has more options for keeping population "ready" for rebuilds. If the player holds astronomy, cloth making, and/or road-building, the proximity of a breadbasket area becomes less important. As this table indicates, Babylon and Egypt have distinct resource advantages which can be exploited throughout the game to maintain a core of cities that can persist

TABLE 1: POTENTIAL BREAKBASKETS

(areas with population capacity of three or better, within one area of two or more city sites)

Probable Owner	Area	Base Pop.	No. Of City Sites
		Limit	Within 1 Area
Africa	Carthage	3	3
	Thapsus	3	2
Iberia	Narbo	3	2
Thrace	Byzantium	3	2
Asia/Crete	Ionia	3	3
Crete	Knossus	3	2
	Moesia	3	3
Asia/Babylon	Van	3	3
	Assyria	4	3
Babylon	Babylonia	4	4
	Nineveh	3	2
	Carrhae	3	3
	Mesopotamia	3	4
	Mari	3	2
	Sumaria	3	3
	Charax	3	3
	Ur	3	3
Syria	3	5	
Egypt/Babylon	Phoenicia	3	4
Egypt	Tyre	3	5
	Tanis	3	3
	Alexandria	4	3
	Memphis	3	4
	Fayum	5	2
	Upper Egypt	4	2
	Buhen	3	2
Thebes	3	2	

despite war and disaster. These nations, it should not surprise us, will be targets for city reduction calamities more often than others. Most nations other than Egypt and Babylon ought to adopt a plan (involving the buying of appropriate Tools) which accounts for these disparities among nations with regard to city sites and high population areas (clothmaking, roadbuilding) and/or resources (agriculture, architecture).

Study the Archaeological Succession Table (AST): the AST should be ingrained, eaten up, digested, imprinted. Review the AST carefully each turn. Where are you now? What do you need to get into the next space on the track? Where is everyone else? Forgetful players might hastily implement strategy that has been working up to the present moment, while forgetting that a slight adjustment in play in a given turn might prevent another player from advancing. However, your priority should be to advance into each space on the AST without delays. Your decisions should be guided by this priority.

Remember that money has costs and benefits. The economics in this game are subtle. The essence of bad play is paying too much attention to the treasury in terms of its purchasing power. The problem with this attitude is that while tokens in treasury offer the benefit of purchasing power, they also represent lost opportunities since they can be population tokens for territorial expansion, city building, boat building, attacking, defending and future purchasing power. In one circumstance, you might want to drain the treasury to brace for calamities or war. Alternately, you might want to move later in the coming turn to gain the advantage of foresight. However, if you do not expect hostilities, tokens in treasury won't be necessarily bad. Accounting for the possibilities of a tax revolt, which can be better managed when Coinage is possessed, the player should always consider not only the purchasing power of treasury but the costs of

having a depleted stock when your population grows.

Any plans must be contingent plans, since the development of your civilization, like the real world, takes place under conditions of high uncertainty. Within the game, uncertainty is connected to opponent decisions, making the problem much more dramatic than in the case of calculable probabilities. In developing plans and making them happen, each player should consider the situation faced by his or her opponents. Can I do something to leverage an opponent into a particular action? In ACC, the best way to reduce uncertainty is by continuous study of player behavior. A good way to ascertain the broader elements of uncertainty is through solitaire play against the artificial intelligence (AI). This is the next planning tool.

There is an upside and a downside to playing the AI in any game. A solitaire game can still run a full complement of players, which is the most intense way to learn skills, identify the strategies and tactics of particular nations, and assess the probable actions of the computer in a variety of circumstances. This can be helpful when planning for a game with human opponents, but the downside is that humans can surprise you with "weird" moves that are not predicted by AI play. If you get used to playing and winning against the computer, you might be surprised by human opponents, since their influences on uncertainty are much more complex.

Reassess your war position each turn. When surveying the map, the AST, and the score, as well as the relative strengths and weaknesses of nations, relative passivity or aggression should be up for grabs. Should you use some extra population to wage some attacks that will prevent city builds? Should these be staking out new areas, readying expansion overseas or into new breadbaskets? Naturally, the situation will dictate leaning toward attack, defense, or neutrality.

What is paramount to recall in every turn is that your overall plan is a dynamic balancing act aiming toward final victory. Rarely will a player go for all-out war or total passivity throughout an entire game turn. Rather, minor battles here and there typically arise on the basis of particular needs or opportunities.

IMPLEMENT THE PLAN

This is the aspect of play where the rubber meets the road. The decisions are made, resources are allocated, and uncertainties so prevalent in planning start to become realities. The way to maintain composure during the tragedies and the triumphs of every turn is to shrug off the short-term knocks, while keeping your eyes on the big picture. Keep in mind the following four key issues while nurturing your nation's development.

Buy Tools for the long-term. Sometimes the right Tools card can minimize calamity effects you expect to arise in the

near future. Perhaps other players have a special advantage and you are simply keeping up with the Joneses. All this may be the right thing to do when the circumstances call for it. Unfortunately, improper sequencing of Tools purchases can mean you are "strong" for the moment, ready for that uncertain disaster looming around the corner (e.g., famine or civil war), but weak in terms of building victory points as cheaply as possible. The standard rule of thumb is acquisition of cards at greater than 80 points in value may be made in terms of particular needs—don't let cheaper ones distract you from your long-term goals. I recall a game with my wife wherein our Tools acquisitions were being made "tit for tat," which is to say that I was consistently matching her purchases to keep the odds even-up (she is a more astute coupon shopper, too).

Be a coupon shopper. Suchard's article in Vol. 26, No. 4 contains an excellent analysis of using Tools "credits" to build purchasing power. The main point to remember is that the order of purchases is vitally important for acquiring victory points (the face value of Tools) at the least possible cost. The article cites some examples of purchases and hints that other orderings are possible.

Build lots of cities, as soon as feasible. This is the basic resource for development, but if pursued too early, urbanization can deplete population needed for expansion into "breadbaskets." Players will discover that different city-building schedules apply to the nations in the beginning of the game.

Keep the rules close at hand. In ACC, the many options can confuse the newcomer. The basic strategies in the rule booklet are excellent reminders for the player. This seems like common sense, right? Yet, we have noticed players often get lured into the excitement of the computer interface and won't give the written rules a second glance. We've also noticed these players losing more often than winning. At last year's AvalonCon, one opponent in *BREAK-OUT: NORMANDY* had a cheat sheet labeled "seize, repair, blow" for bridges (a critical element in strategy of that game, but often overlooked by novices).



CONTROLLING

Every plan must have a feature that allows the player to evaluate its viability. Was a decision good or bad? Did it serve a short-term purpose or was it aimed at ensuring victory by game's end? Consider the following reminders for tracking your plans.

"What Zoom Map? There's a Zoom Map?" This nifty button is the one feature of the PC version that should be used to review where players stand in each turn. Make use of the zoom feature as much as possible. If a particular location requires more details for analysis, use the "jump" feature to zero in on the situation.

Go to every nation's stock to review where each stands, especially at the beginning of the turn, before any players have moved. This can be time consuming in a game where players are hovering around one computer. A quick glance at each stock "card" should suffice if complaints are pushing you to speed up your move. To speed things along, allow all players to review the stocks together at the beginning of each turn. This makes getting the overview more efficient. Then, a house rule ought to govern further checks as reminders during play, though there are some benefits to reviewing the nation stocks after movement, city-building, etc.

Know your limits. One of the nice features of ACC is its simulation of the scarcity of resources needed to attain goals. By resources here, we mean money, population, land area, sea "lanes" and, most importantly, cities. Resources must be used with an eye kept on the lost opportunities implied from their use. A helpful way to review your present state with respect to your plan is to consider optimum allocations over the course of several turns rather than a single turn. In doing so, your planning horizon shifts toward "planning for contingencies" rather than just doing what seems the best for the present turn.

Replay AI moves. Review the moves to make sure you won't be surprised by that stack of population tokens "set up" to invade your future city site. Learn from the AI's behavior.

All of this is enough to keep the novice player of the PC version working toward building good habits. *The GENERAL* has published numerous articles on strategy for the board game, all of which apply to ACC. However, proper implementation of even the best strategies requires a consistent application of these ideas. In the end, your nations will win on the basis of sound planning, proper implementation and consistent control using the varied features of the program.

FURTHER READING

In addition to Suchard's article mentioned above, take a look at previous offerings in *The GENERAL*:

Let's Get Civilized (Vol. 19, No. 4)

Design Analysis (Vol. 19, No. 4)

Quo Vadis? (Vol. 21, No. 5)

Egypt (Vol. 22, No. 1)

Almost Civilized (Vol. 22, No. 3)

How Ya Gonna Keep 'Em Down on the Farm

(Vol. 23, No. 6)

A Civilized Race (Vol. 24, No. 5)

Warring and Winning (Vol. 24, No. 5)

Forgetting History: Thoughts on the Assyrians in *CIVILIZATION* (Vol. 28, No. 1)

Perspective: *CIVILIZATION* in the Classroom

(Vol. 28, No. 6)

TECH TIPS

Common Problems and Solutions

by Dan Walker

ADVANCED CIVILIZATION

Problem: I get a token error when running under Windows 95.

Solution: We have an upgrade available for the game which will allow the game to run from within Windows 95. It is available on any of the online sources listed at the end of this article, or by calling Avalon Hill Customer Service and requesting a copy on disk.

Problem: When starting the game, I get strange video or no video at all.

Solution: Advanced Civilization requires a 100% VESA compatible SVGA card. Starting the game with "ADV CIVIL" assumes that your card has this VESA compatibility activated. If this does not work, try starting the game with "ADV CIVV1"; if this fails, call Avalon Hill Customer Service for further assistance.

Making a DOS shortcut in Windows95

All of our current games are MS-DOS based games, which means that many people with Windows 95 may experience problems when trying to run them.

Below are some step-by-step instructions on setting up an MS-DOS shortcut that you can use to run our games on machines configured with Windows 95 as the operating system.

- From the Windows EXPLORER, double click on the WINDOWS folder
- Click on the VIEW menu,
- Choose OPTIONS
- The 4th option down (HIDE MS-DOS FILE EXTENSIONS...) Uncheck that then click APPLY
- Click OK
- In the Right Window (the one titled "CONTENTS of WINDOWS"), right click on the file called COMMAND.COM
- From the menu, choose CREATE SHORTCUT
- You will now see a shortcut file highlighted on the screen, right click on the shortcut
- Choose PROPERTIES
- Choose PROGRAM tab
- Click the ADVANCED Button
- Select "MS-DOS MODE"
- Select "SPECIFY A NEW MS-DOS CONFIGURATION"
- Click the CONFIGURATION button
- Select "EXPANDED MEMORY(EMS)"
- Select MOUSE (if available)
- Select CDROM (if available)
- Click the OK button
- In the window title "CONFIG.SYS FOR MS-DOS MODE" click at the end of the last line (device-high=c:\windows\emm386.exe). At the end of this line, put a space, and then the word RAM
- Click the OK button
- Click the OK button again
- Drag the shortcut out of the EXPLORER window and drop it onto your desktop.
- If the MOUSE was not an option, and the game requires a mouse, see instructions below.

To use the shortcut, double-click on the shortcut, answer YES to the warning. This will put you at a C:\WINDOWS prompt, from which you can access your DOS-based games.

Mouse & CD ROM Instructions

Contact your computer manufacturer to find out how the mouse and CD ROM lines should read for your machine to use the mouse in MS-DOS mode.

- Right click the shortcut you created in the instructions above.
- Choose PROPERTIES

- Click the PROGRAM tab
- Click the ADVANCED button
- Click in the window titled "AUTOEXEC.BAT FOR MS-DOS MODE"
- On a blank line at the bottom of this window, type in *your mouse line*.
- On the next blank line, type in the MSCDEX line for your CDROM
- Click in the windows titled "CONFIG.SYS FOR MS-DOS MODE"
- On a blank line at the bottom of this window, type in your CDROM driver line
- Click the OK button
- Click the OK button again
- Now the shortcut is complete

Current Versions

Here are the current versions and updates available for all our games.

KINGMAKER—PC

3.5" Disk

Original Version 1.50

Current Version 1.52

Available upgrade v1.50 to v1.52

OPERATION CRUSADER—PC & Mac

Original Version 3.5" Disk

Current Version CDROM

Original v1.0 Mac 3.5" Disk

v1.1 PC 3.5" Disk

Current v2.35 (Mac and PC CDROM)

Available upgrade v1.x to v2.35

5TH FLEET—PC

3.5" Disk and CDROM

Original v1.0

Current v1.2

Available upgrade v1.0 to v1.2

FLIGHT COMMANDER 2—PC & Mac

3.5" Disk and CDROM

Original v1.0

Current v1.04

Available upgrade v1.0 to v1.04

STALINGRAD - PC & Mac

3.5" Disk and CDROM

Original v1.0

Current v2.0 for PC; v1.9 for Mac

Available upgrades v1.85 to v2.0 or v1.9

1830 RAILROADS & ROBBER BARONS—PC

3.5" Disk and CDROM

Original v1.0

Current v1.2

Available upgrade v1.0 to v1.2

D-DAY AMERICA INVADES - PC & Mac

CD ROM only

Original v1.0

Current v1.0

Available upgrade(1) IBM PC only

ADVANCED CIVILIZATION—PC

CD ROM only

Original v1.0

Current v1.01

Available upgrade v1.0 to v1.01

Check us out Online!

You can obtain demos, updates, screen shots and online technical assistance through email by accessing our areas on CompuServe and America On Line. Just "GO" keyword "Avalon Hill" on either service. You can email us directly at AHGAMES@AOL.COM, or 72662,1207 on CompuServe with your comments and questions.



SERIES REPLAY...

(Continued from pg.46)

ment contract, and borrowing \$50 on the eleventh turn. Normally the government contract doesn't show up so quickly, but since it did, I couldn't resist! Lesson one: let it go by if it comes up early. Lesson two: don't borrow more than \$20. I've never won a game when I borrow more. Two things usually happen: either the interest eats you up, or you simply never make enough money back to pay off the loan. Remember, there are a lot of chits in the cup, so the chances of pulling out a big money-maker for yourself are not too great.

FINANCIAL SUMMARY

By the end of the game, the cup had 76 profit chits in play. The most active rounds were eight and nine (ten new chits were added during each of those rounds). Tables 1 and 2 show a number of key indicators of airline performance. An airline's earnings potential is a function of the net worth of the profit chits in the cup relative to those of other airlines. Profits may be driven by the luck of the draw, but a player maximizing his total assets in the cup is giving himself the best chance for profit. Market share is a goal for victory, but it also gives a good indication of the

Airline		Winning Percentage by Net Competition Advantage							Probable Wins	Actual Wins	Competition Efficiency		
		-4	-3	-2	-1	Even	+1	+2				+3	+4
AF	Att.							0	100	0	1.7	1	38%
	Def.			0			0				1.0	0	
JS	Att.				50	100	100	67	83		11.3	14	126
	Def.		0	67	50	50					4.5	6	
SH	Att.								100	100	8.3	10	125
	Def.			33	100		100				2.1	3	
TT	Att.					100		40	80	100	11.8	12	90
	Def.		0	50	0	0	100				3.7	2	
WD	Att.				0		0	67			3.4	2	54
	Def.		0								0.2	0	
Independents		0	25	33							3.9	3	76
Probability of Attacker Success													
		10	16	24	34	44	56	66	76	84			

NOTE:
Competition efficiency is the ratio of actual wins to probable wins for all attacks and defenses.

Table 1. Rise and Sometimes Decline
of Airline Net Worth

(profit values in cup at start of each round)

Round	AF	JS	SH	TT	WD
2	10	8	7	9	11
3	20	13	19	13	18
4	26	16	26	17	22
5	43	18	31	26	31
6	60	18	36	41	50
7	76	45	44	52	71
8	96	52	49	62	81
9	106	54	56	123	104
10	126	60	119	144	104
11	112	68	124	154	104
12	112	105	144	100	104
13	149	107	160	100	162
14	171	80	160	104	162

Table 2. Financial Indicators

(average per round, end of rounds 1-13)

	Don AF	Bill JS	Mark SH	Stuart TT	Ben WD
Market Share (\$)	65	85	107	69	18
Cash on Hand(\$)	27	11	13	30	15
Debt (\$)	10	14	6	7	18
Net Worth* (\$)	85	50	75	73	79
Actual Profits (\$)	10	5	11	12	8
Earnings Rating†(%)	87	70	101	99	69

NOTES:

*Net worth is the value of profits in cup at start of each round.

†Earnings Rating is actual profits divided by expected earnings (which in turn is net worth divided by the number of chits in the cup times ten chit draws per round).

number of hubs supporting an airline's takeovers or defenses. While borrowing may speed an airline's expansion, it also carries an often underrated heavy interest price.

Bill went for market share rather than profit value and devoted more than 16% of earnings to interest on debt. Ben's strategy was almost the opposite, relying upon high value spokes rather than market share (it is too bad Frankfurt never paid off—the earliest chit in the cup to never be pulled). He, too, found profits to be low and was forced to spend 30% of earnings on debt interest payments. Don relied heavily upon value over market share in the last two-thirds of the game, but had a substandard rate of return, like Bill and Ben, and only earned the most money when it was too late to matter. Mark and Stuart were the only players to earn profits in line with their assets. Both were able to avoid significant debt burdens. Stuart had the best net cash position over the course of the game, relying the least upon debt (less than 6% of earnings going to pay interest), despite being in fare wars for his last three turns of the game.

While Frankfurt was the biggest failed venture, Charlotte and Singapore were the biggest profit centers (earning four times their purchase prices). LAX was the most profitable hub to own (earning \$51); each hub was picked at least two times and no more than five times. Jumbos didn't pay much (four Jumbo draws), but Ben did the best, making \$42 off his two deployed Jumbo fleets (including the doubling of spoke value).

As for nasty events, we saw the government contract lost six times, two local competitions, two recessions, one strike, no crashes and no fuel cost hikes (where are the terrorists and Arabs when you need them). Only Bill, Don and Stuart lost profits while in fare wars (a total \$56 for all of us), with Don losing the most (\$25), despite spending the least time in fare wars among the three.

However, the big story of this game was the wide disparity of luck during takeover competitions (see Table 3). The probable wins column overstates an attacker's probability of winning, because early wins in a string allow for future attacks that might not have been very likely. In short, the competition efficiency rating (reflecting "battle" luck) understates the luckiness of Bill, Stuart and Mark (each of which had one huge winning string during the game—that's three long strings (seven or more wins) in 13 separate fare wars declarations in the game). Consider this: the probability of winning seven times in succession with a plus two advantage is 6 per cent. Mark's first eight wins with a plus four advantage has a 25 per cent chance of happening.

Of course, if at first we don't succeed, we try, try again. Look for these characters to be trying their luck at this addicting game again at AvalonCon. Fortunately, I am sure that their luck will be bad enough to save them the embarrassment of winning the tournament.

ASL Annual '96

FOR SQUAD LEADER ENTHUSIASTS

This 64-page full-color magazine is loaded with 14 scenarios, player aids, hints on play, ASL hobby news and seven feature articles including scenario analysis. Additionally, an 8-page insert provides a comprehensive ASL Q&A/errata.

ASL ANNUAL '96 is now available for \$19.95 at your local hobby store or direct from The Avalon Hill Game Company (write 4517 Harford Rd., Baltimore, MD 21214 or call 1-800-999-3222). Ask for Dept. GEN.

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Coming Attractions

AGE OF RENAISSANCE

AGE OF RENAISSANCE is a strategy game for three to six players which traces western civilization from its origins in the early Middle Ages to its establishment as the world's dominant culture during the Age of Enlightenment. The game has been in long-term development for nearly three years as a planned sequel to *CIVILIZATION (CIV)*. Originally, it was my intention to follow *CIV* with a version that would bring the game up to the current day while attacking the game's overwhelming weakness: its long playing time. To that end, designer Jared Scarborough has been experimenting with *CIV* variants at the past two AvalonCons. His Unlimited Civilization demonstrations which introduced famous personalities into the game were the precursor for what eventually became *AGE OF RENAISSANCE*.

AGE OF RENAISSANCE is even less of a "wargame" than its predecessor. Although military concerns are present in the form of weaponry advantages, the Crusades, civil wars and generic warfare representing everything from minor rebellions to the 100 Years War, conflict primarily occurs in economic terms with players posing as merchants competing for riches and expanding the horizons of civilization through trade.

While trade is the crux of both games, it is handled far differently in *AGE OF RENAISSANCE*. The negotiation of trades which added so much playing time to *CIV* is totally absent in the sequel. Instead, every time a *AGE OF RENAISSANCE* player cashes in a commodity card, it triggers an instant payoff for all players who dominate provinces containing that commodity (controlling its trade). The decision to allow the commodity trade is thus a matter of weighing not only what you stand to gain, but how much you stand to lose in relation to the gains made by your opponents. This decision is made even tougher by an escalating penalty imposed on players who refrain from playing cards.

The wealth thus gained via commodities and by credits from Personality cards such as Leonardo Da Vinci or Charlemagne are used to purchase Advances in their respective civilizations. Acquisition of the 26 Advances (ranging from Caravan to New World) is both the end goal as well as the means for achieving victory, providing players with a variety of strategic paths paved with extremely difficult decisions. Each Advance has an attribute which allows its owner some heretofore unobtainable benefit. The choice of which to acquire first is exquisite torture because you simply want them all and you have to have them now.

Calamities are still a big part of the game but are no longer borne as hidden gifts secured in bad trades. Instead they are drawn as usable weapons in equal measure with the commodities and personalities that are earned by each

player as the game is played. Certain Advances, purchases and map expansion yield still more cards which help each player control his destiny by selecting the eventual victim of each calamity card he controls.

At this point, the game's similarities to *CIV* begin to fade and it starts to more closely resemble *HISTORY OF THE WORLD (HWD)*. "Movement" on the map is actually in the form of placement. Once a piece is placed on the map, as in *HWD*, it never moves until it is dislodged. Each player who takes his turn thus takes his place on the world stage and repaints the map in his own colors to the best of his ability. The order of movement is extremely important due to the numerous advantages accruing to those moving early. Players determine movement order by purchasing expansion tokens; those who purchase the least get the benefit of moving first. Therein is the rub ... what good is it to move first if one has so few expansion tokens that he is unable to expand? How low a bid is low enough that one may still expand market share in key commodity trade? The checks and balances in this self-balancing mechanism are exquisitely tuned and not unlike the elegant decision one is faced with in *HWD* when deciding whether to keep an empire card or to pass it.

The marriage of these two systems has resulted in a game that is playable to conclusion in five hours in its full campaign version. Any *CIV* player will have to admit that this represents progress indeed. I find it compares favorably to *HWD* in both playing time and challenge. I prefer *RENAISSANCE* to both of its antecedents, because the value of the whole package exceeds the sum of its contributing parts.

Don Greenwood

THIRD REICH PC (IBM CD-ROM)

Avalon Hill's classic grand strategy game on the European theater in WWII has finally come to the IBM PC! To get a taste of this faithful adaptation, you can download a playable demo from CompuServe (in GameCPub), America-On-Line (keyword Avalon Hill) or the internet (<ftp://users.aol.com/ahdavid/3rdemo.exe>). The demo starts with the artificial intelligence (AI) running the Axis, beginning with Germany's attack on Poland and ending with the fall of France, or the end of 1940, whichever comes first. Can you, as the Allies, save France? Better still, can you conquer Italy or Germany? Please send any and all comments to ahdavid@aol.com.

The full game will have four scenarios, starting in 1939, 1942, 1944 and the grand campaign. You will be able to play either side against the AI, or you could watch the AI play

both sides, or you can play a human opponent face-to-face or by modem. Whatever the scenario or players, you will have the option to depart from the standard game situation by altering the size of the economy and growth rate for each of the major powers (Britain, France, Germany, Italy, United States and USSR).

While the game is very faithful to the boardgame, a few adaptations have been made. For many, it will be a relief to know that you have unlimited air breakdown units. In order to prevent impossible situations to resolve, attrition is now resolved one hex at a time. The attrition option may now be called even if no units actually ever make an attrition attack. Finally, rule 33 (diplomacy and variants) has been omitted.

We expect to release the game late this summer. One reason for the delay in releasing this game has been an effort to bring you the best possible AI. Although the rest of the game was ready last fall, the AI that was in use at the time was not up to the job. I had to start from scratch. The current version of the AI starts each turn by deciding if it wishes to change its grand strategy. It then creates an updated list of long-term goals based on the current situation. Then it will determine the immediate goals for that turn and assign units to each of those goals. All of the units assigned to a goal will act in cooperation to achieve their objective. The AI in the final version of the game will have been tested and modified according to the advice of many experienced testers. However, as time passes after the release of the game, inevitably, many of you will find new ways to defeat the AI. This is why I plan to support Third Reich PC for the next few years by releasing patches with improved AI routines. If you find a way to beat the AI consistently, let me know about it and I will create a patch to challenge you again!

So for a sophisticated, challenging Artificial Intelligence, or for a chance to play against your buddy without having to worry about remembering the rules or leaving the game set up, give Third Reich PC a try!

David Hiller

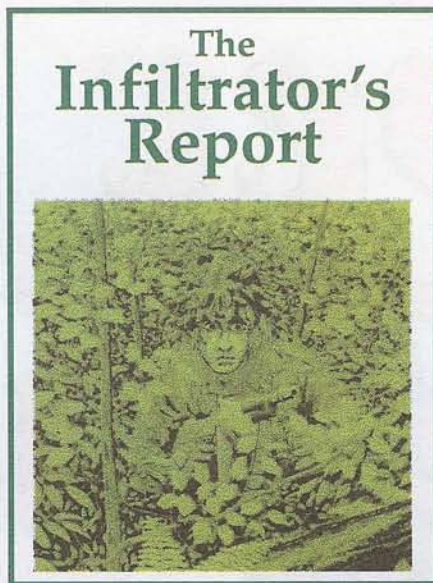


Issue 30, No. 4 scored 3.9 overall, despite coverage of a multi-player game which some readers say they will not play (many praised the articles for allowing non-owners of the game to follow the discussion). Responses tended to be solidly three's, with the occasional variation, mostly to the less-enthused direction and mostly from players of our older titles which haven't received much coverage. It would seem that the diversity of games covered by the issue managed to please most readers on some level, although the lack of deep devotion to a single game probably explains the low number of "excellent" ratings. The fact that respondents were pleased for diverse reasons can also be seen in the article ratings, which show a very close contention among three articles on three games. Banozic and Summers' *ASL* article got the most first place votes, but heavy voting from across the board gave Scott Smith's *HISTORY OF THE WORLD* article the best rating. The good rating for the Sports Special encourages me to continue this occasional feature. Based upon three points for first, two for second and one for third, the relative article ratings are:

ALL KINGDOMS GREAT & SMALL	219
ASL CROSSFIRE:	
THE KIWI'S ATTACK	190
THE SUN NEVER SETS	181
STAFF BRIEFING	114
A DAY AT THE RACES	114
1995 AVALONCON	
REPORT CONTINUED	67
WE NEED TO TALK	57
IN THE COLONIAL STEW	48
AH PHILOSOPHY #170	48
SERIES REPLAY—	
STALINGRAD (FOR PC)	38
PANZER LEADER AT	
ARRACOURT (PART II)	19
INFILTRATOR'S REPORT	19
EASY PBEM FC2	
ACROSS THE INTERNET	19
ADVERTISEMENTS	10

★★★★★

Summer time is a time for travel for many people. Some gamers go to conventions, others to battlefields. Don't forget to pack a few Avalon Hill mapboards along to ensure that you don't miss the highlights. Joseph Sherfy reports over CompuServe that his copy of *BREAKOUT: NORMANDY* worked



better than the Shell road map bought at the rest stop. Driving his unsuspecting family through the Ardennes on the way to an Anniversary celebration of the D-Day invasion, he also took along his *BATTLE OF THE BULGE* map. Take nothing but the best maps in the industry with you on your next vacation.

★★★★★

Contest #174 (Decipher This Message, Decipher This Message) proved that there is more than one way to skin a cat (by the way, I have two of them ready for the taking should you need some long, black furskin with a touch of white—they have felt neglected in the "era" of the second baby and their attention-getting antics are bothersome). Despite an elevated "rate the issue" response from readers, only a few of you managed to figure out how to accomplish the goal. One winner refused to go for the "red herring" and dove straight into Sun Tzu's *Art of War* for the answer. Another winner clearly pulled out his extensive game collection to find the numbers. The method of the other two of our four winners was left unstated. Congratulations gentlemen, by the time you read this, \$10 merchandise certificates will have

arrived in the mail boxes of: Jim Burnett (Clinton, TN), Matthew Ellison (Tuscaloosa, AL), Michael Tsuk (Arlington, MA) and James Urban (Aurora, IL). Hmm, your names are getting kind of familiar. I hope you don't mind if the next few contests are a bit easier so as to give others a chance to break into the winner's circle. (Of course, one advantage of this contest was that I did not have to wade through any partial answers or half-baked strategies. You either got it or not.)

★★★★★

Contest #176 (Five by Five) required contestants to play Facts in Five with a twist. Each answer had to come from within an Avalon Hill game as well as fit the category and beginning letter. These requirements will no doubt prevent a perfect score of 250. The obvious place to search for indian tribes is *GERONIMO*, but the letters made the search difficult, though profitable, yielding Modoc, Dakota Sioux, Gros Ventres (Blackfoot) and Takelma (Rogues). The classic naval game, *VICTORY IN THE PACIFIC*, was an obvious choice for ocean vessels (for example, Ticonderoga, Idaho, Dorsetshire and Massachusetts), but you had to go somewhere else for the "G" (getting the Graf Spee from *WAR AT SEA*, for instance). European ports are found easily in *THIRD REICH* (Trieste, Istanbul, Danzig, Gibraltar and Messina). Before closing the *THIRD REICH* box you may have picked out the Dead Sea and the Sea of Galilee for the non-US lake category, as neither are seas according to formal definitions. A search of *ANZIO* only turns up Trasimeno and Garda (but Maggiore is too far north to be on the board). *THE RUSSIAN CAMPAIGN* gives us Lake Ilmen. Some of you may have gone looking for Lake Michigan in *CIVIL WAR* or *PAX BRITANNICA*, thinking it to be partly Canadian, only to be both wrong and missing a mention. A glance at *CENTRAL AMERICA* finds Lake Managua. I scored a respectable special score of 91 plus a general score of 73 for a total score of 164 (from seven games, all still in print). I hope you enjoyed a more fruitful hunt. I will be particularly interested to see what obscure music composition titles with a war theme emerge from the depths of our rule books. I will share some of the more obscure answers you submit as well as the names of the (perhaps musically-inclined) winning contestants in the next issue.

★

CONVENTION CALENDAR

CAPITALCON XII

September 21-22, 1996, Springfield, IL

The Springfield Gamers Association sponsors this convention at the Prairie Capital Convention Center, featuring miniatures, card games, painting contests, role-playing and board games, including *ADVANCED CIVILIZATION* and *THE RUSSIAN CAMPAIGN*. Admission is \$10 for both days or \$8 for one. For information, write John W. Holtz, 400 E. Jefferson Apt. 508, Springfield, IL 62701 or call (217) 753-2656.

TNT '96

October 10-13, 1996, Dorsey, MD

This premiere free-form *TITAN* tournament, at the Best Western BWI Hotel, allows continuous play with arrival time unimportant, with the first games beginning at 9am, Thursday. For information, contact Brian K. Sutton, 9225 Fairlane Place, Laurel, MD 20708 or call (301) 604-0050.

TOLCON XIV

October 12-13, 1996, Toledo, OH

Mind Games sponsors this convention at Scott Park Campus of the University of Toledo, featuring role-playing, miniatures, painting contests, auction, card games and board games. Contact Mind Games, 21115 N. Reynolds, Toledo, OH 43615 or call (419) 531-5540.

TENNCN '96

October 12-13, 1996, Knoxville, TN

The Knoxville Convention and Exhibition Center will host the second annual TennCon. Board, strategy, card and role-playing games along with miniature games and guests are featured. Write Gameboard, 3018B Mall Rd. North, Suite 161, Knoxville, TN 37924 or visit the web site at www.gameboard.com.

ASLOK 1996

October 16-20, 1996, Middleburg Heights, OH

The ASL Octoberfest XI, at the Holiday Inn, is where ASL FANatics meet and compete. Tournament themes include Special Forces, Winter Wars, Night, Paratroops, T scenarios, The Blitzkrieg years and 1943 as well as Theatres. Registration is \$15 by July 1 or \$20 at the door. For more information contact ASLOK '96, 1419 Willshire Road, Lyndhurst, OH 44124 or email ricket@nwsup.north-ohmsted.oh.us or call Mark Nixon at 216-442-9127.

ORGANIZED KAHN-FUSION XX

October 26-27, 1996, Etners, PA

This general gaming convention at the Newberry Town Fire Hall features 40+ games and seminars, plus card tournaments and live-action role-playing. Registration fees vary (\$0-9). Contact M. Foner's Games Only Emporium, 230 S. 8th St., Lemoyne, Pa 17043 or (717) 761-8988.

PENTACON XII

November 15-17, 1996, Fort Wayne, IN

This convention, which gathered 800 people last year, is sponsored by the Northeastern Indiana Gaming Association and will be held at the Grand Wayne Center. It features guests, art show, flea market, RPG, computer games, raffle, miniature painting contests and 100+ game tournaments of all types. Contact NIGA, PO Box 11174, Fort Wayne, IN 46856 or call (219) 493-1270 or email 102654.230@compuserve.com

INTENSIVE FIRE '96

November 15-17, 1996, Wiltshire, UK

The largest ASL gathering outside continental America will be at the Royal Military College of Science Shrivenham. Contact Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset DT11 8AE or email CIS: 100333,3652 or call 01258 459581.

ORCCON 20

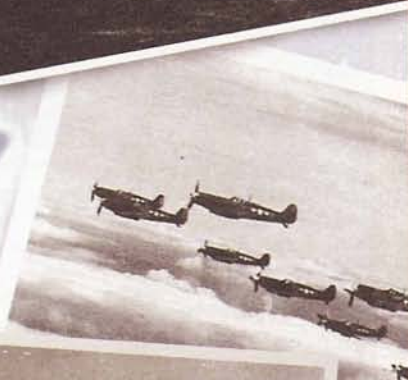
February 14-17, 1997, Los Angeles, CA

Strategicon sponsors this convention at the L.A. Airport Wyndham Hotel, featuring all types of family, strategy and adventure games, collectible card games, role-playing, miniatures and computer gaming. Additional activities include flea markets, auction, exhibitor hass, seminars, demos and special guests. For info., contact Strategicon, 333 N. San Fernando Blvd., Burbank, CA 91502 or Jeff Albanese at (818) 848-1748 or fax (818) 848-1098.

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Reserve Rear Gunner	Reserve Rear Gunner	Reserve Rear Gunner	Buffalo Hunter Campaign	Lines Cut No Reaction into terr.	Fort Siege US loses 1 BP in Survival Phase	Stronghold -3 in battle for attackers	May Not Become State This Turn	No Horses Indians. -2 to evasions. No border crossing.	Buffalo Hunter Campaign
Paratrooper	Paratrooper	Reserve Rear Gunner	G 1	G 1	I 1	N 1	Po 1	Sz 1	Wu 1

MICHALSON 3.2.2.C	FREE	FREE	FREE	FRAZIER 2.3.1.C	1	4	5	P 1-2	1
CONQ	BUXHOWDEN 2.2.3.C	PECKILUAN 2.2.1.B	G. Zeppelin CVL2	1	2	2	3	P 1-2	P 1-2

CHARLES 3.2.2.B	○	○	GREATER SCANDINAVIA	ECONOMIC STATUS	+ VICTORY POINTS	+ VICTORY POINTS	+ VICTORY POINTS	POLITICAL STATUS	PETROVIC 2.2.1.C
CHRISTIAN 2.1.2.C	GUSTAVUS 2.2.2.A	○	○	○	SWEDEN 7	3	3	3	SERBIA 3

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