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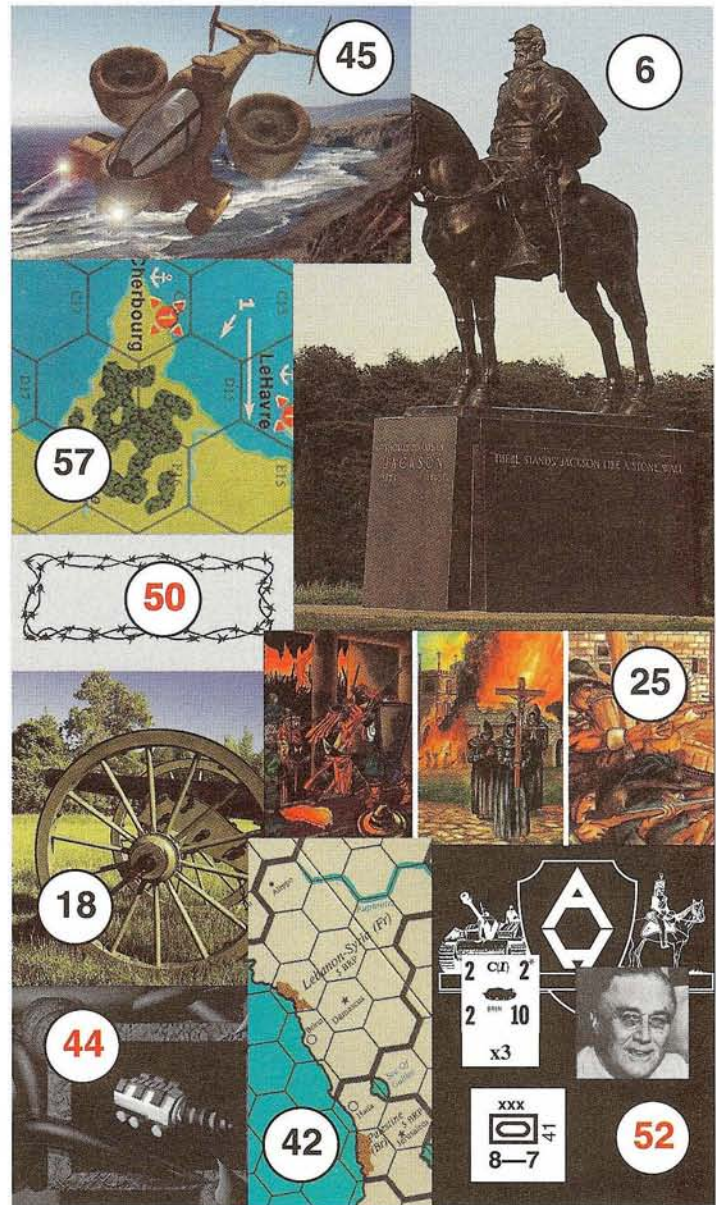
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CONTENTS

Features

Teaching Stonewall	6
Tutoring <i>STONEWALL'S LAST BATTLE</i> • Trevor Bender	
Scenario 7: Kelly's Ford	7
A Teaching Scenario for <i>STONEWALL'S LAST BATTLE</i> • Trevor Bender	
The Differences Between 1862 and 1863	9
Rules Evolution in the <i>Great Campaigns Series</i> • Trevor Bender	
Winning at Cedar Mountain	18
Anatomy of a <i>STONEWALL JACKSON'S WAY</i> Scenario • Chris Milbourn	
Strategic Alternatives	20
Lee at Second Manassas and Gettysburg • Howard J. Hill	
The Editor's Choice Awards...and the Winner Is...	21
Volume 29 Winner plus Nominees and Ballot for Volume 30	
Series Replay—AGE OF RENAISSANCE	25
Advancing civilization through competition • Bruce Reiff, et al.	
Laptop Reference: Knocking on the Back Door	42
Axis Strategy in <i>PC THIRD REICH</i> • Jim Potts	
Spelunker's Delight	44
More <i>CAVEWARS</i> for Rock Eaters • Michael W. Ziegler	
COMMANDer & CONQUERor	45
Tips for Westwood's classic <i>Command & Conquer</i> • Mark G. McLaughlin	
Hung Up, Skewered, and Blasted	50
Wire, Panjis and A-P Mines in <i>ASL</i> • Chuck Goetz	
Special Section of Tournament Scenarios	
Tournament Scenarios for THE RUSSIAN CAMPAIGN	52
Two scenarios covering '41-'42 and '42-'43 • Rob Beyma	
Making a Game of It	53
Balanced, Four-Player <i>ORIGINS OF WORLD WAR II</i> • Bruce Reiff	
Tournament Scenarios for PANZER LEADER	54
Three Fast-Playing, Hypothetical Situations • Bill Scott	
Putting Up the Air in D-DAY	57
Tournament-Inspired Variant Rules • Paul R. Toro	



Columns

AH Philosophy #176	5
Letters to the Editor	17
Opponents Wanted	24
Contest #181	32
Summary of Rule Variations for the	
<i>Great Campaigns Series</i>	Insert
ACROSS FIVE APRILS Aid	Insert
MARCH MADNESS 1997 Final Fours	Insert
ASL Scenario G38	33
ASL Scenario G39	34
Tech Tips	49
PEGASUS BRIDGE Errata	50
At the Kiosk	51
Top A.R.E.A. Ratings	51
Infiltrator's Report	60
Coming Attractions	61
Firefight	62
Whispers	62
Convention Calendar	62



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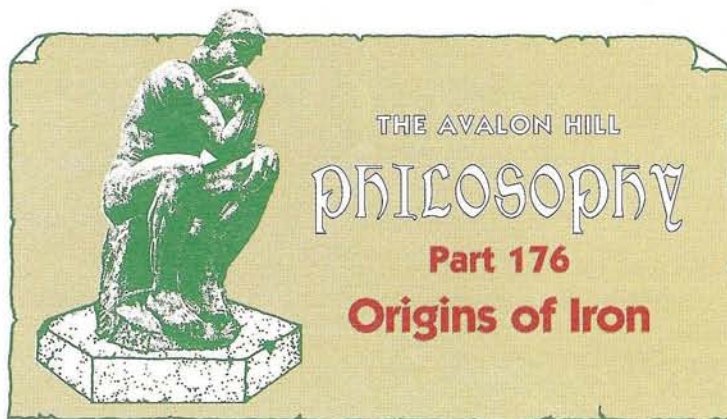
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I was going to devote this column to the issue of intellectual property rights infringement (aka theft).

Hello . . . HELLO. Wake up! Congratulations, you have a longer attention span than most congressional aides. I think I'll switch subjects, knowing that it is nearly futile to lecture the thieves when: a) this column should be entertaining, b) the thieves don't think of themselves as such, c) the vast majority of you aren't thieves and d) trade diplomats can't agree on the implications of the internet for intellectual property issues.

Instead, let's talk about the quintessential ingredient in our games: Iron. No, no, not the abstract kind you despise in *CIVILIZATION* trade deals. Rather, the real stuff. The stuff of which cities are made.

In this electronic age, few readers may know that the key to making iron is water—or rather the energy generated by a rapid river which made iron production two hundred years ago so possible on the banks of the Patapsco River. This river falls more than 200 feet within 17 miles of steep valley, creating enormous water power used by ironmongers, millers, textile manufacturers and other industrialists of the eighteenth and nineteenth centuries. Company towns sprung up around the dams and factories which occupied this valley.

One such town was based upon the 1755 forge of Caleb Dorsey, the only producer of iron tools in Baltimore County prior to the American Revolution. During the Revolution, the forge was put to the task of making parts for muskets. In 1856, the factory reached its peak production of 44,000 kegs of nails (used by the Baltimore & Ohio Railroad)—all from 45 steam-driven machines.

In 1868, a monstrous flood swept down the river valley, visiting fierce destruction on the town and nearby Ellicott City. Many families employed by the ironworks lost all of their household property. After the flood, the residents returned, but the ironworks never operated again. By the turn of the century most of the tenant dwellings had vanished. Only two stone houses survive today.

In tribute to the legacy of the employment created by that ironworks company, a subdivision of the city of Baltimore was named after it. Yet, today, that too has disappeared as an identifiable entity.

As I drive to work each day, I cross the Patapsco River at a safe height on Interstate 95, along with many travelers ignorant of the fact that a number of automobile bridges over this mighty stretch of river were destroyed in a flood in 1972.

Though the ironworks company village is now lost, the legacy of the ironworks lives beyond the endurance of the neighborhoods which derived their names from it. In the late 1950s, a garage-sized game manufacturing endeavor began in that subdivision of Baltimore. Finding that he could not name his company after his location because the Avalon Company had already been chartered by Dorsey in 1822, Charles S. Roberts noted that he lived on a hill and founded The Avalon Hill Game Company, establishing the now familiar trademark that stands for excellence in strategy game manufacturing.

Dorsey's forge was at none other than Avalon, Maryland. And now, you too know the rest of the story.

★★★★★

Thus, it seemed appropriate to my co-conspirators that we name our competition at the Origins Convention (Columbus, Ohio, July 17-20) the Ironman Championship. Not only must you exhibit the same kind of stamina and iron will that athletes show in their ironman races, but you also must exhibit a depth of historical and gaming knowledge in a variety of Avalon Hill's games. The Ironman plaque will go to the player who compiles the most points over the 32-hour competition (yes, we break for sleep). You can score only once for each boardgame (with points scaled to the number of players at your table), making play of many different games important for victory. See you there . . . and don't forget water.—SKT

Teaching Stonewall

By Trevor Bender

As the hottest operational-level Civil War game on the market, the series of games flowing from the publication of *STONEWALL JACKSON'S WAY* has quite a following. With five published games in print and another one soon to be released, one of the challenges for aficionados is mastering the differences between games in the *Great Campaigns of the American Civil War (GCACW)* series. The accompanying article and reference chart will help in this regard. Another somewhat-related challenge is teaching newcomers how to play the game. Where do you start? The answer relies not so much upon which game you teach them but upon what method you employ.

We all know that the best way to learn a game is to read the rules, right? Wrong! The tried and proven method of learning a game (and the way I learned most of the games I play) goes something like the following. First, have a friend give you a 15-minute run-down on the rules and play the game once or twice together. Then, read the rules yourself. Follow this with a solitaire session or two and some historical analysis. Soon, you will be working on strategy and tactics rather than mechanics.

Nothing beats having someone else teach you the rules first, then playing a short, digestible scenario together. This method works even better when combined with programmed instruction as I will outline below.

With this in mind, I have developed Kelly's Ford, a mini-scenario for *STONEWALL'S LAST BATTLE (SLB)* which can be played in 20 minutes, and a programmed approach for teaching the rules to the system in three short scenarios. Kelly's Ford involves only the action cycle and cavalry, with a total of seven units—enough to see how units interact. To make matters simple, teach this scenario without using the leader rules or the artillery values listed on the counters. Play this well-balanced contest twice, switching sides. This should convey the basic mechanics of the game.

Then, let your friend borrow the rules and charts, and plan to play the Brandy Station scenario followed by Salem Church at your next session. These one-day scenarios from *SLB* will introduce corps activation and artillery values in the former and breastworks and bridges in the latter. This initiation should allow you and the newcomer to be able to play some of the medium-sized and longer scenarios from the comprehensive *Great Campaigns of the American Civil War* series scenario list which accompanies this article. With these scenarios you will teach recovery, exhaustion and some of the advanced rules. If you don't own *SLB*, you can still use the approach above by playing scenarios contained in the other games of the series, selecting from the "mini" and "short" sections of the list.

I realize that for some of you, local gaming friends may be hard to find. If you are learning the system on your own, you will still profit from the programmed instruction approach outlined below. Just follow these steps to learn the game logically and easily.

Programmed Self-Instruction

To play *Kelly's Ford*, read:

- 1.0 Introduction
- 2.0-2.4 Basic Game Concepts
- 3.0 Basic Game Sequence of Play
- 4.0-4.4 The Action Cycle
- 5.0-5.1 March Actions
- 6.0-6.2 Marches and Movement
- 6.4-6.5 Stacking and Fatigue Levels
- 7.0-7.2 Combat (disregard artillery for now)
- 7.4-7.6 Combat Modifiers and Results

To play *Brandy Station*, read:

- 2.5-2.6 Command Radius and Abbreviations
- 5.2 Activate Leader
- 5.4 Assault

- 6.3 Leader Movement
- 7.2-7.3 Artillery, Attack and Defense Values
- 7.7 Cavalry Retreat
- 11.0 Demoralization

To complete your basic training with *Salem Church*, read:

- 9.0 Entrenchment
- 10.0 Bridges
- 12.0 The Wilderness (Woods Hexes)

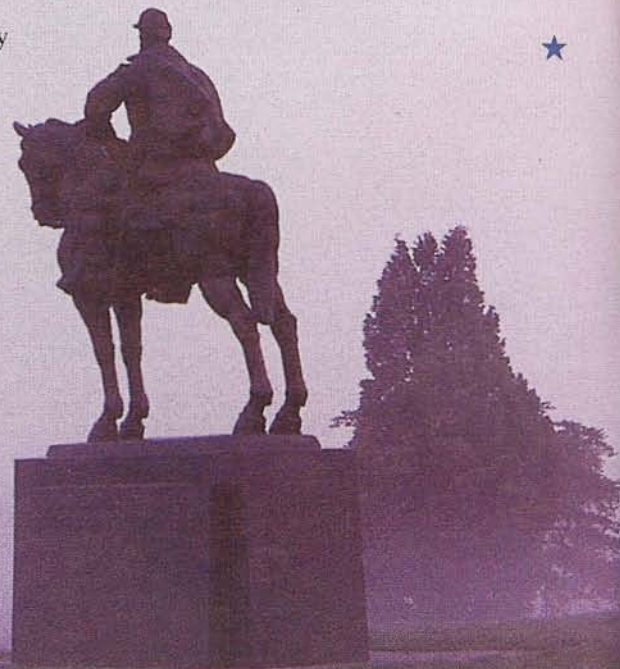
Before moving on to other scenarios, you will need to read:

- 5.3 Burn R.R. Station
- 7.9 Refusing Flanks (Optional)
- 8.0 Recovery

(Plus any applicable advanced game rules)

Once you have played a few scenarios solitaire, come to AvalonCon where you can learn some new techniques and get answers to your questions. This year's GCACW events are specifically tailored to those players new to the system and will include demos, instructions prior to play and a running, multiple-commander campaign game wherein players can join and leave at will. Before the convention, all GCACW pre-registered attendees will receive tournament formats in the mail. Lastly, additional information (including new scenarios) can be found on the GCACW home page at:

<http://www.smart.net/~waveland/gcacw.htm>.



Scenario 7: KELLY'S FORD



A Teaching Scenario for *STONEWALL'S LAST BATTLE*

By Trevor Bender

Because of the inability of the Federal outpost line to prevent Confederate reconnaissance of the Army of the Potomac during the winter of 1862-63, and due to the Union Cavalry's utterly poor performance during the Hartwood Church affair on February 25, 1863, Hooker called for his newly formed Cavalry Corps to strike the foe. Simultaneously, Brigadier General William W. Averell, commander of the Second Cavalry Division, which was bested during the Hartwood action, begged for permission to take the fight to the enemy. With orders to "rout and destroy him," Averell initiated the first large-scale Union cavalry offensive operation of the war as an act of retribution against his rival in the saddle and former West Point classmate, Brigadier General Fitzhugh Lee.

Upon approaching the Rappahannock, Averell received bad intelligence that caused him to divert two regiments to the north. His plans were further disrupted by obstacles and stubborn opposition at the ford. It was noon before his three brigades were across and reformed. He had lost whatever advantage in maneuver he once had. This action would be determined by saber and pistol alone.

NOTES: Use the map and counters from *STONEWALL'S LAST BATTLE*. For this scenario, the unit scale has been halved to 375 cavalymen per manpower point (this has no impact on game mechanics).

GAME LENGTH: 1 turn; March 17, 1863.

SPECIAL RULES:

1. The sequence of play consists of the Action cycle only (there is no leader transfer phase).

2. The Union player automatically wins the first two initiatives. Later initiatives are

determined normally. The scenario ends if both players pass consecutively or all units reach Fatigue Level 4.

3. Neither side may transit the two fords on Mountain Run, though they may cross the creeks further upstream. Union forces may only cross the Rappahannock at Kelly's Ford. Due to the river being swollen, the presence of abatis on both banks of Kelly's Ford, and the stubborn opposition of 60 sharpshooters in rifle pits, each Union unit that wishes to move southwest across Kelly's Ford must at the instant of crossing roll a single die on the Hindered River-Crossing Table below. Results are applied immediately. If the hex is occupied by any Confederate unit, the rules for combat apply instead. Union crossing die rolls receive a +2 modifier for each previous crossing attempted. Once a Union unit receives a result of "success" (die roll 7+), future crossings by any unit do not require a roll.

Hindered River-Crossing Table

Die Roll	Crossing Result
1	Rebuffed—Unit may not cross, becomes disorg*, and receives an F and E result.
2	Stalled—Unit crosses, becomes disorg*, and receives an F and E result.
3	Opposed—Unit crosses but receives an F and E result.
4	Contested—Unit crosses but receives an f and E result.
5	Slowed—Unit crosses but receives an E result.
6	Hindered—Unit crosses, receives an f result, but may continue moving.
7+	Success—Unit crosses and may continue moving.

* a previously disorganized unit suffers no additional effect.

4. The *SLB* Brandy Station scenario Cavalry Charge special rule is in effect.

5. When using this scenario as a teaching tool, treat all artillery values as zero and ignore leader activation, assaults and leader movement (Stuart remains with 3 VA for the whole game but applies tactical value normally).

VICTORY CONDITIONS

The Union player gains and loses Victory Points (VP) for the following occurrences.

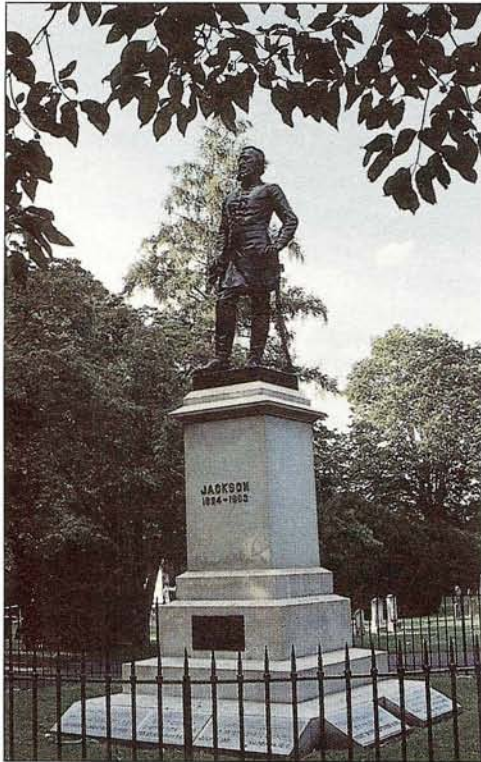
VP	Reason
+1	if a Union unit enters Elkwood (2215) at any time during the game.
+2	if a Union unit occupies Culpeper (1418) at the end of the game.
+1	for each point of Confederate Manpower Value lost in combat or retreat (not in extended march, force march, or movement from one enemy ZOC to another).
-1	for each point of Union Manpower Value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and players consult the chart below to determine the winner.

Union VP	Winner
3 or more	Union Decisive Victory
2	Union Substantive Victory
1	Union Marginal Victory
0	Confederate Marginal Victory
-1	Confederate Substantive Victory
-2 or less	Confederate Decisive Victory



Statue at Bull Run National Battlefield



Stonewall Jackson Tomb

HISTORIC RESULTS

The main action developed about three-quarters of a mile from the ford. Through a series of charges and countercharges, Averell was able to push the Rebels back a couple of miles. Unable to develop the situation any further, and upon perceiving signs of Confederate reinforcements, the Second Division made an orderly withdrawal back the way it came.

Casualties were surprisingly light for an action of this intensity. Although the Federals came out ahead in this department, combined casualties did not equal one strength point in game terms. It was the lack of any real Union progress that allowed the Rebels to claim a marginal victory. Nevertheless, the horsemen in blue experienced a confidence level never before felt, which prepared them for the campaigns ahead.

WHAT IF?

It is generally agreed that the battle would likely have been decisive had Averell not detached one-third of his force to guard his flank from an imaginary threat. To simulate how the battle could have gone, place the Flank Guard unit in Morrisville with the rest of its division. To understand how the achievement of Averell's objective would have affected the rest of the campaign, play the other *SLB* scenarios without the F Lee counter!



Scenario 7 Setup KELLY'S FORD

UNION SETUP

Unit	(Represents*)	Size	Cmd	Type	MV	Hex
Gregg	(Duffie)	Brig	2	Cav	2	3117 (Morrisville)
McIntosh		Brig	2	Cav	2	3117 (Morrisville)
Sargent	(Reno)	Brig	2	Cav	1	3117 (Morrisville)
diCesnola	(Flank Gd)	Brig	2	Cav	2	3307 (Catlett's Station)

CONFEDERATE SETUP

Unit	Size	Cmd	Type	MV	Hex
Stuart	Corp	Cav	Ldr	-	1418 (Culpeper)
3 VA	Regt	Cav	Cav	1	1418 (Culpeper)
F Lee-A	Brig	Cav	Cav	2	2317

* Because all counters and the rules for this scenario come from *STONEWALL'S LAST BATTLE (SLB)*, in some cases the unit which actually participated in the battle is represented by a different unit, as listed under the "Unit" column.

SERIES SCENARIO LIST

Great Campaigns of the American Civil War

This list contains all published, tournament and playtest scenarios for GCACW as of March 20, 1997. This covers the Games in the GCACW series, their abbreviations and the campaigns they cover.

STONEWALL JACKSON'S WAY (SJW)—
Second Manassas
HERE COMES THE REBELS (HCR)—
Antietam
ROADS TO GETTYSBURG (RTG)—
Gettysburg

SCENARIO NAME Game No. Notes

Mini-Scenarios (under 30 minutes)

Stuart's Raid	SJW 3	
Where's Stuart?	RTG 2	Solitaire
Confederate High Tide	RTG 4	Solitaire
Kelly's Ford	SLB 7	Printed in Vol. 31, No. 4
Stuart's First Raid	ONR 5	Being playtested

Short Scenarios (around one hour)

South Mountain	HCR 1	
The Baltimore Raid	HCR 4	
First Day at Gettysburg	RTG 1	
Bath	SIV 6	On GCACW home page
New Market	SIV 7	On GCACW home page
Salem Church	SLB 1	
Brandy Station	SLB 4	
The Warwick Line	ONR 1	Being playtested
Seven Pines	ONR 3	Being playtested

Medium Scenarios (two to three hours)

Cedar Mountain	SJW 1	Modified for tournament play
Jackson's March	SJW 4	
Harper's Ferry— Crampton's Gap	HCR 2	Modified for tournament play
McClellan's Opportunity	HCR 3	
The Battle for Washington	HCR 5	
Kernstown	SIV 1	
Cross Keys and Port Republic	SIV 4	Modified for tournament play
The Great Flank March	SLB 2	
Sedgwick to the Rescue	SLB 3	
Johnston's Retreat	ONR 2	Being playtested
Retreat to the James	ONR 7	Projected design

STONEWALL IN THE VALLEY (SIV)—
Shenandoah Valley 1862
STONEWALL'S LAST BATTLE (SLB)—
Chancellorsville
ON TO RICHMOND (ONR)—Peninsula
1862

All new scenarios and modifications to existing scenarios can be found on the GCACW Web Site at:
<http://www.smart.net/~waveland/gcacw.htm>

SCENARIO NAME Game No. Notes

Long Scenarios (five to ten hours)

Lee vs. Pope	SJW 2	
From the Rappahannock to Bull Run	SJW 5	
From the Rapidan to the Rappahannock	SJW 6	Advanced
From Frederick to Sharpsburg	HCR 6	Advanced
Meade Moves North	RTG 3	Modified for tournament play
The Battle that Never Happened	RTG 5	
McDowell	SIV 2	
Winchester	SIV 3	
Certain Destruction Awaits...	SLB 5	Advanced
The Gates of Richmond	ONR 4	Currently under development
The Seven Days	ONR 6	Projected design

Campaign Scenarios (12 to 36 hours)

From the Rapidan to Manassas	SJW 7	Advanced
The Maryland Campaign	HCR 7	Advanced
The Gettysburg Campaign	RTG 6	Modified in Vol. 30, No. 3.
The Shenandoah Valley Campaign	SIV 5	Advanced
The Chancellorsville Campaign	SLB 6	Advanced
The Peninsula Campaign	SLB 8	Projected design

THE DIFFERENCES BETWEEN 1862 AND 1863



Rules Evolution in the Great Campaign Series



By Trevor Bender

Those of us who are familiar with the *Great Campaigns of the American Civil War* (GCACW) series were pleased to learn that when *HERE COME THE REBELS* (*HCR*) was published as a sister volume to *STONEWALL JACKSON'S WAY* (*SJW*) only a few rules were changed. Unfortunately, the same can not be said for the third, fourth and fifth games in the series, *ROADS TO GETTYSBURG* (*RTG*), *STONEWALL IN THE VALLEY* (*SIV*), and *STONEWALL'S LAST BATTLE* (*SLB*). These changes—which are common in Joe Balkoski's companion designs (the *FLEET* series comes instantly to mind)—are not so much the result of the change in the year from 1862 in three of the games to 1863 in the other two volumes, but more of an evolution of the entire system.

The modifications are significant enough in *RTG* that an unaware player can actually “lose the war in a day” as Lee nearly did at Gettysburg, by bringing the wrong set of rules with him. Most of these modifications are ratified in *SIV* while other rules “mutate” to meet the particulars of this campaign or “evolve” in an effort to make the entire system smoother. In many ways, *SLB* shows the current state of the system. This article will explain the subtle and significant differences between the five sisters.

Included as an insert in this issue is a handy summary chart which you can pull out and use when jumping back and fourth between games in the series. Those of you who have the games will no doubt appreciate this staff work being done for you, and others who are contemplating the purchase of any game in the series will get a sense of what the series has to offer.

People unfamiliar with the series should realize that *SJW* covers the battles of Cedar Mountain and Second Manassas; *HCR* focuses on South Mountain, Harper's Ferry and Antietam; *RTG* re-creates the actions around Gettysburg; *SIV* is a study of

Stonewall Jackson's 1862 Shenandoah Valley Campaign, while *SLB* covers Chancellorsville and Brandy Station. Additionally, the first three and the last games have a campaign scenario that allows players to recreate the maneuvering up to two weeks prior to and one week after the date of the actual battle. *SIV* presents a unique system for covering three months of campaigning with daily turns while “rushing” through the lackluster lulls between operations.

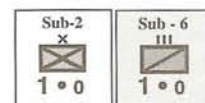
EAST OF THE BLUE RIDGE

The rules of play in the first two volumes are nearly identical word for word, save that *HCR* stresses more often than her sister that a specific attack can only target one hex. It is true that each game has its unique flavors, but these don't present a problem when going from one game to the next. In *SJW* the Union has two distinct armies to operate, each with differing extended march tables, but the units and leaders of both armies may intermingle without detrimental effect. In *HCR*, Confederate units in Maryland may construct breastworks but may not build forts. In both games Lee provides a +1 attack bonus when situated in a hex with a corps leader which successfully initiated a corps assault. Also, each game has one division which is subordinate to two different corps commanders. In the basic format these intricacies are manageable, but in the advanced game they become a little more challenging.

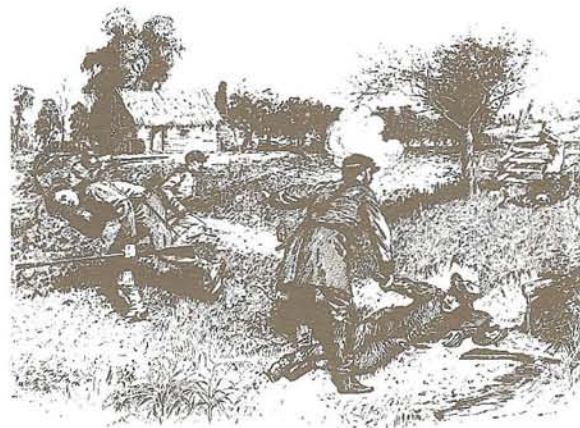
RANDOM EVEN	
Dice	Result
2	Rain (Current +)
3	Rain (Current +)
4	Rain (Current)
5	Union Command
6	Confederate Rel

Both games have a random events table with similar results except that only the Union player suffers command paralysis in *HCR* and reinforcements are not accelerated or delayed in this game. Union infantry and leaders may move by rail in both games as well; up to 16 combat value points in *SJW* (but

only from August 27-29) and one division or two brigades/regiments in *HCR* (throughout the entire game). Supply rules are found in both games and are roughly the same. A captured Union depot will supply only two Confederate units in *SJW* but up to five in the same or adjacent hex in *HCR*. Union units have more options for achieving supply status in *HCR* than its predecessor, including living off of captured Confederate depots, something the troops in blue could not do in *SJW*. Foraging is the same in each game though ownership of Harper's Ferry affects Confederate supply attempts north of the Potomac.



Both games provide substitute units, but *HCR* comes with two more infantry substitutes per side and the Union cannot make substitutes with cavalry. Infantry brigades and divisions in *SJW* have manpower value limits of nine and 18 respectively while this number drops to seven and 14 in *HCR*. Each game also provides rules for the possible death of those overly aggressive Confederate corps commanders. Finally, each rule book includes a blow-by-blow description of the campaign as well as a gazetteer covering points of interest located on the map.



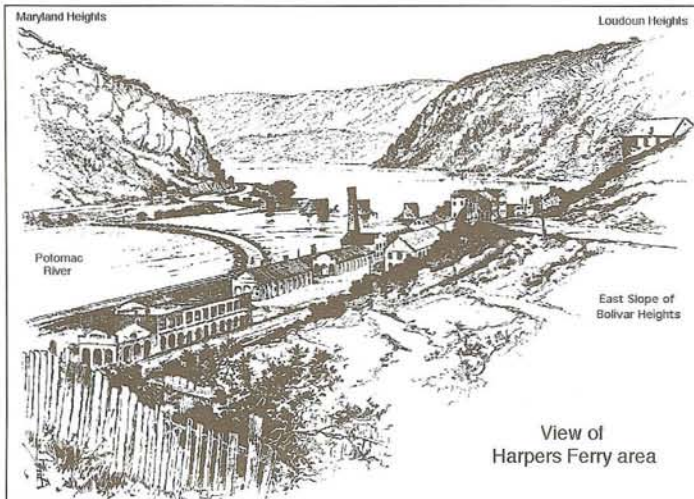
Of course, the differences between the Second Bull Run and Antietam campaigns, require specific rules in each game to cover these particulars. In *SJW*, the Union army will panic if it suffers horrendous losses in a medium-sized or larger fight. The Union player can dismantle the large pontoon bridge at Fredericksburg and reconstruct it at any major river hexside on the Rappahannock. In *HCR*, the Union cause may be aided by the mustering of the Pennsylvania Militia, plus the troops at Harper's Ferry may surrender if surrounded. The capital is ringed by a series of forts which, when backed by real strength, make the place nearly impregnable. The Confederate player can earn extra victory points (VPs) by bringing down the C&O Canal Aqueduct which crosses over Monocacy River and by controlling Maryland counties.

NORTH OF THE MASON-DIXON

All in all, the sum effect of the rule changes from *SJW* and *HCR* to *RTG* is minor. You could say these modifications represent the "finishing touches" to an already excellent system. Yet, the quantity of changes and modifier adjustments is greater than the summary announcement on page three of the rule book would lead you to believe. I often found myself playing according to the previous sets of instructions. This section covers all of the changes made in *RTG* and will allow players to get right into the system aware of all modifications.



First and least important, the unit scale has changed. Each infantry point represents 500 soldiers, but cavalry strength has been altered from 700 horsemen per point in the first two games to 650 in the third. This increase in effectiveness is due to the more frequent use of breach-loading carbines in the cavalry arms in 1863.

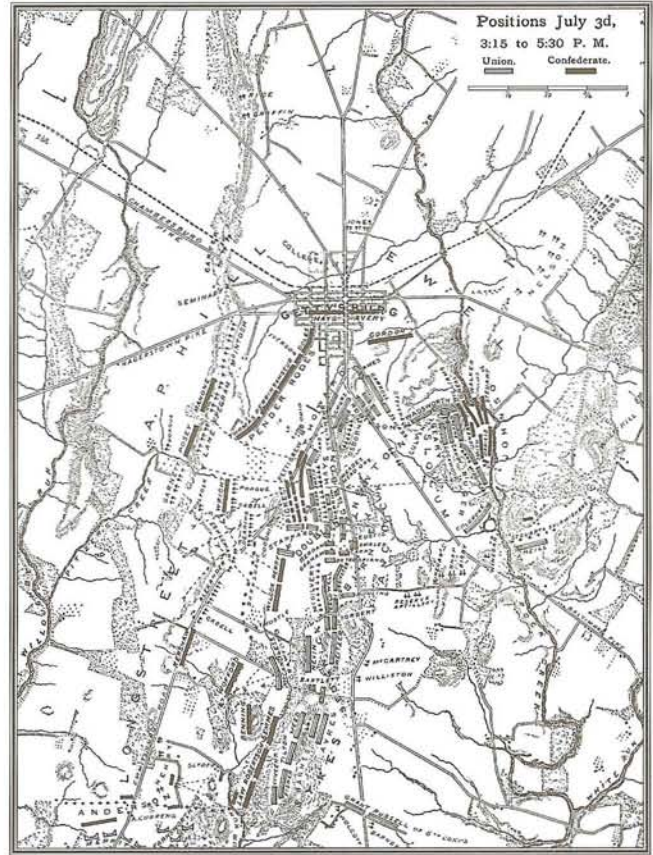


A new military unit has been added—Union artillery brigades — three of which form the Army of the Potomac (AP) Artillery Reserve. The numbers on these units represent manpower strength, tactical value and artillery value. The parentheses around the artillery value reminds the player that these units may not participate in an attack during a march action, though they may participate as part of any corps or grand assault actions. These units may also be activated by any corps leader and they move at the speed of infantry, but, like cavalry, they are not slowed when moving through a friendly-occupied hex containing a combat value of three or more. The cost for entering a friendly-occupied mountain hex is now +3 rather than +1.

A +1 modifier is now added to any unit making an extended march when going from Fatigue Level 3 to 4. This is offset somewhat by a revision of the extended march table. All Confederate units and AP cavalry only become disorganized on a modified roll of a 6. Army of the Potomac infantry suffer on a 5 or 6 and all other Union units on a 4 through 6. Other Union units include the Harper's Ferry garrison, elements from the Baltimore and District of Columbia defense forces, the Pennsylvania Militia and assorted units from the West Virginia District. Force marching infantry is guaranteed two extra movement points while cavalry will get at least four. Furthermore, the unit will lose only one

manpower even if this value is ten or more, unlike the previous two games. As in *HCR*, the Frederick Junction railroad station may be damaged but not destroyed, no matter what size force burns it.

ROADS TO GETTYSBURG includes clarifications of rules that may have been vague in the previous games. Army leaders may not initiate a corps assault. A unit

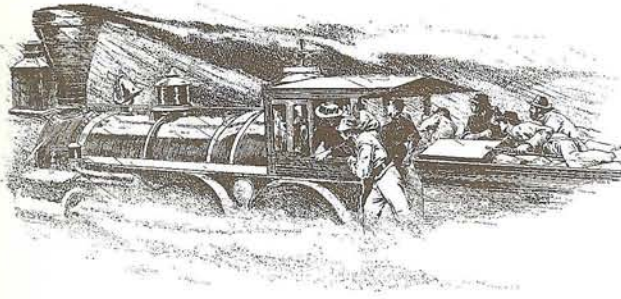


beginning a march which loses all of its movement points from a retreating cavalry unit may still move one hex. A successful corps assault against a retreating cavalry unit's hex allows the attacking units to advance into the hex vacated by the cavalry. A unit suffering a Rout "R" result must end its retreat four hexes away, counting the shortest traversable hex path.

The Big Changes

During the leader transfer phase leaders may only move ten hexes rather than 20. No longer can Longstreet ride from Hagerstown on a fast horse all night to supervise the defenses at South Mountain! This is a good rule that forces a player to think twice before scattering his divisions all over the map. Units under breastwork or fort markers, in addition to getting combat value modifiers, now have doubled or tripled artillery values before consulting the artillery value modification chart. Jackson is dead and Lee no longer gains a +1 bonus on any corps assault to which he confers his blessing. Are these two effects related or did Lee just have a bad couple of months during the summer of 1863? [A little of both, if you believe the movie, Gettysburg.—SKT]

Very noticeable rule changes apply to the flank attack bonus. Whereas units in the previous games could aid in qualifying



for the flank attack bonus if they had a *combat value at least one-fifth* that of the defending unit, now inactive friendly units must have an *attack value at least one-fourth that of the defending unit's defense value (including entrenchment modifiers)* to aid in flanking. This also is a good modification, as the previous formula completely disregarded artillery values, which for a stationary unit is its most effective way to influence events in its zone of control. Furthermore, demoralized units may not aid in obtaining a flanking bonus no matter what their attack values are. A defending unit in a mountain hex disregards the traditional flank attack rules and is instead outflanked only if there is an enemy unit directly opposite the active attacking unit (in effect, in the rear). This special outflank bonus awards the attacker a +3 but can be difficult, if not physically impossible, to achieve.



The combat system is essentially the same though some significant changes have been made to the application of the results and to the retreat rules. Units which are Disorganized "D" now only go to Fatigue Level 3 rather than 4. Thus, a fresh unit slapped with this result will still retain some emergency mobility. This change makes it more difficult for the Union player to perform a spoiling attack against a larger Confederate division for the purpose of locking it in place for the "blue tide" to envelop it. If a Confederate division was fresh before attacked, it would have the option of conducting a voluntary retreat up to four hexes and then activating for a final march to get away.

Successful attacks now yield two levels of Rout/Demoralize "R" A final combat result of +4 through +7 produces one level of demoralization while higher results produce two. A unit which already has some degree of demoralization and takes additional levels will lose two manpower each time its unit exceeds Demoralization 2. Consequently, weak units tend to disappear faster.

The restrictions on retreats are identical in the three games, but in the most recent version units lose three steps of

manpower when retreating through an enemy unit rather than two. Also, a defender may opt to voluntarily retreat after combat up to four hexes rather than three, but if he does so after receiving a no result "—" in combat, then these units go up one level of fatigue. A cavalry unit which is surrounded by enemy units

and/or zones of control before it performs a retreat loses one level of manpower on an unmodified roll of 2 or less. Cavalry retreat modifiers have been adjusted as well, with a unit of combat value of three or more gaining a +2 instead of +1. Additionally, cavalry only gets a +1 modifier in the mountains if the active unit is also in the mountains. Two other modifiers of -2 each apply whenever all cavalry units in the hex are demoralized or out of ammunition.

The Gettysburg Campaign

All of the other basic rules are identical in the three systems, but a few advanced rules require further explanation. The rules regarding the permanent forts printed on the map have been altered drastically. In *HCR*, these semi-autonomous Union units included a four-strength garrison and negated all flanking and tactical leadership modifiers when attacked. In 1863, they triple the combat and artillery values of all units in the hex and can be occupied by Confederate forces as well. Additionally, Confederate units have the wherewithal to entrench all the way to the fort level when north of the Potomac, something they could not do in *HCR*.

The random event results have been modified to recreate the particulars of this campaign. It rains the same as in the other games and both sides can suffer command paralysis—slightly more likely for the Union—but the effects of this rule are significantly watered down, with the affected side subtracting one from its initiative roles. Paralysis could get rough in a scrap, but at least your forces will get to move at full capability sometime during the turn. Each side has the potential to receive random reinforcements. For the Confederates this includes the cavalry brigades holding the Bull Run

Mountain passes in Virginia and a few independent infantry regiments as well as a few of the brigades guarding Richmond. The Union player could receive substantial amounts of untalented Pennsylvania militia as well as units from West Virginia and the Washington and Baltimore Garrisons. Reinforcements can have a significant impact on play if a struggle is raging near their entry locations, but more often than not they are VPs bundled in nice, easy "take-out" containers. A random event releases Stuart from his movement restrictions, another provides the Rebels with an ammunition train to replenish their stocks, and a roll of 12 on July 5 or later ends the game.

The somewhat cumbersome supply rules of the previous two games have been replaced to more accurately highlight Lee's concern over ammunition during the Gettysburg campaign. In 1862, foraging was a major concern, but in 1863 conserving and resupplying ammunition is of utmost importance. This simplified procedure includes a tally sheet for every unit in the game. Each time a formation suffers a "D" result in battle it expends one box of ammunition. Infantry begin the game with four boxes, cavalry three. Meade begins the campaign with three depots on the map and can build two more. Every four turns, he may replenish his stocks; every unit within the same or one county away from the depot gets two boxes of ammo, those formations two counties away get one box. No unit may exceed its initial allotment. The Confederates receive an ammunition train on a random events roll of 7, which if it can cross the Potomac will replenish a total of five boxes of ammo, cavalry boxes counting half. To put it simply, only Lee needs to worry about rates of ammunition expenditure.





Union forces at Harper's Ferry may still be convinced to surrender exactly as in *HCR*, and both players may still create five infantry and three cavalry substitute units, with infantry brigade and division maximums of eight and 16.

Union rail movement rules have been modified for the more extensive northern rail network. Now a unit hitching a ride goes up two fatigue levels, does not need to roll for extended march, and moves up to 60 hexes along undamaged friendly rail lines. The B&O has a capacity of one division or three brigades or regiments per turn, while the combined Cumberland Valley/Northern Central Railroad can only do one brigade or regiment. The other lines on the map aid in depot construction, but may not be used to move troops ("Dem Rebs can use box cars but us Yanks only ride in Pullmans!"). Alas, no forces other than a one-manpower railroad maintenance unit can move by train until turn 9 (June 30). A common tactic is to attach manpower points to this brigade and have it move them to critical sectors by rail.

The Confederate player receives a significant amount of points for levying Pennsylvania towns (requisitioning supplies, raiding vaults, and otherwise making the North scream). To do so a unit with a manpower value of five or more must begin the recovery phase at Fatigue Level 0 in the town to be levied. He may entrench or build bridges while imposing

the levy. The Federals can thwart this hooliganism by moving a unit with a manpower value of at least three adjacent to the town—a mighty fine way to employ the eight new Union cavalry brigades, half of which have manpower values of three. The Rebels can also receive a hefty amount of VPs by controlling a county at the end of the game. This requires occupying the county seat with at least three manpower and backing this unit up with a total of another 70 anywhere in the county. Aside from killing Southerners, the only way for the Union to dent the Confederate gains is by seizing the four major crossings of the Potomac and the two significant towns directly to the north. This ploy will debit the Confederate account by two VPs per turn as long as they ignore it (no mail and potentially no way home, boys!). The campaign victory conditions have been altered by official errata which appeared in Volume 30, Number 3, page 9 of *The GENERAL*. In effect, all Confederate levy VP values have been halved, except Harrisburg which was reduced by one-quarter. The Union player begins rolling for the AP arrival time one turn earlier, and the Union player doubles the number of VPs it receives from cutting Confederate communications with Richmond.



Stuart's Raid

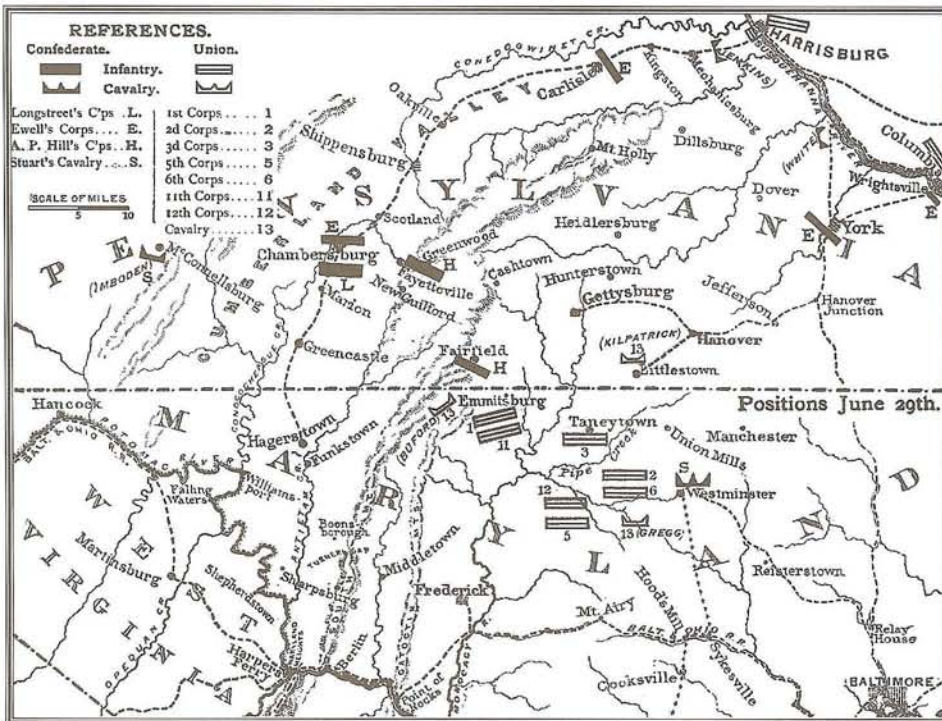


Before purchasing *RTG*, I wondered how the designer would handle Stuart's misadventure.

Would he force the Confederate cavalry commander to "get lost" for a whole week? How could he do this in a system in which the location and size of all units both friendly and enemy is always known to every player? The rules for this are abstract but provide the right feel. Stuart's entry is random and he appears on the eastern side of the Federal army. Stuart is restricted to the counties on the east map edge until he marches into Cumberland county at the top of the map. Alternatively, a Confederate infantry unit can seek out the cavalry and have a chat with the horsemen to set them straight. Finally, fate in the form of a random event may intervene to put Stuart on the right path—after all he just barely missed running into Early's division on June 30, and, had he done so, Gettysburg would have ended differently.

Related to the Stuart design dilemma is how to limit the amount of intelligence that Lee has on the Army of the Potomac. This confusion was the most significant factor as to why the armies stumbled into each other at Gettysburg, but would be difficult to recreate in a game where intelligence was complete. Again Balkoski turned to random entry to generate uncertainty, but he did so with a twist. The Gettysburg Campaign scenario begins on June 22 and the Army of the Potomac will arrive anytime between June 24 through July 1. With various categories of arrival, sometimes the units will arrive a day or two later while others will arrive a turn or two earlier. How can units arrive earlier if those earlier turns have already been played? Through bonus cycles.

During a bonus cycle, the Union units of that increment conduct a full day of activations while all other units on the



map are frozen. During this cycle the Federals may not move within four hexes of a Confederate infantry unit, and Rebel cavalry may withdraw if approached. It is possible for the first third of the Army to get two bonus cycles, which equals six activations plus two forced marches if Meade really wants to press it—enough for him to put infantry beyond the Mason-Dixon line. The Confederate player must keep this in mind when maneuvering his widely separated columns. On the other hand it is possible, though highly unlikely, that the Union Army may not even begin to appear on the map until July 2, giving them only a week of activations to catch and destroy the Army of Northern Virginia before the game reaches its most probable conclusion. This random frustration, coupled with a premature ending of the game through an event roll of 12, can be a great source of disappointment to the Union player—especially after investing upwards of 15 hours playing the campaign.

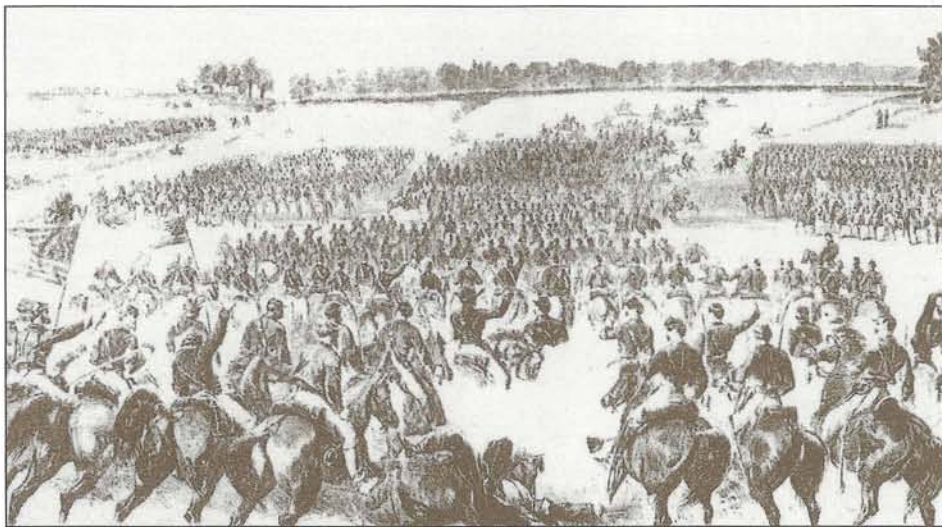
What's Missing?

Both *SJW* and *HCR* contained rules for Confederate leader loss and a random end of the action cycle. If both players rolled a 1 in a combat in which a Confederate leader influenced the battle, the dice would be tossed and any even result would require the replacement of that leader with a less capable substitute. This can't happen in *RTG* (I guess Lee's pleading for Longstreet to stay off the battlefield had its intended effect). Furthermore, if both players rolled a 1 for initiative, another die would be tossed and depending on the lateness of the game, there was a one-third to one-half chance of ending the action cycle for that turn. In *HCR*, this is most frustrating for the Union player as he has many more units than the Confederate player. A delay in closing for battle allows the Rebels to gain more VPs. This situation will not happen in *RTG* as the action cycle will not end until both players have passed.

WEST OF THE BLUE RIDGE

Whereas *RTG* really "fine-tuned" the rules of the system, *SIV* represents a departure from the previous path. Some of these differences are peculiar to the Shenandoah Valley campaign or are due to the smaller unit scale and did not appear in *SLB*, the fifth volume. Other refinements are here to stay.

Buyers get three, beautifully-detailed maps in *SIV*. These hand-painted maps really are the hallmark of this system and connect with the rest of the maps in the series to provide a field of play stretching



Charge at Brandy Station

from the Rappahannock to the Susquehanna, from the Shenandoah Valley to Baltimore. The color scheme and even the artistry on the maps of the four games is different enough to be noticeable, but it is not distracting. Unlike the other three games, a gazetteer of points of interest is not provided, though nine pages of "campaign history" found its way into print. *TAHGC* returned to providing two of the cards with the charts and tables, though they are not printed in color. Like *RTG*, there is no county control display though county control plays a major part in the campaign game. Also, players share the same force display with force markers which are double printed with Federal flags on one side and Rebel on the other—a great space-saving idea.

The nature of operations in the Shenandoah was of a much smaller scale than earlier games of this system. Previously, divisions represented the common maneuver units, but in *SIV* this drops a level to brigades. This required a reorganization of the entire leadership system. Corps leaders have been replaced with division leaders and army leaders by district leaders. The Confederates have one district Leader, Stonewall himself, while the North has three: Banks, Fremont and McDowell commanding the Shenandoah, Mountain and Rappahannock districts (actually departments) respectively. Stonewall oversees two division leaders, Ewell and Whitting, while the Union has a total of seven division leaders scattered among their three districts.

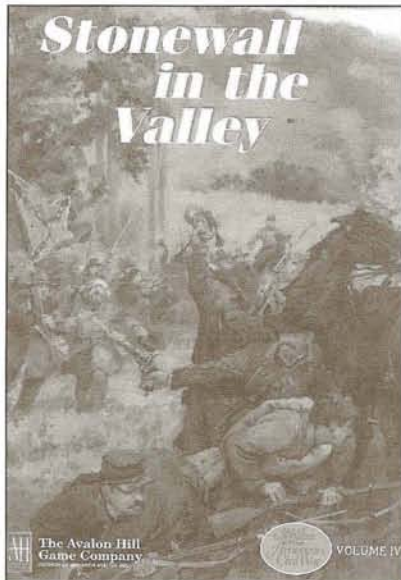


District leaders are different than their army-level counterparts in that they have tactical values, may activate units of their districts for marches (no more than six for the

Union), and may lead both assaults and grand assaults. During leader-activated movement, Confederate infantry still add two to the result, but Union infantry does not add one as before. Instead, they are guaranteed a movement allowance of two, even if they roll a 1. Divisional leaders may lead any unit of their division in a corps-type assault. A unique factor in *SIV* is the nature of the modifiers which apply to the assault or grand assault attempt die roll. When launching an assault, the modified die roll must be less than or equal to the leader's command value and the roll is modified by -3 if the leader is a district leader and a $+1$ for each unit involved. For grand assaults, the sole modifier to the district leader's die roll is $+1$ for each hex which contains a participating unit. Because of these modifiers, command values for leaders are higher in this game than in previous volumes. These changes have been worked into *SLB*, except that there is no -3 modifier for a corps leader attempting an assault (as this has been figured into his command value).



A major change in the movement/recovery rules (which continued in *SLB*) includes the addition of exhausted status for combat units. A unit which begins the recovery phase at Fatigue Level 3 or 4 has its unit marker flipped over to the side with the white band across its unit designation. This signifies that if this unit marches next turn it will have to roll for extended march if it goes to Fatigue Level 2, and will have a $+1$ and $+3$ die roll modifier if it goes to Fatigue Level 3 or 4 respectively. The unit removes its exhausted status at the beginning of any recovery phase in which it begins at level 0 or 1. Units lose three levels of fatigue during the recovery phase, but at the *end* rather than the *beginning* of this phase. This



change allows units to gain one extra activation per turn on sustained long marches, though at the risk of increased straggling due to the effects of exhaustion.

Related to this, units that force march become disorganized and lose strength points based on the die roll made for extra MPs. For infantry, a die roll of 6 will result in the loss of two manpower, 2 through 5 will lose one manpower and a roll of 1 has no effect. For cavalry, a modified result of 8 or more eliminates one manpower while 7 or less has no effect. The rationale is to base unit wear on time gained, a more realistic result. Although the Shenandoah saw many a forced march, this rule is an improvement that remained in *SLB*.

Additional changes include an adjustment of the cavalry scale to 750 horsemen per cavalry manpower point and the deletion of the Burn Railroad action. Additionally, villages and trails have been added to the map, with the former signifying county seats and the latter acting like roads in all terrain types except mountain hexes which would cost two MPs to enter. The rain random event can now occur in all basic game scenarios with the same effect as in *RTG*, though units may not entrench during rain turns and major rivers become unfordable for a longer period of time than did the Potomac. Furthermore, the absence of Stuart means that all southern cavalry add two to their dice roll. The rebel cavalry performed splendidly during this campaign and are further enhanced by different die roll modifiers when performing a cavalry retreat; look over them carefully. Also, the *RTG* rule requiring a -1 modifier when determining loss for a surrounded cavalry unit performing a retreat has been dropped in both *SIV* and *SLB*. This is one rule which I think should have remained. It was difficult for infantry to cause losses to cavalry.

Other modifications occurred to the rout and construction rules. Units may now rout up to six hexes, but must end the turn at least four hexes away by the shortest traversable hex path. It now takes two full days to construct breastworks and a similar time period to upgrade to fort status. Building a bridge only requires three manpower as opposed to five in the other three games. (The entrenching time scale remains in *SLB* while the bridging requirement goes back up to five manpower.)

The Shenandoah Valley

Though fourth in the series, *SIV* is first chronologically and the campaign game is a whopping 105 turns long! Don't be dismayed. It can be played to completion in about the same amount of time as the campaigns in the rest of the series. If you like games where every unit matters in a struggle that is back and forth over time, this one's for you. Several advanced rules have been added or modified to provide the flavor of this theater of operations.

Each turn begins with a roll on the random events table. Besides "no effect," the most common result is some version of rain. Additionally, either side may suffer from command paralysis, wherein its infantry and cavalry subtract one and two respectively from their movement allowance—a much harsher penalty than in *RTG*. Union infantry is further penalized when no infantry unit begins within five hexes of a Confederate unit. In such cases, no Union infantry may activate or entrench that turn unless a Rebel infantry unit moves within five hexes of at least one, in which case they are all released from this restriction. The Confederate player can also have the cavalry regiment "Ashby" reincarnated if eliminated, and the Union player will receive a random cavalry regiment reinforcement on each dice roll of 6.

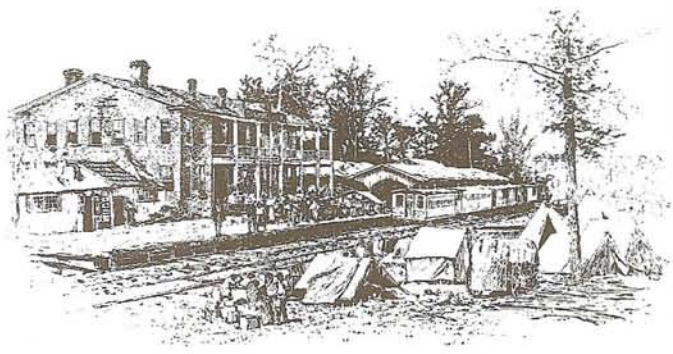
A unique addition to the series is the ability to exit units off the map and then to redeploy them to another section of the same or different map via off-map boxes. (Will the series succumb to the area movement craze?) This rule is artfully employed to allow the redeployment of Union units to and from the Southern and Middle maps without the need of adding a fourth mapsheet.

Harper's Ferry can surrender exactly as in the previous two games and leaders can transfer ten hexes as in *RTG*. Each

side also has a total of six infantry (only) substitute markers. A substitute may have a maximum of four manpower and when reattached may not create a brigade of more than eight. If at the time of attachment, the substitute has more manpower and ammo boxes, the new unit is given a number of ammo boxes equal to the removed attachment. Noticeably absent from *SIV* are permanent fortifications and rules for railroad movement, neither of which played a critical role in the theater of operations.

The most significant addition to the advanced rules is the strategic cycle, which occurs after the recovery phase of game turns divisible by five. On these turns players undergo nine distinct steps. Two dice are cast on the strategic table with a variety of consequences. A common result is "lull," which in effect means the next five turns are skipped. During the interim, units will reach their most healthy state and stragglers are rounded up. The Confederates may add one (and potentially two) extra manpower point(s) to any single infantry unit on the map, while the Union had a one-third chance of doing the same. Another result advances the strategic marker on the strategic track. When this reaches the 7 box the game ends even if the 105th turn has not yet been reached. Other boxes signify the battles of Yorktown and Seven Pines and their accompanying impact on the Valley campaign. Finally, both sides randomly receive, via a roll on the strategic table, the majority of their force pool including a pair of Confederate divisions and a pair of Union districts. Finally, emergency reinforcements can arrive, if one player or the other has a deteriorating board position.

Much of the strategic cycle deals with the determination of supply status for the Union and the acquisition of ammunition for both sides. Union units are in supply, if they are in or adjacent to a county containing a Union depot. Remaining out of supply for two cycles will cost the unit a manpower point, but it may attempt to forage, in a fashion similar to *HCR*, between strategic cycles. The foraging unit must be at



Fatigue Level 2 or less and roll a 3 or less with one die. Some counties give the Union a +1 modifier. Ammunition disbursement is as in *RTG* except that some counties have peculiarities detailed in the rules.

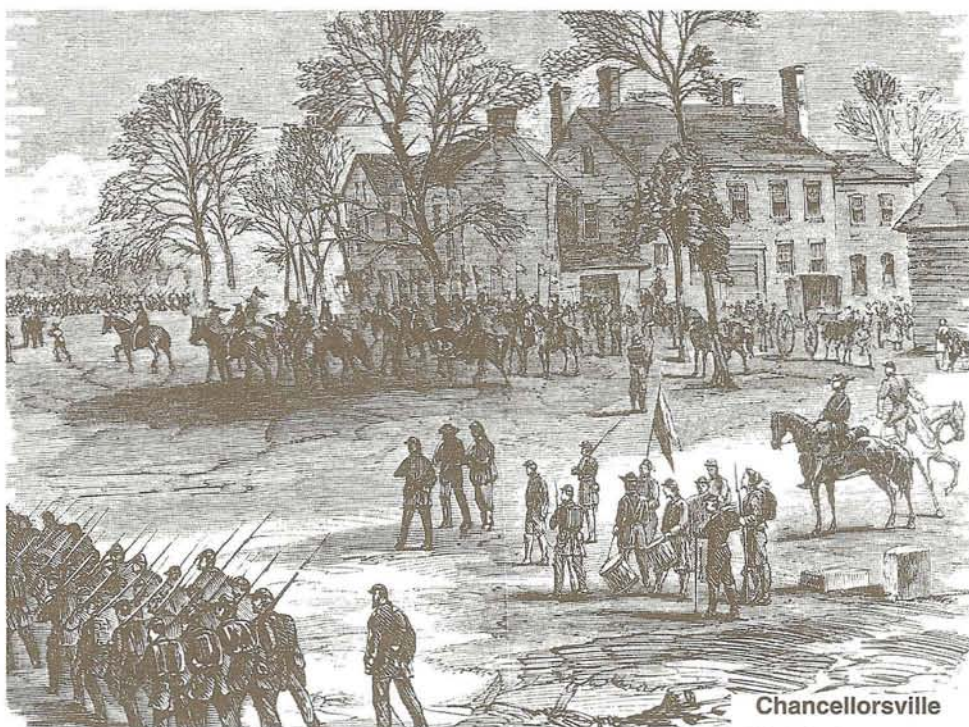
Each side may build half a depot per turn and it must be placed on a railroad station attached to an unblocked railroad line. A line is blocked if the other side has an entrenched unit sitting on it or if a bridge which it crosses has been blown. The latter may be accomplished by any unit which ends its activation adjacent to the bridge, with no enemy interference, on a die roll of 5 or less. A unit with a manpower value of one adds one to the die roll. Similarly, permanent bridges printed on the map may be repaired during the strategic cycle by a Union infantry unit in a Union-controlled county by rolling a 2 or less. Counties are controlled by the Union if they occupy the county seat with at least one infantry manpower and have a total of at least two in the county. The Rebels secure the area by maintaining a total of eight manpower of any type somewhere in the county without Union control.

At certain times during the campaign, each side may be required to remove units or lose VPs as a result. Additionally, the Union player may voluntarily withdraw units to the Rappahannock box and secure VPs. These same units, and others that begin the game in the box, may return to the map, but forfeit a number of VPs in the process. Other VPs are gained by controlling counties and eliminating enemy manpower points. Additionally, Stonewall can bank some significant points by making the first Confederate crossing of the Potomac by sending at least three brigades to the other side.

SOUTH OF THE RAPPAHANNOCK

The fifth volume, *SLB*, represents a departure from the previous four games in that it was designed by a game player and series aficionado, Ed Beach. This being the case, one might suspect some tinkering with the basic rules. However, Ed remained true to Balkoski's design, while adding some elegant features.

Unlike the previous games in the series, owners only get one map and it is identical to the south map in *SJW*. As compensation, the game retails for \$5 less than the standard \$35 rate. Players will be pleased with the refinement in the presentation of the rules. Mark Simonitch, of *HANNIBAL: ROME VS. CARTHAGE* fame, really showed his graphics and layout expertise in reworking the charts and tables card, two multicolored copies of which are provided in the game. The counters have been improved aestheti-



cally with color shading of unit symbols. This idea should have been taken one step further by employing unique colors to differentiate corps, which would have made it easier to sort counters as well as mix and match pieces with other games in the series to create your own scenarios.



Those familiar with this battle and those that followed in 1864 know how significantly the dense woods of the Wilderness affected the flow of maneuver and battle. Consequently, Ed added rules to cover these differences, which apply to all woods hexes on the map. In effect, these hexes adopt characteristics of both mountain and woods terrain with varying impacts on North and South. Union units exert no zones of control (ZOC) and Confederate units exert only a limited ZOC into woods hexes unless they can trace entrance via a road, pike or railroad (essentially, a line of communication). A limited ZOC does not hinder Federal movement, but it does apply to all other game functions (retreat, flank attack, etc.). Two other rules apply. No unit may attack across a woods hexside unless the hexside has a line of communication (LOC) or the unit begins the activation in that hex. Cavalry units may retreat from a unit moving into an adjacent woods hex

only if connected by a LOC or if attacked by the enemy unit.

Additionally, *SLB* introduces the Refusing Flanks optional rule. A defending unit which anticipates being outmaneuvered may spend one movement point during the last hex of its march and bend its line to face all threats. This feature, which benefits all units in the hex, will reduce the attacker's flank bonus in the following manner: a +4 modifier becomes a +2, while other modifiers each become a +1. So why not limit your risk and refuse the flanks all the time? The catch is that a unit with flanks refused which is attacked in a frontal assault (i.e. the attacker does not qualify for any flanking bonus) gives that attacking unit a bonus +1 modifier. The flanks refused marker may be removed at the discretion of the owning player during any march originating in that hex at no cost and is automatically removed when all units in that hex attack or move for whatever reason. Flanks may not be refused in mountain passes. This measure is most often employed by static garrison units or shattered divisions which are engulfed behind enemy lines. This is an optional rule in *SIV* and *SLB*. Perhaps it should be made a standard rule in future volumes of the series, so that it won't be neglected, as is so often the case now, even by advanced players in tournament play.

The Chancellorsville Campaign

The Advanced game includes the ever-flavorful random events of the previous games. Typical results are rain (which may not occur on April 29) and the enhance-



Brandy Station

ment or detriment of either side's ammunition resupply rate. Other results include Union Command Paralysis, which has the effect of penalizing one of the two wings of the army (infantry units subtract two from movement rolls and may not force march or be led in an assault action). In addition, Hooker must check to see if he loses confidence, which is more likely to occur if casualties are heavy. If he does, all Union attack and leader rolls are -1 until he is relieved of command. Hooker can be relieved only by random event, and only if he has personally witnessed the loss of a manpower point in combat, and the Union has already lost ten or more. He will be replaced by either Meade or Couch whose corps are then led by a substitute. Finally, the Confederates have the potential of securing Hood's and or Pickett's division of Longstreet's command from Suffolk, with the chances being more likely latter in the campaign.

The advanced game includes special movement rules to generate the flavor of the campaign. For one, the Union Army must stick to Hooker's original plan of reuniting south of the Rappahannock before moving infantry south. They have no chance to take Richmond with an end-run around Lee's left until the Union flanks have combined first in Fredericksburg. Once the flanks are joined, future command paralysis results are ignored. Secondly, the Confederate player may exit hard-pressed units off the south map edge, which gives the Union VPs but at one-fifth the normal rate. These units may be pursued by the Union at twice the Rebel rate, earning additional blue VPs, but only after the Federal flanks have been combined south of the Rappahannock.

Ed recreated the flavor of this campaign with the wilderness rules and the aforementioned restrictions which apply to each army. His greatest contribution to the system as a whole, though, is the detailed Confederate division leader rules found in the advanced game. Effectively the divisions of

of the Confederate Army. Ed has used the term "assault" to refer to all corps- and division-level leader-initiated attacks. This is a great little procedure that ought to supplant the current substitute unit rules in future games of this series.

Standard features in other games found their way into the *SLB* as well, such as death of Confederate corps leaders (Jackson is killed automatically if in affected battle) and ammunition expenditure. With a campaign game of only ten turns, supply and rail movement were not considered issues, though the rules for ammunition replenishment are nifty. Up to six Union and four Confederate resupply attempts may be made per turn by tracing a LOC to a depot and rolling a 6 or less with one die. Friendly units and fords are obstructions which provide adverse modifiers. This procedure requires players to more carefully plan their logistics route than in prior games and I hope it too remains in future additions.

Brandy Station

I would be remiss if I did not engage in a little self-aggrandizement by highlighting *SLB* Scenario 4: Brandy Station. While Ed was developing his Chancellorsville game, I simultaneously worked up this neat little engagement, which was the largest cavalry battle of the war. Though it technically belongs with the Gettysburg campaign, Ed wanted to include it with *SLB* as it occurred soon thereafter and on the same maps as Chancellorsville. This is a cavalry free-for-all whose action is further enhanced through the inclusion of a cavalry charge rule. This twist effectively gives cavalry units entering the fray a +1 attack modifier against other cavalry units in non-rough terrain. As a way to stimulate action, this rule can be used in those handful of Civil War situations when cavalry ruled supreme.

A CIVIL WAR MOSAIC

Players familiar with *SJW* will find many more changes and modifications in *SIV* than

Anderson, Early and McLaws may break down into brigades. These units retain artillery values when separate and the division counter is replaced by a division leader, who acts like a corps leader in all respects for his brigades. The brigades of a division may still be activated by the corps leader and when recombining must do so in a way that they don't increase the total artillery value

in both *HCR* and *RTG* combined. Many of these changes and even a few additions represent the future of the system. In particular, the recovery system is an improvement and may even find itself being retrofitted to previous games in the system. *SLB* has also made some smart additions through its independent division and ammunition replenishment rules. Has the game system reached its pinnacle? Certainly not! For one, Balkoski is developing naval rules for use in *ON TO RICHMOND* and no doubt other campaigns will have their unique quirks, such as Grant's influence as General of the Army in 1864 and siege rules in 1865.

Where does this leave the wargamer considering his/her first purchase in the system? My counsel would be to choose the campaign of most interest to you and buy that game. This article gives you a peek in the boxes and a taste of the five campaigns. With the enclosed rules summary card it is no more difficult to go backward in the system than forward, so don't think you will get lost by starting with *RTG*, *SIV* or *SLB*; the mechanics are the same in all five. There is no programmed instruction benefit from learning the games in order. Will there ever be an all encompassing "advanced" rulebook like *ASL*? Balkoski's *FLEET* series didn't have one. Ultimately, it will be us, the game-buying community, who will decide whether a unified rule set is necessary, through our purchasing decisions.

Other installments in the series are being designed, including the campaigns of the Peninsula (*ON TO RICHMOND*), the Wilderness, Petersburg and the Valley in 1864. If interest in the series is strong, it may even move on to central Tennessee and northern Georgia. A computer version is also under consideration. Newer volumes are likely to contain rule changes as well, though they are likely to maintain the refinements embodied in *RTG*, *SIV* and *SLB*.

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Letters

Never Forget the Fallen

The *GENERAL* is still, to me, an important source of hobby information and fun. There was, however, an unfortunate tone in some of the *GERONIMO* articles (Vol. 30, No. 6). What I am addressing here is not confined to *GERONIMO* but relates to the hobby at large. Both Stuart Tucker and Richard Berg found it necessary, in effect, to apologize for or at least justify our hobby. The crux of this apologia (which I know stemmed from the best of intentions) was an explanation of why it was okay to play a game that dealt in any way with the unfair treatment which the American Indians suffered as a result of this country's westward expansion... Granted, as Mr. Berg pointed out, the treatment of Indians is close to home because it happened here. But our games do not simulate the pain, wounding, suffering and death that was a very real part of the actual events that serve as their inspiration. Our games simulate the command and leadership decisions of often multiple levels of responsibility. Above all, they are games. They are not real and I certainly know of no wargame that in any way glorifies pain and suffering... Far from being an occasion for an apology, what happened to the American Indians makes it all the more important to perhaps remember them through the design of a good game. That this is not obvious may stem from our exposure to individuals with a predisposition to despise not only war, but also soldiers. These people perceive soldiers exclusively as persons who go out and kill other human beings. As an active military officer, I think that I can testify to the fact that this is not how soldiers see themselves. Far from it. They view themselves as persons who at a moment's notice, in peace or war, may be called upon to risk their lives in the service of their country... The use of good professional ideas wherever found has hardly turned the US Army Officer Corps into a clique of proto-Nazis. Neither will playing and enjoying *GERONIMO* turn you into a would-be slaughterer of innocents—if anything it will make you honor all the more their courage and fate. But, maybe it will do just what it was intended to do—constitute serious competition and intellectual fun.

Let's simply remember that the first step in dishonoring the fallen of whatever side is to forget them. I would suggest that part of our motivation for playing and replaying our games is, that, for a few of us, it is important that the soldiers and peoples who struggled before us be remembered. I am not sure I ever heard anyone say this, but I am sure it is a genuine sentiment somewhere in every wargamer's heart.

Rod Coffey, Captain, Infantry, US Army

Focus

[Referring to the ACQUIRE contest] I've never seen this game and am not interested in it; it sounds like paper *Monopoly* to me. The title of this magazine is *The GENERAL*. Generals command armies, not hotel chains. Military boardgames made Avalon Hill/Victory Games and *The GENERAL* magazine. Let's get back into perspective.

David M. Rohr, Navarre, OH

Some of my most prized issues are issues that had no personal value at the time they were issued. In my case, the *UP FRONT* issues meant nothing to me, at the time, but piqued my interest until I eventually bought the game. It is now one of the two games I play regularly, and those issues I dismissed 15 years ago get read time and time again.

Mike, cyberspace

Too much material on computer games. If I wanted to read about computer games, I'd subscribe to something else. More on board games, please!

Daniel Farrow, Ridley Park, PA

Thanks for another great issue. I think you guys do a great job of covering all the various topics: ancient and modern, board and computer, new games and *ASL*. Keep it up.

Jason Johns, Augusta, GA

Don't waste space publishing long extracts from rule books (*AGE OF RENAISSANCE* sample game). It's an insult to your subscribers who buy your games early.

Michael J. Tsuk, Arlington, MA

While the sample game was not high on my list of favored articles, I decided that it was a far better "First Look" article on a new game than we often publish. The nature of *AGE OF RENAISSANCE* is a bit hard to fathom from verbal descriptions, so the sample game seemed appropriate (as we did not yet have a Series Replay to run). As much as I try to publish quickly on a new game, the delays in the magazine business (from lining up authors to putting together the artwork for the issue) often means very little timely mention of a game. However, most game sales happen within the first six months of release. We also wanted to generate interest in this game in time to have a healthy AvalonCon '97 tournament.—SKT

AvalonCon

I really dislike the extensive coverage of AvalonCon. Give me more game variants, reviews and game analyses. I couldn't care less about the pictures of the tournament winners.

Karlton R. Weber, Rochester Hills, MI

I miss Don Greenwood's comprehensive AvalonCon reports.

Marcelo Triunfo, Jersey City, NJ

New Directions

I think that covering games produced by other companies is a great idea; it will make *The GENERAL* more competitive with other gaming magazines. If your base of subjects is enlarged, it's more likely that at least one will interest me.

Anonymous, cyberspace

I was glad to read that the *The GENERAL* may go to more than 64 pages somewhere down the road. Good luck with your efforts to increase the subscription base. *The GENERAL* is a magazine that I always look forward to getting.

Walt, cyberspace

Great decision to put a *Zone of Control* section in *The GENERAL*. I think this displays innovation, genuine love of the hobby, confidence and, dare I say, LEADERSHIP. Congratulations.

Rod Coffey, cyberspace

On Reader Feedback

I guess the problem is that the games your company makes are so good that most of us would rather play them than rate them. Keep up the good work.

Dieter Kempf, Skokie, IL

I am glad Dieter took the time to rate Volume 31, Number 2 and to enter the contest. Although he doesn't care for air warfare games, he plays ACQUIRE enough indeed—he won the contest! —SKT

Winner Confesses

Regarding the Contest #174 (Decipher This Message), I was one of those who listed the numbers from my vast game collection. I also read through *The Art of War*. Neither helped a bit when it came down to it. I spent more time and worked harder on this contest than any other which comes to mind. In the end, I made a guess based on an estimate of the possibilities for nine-letter answers (nine-word phrases never seemed to work). I suppose it's better to be lucky than good. My records show that this was contest win number 17 for me.

Jim Burnett, Clinton, TN

WINNING AT CEDAR MOUNTAIN

By Chris Milbourn



The first scenario in *STONEWALL JACKSON'S WAY*, Cedar Mountain, has always intrigued me. The scenario lasts just three turns and requires few units. This makes it ideal for players with little time.

Play favors the Confederates. Although the Union has an advantage in strength points (59 to 49), this is offset by the Rebel's better leadership and greater mobility. Special rules prohibit both sides from performing extended or forced marches on the first turn. Hence, combat on the first turn will be rare. Instead, both sides will maneuver for position, with victory going to the side that gains the best position.

CONFEDERATE OPTIONS

The Confederate player has a variety of options at the beginning of turn 2, when combat is likely to occur. A glance at the victory conditions reveals that the Confederate player needs at least three victory points (VPs) for a marginal victory. The Confederate player gains VPs for southern

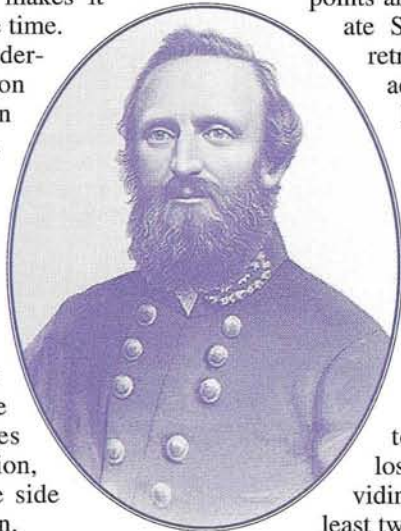
infantry occupying the town of Culpeper or a space within nine hexes of the town and for Union strength point (SP) losses due to combat, retreat or cavalry retreat. Victory

points are subtracted for Confederate SP losses due to combat, retreat or cavalry retreat. In addition, if the Union player loses fewer than two SPs due to combat, retreat or cavalry retreat, the Confederate player subtracts 2 VPs.

As the confederate, your easiest path to victory is to move within five hexes of Culpeper, earning a minimum of 3 VPs. You can then afford to exchange manpower losses with the Yankees, providing that the Federals lose at least two SPs. To accomplish this,

Jackson

march the divisions of Hill, Winder and Ewell to Mitchell's Station, via Rapidan Station. This is the shortest route for a Confederate division to move within five hexes of Culpeper. Also, by occupying Mitchell's Station, you have the option of marching north toward Culpeper, west toward Cedar Mountain or east away from the pursuing Federals.



CONFEDERATE TURN 1

During the leader transfer phase, attach Jackson to Lawton's brigade. This allows you to conduct a corps march with all of your infantry. Move Jackson to a unit that will allow a corps march for Hill, Winder and Ewell on your second activation. Move Hill and Winder toward Rapidan Station on the Orange and Alexandria railroad. If possible push across the river, though you will probably face a Union cavalry retreat. Move Ewell across the Rapidan River to Sam's Shop, then northeast in parallel with the movement of Hill and Winder. The division will re-cross the Rapidan at Mill Ford, following Hill and Winder toward Culpeper. Lawton and Gregg should march north toward Fry's Ford on the Robertson River. The move will help cover the Confederate's left flank. This ends your first activation.

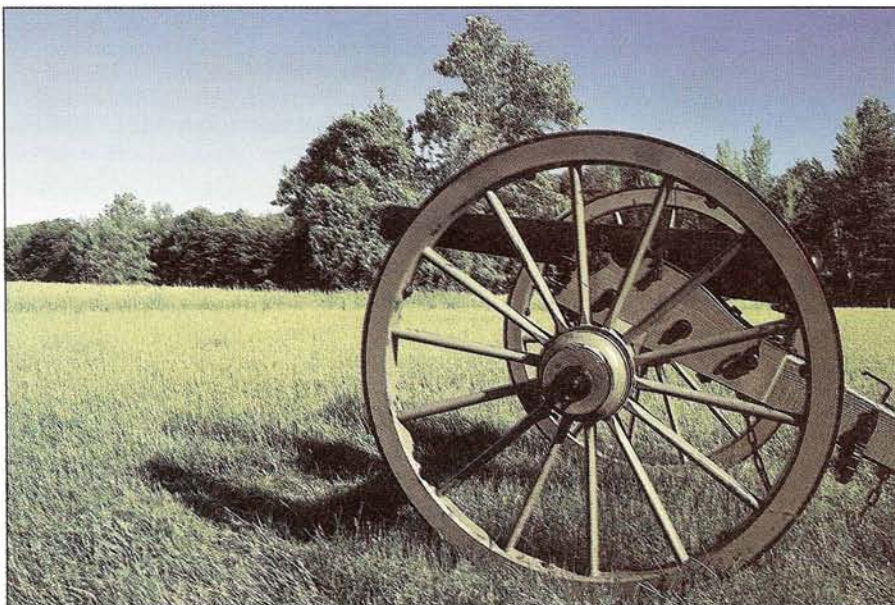
Use a corps march on your next activation and move Jackson to the lead division. His tactical rating will be valuable if attacked later in the turn or before your first activation on turn 2. By the end of the turn, Hill should be at or close to Mitchell's Station, Ewell should be near hex 1126 (from where he can march either north or east), and Winder will be between them, able to support either division. You should be in position for a corps march with these divisions on your first activation in turn 2, although you may have to move Jackson during the leader transfer phase to make it possible.

The ford at hex 0825 on the Robertson River should be occupied by Lawton or Gregg. By extending a zone of control to hex 0925, you will slow any Union cavalry attempting to slip down the road to interdict your infantry's march. The other division can occupy Fry's Ford or some other point in the vicinity to prevent Buford from using the area as an avenue of approach.

With Robertson's cavalry, attempt to strike at a one-strength Union cavalry unit. It may be advantageous to do this before moving the last Confederate infantry unit. The VP may be decisive and it eliminates a potential cavalry retreat in front of your infantry later. If no Federal cavalry units are vulnerable, move north to slow Union infantry moving into the area.

CONFEDERATE TURN 2

As turn 2 begins, you should find I Corps and Rickett's division north of Culpeper. If II Corps moves south to challenge you, he will be either consolidated in one space within the five-hex VP limit or spread out and vulnerable to defeat in detail. The Union cavalry, except Buford, is pesky at best.



On turn 2, you will have many choices. You can move within five hexes of Culpeper and attack any Union units you encounter. You might wish to establish a formidable defensive position by uniting your divisions in one hex. You might opt to move east toward Pony Mountain, causing the Union to use precious fatigue factors to chase you. (Pope's forces fare poorly on extended marches!) Perhaps you will march Ewell north on Flatland Road, forcing the Union player to consider dividing Banks' and Sigel's corps. Depending on your style of play, you have multiple options, but they are set up by taking advantage of greater Confederate mobility on turn 1.

Will this strategy work all of the time? Of course not! Good Union die rolls and movement will influence any Confederate designs. However, on average, this strategy will put the Confederate player in a superior position at the beginning of turn 2.

Incidentally, Jackson was forced to battle Banks at Cedar Mountain due to the Confederates' inability to coordinate their movements on August 8th. Your task is to manage your movements better.

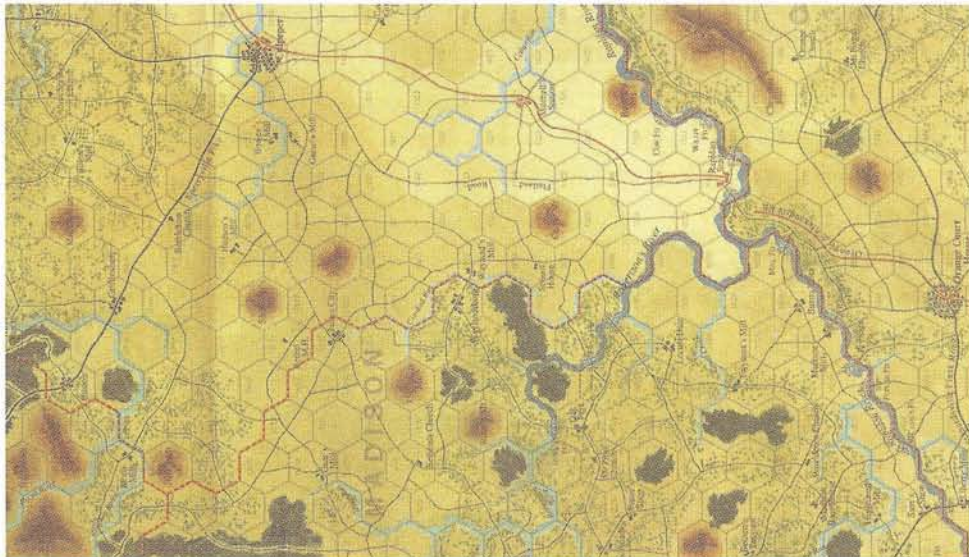
UNION STRATEGY

The Union player faces a difficult task if he is to defeat Stonewall Jackson. The Confederate player has better leadership and greater mobility. He will win approximately 58 per cent of all initiative die rolls. Above I contend that the scenario favors the Rebels and that by the end of the first turn, all things being equal, the Confederate player should be in a superior position. What, then, can the Federals do to reverse this?

As the Union player, you have some advantages as the game begins. You outnumber your opponent, though you probably will not be able to bring this advantage to bear on the first turn. You must make the most of your numerical superiority in cavalry units, especially by contesting Confederate river crossings using cavalry retreat. The key to a Union victory is to delay the Confederate infantry from moving within five hexes of Culpeper (3 VPs and a marginal victory) until Pope can concentrate I and II Corps and Rickett's division in a coordinated effort to attack Jackson.

UNION TURN 1

The Confederates usually cross a major river to approach Culpeper at either hex 0825 (the historical crossing) or hex 1128 (the shorter route to the Confederate's five-hex objective). You should leave Bayard's brigade and the 1st Rhode Island in place to guard both crossings points.



On your first activation, if the Confederates have not forced their way across the river, attempt to reinforce either Bayard or the 1st Rhode Island (which ever occupies the probable crossing point). Bayard should be reinforced by Buford, if a route through the Mt. Zion Church area is open. If the route is closed by a Confederate unit or zone of control (ZOC), or if the 1st Rhode Island is to be reinforced, use the 1st Maine. The important thing is to get at least one more strength point to the probable crossing point before the Southern infantry arrives. This will eliminate the "-2" die roll modifier (drm) during a cavalry retreat caused by having only one SP at the ford. If you are unsure of your opponent's destination, play it safe and reinforce Rapidan Station. If reinforcing Rapidan Station with the 1st Maine, the route south of the Rapidan River is one hex shorter than the route through Mitchell's Station. You may be able to cover the distance on the first activation.

The Union must remain flexible. Assuming the Confederates have not yet crossed a major river, the second Union activation can be used to attempt to reinforce the apparent crossing point with either Bayard or the 1st Rhode Island. By increasing the SP total at the likely crossing point to three, you will gain a +1 drm during a cavalry retreat. If the Confederate crossing point is still not obvious, move Buford toward the area to establish additional cavalry roadblocks. As you attempt to slow the Confederate advance, do not use any more than three cavalry SPs at a major river crossing (additional SPs gain you no further advantage).

When the Confederate player attempts to cross a major river, use cavalry retreat to slow him. Do not stand and fight as this

will result in the destruction of your precious cavalry units. Where should you retreat your cavalry? If Rapidan Station is the crossing point, move toward Mitchell's Station. This will tempt the Confederate to take the path of least resistance, Flatland Road, which is what you want. A march north on Flatland Road should bring the Southern infantry closer to Buford's cavalry which is yet another obstacle. In addition, the Union infantry will have slightly less distance to move before engaging Jackson's troops. If the crossing is made at hex 0825, retreat north and east toward Flatland Road. You achieve the same results, if Jackson marches north through Wayland's Mill.

Once the rebel infantry is across the river, use a series of cavalry retreats to slow him. Your cavalry must block the roads to Culpeper. Do not be afraid to move adjacent to the lead rebel infantry unit when advantageous, but remember that any division stacked with Jackson can conduct a corps assault. This may save you an important hex or two in a later cavalry retreat. The strategy is simple: slow down the rebels!

A word of caution here: beware Robertson's cavalry roaming the area (looking for a weakened and/or unsupported Union cavalry unit to gobble up). Do not give your opponent any easy VPs.

UNION INFANTRY

The Union infantry will not be of much use on turn 1. Try to consolidate Banks' corps on turn 1. Do not move Crawford south to support the cavalry. His strength is not adequate to make a real difference and you risk being overwhelmed during a Confederate assault late on turn 1 or early in turn 2. Instead, march Williams and Augur

toward Culpeper. You will then be in position to move each division of II Corps south to meet Jackson.

Sigel's corps will be useless on the first turn. Move his divisions southeast on the Sperryville Pike. With luck, I Corps will be in position to coordinate with II Corps on turn 2. Don't count on it, though.

UNION TURNS 2 AND 3

Due to special rules, Rickett's division cannot move on turn 1. On turn 2, it will move south, coordinating with II Corps in an attempt to halt Jackson's advance.

At the beginning of the second turn, Union cavalry should be between the Confederate infantry and Culpeper. With decent die rolls, the Union cavalry will be

intact. The II Corps should be united, or nearly so, south of Culpeper. Meanwhile, I Corps will be northwest of the town, perhaps close enough to support II Corps during the upcoming turn. Rickett's division remains in its set-up hex.

For the remainder of the game, the Union player must seek to coordinate all of his attacks. The Confederate infantry divisions are superior in leadership and manpower and will defeat the Union divisions in detail, if they are not coordinated. Sigel's 19 SPs and Rickett's 18 SPs must join with Banks to give the Yankees a reasonable chance of defeating Jackson. This isn't likely to occur until turn 3, because I Corps will be fatigued, if it arrives on turn 2.

UPHILL BATTLE

The difficulty for the Federals is obvious. On turn 1, Union infantry will be practically useless. The cavalry must bear the responsibility for the defense. They need better than average die rolls to gain the initiative in order to reinforce the major river crossings. Good die rolls are required for the Union to slow down the Confederate infantry during cavalry retreat as well. It is because of this need for Union good fortune on the first turn that I feel the scenario favors the Confederates. If providence is with the Union on turn 1, and the Confederates get average or poor die rolls, then an adroit Federal commander should be in position to challenge Jackson at Cedar Mountain.

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Strategic Alternatives

Lee at Second Manassas and Gettysburg

By Howard J. Hill

After once having the church steeples of Richmond within sight, General George McClellan is attending to his army's problems at Harrison's Landing. McClellan has been out-generaled by Robert E. Lee during the Battle of Seven Days. Lee does not rest on his laurels; dangerous combinations are forming in central Virginia that require his attention.

In a series of daring and brilliant moves, Lee is able to outmaneuver General John Pope, defeat him at the Second Battle of Manassas, and drive him back on the Washington defenses. Although destruction of Pope's army barely slips through his grasp, Lee is able to open the way to the Confederate invasion of Maryland in 1862. He hopes this action will lead to foreign recognition of the Confederate nation and eventual Southern independence.

Fast-forward to the summer of 1863. After again outmaneuvering his Federal opponents, Lee faces the Union army on the rolling fields of Gettysburg, where on the first day, the Second Battle of Manassas is nearly repeated. During the second day of the battle, General James Longstreet attempts a modest turning movement against the Federal left on Little Round Top. On the third day, instead of resorting to the type of maneuvers he used to such success one year earlier, Lee decides upon a frontal assault against the Union center. Why?

The *Great Campaigns of the American Civil War* series of games are enjoyable, thought-provoking, and very playable games. They are also instructive for those trying to understand the strategies used by the military leaders of the time. An analysis of the Second Manassas campaign will shed light on the strategic options Lee had and which ones he was capable of using during the Gettysburg campaign. If he was willing and able to split his army in the face of the enemy during the Second Manassas campaign, why did he resign himself to a series of costly assaults at Gettysburg?

At the heart of the *Great Campaigns* system is the concept of movement and fatigue. Units are limited to a maximum of four moves per day, but it's not quite that simple. Two moves per day is a standard march. You can increase a unit's distance traveled by resorting to either an extended march or a forced march. An extended march could result in a unit's disorganization (and reduced combat strength), which in effect limits the number of times that unit can march the following day. A forced march receives bonus hexes added on to a march, but the unit also loses manpower points due to straggling. A rule of thumb: if a unit absolutely needs to get to an objective that day and hold it, use an extended march; if the unit has two or three days, and the objective is of paramount importance,



R. E. Lee

use a forced march. In any other situation, do not get greedy and drive your men into the dirt. March twice a day, then stop. Cook rations, get a good night's rest, and then start bright and early the next day.

For the purposes of discussion, I will use Scenario 5 of *STONEWALL JACKSON'S WAY (SJW)* and Scenario 6 of *ROADS TO GETTYSBURG (RTG)*.

TURNING MOVEMENT AT MANASSAS

In *SJW*, Jackson performs a flank march of approximately 37 hexes to reach the Manassas/Bristoe Station/Stone Bridge victory point area. Because the Confederate army will average a march of eleven hexes on a normal day, it will take more than three days to get to its objective. Jackson has the advantage that the Union army is "frozen" on the first move, but Stonewall will still have to rely upon a couple of forced marches and some luck to get to Manassas before Pope and his people. Forced marches are the preferred poison. In

this case an extended march would only "rob Peter to pay Paul" (extended marching tends to use up action cycles at a frightening pace). By using forced marches, the Rebels can increase their distance travelled, remain relatively rested, and have a few action cycles in reserve in case an emergency move is needed. The down side is the loss of manpower points. However, once the Yankees track down Jackson, chances are good that he will be fighting a defensive battle. The Confederate forces will need defensive terrain advantages to offset those missing stragglers.

Once Jackson has launched his flank march, he should aim to destroy the railroad stations at Stone Bridge, Manassas (in addition to the Union depot) and Bristoe Station. Wreaking havoc in the Federal rear will yield 29 victory points (VPs). Five more points will grant the Confederate player a relatively easy marginal victory. After Jackson completes his destruction, he should retreat to the Groveton-Gainesville area. This highlights another advantage to using forced marches in this scenario: extended marches tend to leave a unit immobilized with fatigue. The last thing Jackson needs is to have his army laying exhausted along the Virginian roadsides while the Federals converge on him.

Firmly established in the Groveton-Gainesville area, Jackson can wait for Lee and Longstreet to join him. At this point, with the Rebel army reunited, the Confederate player should have more than enough points for a marginal victory (assuming he has also left his army adjacent to Haymarket, Groveton and Gainesville at the end of the game). The Union player then will be forced to dislodge the Rebels, and will probably suffer substantial casualties. He might also leave himself open to a devastating counterattack. This means additional VPs for the Confederate player. By repeating Lee's original bold and audacious maneuver, the Confederate player should win handily.

Of course, all this presupposes the Federal player will plod along and show an alarming lack of strategic creativity. Actually, Pope's initial strategy provides a sound response to Jackson's march. It was only later, during the battle, that he fell apart.

As in the historical campaign, send Sigel northeast up the Warrenton Turnpike. Then, instead of turning right as he did historically, have Sigel turn left and take up positions as close to the Thoroughfare Gap as possible. McDowell, following close behind Sigel, should station his corps at Gainesville to provide necessary support: he can assist either Sigel,

who will be delaying Longstreet at Thoroughfare Gap, or the remainder of Pope's army (Reno, Sykes, *et al.*), which will be marching up the Orange and Alexandria Railroad to attack Jackson at Manassas. Sigel may very well get bloodied, but he can call on McDowell to prevent a catastrophe. The result will be the prevention of the union of the two Confederate wings, and, ultimately, the destruction of Jackson's command.

Naturally, this analysis assumes everything proceeds as planned: Jackson is able to get above average die rolls for his march and the Union army is its usual plodding self. However, the beauty of the game system is that you cannot count on this. Some general contingency planning is therefore in order. If Jackson gets off to a slow start, consider a modified and limited left hook around the Union right, while sending Stuart and his cavalry to damage (rather than destroy) selected railroad stations. Conversely, if Jackson gets to Manassas and the Federals are really hustling, Stonewall must pay particular attention to retreat routes to the north. However, while Pope is chasing down Jackson, opportunities might present themselves to Longstreet. Flexibility is the key. In any event, one gets a feel for the boldness and audacity shown by Lee in this campaign.

One final note is needed before discussing Lee's options at Gettysburg. Scenario 5 of *SJW* requires Longstreet's corps to begin the game at the Fatigue Level 2, pretty much limiting his actions on August 26. Historically, Longstreet was in the Orleans area on the evening of the 26th. Therefore, as a variant and an attempt to maintain historical accuracy, reduce the Fatigue Level 2 units to either Fatigue Level 1 or 0.

MANEUVERING AT GETTYSBURG

This discussion brings us back to our original questions: why didn't Lee perform the same maneuver at Gettysburg? Was it even feasible? Using Scenario 6 of *RTG* as a model, let's explore some of the alternatives available to Lee and see if they are viable in terms of victory points, winning the game, and destroying the Union army.

Most *RTG* campaign games result in a concentration of forces at Gettysburg because, sure enough, most roads do lead to that town. Once concentrated, the Confederate player has three basic options. First, retreat back over the mountains from where he came. Second, stay and fight a set-piece battle with Federal forces (who outnumber the Rebels and are fighting on ground of

THE EDITOR'S CHOICE AWARDS

VOLUME 29 WINNER

Again, our sincere appreciation goes out to all of our contributors. We are proud of all of the nominees for the Volume 29 Editor's Choice Award. Not only did the editor have a tough choice with what articles to place on the ballot, but our voters showed support for each article on the ballot. Ultimately, only one winner can be named.

Despite having not one, but two, articles on the ballot to split the votes of his supporters, Andrew R. Maly emerged as the winner. His "A Matter of Priorities" article in volume 29, number 3, earned him the award. Readers are encouraged to pick up their copy and give it another read—the whole issue, in fact, is worthy of attention, because it gathered the best reader "rate the issue" feedback of the entire volume. Maly's article keenly analyzes allied options in *BREAKOUT: NORMANDY* (the issue also contains a series replay of that game).

Mr. Maly will receive a \$100 merchandise certificate for Avalon Hill products and a lifetime subscription to *The GENERAL*.

VOLUME 30 NOMINEES

The nominees for best article in Volume 30 are listed below in order of publication. As usual, the list is a combination of the current editor's preferences and the reader responses to our regular invitations to "Rate This Issue." Reprints and articles by current or former Avalon Hill staff are not eligible. The winner will receive a \$100 merchandise certificate for Avalon Hill products and a lifetime subscription to *The GENERAL*.

- Tactics 101
by Mike MacGrath (vol. 30, no. 1)
- Paths to Glory
by Steven Katz (vol. 30, no. 3)
- American Eagles
by Steven C. Swann (vol. 30, no. 3)
- All Kingdoms Great and Small
by Scott M. Smith (vol. 30, no. 4)
- Random Acts of Violence
by Richard H. Berg (vol. 30, no. 6)
- The Causes and Strategy of the Second Punic War
by Richard M. Berthold (vol. 30, no. 6)

Refresh your memory of these articles and send your vote to me:

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The Avalon Hill Game Company
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→→→→→ (from p.21)

their choosing). Third, outmaneuver the Union army and destroy it (similar to the Second Manassas campaign, and reflecting the plan Longstreet proposed to Lee at Gettysburg). The first plan is not an option; history tells us how the second turned out; that leaves only the third possibility to explore.

First, let's consider the victory point situation by the time the armies concentrate at Gettysburg. Based on a standard strategy of levying most of Pennsylvania, the Confederate player should have accumulated 26 points (this assumes that all Pennsylvania towns have been levied, with the exception of Harrisburg, Hanover and Littlestown, and that the official revised victory point schedule as outlined in the General, Volume 30, Number 3 is being used). This total is 17 points shy of a marginal Confederate victory. If Lee is willing to retreat to the Potomac fords at the end of the game, he can add nine points to his VP total. At least eight Federal manpower points need to be killed to achieve a marginal victory.

After the armies have concentrated at Gettysburg, about a week of campaigning will remain. The Confederate player will need to control a county in order to gain a marginal victory. Instead of fighting a battle, hoping to kill Yankees, Lee should now attempt a turning maneuver. A swing around the Union left is the only feasible tactic. If the Rebels choose their ground carefully, and the Union player tries to dislodge them, there may be enough Yankee casualties to gain a substantive Confederate victory. It is now time to explore the advantages of a Rebel flank march.

Two counties are potential candidates for Confederate control: Carroll and Frederick (East). Control of Carroll County would give the Confederate a substantive victory immediately, but is farther from Lee's Potomac bases. This maneuver is a bold move, but it borders on the reckless (but then, it's only a game). Control of Frederick (East) would only give the Rebels 66 points—nine shy of a substantive victory. However, it allows the Army of Northern Virginia better lines of retreat should anything go wrong.

A flank march to Westminster in Carroll County is about 27 hexes, easily a two-day march, three at most. Westminster provides good defensive ground for the Rebel army. However, unlike Second Manassas the Federals are not "frozen" and they also have good interior lines. The march from Gettysburg through Littlestown to

Westminster is actually shorter than Lee's march. It would be a race, but it would be an intriguing "what if."

Control of Frederick (East) is a little safer but it does not yield as many victory points. It is about 22 hexes to the first real defensive position in Frederick (East): Double Pipe Creek, where Meade originally wanted to fight. The county seat, New Market, is about 15 hexes further south. If the Yankees are particularly aggressive, the Confederates can offer a fighting withdrawal. Remember, victory points are only awarded if the county is controlled at the end of the game. One further advantage with targeting Frederick (East) for control is that if everything falls apart, Lee can retreat into Frederick (West) and gain a few points for its control. With luck, Federal forces will have yielded a few points in manpower losses. In any event, the flank march option into Frederick (East) County with a fallback position in Frederick (West), if needed, will usually provide a marginal Confederate victory, with a real possibility of a substantive victory.

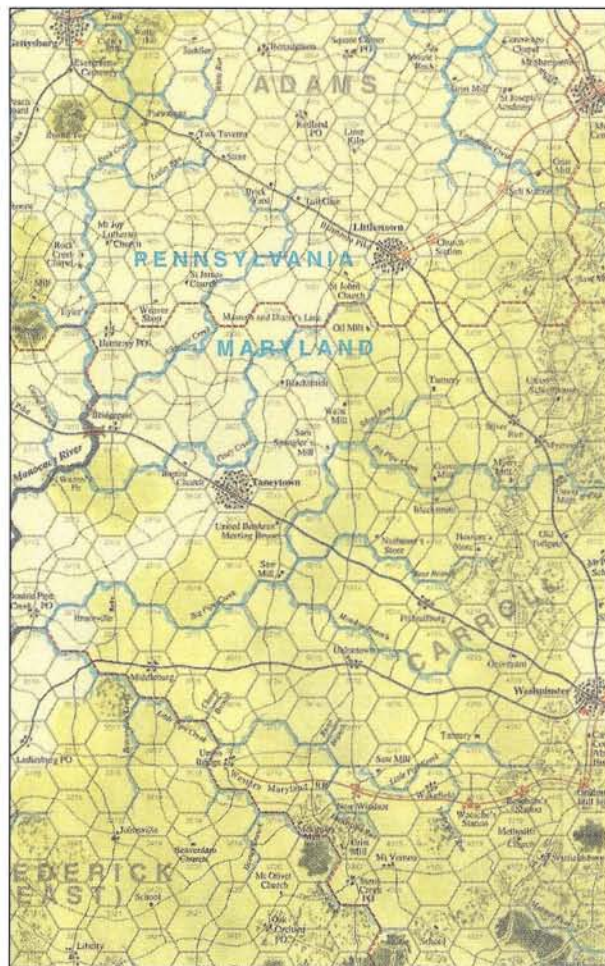
Through an analysis of the Second Manassas campaign, it can be shown that Lee had viable alternatives at Gettysburg. Within the context of the *Great Campaigns* game system, Lee's alternate choices were



“doable.” As stated in the *RTG* designer notes “...these many ‘what ifs’ of the Gettysburg campaign make for a very intriguing game.” Lee was seeking a decisive battle with Union forces, but once he realized the entire Army of the Potomac was at Gettysburg, why did he persist in what amounted to a series of costly frontal assaults? It is true that without Stuart, Lee

was operating blindly, but Stuart rendezvoused with the army during the evening of the second day—plenty of time to perform a reconnaissance to the south. Lee was also without Jackson, his famed “flank marcher.” Although Stonewall performed brilliantly at times (i.e. Second Manassas and Chancellorsville), he also failed to measure up during other encounters (i.e. Seven Days and the flanking move at Chantilly during the final days of the Second Manassas campaign). Whether he would have made a difference at Gettysburg is debatable.

The beauty of the *Great Campaigns* system is that the player can explore different possibilities. Lee could have outmaneuvered Meade and still achieved some of his strategic objectives. He might also have caught a Federal corps or two out in the open and obtained the decisive battle he so eagerly sought. By studying the strategies of the Second Manassas campaign and applying them to Gettysburg, we can see what the Army of Northern Virginia was capable of doing. Unfortunately, it still does not answer why Lee took the actions he did. The beauty and brilliance of the *Great Campaigns* series is that we can explore not only what happened, but also the many “what ifs.”



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AVALONCON '97

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104676.1161@compuserve.com, or 9B Squire Vlg. Walden, NY 12586.

PA: Central PA Strategists Club. Meetings are held 9:30 to 5 on the 2nd and 4th Sat. of every month at the East Shore (Colonial Park) branch of the Dauphin County Library just outside Harrisburg. Call Charles Hickok at (717) 599-5603.

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FOREIGN

Canada: Winnipeg ASL Club, Winnipeg, MB Canada, Contact: Jim McLeod, Tel: (204) 783-3649, E-Mail: j.mcleod15@genie.com, any and all ASL players welcome.

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The Netherlands: Gaming organization "Het Duivelse". Srecko Suznjevic. My Email is ssuznjev@wi.leidenuniv.nl. Our Homepage is at: <http://www.wi.leidenuniv.nl/~ssuznjev/DuivelsEI.html>

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SERIES REPLAY

AGE OF RENAISSANCE

BARCELONA: Lind Pratt

GENOA: Ken Good

PARIS: George 'Bud' Sauer

VENICE: Mike Stanley

NEUTRAL COMMENTARY: Bruce Reiff

The organizer and commentator for this series replay is none other than many-time AvalonCon plaque winner and hall-of-fame inductee, Bruce Reiff. Fortunately for these series replays, he applies his many skills to commentary instead of play of this game. (There is no truth to the rumor that the odd AvalonCon '97 tournament format for AGE OF RENAISSANCE was designed to cut down his chances of winning the first plaque for this game.)

This game can be played by as many as six and is a very good game for as few as three. We utilize the four-player format here to show you a variety of starting situations. The English and Baltic Sea areas of the board are off-limits to all players for the whole game.

Game action is summarized in the italicized sections below, while player and neutral commentary is in normal print.

—SKT

NEUTRAL PRE-GAME ASSESSMENT

Pratt is a steady, competent player. His gaming strength lies in two-player games such as ASL and UP FRONT. He is the least experienced multi-player gamer in the group. I don't expect anything too inspired from him, but, on the other hand, I don't expect him to do anything stupid. Sauer has played this game as much as anyone. He is a very good gamer and this is a game right up his alley. Bud has one major flaw in this type of game. He will pound the leader incessantly—regardless of his own personal position. If he is in last place, he will pound the leader and no one else. This does usually manage to move the leader down, but put someone else in front—leaving Bud just as far behind. This may be his downfall. Stanley is the newest member of the group and sometimes has a harder time with the constant diplomacy that goes on when we play. Any multi-player game has diplomacy, we just take it to the extreme. Mike is, however, able to realize that pounding the leader is not always to his benefit, especially if Bud is going to do it for him. Mike does not yet have a full grasp of the game and, in AGE OF RENAISSANCE, that is a recipe for at least one big mistake which will come back to haunt him. Good is probably the best multi-player gamer of the group.

He's fairly quiet (always beneficial in this game) and has an excellent feel for the game. His only problem will be that Bud will immediately perceive him as the leader and attack accordingly. He no doubt hopes that Mike and Bud start pounding on each other. If I had to handicap this one, I'd say that Ken is the favorite to win this game.

Initial Card Deal. Lind Pratt—*Papal Decree* (slows acquisition of advances). Ken Good—*Walter the Penniless* (credits toward Overland East). Bud Sauer—*Revolutionary Uprisings* (misery for those with Commerce advances). Mike Stanley—*Timber* (commodity payoff).

No major happenings due to the opening card draw. Timber is not a big enough commodity to hold and target during later expansion. Possession of Walter the Penniless means that Ken Good should probably bid to play Venice or Genoa to make effective early use of it.

PRATT

I prefer to play Barcelona or Paris. Paris is often left alone early in a four-player game and Barcelona has a good opening position. I don't want Venice. Genoa is okay. Having Papal Decree as my first card doesn't influence me as to which capital to choose. I will bid three for my capital and see what happens.

GOOD

I normally like to have Barcelona or Genoa at the start. My preferred advances are in the exploration area. I will avoid Religion advances until forced to purchase them by someone else. Beyond this, play will be dictated by the cards and since my opening draw was Walter, I will look for a quick purchase of Overland East making Genoa and Venice the most likely starting choices. I will bid one for my capital since Bud normally bids zero.

SAUER

My opponents are good gamers. Ken is the biggest threat, being able to do the most with the least. Lind will sneak in if you let him and Mike is the least experienced at this game and should be less of a threat. The riches lie in the East. You must dominate the Spice and Silk routes in the end to win. I think Barcelona is in the best position. I will bid zero and, because most of the other players

will bid something, I'll probably be left to play Paris. I do this just because I haven't played Paris that much.

STANLEY

My style of play is to bide my time and try to avoid becoming the obvious leader, because the attention of the other players is not desirable. One of our group's favorite items of table talk is convincing one another how poorly we are doing and that we are not in the lead. I am going to try to pay a little more attention to card acquisition than I have in previous games. In AGE OF RENAISSANCE, cards are knowledge, and knowledge is power. I haven't decided on a capital I like best, so I'll make my usual bid of zero and take what's left, preserving initial capital and the ability to win order-of-play ties. The only capital I am a little nervous about playing is Genoa, but in our group someone usually takes it earlier than later. I'd be content with Paris.

SET-UP

Capital Bids. Players start the game with \$40 for use in bidding for capitals, buying expansion tokens and purchasing ship upgrades and advances. Pratt bids \$3 and takes Barcelona. Good bids \$1 and takes Genoa. Stanley and Sauer each bid \$0. Stanley wins the die roll and takes Venice. Sauer takes Paris.

You'll notice how everyone avoided Paris, assuming it would be last. It really isn't bad, and in a four-player game it could be the winner. I actually like Paris, and because everyone leaves you alone, you can generate income quickly. The other main point about playing Paris is that you should never buy Galleys. The other three capitals will be spending \$10 a turn for ship upgrades, while you'll get a head start on the Commerce advances by buying Caravan on the first turn. Then when no one is looking, you buy Seaworthy vessels to swiftly swing into contention for those valuable areas in the eastern Mediterranean and Black Sea areas. Paris allows you to look like you're behind early, then surge past the leaders in mid-game. The capitals who expand east the fastest will be perceived as the early leaders. You can't fault Ken on his choice of Genoa, as Paris is not conducive to early use of Overland East, but Lind or Mike might be sorry for passing over Paris.

Allocation of Cash and Tokens. A "T" and a number will indicate a number of tokens purchased or utilized during the expansion. The number of tokens simultaneously and secretly purchased determines order of play (least tokens to most). Listed in order of play: Barcelona T13 \$24. Venice (wins order-of-play ties with Genoa—due to choosing a capital later—and chooses to go second) T16 \$24. Genoa T16 \$23. Paris T17 \$23. Note that player capital bids have been deducted such that not all players had \$40 to divide between tokens and cash.

BARCELONA

While I start in a good position, I must get off to a fast start.

GENOA

In the division of the peninsula, I offer Venice domination of Rome and Naples, with virtually worthless Stone, in exchange for Florence and its more useful Cloth. He accepts and I am happy.

VENICE

I agree to Genoa's offer with the mental reservation that I'll take Florence anyway if I pull the Cloth/Wine card.

PARIS

Nobody even offers to talk to Paris. Looks like I'll just be quiet, sit back, and gobble up

Central Europe, collect my income and wait for the moment to strike.

TURN 1

Draw Card Phase. Barcelona—Mysticism Abounds (a misery-inducing card for those lacking the science advances). Venice—Cloth/Wine. Genoa—Silk. Paris—Wool.

Buy Card/Discard Phase. Nobody has the advances (Urban Ascendancy or Master Art) required to perform either action.

Play Card Phase. Barcelona—None. Venice—None. Genoa—None. Paris—Wool (no effect), Revolutionary Uprisings (no effect, because nobody has had a chance to buy Commerce advances).

I'm not sure why Barcelona didn't play Mysticism Abounds. He obviously doesn't want the misery going too high, but to avoid the \$2 misery stabilization cost of holding the card, I would play it. I'm also not sure why Venice didn't play the Timber card. He's holding it to play next turn and collect his \$3, but it's costing him \$2 (a net gain of \$1). Furthermore, by playing it later, he gives Paris a \$3 gain. Not a very wise use of resources. Paris, on the other hand, makes a wise move by playing the Wool card before Barcelona has a chance to gather all nearby Wool provinces.

Purchase Phase

Barcelona: Galley 2 (\$10) and \$3 for stabilization (in this game, the holding of cards is an obstruction of trade that increases the misery of your people; but you may make a stabilization payment to avoid the misery increase—acting sort of like a tax cut or social subsidy—or the ancient tradition of handing out bread and holding circuses).

Venice: Galley 2 (\$10) and \$3 for stabilization.

Genoa: Galley 2 (\$10) and \$3 for stabilization.

Paris: Caravan advance (\$20)—which allows him to expand overland at a range of two provinces from prior locations. Paris holds no cards and need not choose between misery or stabilization costs.

Expansion Phase

The new domination circle ○ indicates successful establishment of domination markers. The new presence square □ indicates occupation of a support area. The token placements not so identified leave unfilled areas or are failed attacks. Competition die rolls are shown in black-white-colored order.

Barcelona: 2T Granada ○, 3T Toledo ○, 2T Valencia ○, 2T Basque ○, 2T Montpellier ○, 1T Toulouse □, 1T Palma □.

Venice: 4T Florence m, 3T Milan ○, 4T Vienna ○, 2T Belgrade ○, 3T Dubrovnik ○.

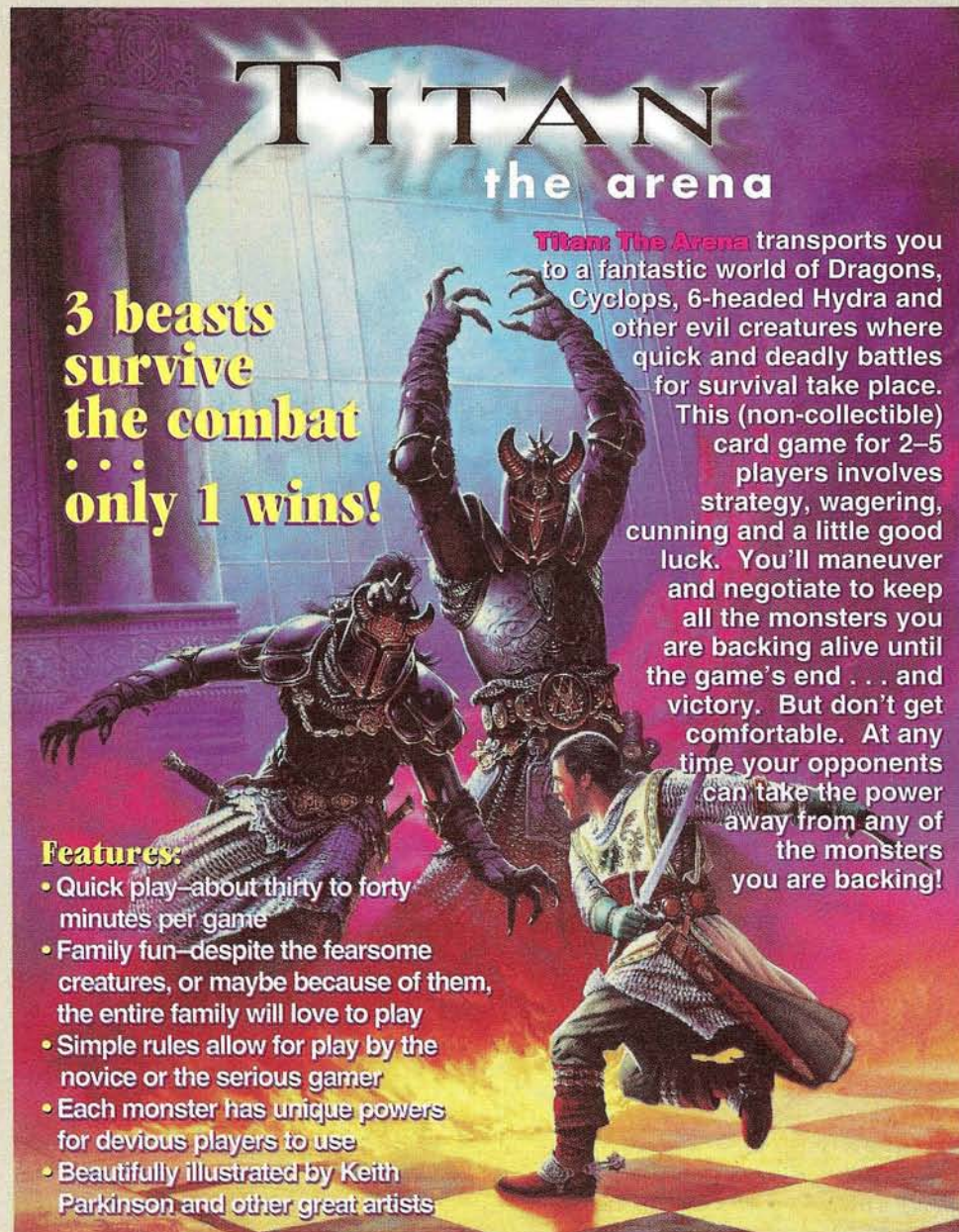
Genoa: Buys a card for 3T (Ivory/Gold), 4T Lyon ○, 5T Marseilles ○, 3T Rome, 1T Naples.

Paris: 4T Bordeaux ○, 3T Dijon ○, 3T Nuremberg ○, 4T Cologne ○, 3T Basel ○.

Expansion bonus card: Three players created five new domination markers, but Barcelona went first in the turn and therefore wins the tie and draws the bonus card given to the player who creates the most new domination markers in a turn. It is a Stone card.

NEUTRAL COMMENTARY

Oh well. At least, the bonus draw was costless and can be easily dumped prior to any misery/stabilization costs.



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the arena

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Venice takes Florence, violating his agreement and making an enemy. I can't say that I blame him, given that he drew the Cloth card. Some may question why Genoa did not take dominance of Rome, using the token he placed in Naples. There's a very good reason—he needs Naples as a base for expansion next turn. With the token in Naples and a Galley 4 he will be able to get to Crete and Salonika and, more importantly, Tripoli next turn. This was a good move to forego a little extra income for better expansion next turn.

[Bruce hasn't yet taken off the gloves. I'd take the players to task more for not utilizing their cash better. By having only three tokens for Rome, Genoa cost himself a \$4 income payment that only required \$1 more to claim. Admittedly, Genoa committed to a deal that fell through, but he probably should not have promised Naples to Venice anyway, because he has to get moving south and east rapidly to survive in this game. The moral of the story—never trust Venice to give you Florence. The more questionable play is Paris' decision to hold \$3 (for stabilization costs) when he surely should have expected to dump one card, giving him \$2 to allocate for tokens to take St. Malo (earning \$4 instantly). This \$2 oversight is the kind of error that leaves a player a penny short, a minute late and very sorry in this game.—SKT]

Income Phase. In a four-player game, each player collects \$15 plus \$4 for each domination marker, including the starting capital. Barcelona \$39, Venice \$39, Genoa \$27, Paris \$39. A surplus of Cloth exists (Venice pays \$2 for controlling the most Cloth trade) and a shortage of Wine exists (no player has the majority necessary to draw a free card).

Allocation of Cash and Tokens. Venice 8T \$40, Paris 11T \$31, Barcelona 16T \$34, Genoa 20T \$17.

VENICE

I bid eight tokens to dominate Sicily and Crete before Genoa does. He's going to be unhappy, but I need to stay ahead of him and assure my expansion. This is unlike me and makes me nervous—maybe I should have chosen Paris. I'll also take my third Cloth in Budapest.

PARIS

I need to save money to buy the Seaworthy Vessels advance. If I take the four areas available to me with my eleven tokens, my income will be \$55. This plus my cash will get me to the \$80 I need.

BARCELONA

I need to make sure that I buy a Galley 4 and get to Tunis if possible.

GENOA

Venice will probably attempt to move before me in an attempt to get to Tunis to strengthen his domination of the Cloth trade. This means he will most likely take Salonika

also. I must upgrade my galley to four movement so that I can attack Salonika, if indeed he is in my way. This will also get me into Tripoli for the Ivory and well on the way to the Middle East. The Cloth money available to Venice will hurt, but I feel it's more important to plan for the long-term right now rather than fighting over the Cloth cities.

NEUTRAL COMMENTARY

Surely Genoa did hear about Venice's expansion plans. Does Venice not see that fourth Cloth staring him in the face in Tunis?!? If he doesn't and if Genoa moves earlier, that will cost Venice the \$35 gain for having the fourth province. However, judging by his token bid, he must not see this situation. If I were Venice, I would have bid seven to move early and take Tunis and Budapest, or ten to take Tunis, Budapest and card. Paris is also wisely planning ahead for Seaworthy Vessels.

TURN 2

Draw Card Phase. Venice—Enlightened Ruler (a temporary inoculation against disasters). Paris—Rebellion (a disaster to inflict upon an enemy). Barcelona—The Crusades (an instant ride to the Middle East, with the side effects of religious-conformity misery and the perception of being the leader of the western world). Genoa—Stirrups (a temporary advantage in market competitions and war).

Play Card Phase

Venice—Timber (pays Venice \$3 and Paris \$3), Enlightened Ruler (played to protect against retaliation from unfriendly Genoa).

Paris—None.

Barcelona—Papal Decree (banning purchases of Exploration advances), Stone (pays Barcelona \$1, Paris \$1 and Venice \$4), The Crusades (placing ● in Alexandria and increasing misery one box to 10).

Genoa—None.

VENICE

I declined to pay to remove the Cloth surplus or Wine shortage. I control the card for both commodities and I want to get a third Cloth province before playing it.

PARIS

I have no reason to anger anyone, yet. I'll hold the Rebellion.

BARCELONA

The Crusades card is a mixed blessing—it gives me an early start in the Middle East, but paints a big bull's eye on my forehead: "I'm the leader, shoot at me."

GENOA

It would have been nice to be able to play Walter the Penniless this turn and to get Overland East, but the Pope, in his infinite wisdom, has decreed otherwise.

NEUTRAL COMMENTARY

I think Venice is jumping the gun here with the play of the Enlightened Ruler. Save it for next turn, when you have something to protect. Paris can't use the Rebellion against Venice now, but could use it against a Venetian Cloth province prior to Venice's payoff next turn. Barcelona is right about the bull's eye. I question placing the domination marker in Alexandria though. Cairo would allow him to take both Alexandria and Suez this turn. I'm also not sure why he played Papal Decree this turn. He can't know about Walter the Penniless, and only Venice has enough money to buy Overland East. I might have waited a turn, but it does keep his opponents out of the Black Sea area and next turn Barcelona can get Overland East to join the scramble.

Purchase Phase

Venice: Ship upgrade to Galley 4 (\$10), The Heavens advance (\$30) which allows transit of one sea, stabilization (\$1).

Paris: Stabilization (\$1).

Barcelona: Ship upgrade to Galley 4 (\$10), Caravan advance (\$20), stabilization (\$1).

Genoa: Ship upgrade to Galley 4 (\$10). He can't pay the \$10 stabilization fee, so his misery index moves up one box. The misery index boxes start off with small steps of 10 points each, then in stages escalate to 25 each, 50 and 100 until misery reaches above 1000 and knocks a player out of the game. The first few steps seem inconsequential, but too many such oversights can lead to eventual disaster, because every player suffers the effects of misery-inducing cards. The game requires a balance between expansion, advances and misery management.

NEUTRAL COMMENTARY

Now I see why Barcelona went to Alexandria. He can use the Caravan ability to expand and he must want the head start on Industry. However, I would have spent the \$20 on Urban Ascendancy instead.

[It is important to interject that each AGE OF RENAISSANCE playing takes on the flavor of the player's tendencies. Tastes in Bruce's group run toward buying cards rapidly—hence his seemingly odd suggestion regarding Urban Ascendancy. In some aspects of this game, you cannot let others do something without response, because the advantage will grow ominously as the game continues. In other aspects, you may want to not follow the example of the leader, in order to find a shortcut to catching up. I've played with other groups where Civics are the last of the six groups of advances that are acquired and, within Civics, Nationalism might be given priority over Urban Ascendancy (after all, there are many ways to get an extra card). One beauty of this game is replayability—there are many paths to victory and what may work in one context will fail utterly in another context, especially with players doing very different things. Of course, this makes Bruce's commentary job here all that much harder, because a novice will have difficulty following the nuances of a given strong or weak play.—SKT]



Expansion Phase

Venice: 2T Sicily ○, 3T Crete ○, 3T Budapest ○.
Paris: 2T St. Malo ○, 2T Prague ○, 3T Strasbourg
○, 4T Bruges ○.

Barcelona: 3T Seville ○, 3T Lisbon ○, 4T Cairo
○, 3T Suez ○, 3T buys card (War).

Genoa: 1T Rome ○, 4T Naples ○, 2T Salonika ○,
2T Algiers ○, 4T Tunis ○, 2T Tripoli ○, 4T
Sicily (attacking Venice's market, but losing 2-4-
6), 1T Bari □.

Genoa created the most new domination markets
and gets the bonus card (Armor, another tempo-
rary military advantage).

GENOA

I can't believe Venice or Barcelona didn't take Tunis! I have to grab it! Rather than put the last token down in a satellite province, I'll just not play it in case I need it for expansion later.

NEUTRAL COMMENTARY

Venice doesn't see Tunis!! If I were Barcelona, I might have passed up Lisbon and taken Tripoli, using my last token to get to Acre (for more opportunities next turn). Yet, Barcelona is being conservative and is doing quite well.

Venice has just realized his mistake and is contemplating suicide.

Income Phase. Venice \$51, Paris \$55, Barcelona \$59, Genoa \$51. A shortage of both Timber (no majority) and Wine (Barcelona has the Wine majority and gets a free card—Pirates/Vikings, a disaster to inflict upon your enemies).

Allocation of Cash and Tokens. Venice 7T \$50, Paris 8T \$81, Barcelona 13T \$50, Genoa 16T \$42.

VENICE

I plan to buy Overland East and establish a presence in area V. I'll need to move early. Hence, I only allocate 7T. That extra \$35 for Cloth would have been nice.

PARIS

I'll get Seaworthy Vessels for \$80, leaving me \$11 to direct elsewhere. I want to move early and buy the card with only three expansion tokens, so I'll bid low.

BARCELONA

I will continue to expand in the east, but since Venice and Genoa can get there, I'm not sure how I'll fare. I'd also like to take Fez. [That Timber province does tend to get overlooked by Barcelona for awhile in many a game without the London player, especially if Bordeaux has been ceded to Paris.—SKT]

GENOA

I must use Walter the Penniless this turn to get Overland East. A lack of money is hurting (always a problem for Genoa), but I won't be perceived as the leader and abused. If Cloth is played, I will get an extra \$20. Can I chance it? Venice will probably play it, so I will buy plenty of tokens to expand a lot and go for area V. I can't risk losing Tripoli before cashing it, so I will cash the Ivory card now. I will also use Stirrups now, just in case.

NEUTRAL COMMENTARY

Everyone's plans seem solid at this point. Maybe by not taking the fourth Cloth province, Mike, however accidentally, has prevented himself from being perceived as the leader. With the purchase of Seaworthy Vessels that dubious distinction will pass to Paris. The real question is, who will start up the Religious Advance ladder, setting off the stampede?

[This ugly issue is certain to rear its head early with this crowd. I say ugly, because Religion is the odd category in which the advances do you virtually no good if others have them, and their acquisition causes misery to your people. In a perfect world, religious tolerance would reign and players could focus on what really helps their people. However, the advantages of catching somebody by surprise when they can't keep up will usually drive somebody to start the Religious intolerance.

Some groups of players love Religion, while others avoid it unless this issue is forced. The interesting thing about the Holy Indulgence advance is that you don't lose much money by not following the masses (pun intended)—yet most players panic and rush to spend \$60 to counteract the problem. You absolutely cannot allow others to have the Cathedral advance without you, though.—SKT]



Turn 2 Expansion: The Scramble East

TURN 3

Draw Card Phase. Venice—Rashid ad Din (credits for Written Record and Overland East). Paris—Spice. Barcelona—Famine (misery only alleviated by Grain and Improved Agriculture). Genoa—Fur.

Play Card Phase

Venice—Cloth/Wine (as Cloth to pay Venice \$45, Genoa \$20, Paris \$20), Rashid ad Din (into the first box, protecting it from patronage claims). Paris—none.

Barcelona—Pirates/Vikings (on Venice in Crete reducing it to 1T), Famine (misery increases:

Venice two boxes to 20, Paris three boxes to 30, Barcelona three boxes to 40, Genoa four boxes to 50).
Genoa—Walter the Penniless, Stirrups, Ivory/Gold (as Ivory to pay Genoa \$10 and Barcelona \$10).

**VENICE**

Rashid ad Din goes nicely with my Overland East plans.

NEUTRAL COMMENTARY

I completely disagree with the play of Ivory now. Why not wait a turn and collect also for Cairo (an additional \$30)? Or wait another two turns and get the Ivory in West Africa as well and to collect a total of \$90. This seems to be a bit shortsighted to me. [Perhaps the misery of the famine is making Genoa think twice about incurring any unnecessary misery penalties or stabilization costs for holding cards too long. Food riots do lead to rash moments in thinking.—SKT]

Purchase Phase

Venice: Ship upgrade to Galley 6 (\$10), Patronage advance (\$30 plus misery increase to 30), (At this point, Venice starts to buy Overland East, but realizes that if he buys Written Record first, he'll get Overland East for Free) Written Record advance (\$20 due to \$10 credit from Rashid ad Din), Overland East advance (for free because Patronage allows use of Walter the Penniless credit along with Rashid ad Din credit, both of which are increased by \$10 by Written Record), Urban Ascendancy advance (\$20) which allows buying an extra card with cash, no stabilization necessary.

Paris: Seaworthy Vessel advance (\$80, moving ship counter to Carrack 10), Urban Ascendancy advance (\$20), no money for stabilization (misery increases to 40).

Barcelona: Ship upgrade to Galley 6 (\$10), Patronage advance (\$30 plus misery increase to 50), Overland East advance (\$20 due to credit from Walter due to free Patronage), no money for stabilization (misery increases to 60).

Genoa: Ship upgrade to Galley 6 (\$10), The Heavens advance (\$30), Overland East advance (\$20 using credit from Walter), stabilization (\$6).

VENICE

Good thing I caught myself on the order of purchases. I almost threw away \$10.

NEUTRAL COMMENTARY

I bet Genoa wishes he had protected Walter the Penniless from patronage. [Unprotected leader cards can be utilized by any player with the Patronage advance. However, the player of the leader may cover the card with money—a sort of payment for the right to sell a license to use the "discoveries" of the historical personage depicted by the leader card. The coverage money can be high or low depending upon the player's decision. Any players wanting use of the card must pay the player of the leader the coverage money. Here, Genoa didn't expect his opponents to be able to or want to redirect their purchase

plans to buy both Patronage and Written Record.—SKT]

Expansion Phase

Venice: 2T Tana ○, 2T Varna ○, 1T Abasgia □, 1T Kaffa □, 1T Gallipoli □.

Paris: 3T Cyprus ○, 2T West Africa ○, 3T for a card (Dionysus Exiguus—credits towards Written Record).

Barcelona: 5T Acre ○, 4T Aleppo ○, 2T Fez ○, 1T Levant □, 1T Jerusalem □.

Genoa, attacking with Stirrups: 3T Erzerum ○, 3T Varna (facedown satellites don't yet count, 6-3-1 wins), 3T Tana (2-4-1 loses) ○, 4T Valencia (vs. satellite of Palma; 2-3-6 loses), 3T Tana (can try again due to Galley 6 ship capacity; 5-2-5 wins) ○.

The expansion bonus card goes to Barcelona (Civil War—a particularly nasty disaster to inflict upon an enemy).

VENICE

I want to protect my new provinces, so I will forgo the card for another province. Besides, with other provinces open, maybe Genoa will leave me be.

BARCELONA

I thank you Paris for Acre. With this bonus card, I see unrest coming in the east!

NEUTRAL COMMENTARY

If I were Venice, I'd take the card. It isn't often that you can buy a card for three tokens. The other choice is taking Erzerum with the 3T. Venice has chosen to play defense. Defense may win Super Bowls, but not this game.

What? Paris has the Spice card but doesn't use his 5T to take Acre! It's going to cost him 10T to attack later and he's just seen both the Wine and Ivory cards played! This play baffles me, certainly the \$4 of income from the additional domination marker doesn't justify this action.

As Genoa, I might have been tempted to 'fill the vacuum' by taking all of the unoccupied provinces available (also getting the bonus expansion card), rather than rolling competition dice. However, Genoa is playing aggressively and wants to cash in his big commodity cards.

Income Phase. Venice \$47, Paris \$63, Barcelona \$71, Genoa \$63. Timber Shortage, Fur Surplus (Genoa pays \$2).

Allocation of Cash and Tokens. Paris 4T \$60, Barcelona 12T \$59, Venice 17T \$45, Genoa 36T \$31.

PARIS

I bid 4T to keep my cash and to keep Genoa from going first and buying off the Fur Surplus. It will be someone else's job to stop him next turn. With his 36T bid, he'll be going all out to hit the Silk and Fur trade

cities. With most of my money still in cash, I'm a prime target for Alchemist's Gold, which we haven't seen yet.

BARCELONA

I'm doing okay right now. Genoa's 36T bid doesn't bode well. Perhaps he needs a civil war....

VENICE

I've got \$45 left and am going to buy Holy Indulgence—there will be howls all around the table. A favorite comment in this group is "I hate holy indulgence."

I need to get more cards.

GENOA

Having Fur, Silk and Armor, I will bid all my tokens in an attempt to dominate the Fur and Silk trade. Paris may get Ocean Navigation, but if he does I will catch him next turn. If Paris buys Holy Indulgence, which he likes to do, I will have plenty of tokens after tithing.

NEUTRAL COMMENTARY

I'm not sure I agree with Paris. You just bought Seaworthy Vessels and you're not going to start using it? With only 4T, he might as well have bought something else. Genoa's strategy is strong, and with a few good dice he will have a big payday next turn.

TURN 4

Draw Card Phase. Paris—Wool, Barcelona—Alchemist's Gold (a disaster to halve an enemy's cash), Venice—Metal, Genoa—Charlemagne (credit toward Nationalism).

Buy Card Phase. Paris pays \$10 (draws Stone), Venice declines.

PARIS

The Wool draw is a comfort, but \$10 for Stone? Gee, what a bargain, I say dripping with sarcasm.

NEUTRAL COMMENTARY

I usually urge buying a card, but with Holy Indulgence on the line, I agree with Venice's choice.

Play Card Phase

Paris—Rebellion (reducing Genoa's valuable Erzerum Silk trade dominance ● to ■), Dionysus Exiguus (protected from patronage), Stone (pays Paris \$4, Barcelona \$1, Venice \$4 and Genoa \$4).

Barcelona—Alchemist's Gold (on Paris who loses \$30), Civil War (reducing Genoa province to ■; Genoa chooses to lose \$16 rather than 18T; Genoa's misery increases to 60).

Venice—None.

Genoa—Armor.

Purchase Phase

Paris: Written Record advance (\$10 with credit from Dionysus), stabilization (\$3).

Barcelona: Urban Ascendancy advance (\$20), Written Record advance (\$30), stabilization (\$3).

Venice: Holy Indulgence advance (\$40; misery increases to 40), stabilization (\$1).

Genoa: Ship upgrade to Galley 8 (\$10), stabilization (\$6).

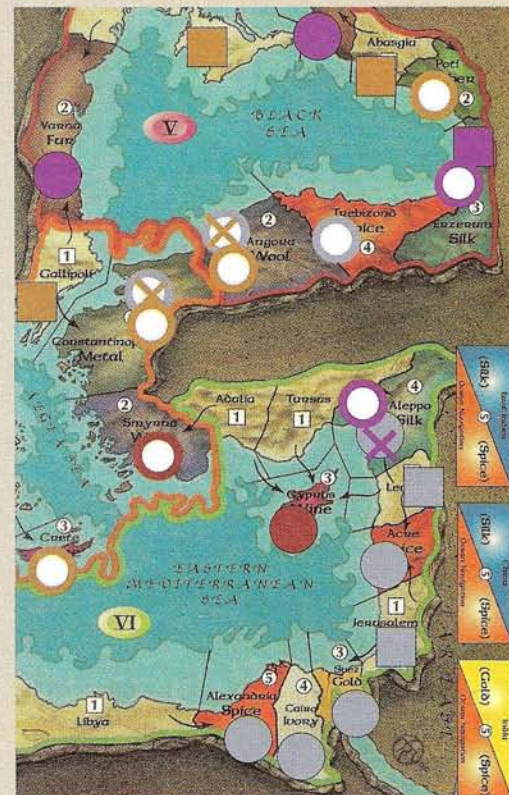
NEUTRAL COMMENTARY

If I were Barcelona, I would have purchased Holy Indulgence, but Barcelona has been playing a conservative game and is probably trying to get on advance in each category (a "tier") to begin the process of reducing his misery.

With Venice's purchase of Holy Indulgence, let the whining commence!

GENOA

I loathe every Religious purchase except Patronage. These are the only purchases that force you to buy in response to them. I feel that Holy Indulgence should cost \$90, so that it doesn't happen until later in the game.



Turn 4 Expansion: Barcelona's earlier Crusade put her into the markets of the Near East first, but Genoa compensates by moving last to ensure possession of the key commodities of Silk and Fur, for which he holds the payout cards.

Expansion Phase

Due to Holy Indulgence, Paris, Barcelona and Genoa each lose two expansion tokens, while Venice gains six.

Paris: 2T Smyrna ○.

Barcelona: 4T Constantinople ○, 2T Angora ○, 4T Trebizond ○.

Venice: 3T buys a card (St. Benedict, credit for Written Record and Patronage), 2T Crete ○, 2T Poti ○, 4T Granada (4-4-4 loses), 4T Fez (4-1-1 wins) ○, 4T Smyrna (1-5-6 wins) ○, 4T Angora (2-1-1 wins) ○.

Genoa, attacking with Armor: 4T rejuvenates Genoa ○, 2T rejuvenates Erzerum ○, 4T Valencia (vs. Satellite; 6-6-6 wins due to Armor winning the tie) ○, 8T Aleppo (vs. Satellite; 4-2-4



wins) ○, 5T Basel (2-1-6 wins) ○, 3T Sicily (4-2-3 wins) ○, 3T Belgrade 2-5-3 loses). 1T Kaffa (1-4-3 loses). 1T Kamishin □, 1T Bari □.

The expansion bonus card goes to Genoa. No cards remain in the Epoch 1 deck, so the Epoch 2 deck plus the recyclable cards from Epoch 1 are shuffled. Genoa gets Gunpowder.

VENICE

As I start my expansion with 23T and nobody has bought a card for 3T, I will do that first in case it's a commodity that I can reach. Then I'll try and pick off provinces of size three or less (I only have a Galley 6).

NEUTRAL COMMENTARY

Hey, Venice, what about Kiev and the Grain?!

Incredibly, Genoa gets all three of the weapon cards that have appeared. That ought to engender a bit of envy when it is discovered by the others.

Income Phase. Paris \$59, Barcelona, \$67, Venice \$63, Genoa \$79. Wine surplus, Timber surplus (Venice pays \$3).

Allocation of Cash and Tokens. Genoa 5T \$77, Venice 15T \$53, Barcelona 20T \$54, Paris 36T \$34.

GENOA

I must go first in order to play Silk and Fur before some disaster strikes. I plan on purchasing Ocean Navigation, so I want to get a dominance marker overseas and consequently bid 5T. Also, I will use Charlemagne. After this turn, I'll probably look like the leader and get hammered by everyone.

VENICE

I'm trying to balance expansion with one or two advances a turn. It looks as if Genoa will cash in commodities in a big way. I really can't do much about it though.

BARCELONA

I was hit pretty hard and lost four centers. I'd like to play the War card on Genoa this turn. It won't stop him from cashing in big this turn if he does have Fur and Silk, but at least it could slow down his income.

PARIS

I bid 36T to pay off the Holy Indulgence that everyone is going to buy, but that will still leave me with 30T to go after some income. Unlike many games you don't get to roll the dice that often and I'm going through "dice withdrawal." Time to feed the hunger. I do hope someone bids low and stops Genoa.

NEUTRAL COMMENTARY

Everyone's plans seem solid. I agree with Paris—forego Holy Indulgence and take some provinces! Genoa's right, after this turn, he's the obvious leader!

TURN 5

Draw Card Phase. Genoa—Nicholas Copernicus (credit for The Heavens and Institutional

Research), Venice—Timber, Barcelona—Silk, Paris—Timber.

Buy Card Phase. Venice and Barcelona decline. Paris buys (Wool).

PARIS

Another wretched card purchase!

Play Card Phase

Genoa—Charlemagne (protected from Patronage), Silk (pays Genoa \$128), Fur (pays Genoa \$63), Gunpowder.

Venice—None.

Barcelona—Mysticism Abounds (misery increases: Barcelona four boxes to 100, Paris four boxes to 80, Genoa three boxes to 90 and Venice three boxes to 70).

Paris—Timber (in surplus pays Venice \$12).

GENOA

I'll play Gunpowder as a defense from the coming attacks!

VENICE

I shall not waste the Timber card with the surplus in effect.

BARCELONA

So much for using the War card against Genoa. Gunpowder makes the risk too great. I'll play it next time and maybe he will give me a Silk [dream on]. I play Mysticism Abounds now that the Epoch 2 shuffle has passed and this won't be back until the third deck now.

NEUTRAL COMMENTARY

Paris' dumping of the Timber is a smart play, given that the surplus reduces its value to Venice by \$15 and Venice has already lost the chance to play his Timber (which he'd love to do, now that demand has eliminated the surplus).

Purchase Phase

Genoa: Holy Indulgence advance (\$60 and misery increases to 100), Seaworthy Vessel advance (\$60; ship to Carrack 10), Ocean Navigation (\$100; ship to box 1 of the Ocean shipping display), Nationalism advance (\$30 with credit from Charlemagne) which increases strength in competition in home area, stabilization (\$1).

Venice: Proselytism advance which increases attack effectiveness (\$50 and misery increases to 80), stabilization (\$6).

Barcelona: Holy Indulgence advance (\$40 and misery increases to 125), stabilization (\$3).

Paris: Ship upgrade to Carrack 12 (\$10), stabilization (\$6).

VENICE

An aggressive purchase, but it could help me when I attack Metal this turn.

NEUTRAL COMMENTARY

...And one with which I disagree! Either save your money and get a better advance next turn (Cathedral or Seaworthy Vessels for example), or start up the chain of Commerce advances!

Expansion Phase

As the only non-conformist, Paris loses six tokens due to Holy Indulgence, while Genoa, Venice and Barcelona each gain two tokens. All attacks against Genoese possessions require one extra token due to Gunpowder. Genoa: 5T East Indies ○, 2T Sarai ○. Venice: 4T Granada (3-2-4 wins) ○, 10T Lyon (vs. Nationalism, 5-6-3 wins due to Proselytism) ○, 3T buys card (Johann Gutenberg, credit towards Printed Word).

Barcelona: 5T Valencia (6-1-6 wins) ○, 4T Granada (6-5-1 wins) ○, 5T Salonika (1-6-4 loses), 7T Erzerum (5-3-4 wins) ○, 1T Libya □. Paris: 5T Salonika (6-2-5 wins) ○, 4T Smyrna (4-6-1 loses), 4T Smyrna again (4-2-6 wins) ○, 5T Algiers (4-3-5 wins) ○, 5T Basque (vs. satellite, 3-3-5 loses), 5T Basque (vs. Satellite; 2-4-5 loses), 1T Leon □, 1T St. Gali □.

The expansion bonus card goes to Barcelona (William Caxton, credit for Printed Word).

GENOA

I get another province thanks to Paris!

VENICE

Proselytism pays off!!

NEUTRAL COMMENTARY

Well, Venice's Religious mania isn't a total waste. The purchase of Proselytism just saved him ten tokens, but I still wouldn't have bought it.

Income Phase. Genoa \$67, Venice \$63, Barcelona \$75, Paris \$71. Grain shortage, Fur surplus (Genoa pays \$3).

Allocation of Cash and Tokens. Barcelona 4T \$82, Genoa 10T \$71, Venice 22T \$50, Paris, 36T \$43.

BARCELONA

Four tokens will allow me to hit a Silk without giving away the fact I have Silk. I need to go to war with Genoa, but I am not sure I can with him getting a +1 on the dice.

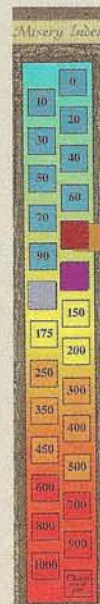
Genoa: My plans are just to continue my overseas expansion and try and stay out in front.

VENICE

I've got \$50 left over. With the Timber card, I'll be able to buy Seaworthy Vessels to help get a few more provinces.

PARIS

Since I have two Wool cards, I'll go ahead and go all out for Wool provinces. It's not a big payoff, but it's all I've got.



ACROSS FIVE APRILS Counter Mix

Markers

- 13 Breastwork/Entrenchment
- 5 Confederate/Union Control
- 1 Union Combat Phase
- 1 Confederate Combat Phase
- 1 Game Turn

Note:

- All units with MA of 4 are infantry
- All units with MA of 6 are cavalry or horse artillery
- All units with MA of 3 are artillery

Bull Run - Union

1	1st Division-Tyler	1
1	1/1	7-11-4 3-7-4 -1 1B
1	2/1	5-8-4 2-5-4 -1 1B
1	3/1	8-12-4 4-8-4 -1 1B
1	1 Art	3-6-3 1-3-3 -1 1B
1	1st Division-Hunter	
	(Should be 2nd Div.)	2
1	1/2	7-11-4 3-7-4 -1 2A
1	2/2	5-8-4 2-5-4 -1 2A
1	2 Art	2-5-3 1-3-3 -1 2A
1	3rd Division-Heintzelman	3
1	1/3	6-10-4 3-6-4 -1 3A
1	2/3	5-7-4 2-5-4 -1 3A
1	3/3	6-10-4 3-6-4 -1 5A
1	3 Art	2-4-3 1-2-3 -1 3A
14	Total	

Bull Run - Confederate

1	Army of the Potom-Beauregd	2
1	Cocke A	4-6-4 2-4-4 -1 3816
1	Cocke B	4-6-4 2-4-4 -1 4318
1	Evans	2-3-4 1-2-4 0 3912
1	Potomc A	1-2-3 — 0 3818
1	Potomc B	1-2-3 — 0 7C
1	Hampton	2-2-4 1-1-4 0 3D
1	Early	6-9-4 3-6-4 -1 7D
1	Army of the Shenan-Johnston	1
1	Bee	7-8-4 4-7-4 0 1C
1	Bartow	4-5-4 2-4-4 0 1C
1	Shen A	1-3-3 0-2-3 0 1C
1	Shen B	1-2-3 — 0 4C
1	Jackson	7-7-4 6-7-4 +1 4D
1	Smith	4-6-4 2-4-4 -1 7D
1	Cavalry-J.E.B. Stuart	6
1	1st Va	1-2-6 0 6C
17	Total	

Information layout

- 1st column is # of counters
- 2nd column is counter description
- 3rd column is full strength value
- 4th column is reduced strength value if any
- 5th column is morale
- 6th column is turn and area of entry or setup hex

Pea Ridge-Union

1	Independent	1
1	24th Mo	0-1-4 — 0 3205
1	Bussey	1-2-6 0-1-6 0 1D
1	Bowen	0-1-6 — 0 4C
1	Indep	1-2-3 — 0 4C
1	Poten	2-2-4 1-1-4 0 12C
1	1st Division-Osterhaus	1
1	Greusel	4-4-4 3-4-4 +1 1D
1	Osterhaus	2-3-3 1-2-3 +1 1D
1	2nd Division-Asboth	6
1	Schaefer	1-1-4 — 0 6D
1	Asboth	1-2-3 — 0 6D
1	3rd Division-Davis	4
1	White	2-2-4 1-1-4 0 4D
1	Pattison	2-2-4 1-1-4 0 4D
1	Davis	2-4-3 1-2-3 0 4D
1	4th Division-Carr	1
1	Dodge	4-4-4 3-4-4 +1 4312
1	Vandever	1-1-4 0-1-4 +1 3C
1	Carr	2-4-3 1-2-3 +1 2C
1	Right Wing-Sigel	8
1	Coler	3-4-4 2-3-4 0 8C/D
1	Sigel	1-2-3 — 0 8C/D
23	Total	

Pea Ridge-Confederate

2	Missouri State Guard-Price	1
1	Price	5-8-4 2-5-4 -1 1B
1	Little	2-4-4 1-2-4 -1 1B
1	Slack	1-2-4 0-1-4 -1 1B
1	Price A	4-8-3 2-4-3 -1 1B
1	Price B	3-7-3 2-4-3 -1 1B
2	McCulloch's Division	1
1	Hebert	6-9-4 3-6-4 -1 1A
1	McIntshA	5-6-4 3-5-4 0 1A
1	McIntshB	5-6-4 3-5-4 0 1A
1	Pike	0-2-4 — -2 1A
1	McCulloch	3-6-3 1-3-3 0 1A
14	Total	

Bentonville-Union

1	XIV Corps-Davis	2
1	1/1/XIV	3-3-4 2-3-4 +1 0805
1	2/1/XIV	3-3-4 2-3-4 +1 0605
1	3/1/XIV	3-3-4 2-3-4 +1 1108
1	1/2/XIV	3-3-4 2-3-4 +1 1109
1	2/2/XIV	3-3-4 2-3-4 +1 1209
1	3/2/XIV	3-3-4 2-3-4 +1 1110
1	1/3/XIV	3-3-4 2-3-4 +1 *
1	2/3/XIV	3-3-4 2-3-4 +1 *
1	XIV	4-8-3 2-4-3 +1 0909
1	XX Corps-Williams	2
1	1/1/XX	2-2-4 1-2-4 +1 *
1	2/1/XX	2-2-4 1-2-4 +1 *
1	3/1/XX	2-2-4 1-2-4 +1 1006
1	1/3/XX	3-3-4 2-3-4 +1 *
1	2/3/XX	3-3-4 2-3-4 +1 *
1	3/3/XX	3-3-4 2-3-4 +1 *
1	XX	4-8-3 2-4-3 +1 *

18 Total

Bentonville-Confederate

1	D. H. Hill's Corps	1
1	Sharp/	
	Coltart	3-3-4 2-2-4 0 0803
1	Brantly/	
	Coltart	2-2-4 1-1-4 0 1004
1	Pettus/	
	Stevensn	2-2-4 1-1-4 0 0904
1	Hendersn/	
	Stevensn	2-2-4 1-1-4 0 0704
1	Hardee's Corps	1
1	Govan/	
	Brown	3-3-4 2-2-4 0 1A
1	Smith/	
	Brown	3-3-4 2-2-4 0 1A
1	Rhett/	
	Anderson	2-2-4 1-1-4 0 1A
1	Elliott/	
	Anderson	2-2-4 1-1-4 0 1A
1	Harrison/	
	Walthall	2-2-4 1-1-4 0 1A
1	Conner/	
	Walthall	2-2-4 1-1-4 0 1A
1	Hardee	4-8-3 2-4-3 0 1A
1	Hoke's Division	1
1	Colquitt	3-3-4 2-3-4 +1 1408
1	Clingman	3-3-4 2-3-4 +1 1408
1	Kirkland	3-3-4 2-3-4 +1 1407
1	Hagood	3-3-4 2-3-4 +1 1407
1	Cheatham	1-1-4 — 0 1509
1	Junior Res	0-1-4 — -2 1204
1	Bragg	4-8-3 2-4-3 0 1105
1	Stewart's Corps	1
1	Loring	1-2-4 0-1-4 0 1307
1	Cavalry	1
1	Hampton	1-2-6 0-1-6 0 1405

25 Total

Shiloh-Union

1	1st Div Tenn-McClelland	?
1	1/1	5-6-4 3-5-4 0 1711
1	2/1	3-4-4 2-3-4 0 1409
1	3/1	4-5-4 2-4-4 0 1210
1	1	3-6-3 1-3-3 0 1409
1	2nd Div Tenn-WHL Wallace	?
1	1/2	4-5-4 2-4-4 0 2018
1	2/2	4-5-4 2-4-4 0 2213
1	3/2	8-9-4 5-7-4 0 2216
1	2	3-6-3 1-3-3 0 2517
1	3rd Div Tenn-Lew Wallace	10
1	1/3	4-5-4 2-4-4 0 10B
1	2/3	4-5-4 2-4-4 0 10B
1	3/3	4-5-4 2-4-4 0 10B
1	3	1-3-3 0-2-3 0 10B
1	4th Div Tenn-Hurlbut	?
1	1/4	4-6-4 2-4-4 -1 1415
1	2/4	5-7-4 2-5-4 -1 1814
1	3/4	3-5-4 1-3-4 -1 1417
1	4	1-4-3 0-2-3 -1 1418
1	5th Div Tenn-Sherman	?
1	1/5	3-5-4 1-3-4 -1 1105
1	2/5	2-4-4 1-2-4 -1 0717
1	3/5	3-5-4 1-3-4 -1 1007
1	4/4	3-5-4 1-3-4 -1 1107
1	5	2-5-3 1-3-3 -1 0908
1	6th Div Tenn-Prentiss	?
1	1/6	6-7-4 4-6-4 0 0709
1	2/6	5-6-4 3-5-4 0 0611
1	6	1-3-3 0-2-3 0 0611
1	Gunboats	9
1	Lexington	2-5-15 1-3-15 0 9D
1	Tyler	2-5-15 1-3-15 0 9D
1	Army of the Ohio-Buell	10
1	4/2	4-5-4 2-4-4 0 11C
1	5/2	6-7-4 4-6-4 0 11C
1	6/2	7-8-4 4-7-4 0 11C
1	2	1-2-3 — 0 11C
1	10/4	3-4-4 2-3-4 0 10C
1	19/4	3-4-4 2-3-4 0 10C
1	22/4	3-4-4 2-3-4 0 10C
1	11/5	4-5-4 2-4-4 0 11C
1	14/5	3-4-4 2-3-4 0 11C
1	5	1-3-3 0-2-3 0 11C
1	20/6	4-5-4 2-4-4 0 11C
1	21/6	4-5-4 2-4-4 0 11C

Optional Union Cavalry

1	2	0-1-6 — 0 2416
1	3	0-1-6 — 0 10B
1	4	0-1-6 — -1 1418
1	5	0-1-6 — -1 1108
1	6	0-1-6 — 0 0713

51 Total

Shiloh-Confederate					Gettysburg-Union					Gettysburg-Union (cont'd.)					Gettysburg-Confederate (cont'd.)							
2	1	Corps-Polk			2	1	I Corps-Reynolds				1	1	XII Corps-Slocum				8	1	Iverson/ Rodes 2-3-4 1-2-4 0 6C/D			
1	Stewart/ Clark 4-5-4 2-4-4 0 2A				1	1/1/I	5-5-4	5-5-4	+2	2315	1	1/1/XII	5-5-4	4-5-4	+1	8G	1	Carter/ Rodes 2-4-3 1-2-3 +1 6C/D				
1	Russell/ Clark 5-6-4 3-5-4 0 2A				1	1/2/I	4-4-4	3-4-4	+1	2A	1	2/1/XII	3-4-4	2-3-4	0	8G	1	Hays/Early 4-4-4 3-4-4 +1 7E				
1	Clark 1-3-3 0-2-3 0 2A				1	2/2/I	4-4-4	3-4-4	+1	2A	1	1/2/XII	4-4-4	3-4-4	+1	8G	1	Avery/Early 4-4-4 3-4-4 +1 7E				
1	Stephens/ Cheatham 4-5-4 2-4-4 0 2A				1	1/3/I	3-4-4	2-3-4	0	2A	1	2/2/XII	2-2-4	1-2-4	+1	8G	1	Gordon/ Early 3-3-4 3-3-4 +2 7E				
1	Johnson/ Cheatham 4-5-4 2-4-4 0 2A				1	2/3/I	4-4-4	3-4-4	+1	2A	1	3/2/XII	4-4-4	3-4-4	+1	8G	1	Smith/Early 2-2-4 1-1-4 0 7E				
1	Cheatham 1-3-3 0-2-3 0 2A				1	3/3/I	5-6-4	3-5-4	0	7H	1	XII Corps 2-5-3 1-3-3 +1 8G				1	Jones/Early 2-4-3 1-2-3 +1 7E					
2	II Corps-Bragg				1	I Corps 3-7-3 1-3-3 +1 2A				13	1	Cavalry Corps/Artillery Reserve 1				1	Steuart/ Johnson 6-6-4 5-6-4 +1 10B					
1	Gladden/ Withers 5-6-4 3-5-4 0 1A				1	1/1/II	3-3-4	2-3-4	+1	13H	1	1/1/Cav	4-4-6	3-4-6	+1	1017	1	J.M. Jones/ Johnson 4-4-4 3-4-4 +1 10B				
1	Jackson/ Withers 5-6-4 3-5-4 0 1A				1	2/1/II	2-2-4	1-2-4	+1	13H	1	2/1/Cav	3-3-6	2-3-6	+1	0816	1	Williams/ Johnson 3-3-4 2-3-4 +1 10B				
1	Chambers/ Withers 4-5-4 2-4-4 0 1A				1	3/1/II	2-3-4	1-2-4	0	13H	1	1 Reg	3-6-3	1-3-3	+1	14H	1	Walker/ Johnson 3-3-4 2-3-4 +1 10B				
1	Withers 2-3-3 1-2-3 0 1A				1	4/1/II	2-2-4	1-1-4	0	13H	1	1 Vol	3-6-3	1-3-3	+1	15H	1	Latimer/ Johnson 2-4-3 1-2-3 +1 10B				
1	Gibson/ Ruggles 5-6-4 3-5-4 0 1A				1	1/2/II	4-4-4	3-4-4	+1	13H	1	2 Vol	2-3-3	1-2-3	+1	14H	1	Nelson 1-3-3 0-2-3 +1 11B				
1	Pond/ Ruggles 5-6-4 3-5-4 0 1A				1	2/2/II	4-4-4	3-4-4	+1	13H	1	3 Vol	3-6-3	1-3-3	+1	14H	1	Dance 2-5-3 1-3-3 +1 11B				
1	Anderson/ Ruggles 3-4-4 2-3-4 0 1A				1	3/2/II	3-3-4	2-3-4	+1	13H	1	4 Vol	4-8-3	2-4-3	+1	14H	2	III Corps-A.P. Hill 1				
1	Ruggles 2-5-3 1-3-3 0 1A				1	1/3/II	3-3-4	2-3-4	+1	13H	75	Total				1	Wilcox/ Anderson 5-5-4 4-5-4 +1 9B					
2	III Corps-Hardee				1	2/3/II	2-3-4	1-2-4	0	13H	Gettysburg-Confederate					1	Wright/ Anderson 4-4-4 3-4-4 +1 9B					
1	Cleburne 7-7-4 6-7-4 +1 1A				1	3/3/II	3-4-4	2-3-4	0	13H	2	I Corps-Longstreet 12				1	Mahone/ Anderson 3-4-4 2-3-4 0 9B					
1	Wood 5-6-4 3-5-4 0 1A				1	II Corps 3-7-3 1-3-3 +1 13H				1	Kershaw/ McLaws 5-5-4 4-5-4 +1 12B				1	Posey/ Anderson 3-3-4 2-3-4 +1 9B						
1	Hindman 5-6-4 3-5-4 0 1A				1	III Corps 4-8-3 2-4-3 +1 9A				1	Semmes/ McLaws 4-4-4 3-4-4 +1 12B				1	Lang/ Anderson 2-2-4 1-2-4 +1 9B						
1	III Corps A 2-5-3 1-3-3 0 1A				1	V Corps-Sykes 14				1	Wofford/ McLaws 4-4-4 3-4-4 +1 12B				1	Lane/ Anderson 2-4-3 1-2-3 +1 9B						
1	III Corps B 2-5-3 1-3-3 0 1A				1	1/1/III	3-4-4	2-3-4	0	9A	1	Barksdale/ McLaws 4-4-4 3-4-4 +1 12B				1	Lane/Pender 5-5-4 4-5-4 +1 3B					
2	Reserve Corps-Becknridge 3				1	2/2/III	5-5-4	4-5-4	+1	10A	1	Cabell/ McLaws 2-5-3 1-3-3 +1 12B				1	Perrin/ Pender 4-4-4 3-4-4 +1 3B					
1	Statham 7-8-4 4-7-4 0 3A				1	3/2/III	3-4-4	2-3-4	0	16H	1	Armisted/ Pickett 5-5-4 4-5-4 +1 20B				1	Scales/ Pender 3-3-4 2-3-4 +1 3B					
1	Trabue 5-6-4 3-5-4 0 3A				1	III Corps	4-8-3	2-4-3	+1	9A	1	Pickett 4-4-4 3-4-4 +1 20B				1	Thomas/ Pender 3-3-4 2-3-4 +1 3B					
1	Bowen 3-4-4 2-3-4 0 3A				1	VI Corps-Sykes 14				1	Garnett/ Pickett 4-4-4 3-4-4 +1 20B				1	Poague/ Pender 2-4-3 1-2-3 +1 4B						
1	Reserve 1-1-6 — +2 3A				1	1/1/V	2-3-4	1-2-4	0	14G	1	Dearing/ Pickett 4-4-4 3-4-4 +1 20B				1	Pettigrew Heth 7-7-4 6-7-4 +1 2B					
1	Reserve A 2-5-3 1-3-3 0 3A				1	2/1/V	3-3-4	1-2-4	0	14G	1	Anderson/ Hood 5-5-4 4-5-4 +1 12B				1	Davis/Heth 5-6-4 3-5-4 0 1B					
1	Reserve B 1-3-3 0-2-3 0 3A				1	3/1/V	4-4-4	3-4-4	+1	14G	1	Robertson/ Hood 5-5-4 4-5-4 +1 12B				1	Archer/Heth 3-3-4 2-3-4 +1 1B					
Optional Confederate Cavalry					1	2/2/V	3-3-4	2-3-4	+1	14G	1	Law/Hood 5-5-4 4-5-4 +1 12B				1	Brknbrgh/ Heth 2-3-4 1-2-4 0 2B					
1	I Corps 0-1-6 — 0 2A				1	1/3/V	3-3-4	2-3-4	+1	16G	1	Benning/ Hood 4-4-4 3-4-4 +1 12B				1	Garnett/Heth 2-4-3 1-2-3 +1 3B					
1	II Corps 0-1-6 — 0 1A				1	3/3/V	4-4-4	3-4-4	+1	16G	1	Henry/ Hood 2-5-3 1-3-3 +1 12B				1	Pegram 2-5-3 1-3-3 +1 2B					
1	III Corps 0-1-6 — 0 1A				1	V Corps 3-7-3 1-3-3 +1 14G				1	Eshleman 1-2-3 — +1 14B				1	McIntosh 2-4-3 1-2-3 +1 2B						
36	Total				1	VI Corps 3-7-3 1-3-3 +1 14G				20	2	II Corps-Ewell 6				58	Total					
					1	VI Corps A 3-6-3 1-3-3 +1 20G				3	1	Daniel/ Rodes 6-6-4 5-6-4 +1 6C/D										
					1	VI Corps B 3-6-3 1-3-3 +1 20G				3	1	O'Neal/ Rodes 4-5-4 2-4-4 0 6C/D										
					1	XI Corps-Howard 3				3	1	Doles/ Rodes 4-4-4 3-4-4 +1 6C/D										
					1	1/1/XI	1-3-4	0-2-4	-1	3A	1	Ramseur/ Rodes 3-3-4 2-3-4 +1 6C/D										
					1	2/1/XI	2-3-4	1-2-4	0	3A												
					1	1/2/XI	1-3-4	0-2-4	-1	5H												
					1	2/2/XI	4-5-4	2-4-4	0	5H												
					1	1/3/XI	3-5-4	1-3-4	-1	3A												
					1	2/3/XI	3-4-4	2-3-4	0	3A												
					1	XI Corps 3-7-3 1-3-3 +1 3A				3A												

MARCH MADNESS

TEAM CARDS

1997 Women's
Final Four

<u>Tennessee</u>	<u>1997</u>	<u>Stanford</u>	<u>1997</u>	<u>Note Dame</u>	<u>1997</u>	<u>Old Dominion</u>	<u>1997</u>
C Pashen Thompson	E	C Olympia Scott	C	C Katrina Gaither	B	C Nyree Roberts	B
LF Abby Conklin	D	LF N. Multiaupele	D	LF Rosanne Bohman	D	LF C. Machanguana	B
RF Charmique Holdscraw	B	RF Vanessa Nygaard	D	RF Beth Morgan	B	RF Mery Andrade	D
LG Kyra Elzy	F	LG Kate Starbird	B	LG Mollie Peirick	E	LG Aubrey Eblin	D
RG Kellie Jolly	E	RG Jannila Wideman	E	RG Jeannine Augustin	F	RG Ticha Penicheiro	D
Bench Grade	AA	Bench Grade	B	Bench Grade	C	Bench Grade	C
Defensive Grade	B	Defensive Grade	A	Defensive Grade	A	Defensive Grade	A
Coach Pat Summitt	4	Coach Tara VanDerveer	4	Coach Muffet McGraw	2	Coach Wendy Larry	3
Lady Vols	84	Cardinal	98	Fighting Irish	88	Lady Monarchs	100

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(from p. 30)

NEUTRAL COMMENTARY

Wool is all Paris has!?! What about that Spice card? Does he forget he has it? Why doesn't he hit a few Spice provinces? Having forgotten that he just placed two satellites, Paris overbids for expansion tokens (and loses the excess bid).

Genoa is about to get away from the pack if the others don't stop him. Venice probably will and Paris will as well. I like Barcelona's idea of keeping a low profile, especially since he's sitting on some good provinces. [Looks can be very deceptive in this game. Barcelona has the most advances and great commodity domination, but is being overlooked by players more worried about Genoa's exploration advantage.]—SKT

TURN 6

Draw Card Phase. Barcelona—Longbow (the last of the temporary military advantages), Genoa—Ibn Majid (credit for Ocean Navigation and Cosmopolitan), Venice—Metal, Paris—Prince Henry (credit for Ocean Navigation and Institutional Research).

Buy Card Phase. Barcelona buys (Rebellion), Venice buys (Famine), Paris buys (Alchemist Gold).

Play Card Phase

Barcelona—William Caxton (protected), Longbow, War on Genoa (Genoa wins, rolling 2 +1 for Nationalism versus Barcelona's roll of 1 +1 for Longbow; Barcelona cedes Basque Wool to Genoa and misery increases two boxes to 175; Genoa's misery increases one box to 125).

Genoa—None.

Venice—Timber (pays Venice \$27, Paris \$3).

Paris—Alchemist's Gold on Genoa (who loses \$36).

BARCELONA

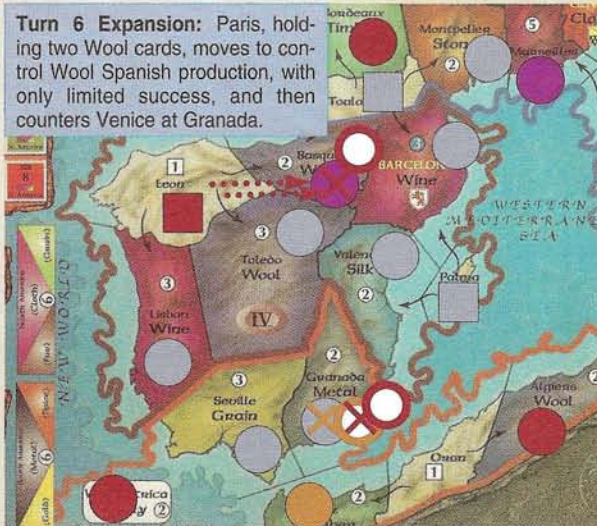
The longbow allows me to pursue the war with Genoa. Unfortunately "General Incompetent" leads my armies to a one province loss!

NEUTRAL COMMENTARY

I think I would have waited a turn to use Longbow and War, to allow Barcelona to have a decent number of expansion tokens to utilize the Longbow. With only 4T, he's throwing away any added expansion opportunities that would result from a ceded city. In the end, Barcelona loses anyway.

Paris blusters about revenge against Barcelona for the Alchemist Gold two turns ago. Ken tries to convince Bud that Lind is leading and Mike chimes in that no, Bud is leading. Lind just sits quietly looking innocent. In the end, Bud does what he always does and pounds on who he perceives as the leader, poor Ken. This was a very amusing moment.

Turn 6 Expansion: Paris, holding two Wool cards, moves to control Wool Spanish production, with only limited success, and then counters Venice at Granada.

**Purchase Phase**

Barcelona: Printed Word advance (\$20 including Caxton), The Heavens advance (\$30), stabilization (\$3).

Genoa: Ship upgrade to 2 Overseas (\$10), stabilization (\$3).

Venice: Seaworthy Vessels advance (\$60), failure to pay stabilization (owed \$15) causes misery to increase two spaces to 100 (one space covered only \$10 of the amount owed).

Paris: Overland East (\$20), stabilization (\$10).

PARIS

It's getting expensive holding all of these cards.

NEUTRAL COMMENTARY

Indeed, those unplayed cards are a burden—resulting in a costly misery increase for Venice. Genoa fails to realize he can claim Urban Ascendancy for free with the credits from Nationalism.

Expansion Phase

Barcelona, Genoa and Venice each gain two tokens and Paris loses six due to Holy Indulgence. All attacks against Barcelona possessions require one extra token due to Longbow.

Barcelona, attacking with Longbow: 3T Salonika (5-1-5 wins) ○, 3T buys card (Stone).

Genoa: 5T China ○, 2T Kaffa (1-5-2 loses), 2T Kaffa (2-1-6 wins) □, 1T Barca □, 1T Durazzo □, 1T Tarsus □.

Venice: 5T Granada (1-6-6 wins) ○, 9T Constantinople (3-5-6 wins) ○, 2T Kaffa (4-6-1 loses), 2T Kaffa (1-4-6 wins) □, 4T Varna (6-1-3 wins) ○, 1T Salzburg □, 1T Athens □.

Paris: 6T buys card (Christopher Columbus, credit for Ocean Navigation and New World). 4T Angora (5-3-6 wins) ○, Basque 4T (1-2-6 loses), Basque 4T (1-5-6 loses), 4T Basque (3-1-3 wins) ○, 4T Granada (3-1-2 wins) ○, 2T Kaffa (1-6-1 loses).

Expansion bonus card goes to Paris, having taken away one of Venice's new domination markers at Granada (Black Death, another nasty disaster).

NEUTRAL COMMENTARY

Oh, now Venice decides he wants Kiev, now that Genoa is threatening to take it. Paris, too, decides to move toward Kiev. Rumors of impending famine spread quickly!

Income Phase. Barcelona \$67, Genoa \$67, Venice \$67, Paris \$79. Surplus of Silk, Shortage of Metal.

Allocation of Cash and Tokens. Venice 2T \$72, Paris 3T \$82, Genoa 12T \$77, Barcelona 14T \$72.

VENICE

Bidding only 2T, I hope to go first to protect the Metal shortage. It would have been nice if Paris hadn't taken Granada, now I have to share the wealth equally. I feel that I'm in pretty good shape. Therefore, I want to save my cash for advances. Also, going first will protect Gutenberg from Patronage.

PARIS

I need Holy Indulgence, The Heavens and Ocean Navigation this turn. I'm only bidding 3T for a card. Even with Prince Henry, I'll need a little help from my friends. I am hopeful that the commodity cards will flow.

GENOA

I'm just planning to continue my overseas expansion and hold on.

BARCELONA

I'm planning for the umpteenth time to buy Seaworthy Vessels and get back in the shipping race. Let's just hope something doesn't happen.

NEUTRAL COMMENTARY

Nobody has a clear lead at this point. Venice has caught up to the others, but doesn't have anything left in reserve. If I were the others, I'd worry about Genoa's monopoly on the double and triple commodity sites overseas. Barcelona, while being very conservative, is right in the thick of things. It will be interesting to see what Paris does with the Black Death. I'll bet he hits Genoa and Venice in Area VII.

TURN 7

Draw Card Phase. Venice—Cloth, Paris—Timber, Genoa—Civil War, Barcelona—Ivory/Gold.

Purchase Card Phase. Venice buys (Cloth/Wine), Barcelona buys (Grain).

Play Card Phase

Venice—Cloth/Wine as Cloth (pays Venice \$45, Genoa \$20, Paris \$20), Cloth (pays Venice \$45, Genoa \$20, Paris \$20), Metal (in shortage pays Venice \$54, Paris \$54; shortage eliminated), Metal (pays Venice \$24, Paris \$24), Johann Gutenberg (protected).

Paris—Wool (pays Paris \$32, Barcelona \$2), Wool (pays Paris \$32, Barcelona \$2), Prince Henry (\$10 coverage), Christopher Columbus (\$15 coverage), Black Death in Area VII (removes ■ from Bari and Toulouse and reduces the following ● to ■: Marseilles, Genoa, Rome, Naples, Sicily, Bordeaux, Montpellier, Lyons, Milan, Florence, Venice, Dubrovnik and Belgrade).

The Course of European Renaissance

Barcelona Genoa Paris Venice

EPOCH 1

Turn 1—Genoa Betrayed

Advances	0	0	1	0
Misery	0	0	0	0
Markets	6	4	6	6

Turn 2—The First (Spanish) Crusade

Advances	1	0	1	1
Misery	10	10	0	0
Markets	11	9	10	9

Turn 3—Genoa over Venice in the Black Sea

Advances	3	2	3	5
Misery	60	50	40	30
Markets	14	12	12	8

Turn 4—Genoese Civil War; Venetian Pope

Advances	5	2	4	6
Misery	60	60	40	40
Markets	13	16	11	12

EPOCH 2

Turn 5—Genoese Silk and Fur Dominates

Advances	6	6	4	7
Misery	125	100	80	80
Markets	15	14	14	12

Turn 6—Rise of Parisian and Venetian Goods

Advances	8	6	5	8
Tiers	1	0	0	0
Misery	175	125	80	100
Markets	13	15	16	13

Turn 7—The Plague Years in Italy

Advances	9	10	11	14
Tiers	1	0	1	1
Misery	250	150	70	70
Markets	14	13	15	8

Turn 8—The Spanish Inquisition Flourishes

Advances	11	12	13	16
Tiers	1	1	1	1
Misery	200	125	40	60
Markets	16	13	17	13

EPOCH 3

Turn 9—Miserable Years of Upheaval

Advances	13	14	19	18
Tiers	2	1	2	2
Misery	500	300	50	125
Markets	18	18	16	11

Turn 10—Years of Hoarding

Advances	18	15	20	20
Tiers	2	2	2	3
Misery	450	250	20	70
Markets	18	21	15	10

Turn 11—Siege of Granada; French Plague (prior to final card phase)

Advances	23	22	22	22
Tiers	3	3	2	3
Misery	350	200	10	30
Markets	22	21	15	8

Note: Markets count dual-commodity markets as two and triple-commodity markets as three.

Genoa—None.

Barcelona—Grain

(Barcelona \$4, Paris \$4),

Ivory/Gold as Gold

(pays Barcelona

\$10, Genoa \$10,

Paris \$10), Stone

(pays Paris \$4,

Venice \$1).



VENICE

With all this Cloth being played, I bet Genoa is wishing he'd taken Florence a long time ago.

GENOA

I dodged a bullet in the Black Death card. That's one reason I don't like to play Genoa or Venice. You can almost guarantee that you'll see it played on you once a game.

NEUTRAL COMMENTARY

The Black Death is an awesome card and one that could be too powerful. This card was played as it should be, wiping out two of his three competitors. Venice (with only 2T for reclaiming the losses) is in serious trouble. [I have to take issue with Bruce here. The Black Death could have been played more effectively had it been followed immediately by takeovers of the weakened provinces. It is best to hold the card for a turn in which the target player has few tokens AND you have many. Paris has but 3T to use in the area. Now, the region will be rebuilt at a very minor cost in a future turn and in such a manner as to give one of Paris' enemies the expansion bonus card. Also, if you hold a Spice card, the plague should be hitting Area VI to allow seizure of Alexandria and Acre (and Aleppo for good measure).—SKT]

Purchase Phase

Venice: Pay Paris for use of Henry and Columbus (\$25), Institutional Research advance which reduces costs of Science, Exploration, Communications and Commerce advances (\$60 including Henry), Printed Word advance (\$10 including Gutenberg), Ocean Navigation advance (free with Columbus and Henry; ship upgraded to 1 Overseas), New World advance (\$70 with Columbus), Caravan advance (\$10), Human Body advance (\$30; misery reduced one box to 90), stabilization (\$3), misery reduced one box to 80 due to misery relief credits and possession of a completed tier (one advance in each category).

Paris: Institutional Research advance (\$60 with Henry), The Heavens advance (\$20), Ocean Navigation advance (free with Henry and Columbus; ship upgraded to 1 Overseas), New World advance (\$70 with Columbus), Holy Indulgence advance (\$60, misery increases one box to 90), Printed Word advance (\$40), stabilization (\$3), misery reduced one box to 80 for relief credits.

Genoa: Ship upgrade to 3 Overseas (\$10), Patronage advance (\$10, misery increases one box to 150), Pay Paris for use of Columbus (\$15), Written Record advance (\$30), New World (\$60 with Columbus), Urban Ascendancy advance (free), misery increases one box to 175 for failure to pay stabilization.

Barcelona: Cathedral advance (\$80, misery increases one box to 200), misery increases one box to 250 for failure to pay stabilization.

NEUTRAL COMMENTARY

So much for Barcelona's plans for Sea-worthy Vessels! The Cathedral purchase is an excellent play. He's already lost the battle for dominance overseas, so he shifts gears and becomes the religion leader. This will give him an ability that no one else has, at least for now.

Expansion Phase

Everyone now has Holy Indulgence, ending the token transfers.

Venice: 2T Kiev ○.

Paris: 3T buys card (Marco Polo, credits toward exploration).

Genoa: 3T Belgrade (4-1-6 wins) ○, 6T South America ○, 1T Sicily, 2T Marseilles.

Barcelona: 9T Aleppo (vs. Satellite; Cathedral gives automatic win) ○, 5T Sicily (vs. Nationalism; 4-1-2 wins) ○.

Expansion bonus card goes to Genoa (Enlightened Ruler).

Income Phase. Misery reduced one for possession of New World advance by Venice (to 70), Paris (to 70) and Genoa (to 150). Venice \$47, Paris \$75, Genoa \$51, Barcelona \$71. Wine surplus, Wine shortage—cancel each other.

Allocation of Cash and Tokens. Genoa 8T \$45, Paris 16T \$103, Venice 18T \$52, Barcelona 20T \$51.

GENOA

I get absolutely devastated by the Black Death. With Bud convincing the others I'm the obvious leader—despite the facts—victory is slipping away fast. With no commodity cards, I'll bid 8T and take another overseas province and buy a card if possible. I continue down the slippery slope of defeat.

PARIS

I'll bid 16T in order to get North America or India and have one shot at one of Genoa's overseas holdings. Once you get one of these provinces it's tough to lose them. I hope to go early enough to have a good shot.

VENICE

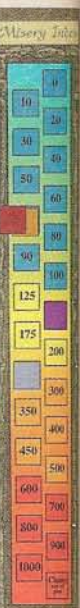
I got lucky. I played my commodities before the Black Death hit. With my 18T, I'll just try to repair the damage. I just picked up \$520 worth of advances for \$205, which helps the cause tremendously.

BARCELONA

I hope that with Cathedral and 20T, I'll be able to do some damage. I hope no one is able to buy Cathedral this turn.

NEUTRAL COMMENTARY

It's going to get mighty ugly for the others if they don't get Cathedral soon. One of these turns, Paris is going to decide to take some Spice provinces. I don't know why he hasn't tried yet. Genoa does have a problem with the lack of commodities, but he does have the best provinces. Perhaps he should try fishing for them with the Wind/Watermill



advance. Venice repairing the damage is a good idea, but he needs to get a little more aggressive. He's definitely flirting with last now with Barcelona being the religion king and Genoa and Paris the shipping gurus (they'll have all of the overseas provinces locked up before Venice can get there). Commerce is all that's left.

TURN 8

Draw Card Phase. Genoa—Mongol Armies (ends the crusades), Paris—Wine, Venice—The Crusades, Barcelona—Papal Decree.

BARCELONA

Wow! I'll be able to shut down religion advances to ensure another turn of uncontested use of Cathedral.

Buy Card Phase. Genoa buys (Stone), Paris buys (Desiderius Erasmus, credit for Printed Word and Renaissance), Venice buys (Revolutionary Uprisings).

Play Card Phase

Genoa: Enlightened Ruler, Stone (pays Paris \$4, Venice \$1).

Paris: Marco Polo (protected, \$20 rebate), Desiderius Erasmus (\$5 coverage, \$20 rebate).

Venice: St. Benedict (\$20 rebate), The Crusades (● in



Aleppo, misery up one box to 80).

Barcelona: Papal Decree bans Religion advances, Rebellion on Venice (reducing Aleppo ● to ■), Silk (pays Barcelona \$72, Genoa \$32).

NEUTRAL COMMENTARY

I'm not sure why Genoa is holding Mongol Armies. He must not want to double the credits of the yet-to-be-seen Marco Polo. Though I'd want to play the Mongols to make the Crusades a misery burden.

What about Revolutionary Uprising???? Venice only has one Commerce advance. Dump it now!

Barcelona made a nice play of the Papal Decree, but his desire for revenge against Venice was a little shortsighted. Why not play the Rebellion on one of Genoa's Silk provinces (putting only \$8 in each of Genoa and Venice's hands, instead of \$32 in Genoa's). Sometimes the chance for quick payback is too tempting.

Purchase Phase

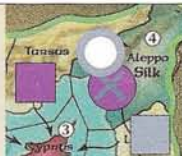
Genoa: Pay Paris for use of Erasmus (\$5), Ship upgrade to 4 Overseas (\$10), Printed Word advance (\$20 with Erasmus), Caravan advance (\$20), stabilization (\$10).

Paris: Ship upgrade to 2 Overseas (\$10), Cosmopolitan advance (\$80 with Polo), Human Body advance (\$30, misery reduced one box to 60), stabilization (\$6), misery reduced by one box to 50 by misery relief credits.

Venice: Nationalism advance (\$20), Laws of Matter advance (\$40), stabilization (\$3), misery reduced by one box to 60 by misery relief credits.

Barcelona: Seaworthy Vessels advance (\$60), Human Body advance (\$40, misery reduced by one box to 200).

Dominating the Silk Road: Barcelona and Venice compete to succeed Genoa's agents in Aleppo.



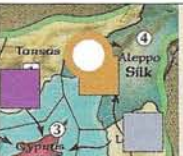
Turn 7: Barcelona uses Cathedral to automatically win the competition with Genoa.



Turn 8 Card Play: Venice embarks on a Crusade to Aleppo.



Turn 8 Card Play: Barcelona incites Rebellion in Aleppo.



Turn 8: Venice moves to re-establish market domination in Aleppo.



Turn 8: Thanks to the Papal Decree, Barcelona can use Cathedral yet again at Aleppo.

Expansion Phase

Genoa: 5T India ○, 3T buys card (Pirates/Vikings). Paris: 10T India (1-2-1 loses), 6T North America ○. Venice: 2T Dubrovnik ○, 4T Venice ○, 3T Florence ○, 2T Milan ○, 3T Lyon ○, 3T Aleppo ○, 1T Esseg □.

Barcelona: 4T Granada (Cathedral, automatic win) ○, 5T Tripoli (Cathedral, automatic win) ○, 8T Aleppo (Cathedral, automatic win) ○, 2T Kaffa (3-3-5 loses), 1T Toulouse □.

Expansion bonus card goes to Venice (Religious Strife, more misery for the religious-minded).

NEUTRAL COMMENTARY

Nice use of Cathedral.

Income Phase. New World reduces misery by one box for Paris (to 40), Genoa (to 125) and Venice (to 60). Paris \$75, Genoa \$51, Venice \$67, Barcelona \$79. Wine shortage, Timber shortage (Venice gets card—Grain).

Allocation of Cash and Tokens. Paris 3T \$83, Venice 14T \$53, Genoa 26T \$27, Barcelona 31T \$71 (Barcelona has only 30T but bids extra in an effort to move last, forfeiting the excess amount).

PARIS

I'm going to bid 3T to get the card and combine my cash with my commodities for some needed advances.

VENICE

With my 14T, I'll try to pick off a Grain or two and try to buy a few more advances.

GENOA

I've reached the point of desperation and will go all out, hitting whatever I can.

BARCELONA

I guess with no cards, I'll just take as many provinces as I can. I hope that I still will be able to use Cathedral.

NEUTRAL COMMENTARY

I don't know if things are desperate for Genoa yet, but he is falling behind in the advance race and needs some income. I still can't believe Paris isn't going to try for some Spice provinces. Venice is still playing a bit too conservatively. He's got the lead in advances. He's lacking a lot of the high value provinces and should be attacking, but instead he's playing defense again. He needs to take a page from Barcelona's book. With not much cash on the table, Cathedral may be good for another year. He's looking okay for now.

TURN 9

Draw Card Phase. Paris—Spice, Epoch 3 is shuffled into recyclable Epoch 2 cards to begin the final Epoch, Venice—Rebellion, Genoa—Fur, Barcelona—Cloth.

Buy Card Phase. Paris buys (Wool), Venice buys (Silk), Genoa buys (Metal), Barcelona buys (Henry Oldenburg, credits towards Enlightenment).



Play Card Phase

Paris—Wine (in shortage pays Paris \$45, Barcelona \$45, Venice \$20), Wool (pays Paris \$32, Barcelona \$2).

Venice—Revolutionary Uprisings (all players gain one box of misery for their Commerce advances), Famine causing misery to increase (for lack of Grain) two boxes for Barcelona (to 350) and Paris (to 70) and three boxes for Genoa (to 250) and Venice (to 100), Religious Strife causes misery to increase for each religious advance (Paris up one to 80, Genoa up two to 350, Barcelona up three to 500 and Venice up three to 175), Rebellion on Genoa in India (reducing ● to ■).

Genoa—Mongol Armies (collects \$10), Pirates/Vikings on Venice, Alexandria and Florence (reducing each ● to ■), Ibn Majid (protected, \$20 rebate), Nicholas Copernicus (\$20 rebate, no coverage), Civil War on Venice (Venice space remains ■, Venice will move last in the expansion phase, Venice's misery increases one box to 200, Venice chooses to lose 7T rather than half of his written cash).

Barcelona—Cloth (pays Paris \$45, Genoa \$5, Venice \$5).

GENOA

That was pretty stupid of me reducing the Venice space with Pirates/Vikings and then hitting him with Civil War which would have reduced it anyway. I could have gotten another one of his cities! That's what I get for not thinking things through!

NEUTRAL COMMENTARY

Why did Venice play Rebellion on Genoa?!? Paris is the bigger threat. I suspect he'll pay the price for that.

Again, the "revenge" factor clouds a player's judgement—Genoa this time. Although I agree that Rebellion should have

Turn of Advance Acquisition					Advances	
B	G	P	V			
6	3	7	2	A	The Heavens	
8	9	8	7	B	Human Body	
10	11	9	8	C	Laws of Matter	
10	11	10	10	D	Enlightenment	
3	7	9	3	E	Patronage	
5	5	7	4	F	Holy Indulgence	
10	11	—	5	G	Proselytism	
7	11	—	—	H	Cathedral	
2	8	1	7	I	Caravan	
9	10	9	9	J	Wind/Watermill	
10	11	9	9	K	Improved Agriculture	
11	11	11	11	L	Interest & Profit	
11	—	11	—	M	Industry	
4	7	4	3	N	Written Records	
6	8	7	7	O	Printed Word	
11	11	9	10	P	Master Art	
11	—	—	—	Q	Renaissance	
3	3	6	3	R	Overland East	
8	5	3	6	S	Seaworthy Vessels	
11	5	7	7	T	Ocean Navigation	
—	7	7	7	U	New World	
4	7	3	3	V	Urban Ascendancy	
10	5	9	8	W	Nationalism	
9	9	7	7	X	Institutional Research	
—	—	8	11	Y	Cosmopolitan	
—	—	—	—	Z	Middle Class	

been played on Paris, Genoa could have really hurt Venice more.

Why does Barcelona give more money to Paris by playing Cloth? He's thinking that, now that Venice has lost his Cloth, he can get rid of it. I'd be tempted to take a Cloth or two and then play it since commodity cards have been scarce for Barcelona.

Purchase Phase

Paris: Ship upgrade to 3 Overseas (\$10), Master Art advance (\$60), Nationalism advance (free), Wind/Watermill advance (\$20), Patronage advance (\$10, misery increase one box to 90), Laws of Matter advance (\$40), Improved Agriculture advance (\$30, misery reduced by one box to 80), stabilization (\$6), misery reduced by two boxes to 60 by misery relief credits and two tiers of advances.

Venice: Wind/Watermill advance (\$20), Improved Agriculture advance (\$30, misery reduced by one box to 175), stabilization \$3, misery reduced by one box to 125 by misery relief credits.

Genoa: Institutional Research advance (\$40 with Copernicus), Human Body advance (\$30, misery reduced by one box to 300), failure to pay stabilization increases misery by one box to 350.

Barcelona: Institutional Research advance (\$60

with free use of Copernicus), Wind/Watermill advance (\$20), stabilization (\$1).

NEUTRAL COMMENTARY

Paris chooses Master Art over Cathedral. He'd rather dump the cards than try to collect for them. I completely disagree with this strategy. Why throw away the high value commodity, when you can go take them?! Now he's going to lose automatically to Cathedral again! Not taking Acre on turn 3 is coming back to haunt him.

Expansion Phase

Venice goes last due to Civil War.

Paris: 3T buys card (Stone).

Genoa: 8T Lyons (6-5-5 wins) ○, 4T Granada (Barcelona doesn't use Cathedral, Genoa 6-6-5 wins) ○, 2T Marseilles ○, 4T Genoa ○, 3T Rome ○, 4T India ○.

Barcelona: 4T Granada (Cathedral, automatic win) ○, 9T Constantinople (Cathedral, automatic win) ○, 6T Cyprus (Cathedral, automatic win) ○, 6T buys card (Gold), 4T Alexandria ○.

Venice: 4T Venice ○, 3T Florence ○.

Expansion bonus card goes to Genoa (Stone).

Income Phase. New World reduces misery by one box for Paris (to 50), Venice (to 125) and Genoa (to 300). Paris \$71, Venice \$59, Genoa \$67, Barcelona \$87. Wine shortage (Barcelona gets The Crusades, now an unplayable misery burden), Silk shortage (Barcelona gets Mysticism Abounds).

Allocation of Cash and Tokens. Venice 5T \$69, Barcelona 10T \$104, Paris 13T \$77, Genoa 31T \$38.

VENICE

My estimation of my situation is I'm in second place, judging by the advances I have compared to the others, but Barcelona is coming on strong. I'm bidding 5T and hope to get a card and, with my remaining cash, another advance or two.

BARCELONA

I'll go 10T and use my cash and leader for some advances. I doubt Cathedral will do me any good this time anyway, but, if so, I can always use it on defense.

PARIS

I'm hoping to keep buying advances with my money, so I held back on expansion. I'm leading the race now, I just need to keep it going.

GENOA

Again, I've got nothing better to do than to try to hit provinces. At least, with the Fur and Metal cards, I have some targets.

NEUTRAL COMMENTARY

Venice is a perfect example of what not to do in this game. He took a lead and is sitting on it. His empire is being picked apart. His income has gone from \$67 to \$59 and now will probably go even lower. He's been focus-

ing too much on the advances and now the others have caught him or soon will. Paris is starting to fall into that mindset as well. Only Barcelona and Genoa have been actively expanding. Add the factor that neither Venice or Paris have much in the way of high-priced commodities. Eventually Genoa and Barcelona are going to have big paydays and surge past them.

TURN 10

Draw Card Phase. Venice—Ivory/Gold, Barcelona—Sir Isaac Newton, Paris—Cloth/Wine, Genoa—Timber.

Buy Card/Discard Phase. Venice buys (Leonardo Da Vinci), Barcelona buys (Cloth), Paris buys (War) and discards a Spice, Genoa buys (Grain).

Play Card Phase

Venice—Leonardo Da Vinci (protected, \$20 rebate).

Barcelona—Sir Isaac Newton (\$20 coverage), Henry Oldenburg (\$20 coverage).

Paris—Stone (pays Paris \$4, Venice \$4, Genoa \$1), Genoa—Stone (pays Paris \$4, Venice \$4, Genoa \$1).

PARIS

I should play War on Barcelona while I have the advantage for Nationalism. But I'm a chicken and I'm in the lead so I won't take the chance.

NEUTRAL COMMENTARY

I hate having the War card too, but with the +1 you've got to take it. Again, playing defense in this game won't work. [Bruce is right about playing aggressive at the end, but I think that the War card is one to be swallowed until the most dire of circumstances. It can easily backfire with such a small advantage. Of course, Paris has the Stone provinces to cede. Paris can also be faulted for not acting much sooner to take advantage of the Spice draws.—SKT]

Purchase Phase

Venice: Enlightenment advance (free with Newton and Oldenburg), Master Art advance (\$30 with Da Vinci), stabilization (\$6), misery reduced by three boxes to 80 by misery relief credits.

Barcelona: Enlightenment advance (free with Newton and Oldenburg), Laws of Matter advance (\$10 with Newton), Improved Agriculture advance (\$20, misery reduced by one box to 450), Nationalism advance (\$20), Proselytism advance (\$30, misery increased by one box to 500), failure to pay stabilization causes misery to increase by one box to 600, misery reduced by two to 450 by misery relief credits.

Paris: Enlightenment advance (free with Newton and Oldenburg), stabilization (\$10), misery reduced two boxes to 30 by misery relief credits.

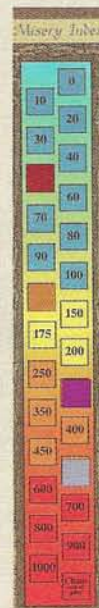
Genoa: Wind/Watermill advance (\$20), stabilization (\$10).

Expansion Phase

Venice: 3T buys card: Bartolome de Las Casas, IT Breslau □, 1T Oran □.

Barcelona: 4T Algiers (Cathedral, automatic win) ○, 6T buys cards (Metal),

Paris: 4T Fez (5-6-4 loses), 4T Fez (2-2-1 loses), 1T Salzburg (with Nationalism, 3-2-5 wins) □, 1T Breslau (with Nationalism, 1-1-6 wins) □, 3T Bordeaux ○.





WAR OF RESISTANCE CHINA THEATER • 1937-41

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Granada (3-1-6 wins) ○, 4T Fez (2-5-6 loses), 4T Fez (4-5-2 loses), 3T St. Gali (vs. Nationalism; 1-3-6 loses), 3T St. Gali (vs. Nationalism; 6-4-1 wins) □, 7T Nuremberg (vs. Nationalism; 5-4-3 wins) ○.
 Expansion bonus card goes to Genoa (Wool).

NEUTRAL COMMENTARY

Again, Venice is playing too defensively. At least take out someone else's satellite. Barcelona saved Cathedral in case Genoa attacked Constantinople (an attack which never materialized).

Income Phase. *New World* reduces misery by one box for Paris (to 20), Venice (to 70) and Genoa (to 250). Venice \$55, Barcelona \$87, Paris \$67, Genoa \$75. Wine shortage (Barcelona draws card—Timber), Gold and Ivory shortage (Barcelona draws card—Galilei, and Genoa draws card—Enlightened Ruler).

Allocation of Cash and Tokens. Venice 16T \$50, Genoa 30T (wins ties with Barcelona and chooses to go second) \$45, Barcelona 30T \$111, Paris 36T \$56.

VENICE

This looks as if this might be the last turn. I'll discard the Silk, because I'm not going to be able to get at it.

GENOA

I'll bid high and continue to hit things. I'm still behind and that's my only chance, especially now that

Paris already discarded a Spice.

BARCELONA

I'll pay for 30T and bank the rest. I feel I may need the tokens to hold on to my large empire.

PARIS

I bid 36T (while only having 33 tokens) so as to go last in this turn and see what needs to be taken. This is probably the last turn.

NEUTRAL COMMENTARY

What needs to be taken is Spice—about three turns ago! Venice realizes this is probably the last turn, but only bids 15T??? Barcelona has the right idea about needing tokens to succeed. Give Genoa credit as well, he's trying to hit things. At least, Paris is giving himself the opportunity to see what to hit. It'll be tough to win rolling last, though.

I can't say it enough—be aggressive. Don't just sit back and try to hold what you have. This game rewards offense!

TURN 11

Draw Card Phase. Venice—Fur, Genoa—Spice, Barcelona—Silk, Paris—Andreas Vesalius (credit for Human Body and Enlightenment).

Buy Card/Discard Phase. Venice discards Silk, Genoa buys (Papal Decree—unplayable misery burden), Barcelona buys (Alchemist Gold), Paris buys (Metal) and discards Spice.

Play Card Phase

Venice—Bartolome de Las Casas (protected).
 Genoa—Metal (pays Genoa \$96, Barcelona \$6).



END OF TURN 10: Position on this all-important log (of who has dominance of the key commodity markets) is crucial going into the final turn (especially with possession of the Industry advance). The final commodity payouts can make or break your game.

Barcelona—Black Death on Area III (removes the following ■: Breslau, Salzburg, St. Gali, Esseg and reduces the following ● to ■: St. Malo, Paris, Dijon, Basel, Vienna, Budapest, Bruges, Strasbourg, Cologne, Nuremberg, Prague). Cloth (pays Paris \$20, Genoa \$20, Venice \$20), Metal (pays Barcelona \$54, Genoa \$24), Gold (pays Barcelona \$90, Genoa \$40), Timber (pays Genoa \$48). Can't play The Crusades or Alchemist Gold (no effect).

Paris—War on Barcelona (each rolls 3 +1 for Nationalism for a tie, putting misery up one box each, Paris to 10, Barcelona to 350), Timber (pays Genoa \$48), Metal (pays Barcelona \$54, Genoa \$24), Wine (in surplus pays Barcelona \$45).

FINAL RESULTS

	Advances	+Cash	-Misery	= Score
Barcelona	1620	\$725	-350	1995
Paris	1600	\$299	-10	1889
Genoa	1550	\$510	-200	1860
Venice	1580	\$89	-30	1639

FINAL COMMENTS

Mike Stanley (Venice)

I made some mistakes that cost me a few bucks early in the game, which would have helped get me off to an even better start (but also made me more of a target). Having the Black Death played on you can ruin your day. It wasn't really that devastating for me, because I had just played several commodity cards.

I also had a run of pretty useless cards over the course of a couple of turns, one result of which was a lack of focus for province acquisition for me. But all of that can happen to anybody. I think my last place showing has to be attributed to my still-to-be-improved end-game play and the lack of balance in my approach to the game. I get too focused on one thing—in this case, acquiring advances—and forget that there are other considerations, such as the commodity cards held by others that have to be played at the end of the game. I needed to dominate some of those Fur, Silk, Spice, Gold and Ivory provinces. I even had a Silk card and didn't really take advantage of it. Balance is a key aspect of this excellent game, and I'm still working on my tightrope walk. Overall, it was a pretty good game played by all.

Ken Good (Genoa)

I started very well. My middle game slowed considerably and probably cost me the victory. I was surprised that I was able to control most of the overseas areas and not be victorious. These high value commodities usually win the game. However, Lind had a split with me in these commodities and more leaders. This is why he won. This is a good multi-player game and I suggest everyone try it out.

George Sauer (Paris)

The final card play really killed me. I had miscounted and didn't realize there was another Silk left at the end. That would have

made a big difference if I could have taken a few. I stated early that Spice and Silk win the game. I should have listened to myself. Lind also got a lot of leaders at the end which helped him catch up with advances. It was a good game!

Lind Pratt (Barcelona)

The Black Death wins it! I'm not sure but I think it kept Paris from catching me. I lost the sea battle early on, so I think my decision to buy Cathedral and keep trying to expand was the only available strategy. I didn't have the commodity card draws to point to a particular commodity for acquisition. Instead, I simply expanded where I could. It also helped that no one really seriously knocked me down at any point in the game. The other powers kind of left me and my empire alone. Having The Crusades early in the game was a big help. Sometimes it just points a big arrow at you. I really enjoyed this game.

FINAL NEUTRAL COMMENTARY

The Black Death cost Paris \$153, just enough for a win. But you also have Paris' failure to take any Silk provinces from Barcelona on the last turn (or Spice on any turn) that was a major contributing factor to his loss.

Two powers, Venice and Paris, got ahead and then tried to hold on until the end. The analogy I'd make is a basketball team that gets up by ten points and goes into a slowdown offense with eight minutes left. They're probably going to lose and in this case they did. Bud had it exactly right when he said that he should have listened to his own advice and gone after Spice and Silk. Venice and Paris together had no Silk or Spice provinces. That's why they lost.

Everybody made some mistakes in the game, but no one play was a killer. Barcelona played a masterful game from a strategic standpoint. He simply kept his head down and tried hard to not look like the leader, which he wasn't until the end—when it counted. I would say the biggest point in the game came when Barcelona had Cathedral all by himself for four turns and the tokens to take advantage of it. He was able to use Cathedral eleven times in a four-player game. That's a good investment.

Paris, by just taking two of Barcelona's Silk spaces, could have caused a \$200 swing in his favor to win the game. The value of the bigger commodities cannot be overstated. Paris had the right idea, but had poor execution in the end. Overall this was an enjoyable game to watch and I want to thank all of the players for their help in putting this article together.

[Wow! This was a very close game. The early leader ended up in last place and the other three players all had a shot at victory on the final turn. As it happened, Paris should feel robbed. A victory at Granada (81 per cent chance over the course of three attacks) would have denied Barcelona \$60 and earned Paris

\$48 in the ensuing double payoff for Metal. I'd take an 81 per cent shot at a two-point victory on any day of the week!

I've never bought the idea (suggested above by Ken Good) that Personalities won you the game. In this one, Venice received her advances for the least amount of money (by \$190 less than the winner), but still lost. Ken and Lind spent roughly the same money for roughly the same value of advances. More often than not, the Personalities tend to skew the order of your purchases, which can have a visible impact on the game (whether good or ill depends upon the context). Yet, knowledge about a commodity payoff or an upcoming disaster can be much more valuable.

Given the big bonanza from Barcelona's Industry in the final card phase, I hope players learned a valuable lesson about Commerce advances. Barcelona earned \$260 extra, while Paris earned \$100 extra. Imagine the damage that could have been done with a purchase of Industry earlier in the game! Of course, a player must watch misery more closely and avoid Religion more than these players did if he were to be successful with early Commerce advances against the nasty Revolutionary Uprisings. A player drawing this disaster should strongly consider eating it and pushing forward into Commerce.

I think that Communications were very poorly used in this game. Master of Art can be used to discard unwanted disaster cards (making Commerce and Religion more palatable), while Renaissance can be used to engineer turn order shifts to make more successful attacks on valuable commodities. Discards of Silk or Spice should be a last resort, not an early option. In fact, possession of Master Art can be used as a powerful diplomatic tool to get another player to agree to not counterattack when you grab these valuable locations.

The most important element for victory is control of valuable commodities at the right time. With Barcelona controlling or sharing control of all valuable commodities except for Fur at the end of the game, he was sitting pretty. His opponents had to hammer him to stop his victory. Yet, oddly enough, the final turn's competitions were not over the valuable Silk. Genoa, in particular, went after Timber, a very low-value commodity. Had Genoa seized one Silk province from Barcelona, the \$112 swing would have given him a close run at victory, too. In most turns, it is important to go for dominance in commodities where you control the card. However, at the end you must stop others from controlling the most valuable ones that have not been paid yet. Though difficult, card-counting in Epoch 3 can serve you well at the end of the game.

In a fitting end, Paris' War on Barcelona remains unfinished.—SKT]

Knocking on the Back Door

Axis Strategy in

PC THIRD REICH

By Jim Potts

Having nearly succumbed with the British to a variant of this Axis strategy in a recent playing of the boardgame, I can attest to the difficulties the British have fending off the second flank. The computer game differs enough from the boardgame to make this strategy even more palatable.

—SKT

Many of us can recall the enjoyment of countless hours spent revisiting World War II through the boardgame of *THIRD REICH*. In its various manifestations as a boardgame, and despite certain limitations of design (such as the comparatively abstract naval warfare system), the fans of this classic are legion. Although more complex games have since supplanted it in many ways (notably *World In Flames*), nothing beats *THIRD REICH* for its elegance and playability. Indeed, for anyone wishing to re-enact World War II in less than twenty hours of play time, *THIRD REICH* is the best choice!

Now from the ashes of C3R-Amiga (like a Phoenix) *THIRD REICH for PC (3RC)* arises. What an offering it is! Much has been published already of its shortcomings (mostly to do with the AI), but the truth is that the PC version of this game is faithful to the original board game in nearly every detail. If the internet posts I have read are any indicator, even detractors nonetheless continue to play the game—seduced no doubt by its other charms. The simple fact is that this is a playable and enjoyable game, rather more bug-free than many initial offerings we have seen of late. TAHGC, as of this writing, has already released eight patches, supporting the product well (again, unlike many other games which now languish in my bookcase).

THE BACK DOOR

When I played *THIRD REICH* in the 1970's and early 1980's, one of my favorite Axis ploys was to apply heavy pressure against the British in North Africa, and, at the critical moment, move units into Lebanon to attack through Palestine to the Suez Canal. In most cases, the British are not disposed to defend against a "two-front" attack, and the collapse of Egypt soon follows. The way is then open for an

Axis thrust through Persia, thus threatening the Caucasus and drawing off valuable (and relatively scarce) Russian units from the eastern front in 1941-42. Success in this measure also reduces the Allied lend-lease routes to the less-reliable Murmansk convoy.

THIRD REICH for PC is no different than the boardgame in this respect. It is possible to successfully eliminate the British presence in the Middle East, and when the Axis starts knocking on the USSR's back door, the AI tends to freak out (much in common with the human reactions of the opponents I have faced over the years).

The methodology is simple, the reward for success more than ample. Failure, on the other hand, is a disaster, as the Axis units will then be badly out of position and serving no good purpose.

For starters, Lebanon-Syria must be Vichy. If it is Free French, the only Axis recourse is to invade and unless one has been incredibly successful (lucky?) in reducing the British naval presence in the Mediterranean, an amphibious invasion of Lebanon is highly questionable. As a Vichy colony however, the Axis can strategically redeploy into Lebanon without hindrance.

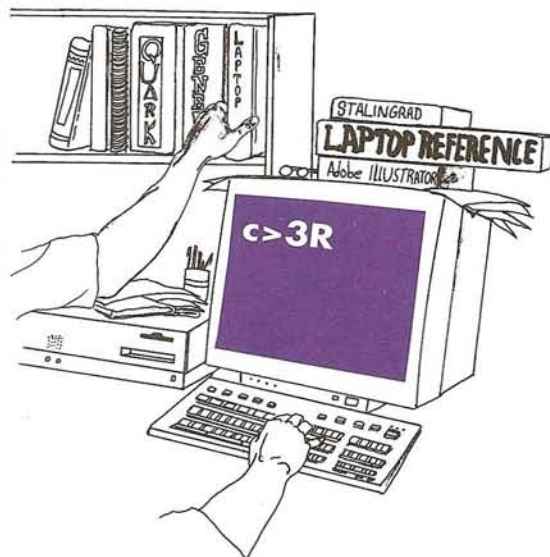
Once sufficient force is in place in Lebanon, don't delay. Attack, attack and attack again. You must hammer the British from all directions simultaneously, and leave them reeling. With a quick fall of Egypt, you can begin threatening the Soviet southern flank (their back door).

An Italian buildup in North Africa during the "peaceful" turns of 1939 must be followed by an Italian declaration of war in the Spring 1940 turn. Leave only enough force in Italy to defend against French incursions. The Italians are of dubious benefit during an attack on the French southern flank. Even if you only leave a defensive force, the AI certainly won't denude the French defense of Marseilles, and a human player would be foolish to do otherwise.

Here then, is the "recipe" for cooking the British "goose" at Suez and opening up the Soviet southern flank.

FALL 1939

Germany of course will do the predictable things in Poland—resulting in the early demise of the Poles. Much has been written already about the merits of an early



attack on Denmark, followed by capture of Norway and the Low Countries. Personally, I don't think the choice of targets (if any) besides Poland for the first turn makes much difference to the execution of the plan to vanquish the British in the Middle East.

What is critical is to adhere to a strict war production schedule. At the end of the first turn, the Italians must build a fleet counter. The Italian navy operates at a disadvantage to the British, making numerical superiority important. Use the rest of their BRPs on a 2-5 armor, and three two-factor infantry (two of the latter adjacent to the border with France). German builds at this point will largely be dictated by the action in Poland. If you incur big losses, rebuilding those will take priority over any future plans for North Africa.

Redeploy the newly built Italian armor and one 2-3 infantry to Tobruk. Also, if the British are not set up to invade Italy, redeploy the two 3-3 infantry units to join their comrades in Italian North Africa.

If your opponent is the AI, it is unlikely that it will transfer much to Africa this turn. Usually it favors supporting the French cause, instead. A human player usually will do much the same (an early fall of France harms the Russians).

One cautionary note: heavy expenditure of BRPs by the Axis side means that the chances are very good that the Allies will have the initiative in the Winter 1939 turn. This is not particularly troublesome at this stage of the game, provided of course that you have properly defended Germany's western border and are prepared to make France pay with your return double-move.

WINTER 1939

The Allies may have the initiative this turn. The AI won't do much with it, and a human player who sticks the French nose out of the Maginot and attempts an incursion into Germany does so at great risk to his own cause. No matter what the Allies

have done during their phase, the Axis should be able to get well into Belgium and the Netherlands, and be ready to wheel into France on the following turn. Depending upon the priority that the Allies have given to a British presence in France, you may see an additional 4-5 armor in Egypt, with perhaps one or two 1-3 infantry units (or replacement units). A competent Allied player will also send at least another two air factors to the desert front.

The Italians, who should still be at peace, build a 2-3 infantry and all six of their replacement units, stationing the latter on the invadable hexes in Italy and Sicily. Redeploy your remaining 2-5 armor from Italy to North Africa, along with the infantry unit you just built. Send a full air force as well.

At this juncture your thinking should include the idea of having at least one German 3-3 foot-slogger ready in the wings for shipment to Tobruk next turn.

[Veteran Allied players will notice that Potts is going to rely primarily upon the Italian fleet and a German counterattack to counteract a Fall 1939 invasion of Italy. His plans for repositioning so much to Africa leaves the peninsula fairly weak. Nonetheless, I know Axis players who love to play this gambit—figuring that an Allied double-move is likely to cost part of the British fleet and an early fall of France, with a failure to knock out Italy being the final result anyway. Nonetheless, novices should not be oblivious to the risks of using Potts' strategy.—SKT]

SPRING 1940

Now things get really interesting. The Axis will have the initiative. Unlike Mussolini, we will not wait to see in which direction the wind blows. Italy declares war on France now. The only Italian role during this turn is to tie down a few French units, and to attract a bit of British attention to North Africa. You don't want to overplay your hand. You want to divert some British units away from France, but not so much as to inhibit the Italian plans for Summer 1940.

Circumstances in France may well be favorable enough to warrant deploying your 3-3 infantry units to a much warmer climate. In any event, you will almost certainly be in a position to send at least one German 3-3 infantry to Africa (and very likely, two such units).

The Italians do not have the BRPs to permit both a declaration of war against a major power and an offensive on the same turn. The Italians should run an attrition. While the British will doubtless have some cheap factor units to soak up losses. Losses of any sort by the British cut into their reinforcement ability via their next SR. The

whole point here is to be shipping units to Africa faster than the Brit can match them.

SUMMER and FALL 1940

At some point during the summer or fall turn, France should collapse. If it doesn't, you can forget your plans for North Africa.

Immediately after the collapse of France, strategically redeploy German armor to Lebanon. Two units, together with another two German infantry should be enough. Base ten air factors in North Africa within range to rebase to Lebanon. If you want to send more, fine, but this is really all you need to clear Palestine and Jordan. This will also pose a credible threat to Suez. Meanwhile, the combined Italian-German force (by now, well into Egypt) will be chewing up British units. Don't worry about your own losses. You can make them up, and your SR capacity is greater than the British, in that they need two 9-factor fleets to SR a single unit from another front.

WINTER 1940

Successful action along the two-fronts of the desert has the effect of allowing the Axis, if it wishes, to hold off on Bar-

barossa until Summer 1941. The extra turn delay is more than offset by the help you will get from the Axis Minor allies which activate for that turn and the help you will soon be giving yourself on the southern flank of the USSR. Your aim must be to successfully complete the desert campaign by Summer 1941.

1941 and BEYOND

With the successful removal of the British from the Suez area, you are in a position to threaten the Soviet southern border.

A British collapse in Egypt in the summer of 1941 should be immediately followed by strategic redeployment of as many Axis units as possible to the Iraq border. In the next turn, armor which is on that border can reach the Russian border. The Soviets must decide if they will defend this border now or give up much of their southern flank soon thereafter. Every unit sent to the south is one less that the Germans must face in the east.

CONCLUSION

This strategy is not for the faint of heart. It is fraught with risk, but you have much to gain. Do not lose sight of your main objective: the conquest of USSR.

Historians will argue for many years yet to come as to whether the Axis could have won World War II. The answer, I suppose, largely depends upon how many "what ifs" you permit to creep into the debate. Suppose the Axis had better protected its only viable source of "heavy water"? Suppose Hitler hadn't ordered a shift away from the attack on Moscow at the critical moment in the fall of 1941? Suppose that the average Italian soldier had been better led and better motivated, perhaps sharing in Mussolini's dream of a "New Roman Empire"? Suppose Hitler hadn't listened to Goering in 1940, and had let the Wehrmacht finish off the British at Dunkirk? Suppose, suppose, suppose...

The enjoyment of wargaming is the exploration of those issues which faced the high command of the various combatants during the war. In this game, you have the ability to attempt alternate strategies, yet you are still subject to the limitations of time, space and resources which existed historically. The best plan can be ruined by one lousy roll of the dice, just as luck had its influence on actual events.

I have utilized this strategy many times. In equal measure, I have experienced both success and failure, and therein lies the fun. You never know how it's going to turn out.



SPELUNKER'S DELIGHT

By Michael W. Ziegler

The market may have been taken by surprise at the end of November, courtesy of The Avalon Hill Game Company's release of *CAVEWARS* but the greater surprise is what is found in the Computer game itself.

I purchased the game on a whim during a stop at the local store to acquire *OVER THE REICH*, wherein, seeing *CAVEWARS* also available I trusted in the traditions of the company which has given me many hours of entertainment.

That trust did not go unrewarded. This little advertised game is a gem of competition, both in the "hot seat" format and "one-on-one" against the computer! At first the game seemed a bewilderment of interior phenomena of various races and actions, but soon I began to discover the logical nature of the cavernous world. The game encompasses five levels of sheer terror! At any time the randomness of the Ibido world can cast you into the hostility of mindless, everlasting slaughter that is the element of empire!

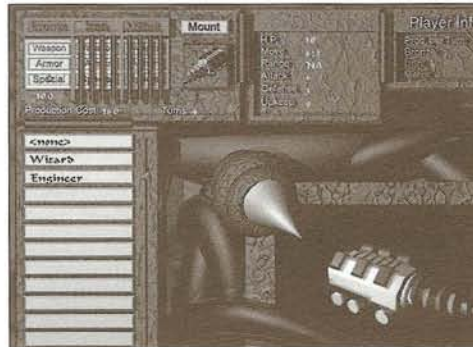
You start by choosing from a variety of races. Each has advantages and foibles which will dictate in which direction development will proceed. Then, you must decide just how much you wish your city to produce and along what line of investigation and research you wish your "people" to check. The start of the game leaves you in the "Stone Age." You have a minimal supply of Bronze and knowledge of weapons development to produce an "army." For the sake of strategy, let's say that you have chosen the Gakkar race. You order your city population to produce a "soldier" on the first turn, equipped with a sword. On the ensuing turn the man appears inside the city ready to explore the hidden world outside the walls. You also allocate to your city just how much you wish them to make of these characters (it will crank them out until you run out of metal). It is good practice to only allocate a few explorers, one to four will do. Also it is not necessary to use bronze. You can produce wooden weapons, or none at all! If you want to get around faster, then an early transport animal, known as a "balthi" (which resembles an underground kangaroo that hasn't seen daylight) is available. It will cost you an extra 25 bronze for the ride!

Then your explorers reveal items of interest, food (which look like mushroom farms), rock, minerals (three type) and neutral races in other cities. You may also locate holes which lead up or down to other

levels. (Possible invasion points, so watch out!). You may run into other explorers from other players or the computer, and some may be more advanced than you!

Seek after mineral wealth, Bronze is essential at first. Those gold looking nuggets inside rock must be extracted. Tell your city folk to build an engineer. The production of that little critter costs valuable Bronze, (one hundred points, and you only start with about two hundred and fifty). I advise conservation for explorers. Get out, find the elements, create an engineer, dig and mine the minerals. This gives you the ability to call upon weaponry when it will be needed. If things are proceeding normally you will be busy checking out new sites, digging for minerals, and increasing stock.

Then critical decisions must be made regarding how you wish to advance on the scale of knowledge. Your city must



research either magic, weapons, cave technology or transportation technology. I recommend cave technology for the first few turns. After a few advances, switch either to weapons or magic. In this game, magic is power. Advancement in this line allows you to call up hordes of powerful creatures which can attack and defend your cities just like militia. Depending on your choice of race, your group may or may not be able to secure this advantage quickly, so consider your tendencies. Some races are more violent and therefore seek weapon development. You will get the crossbow, then flintlock guns, rifles, machine guns, cannons, etc.—right up the scale.

You will seek to conquer easily-routed troops both in the field and inside cities. Once armies are built (nine per group) they venture out to capture other cities and thereby increase productivity. Engineers are also easy meat for slaughter, even when they are in the act of mining or digging. (The computer seems to have a lust for these when you play one-on-one.)

Don't count on the computer to be developing at the same rate as you are. I found out by trial and error. Although the Computer attempts to give you time to develop, you count on this. I played a few games using the Dwarves and had some success, on another occasion I used the Dwarves and developed quite nicely along the line of weaponry, and having a lot of mineral wealth, I built squads of well armed troops with mithril weapons. You could imagine my surprise as I confidently knocked off group after group of computer primitives which were invading from another level. It eventually came to the point that I sat on top of the holes and slaughtered each group as it appeared. But after I killed about 300 the logic escaped me, from where are they coming? I slaughtered 200 more. Eventually, I saw that the "hordes" were developing magic above the third level. It was only a matter of time before my defeat.

A fellow player once discovered his race was encased in stone on all sides of the area and was required to spend many turns digging his way out. This is unfair stuff to be sure. The computer tends to give itself protection in multi-player games, in that it will place the players on the same levels and place itself on another. So while you kill each other off, the computer is developing full tilt! Then as you rise from the ashes as the victor of your level, you are suddenly confronted by an army of well-developed field soldiers conquering you at will. Be prepared to make early alliances. This is difficult since the way to advance depends on city acquisition.

The alternative is to try to build your own cities with engineers if you can spare them from mineral duty. Later a food crisis may develop, and this can be partially offset by moving your city population in part to other cities in your possession. You can also use developments in magic to increase the yield in food

The computer will also prompt you when it wants to give in. I find that once you have secured your level and are exploring other regions that the computer sometimes seeks a quick exit. But you don't have to listen! You can go on conquering and maiming as long as you wish. I once took the Gakkar race on to conquer every city on every level! The game will end at this point.

So if you are intent on looking for a game that will amuse, enlighten, and appeal to a "Risk"-playing personality. I suggest you check out this item. It is among one of the more interesting and unusual games that TAHGC has produced in years!

COMMANDER & CONQUEROR

Basic Strategies and Simple Tactics for Westwood's *Command & Conquer*

By Mark G. McLaughlin

In computer game company parlance, the accolade of "evergreen" is given to any game that continues to sell well, if at all, six months after its release date. Few computer games and even fewer computer wargames gain that mark of renown. Westwood Studios' real-time tactical wargame, *Command & Conquer*, not only earned that sobriquet, it also continues to reside in the top ten sales list nearly two years after its release. The system is so good, and so popular that it has spawned four spin-offs (with a fifth on the way). It has spurred a half a dozen other companies to produce clones in an effort to cut in on Westwood's market.



TWO GAMES IN ONE PACKAGE

The basic *Command & Conquer* (C&C) gives you the opportunity to play either side of a near-future war. The GDI is the American-led United Nations forces, which is trying to stop the criminal/terrorist alliance of NOD from taking over the present-day world.

The 16 missions per side are linked in a story. At the end of each mission you are given an update of how the war is going. The maps and numbers are enhanced by some very nice live action and computer animation that serves as an introduction to the next mission. The missions, forces, objectives and story line for each side are very different.

BASIC MISSIONS AND FORCES

Most missions, especially for the "good guys" of the GDI, involve building or repairing a base, gathering resources, buy-

ing troops, exploring the map, and wiping out the opposition. Some missions, especially for NOD, are more objective oriented, such as "blow up this building," "kill this man," or "steal this crate." The more humorous and creative ones involve a tiny force or even a single commando.

Units are individual soldiers, vehicles and aircraft. The battle takes place in real-time. Although you can slow down the speed, you can only pause to save the game or freeze the screen, not to give orders. Even at the very slowest speed, the pace of the game can get breathless. Enemy hordes come at you in waves while your forces and base are being pummeled by air strikes, laser bolts from space-based weapons and even an occasional nuclear missile.

INFANTRY TACTICS

Commanding infantry requires watchfulness. Instead of moving everybody in an area all at once, you get better results by moving a few men at a time into an "overwatch" position while you bring up another bunch. The stationary ones will provide fire cover for the moving group. The units can leapfrog forward in this manner. Another tactic is clicking on a group and hitting the "X" key to make them scatter or the "G" key to make them behave more defensively.

Infantry works best when organized in combined-arms fire teams. The bazookas start firing as the enemy comes into range, then the grenadiers kick in and finally the submachineguns open up. If you set up overlapping and layered fields of fire you can build a killing zone for the enemy infantry.

Luring the enemy into these kill zones is not hard. As the scenario progresses you can identify his main approach and wait for him. Bridges, passes and roads are especially inviting to the enemy. The opposition, however, is not stupid, and will set up his own kill zones. To lure the enemy forces out of their positions, you must send a man close enough so that they start firing and then get him out before he dies. The enemy usually follows a target.

A LAYERED WALL OF IRON

Like the infantry, the armor is best used in combined-arms strike groups. An armored charge (unless composed of mostly mammoth tanks) will collapse into a pile of wrecks. Even a huge attack force of a dozen or more vehicles will soon be reduced to scrap if employed in a massive rush.







Unlike infantry, the vehicles can be massed, literally hub-to-track, to present a wall of iron. Their killing zone tactic can be a set defensive one or a "bounding overwatch" (for slow leapfrogging advances).

Vehicles can clump together, because the only weapons that can take them out *en masse* are the GDI air strikes and laser satellite strikes or the NOD nuclear missiles. Even then the risk is low, because the computer usually will use those weapons against a player's base rather than his field forces.

The computer's vehicles also are susceptible to the "live bait" trap that is the undoing of its infantry.

Command & Conquer by Westwood Studios
Minimum System Requirements: a 486 MHz machine with MS-DOS 5.0, 8 mb Ram, 20 mb hard drive space, Double-speed CD-ROM reader (with MSCDEX 2.2), MCGA graphics and Soundblaster or compatibles and Microsoft compatible mouse-driver.
Supports Modem play.

Playing Time: A mission can be played in under two hours, but playing the whole game can take 60 hours or more.

	Mental Challenge
	AI Ability
	Realism
	Excitement
	Artistic Appeal
	Replayability

Rating icons range from one (wretched or ten years behind the state of the industry) to five (top 10% of industry). Four is good, three is passable (middle of the road for the industry) and two is not great (bottom third).



TRUE COMBINED ARMS

Infantry and armor work very well together on the defense. This can either be a set defense of a position or base, or an “offensive defense.” The offensive defense is harder to build and maintain than the set-piece defense, because you must create the enemy’s approach path with the live bait routine and sit astride it. The key to winning the war of attrition is utilization of killing zones against piecemeal attacks by the enemy.

For the GDI, line up a group of armored personnel carriers with a second line of tanks and Humvees behind them. The armored personnel carriers draw fire and shield the tanks while gunning down enemy infantry. The tanks provide long-range support and the Humvees provide added firepower against enemy infantry (especially flametroopers) or speed bikes which approach.

GDI infantry is best used on the flanks or interspersed in the second line. Its job is fire support to kill enemy infantrymen who get too close. The GDI missile launcher trucks can stay well to the rear and still provide effective fire.

When the GDI is ready to advance toward an enemy base, this formation can be maintained, although you have to move small groups or individual pieces to keep the alignment. If enough enemy units have been gunned down so that the objective is defended only by fixed emplacements (like gun turrets), then the longer-range weapons can lead the advance. The rest of the force covers the flanks against a counterattack.

NOD tactics are more tricky. You must put the light tanks in front and everything else behind them, while leaving a path for the flame units (men and vehicles). Behind the tanks sit infantry and then mobile guns far to the rear. Fast bikes and stealth tanks are best used from the flanks to raid.

THE PROMISE AND DEMISE OF AIR POWER

In *C&C* only the GDI has air power. In some scenarios it can build helicopter gunships and call for A-10 Warthogs as air strikes. In the second half of the game, expensive gunships can be bought. Air power is very vulnerable not only to fixed SAM sites (armored surface to air missiles that pop out of armored underground bunkers), but also to NOD bazooka men. A good NOD player can protect his base with SAMs and set up some nice helicopter traps with a group of bazooka boys. The SAMs cannot provide an umbrella very far from the base and the bazookas only work against helicopters if the bazooka men stand still.

Often the best NOD strategy is to send an armored force around the GDI base to look for the helicopter pads and place them under long-range fire. If that is not possible, NOD has to set up a trap with live bait to draw the choppers into a mass of bazooka boys. The best bait for this is NOD’s buggy. Drive it close to the enemy base and then back away. If the computer GDI has helicopters, they will follow the buggy into your ambush of anti-aircraft weapons. Even if the buggy gets hit or destroyed, the cost tradeoff is very favorable.

The A-10 strikes can be devastating. NOD ground forces should be kept well out of the path of the A-10s or else face extinction in the napalm. Fortunately for NOD, a group of three SAMs will usually stop the strike before it does much damage to a base. Even then, NOD must keep some money in the bank to repair the buildings

before the next attack. Situating the buildings as far apart as the computer will allow also helps reduce the damage, because the A-10s will pick one or two targets rather than carpet-bomb the whole base.

A GDI player can only get A-10 strikes if *all* the SAM bases are knocked out. This means hunting around the perimeters of NOD bases and looking in corners of the map to find the obscure missile silos.

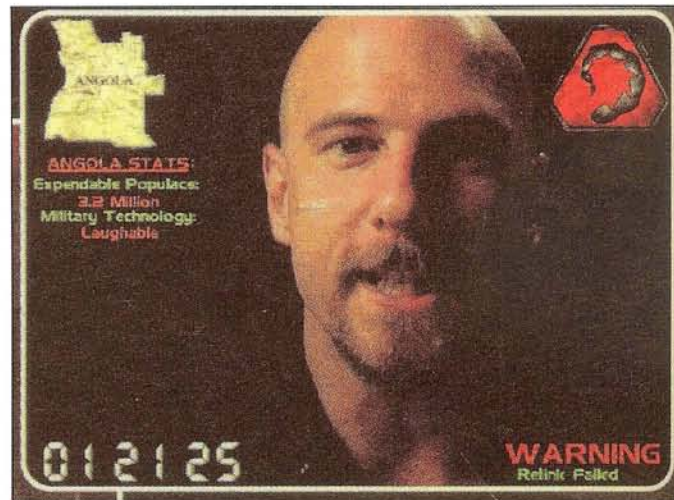
The helicopters are not very good at taking out the silos—they die too quickly. Each helicopter carries only five missiles and must fly home to reload. Helicopters are also hampered by always expending all of their ordnance at the selected target. Helicopters are best used in tandem or trios. They can be loaded and flown to land behind the defensive line’s kill zone—close to the battle, but out of the line of fire. When the enemy approaches the kill zone, they can strike and fly home. They can also be used for a long-range strike against a base without SAMs, a lone NOD gun turret or even some NOD vehicles waiting in the bushes.

ACHILLES HEEL: THE HARVESTERS

C&C is not a pure tactical game. Few of your initial units will survive. To build things, you must find Tiberium deposits scattered around the map, move a “harvester” to scoop up the Tiberium, and bring it back to a refinery in your base.

In most cases, buying a second harvester early in the game is the single best investment you can make. It not only scoops up more Tiberium for you, but as there are usually limited amounts of Tiberium, you deprive the enemy as well.

Harvesters can be used as a weapon, in that they can run over infantry. They can take a lot of punishment (useful when drawing fire). However, the loss of a harvester, especially if it is the only one in



“KEEPING 'EM COMING” (The Sequels)

As *C&C* continues to grow in popularity, Westwood keeps adding new titles to the line. Although these are excellent, the original product (which is still available) is arguably the best of the bunch.

- *Command & Conquest Gold*

This is the deluxe Win95 version of the original. It has better sound and graphics and more music.

- *Covert Missions*

This adds 15 missions and requires the original game. Unlike the original, you can play them in any order you choose. There are also five “hidden” missions. You can access these by typing *C&C FUNPARK* and starting a new game. The five include dinosaurs and other silly things and a new movie sequence.

- *Red Alert*

This is a new game that presupposes a United States versus Soviet WW II (no Nazis). A host of new land, air, sea and secret weapons (from guard dogs to electrified “Tesla” coils) requires some adjusted thinking, but the basic tactics of the original game still apply. There is a naval aspect to this game (unlike the original), which involves Soviet subs and Allied surface warships. Both sides also have aircraft. The game gives you more control over the units (they can be assigned to escort duty or ordered to move in formations).

Like the original, the game is driven by the story line and you can play either side. Most players will probably find the Soviets easier to play, as they have the most muscle.

- *Red Alert Counterstrike*

This is the mission add-on for *Red Alert* with 16 new missions plus some more new toys. There is a rather silly subplot to “find the giant ant missions” (like the dinosaurs in the *C&C* scenario disk).

- *Hint Books*

Westwood sells a number of hint books for its games. They offer good strategic advice but give away the map and the key “tricks” that allow you to win specific scenarios, taking most of the fun out of the game.

operation, can have a crippling effect.

You should make a priority of targeting enemy harvesters. This is a job for armor (and helicopters). Interpose a force between a harvester and its base. The harvester can be nailed by a killer force while the blocking force keeps away the enemy’s relief column. Such a ring of steel often has to keep moving, like a box on treads, to keep the beast penned, but eventually you will blow it up. Don’t even try to use infantry against harvesters. You can easily lose a dozen men without even denting the monster. A flight of helicopters can weaken it, but they alone will not take it out.

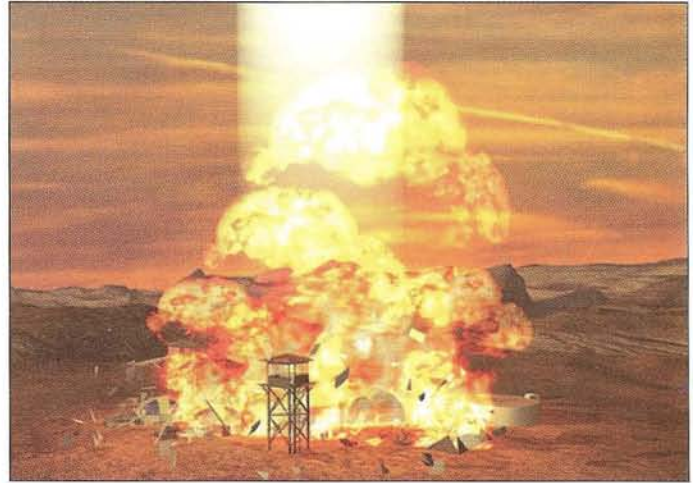
Attacks on harvesters always draw responses from the enemy base—the best live bait available. The enemy will rush out of their base with everything that moves to save the harvester. This can work to your advantage if you can set up a killing zone to hold them back.

STEALING (THEIR) HOME

Attacking an enemy base in *C&C* is never easy, but is usually required for victory. Most bases are situated in valleys or behind rivers that leave one or, at the most, two avenues of approach. In the early scenarios, NOD has gun turrets and GDI has gatling gun towers protecting the approaches to their homes. The computer hoards infantry and armor at home. It will unleash them if you break through the walls, barbed wire and fixed defenses. In later scenarios, GDI adds long-range, multi-barreled missile towers and NOD gets the laser obelisks that obliterate anything with a single hit.

Without some kind of super weapon (GDI space lasers or NOD nuclear missiles), you must draw the enemy reserves out of their base. You must get his mobile units engaged and cleared out or else your attack into the base will be a very short trip. The live bait routine works most of the time. A variant of this is to target one outlying tower with long-range weapons, blow it up, race somebody into the gap, and then race back out. The enemy usually follows.

Both sides have weapons that can outdistance or at

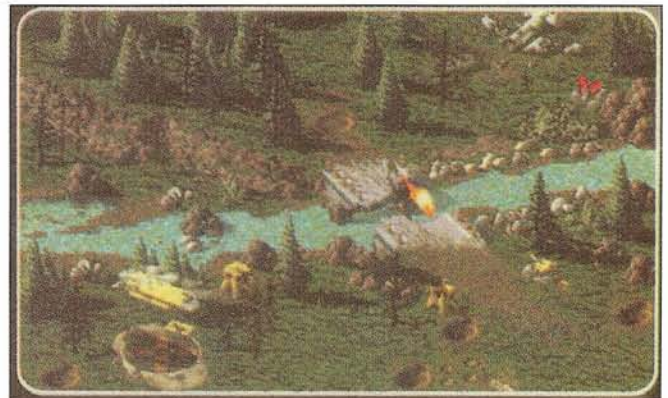


least overwhelm the turrets and small towers. A few tanks or mobile guns can engage the towers while a few bazooka men or light armored vehicles finish the job. The enemy will spend money repairing these. Turn this to your advantage by attacking towers and forcing the computer to put money into repairs rather than into new builds. If you don’t want the computer to build a new one on the site of a destroyed one, then park a vehicle on top of the site.

Advanced towers, such as the NOD laser, really cannot be attacked directly—it will just flash your units into dust. You have to find another way into the base to knock out the power plants. The GDI missile tower has no special vulnerabilities, unless you knock out all of the power plants in the base. If you can’t, then expect heavy losses.

BACK DOORS AND ENGINEER RUSHES

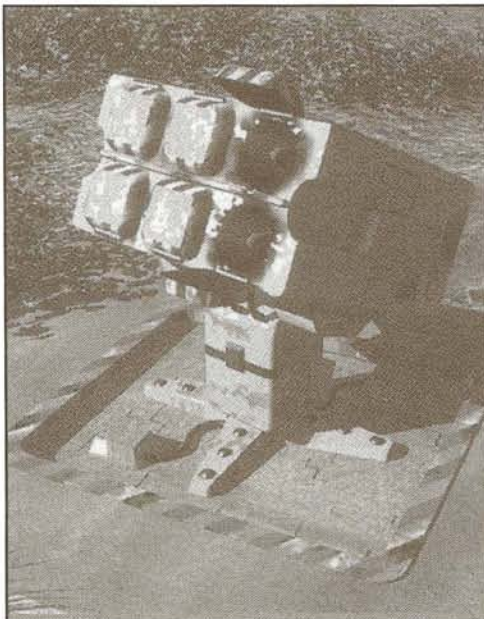
If a base looks too tough to crack, explore the edges. Send a foot soldier or a fast vehicle crawling around to map the perimeter. Sometimes there is a literal back door. Often you will find a location on the perimeter where you can park a long-range weapon and pick off buildings inside the base—such as on the far side of impassable hills or rivers. Some bases also have weakly



protected spots where you can blow a hole in the wall through which to sneak your people. Once they get inside, the computer will respond. Don't delay in taking advantage of the breach.

Have two special groups ready to exploit the breach. The first is a fast-attack vehicle squad which rushes through the breach, drawing fire. Bring in the second group, the engineers, right behind the first. Scatter the engineers and send them in to capture the buildings, giving priority to (in order): the barracks, the harvester factory and the weapons factory. A captured barracks denies them cheap infantry. A captured harvester factory keeps them from unloading Tiberium. If you can time it right, take the harvester factory while the harvester is inside. The weapons factory is important for several reasons. It is expensive for them to rebuild. It cuts down on their counterattack force. It gives you a reinforcement building right in the heart of the fight.

If you have money available, you can use the enemy's weapons factories and barracks to produce their types of troops and vehicles (that is how you get GDI flamethrowers and rocket bikes or NOD heavy tanks). If you don't have money or take over non-productive installations, you can sell the buildings. Thus, you deprive your foe of a structure, make money, and get a handful of infantry (arming the staff of the building).



GUN TURRETS AND READY CASH

The computer knows all of the aforementioned tricks. The best defense is cash in hand. When you see an enemy attack developing, quickly build a gun turret/tower in the area of his approach. That buys you time to buy some cheap infantry as back up and to call the main army back home, if necessary. It is also important to keep some cash to repair turrets (the computer likes to stop and blow up things).

Web Sites and Netplay

Westwood has a web site on the Internet. If you have the game, you can download two bonus missions. The game can be played via modem with another player, and net-based game options exist as well. All of the games get extra units and maps for netplay.

The "Solo" Experiment

Actually the next sequel to the game, this is a product now in development and testing that will allow people to log on the net and take part in a kind of "gladiatorial" C&C. You get one unit and must explore and fight other players.

When you die, you buy another unit. You can discover things to help you fight—a sort of open-air dungeon with tanks. Westwood is setting it up for up to 50 people to play at a time on a single map.

The computer also likes to send a helicopter filled with engineers or infantry on an end-run into or behind your base. You need to keep two or three cheap, machine-gun soldiers at home just for security. Players rarely get the chance to use this flying squad technique, because the computer always has enough anti-aircraft weaponry to knock any transport chopper out of the sky.

SUPER WEAPONS

You have only two ways to deal with GDI's space-based laser or NOD's nuclear missiles. First, spread out your buildings and forces as much as possible, so that you do not lose too much to one blow. Second, get your troops close to his base, where he can't use those weapons. Go after the buildings that house the controls for these arms.

CRATES AND CIVILIANS

Some civilian buildings can be targeted (the cursor become a gunsight if you can shoot at the building). Some of these have money or crates inside. Blow the building first, then walk over to pick up the dollar sign or move a vehicle over the crate (which often gets you secret weapons or another bonus).

Sometimes when you sell off a building (yours or one you captured) you get civilians. They can't hurt anybody, but

often they can be given orders to go somewhere to create a diversion (the enemy always shoots at them) or to scout the hidden parts of the map.

THE ONE-MAN ARMY

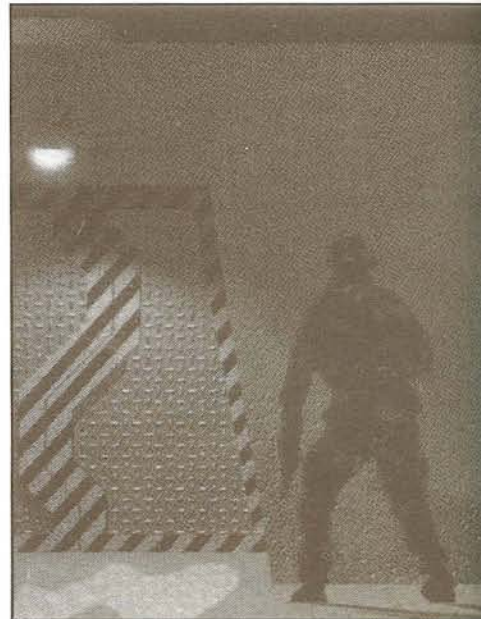
In some scenarios, you get a commando (sometimes he is the only unit you will have for most of the scenario). He is a likable, sassy character who talks back to you in a rude voice (seriously). He can knock out men at long range with a single shot. You can use the cursor as a reconnaissance tool. If an enemy soldier is hiding, the cursor will switch to a gunsight and you can shoot the foe.

Commandos should *never* come near vehicles. They cannot do any real damage to them. The commando has a collection of time bombs he can place on buildings and walls (including SAM sites), but he has to move away very quickly to avoid the backblast. Commandos are especially good for mapping and for surprising undefended sites.

Commandos are my favorite unit in the game, because their attitude sums up the whole C&C experience. When a commando kills a foe, he yells back: "Hah! Keep 'em comin'."

That's my attitude toward the game, and toward the company.

★



TECH TIPS

Common Problems and Solutions

By J.C. Connors

It's been a busy few months for the Avalon Hill computer division. *HISTORY OF THE WORLD PC* is nearing release, and should be on store shelves sometime in May. It's a very faithful recreation of our boardgame, with a lot of multimedia enhancements and a great PBEM system.

The biggest news is *DEFIANCE*, a hot new first-person 3D shooter. It will be loaded with some old-fashioned Avalon Hill detail, including some heavy sci-fi ordinance, vicious enemy AI, mission structure, and a great plot to boot. Look for the game in October, and the demo on June 6th... *D-Day*. In the meantime, check out the screenshots on <http://www.avalonhill.com>.

We're still hard at work on *ACHTUNG, SPITFIRE!*, which looks like it will be a worthy prequel to *OVER THE REICH*. It will have the same great air combat system with a more detailed campaign system, new video footage and enhanced graphics and sound.

WOODEN SHIPS & IRON MEN

Scenario Pack Update

Since the last issue, we've uploaded three new scenario packs for *Wooden Ships & Iron Men* on our website. The March scenarios finish up the series of War of 1812 scenarios released in February, and then go back in time to some of the more intriguing battles of the Revolution.

Pellow vs. Droits de L'Homme

Essex vs. Minerva

Constitution vs. Shannon

Broke's Challenge

April scenarios highlight the exploits of daring captains and their crews. Included is the first of our Richard Bolitho scenarios, the *Privateer*.

Porter vs. Hillyar

Commodore Rodgers

Run of the Irish Rose (fictional)

The Privateer

May Scenarios are entirely devoted to the adventures of Richard Bolitho, as he evades one enemy after another.

To Dare or to Die

Only the Brave

The Signal

From Line of Battle

We have many new scenarios on the way, so be sure to check out <http://www.avalonhill.com>.

CAVEWARS

Problem: I have a 3D video card that uses a Rendition Verite chip. Whenever I try to

run the game, it crashes with a DOS4/GW page fault—a screen full of numbers.

Solution: Certain 3D cards (Sierra Screamin' 3D, Intergraph Reactor, Creative Labs 3D Blaster) do not support the VESA mode *CAVEWARS* requires. Download the *CAVEWARS* 1.2 video fix off of our website (<http://www.avalonhill.com>) for a fix for this problem. If you're not getting this error, please do not download this update, as it will cause the game to crash.

Problem: I can start *CAVEWARS* fine, but whenever I go to start a new game, the program crashes.

Solution: Make sure the file *LEVELS.FDG* is in the *\CAVEWARS\DLGS* subdirectory. This file is necessary when you want to use the new feature in version 1.11 that lets you choose how many cavern levels to play.

THIRD REICH PC

Problem: I can't even install the game!

Solution: We've found that this problem is caused by computers that use the QEMM memory management program. Please disable this program and use EMM386, the program that is included with Windows and DOS.

D-DAY: AMERICA INVADES

Problem: The game can't find my CD.

Solution: *D-DAY* requires MSCDEX as well as an MS-DOS cd-rom driver to be played. Download the 1.01 patch. If you still continue to have problems, contact your computer manufacturer and ask them to load your DOS cd-rom drivers.

Current Versions of Avalon Hill Games

Here are the current versions and updates available for all our games.

OVER THE REICH—IBM PC & Mac

CD-ROM

Original Version 1.00

Current Version 1.01

Available Upgrade v1.00 to v1.01

Note: Separate patches cover Windows 95, Windows 3.1 and Macintosh versions.

CAVEWARS—IBM PC

CD-ROM

Original Version 1.00

Current Version 1.11

Available Upgrade v1.00 to v1.11

Also available is 1.2 video fix

WOODEN SHIPS & IRON MEN—IBM PC

CD-ROM

Original Version 1.00

Current Version 1.02

Available Upgrade v1.00 to v1.02

THIRD REICH—IBM PC

CD-ROM only

Original Version 1.1

Current Version 1.38

Available Upgrade v1.1 to 1.38

ADVANCED CIVILIZATION—IBM PC

CD-ROM only

Original v1.0

Current v1.01

Available upgrade v1.0 to v1.01

D-DAY AMERICA INVADES—IBM PC & Mac

CD-ROM only

Original v1.0

Current v1.0

Available upgrade v1.0 to 1.01 IBM PC only

1830 RAILROADS & ROBBER BARONS—

IBM PC

3.5" Disk and CD-ROM

Original v1.0

Current v1.2

Available upgrade v1.0 to v1.2

STALINGRAD—IBM PC & Mac

3.5" Disk and CD-ROM

Original v1.0

Current v2.0 for PC; v1.9 for Mac

Available upgrades v1.85 to v2.0 or v1.9

FLIGHT COMMANDER 2—IBM PC & Mac

3.5" Disk and CD-ROM

Original v1.0

Current v1.04

Available upgrade v1.0 to v1.04

5TH FLEET—IBM PC

3.5" Disk and CD-ROM

Original v1.0

Current v1.2

Available upgrade v1.0 to v1.2

OPERATION CRUSADER—IBM PC & Mac

Original Version 3.5" Disk

Current Version CD-ROM

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

KINGMAKER—IBM PC

3.5" Disk

Original Version 1.50

Current Version 1.52

Available upgrade v1.50 to v1.52

Check us out Online!

You can obtain demos, updates, screen shots, and online technical assistance through email by accessing our areas on CompuServe, America Online, and our website, <http://www.avalonhill.com>. Use "GO" keyword "Avalon Hill" on either CompuServe or AOL. You can email us directly at AHGAMES@AOL.COM, or 72662,1207 on CompuServe with your comments and questions.



Hung Up, Skewered, and Blasted

The Use of Wire, Panjis and A-P Mines in ASL

By Chuck Goetz

It's not often in *ADVANCED SQUAD LEADER (ASL)* that a commander has the opportunity to utilize "obstacle" fortifications such as wire, panjis and anti-personnel (A-P) mines. When you do have such an opportunity, you want to make the most of it. In general, these fortifications are intended to slow down or obstruct enemy movement. Panjis and mines have the added benefit of possibly inflicting harm on the enemy through failed morale checks and outright casualties.

SETUP AND CLEARANCE

Wire, panjis and A-P mines must all be set up before play commences and cannot be moved thereafter (they may only be eliminated or cleared). With a few important exceptions, these fortifications are limited to the same types of terrain. None may be set up in rubble, marsh, swamp or water obstacles (although wire may set up in a frozen water obstacle). Wire and panjis may not be set up in a building hex, while mines can—provided it's not an interior building

hex. Mines and panjis can set up in bamboo, but not crags or paved roads/runways; vice versa for wire. Mines are the only fortification that can set up in a culvert (but only if non-HIP). Wire and panjis can set up in any beach hex (mined beach hexes must be adjacent to at least one hinterland hex). Finally, panjis cannot be set up in the same hex as wire or mines (or a roadblock), although wire and mines can occupy the same hex.

Like other fortifications, wire, panjis and mines are set up using HIP and stay hidden until either within LOS of a good order enemy unit (i.e., wire and panji unless in bamboo, kunai or jungle) or a real enemy unit enters the fortification's location. The strength of a minefield is not revealed, while the number and placement of all panji-covered hexsides are. Each of these fortifications can be revealed also by Searching, although mines and panjis may cause casualties as per A12.154.

All three of these fortifications can be partially or totally eliminated by infantry using the B24.7 clearance rules, although it generally requires some combination of luck, multiple MMC, good leadership, heroes and time. FFE (if a KIA result; a K/# reduces a minefield) or bombardment (if MC failure) can also eliminate these obstacles, but not with any reliability. Finally, a fully-tracked vehicle can create a trail break through a minefield [B28.61], possibly remove a wire counter (with a one on the colored die of its bog check DR [B26.53], and clear one panji covered hexside (by expending 1/4 of its MP (FRU) [G9.73]).

THE NASTY THINGS THEY DO

Wire can't actually hurt the enemy. It slows him down. Upon entering a wire Location, an infantry unit is hung up until it can make a dr less than or equal to its MF capability. Because a unit can't use double time during a turn in which it attempts to move beneath wire (nor can it advance off wire, though it may advance onto wire), it will be unable to move off the wire at least one third of the time (unless stacked with a leader). On the other hand, 17 per cent of

the time it only costs your opponent one MF to move off the wire, and before you know it your defenses are breached. While hung up on wire, infantry units suffer a +1 penalty to any attack they make (To Hit, IFT, CC, etc.), are more vulnerable to CC attacks against them, and cannot place, throw or set a DC. Vehicles may enter a wire location (2 MP + COT for fully-tracked, 4 MP + COT for all others) after undergoing a bog check.

Mines can hurt the enemy, but other than attacking (and possibly breaking, pinning, immobilizing or eliminating) units entering or exiting their hex, minefields do not impose any movement penalties. Of course, a minefield attack is never halved against concealed units and doesn't apply any TEM or FFMO/FFNAM modifiers. Unarmored vehicles are attacked on the star vehicle line while armored vehicles are unaffected unless the minefield attack results in a KIA, in which case they are immobilized. Vulnerable PRC of a vehicle immobilized by mines are attacked Collaterally. Any vehicle whose lowest hull AF is zero is treated as unarmored. There are no combat penalties for being in a minefield.

Available only in the PTO, panjis both hinder movement and potentially inflict harm on traversing units. In addition to prohibiting bypass (along or across a panji-covered hexside) and use of a bank counter, infantry and fully-tracked units entering a hex across a panji hexside must expend an additional MF or MP to move underneath the panjis. Non-fully-tracked vehicles (including wagons) are immobilized when entering, horses/bicycles are eliminated when ridden into, and guns eliminated when manhandled into, a panji hex across a covered hexside. Unless using assault movement, using low crawl, or making a normal advance, an infantry unit (random selection for stacked units) moving across a panji hexside (or disembarking from transport above a panji counter) must take a NMC (leader modifier and HOB or NA) and also suffers casualty reduction if it rolls doubles. In addition to suffering from the same attack penalties incurred when hung up on wire (exception: DC used by Japanese as per G1.424), infantry above a panji counter are always engaged in concealment-loss activity, may only use inherent FP/SW, LMG, LATW (but not 20mm ATR) and FT, and may not interdict.

WHAT TO DO WITH THEM

First, remember that none of these three fortifications is a rigid barrier—all can be penetrated by a determined opponent. Don't rely on wire, panjis or mines to actually block enemy movement. Instead, use them

→→→→→ (Continued on p.54)

PEGASUS BRIDGE

ERRATA

Q6.1 Hex C9 should have a square, white staircase symbol indicating it is a Tower.

Q8.2 ILLUSTRATION Under squad E, add "A," between "except" and "B."

Q9.4 CGSSR4a Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9."

Q9.61741 CPP ENTRY COST TABLE

Delete the entry for hex A15 and change hex A8 to A7.

MAP Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11;" change the second "10" to an "11" in hexrows II and MM also.

PLAYER AID Add "Permission is granted to photocopy for personal use only."

CLARIFICATIONS

Q9.1 Does the German control all Strategic Locations at game start.

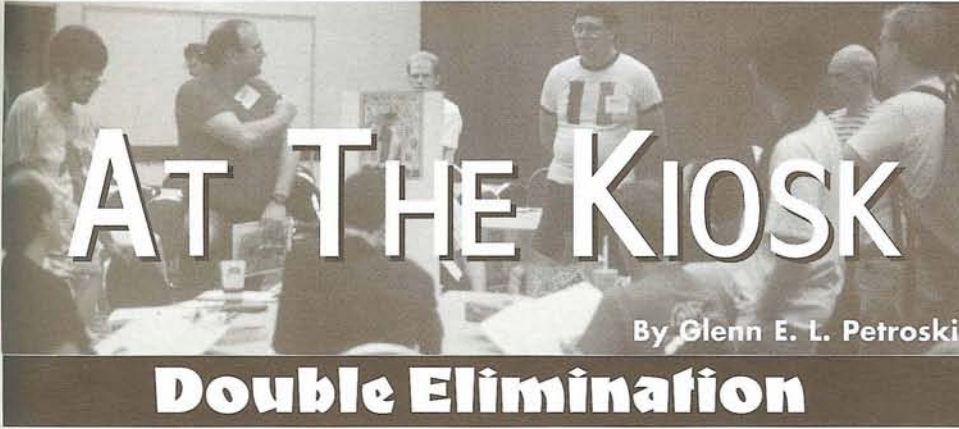
A. Yes.

PBSSR14 Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?

A. No.

MAP At what level is hex Z8?

A. Level -1.



Double Elimination

In my last column, I discussed single elimination tournaments. Single elimination (SE) has its strong points, but falls short on many counts. The next most common tournament format is the double elimination option.

Double elimination (DE), like SE, has the virtue of simplicity. Just as the name implies, every contender stays in the competition until he has lost twice. This assures every player at least two playings of their favorite game. It also covers the possibility of a fluke loss—whether through bad or unfortunate oversight. Such happens to the best of players, and it is a good idea to provide the double elimination format for any game that involves a significant luck factor.

In its simplest form, the GM could simply throw all the names into a hat every round, matching the players as they come out. After the second round, anyone who has lost twice does not go back into the hat. The hat procedure is repeated each round, until eventually only one name is left—the winner of the tournament.

Usually, though, a little more organization is used. The most accepted practice is to sort the players into two groups. The players who are yet undefeated make up one group. The players who have each lost one game become the second group. In every round the undefeated play each other, cutting this group in half. At the end of each round half remain undefeated, the other half move to the group who has lost one. Meanwhile, the single-loss group is playing amongst themselves. Each round half of this group becomes eliminated as players take a second loss at the hands of their peers, but the survivors are joined by refugees from the undefeated group who have just taken their first hit.

Using this pairing system, the sole remaining undefeated player plays against the last survivor of the single-loss group. At this point, the undefeated player must win one more game, and has two chances to do it. The finalist who has already lost one game must win twice.

AvalonCon '96 *WAR AT SEA* tournament produced the classic DE setup, with

classic results. In the first round, Steve Packwood lost to Bruce Monnin. Five rounds later the still undefeated Bruce faced Steve again. Steve then won twice against Bruce to claim the championship plaque.

An alternative is to match those who have lost one against the undefeated every round. This tends to bounce the worst players from the tournament rather quickly, but becomes cumbersome in a hurry. Each round eliminates an unpredictable number of players, with the potential of the single-loss players soon outnumbering the undefeated. Players who have already faced each other may have to do so again before the end of the tournament. Another negative consequence is that the number of undefeated players may only slowly diminish in the second half of the tournament. This variation does offer the advantage that more players are given the opportunity of playing more games.

Double elimination carries with it most of the advantages of SE, as well as most of its disadvantages. Every player is assured the opportunity of playing at least two games, it is easy to administer, players and bystanders understand the system, pairing is not that important, a clear champion emerges, and adjudications are less critical to the final outcome.

Among the disadvantages of DE are that third place on down is not clear (the GM needs to have a scoring system to allocate awards), games that produce ties will require several more rounds for the same number of entrants, one-quarter of the entrants play only two games, one quarter will play only three games. On the whole this is usually better than SE. However, even this is disappointing to a player who is willing to drive eight hours or so to play in a tournament of his favorite game.

For multi-player DE tournaments, only a winner of the game remains without the loss. Eventually the GM must mix undefeated and single-loss players at the same board. Without doubt, somebody won't like it.

There is a place for DE tournaments, but take a good look at the situation to see if a

UP FRONT

Players on List: 197 Active Players: 150
Date of Standings: April 7, 1997

Rank	Name	Rating	Qualifiers
1	Herbert Gratz	2028	DHAA5
2	William B. Edwards	1916	HKEB6
3	Jeff Paull	1853	HLEB6
4	Nicholas Cascone	1823	GI—15
5	Donald Hawthorne	1811	GJ—16
6	John Emery	1799	DE—B6
7	Larry Davidson	1777	EF—H5
8	Raymond Stakenas, Sr.	1762	GGAC7
9	James Murphy	1748	JK—16
10	Stephen Buchholz	1748	CDD—6
11	Will Miner	1721	CF—A6
12	James C. Doughan	1705	DE—A7
13	Paul Lebowitz	1680	BE—G5
14	James Matt	1679	DDEA7
15	Bruce Young	1672	CEAB6
16	Andrew R. Maly	1661	EGAC7
17	Mark Dumas	1656	BE—A6
18	Craig Tenhoff	1649	KK—15
19	Michael Rodgers	1643	ABA—6
20	Gregory Courter	1627	DFFC7

HISTORY OF THE WORLD

Players on List: 182 Active players: 181
Date of Standings: April 7, 1997

Rank	Name	Rating	Qualifiers
1	Timothy Johnson	1603	AG—A5
2	Jim Fardette	1569	AE—A6
3	Keith Levy	1563	AG—A6
4	Helen Hsieh	1562	AG—A5
5	Thomas Y. Scarborough	1562	AG—A5
6	Olin Hentz	1553	AH—B6
7	Michael H. Hart	1553	AH—B6
8	Stefan Krzywicki	1542	AI—B6
9	Josh Johnson	1536	AD—A6

BRITANNIA

Players on List: 22 Active Players: 18
Date of Standings: March 30, 1997

Rank	Name	Rating	Qualifiers
1	Randy Schilb	1602	AG—A5
2	John Emory	1600	BC—6
3	Barry Smith	1562	AG—A5
4	Michael Ehlers	1528	AE—A5
5	John T. Price	1528	AE—A5
6	Bret Mingo	1528	AE—A5
7	Scott House	1528	AE—A5
8	Earl M. Anderson	1528	AE—A5
9	David Gantt	1528	AE—A5

ADVANCED CIVILIZATION

Players on List: 25 Active players: 13
Date of Standings: March 30, 1997

Rank	Name	Rating	Qualifiers
1	Michael Neal	1569	AI—A5
2	Douglas Gallulo	1535	AI—A5
3	Michele Sandoe	1535	AI—A5
4	Todd K. Vander-Pluym	1530	AI—A5
5	Jeffrey Cornett	1530	AI—A5

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, send \$1 to:

Glenn E. L. Petroski
6829 29th Avenue
Kenosha, WI 53143-1233
email: GELP@juno.com

better format will work. As usual, GMs must make a plan for pairing odd players, scoring placings and any other anticipated questions. Be prepared.

At your service,
Glenn E. L. Petroski
6829 23rd Avenue
Kenosha, WI 53143-1233
(414) 654-5044

AVALONCON 1997 TOURNAMENT



Tournament Scenarios for THE RUSSIAN CAMPAIGN



By Rob Beyma

The next several pages contain a number of scenarios and rules that are being implemented in Avalon-Con '97 tournaments. Even gamers who do not plan to enter a tournament should find these scenarios of interest, given that the GM's goal is to use a short-playing, balanced situation for the tournament. I encourage tournament GMs to send me any tournament scenarios/variants/rules which they anticipate using in 1998 well in advance, so that tournament players can view these before arriving at the convention.—SKT

At AvalonCon '97, *THE RUSSIAN CAMPAIGN* tournament will allow players to jointly choose from the two scenarios described herein. If players cannot agree on the scenario, then by default, they must play the 1941-42 scenario.

1941-42 Scenario

(May/June 1941 to November/December 1942)

1. Determine Sides. Players bid for sides. Each player simultaneously writes a bid for the number of city points on the Russian side of the Kursk line that he will take as the German player. The high bidder plays the Germans. If the players bid the same amount three times in a row, that is the final bid and the high die roller chooses which side to play. Each city west of the line controlled by the Russian player counts as negative points. Major cities are worth two points each and minor cities and oil wells are worth one point each.

2. Victory Conditions. The German player wins if his point total equals or exceeds his bid at the end of the NOV/DEC '42 turn. Campaign Game and Sudden Death victory conditions are not used.

3. Rules. Use the third edition standard rules. Players may use whatever optional rules they both agree to use before bidding for sides. The following tournament optional rules may be used:

- Hitler and Stalin each count as one point for victory purposes.
- The Russian player may replace his HQ unit MAY/JUN '42 (costs 1 RP).
- Moscow is worth three points.

4. Weather

- A cumulative weather die roll modifier will be used. This DRM starts at zero. Each CLEAR roll modifies future weather rolls by +1; each SNOW roll modifies future weather rolls by -1. However, the weather DRM is not affected by weather rolls in MAY/JUN, JUL/AUG or JAN/FEB.
- A roll of 6 in SEP/OCT '41 is treated as LIGHT MUD; a roll of 1 in NOV/DEC '41 is treated as LIGHT MUD.

5. Replacements

- German replacements always arrive on the MAY/JUN '42 turn; their arrival does not depend on the weather roll.
- The Russian Archangel roll is modified by +2 plus the current weather die roll modifier.

6. Reinforcements. If a player forgets to bring on reinforcements, they may be brought on the board during any subsequent friendly impulse. If so, they must abide by the movement restrictions of that impulse and do not get free rail movement. An opponent always has the option to require a player to bring on reinforcements.

7. Stukas. Stukas must be placed before resolving any attacks. If a player forgets to place his Stukas prior to stopping his clock, he may restart the clock and use the additional time to decide where to place the Stukas.

8. Time Limits. The GM strongly encourages players to use time limits. Rounds need to be completed by certain times and many players wish to enter other events between rounds. Players may elect one of two options. If players are using time limits, and cannot agree on method a or b, then method a will be used. Play without time limits only if both players agree to play without time limits. *Caution:* It may be necessary for the GM to adjudicate the game at the end of the time allotted for the Round.

Selecting and placing reinforcements and replacements does count against time. Combat is not timed. No time may be accumulated from turn to turn. Each player receives one minute of reserve time per five-turn block which may be used on any one turn of that block. A player's opponent should watch the clock while he is moving and advise him

periodically of the time remaining. As a minimum requirement, an opponent *must* provide a one-minute warning!

- Cumulative time.* Players receive the following total time (minutes).

	Germans	Russians
Setup through J/F '42	71	66
M/A '42 through N/D '42	58	56

- Time each turn.*

- Russian setup: ten minutes.
- German setup plus first impulse MAY/JUN '41: 21 minutes. The German sets up in his first impulse attack positions.
- German second impulse MAY/JUN '41: four minutes.
- The German player gets one additional minute in MAY/JUN '41 that may be used on either impulse.
- Thereafter, each player gets eleven minutes per player turn to be divided between the impulses as desired.
- Exception:* the German player gets twelve minutes for the JUL/AUG '41, SEP/OCT '41 and JUL/AUG '42; and ten minutes for NOV/DEC '41, JAN/FEB '42 and NOV/DEC '42. The German player receives 13 minutes for MAY/JUN '42 (the turn replacements arrive).

1942-43 Scenario

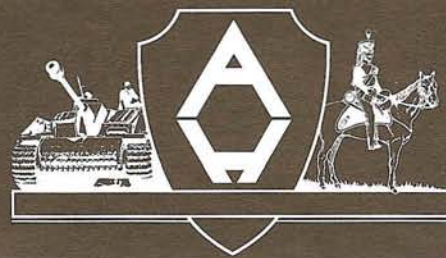
(May/June 1942–November/December 1943)

1. Start Line. The German player controls all hexes west of the Kursk line except for Sevastopol plus Kursk and the six adjacent hexes. The start line is the reference line for bidding and victory conditions.

2. Sides and Victory Conditions. Use the same procedure as used for the 1941–1942 scenario, except some of the point values are different.

- Major cities and the oil fields of 00-7 and AA-29 are worth two points.
- Minor cities and the PP-13 oil field are worth one point.
- The German player receives one point for each worker point eliminated during the scenario.

SCENARIOS SECTION



d. The German player receives one point for each Russian HQ or leader unit eliminated. The German player loses one point for each German HQ or leader eliminated during the scenario.

3. Order Of Battle

German: On Board		Replacement Pool
(2) 8-7	(2) 4-3 (F)	(2) 8-7
(4) 7-7	(1) 3-4 (F)	(1) 3-6
(3) 6-7	(1) 2-3 (F)	(2) 5-4
(4) 4-6	(1) 2-4 (I)	(2) 4-4
(1) 5-5	(1) 2-3 (I)	(5) 3-4
(3) 5-4	(1) 3-5 (R)	(1) 2-7
(12) 4-4	(1) 3-4 (R)	(1) 1-7
(6) 3-4	(1) 2-4 (R)	(1) 4-6 (R)
(2) 1-7	Hitler	(1) 2-7 (R)
		(1) 4-6 (H)

Russian:

On Board	Replacement Pool	Surrendered
(1) 10-7	(1) 6-3	(1) 6-3
(1) 8-4	(3) 5-3	(2) 5-3
(4) 7-4	(4) 4-3	(1) 5-3
(1) 6-5	(1) 3-3	(1) 3-7
(1) 1-7	(1) 5-7	(1) 2-7
(4) 6-3	(1) 4-7	(1) 3-5
(12) 5-3	(1) 3-7	(1) 2-5
(8) 4-3	(1) 2-7	(2) 1-2
(2) 3-3	(2) 3-5	KIEV W
(1) 3-7	(2) 2-5	KHARKOV W
(1) 2-7		STALINO W
(3) 3-5		
(3) 2-5		
(1) 1-2		
(3) Partisans		
STALIN		
(1) 3 W		
(2) 2 W		
(4) 1 W		

4. **Setup.** The German player sets up first. The Finnish units must set up on the Finnish front. One German infantry or mountain corps may set up on the Finnish front. No other Axis units may be set up on the Finnish front.

The Russian player sets up second. The workers are deployed as follows:

3—Moscow

2—Leningrad, Stalingrad

1—Gorki, Tula, Rostov, Saratov

The airborne unit is in the Paratroop Reserve. Partisans are deployed as per Rule 19.1.

Both players must cover all of their front-line hexes with either a unit or a zone of control. Workers, leaders and HQs do not count for this purpose.

5. **Weather.** A cumulative weather die roll modifier will be used. This DRM starts at zero. Each CLEAR roll modifies future weather rolls by +1; each SNOW roll modifies future weather rolls by -1.

6. Replacements

a. German replacements are taken on the MAY/JUN '42 and MAY/JUN '43 turns.

b. Instead of the Archangel rule, Russian Lend Lease replacements are handled as follows: Roll three dice and divide the total by two (round fractions up). The Russian player loses one die if he does not control Archangel or Astrakhan, and loses two dice if he controls neither city.

7. **Invasions.** Each player has one invasion remaining.

8. **Time Limits.** As with the previous scenario, players must use method a below, if

they cannot agree on method b or having no time limits.

a. *Cumulative time.* Players receive the following total time (minutes):

	Germans	Russians
Setup through J/F '43	68	71
M/A '42 through N/D '43	57	56

b. *Time each turn.*

1. German setup: ten minutes.

2. Russian setup: 15 minutes.

3. Each player gets eleven minutes per player turn to be divided between the impulses as desired.

4. The German player gets two additional minutes in MAY/JUN '42 and one additional minute in MAY/JUN '43.



GONE BUT NOT FORGOTTEN . . .

Making a Game of it: Tournament Variant for *ORIGINS OF WORLD WAR II*

By Bruce Reiff

[Dig down into that closet or basement bookshelf and dust off an oldie. The following variant rules will be used in the AvalonCon '97 tournament.—SKT]

When I first saw *Origins of World War II (OW2)*, I thought it had a lot of potential as a smaller, faster version of *DIPLMACY*, which was and is my favorite game. After a few playings of *OW2*, I quickly discovered that it is not so much a game as "simulation." If Germany or Russia scores 15 or more points, the Second World War is presumed to break out. Naturally, Germany always scores that many points. They can't help it, they have the same amount of political factors as France and England combined. The French and British can only hold off Germany for a while, but eventually they must score their own points. Additionally, you really can't count on any French help until turn 2, because they need to protect Alsace-Lorraine before doing anything else.

No matter which version of the game we played, the results were almost always the same: Germany won, Britain and Russia were next, France was way back, and the USA may have managed to score five points. While this is historical, it's not much fun to play.

The following changes are designed to give you a balanced four-player game. The

game remains a "stop Germany" affair, but the changes make it easier to do so and the bidding rules allow the three other players a reasonable chance to win. In our playtest sessions, France has won as often as Germany. While I make no claims that this version is historical, it is more fun than the original.

TOURNAMENT VARIANT RULES

This is a four-player version for France, Britain, Russia and Germany. The USA is always treated as a separate player and cannot combine with another country. Use the Historical Chart for scoring and Political Factors (PFs). Except where modified here, all original game rules apply.

Auction for Countries

Players bid points for control of the various countries. The amount of each winning bid is deducted from that country's final score at the end of the game.

Each player rolls the die and the high roller earns the right to make an open bid for Germany. He may bid zero points or more, in half-point increments. Following clockwise seating order, the next player may pass or raise the bid, by a minimum of a half point (to a whole number or half-point level). The

→→→→→ (Continued on p.56)

Tournament Scenarios for *PANZER LEADER*

by Bill Scott

These are not historical situations, but provide a range of situations to test your abilities against other players.—SKT

SITUATION NO. 31-4/1

Hypothetical 1944: Tournament Scenario.
Estimated playing time: 2–5 hours.



MAPBOARD ORIENTATION
NORTH



RECON SURPRISE

AVAILABLE FORCES

ALLIED

Group A	0 C 0	3 I 2	2 I 2'	9 A 8	Group C	35 (H) 35	2 C 2'		
	1 10	10 1121	1 6 1517	1 8 7401		2 25 0451	0 2 10		
	x4	x2	x2	x4		x3	x3		
Group B	3 A 5	2 I 4	5 A 5	0 C 0	2 C 2'	4 H 12	1 I 2	2 I 2'	14 A 10
	3 3401 16	3 3201 15	5 7201 11	1 14	2 2221 14	4 4600 10	3 1201	1 4 1402	2 1240 0
	x5	x3	x3	x2	x3	x3	x3	x3	x3
Group D	2 I 2'	3 I 2	10 A 8	16 A 10	40 H 1	35 (H) 35	2 C 2'		
	6 1517 1	10 1121 1	8 7511 8	6 6501 9	11 5500 5	7 4101 8	2 10		
	x5	x5	x9	x2	x3	x3	x6		

GERMAN

Group Y	2 H 4	6 A 5	8 A 6	12 A 8	0 C 0	3 I 2'	13 A 8	2 A 4
	3 3501 16	3 3200 14	7 7302	12 6000 8	1 1201 12	8 1	3 3600 14	6 7100 10
	x3	x3	x3	x3	x2	x2	x3	x3
Group Z	13 A 12	11 A 8	15 A 12	8 A 6	6 I 1	3 I 2	3 I 2'	
	11 7811 10	7 7712 8	12 7912 8	7 7302 9	6 1541 1	10 1	8 1	
	x6	x2	x2	x6	x6	x3	x3	
Group X	50 (H) 12	4 H 10	60 (H) 16	13 A 6	20 A 20	0 C 0	2 C 2'	
	4 4300 10	1 0311 0	1 0001 0	2 0221 0	1 0231 0	1 2201 12	4 2401 10	
	x4	x4	x4	x4	x4	x4	x10	

SETUP

Place one block counter on hex AS9 before the game begins.

ALLIED: Group A enters on hex DQ1 on turn 1. Group B enters on any one hex along northern or southern edge on turn 2 (see special rule 3). Group C enters on hex DQ1 on turn 2. Group D enters on any one hex along the western edge on turn 7 (see special rules 2 and 3).

GERMAN: Group Y enters on hex AQ10 on turn 1. Group Z enters on hex AQ10 on turn 3.

SPECIAL RULES

- Use of the optional rules for Opportunity Fire and Infantry Quick-Time Speed is strongly encouraged. Decide before bidding (see special rule 2).
- Players may agree to choose sides by adjusting the arrival turn of the last (turn 7) Allied reinforcements (+ or -). The player with the latest arrival turn is the Allied player. If both players bid the same arrival turn, then they bid for points given to the Allies (+ or -) with the player giving the fewest points playing the Allies. Bidding for side choice is done simultaneously and only once for the turn delay and once for the point adjustment and if the bidding results in a tie, choice

must be determined at random (by die roll), and the bid adjustments to Allied reinforcement arrival time and point totals are in effect.

3. The specific entry hex for designated groups B and D must be recorded before the game begins and may not be changed during the game. If an entry hex is blocked due to the presence of an enemy unit or because of stacking limits, arriving reinforcements must delay their entry until a later turn. A player may choose to delay normal arrival of his own reinforcements. Any delayed reinforcement(s) must enter on the same hex in a later turn that they were required to enter on in their normal turn of arrival.

VICTORY CONDITIONS

Players score points for having at least one unit occupying the following hexes at the end of turn 12: AR2 and AQ2 (two points each) and AQ10 (one point). The player with the most points is the winner. If both players have zero points, the Allied side wins marginally. If both sides have equal points, more than zero, the German wins marginally. Winning by one or two is also marginal, by three or four is tactical, by five or more is decisive.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12

→→→→→ (from p.50)

to supplement a defense by slowing down the enemy enough to allow your own units to respond to the threatened penetration. Second, obstacle fortifications aren't very effective unless used in depth and/or breadth. One or two hex obstacle zones are easily bypassed. Thus, these obstacles should be clumped together, in conjunction with other natural terrain obstacles such as ponds, bamboo, cliffs, marsh/swamp and frigid streams, to guard one flank or victory objective (or more if you have an ample quantity of fortifications). Guard your fortification barriers with sufficient troops to make the enemy pay for any penetration attempt.

As you sit down to construct a defense with obstacle fortifications, remember that each type has strengths and weaknesses making it better or worse for different types of terrain. For example, panjis aren't a serious threat to infantry aware of their existence and willing to safely

assault move through them. Therefore, panjis need to be hidden in concealment terrain to give them a chance to inflict a NMC on enemy units attempting to move quickly through them. Several "layers" of panjis will increase both the MF cost to units moving through the panji zone and the likelihood that hasty enemy units will impale themselves. Jungle, kunai and bamboo are all good terrain types for panjis. Wire, on the other hand, doesn't depend on surprise for effectiveness. Accordingly, it's the perfect obstacle to block open ground or road hexes, especially when enhanced by covering fire from nearby buildings or woods (in fact, wire is the only one of these fortifications that can be placed in hard-surfaced locations such as paved roads). Meanwhile, mines are perfect to stymie infantry movement through single-hex buildings where the other two types of fortifications can't be placed.

Another important aspect to consider is the protection which wire and panjis give

you from enemy units advancing into CC against friendly units underneath the fortification. The enemy will think twice before advancing into CC with your units, especially those in jungle, kunai or bamboo, if he knows or suspects that your units are guarded by panjis or wire. Also, don't forget about the effect that these fortifications can have on broken units. Though a broken unit need not rout across a panji hexside or through a minefield if it has an alternative rout path, it may be forced by circumstances to risk the consequences. Wire can be especially dangerous for a broken unit adjacent to a known enemy unit—roll too high and it will be eliminated for failure to rout. Savvy defenders should be alert to traps and mini-counterattack opportunities exploiting such possibilities against broken enemy units. Finally, don't forget that a stream is not a water obstacle unless frigid, so all three of these fortifications can be set up in a stream.

SITUATION NO. 31-4/2

HIT AND RUN

Hypothetical 1944: Tournament Scenario.
Estimated playing time: 1-2 hours.

MAPBOARD ORIENTATION



NORTH



AVAILABLE FORCES

ALLIED

2 2 3 PATRICK 2402	0 C 1 14	11 A 8 9 7521	14 A 10 10 7531	14 A 10 4 6500	3 M 12 1 0251
x6	x2	x4			
2 I 2 6 1517	1 I 1 6 1111	40 (H) 32 7 4201	14 H 10 9 5482	8 I 4 3 5102	1 I 2 10 6
x6		x2			

GERMAN

3 I 2 8 1	6 I 1 6 SMG 1541	0 C 0 1 2201	13 A 6 2 0221	60 (H) 16 1 0001	12 A 8 12 6102
x4	x3	x2			

SETUP

GERMAN: Sets up on any hexes on board C on or north of hex row J.
ALLIED: All must enter on turn 1 along the southern edge of board C.

SPECIAL RULES

- The German may have targeted Indirect Fire recorded to hit on the first turn. Such must be recorded during German setup.
- Only Allied units may exit the board, but only off the northern edge. They may do so on any turn.
- Players must simultaneously and secretly bid for sides. Each player bids the number of turns the game will last. The player choosing the fewest number of turns takes the Allied side. If players choose the same game length, then they bid

again, only this time for how many German units will be eliminated by the game's end. The player choosing the highest number of German units will play the Allied side. If players choose the same number of units then they must bid again choosing the fewest number of Allied units that will be eliminated by the game's end. The player choosing the lowest number of Allied losses will play the Allied side. If players choose the same number of Allied losses, then roll a die to determine sides.

VICTORY CONDITIONS

The Allied player wins if at least 15 Allied units are exited off the northern edge of the board plus the required number of German units are eliminated (if the bidding set such a number) and the maximum allowed number of Allied units lost is not exceeded (if the bidding set such a number). Otherwise, the German player wins.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
-------------------------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----

SITUATION NO. 31-4/3

DEATH VALLEY

Hypothetical 1944: Tournament Scenario.
Estimated playing time: 1-2 hours.

MAPBOARD ORIENTATION



NORTH



AVAILABLE FORCES

ALLIED

3 A 5 3 7521	11 A 8 9 7531	14 A 10 10 7531	14 A 10 6 6401	14 A 10 4 6500
x3	x9	x3	x3	
2 I 4 3 3201	11 A 8 7 7100	15 A 12 6 6600	5 A 5 5 7201	5 A 5 11
x3			x3	

GERMAN

13 A 12 11 7811	2 H 4 3 3501	13 A 8 3 3600	15 A 12 12 7912	6 A 5 3 3200	2 A 4 6 7100
x6	x3		x3		

SETUP

GERMAN: Sets up on board D anywhere on or south of hex row AA.
ALLIED: All forces enter on turn 1 along the northern edge of board D.

SPECIAL RULES

- Only Allied units may exit the board and only off the South edge. Units may exit on one or more turns until the required total is reached. Once exited, units may not return to play.
- Players bid for side choice. Roll a die to decide which player starts the bidding. The opening bid must be between one and 15. Players then alternate bidding until one player passes, or until 15 is reached. Bids made after the initial bid must increase by at least one. The player making the last (final) bid plays the Allied side. The final bid represents the number of Allied units which must exit the board OR the number

of German units which must be eliminated for the Allied player to win.

3. Optional rule suggestions (establish before bidding):

- Do not limit bids to 15, but allow bids as high as 27.
- Use SS PzKw V units instead of Wehrmacht.
- Vary the game length.
- Allow bids to 42 and allow the Allied player to combine "units exited" with "units eliminated" to reach the victory requirement. For example, if the final bid is 20, the Allied player could exit twelve units and eliminate eight German units to win.

VICTORY CONDITIONS

If the required number of Allied units are exited off the southern edge of the board OR the required number of Axis units are eliminated by the end of turn 10, the Allied player wins. Otherwise, the German player wins.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10
-------------------------	---	---	---	---	---	---	---	---	---	----

→→→→→ (from p.53)

bidding continues in clockwise fashion, until all four players have passed in succession (at which time control of Germany goes to the last bid). A player may pass in one round of bidding and get back in the bidding later if the country has not been awarded. The first bidder cannot pass. He must accept the country at a cost of zero points if all other players pass.

Then, the player on Germany's left rolls a die to determine which country is next available for the auction. On a die roll of 1-3 Britain is up for bid; on a 4-6 Russia is up for bid. The same player starts the bidding, which is conducted in the same manner as for Germany (minus the player now with a country). When that country is awarded, then the other country (Britain or Russia), is auctioned, starting with a bid by the person to the left of the player who last received a country. France is given to the final player at a cost of zero points.

Control of the USA

At the beginning of each turn. Roll one die to establish control of the USA. Cross reference the turn with the die roll on the USA Control Chart on this page. Some results require a second die roll. The resulting country controls all USA PFs (new and already placed) for that game turn.

The controlling player takes the USA's turn in the normal order (i.e. first). He must also make any attacks in the correct order. Even though the player controlling the USA may change, the position of the USA never changes.

The controlling player may not move any previously placed PFs of the USA (except those placed in the USA). He may, however, attack with any previously placed PFs at his discretion. The player may not combine his own forces in any way with the USA. This includes attacks, controls or understandings.

The USA forces may never place an understanding or control marker in any area. The USA may not attack at less than 1-1 odds, unless using the optional attack rule.

Scoring

Follow the usual scoring procedures, using the Historical Game chart. Then, deduct the initial bids to yield the final score of each

country. Points for the USA are irrelevant to the outcome of the game. They are not added to any player's score. The winner is the player who has the most points after deducting bids. The outbreak of the Second World War is not a concern in this game.

Optional USA Attacks

This rule allows for more cutthroat play. The USA (and only the USA) may attack at 1-2 odds. The following combat results apply: 1 = X; 2,3 = no effect; 4,5,6 = A. The USA must attack all of a country's PFs in an area as per the rules. He cannot "voluntarily" attack at 1-2 odds when he's entitled to use a more favorable odds ratio. Attacks at lower odds are still prohibited.

This rule is a mechanism for easy elimination of USA PFs and tends to drive up the value of Germany and Russia during the auction. While not necessary, it gives the game a different feel.

Conclusion

To give you a guide during the bidding process, our gaming group over the years has detected the following typical final scores (prior to any deductions of points from the control auction).

Germany: 24 points (C Austria, C Baltic States, U Britain, C Czechoslovakia, U France, U Italy, C Poland, C Rhineland, C Romania, U Russia).

Britain: 20 points (U France, U Germany, U Italy, U Russia, U United States).

Russia: 22 points (C Baltic States, U Britain, U France, U Germany, C Poland, C Romania).

France: 16 points (C Alsace-Lorraine, U Britain, U Germany, U Italy, U Russia).

Please note that these are just opinions formed from our experience. For example, France and Britain may be able to stop the control of Poland and gain an understanding there, but at what cost? We have eliminated some possibilities as unlikely and left the rest. The above also assumes German/Russian cooperation, which is not always the case. Again, this is only a guide and can be changed by the variable control of the USA. ★



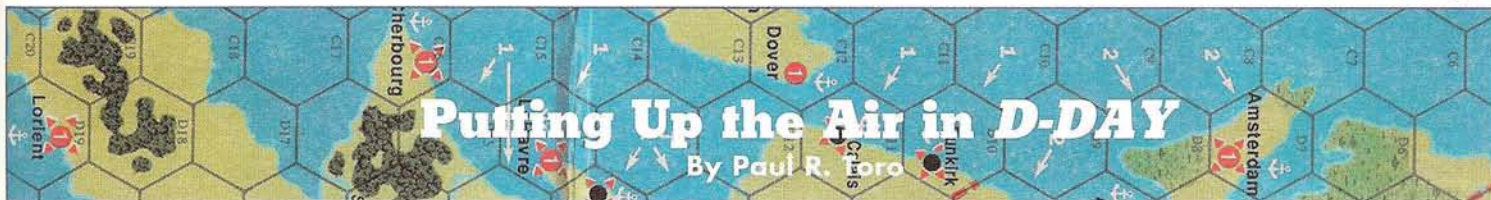
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EVENT	WINNER
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Acquire 32	Al Bingaman
Adel Verpflichtet 59	Ray Pfeifer
Advanced Civilization 28	Joe Gunderson
Advanced Third Reich 31	Michael Mitchell
Age of Renaissance 30	Mike May
Air Baron 118	Jack Jaeger
ASL 110	Tom Morin
Attack Sub 40	John Emery
Auction 32	Bruce Monnin
B-17 32	Robert Hamel
Blackbeard 43	John Kilbride ★
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Britannia 55	Scott Pfeiffer
Candidate 30	Ken Gutermuth
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Dinosaurs of Lost World 22	Christina Hancock
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Stocks & Bonds 26	Andy Lewis
Stonewall In the Valley 20	Ed Beach
Stonewall Jackson's Way 27	Paul Tseovich
The Russian Campaign 20	Tom Gregorio
Titan 66	Ben Foy
Titan 2 26	Brian Sutton
Title Bout 20	Ken Gutermuth ★
TV Wars 22	Richard Lanius
Tyranno Ex 25	Tom DeMarco
Up Front 46	William Edwards III
VITP 46	Robert Kondracki
War At Sea 27	Steve Packwood
We The People 54	George Seary
Wrasslin' 22	Don Greenwood
Wrasslin' Battle Royal 20	Mike Stachowski
Best GM	Dave Terry
Sportsmanship	Jim Matt

Team Tournament: Jerry's Kids - Byron Stingley TPS 6, Michael Arrighi BKN 0, Joe Bellas HCR 7, Jeffrey Otto RTG 0 = 13 [102]
is number of entrants ★ is defending champion

USA CONTROL CHART

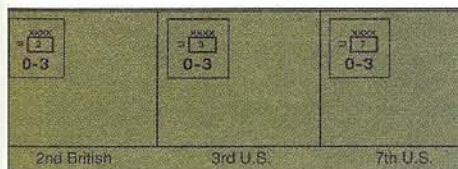
Turn	Die: 1 2 3 4 5 6					
	1	FR	FR	1:FR 2-6:BR	1-4:BR 5-6:RU	RU
2	FR	FR	1-2:FR 3-6:BR	1-5:BR 6:RU	RU	1:RU 2-6:GE
3	FR	FR	1-3:FR 4-6:BR	BR	RU	1-2:RU 3-6:GE
4	FR	FR	1-4:FR 5-6:BR	BR	1:BR 2-6:RU	1-3:RU 4-6:GE
5	FR	FR	1-5:FR 6:BR	BR	1-2:BR 3-6:RU	1-4:RU 5-6:GE
6	FR	FR	FR	BR	1-3:BR 4-6:RU	1-5:RU 6:GE



Although not a GM's tournament rules set, these variant ideas are worth consideration by GMs of future tournaments.—SKT

I was very interested when the latest version of *D-DAY* came out in 1991. I was delighted when I opened the box to see such high-quality components. My only critique of the game board is that the Army HQ holding boxes are laid out so that neither player can easily read them. The ground combat mechanics are great, but the rules did pose some problems due to being split among two different rule pamphlets. The air rules are very confusing largely because they have nothing to do with the reality of air power.

I went to AvalonCon '96 and popped by to play in the initial round of the *D-DAY* tourney. There I discovered that people like the game but many do not like the rules (and many have set about making unofficial changes). Below is a mixture of some of these ideas and my own fiddling with the game.



STACKING

Eisenhower to Patton "I would like to have the Third Army break out when we create a gap, but I don't see how we can do it in the sequence of play if Army HQs can't start combat in the same hex."

Two or more ground units (divisions, corps or HQ) of the same side may be set up or end a movement or combat step together only if one of the units is an Army HQ. If an Army HQ is present, any other friendly corps or divisional garrison units or HQs (of any size) are removed from the hex and placed in that Army HQ's "holding box" on the side of the playing area. The Army HQ unit is left in the hex. It does not matter if an Army HQ so removed from the board has other units in its holding box. All such subordinate units are considered to be in the Army of the Army HQ that is on the game board.

There is no limit to the number of aircraft units allowed in a hex. However, aircraft units may only be placed at a city or port or based on an Army HQ of the same nationality. If an aircraft unit is not based on a city or port and the Army HQ moves or is eliminated, the owner must pay one MOVE for each such air-

craft unit to immediately rebase it. If the player cannot or will not do this, the aircraft unit is eliminated.

There are no stacking limits or restrictions on basing aircraft units in England or the "Mediterranean" hex.

Only one Mulberry may be placed in a hex.

Example: The 7th US Army HQ is on the map in Marseilles (Hex R16). In the 7th Army's holding box is the 6th US Corps and the 1st French Army HQ. In the 1st French Army HQ is the 2nd French Corps. All of these units defend the hex and may move and attack with the activation of the 7th US Army HQ. If the 1st French Corps was also present, it would have to be in the 1st French Army HQ on the map and not in the 7th US. Also in the hex are the 12th and 1st Air Forces, which stay on the map and do not affect stacking. If both Army HQs were to leave the hex the air units could stay because R16 contains a city. If all of these units were in hex O16 and the Army HQs moved, then the Allied player would have to rebase the air units (at a cost of one MOVE each).



AIR POWER

General Henry 'Hap' Arnold calls up Air Chief Marshal Sir Trafford L.

Leigh-Mallory: "Why did you send the 9th Air Force to Hex E17?" "We needed to complete the encirclement of the German forces on the Normandy Peninsula. Besides Ike told me to."

"I know we've used planes for interdiction throughout the war, but why did you land the planes there?"

"That's just how the rules work."

"Didn't you realize that the 9th would be obliterated by a German counterattack? You left the 9th out on a limb."

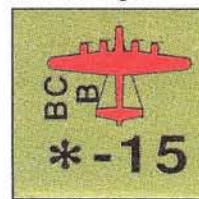
"We understood the risks, but you must remember that only the loss of a ground Corps affects the victory conditions. The loss of the entire 9th Air Force is of little consequence."

Obviously, the above exchange would never take place. To more accurately reflect the role of air power, utilize the following rules.

Terrain, zones of control, and enemy units do not affect air unit movement. Air missions are initiated during the movement step before, during and/or after the movement of ground troops.

Rebasing. Tactical air units may move up to ten hexes to a new base for the cost of one MOVE. Such units may not perform other

missions during this movement step (and therefore may not conduct combat). Rebasing may be required at times other than the movement step or after a mission has been flown due to ground movement and combat. Rebasing may also be done from a port to any other controlled port.



Carpet Bombing. The two Allied strategic air units (8U—The 8th Air Force and BC—Bomber Command) are kept in the London (B12) hex except when used for carpet bombing or interdiction.

These two units may move up to 15 hexes at no cost of MOVES for the Allied player. They both may move to the same hex. During the combat step, but before resolving normal combat, carpet bombing is resolved. Roll a die on the Carpet Bombing Table for each strategic bombing counter present and apply the effects as described in the table. The German player gains one MOVE for each strategic bomber used every time it is used. Should the German player intercept any strategic bomber units, then each bomber defends with a strength of five. Return any strategic air units that carpet bombed to London at the end of the combat step. No carpet bombing is allowed on bad weather turns.

Interdiction. Both air units and strategic air units may be used for interdiction. If strategic air units are used, the German player gains a MOVE for each unit. If tactical air units are used, the Allied player expends one MOVE. The air units may be moved up to their full movement allowance and may be placed in any hex. The air units may remain in the hex until either the beginning of that player's next movement step, the Allied player decides to return them to their starting hex, or they are forced to return by enemy OCA or interception. While the air units remain in the hex, no supply may be drawn through that hex. Each ground unit (including any unit in an Army HQ holding box) which enters the hex must roll a die. If the result is equal to or less than the air unit's strength the ground unit takes one step loss. Strategic air units have a strength of three in good or bad weather for this purpose. Make a separate die roll for each ground unit for each air unit interdicting the hex.

Offensive Counterair (OCA). The attacking player pays one MOVE for each air unit he wishes to perform OCA. The air unit(s) may move up to five hexes to the location of the defender's air unit. When the subsequent

ground combat step is completed, the attacking air unit(s) must return to the hex from which it came. The defender's air unit may not be used until his own movement step. Before returning the air units, both players roll a die and add the strength of their air units involved. If the difference is four to six, the loser loses one step. If the difference is seven or more, the loser loses two steps. Offensive counterair missions may be intercepted only by an air unit that is not the target of OCA. The German air unit can perform OCA against the Allied strategic air units conducting interdiction.

Close Air Support (CAS). The attacking player may move air units, at the cost of one MOVE per air unit, up to a distance of five hexes to the location of a defending ground unit he intends to attack in the combat phase. The defending player may then move air units in the same way to hexes that he thinks will be attacked during the combat phase at the cost of one MOVE per air unit. Air units that happen to be in a hex that is attacked and have not flown a mission may provide CAS without having to expend MOVES or risk interception. Air units that are providing CAS add their strength (unmodified by terrain) to the combat. They may also be chosen for losses in the combat. Whether or not ground combat takes place in the hex, the air units return to the hex from which they came.



Airborne Drops. Only the two Allied Airborne corps and the 1st US Airborne Army HQ are capable of making airborne drops. To perform an airborne drop, an airborne unit must begin in a city or port. The Allied player expends one MOVE per corps or Army HQ he wishes to drop. The airborne unit(s) may be moved up to a distance of five hexes regardless of terrain or enemy units. Airborne units may not land directly on top of a German unit. Airborne units may not land on a mountain hex. Airborne units may be intercepted at their landing hex prior to ground combat, in which case they have an air combat strength of zero (whether or not inverted). No airborne drops are allowed during bad weather.

Interception. The defending player may spend one MOVE to move a defending air unit to a hex in which the attacking player is performing an air mission. Each player rolls a die and adds the air combat strength of units in the hex. If the defender's total is higher, then the attacking units must return to the hex from which they came without completing their air missions. If the attacker's total is equal or higher, the defender's air unit(s) return to the hex of origin. If the difference in die rolls is four to six, the loser loses one step. If the difference is seven or more, the loser loses two steps.

Escort. After the German player announces interception, the Allied player may add other air units (not airborne or strategic) air units to the hex at the cost of one MOVE each. These units add their value to the Allied air combat strength and are available for step losses. As the

German player only has one air unit he will not be able to perform escort missions.

Effects of Weather. During bad weather, a player must roll a ten-sided die for each offensive counterair, close air support, escort, interception or interdiction mission. If the die roll is 1-3, the mission is at full strength. If the die roll is 4-6, the mission is at half strength. If the roll is 7-10 the mission is at quarter strength. Always round fractions down, but strength is never reduced below one.

Combat. If enemy air units are in the same hex at the end of the movement phase (for example, both sides fly CAS to the same hex) the air units conduct combat in the way described in interception. The side with the last air unit to move into the hex is the attacker. The winner may continue its mission in that hex. Air units cannot "fight on" as per rule 10b. The Allied strategic air units are eliminated if forced to take a step loss.

Example: It is the September turn and the weather is bad. The air units are located as follows: 9U(4-5) hex G16, 2B(3-5) hex C10, 12U(2-5) hex R16, 1F(2-5) hex T-19, LUFT(3-5) hex G13 and both strategic air units (8U and BC) in London. The 9U flies to E15 to fly CAS, expending one Allied MOVE. The 12U flies to O15 to fly interdiction, expending one Allied MOVE. The 8U flies to O16 to fly interdiction (the German gains one MOVE). The 1F rebases to R16, expending one MOVE. The LUFT flies CAS to E15, expending one MOVE. Given the bad weather, 9U rolls a 10 giving it a strength of one, and LUFT rolls a 1 giving it a strength of three. The 12U rolls a 9 giving it a strength of one. The 8U is automatically at strength three for interdiction. Next, 9U and LUFT conduct combat, with the LUFT as the attacker (due to moving later). The Allied player rolls a 4 giving a result of 5. The German player rolls a 6 giving a result of 9. The 9U takes a step loss and returns to G16. The LUFT may continue with its CAS and add its strength of three to the battle in hex E15.

Example: During the German move the LUFT again flies CAS, expending one MOVE, this time to hex E16. The 9U and 2B both fly CAS to E16, expending two MOVES. Rolling for weather results in strengths of one for LUFT, one for 9U and three for 2B. In air combat the German player rolls a 5, resulting in a 6. The Allied player rolls a 6 resulting in a 10. The LUFT takes a step loss and returns to base, while 9U and 2B may join the ground combat in hex E16.

FRENCH PARTISANS

Winston Churchill: "You know, we have dedicated Liberator squadrons and substantial RAF assets to supply the resistance, but I see no results. It will be hard for every Frenchman to claim he was part of the resistance if the resistance does nothing now."

Michel Brault (a lawyer responsible for running clandestine aid to the Maquis), "I know, but there is no place in the rules for them at all."

The Allied player may place two blank counters per turn during the Allied replacement step to represent partisan activity. It costs one MOVE for each partisan counter placed and they may be placed only in a hex in France that contains no German unit. The partisan is eliminated if a German ground unit enters its hex. It costs one additional movement point for the first German unit to enter the hex. German units may not trace supply through a hex containing a partisan. The German air unit may not rebase to a hex containing a partisan. If a partisan is in Paris, Germany may not draw supply from Paris. Partisans do not move and they do not change the control of a hex. The German player may pay two MOVES to remove a partisan counter during the German replacement step.



ODDS and ENDS

Put the weather step before the new MOVES step.

The Mediterranean hex counts as a port and a city.

Pursuit movement is allowed after an invasion.

A Mulberry on the continent counts as a city, port and Allied supply source.



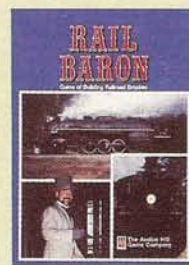
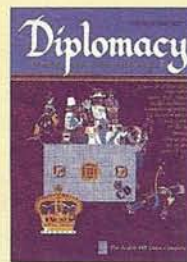
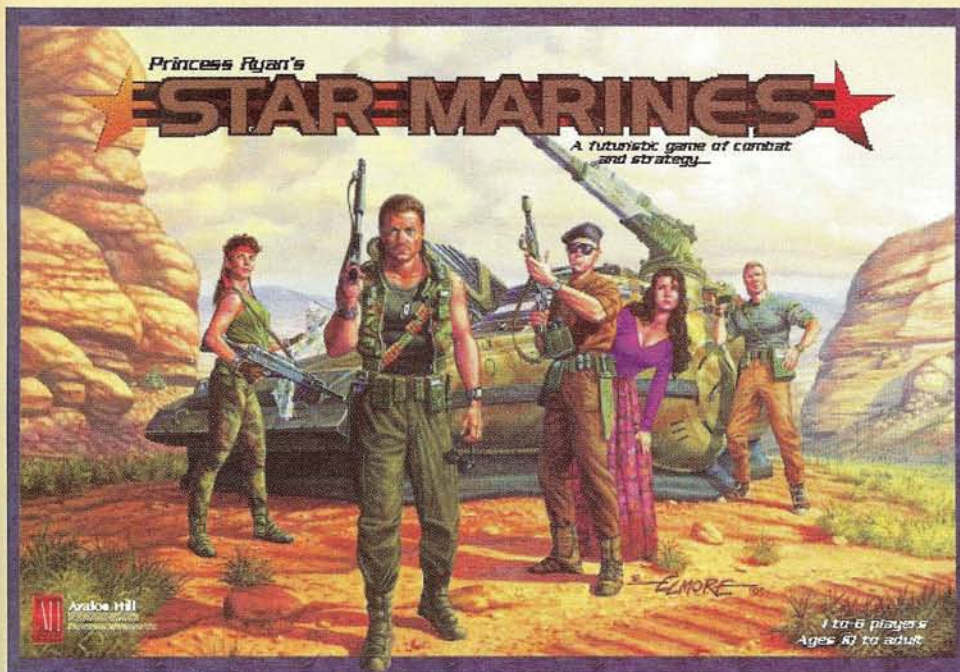
VICTORY CONDITIONS

By including these variants, the delicate play balance may well be upset. Therefore you may wish to bid for sides. Both sides secretly bid the number of victory cities the allies need for victory and the maximum number of allowable Allied unit losses. The player who bids the highest number of victory cities will be the Allied player. If tied, then the player who bid the lowest number of Allied unit losses will be the Allied player. If still tied, sides will be determined randomly.

The number of victory cities needed and maximum Allied units lost will be as per the Allied player's bid. The victory cities are Berlin, Hamburg, Prague and Vienna. An Allied unit loss is defined as the complete elimination (not just a step loss) of an Allied corps, air unit or headquarters. If the same unit is rebuilt and eliminated again, it counts as two losses (and so on).

If the Allied player does not capture the number of victory cities bid, the German player wins after the last turn. If the Allied player loses more units than he bid, the game ends at the end of that turn. If the American player captures the number of victory cities needed to win on the same turn that he loses more than the maximum allowable unit losses, the game is a draw. If the American player captures the number of victory cities bid and has not lost more units than allowed, then the game ends as an American victory.

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San Diego, CA
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Horton Plaza
San Diego, CA
(619) 230-1647

North County Fair
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(760) 745-0296

Plaza Camino Real
Carlsbad, CA
(760) 720-9045

Southern California
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Santa Barbara, CA
(805) 965-8383

La Cumbre Plaza
Santa Barbara, CA
(805) 687-5886

The Oaks
Thousand Oaks, CA
(805) 497-1214

San Francisco area
Stoneridge Mall
Pleasanton, CA
(510) 416-1660

Sun Valley Mall
Concord, CA
(510) 686-3553

Valco Fashion Center
Cupertino, CA
(408) 257-5010

Capitola Mall
Capitola, CA
(408) 477-9146

The Village at Corte Madera
Corte Madera, CA
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Hillsdale Mall
San Mateo, CA
(415) 312-8548

Northern California
Downtown Plaza
Sacramento, CA
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Vintage Faire Mall
Modesto, CA
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Portland, Oregon area
Clackamas Town Center
Portland, OR
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Salt Lake City area
Crossroads Plaza
Salt Lake City, UT
(801) 596-8343
Layton Hills Mall
Layton, UT
(801) 546-9556

Las Vegas area
The Meadows
Las Vegas, NV
(702) 878-1188

Fashion Show Mall
Las Vegas, NV
(702) 735-5360

Galleria at Sunset
Henderson, NV
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Phoenix, AZ
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Arrowhead Town Center
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Fiesta Mall
Mesa, AZ
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Crossgates Mall
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Carousel Center
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(315) 448-1840

Connecticut
WestFarms Mall
Farmington, CT
(860) 561-4709

Danbury Fair
Danbury, CT
(203) 748-8922

Pavilions at Buckland Hills
Manchester, CT
(860) 648-9666

Boston area
Burlington Mall
Burlington, MA
(617) 270-0495

Natick Mall
Natick, MA
(508) 647-0699

Well, we have proof now that somebody reads this Infiltrator's Report. My plea in Volume 31, Number 2 for more reader feedback was met by an increased flow of "Rate This Issue" responses as well as more letters and scribbled notes. . . . But I want *more*. Keep them coming, friends, enemies, countrymen. I lend you my ear. The winner of the feedback drawing is Bryan Faris (Atlanta, GA), who receives a free one-year extension to his subscription (not bad for giving his "two cents worth"). By the way, you may email your Rate This Issue/Contest submissions to ahgeneral@aol.com.

Said issue received a remarkable amount of applause for the Series Replay on *HANNIBAL*, which made me go back a few issues and look at how this type of article fares in general (it usually depends upon the popularity of the two games featured in the magazine and the replay). In so doing, I noticed that the *MACHIAVELLI* replay was unjustly left off the list published in the Infiltrator's Report of Volume 31, Number 1. My apologies to authors, readers and raters alike (although that replay did not make the top three articles, nonetheless).

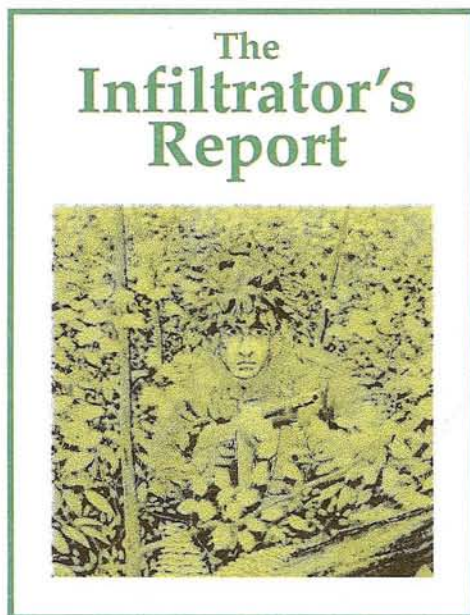
Overall, Volume 31, Number 2 received a mediocre rating of 4.4. Article ratings depict a healthy tug of war between the old and the new, between the multiplayer family game and the hard-core military simulation. Reader comments continue to be quite diverse with regard to the breadth of coverage of the magazine. Clearly some of you hate computer games, others hate convention coverage, and others hate *ASL*. Fortunately, a substantial portion of you like the variety of article types in the magazine, which warms my heart as we push this endeavor into becoming a more all-encompassing magazine on the strategy gaming hobby as a whole.

My congratulations go out to Jeff Paull and Andrew Maly for baring their strategic thoughts for us in the replay and to Mark Nixon for another fine effort on *ASL*. Michael Anchors, it should be noted, gave us such excellent tips on *ACQUIRE* that even the contest excited some readers enough to get their votes for top article. It does appear that the popularity of *HANNIBAL* is rising. Don't forget to enter the AvalonCon'97 *HRC* tournament, where I will be trying to give more than one of you a shot at the editor.

Series Replay—*HANNIBAL*:

<i>ROME VS. CARTHAGE</i>	270
Hyper Sniper	195
The Old Way to Win the New <i>ACQUIRE</i>	140
Historical Conquest in <i>WAR & PEACE</i>	90
AH Philosophy #174—AvalonCon'97 Report	80
Rebuilding Western Civilization	75
Blitz by Number	63
Destalinization	60
Protecting England	53
AI for <i>PC THIRD REICH</i>	30
<i>ASL</i> Scenarios	30
Staff Briefing with David Hiller	25
Contest #179—Merger Menagerie	20
The Play is the Thing?	20
Thirty Seconds Over London	15
The Magical Pleasures of <i>CAVEWARS</i>	15
Coming Attractions	10
At The Kiosk: Single Elimination	5

December gaming usually suffers a bit due to family obligations during the holidays, although those of you who did play were avidly tackling new Christmas presents by the end of the month. The top five games played the most during the month



were *ADVANCED SQUAD LEADER*, *AGE OF RENAISSANCE*, *HANNIBAL: ROME VS. CARTHAGE*, *HISTORY OF THE WORLD* and *Settlers of Catan*.

★★★★★

In *TAHGC* news, we have bought out the *RUNEQUEST* role-playing system from its originator, Chaosium, and plan to support it with additional campaign material, new scenarios and accessories. . . . The old D-Day-sized hexsheets (for use with 1/2" counters) are back in print.

★★★★★

AGE OF RENAISSANCE, *HANNIBAL: ROME VS. CARTHAGE*, *AIR BARON*, *THIRD REICH PC* and *WOODEN SHIPS & IRON MEN* (for computer) have all made the ballot for the Origins Awards for Excellence in Game Design and Quality (sponsored by the Academy of Adventure Gaming Arts & Design). These awards are not to be confused with the Charles S. Roberts Awards (which are presented at the Origins convention), for which the ballot is entirely in the format of write-in votes. Both have end-of-June voting deadlines. For more information on the former, call (540) 953-1658. For the latter, email jburtt@erols.com.

★★★★★

Contest #179 (Merger Menagerie) posed a deceptively difficult challenge to *ACQUIRE* players. Almost everybody saw that Luxor had to be merged into Tower and traded two for one (the disposition of the third Luxor share is nearly meaningless to your prospects). The most common mistake was the purchase of three shares of Tower. This is clearly overkill, as you are not likely to see anybody get cash to be able to buy enough such that you cannot acquire a majority by buying up the last shares next turn. There is, however, the matter of tile 8F, which points to the foible in the published solution. If Tower is merged into Continental, you get no part of the bonus. Buying just one Tower will take care of ensuring that anybody who plays 8F will be on the losing end of the stick, thus making its play unlikely. However, the player to your immediate right may wish to help the other two players against you, so you have a reason to buy a second Tower, if you think this remote pos-

sibility exists. The more likely possibility is the merger of Imperial into Tower with 7C or 7E, making the purchase of one Imperial a must (but one is enough, due to the lack of cash in your opponents' hands). Still, your longer-term position is best furthered by the purchase of Worldwide, but only if you feel lucky about 8F being undrawn or in the wrong hands. I must conclude, therefore, that three answers are acceptable to win this contest: you must buy one Imperial and any combination of Worldwide and Tower. Congratulations and \$15 merchandise certificates go to each of our four winners: Dieter Kempf (Skokie, IL), Kevin Kinsel (Mission Viejo, CA), Richard Lake (Buffalo Grove, IL) and Jared Scarborough (IL).

★★★★★

Contest #180 (Sideshow) in Volume 31, Number 3, required contestants to know or find out much about what wasn't shown on the contest diagram. Because January will bring snow automatically, the Stuka threat can be ignored, the Axis infantry will move only two hexes in the first impulse and only the German infantry can move (one hex) in the second impulse, the swamps will be treated as clear terrain, the Finnish need no combat supply, but the Italians and Germans do and will fight at half strength. The Russian commander has two crucial points to defend: Leningrad's workers (which provide replacement troops) and Archangel (which begins receiving lend lease—the equivalent of 3.5 worker points per turn—in January). Versus Leningrad, the maximum attack that can be mounted by the Axis is seven factors (Finnish 4th and 2nd Corps are not halved), because the Italians and Finns only move two in snow and cannot move in the second impulse. However, the Axis can move two factors next to Archangel in each impulse next turn (the Finns in the first and the half-strength Germans in the second). According to the rules, the Axis need only control Archangel once in order to permanently disrupt the lend lease replacements. An undefended Archangel placed in Axis ZOC would become Axis-controlled. Therefore, the Archangel threat is real and must be handled appropriate to its value.

The 50th Army is stuck in the swamp, unable to rail or move towards Leningrad or Archangel. Its movement northwards would have no effect upon the pivotal defensive efforts and consequently, its location is insignificant to the contest solution (it should be left where it is until additional help arrives). The 1st Cavalry is insufficient to secure Archangel, because the Finns could attack at 2-4 in the first impulse and get the exchange that would allow the Germans to control Archangel in the second (thereby disrupting the replacements and gaining a source of supply to prevent elimination of the 27th Corps). Even a first impulse contact gives the Germans a chance to join the battle, for another chance for an exchange victory (for a total chance of success of 7/36). Thus, the 9th Armor should rail to Archangel to force the Axis to attack at 2-6 (with only a 1/36 chance of success—contact followed by the Germans joining in a 4-6 attack in which an exchange would gain the city). Continued contact or a defense retreat on the second-impulse attack would leave the Axis troops without control, and they would die at the end of the Axis turn due to lack of supply. The 1st Cavalry must be placed in Leningrad. The best Axis attack on Leningrad is thus 7-8 (the odds of taking Leningrad being 7/36). Swapping the Cavalry and the Armor between these suggested locations will only weaken Archangel for no benefit in Leningrad.

COMING ATTRACTIONS

ATLANTIC STORM

ATLANTIC STORM is a new card game for two to six players. The game covers the critical phase of the Battle of the Atlantic from September 1940 to December 1943. During this period of World War II, Great Britain depended heavily upon imports to feed her population and to produce weapons, and the Soviet Union needed American war materials delivered to Arctic ports to equip her growing armies. Hitler's navy and air force attempted to strangle these oceanic lifelines. The Allies grouped their merchant ships into convoys for protection, used long-range aircraft to patrol over the convoy lanes, and escorted the convoys with warships ranging from corvettes to carriers and battleships. Allied scientists invented new anti-submarine weapons and decrypted the German "Enigma" code to read German messages.

ATLANTIC STORM includes two decks of cards. One deck comprises 40 historical convoys, rated for their victory point value, year of sailing, ocean (Atlantic or Arctic) and whether they were laden or empty (convoys returning to North America carried little cargo). The players fight a battle for each convoy, with the winner of the battle receiving the convoy as a prize.

The force deck consists of 112 cards representing submarines, surface warships, aircraft and weapons of the two sides. The force deck is evenly split between the German cards and cards for Britain and her allies. Each force card is rated for combat in three suits (air, surface and sub-surface), victory point value, years available, ocean and "fated enemy," if any.

The player who leads the round calls the trump. Only the values for the trump suit affect the outcome. Alternatively, he may call "combined ops," in which case the values for all the suits are added together. Each player in turn may play one regular force card from his hand as well as any special or bonus weapon cards that may apply. For a card to be played, it must match the year and ocean of the convoy.

You may play either German or Allied during your turn—the object is to play the highest combat value for the winning side of the battle. For instance, if everyone plays an Allied card, the Allies obviously win the battle, and you win the convoy if your Allied card is the strongest one played.

Table talk is encouraged, but all talk must be open. The discussion adds to the fun. Do you trust that player who says he will support your Allied anti-submarine effort?

The surface suit has the highest combat ratings, but surface ships also have the highest victory point values, making them a risky lead. We often hear the chant, "Sink the *Bismarck*!" when someone calls "surface" as trump and then plays the *Bismarck*. A player's hand capacity can be increased above six cards depending on the number of laden convoys he has won.

Each game lasts a little over one hour, and players often ask for a rematch. *ATLANTIC STORM* has lots of history in it, but it is also a

card game that appeals to anyone who likes cards. It will be released in the fall of 1997.

—Ben Knight

ALEXANDER'S EMPIRE

When Alexander the Great died in 326 BC, he left no clear heir to the immense empire he had conquered. It was not long after his death that the Macedonian generals began to war among themselves over who would become Alexander's successor. *ALEXANDER'S EMPIRE* is a three- to four-player game based on those wars.

On a map stretching from Europe to Persia, players struggle for legitimacy and victory. Legitimacy comes from the royal family members—Alexander's wife and infant son (Roxanne and Alexander IV), mother (Olympias), sister (Cleopatra), half sister (Thesalonice), half brother (Philip III), illegitimate son (Heracles)—and from possession of Alexander's entombed body. Power comes from staking out a part of Alexander's empire and from conquering those areas that were still independent at the time of his death (Cyrene, Cappadocia, Armenia, Bythnia, to name a few).

Each player commands two or more of the great generals of the Macedonian empire—Antigonus the One-Eyed, Ptolemy, Seleucus, Perdicas, Craterus, Antipater and others. Armies contain Macedonian and mercenary troops. Macedonian troops are powerful yet their loyalty may switch to an opponent with more legitimacy. Mercenaries are loyal as long as you pay them. Players can also acquire the elite Silver Shields, the veterans of Alexander's body guard (the hypaspists), or war elephants—potentially powerful units, but unpredictable in battle.

The rules for *ALEXANDER'S EMPIRE* are short and the design was kept as clean as possible so that players of all levels could play and enjoy. The system has some similarities to the *WE THE PEOPLE* and *HANNIBAL* games, yet has been modified to incorporate the multi-player aspect. Each turn, players receive a hand of Tyche (chance) cards. The player-round sequence of play includes: sieges, garrison placement, primary movement, Tyche card play and then the foraging and attrition. When all cards have been played, the year is complete and players must finance their armies and place reinforcements. Victory can be claimed at the end of any complete round of card play, making for exciting moments when a single battle or the favor of a royal family member will send your enemies scrambling to stop you.

Alexander's Successors comes with a large four-color mounted map of the Greek world, a deck of 64 cards, two sets of counters (including stand-up generals), and a player Aid card.

Historically, Alexander's Empire split apart in civil war, leading to the creation of the smaller Ptolemaic, Seleucid and Antigonid empires which fought each other for generations, until

the armies of Rome enforced peace. Can you manage to gain the favor of the royal family, win this civil war, and save Alexander's empire from disintegration?

—Mark Simonitch

ACHTUNG SPITFIRE!

This much-anticipated prequel is scheduled to ship this July. *ACHTUNG SPITFIRE!* shares the acclaimed computer game system of its predecessor, *OVER THE REICH*, but focuses on the Blitzkrieg in the west and the historic Battle of Britain. A major new feature is the action-packed real-time operations map. You control the sector stations of Royal Air Force 11 Group, and, as you receive radar reports, you must decide when and which fighters to launch against which bomber raids. If you send up all your strength too soon, you'll be caught refueling on the ground when the next, possibly bigger, raid comes. If you are too cautious, you may be cut to pieces by the swarms of Messerschmitt 109s prowling the skies.

You can also play the German side, choosing strike groups and targets. You decide when to bomb the radar stations, fighter airfields, coastal convoys or London itself. Should you send diversionary raids out first or concentrate your forces? It's up to you. You choose the best aircraft for the needs of the mission: Junkers 87 Stukas are accurate dive-bombers, but they are slow and vulnerable to fighter attack. Heinkel 111s are tougher and faster, but lack precision capability. It seems that you never have enough fighters to ward off the pesky RAF!

ACHTUNG SPITFIRE! also features dive-bombing of warships in the English Channel. The vertical movement system has been reworked for additional realism, including accurate G-loadings and the effects of negative-G forces on British engines that lacked fuel injection.

The aircraft of *ACHTUNG SPITFIRE!*:

Britain: Supermarine Spitfire (models I, IIa, IIb, Va, Vb, Vc, and IX), Hawker Hurricane (models I, IIa, IIb, and IIc), Hawker Typhoon, Boulton Paul Defiant (turret-armed fighter), Westland Whirlwind, Gloster Gladiator (obsolete biplane), De Havilland Mosquito (models IV and VI), Bristol Blenheim (fighter and bomber models), Bristol Beaufighter (models I and VI), Fairey Battle, Vickers Wellington (models IA and IC), Avro Lancaster.

France: Bloch 152, Morane Saulnier 406, Dewoitine 520, Hawk 75 (models A1 and A3), Potez.

Germany: Messerschmitt Bf 109 (models E3, E4, E7, F2, F4Z, G2, and G6), Messerschmitt Bf 110 (models C1, C4, and C4B), Focke Wulf 190A (models 1 through 4), Junkers 87 "Stuka," Junkers 88 (models A and C), Dornier 17, Dornier 217, Heinkel 111.

—Charlie Moylan

WHISPERS . . .

Decision Games released second edition rules for *Lords of the Sierra Madre* in late April. The company plans to release *Sun Never Sets* (formerly titled *British Empire*), *Over The Top* (WWI battles) and *S&T#185* with *Twilight's Last Gleaming* (1812 battles) for the Origins convention in July . . . Avalanche Press will be publishing *Risorgimento* (covering northern Italian campaigns, 1848-1866, in the *Imperial Age* system) with a map spanning from Torino to Trieste, Firenze to Innsbruck. Avalanche shipped *Operation Cannibal* (Burma, 1942-43) in late April . . . At the end of March, The Gamers began shipping *Gaines Mill*. It includes ten scenarios covering Seven Days Battle action north of the Chickahominy, including Mechanicsville and Gaines Mill. Seven Pines, Malvern Hill and Freyser's Farm will be in later releases in the planned trilogy . . . Clash of Arms' *Home Before the Leaves Fall* (a large game—3000 counters—set in WWI) began shipping in mid-April. Their *Six Days to Glory* (shipped at the end of March) is a Kevin Zucker design on a slice of the 1814 campaign in France, when Grouchy won his Marshall's baton. They also plan to release *Leutzen* (summer) and reprint *Moscowa* (this year), both in the *La Bataille* system . . . Columbia Games shipped the block-game *Sam Grant*, the sequel to *Bobby Lee*, in early April . . . XTR plans to reprint *The Great War in Europe* this summer . . . In April, Wizards of the Coast announced that it had signed a letter of intent to acquire TSR, Inc. in May 1997. TSR is heavily indebted to its publisher, which raised questions about GenCon's future. The acquisition seems to stabilize

the convention's finances . . . The financially-troubled Mayfair Games was bought by Iron Crown Enterprises in April. ICE plans to continue publishing many of Mayfair's games . . . The first of *Vae Victis'* 200th anniversary Napoleonic games will be on Rivoli—a hot topic, apparently, as Simulaciones Tacticas is busily working on the same subject. Both are due out by the end of 1997 . . . In computer strategy gaming news . . . Talonsoft expects to release in May two more in the Battle-ground series, *Napoleon in Russia* and *Bull Run*, and recently hired Norm Koger (of *Age of Rifles* fame) to develop *The Operational Art of War* (covering 1939-1955) for release in Spring 1998. . . Microprose's *X-COM: Apocalypse* will add a real-time tactical combat option and SVGA graphics to the much-heralded game system. . . SSG, apparently frustrated with distribution problems in the United States, has reached an agreement to publish their *Last Blitzkrieg* project as *Decisive Battles of WWII: The Ardennes Offensive* through SSI, expected to be released this summer . . . SSG is anticipating a September 1997 release of *Warlords III*, an eight-player fantasy strategy game with a real-time netplay option . . . SSI is planning to release in the fall *Imperialism*, a resource management strategy game set in a fictional 19th century Earth-like world. SSI also expects to release sequels *Pacific General* this summer and *Panzer General II* in the fall . . . Sierra is coming out with *Outpost 2: Divided Destiny*, a real-time action/strategy computer game . . . In case you've been in hibernation, computerized *Magic*, with some 200 of the cards, appeared in stores in March to the delight of those who play

rather than collect . . . **Hot vacation activities** . . . three of the industry's design chiefs celebrated their 40th birthdays on the beaches of Cancun, playing *HISTORY OF THE WORLD* every afternoon (and they don't work for TAHGC). . .



Use only short, controlled bursts. Hit the weak spots and move out.

This column is dedicated to voicing gamer concerns about how the computer wargame genre can improve. I wish to generate short, constructive criticism from this magazine's readers intended to help advance the computer game design process. Readers, mail me your comments (better yet, email them to AHGeneral@aol.com).

"Serious" computer wargamers looked down upon SSI's *Panzer General* when it came out. It has simplistic combat and movement mechanisms (the only computer game in which you can drive all the way from the Polish border to Moscow in one long evening) and supplies, but it is still a fun game to play. Sure *Grigsby's War in Russia* is more "realistic," but *Panzer General* is much easier to get into, prettier to look at, and more fun to play.—Hyun Yu

One problem with computer games is that they hide so much of the game's mechanics from the player that it remains unclear to a player what lesson should be drawn from a victory or defeat. Yet, fuller disclosure may unravel too much of the puzzle to encourage replay.—SKT

A note to those subjected to fire: take solace that you hold ground worthy of a fight.



CONVENTION CALENDAR

DEXCON 6

July 2-6, 1997, East Rutherford, NJ

Double Exposure sponsors this convention, held at the Sheraton Meadowlands Hotel, featuring 100 hours of boardgaming, wargaming, CCGs, RPGs and special events. Call Vinny Salzillo at (718) 881-4575, email salvius@panix.com or look up www.io.com/~salvius.

ORIGINS '97

July 17-20, 1997, Columbus, OH

Sponsored by Andon, this flagship convention of the gaming industry will be held at the Greater Columbus Convention Center and feature all types of gaming, exhibit hall, auction, computer gaming area and special guests. Registration is \$34.95 by June 21st; \$40 at door. Write Andon Unlimited, P.O. Box 1740, Renton, WA 98057, call 206-204-5815 or email andon@aol.com.

AVALONCON '97

July 30-August 3, 1997, Baltimore, MD

Sponsored by Avalon Hill and held at the Hunt Valley Marriott in the suburbs of Baltimore, this convention features the National Boardgaming Championships for Avalon Hill's games. By popular demand, the convention has been extended into the morning hours of Wednesday. Contact Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214, call 410-254-9200 or email ahgames@aol.com.

GEN CON GAMES FAIR

August 7-10, 1997, Milwaukee, WI

This very large multi-media game convention will be held at the MECCA in downtown Milwaukee and features all types of gaming, including tournaments for *ASL*, *ADVANCED CIVILIZATION*, *DIPLOMACY*, *AIR BARON*, *UP FRONT* and much more. For information on convention and housing write TSR, Inc., 201 Sheridan Springs Road, Lake Geneva, WI 53147 or email www.TSRinc.com.

NOVAGCON '97

August 15-17, 1997, Tyson's Corner, VA

This twelfth annual convention will be held at the WestPark Hotel and feature primarily miniatures wargaming with a mixture of historical and sci-fi/fantasy games. Email novag@mail.com.

DIPCON XXX

August 22-24, 1997, Seattle, WA

For information on this *DIPLOMACY* convention, write Buz Eddy, 4913 184th Pl. Lynnwood, WA 98026.

MAGE CON SOUTH XII

August 29-31, 1997, Sioux City, IA

Sponsored by the Midwest Area Gaming Enthusiasts and held at the Hilton, this convention features board, miniature, computer, card and role-playing games of all types, plus an auction.

Write Burnie Hegdahl, 737 N.E. 3rd St., Madison, SD 57042, or call 605-256-3909.

ANDCON '97

September 25-28, 1997, Toledo, OH

Sponsored by Andon and held at the SeaGate Convention Center, this convention features all types of gaming, plus sci-fi programming. Registration is \$24.95 by September 9th. Write Andon Unlimited, P.O. Box 1740, Renton, WA 98057, call 206-204-5815 or email andon@aol.com.

THE CANADIAN ASL OPEN

September 26-28, 1997, Winnipeg, MB, Canada

This swiss style, AREA-rated tournament to name the Canadian ASL Champion for 1997 is open to all. Registration is Cdn\$20; Cdn\$25 at the door. Write Jim McLeod, 978 Strathcona St., Winnipeg MB, Canada R3G 3G5, call 204-783-3649 or email j.mcleod15@genie.com.

TNT '97

October 16-19, 1997, Dorsey, MD

The premier *TITAN* tournament of the year is held at the Best Western BWI near the airport. It features continuous play, single-elimination two-player and multi-player tournaments and instruction for beginners. Registration is \$20; half-price for gamers under 21 years old. Write Keith Levy, 7310 Kathydale Rd., Baltimore, MD 21207, call 410-653-2735 or email bksutton@zombie.nesc.mil.

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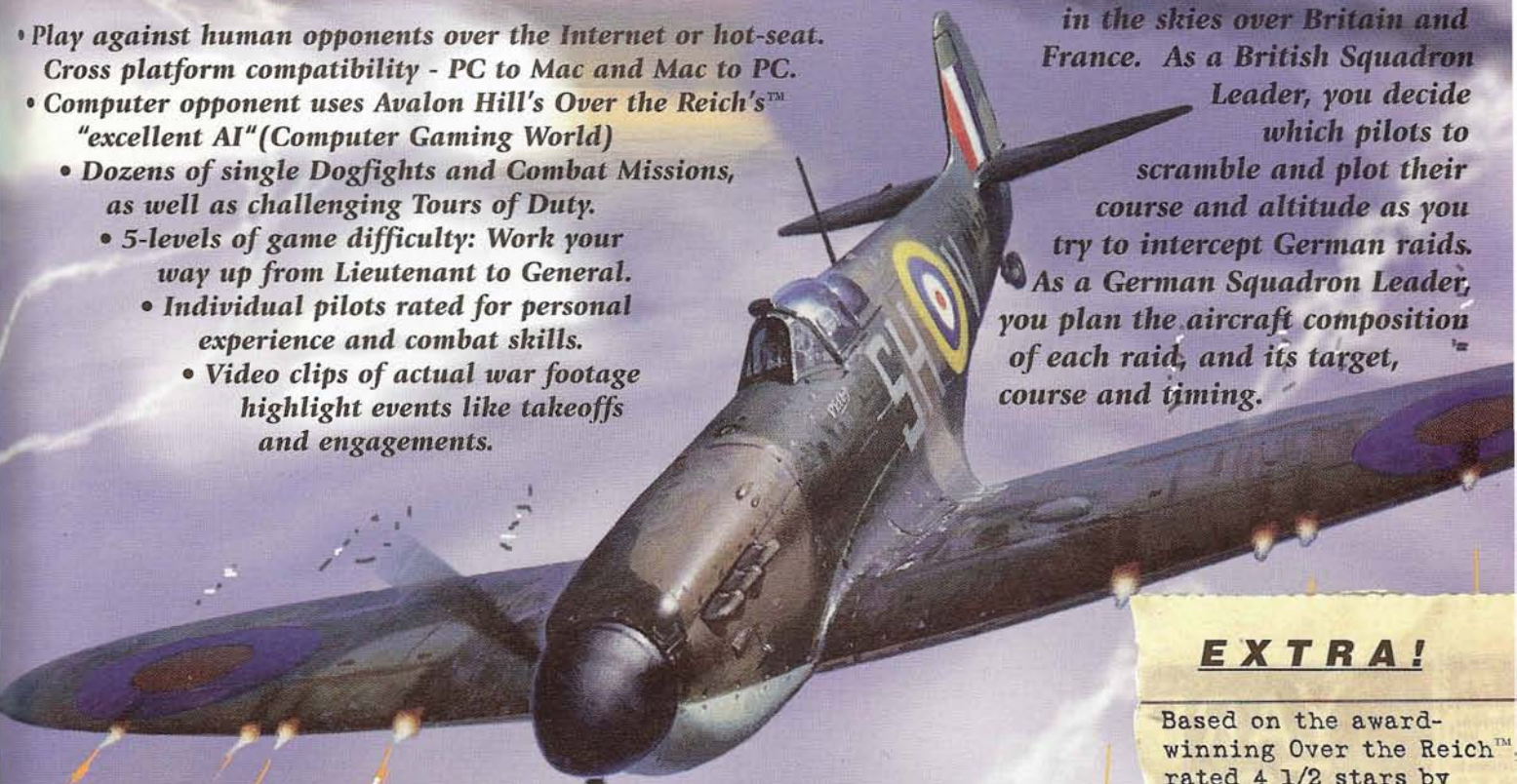
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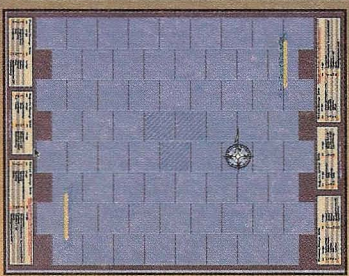
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Founded by Kevin Zucker in 1978, Operational Studies Group produced many award-winning titles. Now the new OSG has entered into an affiliate label agreement with Avalon Hill to produce a line of extensively-documented wargames.

Napoleon at Bay is a game of tense maneuver, with the outnumbered French holding river lines while Napoleon and his Guard strike one Allied Army after another on the roads to Paris in 1814. Over the years many players have written to express their enjoyment. Now I think is a good time to refit this wonderful game with new developments to the system.

—Kevin Zucker

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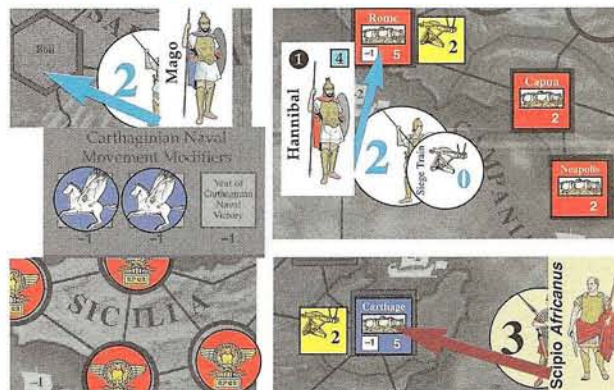
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CONTEST #181—DEVILISH DEAL

It has been a long, hard Second Punic War, but the end is near in your game of *HANNIBAL: ROME VS. CARTHAGE*. The maps on this page show all remaining forces and generals on the board. Carthage has control of all spaces not shown. Your opponent has two strategy cards and you hold Hostile Tribes and Grain Shortage. It is your turn to play a strategy card. Strangely, your Roman opponent is still grinning. He says, "I'm betting that you don't have a two-point operations card. I'll make you a deal. I'll let you fish through the *entire* deck (played or unplayed) and pick out any two cards, except Truce and the two I am holding, to replace your current ones. Then, you may take your turn. In exchange, you shall give me an automatic die roll of 6 on all of my future siege die rolls." You recall that all played cards since the last reshuffle have I.D. numbers under 30. The only thing that matters to you now is maximizing your chances for a Carthaginian victory. You realize that your crafty Roman enemy already holds the best two cards that he can imagine.



Do you take the deal! (Circle one) Yes No

If no, describe your next strategy card play.

If yes, list four pairs of cards in the order you wish to choose and play them to maximize your chances of victory (remember that any two cards may already be in the Roman hand).

- A. 1: _____ 2: _____
 B. 1: _____ 2: _____
 C. 1: _____ 2: _____
 D. 1: _____ 2: _____

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Volume 31, Number 4

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Great Campaigns of the American Civil War—Summary of Rule Variations

Because the games in the series use slight variations of the same common rules, players may find this summary card a useful reminder about the differences. Players should use the rules specific to the game they are playing (rather than adopting the most recent game's rules for the whole series). The card first shows basic game variations in the order they occur in the sequence of play. After that, the advanced game rule variations are listed—again, following the sequence of play.

KEY: HCR = Here Come the Rebels; RTG = Roads to Gettysburg; SIV = Stonewall in the Valley; SJW = Stonewall Jackson's Way; SLB = Stonewall's Last Battle. 1d = a die roll; 2d = two dice are rolled. Ldr = Leader; Inf = Infantry; Cav = Cavalry. drm = die roll modifier. AoP = Army of the Potomac; AoV = Army of Virginia; Reg = Regiment, Brig = Brigade, Div = Division. MP = Movement Point.

COMMON RULE

VARIATION

BASIC GAME RULES

(SJW HCR)	GAME SCALE: 2000 yards per hex; 500 infantrymen per manpower point or 700 cavalrymen per point; one battery per artillery point.	RTG	650 cavalrymen per point.
		SIV	750 cavalrymen per point.
		SLB	

LEADER TRANSFER

(SJW HCR)	LEADER MOVEMENT: During the Leader Transfer Phase, leaders may transfer to a subordinate unit up to 20 hexes away.	RTG	Limited to "up to ten hexes."
		SIV	
		SLB	

MOVEMENT

(SJW HCR RTG SLB)	MOVEMENT ALLOWANCE: Union: Inf=1d (+1 w/Ldr). Cav=2d. Confederate: Inf=1d+1 (+1 more w/Ldr). Cav=2d+1 (+2 more w/Stuart).	SIV	Union: Inf w/Ldr=1d minimum result of 2. Confederate: Cav=2d+2.
	EXTENDED MARCH: If march increases Fatigue Level to 3 or 4, roll 1d on Extended March Table (D result disorganizes strength marker—if already disorganized, then lose one manpower point).	SJW	Union AofV 3-6=D, AofP 4-6=D. Confederate (all) 5-6=D.
		HCR	Union 4-6=D. Confederate 5-6=D.
		RTG	Union Non-AofP 4-6=D, AofP Inf 5-6=D, AofP Cav 6=D. Confederate 6=D Modifiers +1 drm if Fatigue Level increases from 3 to 4.
		SIV	Union 5-6=D.
		SLB	Confederate 6=D Modifiers +1 if Fatigue Level increases from 3 to 4; +1 if exhausted and Fatigue Level increases from 2 to 3; +3 if exhausted and Fatigue Level increases from 3 to 4.
(SJW HCR)	FORCE MARCH: Unit becomes disorganized and loses one manpower point (two if unit has manpower of ten or more). Determine movement point gain: Inf=1d-1 (minimum gain of one), Cav=2d-1.	RTG	Minimum Inf gain of two MP, Cav four MP. No additional loss to unit with ten or more MV.
		SIV	Minimum Inf gain of two MP, Cav four MP. Reduction based on extra MP roll: Inf (1d): 6=lose two, 2-5=lose one; Cav (2d): 8+=lose one.
		SLB	
(SJW HCR)	ENTER FRIENDLY OCCUPIED HEX: Active Inf unit must pay one extra MP to enter Inf-occupied hex with combined combat value of three or more.	RTG	MP cost is three extra if mountain hex.
		SIV	
		SLB	

COMBAT

(SJW HCR RTG)	CORPS/GRAND ASSAULT: Friendly corps leaders may launch a corps assault by rolling equal to or less than command value. An army leader in command radius may upgrade to grand assault by rolling equal to or less than command value.	SIV	Division and district leaders may launch assaults with subordinate units with the following drm: +1 per unit involved and -3 if active leader is the district leader. District leader may convert to grand assault with following drm: +1 per hex involved.
		SLB	Division and corps leaders may launch assaults with subordinate units with the following drm: +1 per unit involved. Army leaders may convert to grand assault with following drm: +1 per hex involved.

COMMON RULE

VARIATION

COMBAT (CONTINUED)

COMBAT

(SJW HCR)	ENTRENCHMENTS AND DEFENSE VALUES: A unit under breastworks has its combat value doubled while a unit under a fort is tripled (artillery values are unaffected in either case).	RTG SIV SLB	A unit's artillery value is modified by entrenchments.
(SJW HCR)	GENERAL LEE BONUS: The army leader Lee provides a +1 drm to the combat roll for any Confederate corps assault which is launched from his hex.	SLB RTG SIV	Applies to assaults by division leaders as well. Does not apply.
(SJW HCR)	FLANK ATTACKS: A unit may only provide a flanking bonus if its combat value is at least one-fifth that of the defender.	RTG	A flanking unit may not be demoralized and must have an attack value at least one-fourth of the defense value. Mountain hexes may only be flanked by units exactly opposite one another, which generates a +3 modifier.
		SIV SLB	A flanking unit may not be demoralized and must have an attack value at least one-fourth of the defense value. Mountain hexes may only be flanked by units exactly opposite one another, which generates a +3 modifier. Flanking units in a mountain hex must be in enemy unit's ZOC.
(RTG SIV SLB)	REFUSING FLANKS (OPTIONAL RULE): Units may spend one MP to lessen the effects of flank modifiers, but are more vulnerable to direct assault.	SJW HCR	Option is not available.
(SJW HCR)	DISORGANIZED/FATIGUED: A unit suffering a "D" result becomes disorganized and goes to Fatigue Level 4.	RTG SIV SLB	Units only gain three fatigue levels.
(SJW HCR)	ROUTED/DEMORALIZED: A unit suffering an "R" result becomes demoralized and must end its rout four hexes away, counting the shortest possible hex path. Additional demoralization levels beyond 2 have no effect.	RTG	A route is counted by the shortest "traversable" hex path and a unit will lose two manpower for each demoralization level beyond 2. If the result is R* (8+ combat result), put unit at Demoralized Level 2.
		SIV SLB	Units may rout from four to six hexes and, if already at Demoralization Level 2, lose one manpower for each R* result.

RETREAT

RETREAT

(SJW HCR)	ENEMY OCCUPIED HEXES: Retreating unit(s) must attempt to avoid retreat into enemy occupied hexes, but, if forced to do so, each unit loses two manpower points.	RTG SIV SLB	Retreating unit loses three manpower points, if forced to retreat through an enemy-occupied hex.
(SJW HCR)	DEFENDER'S RETREAT OPTION: On a non-retreat combat result, the defender may voluntarily retreat his units up to three hexes, subject to the normal retreat rules.	RTG SIV SLB	May retreat up to four hexes. If the combat result is "no effect," a voluntary retreat will increase the unit's fatigue level by one.
(SJW HCR)	CAVALRY RETREAT: Cavalry unit becomes disorganized, gains two levels of fatigue, and retreats four hexes, obeying all retreat and rout restrictions. Adjacent enemy unit losses MP equal to half (rounded down) modified die roll (see SJW table for modifiers). A die roll of 1, <i>before modification</i> , eliminates one Cav manpower point.	RTG SIV SLB	New modifiers: +1 (rather than +3) if active unit also in mountain hex, +2 if combined Cav combat value of three or more, -2 if all Cav demoralized, -2 if all Cav out of ammo. Surrounded Cav suffers loss on <i>unmodified</i> die roll of 1 or 2. New modifiers: +1 (rather than +3) if active unit also in mountain hex, +2 if combined Cav combat value of three or more, -2 if all Cav demoralized, -2 if all Cav out of ammo. New modifiers based on nationality (see card). Only gain one fatigue level per retreat. No surrounded Cav rule.

COMMON RULE

VARIATION

RECOVERY PHASE

RECOVERY PHASE

(SJW HCR RTG)	RECOVERY: Units lose two levels of fatigue and if at Fatigue Level 0 at the end of the phase, then lose disorganization and demoralization status.	SIV	Units at Fatigue Level 0 or 1 at the beginning of the phase, lose disorganization, exhaustion and demoralization status. Those at Fatigue Level 3 or higher become exhausted. All units lose three fatigue levels.	
	(SJW RTG)	BUILDING ENTRENCHMENTS: Units at Fatigue Level 0 at the beginning of the Recovery Phase may build a breastwork. Units may upgrade their breastwork to fort status by entrenching for two consecutive turns.	HCR	Confederate units may not build forts in Maryland.
	(SJW HCR RTG)	BUILDING BRIDGES: Inf at Fatigue Level 0 with a combat value of at least five may build a bridge across a minor river hexside as its first act during the Recovery Phase, but not during a rain turn.	SIV SLB	It takes two turns to create a breastwork. Entrenchments may not be built during rain turns. The Inf unit need have only a combat value of three or more. Up to two Union bridges may also be built across Rappahannock major river hexsides. These may be dismantled and rebuilt elsewhere on a different turn.

ADVANCED GAME

RANDOM EVENT PHASE

RANDOM EVENT PHASE

(SJW HCR)	RAIN: Consult SJW rules for basic impact (p. 23). Overlapping rain results are ignored.	RTG	The Potomac River remains unfordable for one turn longer than duration of storm.	
	(SJW)	COMMAND PARALYSIS: Consult SJW rules for basic impact (p. 23).	SIV	Major rivers are unfordable longer (one to three turns) than storm and rain can occur in a basic game random event.
			SLB	Rain results last only one turn with major rivers unfordable the turn following.
			HCR	Union units occupying several eastern Maryland counties may not move or entrench at all, if a Confederate Inf unit does not occupy one of these counties (p. 24).
			RTG	Subtract one from all initiative die rolls during current turn.
			SIV	Inf movement allowance reduced by one, Cav by two. No Union Inf units may activate or entrench if none are currently within five hexes of a Confederate Inf unit.
SLB	Only one flank of Union army is affected (but not Cav or artillery). Inf march movement allowances are reduced by two to a minimum of one. No forced march and no leader-initiated assaults.			

HARPER'S FERRY PHASE

(HCR)	SURRENDER: If unable to trace a supply line to either the north or east mapedge, Union units within three hexes of Harpers Ferry must roll to see if they surrender.	RTG	Supply line may be traced to any mapedge.
		SIV	
		SJW	Not used.
		SLB	

AMMUNITION PHASE

AMMUNITION

(RTG)	AMMUNITION: A unit which receives a "D" result in combat expends one box of ammunition. Inf have four boxes, Cav have three. A unit out of ammo is flipped to its white-striped side, its combat value is halved (rounded down), and its artillery value is zero. Ammo is replenished during the Ammunition Phase and Depots are built during the Depot Phase.	SIV	An out of ammo marker is placed on units that suffer from this status. Cav have four boxes.
		SLB	An out of ammo marker is placed on units that suffer from this status. Neither side may build depots.
		SJW HCR	Not used.
(SJW HCR)	SUPPLY: At certain times during the game, units must check for supply. If out of supply, units are flipped to their white-striped side and will lose capability and strength if unable to resupply either by depot, railroad or foraging.	SIV	Only Union units must check for supply and are given an out-of-supply marker if they suffer from this status.
		RTG SLB	Supply is not a factor.

COMMON RULE

VARIATION

ATTACHMENT PHASE

SUBSTITUTE UNITS: Each side may detach manpower points to create substitute units. The number of substitutes is limited. Substitutes have maximum sizes as well.

Game	Infantry (Maximum Sizes)				Cavalry (Maximum Sizes)		
	Subs	Div	Brig	Regt	Subs	Brig	Regt
SJW	3	18	9	2	3	4	2
HCR Conf:	5	14	7	2	3	4	2
Union:	5	14	7	2	na	na	na
RTG	5	16	8	2	3	4	2
SIV	6	na	9	4	na	na	na
SLB	5	16	8	2	3	4	2

SJW Special attachment restrictions (p. 27).

HCR Union Inf and Confederate Inf and Cav Regts and Brigs which begin the game on the map may attach to any unit of the same type.

RTG Regts and Brigs which begin the game on the map may attach to any unit of the same type.

SIV Inf Regts which begin the game on the map may attach to any Inf unit.

SLB Regts and Brigs (official errata) which begin the game on the map may attach to any unit of the same type, except that Confederate Inf Brigs with parent divisions may only reattach to the units within that division.

MOVEMENT

(SJW HCR) RANDOM END: The action cycle may end if both players roll a 1 when determining initiative. Roll a second die: on turns 3 through 11 the action cycle ends on a 1 or 2, while on turn 12 and onwards, a 1, 2 or 3 will end it.

(SJW HCR) RAILROAD MOVEMENT: Union Inf that begins the march action in a rail station may increase one fatigue level and move 35 hexes along an undamaged rail line (not through enemy ZOC).

RTG Not in use.

SIV

SLB

SJW Limited to no more than 16 total combat value per turn. Allowed only on turns 7-9 (and at the five stations listed on p. 24).

HCR Limited to no more than one Division or two Regiments/Brigades per turn. Must start on east map.

RTG Increase fatigue level by two. May move 60 hexes. No more than one div or three Regiments/Brigades on B&O and one Regiment/Brigade on Cumberland Valley/Northern Central. Only Knipes Brigade may use rail before turn 9.

SIV No rail movement allowed.

SLB

COMBAT

(HCR) UNION FORTS PRINTED ON MAP: Each symbol contains an intrinsic defense value of four. Union units in forts may entrench. Flank and tactical modifiers are not used in attacks against fort hexes. Forts are destroyed on an "r" or "R" result.

(SJW HCR) DEATH OF CONFEDERATE CORPS LEADERS: If both players roll a 1 in combat, the best involved Confederate corps leader is killed if a second roll is even.

RTG Either side may occupy permanent forts. Artillery and combat values of occupants are tripled within forts. Entrenchments are not allowed. Forts are never destroyed—they contain no garrison.

SJW Not used.

SIV

SLB

SLB If Jackson is in the hex, he is automatically killed and replaced by Stuart (second die roll is unnecessary).

RTG Not used.

SIV

COUNTY CONTROL

(HCR RTG SIV) COUNTY CONTROL: Each side may gain tactical benefits or victory points by controlling counties. Manpower requirements vary.

HCR Confederate controls Maryland counties with two manpower in county seat (supply line requirement) and a total of 12 in county.

RTG Confederate controls Maryland or Pennsylvania counties at the end of the game with three manpower in county seat (may not be surrounded) and a total of 70 in county.

SIV Union controls with one Inf in county seat and a total of two manpower (including Cav) in county. Otherwise, Confederate controls with eight manpower in county.

CASTELLO FATATO



ASL SCENARIO G38

Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Italians win at game end if they Control building 28oZ4.

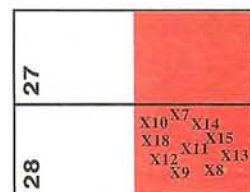
MESHKOV, RUSSIA, 20 December 1942: The Italian 8th Army had been retreating since the prior morning in the face of the Russian winter offensive aimed at encircling and destroying Paulus's 6th Army in Stalingrad. Charged with defending the flanks of the 6th Army, Germany's brittle allies had been shattered by the mighty blow of the Russian counteroffensive, with many units swallowed up by the advancing Russian armies. Lieutenant Felice Bracci and the 3rd Bersaglieri Regiment were ordered to destroy all heavy weapons, save Bracci's two anti-tank guns, and lead the Italians' retreat to the town of Meshkov. Late in the afternoon of the 20th, Bracci saw a "fairy castle," the cathedral in Meshkov, dominating the skyline. Forming a skirmish line, the Bersaglieri approached the town.

BOARD CONFIGURATION:

BALANCE:

★ Exchange one LMG for one Russian MMG in the Russian OB.

☪ Replace four 3-4-7s with four 4-4-7s and one 6+1 with one 8-0 in the Italian OB.



(Only hexrows R-GG are playable)

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
☪ ITALIAN Moves First [132]								

★ Forward elements of the 1st Guards Army [ELR: 3] set up on board 28: {SAN: 3}

6-2-8	4-5-8	2-4-8	8-1	7-0	6-12	2-6	3-20	Foxhole 5 OVR, OBA: +4 Other: +2
2	6					2		

☪ Elements of 5th Company, 3rd Bersaglieri Regiment [ELR: 2] set up on board 27 in ≤ 10 contiguous hexes numbered ≤ 8, with ≥ 2 MMC per hex: {SAN: 2}

3-4-7	8-1	7-0	6+1	2PP	2-5
20	2				3

Lieutenant Bracci's Anti-Tank Gun Section set up on board 27 in hexes numbered ≤ 8 (see SSR 6):

2-2-7	47
2	2

SPECIAL RULES:

- EC are Deep Snow (E3.73), with no wind at start. Extreme Winter (E3.74) and Steppe Terrain (F13.2) are in effect.
- Place overlays as follows (place all one-hex overlays such that the "1" hexside is the southern hexside): X7 on 28X2, X8 on 28DD7, X9 on 28W7, X10 on 28S3, X11 on 28AA7/Z7, X12 on 28V4/W5, X13 on 28FF5/FP6, X14 on 28Z4/Z5, X15 on 28DD4/CC5 and X18 on 28U7/U8.
- All buildings [EXC: 28oZ4] are wooden, single story buildings. A Level 2 Location exists in hex 28oZ4 which contains an Inherent stairwell and has a stacking capacity of 1 HS, 1 SMC, and 5PP. Red Barricades Cellular rules (O6.) are in effect for building 28oZ4 (only). The Level 1 Location of 28oY5 begins play Ablaze; Blazes only spread on a Final Spreading DR of ≥ 12.
- Night Rules (E1.) are in effect. The initial Base NVR is 5 hexes with Scattered Clouds and a Full Moon. The Italian player is the Scenario Attacker; the Russian player is the Scenario Defender. The Majority Squad Type of the Russian is Normal; that of the Italians is Lax. Straying (E1.53) and Jitter Fire (E1.55) rules are not in effect.

5. The Italians may not use Cloaking. They may, however, secretly record with which MMC each SW/SMC is stacked. These SW/SMC are kept off-board until their recorded MMC suffers a PTC result or worse, or (for SW) if that SW is fired, or (for SMC) if that SMC engages in any concealment-loss activity other than moving with his recorded MMC.

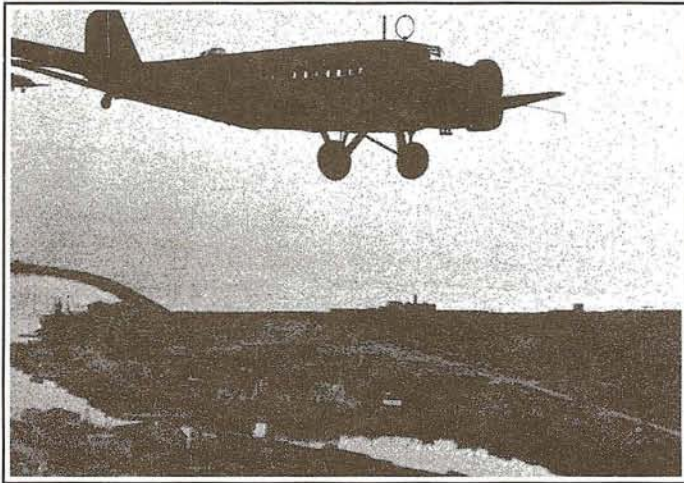
6. The Italians must, on Turn 1, conduct a single Human Wave (A25.23) attack using all units except Guns and crews with 28oZ4 as the target of this Human Wave. After Turn 1, the Italians may conduct Human Wave attacks as if they were Russian. The AT Guns may not set up Emplaced.

AFTERMATH: As the Bersaglieri approached the town, mortar shells began to fall and Russian machineguns opened up on the advancing troops. The Russians had beaten the Bersaglieri to the town, and were using the cathedral as a stronghold. Bracci's guns fired round after round at the cathedral, but its stone walls defied destruction. Eventually, a portion of the building caught fire. With this unnatural light illuminating the battle, thousands of Bersaglieri charged the cathedral. The Russians were able to stop the wave of Italians and force them to retreat. The next morning, the entire Italian column surrendered to a Russian cavalry unit.

A DESPERATE AFFAIR

ASL SCENARIO G39

Scenario Design: Rick Troha



HERAKLION, CRETE, 20 May 1941: German intelligence had erred terribly in calculating the ability of British forces to resist an airborne attack. There were three times as many troops on Crete as was anticipated. They were dug in and camouflaged well, and were little affected by the massive pre-invasion aerial bombardments. The mission of the paratroopers approaching Heraklion was to take the town and, more importantly, the airfield. The invaders needed an airfield as quickly as possible in order to land reinforcing troops of the 5th Mountain Division. As the paratroopers jumped from the Junkers 52s, each armed only with a few grenades and a pistol, they were confident of their success.

BOARD CONFIGURATION:

9
33
16
18

BALANCE:

- Add one 4-5-8 to any one British group.
- ⚡ Halve (FRU) the extent of error in the Drop Point Random Location DR (See SSR 3).



VICTORY CONDITIONS: The Germans win at game end if any two adjoining half-boards are both devoid of all Armed Good Order British MMC and occupied by an Armed Good Order German MMC. Half-boards are defined as hexrows A-Q & R-GG.

TURN RECORD CHART

● BRITISH Sets Up First [184]	⚡ 1	2	⚡ 3	4	5	6	7	8	END
⚡ GERMAN Moves First [198]									

Elements of 2nd Black Watch [ELR: 4] set up in whole or half hexes of indicated boards; all MMC (and any SMC/SW stacked with them) in suitable terrain may be set up entrenched: {SAN: 5}

On board 18:

4 ² -5-8	8-1	2-7
---------------------	-----	-----

4

On board 16:

4 ² -5-8	2-4-8	8-0	2-7	51 [2-11]
---------------------	-------	-----	-----	-----------

3

On board 33:

4 ² -5-8	2-4-8	8-1	4-12
---------------------	-------	-----	------

3

On board 9:

4 ² -5-8	2-4-8	8-0	2-7	51 [2-11]
---------------------	-------	-----	-----	-----------

3

Elements of Bataillon II, Fallschirmjäger Regiment 1 [ELR: 5] enter on Turn 1 by Air Drop (E9.) (See SSR 2 and 3): {SAN: 3}

5 ² -4-8	2-2-8	9-2	8-1	8-0	7-0	3-8	3-8	3-8	30mm	81mm
---------------------	-------	-----	-----	-----	-----	-----	-----	-----	------	------

14 2 2 4 2

Enter on Turn 3 by Air Drop (E9.) (See SSR 2 and 3):

5 ² -4-8	9-1	3-8	3-8
---------------------	-----	-----	-----

5

SPECIAL RULES:

- EC are Dry with no wind at start [EXC: for paraprop purposes only, wind direction is from the north at start]. Gusts are NA. All buildings are single story stone structures. Grain is in season; all Orchards are Olive Groves (F13.5).
- Germans may not voluntarily Deploy prior to Landing. Pre-1942 German Paraprop rules (E9.7) are in effect.
- In lieu of the E9.12 Drop Point determination procedure, the following is used: Prior to British setup, the Germans must secretly predesignate the make up of, and one Drop Point hex for, each of their three Turn 1 wings, and three Drop Point hexes for their Turn 3 Wing; each of the six Drop Point hexes must be ≥ 10 hexes from any other Drop Point hex. At the start of the German Turn 1 MPH, each of the three Turn 1 Wings makes a Random Location DR (C1.41); the direction and extent of error from the Wing's predesignated hex becomes that Wing's Drop Point. At the start of the German Turn 3 MPH, the Germans randomly select which of the three predesignated Turn 3 Drop Point hexes is used; a Random Location DR from this hex determines the Turn 3 Wing's Drop Point.

- The British suffer from Ammunition Shortage (A19.131).
 - Unarmed units (A20.5) of both sides may rearm as per E9.7. An unarmed squad/HS rearmed via the E9.7 method becomes a Second Line unit of the appropriate size.
- AFTERMATH:** To their horror, the Fallschirmjägers found themselves falling directly over the British troops. The British rose from their slit trenches and opened fire on the helpless men dangling from their parachute harnesses. With well-aimed rifle and machine gun fire, the Black Watch slaughtered many Germans before they even touched the ground. Those that did reach the earth ran around frantically searching for their weapons canisters, which contained all their heavy weapons, while the British continued to pick them off one by one. The British counterattacked against the lightly armed troops, knowing that now was the time to take them out, before they could offer serious resistance. Only a few men survived from the entire battalion; the attack against Heraklion was a total disaster.