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Vol.32, No.3 • Avalon Hill

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US Civil War

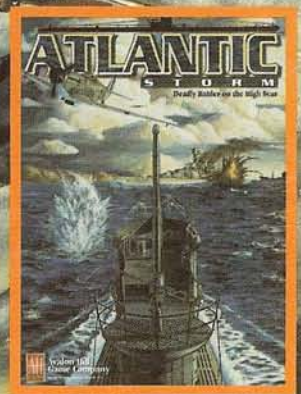
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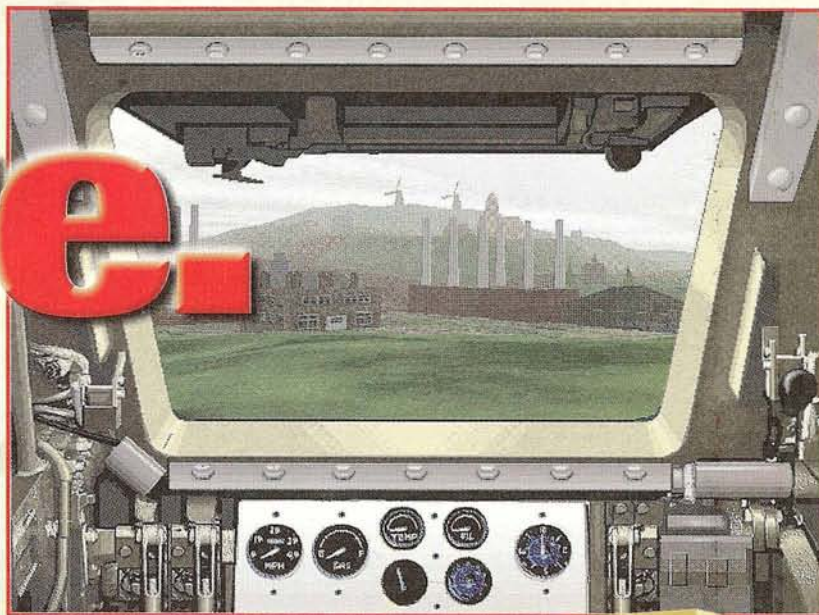
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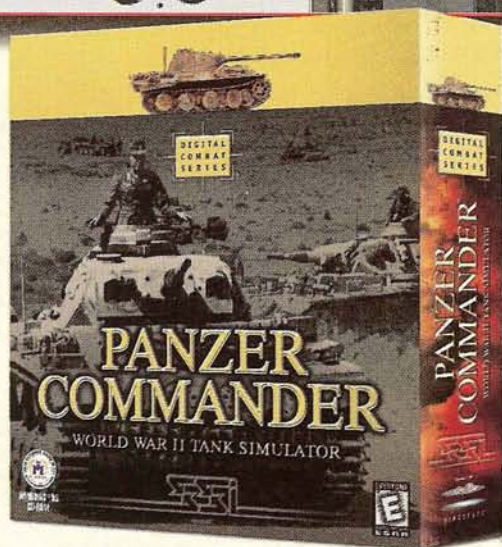
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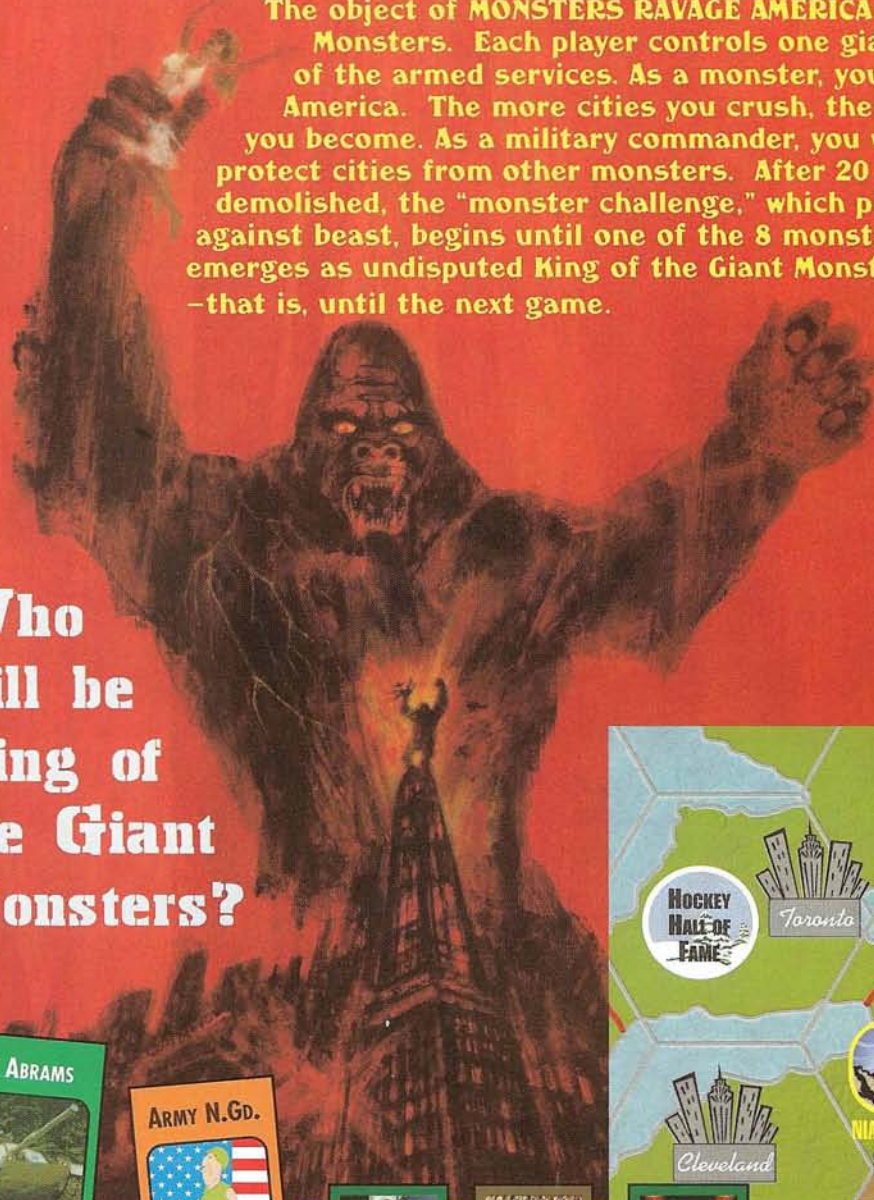
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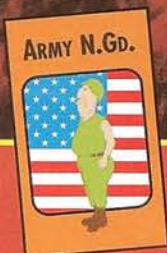
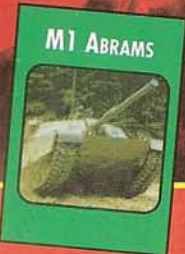
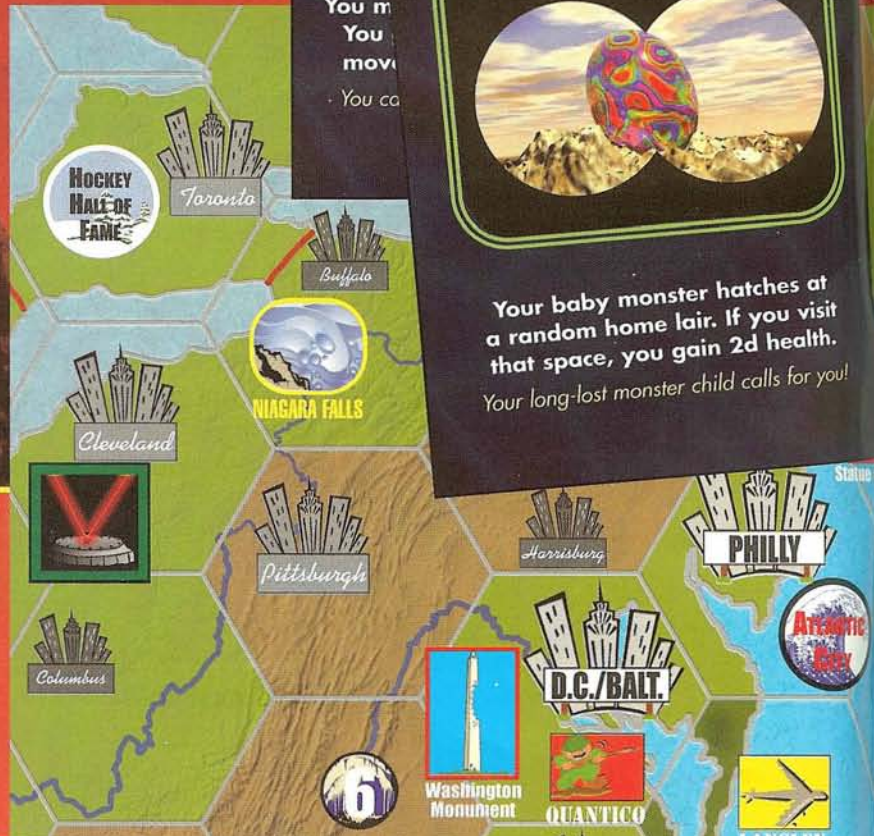


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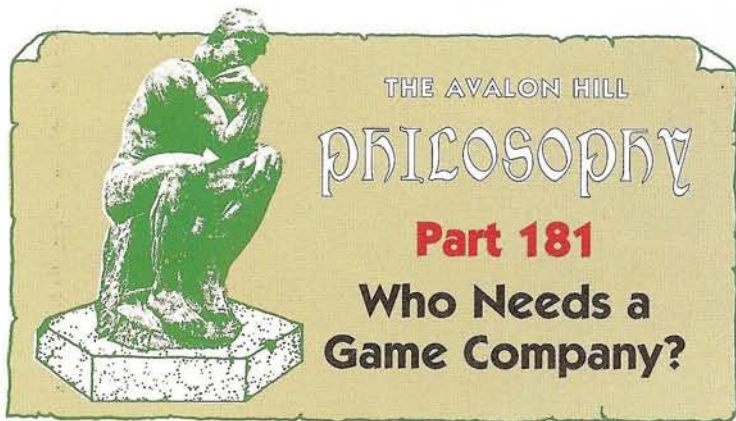
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PHILOSOPHY

Part 181

Who Needs a
Game Company?

The continuing evolution of the gaming industry raises all sorts of questions for producers and consumers alike. Clearly the structure of the computer game programming industry supports home-based industries—wherein manufacturers become little more than release outlets for the efforts of a programming team. The advent of better graphics and component quality makes desktop publishing of boardgames more palatable than ever, with its benefit of “just in time” inventory management. The internet creates an expanding sales venue with little cost.

Old assumptions about inputs and outputs may no longer hold. Daily, the market place challenges manufacturers and distributors to justify their existence. Some haven't answered the call. Some manufacturers have retreated into mail order businesses (with most evidence pointing to this being a delaying action preceding disappearance). Distributors are contracting. Adverting techniques must adapt to ever-changing methods of communicating with consumers.

Yet, what do consumers think? For that matter, do their desires get embodied in industry output? Who creates consumer demand?

Technology has made possible the fulfillment of the dreams of some game designers. No longer is it necessary to send introductory letters to manufacturers. Email may do. Heck, the design can be half displayed on a website for opinions. More importantly, when rebuffed, the designer need not accept the answer. The designer can become the producer (an age old tradition in this industry)—with startup costs being lower than ever. A desktop published game can be marketed today on a scale not conceivable a decade ago.

In fact, one could argue that *desktop publishing (DTP)* is more adaptive to consumer concerns than a traditional game company. After all, without any inventory, the DTP designer can quickly alter game content for the next sale. Without taking a financial bath for a failure, the DTP designer can fiddle to find what works with far less at risk. Furthermore, the ease of publication may allow far more titles into print than possible through traditional manufacturers. This in itself will satisfy the arcane niches of consumer interest to no end.

As long as it is sustainable, who can argue with expanded consumer choice? I still remember vividly the initial reaction of a woman emerging from behind the Soviet Bloc and entering an American grocery store for the first time. She froze in her steps on the cereal aisle (with its hundreds of selections) and in bewilderment asked “why do you need so many different kinds of cereal?” The moralistic utilitarian in us all has probably asked this over and over again, but the answer is always the same: Consumer choice is good. Consumer choice is what makes the free market economy the dazzling success that it is. Consumer choice creates the greatest of freedoms within our society. When I was a graduate student in Italy in 1980, was my life better because they only had three types of cereal in the store? Now, I know that cereal choice is no life and death struggle for freedom, but clearly more choice is better.

By some counts, 1997 was a “down” year in wargame publishing. By others, such a view misses the mark widely—as the number of new titles was quite large. What is true is that production venues continued to change in 1997, creating an array of consumer choices that were no less diverse and probably more so than in 1996. Does that show a healthy industry? We have to be careful here about overgeneralizing on the “consumer choice” issue. For some consumers, the choices have evaporated. Storefronts have folded. Some stores have sacrificed shelf space of boardgames for other items. Physical reconnoitering possibilities no longer exist in some parts of the country—purchases being relegated to stand-off methods via mail and the internet. The existence of products doesn't ensure the availability of them to consumers. This too is more evident today than ever.

The DTP craze feeds into this process of relying upon the existing customer base of “in-the-know” people. It depends largely upon the aggressiveness of the consumer. Within every niche of life we will always see a layer of consumers who aggressively pursue their concerns. These are the certain sales which no advertizing buck will sway—the consumer is already sold on the product. But what of the vast group of other consumers

(Continued on p. 58) → → → → →

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GENERAL

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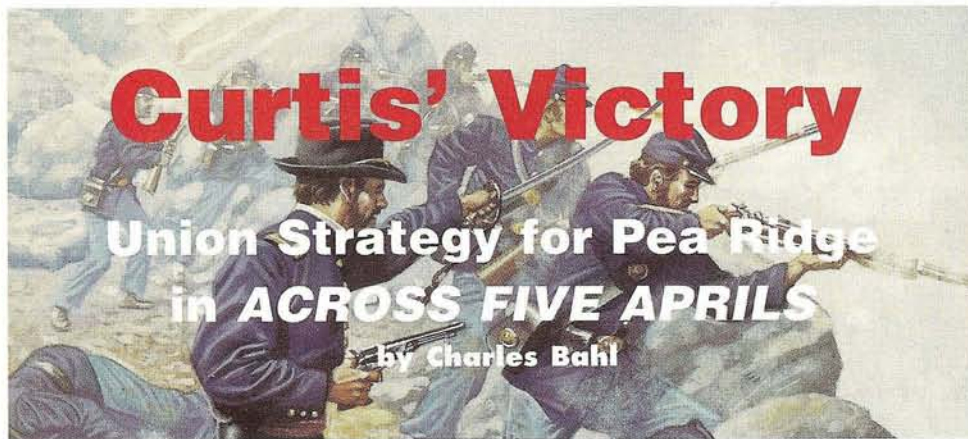
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The battle that took place in the vicinity of Pea Ridge in Arkansas on March 7-8, 1862, was one of the most important, but least remembered, engagements in the War Between the States. Pea Ridge was a surprise victory for the North—a battle the Union army of Samuel R. Curtis should not have won. Not only did Van Dorn's Confederate army outnumber that of his opponent, but unknown to Curtis, he had also secretly maneuvered his troops to the north around the right of the Union line and stood poised for a surprise attack against the Federal rear. From that position on March 7, Van Dorn initiated his assault with an army he had divided into two commands—one under Ben McCulloch, the other under Sterling Price.

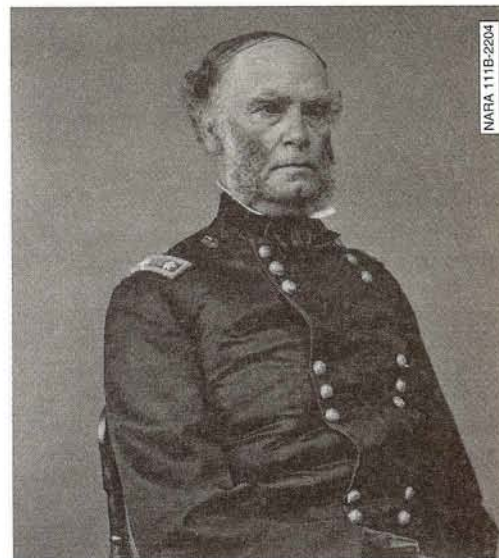
Unfortunately, these two commands were not able to maintain contact during the

march around the Federal flank, and they were not within supporting distance of each other when the attack began. McCulloch's division, located on the western edge of the battlefield, charged across open ground north of Leetown, met devastating fire from the Union line, and eventually fell back in disarray. To the east, Price's division made slow but continual progress during most of the day and steadily pushed the Federal lines south. By nightfall, however, Price's men (now joined by stragglers from the Leetown fight) were exhausted and dangerously low on supplies. The next day, Curtis, after a morning artillery duel, made a successful push against what was left of the Southern forces, now concentrated in the area of Elkhorn Tavern, just below Pea Ridge. After a valiant defense, but one which lacked artillery support or adequate ammunition, Van Dorn's army was forced to flee from the field. The battle turned out to be an important victory for the Union. After their defeat at Pea Ridge, the Rebels were never again to threaten Federal control of this region of the Trans-Mississippi.

The Pea Ridge Scenario

In addition to scenarios on such old war horses as Gettysburg, Shiloh and Bull Run, *ACROSS FIVE APRILS* includes a scenario of the Pea Ridge battle. The scenario is a good one for beginners, since it contains very few units or special rules, yet it has tremendous replay value. During the first several turns, the Confederates come onto the field with dominating strength, beating back the meager holding forces of the Union army. Later, as Federal reinforcements stream into battle, the Federal troops are in a good position to counterattack and regain lost ground. Although the Union and Confederate sides have

essentially equal chances in the game, controlling the Federal troops requires more finesse and a surer hand than is necessary for the Rebel army. The beginning Union player may become frustrated with the initial Confederate predominance on the field and give up hope of finding a way to launch a successful counterattack. Unless the Union player is extremely careful, it is easy for the Rebel army to chew up the Federal reinforcements one by one as they stream north onto the battlefield. For this reason, the following article concentrates on providing the novice player with a viable Union strategy for winning the game.



Gen. Samuel R. Curtis

Aggressive Defense

Because the Federal army in the Pea Ridge scenario is numerically inferior to the Confederate army, in both total attack and defense strength, the Federal player should depend on an aggressive defense strategy. This is especially true in the early turns of the game, when the thin Union forces will come under heavy Rebel attack. Later, if you have been successful in reducing the fighting capacity of the Confederate army, you will be able to switch to the offense.

An aggressive defense is one which forces your opponent either to withdraw from contact with your forces or to make disadvantageous attacks against you. The rules of *ACROSS FIVE APRILS* require a player, during his combat phase, to attack all enemy units that exert zones of control (ZOCs) on friendly units. That is, attacks are not optional, but mandated, against *all* adjacent enemy units. You, as the Federal player in Pea Ridge, cannot often bring enough strength to bear to make viable attacks of your own, but you can use this "required attack" rule to your advantage.



CSA Gen. Sterling Price (center) and Gen. John B. Magruder (standing with handkerchief) pose with other officers while in Mexico after the war.



Figure 1. Though strategically on the defensive, Greusal has put the Confederate unit (Price) in a difficult position. If the Confederate combat marker is selected, the Rebel player must either attack at poor odds (1-2, due to terrain) or retreat.

Move your units adjacent to Rebel units in anticipation, not of drawing your own Combat Marker from the pool, but of drawing the Confederate Combat Marker. Concentrate on calculating the possible results of a Rebel attack against you as you move your units into contact with the enemy. You are trying to set up a combat situation in which the Confederate player must attack you at a disadvantage. Pay special attention to the combat odds ratio and any pertinent column shifts. As defender you have the advantage at any ratio of 1-1 or less. However, don't totally ignore the 2-1 or even 3-1 column. It may often pay to sacrifice a unit or two in combat at these ratios in order to get a chance at hurting a Confederate unit with a larger attack or defense factor.

Of course, there is nothing to prevent the Confederate player from withdrawing from a combat situation that you have taken care to set up. Try to figure out ways to make each Confederate retreat hurt his strategic situation. If the Confederate player is defending a victory hex, for example, try to get your units directly adjacent to the victory hex. If the Confederate player pulls his Combat Marker in this situation, he will have a difficult decision to make. He must either attack you or withdraw from the victory hex. In this way, with a little luck, you can whittle down the Rebel forces and slowly push them back at the same time. (See Figure 1 for an illustration of this kind of situation.)

Unlike the Rebel player, you can normally afford to withdraw from most of the unfavorable combat situations in which you find yourself because of the prospect of counterattacking later in the game at more favorable odds. Early in the game, you should prefer to retreat toward the C and D entry hexes instead of fighting a combat round you cannot win. On the other hand, if you have already completed turn 5 and your aggressive defense has yielded few results (i.e., you have neither inflicted significant combat losses nor pushed the Rebel back from victory hexes), you should no longer avoid all combat. Instead, you will need to fight at some less-than-optimal combat ratios. Even in this situation, don't despair. Because you have more units than your opponent, you can more readily accept

losses and still keep your line from collapsing. Keep attacking on the hope that you will get lucky enough to inflict a substantial loss on the enemy.

Obstruction and Retreat

During the first four game turns, you, as commander of the Union army, should attempt to both block the Rebel advance and cut your losses by withdrawing wherever possible. Move Dodge north along Telegraph Road to block the advance of Price's division. However, resist the temptation to move him as far as hex 3707. From this hex Dodge is vulnerable to a Confederate end run toward the Union HQ by way of the track connecting it to Clemens Field. Also, if forced to make an automatic retreat, Dodge will find himself in the middle of Ruddick Field without any defensive protection. A better position for Dodge is either hex 3909 or 4008. From there he blocks both of the roads leading to headquarters and is in a better position to fall back if necessary. On turn 2, march Carr along Telegraph Road to assist Dodge. Do not worry about defending or capturing Elkhorn Tavern. Your chance to take it back will come later in the game. Be careful to prevent a Confederate flanking move in this area. It is not difficult for the Rebel player to get units onto your flank or rear by cutting to the left or right through Ruddick Field. Always make sure your units in this area have a path of retreat free of enemy ZOCs. If necessary, withdraw a hex or two to the south.

Send all First Division units toward Leetown. In most cases, McCulloch's Rebel division will get to Leetown first. Don't worry if Confederate pressure forces you to retreat. Just be careful that you prevent his forces from reaching the C and D entry hexes. This should be your primary goal in this area. It is very important that you do not let the entry hexes fall into enemy hands. Make sure that you do not position your units too close to the southern map edge. Remember that any units that are forced to retreat off the map are considered eliminated.

Dispatch Bussey's cavalry to hex 4115. Don't send him to Leetown. Use him to protect your right flank so that two Confederate divisions do not link up or drive a wedge between the two wings of your army. As your reinforcements arrive, try to form a continuous battle line from the Union headquarters hex west to the area of Leetown. When this is done, send your cavalry (Bussey and Bowen) behind the Rebel lines, where they can threaten victory hexes (especially Elkhorn Tavern) from the rear.



Figure 2. In the middle of turn 4, the Union has lost Leetown and Elkhorn Tavern, but has successfully defended entry hexes C and D, and has pushed Bussey's cavalry between the two divisions of the Confederate army. Within the next two turns, he should be able to stage a counterattack in the area of the Union HQ.

ACROSS FIVE APRILS (A5A) provides players with an easy-to-learn, quick-to-play overview of five pivotal Civil War battles—First Bull Run, Pea Ridge, Shiloh, Gettysburg and Bentonville. The playing pieces generally represent infantry and cavalry brigades and battalions of artillery. These combat units are rated for attack, defense and movement, with each defense factor representing 400 men or three or four cannon. The colorful, detailed maps are scaled at 300 yards per hex, and show pertinent terrain features such as hills, wood, streams, towns and roads. Each game turn represents from 45 minutes (Bentonville) up to one hour and 30 minutes (Shiloh).

Probably the game system's most striking feature, and the one to generate the most discussion, is the randomization of movement and combat order via a series of chit draws. This system of random actions accurately reflects the often-chaotic nature of Civil War command control. Special rules for each battle also call for variations within the chit-draw system which cleverly allow for such circumstances as the surprise Rebel attacks at Shiloh, and Longstreet's long flank march at Gettysburg on July 2.

Although several pages easily could be written on the game's unique systems and on various gameplay strategies and tactics, this article is intended to discuss the historical battlefield tactics of the three major Civil War arms—infantry, cavalry and artillery.

INFANTRY

The infantry units in A5A represent brigades of foot soldiers who carried smoothbore or rifled muskets, or breach-loading carbines or rifles. Each point of defense strength equals 400 infantrymen. Foot soldiers were the defensive backbone, and also provided the offensive striking power, of all Civil War armies. The game system accurately portrays the brigade as the basic tactical building block of the armies. Brigades were usually composed of two to six regiments. With most of the active regiments severely under strength, the brigade was used as the basic formation of maneuver and combat on the Civil War battlefield.

In battle, an infantry brigade would normally deploy its component regiments in successive lines of battle, stacked one behind another. It was also fairly common for a brigade to deploy in a single long line, with its regiments abreast of each other, with a reserve held behind to fill in gaps as they appeared in the firing line. On the attack, a brigade would often throw out one of its regiments in a loose skirmisher line in order to screen the advancing brigade.

United States Army infantry tactics were heavily influenced from the Mexican War onward by General Winfield Scott's *Infantry Tactics* (1835). Early in the Civil War many infantrymen were armed with old-fashioned smoothbore muskets that had an effective battle range of only about 50-100 yards. Infantry formations were designed to compensate for the musket's inaccuracy by keeping the troops in close-ordered formations in order to concentrate their firepower.

As the war continued, the infantry gradually became better armed, carrying into battle Enfield

Civil War Battlefield Tactics in ACROSS FIVE APRILS

by Thomas L. Boeche



and Springfield rifles—muzzle-loading muskets with a much more accurate, rifled barrel, with an effective range of over 200-300 yards. Rifled muskets and more accurate artillery made close-order lines and attacks in deep columns very costly. As the army gradually updated its tactics, the standard infantry work became William Joseph Hardee's *Rifle and Light Infantry Tactics* (1855). However, tactical innovation was far from being widespread. One of the major features in new infantry tactics was simply to speed-up the rate of the infantry's advance, so that troops were exposed to enemy fire for a shorter period of time. Despite the necessity for innovative tactics, most infantry brigades were still comprised of lines of closely-packed men.

Eventually some commanders modified their battlefield tactics, and infantry formations became looser and more flexible. General William T. Sherman described his view of battle formations in his *Memoirs* (1875):

Very few of the battles in which I have participated were fought as described in European textbooks, viz., in great masses, in perfect order, maneuvering by corps, divisions, and brigades. We were generally in a wooded country, and, though our lines were deployed according to tactics, the men generally fought in strong skirmish lines, taking advantage of the shape of the ground, and of every cover.

The 300-yard per hex scale in A5A is thus based upon effective weapons range. However, the game's stacking limit of two units per hex often results in some ahistorical situations on the wargame battlefield. For example, if the 1st and 3rd infantry brigades of Heintzelman's 3rd Union division at Bull Run are stacked together, there are 20 defense factors located in a single hex. This represents some 8,000 infantrymen crammed into a 300-yard space, creating a very high, and historically very dangerous, troop density.

The inherent advantages enjoyed by defending infantry vs. attacking infantry are well-represented in A5A. While each defense factor represents 400 infantry, each attack factor is worth between 414 and 629 men—thus manpower is correctly rated higher on defense than on offense.

Table 1. Infantry Strength

(Average Manpower per Infantry Attack Factor)

Battle	Union	Confederate
Bull Run	629	520
Pea Ridge	442	617
Shiloh	522	479
Gettysburg	463	414
Bentonville	446	423

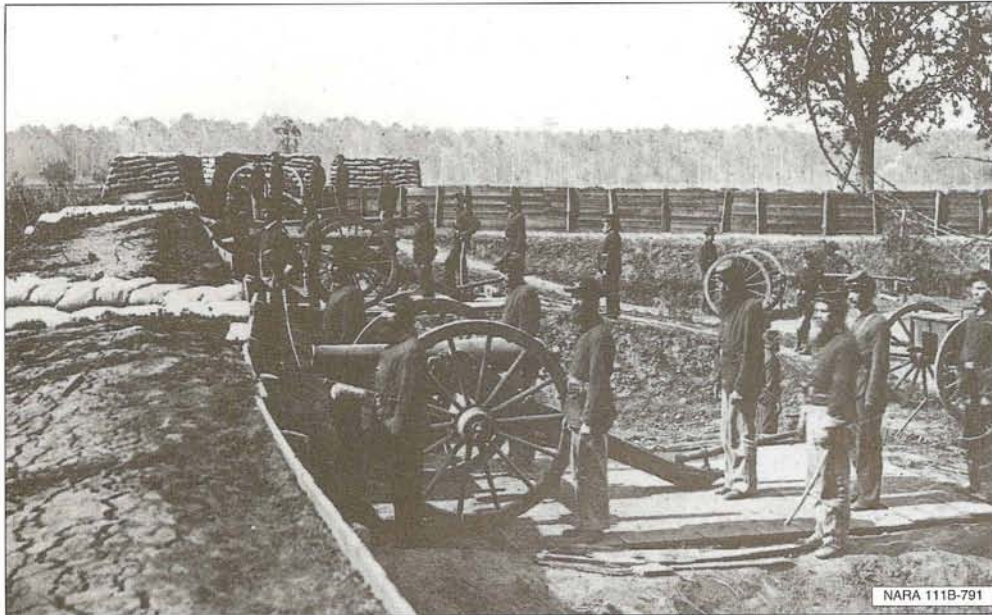
Note that the attack strengths for the Battle of Bull Run are rather poor in comparison with the later battles, reflecting the raw, untrained troops as well as the high percentage of older, smoothbore muskets carried into the battle by both armies.

Overall, as an average of the five battles simulated, one Confederate attack factor is equal to 491 Confederate troops, while each Union attack factor is equal to 500 Yankee foot soldiers. Thus the Rebel infantry is generally rated slightly more effective on the attack than their Northern counterparts—probably a historically valid representation. The benefits to the defender provided by breastworks and entrenchments are also stressed by the game system. The Civil War saw the first extensive use of field fortifications by American troops. According to author/historian Paddy Griffith, field fortifications fulfilled three major purposes: 1) protection from incoming fire, to steady a militia, 2) an obstacle to delay an attacker's advance, and 3) a cleared field of fire (particularly important in woodlands).

The defensive advantages accrued to infantry by entrenchments are portrayed in the game by a series of column shifts and other penalties on attackers. Breastworks give the defender a shift of one column to the left on the Combat Results Table. Entrenchments give a two-column shift to the left and increase the attacker's casualties by +1. Also, defending units dug in behind breastworks or entrenchments do not have to attack adjacent enemy units. The game thus elegantly handles the historical advantages of field works and allows defenders to stay put in their prepared positions instead of forcing them to attack.

ARTILLERY

Artillery units in A5A represent several batteries of four to six guns each, comprised of smoothbore and rifled cannons. Although often



overshadowed by the exploits of infantry and cavalry, artillery played a vital role on the Civil War battlefield. Largely due to technological advances in infantry small arms, artillery had lost much of its offensive striking power. However, it was still an extremely powerful weapon on the defensive, and many unseasoned troops were badly demoralized when they came face to face with booming enemy artillery batteries.

Historically, the Northern armies generally grouped their guns into six-gun batteries, with three such batteries forming an artillery brigade. The Confederates used four-gun batteries grouped into battalions of four batteries each. Smoothbore guns such as the well-known 12-pound Napoleon had an effective range of about 800-1,000 yards. These guns were also devastating when firing great blasts of canister at ranges of 200 yards or less. Rifled cannons such as the 10-pound Parrot and the 3-inch Rodman provided more accuracy and a longer effective range—firing out to over 2,000 yards. The longer-ranged rifled guns were often used in a counter-battery role in an attempt to drive off the defender's guns before an infantry assault. *A5A* gives every artillery unit a range of four hexes (1,200 yards), which seems to be a pretty good compromise for playability.

Artillery pieces were usually deployed some 14 yards apart, with each gun taking up two yards, meaning that a six-gun battery held a frontage of about 82 yards, while a four-gun battery had a frontage of 50 yards. The *A5A* game scale of 300 yards per hex makes historical artillery deployment possible, but when some of the larger artillery battalions are stacked together in the same hex it can result in a much greater artillery density than was actually employed during the Civil War.

Historically, artillery was much more effective on the defensive than on the offensive, and this is well-reflected by the game's artillery combat values. Generally, each artillery unit is about twice as effective on defense as on the attack. Offensive action by field artillery and long-range fire in support of infantry attacks were rarely effective during the American Civil War. Wooded, hilly terrain and the increased

range of infantry weapons lessened artillery's impact on offensive warfare. Union long-range artillery fire at the Battle of Antietam was effective in driving off several Rebel guns, and at Shiloh the Confederates brought up several batteries to the front line to reduce the Yankee's defensive stronghold at the "Hornet's Nest," but overall, Civil War artillery was rather ineffective on the offensive.

Table 2. Average Artillery Strength

(Offensive—Defensive strength per unit)

Battle	Union	Confederate
Bull Run	2.3—5.0	1.0—2.2
Pea Ridge	1.5—2.8	3.3—7.0
Shiloh	1.6—4.0	1.6—4.0
Gettysburg	2.7—6.0	1.9—4.3
Bentonville	4.0—8.0	4.0—8.0

Both Union and Confederate gunners really had a chance to shine while on the defensive. Grant's line of heavy artillery along the high ground above Pittsburg Landing stopped the final Rebel drive at the Battle of Shiloh. Fitz-John Porter's guns at Malvern Hill on the Peninsula and Henry Hunt's batteries at the Battle of Gettysburg cut great, bloody swaths through the advancing lines of Rebel infantry. Confederate guns also made a major impact in defensive roles, taking advantage of the high ground of Marye's Heights at the Battle of Fredricksburg and of Nicodemus Hill at Antietam.

Artillery was often more effective against raw troops than against seasoned veterans. Untested troops and militia were badly demoralized by the presence of enemy artillery. General Sherman noted in his memoirs: "Artillery is more valuable with new and inexperienced troops than with veterans. In the early stages of the war the field guns often bore the proportion of six to a thousand men; but toward the close of the war one gun, or at most two, to 1,000 men, was deemed enough."

Artillery could not take ground like the infantry, lacked the mobility and flair of the cavalry arm, and had lost a great deal of its offensive striking power since the glory days of the Napoleonic Wars, but it still had a vital role to play during the 1860s. *A5A* does an admirable

job of showing both artillery's assets and its limitations on the battlefields of the Civil War.

CAVALRY

Cavalry units are scarce in *A5A*, and they play a correspondingly small role in the outcome of most battles. The Union fields two cavalry units in both Pea Ridge and Gettysburg, five optional cavalry units in Shiloh, and no horse soldiers in Bull Run or Bentonville. The Confederates get one cavalry unit in Bull Run and Bentonville, four in Shiloh, and none in Pea Ridge or Gettysburg. The scarcity of mounted units in the game reflects the small role played by cavalry in most Civil War battles.

A5A cavalry units represent brigades of soldiers mounted on horses—who were usually armed with swords in addition to either pistols or carbines. Most cavalry brigades during the war were formed of two to six regiments. Mounted cavalry was deployed for battle in lines one or two ranks deep. March formation was columns of four horsemen across. Early on during the war, Union cavalymen were usually armed with single-shot pistols and sabres. By the time of the Gettysburg campaign in 1863, most Yankee horsemen carried breach-loading carbines. Confederate cavalry often carried a wider variety of weaponry—shotguns, pistols, sabres and carbines.

The improved range and accuracy of artillery and infantry small arms made the Civil War battlefield a very dangerous place for cavalry units. Rifled weapons enabled defenders to break up cavalry charges before the riders could reach their lines. Consequently, Civil War cavalry was usually kept away from the main battlefield, and was instead utilized as scouts, screeners and mounted raiders.

John Buford's Union cavalry made a strong showing on the first day of the Battle of Gettysburg by fighting dismounted. Deployed in a thick skirmish line, with one man in four serving as a "horseholder" behind the firing line, dismounted cavalry, firing breach-loading carbines, could put up quite a stiff fight. In addition to its battlefield role as dismounted skirmishers, cavalry also was often deployed behind friendly infantry lines in order to prevent straggling and desertion. General U.S. Grant wrote of the Battle of Shiloh: "The nature of the battle was such that cavalry could not be used in front; I therefore formed ours into line, in rear, to stop stragglers, of whom there were many."

There are a few documented accounts of successful cavalry charges during Civil War battles. At the Battle of Bull Run on July 21, 1861, J.E.B. Stuart's Virginia cavalry surprised a Union zouave unit while they were forming for a renewed attack on Henry Hill. The Rebel cavalry charge so unnerved the zouaves that they broke shortly thereafter when the batteries they were supporting fell to a Confederate infantry attack.

After the Battle of Shiloh, the Union's 77th Ohio regiment fell victim to a successful Rebel cavalry attack. Yankee Colonel Jesse Hildebrand described the Confederate charge: "So sudden and rapid was the charge, shooting our men with carbines and revolvers, they had no time to reload or fix bayonets, and were forced to fall back under cover of our cavalry. . . The

rebel cavalry literally rode down the infantry.” A larger and even more successful cavalry charge occurred at the Battle of Winchester on September 19, 1864. Two Union cavalry divisions under Alfred T.A. Torbert struck the flank of Jubal Early’s Confederate line. Union commander Philip H. Sheridan described the favorable ground over which Torbert’s charge took place: “It was open, and offered an opportunity such as seldom had been presented during the war for a mounted attack. . . .” The determined Yankee horsemen launched successive charges that drove in the Rebels’ left flank and forced them to retreat from Winchester. A Union brigade under the command of Thomas C. Devin captured three colors and over 300 Confederate prisoners during the action.

There were also several cavalry charges that ended in utter failure. A brave charge by the 5th U.S. cavalry regiment at the Battle of Gaines’

Mill in 1862 was launched across 250 yards of open ground against Rebel infantry sheltered in thick woods. The Yankee horsemen were driven off after losing 150 of the 250 men who began the charge. A similarly ill-fated charge ordered by Union General Judson Kilpatrick and led by Elon J. Farnsworth took place on the third day at Gettysburg. Farnsworth’s Vermont cavalry charged over rocky, rough ground at Rebel infantry protected by a stone wall. Over 100 of the 300 Union horsemen, including Farnsworth, were casualties.

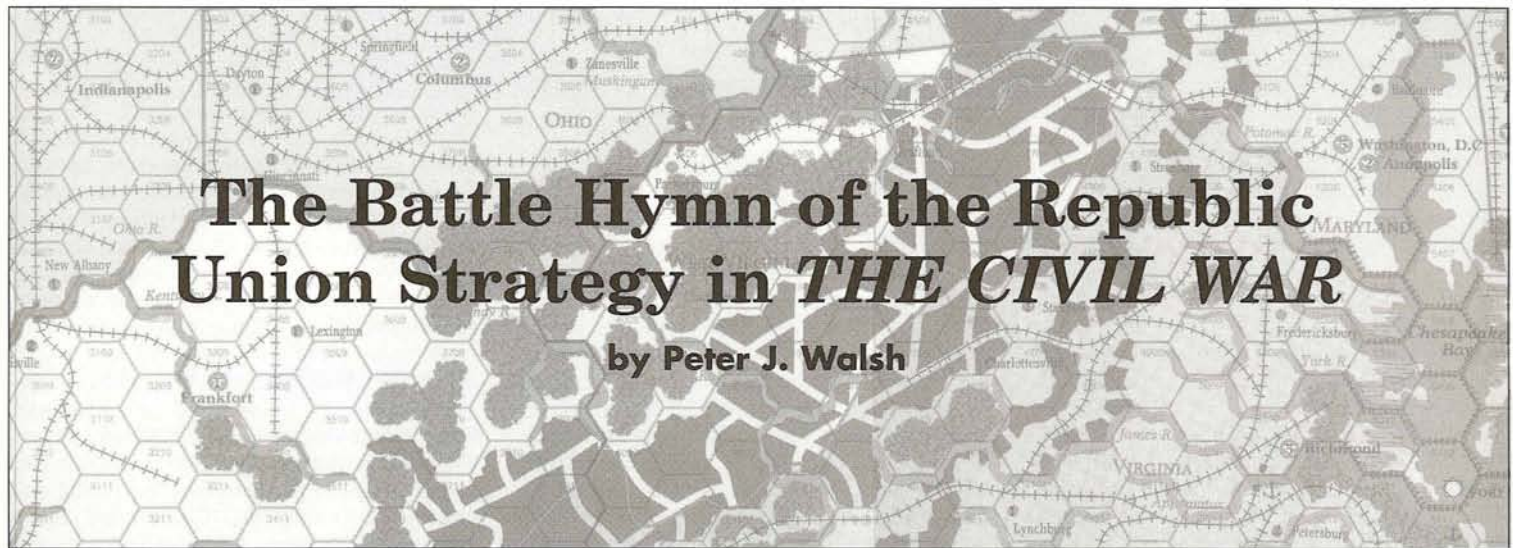
A5A players are forced to use their cavalry units in their historic role on the battlefield. The mounted units in the game are generally very weak on the attack, are valuable mainly for their mobility, and are often used as flank guards, etc. However, despite the historic record of cavalry’s battlefield performance in the Civil War, it is interesting to note that many historians believe

that cavalry could have had a much greater impact if it had been utilized in larger numbers and on the proper terrain.

CONCLUSION

ACROSS FIVE APRILS is an excellent wargame for both beginning and experienced players. It has a high level of tension and excitement, and you are able to relive the turmoil and confusion present in an actual Civil War battle. In addition to excellent graphics and game play, wargamers are provided with a reasonably accurate portrayal of historic events. A5A delivers first-rate wargaming fun and a high replay value—and you may be tempted to visit the library to learn more about Civil War battlefield tactics!

★



With the release of *FOR THE PEOPLE* just around the corner, I thought it useful to publish a few articles on an old favorite on the same topic in anticipation of comparisons between the two game systems as well as with other strategic-level games. *THE CIVIL WAR* has been affectionately called “the war between the dice” for its command initiative system. Although the dice inject an element of chaos into strategic planning, this game is as much about management of known resources under time constraints as anything else.—SKT

Effective play of the Union side in *THE CIVIL WAR* (CVW) requires creative use of the North’s main assets—strength and flexibility. Confederate strategy centers around holding key areas in states with a high Victory Point (VP) value, forcing the Union armies to spend strength points (SPs) and command points (CPs) to assault these positions. A second line of fortifications is prepared while the first is being reduced. A winning Confederate strategy slows the Northern advance to a crawl as CPs are used up recovering from demoralization before every move or attack. The South enjoys a slight advantage by virtue of its leadership and the logistical difficulties involved in conquering so much territory. Sea lift, amphibious invasion and reinforcements are crucial Union advantages. The North has many headaches to handle: Washing-

ton sits on the border of US territory and is vulnerable to capture; many Northern commanders are terrible; armies must be raised and positioned effectively. Given enough time there is no question that the North will prevail, but time is exactly what the Union does not have. If the Southern player can derail the timetable of the Northern conquest, Lincoln will lose the 1864 election and the war.

CVW has many unpredictable elements that make it difficult to execute even the most carefully conceived plans. Success depends on putting Union assets to their best use when an opportunity arises (such as a turn with more than one CP table use or a CP advantage in a critical theater.)

FORTRESS WASHINGTON

The vulnerability of Washington is a problem which the Northern player must address immediately. The obvious answer is to build a fortress in the city. This move alone goes a long way to making the city difficult (if not impossible) for the Confederates to take. The presence of the fortress makes it necessary for the South to cut the Union supply lines—no easy task even for the Army of Northern Virginia. Washington is supplied by rail connection to the rest of the North, by sea via the Potomac river and rail connection to Annapolis. Additionally, a depot built

in the city insures supply for one attack. In order to disrupt supply to Washington, the Confederates must cut the sea supply routes from Annapolis and the Potomac river.

The opening turns of the game involve the players in immediate conflict over two important VP cities: Grafton, WV and Springfield, MO. Possession of these cities is determined largely by luck (i.e. who wins the first pulse and the dice difference), but demands immediate attention. Once the dust has settled, it is time to protect the Union capital. Place a fortress in the city.

The best method of disrupting an attack on Washington is an active defense. An attack on hex 5006, the rail junction at Manassas, has several advantages which recommend it. The garrison in the Capital can be built up to 14 SPs without alarming most Southern players, who expect to see the city heavily reinforced. The Army of the Potomac should be built under McDowell after the best leaders of turn 2 are in Washington. If the South is caught unprepared, the threat to the Federal capital is lifted neatly when McDowell’s army cuts supplies to the cities of the upper Shenandoah Valley. It is virtually impossible to supply the Army of Northern Virginia for operations in Maryland and Southern Pennsylvania without a secure supply base in the Valley (hexes 4905-6, 4806-7, 4708-9). Successful capture of Manassas moves the battle

lines in the East away from Washington DC, greatly improving the strategic situation of the Union. However, this is a lot to ask of the woe-ful leadership of the Union (a historical Bull Run battle is more likely). The expected result of a move on Manassas is that the Army of the Potomac will be in a good forward defense position at Arlington (hex 5106). From this line the Union can simultaneously defend the Union capital and threaten the Shenandoah supply bases. Fighting a battle at Bull Run yields an important strategic dividend: leader promotion. Ultimately this is more important to Union plans than capturing the rail junction, because it addresses the main weakness in the Northern war effort—poor leadership. A rapid promotion schedule will put Grant in command of an army on turn three and have good leaders (e.g. Lyon, Thomas, Sherman, et. al.) moving up the chain of command.

EFFICIENT COMMAND

Command points are the currency which pay for the Northern war effort. A successful strategy is one which forces the Southern player to react to threats so that he has few CPs available to respond to an actual attack later. The North should use the tactic of delaying the use of CPs. The Union almost always has more reinforcements and leaders to enter than the Confederacy. Delaying CP use should be used carefully though, as it hands the initiative to the opposing player. However, this is less risky than it may appear. The Union can afford to temporarily cede areas (other than Washington) to the South, should the Confederacy be interested in unwisely spreading out its forces.

The Trans-Mississippi theater is usually a backwater from turn 2 until late in the game. Union CPs here can be put to good use organizing leaders. To cope with a dismal leadership corps, St. Louis should receive most of the leaders entered as reinforcements on turn 1. Many of them (e.g. Halleck, Banks, Buell) will be staying with Fremont and a single SP for the remainder of the game. Useful leaders are reassigned to strategic posts by spending Trans-Mississippi command points. This saves Western commands that can be used to gather Union strength at the Ohio river strong points: Cairo, New Albany and Cincinnati.

THE BLUEGRASS STATE

In the Western Theater the first two turns should be spent preparing Northern forces for the sweep into Kentucky. Forces in Cairo, New Albany, and Cincinnati should be raised to six SPs (herein referred to as a corps). Additional strength points should be placed in the cities where armies will be raised. Typically, one army is built in Cairo, the other in New Albany. The choice of leaders should be guided by the overall strategy of the Union.

In most games, the Confederates will not be able to seriously challenge in Kentucky. Most Southern players will choose to spend most of their command points fortifying Tennessee and the Gulf Coast Ports. The Union can take most of Kentucky's VPs by railing a single SP through the state on turn 3 when the rails automatically become friendly. Bowling Green and

Mill Springs are the only cities the Confederates can reasonably hope to hold for very long. A Southern force holding Bowling Green can be maneuvered out of position by attacking Forts Henry and Donelson in hex 2513 and threatening the retreat route across the Cumberland River. The elimination of Forts Henry and Donelson opens the Cumberland and Tennessee rivers and is a necessary step for an invasion of Tennessee. Mill Springs can be taken by a single corps in most situations. It is unusual for the South to have a strong force available in Knoxville to take Mill Springs in force, so the Union column can be safely entrusted to a less than distinguished commander (e.g. Burnside, Curtis or Buell).

If the Confederate player has spent CPs to place strong forces in Kentucky, it will be at cost to fortifications in Tennessee and the Gulf Coast. The North has the option of bypassing entrenched forces in Kentucky using the Tennessee and Cumberland Rivers to supply a march into Tennessee. Union strategy should center on attacking weaknesses in these areas while avoiding attacks on prepared defenses.

THE NAVAL CAMPAIGN

The Union navy is a powerful strategic tool which is best used to create threats which force the South to spend CPs and manpower sorely needed elsewhere. The existence of an amphibious landing force (six naval SPs, six SP, with army and naval commanders) in one of the Atlantic ports should have useful effects. Entering as reinforcements, such a force can be assembled at no CP cost. If the Southern player is not impressed by the possibility of naval invasion, make the threat real by closing a large Confederate port. Then, the Confederate player will devote resources to protecting ports with a high import value and fortresses which close rivers to Northern troopships. If the Union landings are ignored, the damage done to the Confederate supply situation is as damaging as the sapping of CPs from critical theaters.

At every opportunity, the Union Navy should be used to cut river crossings to restrict Southern movement. In the Western Theater, Union river ironclads can limit the ability of the two Confederate armies to coordinate their activities in Tennessee. Once Henry/Donelson has been reduced, the river fleet can operate as far south as Alabama. A landing can be made at Decatur to threaten the supply route to Nashville, unless the Confederates are fortifying cities that are two marches from the Union lines. If the Confederacy sends an army to deal with the raiding corps, the defense of central Tennessee will be disrupted. Left unchecked, the corps in Decatur will be free to move against Chattanooga, Corinth, Tupelo or link with an amphibious invasion of the Gulf coast.

In the Eastern theater, the duties of the Navy are fourfold: 1) to reduce the Southern economy by capturing ports, 2) to open rivers by capturing crucial fortresses, 3) to land small raids, and 4) to support an invading corps by controlling rivers. Coastal landings should have the potential to move inland to cut rail lines and capture VP cities. It is generally not a good idea to land forces smaller than five SPs. The Confederate

reaction is limited by the South's poor rail capacity—under the best circumstances no more than four SPs can be moved by rail. However, the South can still link reinforcements with SPs already in the area to make an attack on equal or better terms. If the South does undertake a campaign to drive back an invading corps, the Northern player must decide between supporting the landing or taking advantage of opportunities created elsewhere. At the beginning of the game, the navy is too small to support large-scale operations. As the game progresses, the navy will become large enough to support several operations in a single turn. Every leader and SP the South pulls out of its armies improves Union prospects in Tennessee and Virginia. The North prefers to exchange Eastern and Naval CPs for Confederate Western and Discretionary CPs spent to repel seaborne invaders. If the North can get an advantage in Western command points, the South's ability to respond to overland attacks in the West will be impaired.

The tool that makes an amphibious invasion work is Sea Lift. If left unsupported, an invading force is vulnerable to counterattack. However, reinforcements can be shipped to controlled ports. Once the force moves inland, it is more difficult to support. The Union has several options. Send a second corps to support the first and attack the Confederates when they are demoralized. Alternatively, make use of ocean transports on the rivers to move a corps out of a dangerous situation and re-focus the point of attack.

SHATTERING THE SOUTH

The test of the Union's strategy is what use it makes of the two armies in the Western theater. The West is where the war is won. Though hobbled by a lack of good commanders, both Union armies outnumber the Confederate forces arrayed against them and benefit from better coordination. Federal gunboats on the rivers make it difficult for the Southern armies to work in concert. Whenever possible, an army should threaten multiple targets. Hex 2415 is an example—an army there is one march from Nashville, Memphis, Decatur and Corinth, and it is supplied by river. Two armies, used cooperatively, can create many threats forcing the enemy into undesirable positions. If the Southern player responds by concentrating the Confederate armies, the North can advance small corps to unprotected targets or march inland from captured ports. In an all-out slugfest, the Union must do everything possible to drain the South's Western CPs and encourage Confederate attacks (the Combat Results Table favors the defender).

When facing a single army the Union can afford to be bold. One tactic is to cut loose from supply and make a dash for an undefended target behind the first line of enemy entrenchments. If successfully executed, this can demoralize and perplex an opponent. Maneuver around the flanks will put the Southerner in a bind—giving him the choice of making bad attacks or giving up territory. If Nashville and Memphis are well guarded, Chattanooga or Knoxville may be weak. Successful maneuver and consolidation can throw the Confederate defense into crisis, making previously secure forward positions untenable.

The strategy of overwhelming the Southern command capacity is not enough to win the war. The North must destroy the enemy's armies. If the Union is waging a successful naval campaign, those armies will already be suffering from a shortage of soldiers sent to protect the coasts. The roll of the western armies in this operation is simple if not obvious—one army attacks and demoralizes a Confederate army, followed by a second attack from the other army to inflict heavy casualties.

The Union faces many obstacles in the West: excellent Southern Generals, a dearth of good Union leaders, terrain and the expense of mov-

ing armies. The use of two armies in cooperation has compensating advantages. One can shield the other when demoralized from an attack. The second army can guard the supply line. Keep the Union strength concentrated until the conditions are right for the armies to split up and attack multiple targets.

Players of CVW will find no perfect plan that leads to victory for either the Union or the Confederacy, both sides must adapt to problems which arise through the course of the game. Much of the game involves forcing an opponent to spend precious command and manpower resources which do not serve strate-

gic goals. The South must make the most of its thinly stretched assets—choosing which positions to fortify and which to abandon to the marauding federal armies. For the North, the game centers around logistical difficulties and a myriad of tactical possibilities. You must decide how to exploit the weaknesses of the Confederacy and bring the advantages of the North to bear. With this in mind the stage can be set, the roles written and a Southern tragedy played to completion.

A Fabian Strategy for *THE CIVIL WAR*

by Kevin Kiconas

THE CIVIL WAR (CVW) is the best strategic level game on the Civil War [—well, at least until Mr. Kiconas sees FOR THE PEOPLE.—SKT] The basic theory behind good Southern strategy is that if you fight, you lose. Instead, you must adopt a Fabian strategy. This approach turns defensive warfare into both an art form and a science. The goal is delay. You cannot stop the North, but you can slow them down. If done correctly, the time you buy will secure victory.

The Opening Turn. On turn 1, West Virginia and Missouri should be converted by the Union, but you can slow it down by doing two things. First, take Grafton (hex 4505) with one strength point (SP). Build a fort there if you can. Second, attack Lyon in Springfield, Missouri, while you have a two-to-one advantage (you may kill Lyon in the process).

The Mississippi River. Protection of the Mississippi is the most important job that the Confederate player has in the West. When the Mississippi goes, the South is finished. While CVW is very much considered a land game, the Union navy is decisive. Once the Northern player understands the depth of the Naval power he has, he will clobber you.

You should put forts at key locations along the Mississippi like hex 2114. The North cannot bypass such a hex if it is to supply its operations against Memphis. Hex 1818 is another good one. The idea is to build forts at river forks to force the Union to attack. Hexes 1721, 1723 and 1822 are other examples of good places for river fortifications.

Cities. You must make some hard decisions about which cities to defend to the end. New Orleans is critical. Place a fortress there. A fortress in Memphis is good, but in the end you will lose it (and you only get five fortresses). Vicksburg is another good place for a fortress, especially if you can slow the North down in the Steel Bayou.

Troop Dispersement. The idea behind troop placement is to make each succeeding defensive position stronger than the previous one. Defend

the Steel Bayou as best as you can. If you can reinforce forts there with SPs, you will get the manned fort bonus in addition to terrain. If you can manage to get 3 or 4 SPs in some forts, you can retreat those forces to the next best defensive line after delaying the Union. Get extra troops into Vicksburg. You may even put an army into Vicksburg to slow the main attack. If in supply, Vicksburg can hold out for a long time. When you are about to be overwhelmed, get your army to New Orleans. This should be the climactic battle. The terrain there is a major plus. If near the end of the game, you can afford to risk your whole army. Otherwise keep your army retreating to fight on another day.

Armies. Keep your armies mobile. All you need is one city to delay a state from being converted. A fort in Chattanooga or Knoxville can slow the Union armies considerably. Use terrain and fortifications to the max. In Virginia, consider Charlottesville or Lynchburg. In Georgia, consider Milledgeville or Columbus. Understand that you can't defend everything. You might decide to give up some states completely. Analyze each state. Know what the cost for conversion would be. The North must be ahead by 50 or more points on turn 17 in order for the game to continue.

By keeping your armies mobile, you can use them to launch attacks to the Union's weakest points, aimed at taking lightly garrisoned areas and taking away Union victory points. Exploit mistakes you are given. Focus on attacks you can win decisively. Don't risk your army unless it is absolutely necessary. Grant's theory on this was right, "If the Southern armies are destroyed, the South is finished." The more you attack early in the game, the weaker you become by the endgame. Your reinforcements drop while the Union gets stronger. As your Generals get promoted, they tend to get weaker. This is particularly true for Hardee, D.H. Hill and Early (but use Jackson to fight early to get promoted). The Northern Generals are by and large getting better with each fight.

The South can keep its armies mobile by putting a cavalry leader in the army for reaction purposes, a powerful weapon if you want to "skedaddle."

Supply. Supply depots may be built on a city or stockade that is out of supply. This means living off the land can be a tactic in the game. This is a powerful weapon because it means that you can put supply into an unsupplied army. This can keep your forces mobile.

The Confederate Navy. The Confederate navy can play a big role in slowing down the Union juggernaut. Before you buy any ships, you should have most of your land forces and forts in place. When you buy ships, buy Commerce Raiders first (they get victory points). Ironclads are a trickier matter. They will be an annoyance to the Union. They will be one more obstacle that the north needs to handle, but ultimately they are outclassed. The Union blockade will tighten every turn. Try to cover your major ports with forts. Keep mobile teams within striking range of the major ports. Most of the Union invasions will succeed. Your goal should be to slow their advance inland. Once the Union infantry starts to drive inland, retreat in such a way that you keep them in front of you. Control the initiative as long as you can. Once you start being overwhelmed, move the forces out of harms way. Save them to fight another day.

Theaters. Make the West your primary theater for most of the game. The East should be secondary. You also have to decide when to get out of the Trans-Mississippi (once the Confederate loses control of the Mississippi River, everyone in the Trans-Mississippi is dead).

One of the greatest things about CVW is that it has so many variables that make each game unpredictable. Leader deaths cannot be controlled. They can die at the worst possible moment. The timetable of your plans never seem to work out. Between bad rolls and your opponent's counter moves, something will always go wrong. CVW forces you to have fallback plans. You must be flexible.

The Initial Turn of *THE CIVIL WAR*

by K. S. Reid

THE *CIVIL WAR* remains a firm contender for the title of my favorite game. Here are my priorities for the opening turn for each side.

UNION MOVES

The Union has the force and ability to destroy the best the CSA can field. The difficulty is bringing that power to bear efficiently and before time runs out. The 17 turns until the presidential election in 1864 will pass rapidly.

Initial theater selection should be East as primary, West as secondary and the Trans-Mississippi as tertiary. The East is vital to the Union cause and at least five command points (CPs) will be required for the tasks that must be carried out. The turn's priorities are as follows (theater and CP cost are listed in bold).

1. **(E 3)** Washington DC must be upgraded to a Fortress. Use the first opportunity to carry this out, units in a supplied fortress are not required to retreat and as Washington is on a Navigable river the supply may be traced to an all sea hex.
2. **(W 1)** Activate 1 strength point (SP) in Springfield, IL and rail it to Grafton, WV. This unit will secure Grafton against any incursions by a single CSA SP that would otherwise prevent this neutral state from converting.
3. **(E 1)** Activate 1 SP in Parkersburg, WV and march it overland to Charleston, WV. When the turn ends, this neutral state will then convert to the Union.
4. **(W 1)** Activate 1 SP in Indianapolis and rail it to Rolla, Missouri. This will guard the depot and provide a force to reinforce Lyon at Springfield (priority 8).
5. **(E 1)** Activate Butler and move him to Springfield, IL. This leader has hopeless ratings and should be moved away from the front to a position where he can do no damage.
6. **(E 2)** If the CSA has created the Army of North Virginia and moved this force to within striking range of Ft. Monroe, then activate 2 SPs in Philadelphia and sea lift them to Ft. Monroe. This will prevent any single assault from taking the fortress.
7. **(0 CP)** Reinforce Harrisburg with any mandatory entries to help provide a secure right flank for Washington's defenses. Here, they are in position on a navigable river to threaten an amphibious landing as soon as naval vessels arrive.
8. **(TM 1)** Activate the SP previously railed to Rolla and march it to Springfield to reinforce Lyon.
9. **(0 CP)** Place SP reinforcements in the West at Cairo. This position builds a force ready

to enter Kentucky on turn 3 (The Union should defer entering until turn 3 to avoid driving Kentucky into the CSA fold.)

10. Leaders should be entered into Springfield, IL to avoid placement of the "poorer" leaders into your fighting machine.
11. **(TM 2)** When 2 SPs have gathered under Lyon in Springfield, check the situation on the CP tracks. If the Union has 2 CPs available (TM or Discretionary) and the CSA has two or fewer available in this theater, attack Price with Lyon immediately. Even if you lose the attack, you will have entitled Lyon to a promotion on turn 2. You must await this moment in order to prevent an undemoralized Price from counterattacking a demoralized Lyon, capturing Springfield and preventing Missouri from converting to Union friendly.
12. **(N 2)** If forced to spend the Naval CP, either the result of a long turn or if you are waiting for greater CPs to perform one of the above, then enter the river transport at Cairo and the ocean transport at Harrisburg. From here they prevent CSA units from crossing these valuable rivers and are available to perform amphibious attacks later in the game.

The CP costs of the above priorities amount to: East 5 (7 with #6), West 2, Trans-Mississippi 3. The minimum CPs available from the table are four (maximum is six) in the Primary theater (with the Secondary getting three or four and the Tertiary getting one or two). There will be one to three discretionary commands. As long as the dice-roll differences are favorable to spending the larger sums required, you should have enough CPs to carry out the tasks I have outlined.

CONFEDERATE MOVES

Longstreet observed it best when he remarked that the South did not have to win, all it had to do was avoid losing. A draw was enough historically, and the Southern player can realistically strive for this situation. The Southern player may be defeated militarily yet win the game, if the North performs less effectively than his true life counterpart. The alternative is for the CSA to follow an aggressive strategy. The CSA starts almost numerically equal and with better leaders than the North. This situation only declines, so the time to adopt an aggressive policy is on turn 1. The difficulty lies in the fact that if the aggressive approach does not win the game for the CSA, then he may be left greatly weaker for the later game—the CPs and SPs spent are irreplaceable.

Preparing for an attack in the North can be carried out without actually committing to the attack. Creation of the Army of North Virginia will be required for an attack, but should the decision be made not to go, then the Army is required still to defend the South. Inevitably the decision

to go with an attack on the North (and the consequent depletion of resources) is dependent on the player's preference and playing style. I prefer the strategy outlined below—an attempt to play the turns out and survive the Union onslaught. Irrespective of this decision, the South should continually examine the map for the opportunities low in cost but which have proportionally greater returns. Raids into Neutral States to seize a VP city and prevent conversion cost a few CPs, but the Union must set in motion a larger force to retake the city.

Initial turn theater allocations should be East as Primary and West as Tertiary. The Trans-Mississippi requires a minimum of five CPs to carry out the commands below and therefore must be Secondary (along with receiving a discretionary command).

1. **(O CP)** If the CSA wins the initiative but fails to win a dice difference large enough to create the Army of Northern Virginia, place Western reinforcements in Nashville and Memphis. Both the towns listed must be defended. SPs in Nashville can serve in the Army of Tennessee.
2. **(E 2)** Create the Army of Northern Virginia under J. Johnston rather than Beauregard. Johnston provides an Army re-roll modifier and is better placed to threaten the Union capital. Early creation of the Army allows reinforcing leaders and SP to be placed directly into the Army.
3. **(E 2)** Move 1 SP out of J. Johnston's command to Grafton, WV. This position is surrounded by a river for most of the Union approaches and will require the expenditure of greater Union CPs to remove this CSA unit. If Jackson is in the Army of Northern Virginia he can move 2 SPs to Grafton.
4. **(TM 1)** The single SP located in hex 2113 should be moved out of Missouri (should this state convert to the Union, the SP will be unable to be move without a leader). Move it to 2513.
5. **(TM 1)** For similar reason the single SP located in 1813 should be moved south to Madison.
6. **(TM 3)** Consider whether to attack Lyon with Price. Price can lead no more than the 2 SPs he has and time will only see the opponent reinforced, therefore turn 1 is the time for it. If the Union has not had the chance to reinforce Lyon, then three out of six chances yield a demoralized result while two out of six cause demoralization and one loss. The CSA player can expect his force to be demoralized four times in six. The benefit, preventing the conversion of Missouri, is worth the wasted CPs.
7. **(0 CP)** Reinforce the Army of Northern Virginia with the available leaders. The desired leaders for this Army are Longstreet, Jackson, Hardee, E. K. Smith and Stuart (+7 tactical modifiers—more than the maximum modifier, but Jackson may be moving to Grafton). Should Grafton be unassailable then consider placing a leader into Nashville.

→→→→→ (Continued p. 42)

Letters

Recent Issues

I was very disappointed with volume 32, number 1 of *The GENERAL*. I understand the need to try to balance coverage of games (paper, computer, war, adventure, fantasy) but I thought the last issue was terribly unbalanced. It seemed as though all the articles dealt with sci-fi/fantasy games and computer games. There was only one short article about TAHGC paper wargames (*BREAKOUT: NORMANDY*). Even the ZOC section was a disappointment because it was already printed material which I had seen. TAHGC was built on paper wargames and the last issue made me feel as though you were abandoning us.

—Steve Leonard, cyberspace

I don't quite know how to say this, but my reaction to the new look and content is basically one that borders on apathy to general dislike. I may be a dinosaur from gaming past. I enjoyed the game analysis and the variants and series replays. I loved reading about design notes and additional scenarios. I don't think it is me though, because I accept the fact that in order for TAHGC to survive and thrive you need to become more sophisticated in approach (I applaud the ZOC).

I know that gaming is moving to the computer age—I hope, however, that there is room for boardgaming. I also hope TAHGC continues to commit to boardgaming.

—David M. Delleit, cyberspace

I enjoyed reading volume 32, number 2, especially the articles on *HISTORY OF THE WORLD*. Mr. Smith's article on monuments was obviously a labor of love. He packed a great deal of information into his article, and his level of detail was impressive. Even the minor empires get a mention! Tidbits like proper pronunciations (turns out we have never gotten Hsiung-Nu right) and brief anecdotes about leaders and cultures helped fill in some of my knowledge gaps.

—Charles Hughes, cyberspace

ASL Coverage

There was a bit of a panic attack among ASL gamers when volume 32, number 1 had no content. A quick look over the last few years reveals that the average page count for ASL has been a healthy seven per issue (up from earlier years). Yes, TAHGC will be putting out more modules (completing the WWII OOBs not long from now) and we'll still run scenarios and articles in *The GENERAL*. From issue to issue, however, formats may vary and content will not be uniform. If I have appropriate ASL articles and two scenarios by the layout deadline, we'll run them, but not to the exclusion of the interests of other readers.—SKT

I actually have to commend Stuart Tucker for sticking by his guns on volume 32, number 1. When he took over, I believe it was one of his stated goals that the magazine would come out on time, and for the most part he has reached that goal. If that means no ASL because someone didn't have a submission on time, then moving forward without them was probably the only thing he could do.

I think one of the hardest things to do in this hobby is to try and please everyone each and every time. I bet poor Stuart will probably get nasty letters from the Civil War buffs now

because there was nothing on any of their favorite games in the last two issues.

Even if the ASL content is "token" and "generic," hey the ASLer still gets *something* almost every issue, and I for one like to see what some of the other games are like. The little article on *CIRCUS MAXIMUS* looks like a refreshing view of an old favorite, and still a great game. Having just played *REPUBLIC OF ROME* for the first time last Saturday, I am now going to look at the old back issues for anything good I can find on this wonderful game.

—Pete Shelling, cyberspace

I'm glad to hear ASL is still on your minds at The Hill. Those of us die-hards out here really love this game. My friend and I just finished a game of *RED BARRICADES*. I was the Russians and got slaughtered! My buddy is an infantry leader in the army, so I don't feel bad that I was crushed in a brief campaign of only five days! In fact, I never had so much fun. That's the beauty of ASL. It's great even when you lose.

—Dave Davieau, cyberspace

More Voting with Greenbacks

Regarding the directions taken by *The GENERAL*, I find it improving. Even when I do not have the games (and even do not much like the genre), at least I get an idea about the games from the articles. In at least one case, it did encourage me to purchase the game, even after some response to it on the rec.games.board usenet group that made it sound less than interesting.

I am one of those with 30+ years with TAHGC games people—it'll be 40 years this Fall—but I do not long for the "classics" much, as they have been superceded, in my taste, by many other games, including by other companies. I would like to see some "classic" style games among the future releases, e.g., *BITTER WOODS* sounds interesting and a game I'd probably get sight unseen based on the topic and people involved in playtesting and helping out with design.

—Scott Duncan, cyberspace

I have just received today in the mail volume 32, number 2. Imagine my surprise as I was digesting all the articles when I came to the "Letters" section on page 43 wherein your "Voting with Greenbacks" preface. I am almost embarrassed to say, was nearly a snapshot of my first letter to your company in many years, and I was amazed you managed to reply to my letter before the day I sent it. Though I will have to say my epistle was not three pages of single-spaced type, the main points you made I did cover—me being an older gamer, *The GENERAL* seemed no longer relevant, increasing computer game coverage, and games before 1982 are not covered, etc., and so on (with the exception that I did say that I probably would renew, unlike others, but wanted to voice some concerns before doing so).

My sending yet another "old foggie" letter, which you in most generous fashion did answer, was just my heartfelt feelings being voiced concerning my perception of the changes as being witnessed. I suppose all I was trying to get across was that I was not sure if the new direction was a way I was willing to go, too. I feel, however, that I stand corrected. Thank you for your excellent let-

ter, and your time. You have convinced me to stay for another tour. I shall be sending my renewal for your fine magazine in this week. Thank you for reminding me to "Keep the Faith."

—W. Jack Fischer, cyberspace

Hall-of-Famers

Don Greenwood passed along this information to me about this year's AvalonCon Hall-of-Fame inductees, James Doughan and Kathy Stroh. Doughan has won six events against a total field of 208 entrants. He won TURNING POINT: STALINGRAD twice, REPUBLIC OF ROME, BREAKOUT NORMANDY twice and HANNIBAL. Stroh has been a GM for seven years during which time she has run Juniors events (long after the time when her own children could participate in them). [In quite a number of adult tournaments, I have noticed her still playing in the late rounds, while most of us are packing our bags.] In case you think these awards swell the heads of winners, this is Jim's reaction to the announcement.—SKT

Dear Don,

First of all I want to thank you. For the past seven summers I've eagerly attended AvalonCon. Because of your efforts, I've had the extraordinary opportunity to match wits with the best and most motivated competitors in the games I love. The context of tournament competition has turned an enjoyable pastime into a series of very memorable games. I still remember our championship match in *BKN* in '95 as well as my humbling first round loss to Marvin Birnbaum the next year. I also remember the details of my '94 miraculous comeback win over Ron Fedin in the *TPS* finals, as well as my devastating defeat at his hands in the semifinals in '93. Before AvalonCon, I could only vaguely remember details of the games I played. More importantly though, because of your tournament, I've had the pleasure of befriending many of the people I've met at AvalonCon. Let there be no doubt—without your efforts there would be no AvalonCon.

Second, I'd like to thank all of the GMs (and not just because they voted for me). The (unpaid) efforts made by people like Ron Fedin, Glenn Petroski and Russ Gifford are what keeps AvalonCon going every year. They work year after year at organizing and managing smoothly run tournaments. They are even occasionally vilified by the rare poor sportsmen. Without their efforts there would also be no AvalonCon.

Third, I'd like to thank the competitors who come every year to the tournament. They create the friendly competition that makes AvalonCon work. The prospect of matching wits with folks like Hank Burkhalter, Tom Oleson or Byron Stingley is the ultimate hook to the tournament. Without their attendance, AvalonCon would be a pale, dull affair.

Finally, I'd like to thank all the folks up on the Hill. God knows if anyone ever made any money from AvalonCon. I, for one, hope Avalon Hill has made gobs of money on this. I imagine they haven't. I can only hope that other AvalonCon fans realize that only a financially healthy Avalon Hill can continue to produce quality games. Obviously without Avalon Hill there would be no AvalonCon.

AZ: Opponents needed for PBM. Umpired games of Vietnam. Contact Glenn Vogt, 11459 N. 28th Drive, Apt. 3021, Phoenix, AZ 85029, (602) 375-9446.

IL: Games sought: BZK, B(1965), and Invasion America. Games must be complete and in good condition. Send address, reasonable price, game's condition and phone no. to: Steven M. Smith, 2843 W. Red Oak Rd., Freeport, IL 61032.

IN: FTF most historical games, classics and current. Can travel limited distance from Lafayette, IN. Call evenings. Carl Schwamberger, 1212 N. 18th St., Lafayette, IN, (765) 742-0998.

LA: Looking for Ftf ASL players in New Orleans/North Shore area. If interested please contact: Mark C. Drake, 155 Fountain Dr., Snidell, LA 70458, (504) 641-7956.

MA: Adult gamer, moderately disabled, seeks ftf classics Blitzkrieg, AFK, Stalingrad. Also help play test my corps level WWII European Conflict. John K. Modugno, 23 Albany Circle, Beverly, MA 01915.

MA: Let's roll dice! Play almost anything, so call or e-mail wsetho@aol.com. Seth Owen, 522 S. Almond St., Fall River, MA 02724, (506) 679-9194.j

MI: PBM, E-mail Anzio or TRC rated. Jeff Scholz, 1908 Menominee SE, Grand Rapids, MI 49506. E-mail mrcreate@iserv.net

MI: HELP! Need opponents for PZB. 3R4, HOW, ACV, Samurai, TTN, SJW, HCR, RTG, SIV, SLB, 1776 and others. John Hattrem, 1251 Kimberly Dr., Lansing, MI 48912 (517) 372-3154.

MI: FTF for any Civil War games, especially American Civil War series. ASL also. Play most games. SOJ, PB, PL, BZK or you teach me! Leigh Cole, 15598 Garrison Ln. #2, Southgate, MI 48195, (313) 285-1131

NJ: Wanted: GBG 77 games. Will trade for or buy. Trades: CL, Alex, D77, GOA, FE, SGD 74, others. Jim Chambers, 87 Candace La., Chatham, NJ 07928, (973) 635-2096.

NJ: Wanted opponents for PBM, AFK, Alex, PZL, TRC, WSIM, SL, B89, GBG88, also 6FT but need system. Bill Presky, 56 Wolcott Rd., Dumont, NJ 07628.

NY: For most AH WWII Historical Simulations. Ray, Rochester, NY, (716) 247-6943.

PA: Wanted: Player needed for ftf thursday nights adult. Walter H. Dippel, 4033 Valley View Dr., Gibsonia, PA 15044-9502, (724) 443-5737.

TN: Adult opponents sought for FTF, PBM or PBEM A3R, TTN, ACV, KGM and others. Dave Ott, 9573 Hoyle Beals Dr., Knoxville, TN, (423) 531-2313.

NY: Veteran gamer seeks opponents. Own and play 400+ games. HRC,

Opponents Wanted

Avalon Hill does not vouch for the character or business practices of any advertisers.

WTP: Successors high on my list. One-on-one or multi-player. Also UPF, ASL. Sean McKenzie, 882 Lexington Ave. 2B, NY, NY 10021.

NY: PBEM SJW, RTG, SLB, HRC. Experienced player, new to e-mail. Also AFK, A5A, HWD. E-mail Jagerwill@aol.com. Willie Voll, 2810 Moreland St., Yorktown Hts., NY 10598, (914) 245-4636.

AVALONCON



Ads for roommate and travel arrangements are free.

CLUBS

CA: Quake Coast Game Club meets monthly in San Jose, CA, for strategy wargaming. Contact Charles Bahl at hexdud@aol.com for more information.

CA: The Tri-Valley Boardgamers Club meets every other Wednesday night from 7-11 pm in Pleasanton, CA. Contact Mark Johnson at (510) 424-5813 or johnson@ccnet.com or www.ccnet.com/~johnson. Charles Ryder, 448 Alegria Terr., Milpitas, CA 95035-2445, (408) 945-1450.

CO: Wargamers volunteers needed to fill the glorious ranks of the Colorado Commisars, the area's most fun-loving conflict simulations club. Contact Scott Johnson, e-mail: sejembalm@mailexcite.com, Castle Rock, CO 80104, (303) 660-2029.

CO: Colorado Historical Gamers meets one Friday each month at the Aurora National Guard Armory. Contact Steve Weeldreyer at (303) 752-3213 or e-mail to chg_pres_steve@msn.com.

CT: The Connecticut Game Club has been hosting board games, card games and miniatures for over nineteen years. Anyone interested in attending our monthly meetings contact CGC at (203) 332-0410, (E-mail CGCSBS@aol.com) or write POB 403, Fairfield, CT 06430.

GA: Atlanta Boardgame Club meets two or three weekends a month. ASL, Dune, VITP, AQ and others. Bryan Faris, P.O. Box 28384, Sandy Springs, GA 30358. (770) 908-9889.

IL: Windy city wargamers meet 4 times a month. We play it all; ASL, A3R, VIP, DIP, monthly newsletter with ASL, VIP and DIP gams. Louie Tokarz, 5724 W. 106 St., Chicago Ridge, IL 60415, (708)857-7060.

MA: ASL played Saturdays at the Bunker. Come join in AREA rated play and playtesting for our newsletter: *Dispatches from the Bunker*. E-mail aslbunker@aol.com. Vic Provost, 1454 Northampton St., Holyoke, MA 01040.

MA: Vanguard Hobby Club meets first Saturday of each month. Over 50 members. Historical board games, miniatures, role-playing and cards. Michael Powell, Easton, MA. Call (508) 324-9815 after 7.

MD: SciFi boardgaming club forming in the Baltimore/Washington corridor. Monthly scheduled events; seat reservations possible; pickup games encouraged. Contact Stuart at (301) 216-1899 or ahgeneral@aol.com.

MN: MN twin cities ASL Club meets the second Saturday of each month. All levels of play welcome. Call for more info. Greg Dahl, Eagan, MN 55123, (612) 778-7488.

MD: Have fun, learn, share, grow, play. We play a large selection of Avalon Hill, May Fair, Milton Bradley & other games. For more information contact: Keith Levy, 9 Augusta Wood Ct., Reisterstown, MD 21138.

NC: PAW, The Piedmont Area Wargamers, is recruiting ASL players in the NC Triad area. All levels of play welcome. Call for more information. Contact Doug Maston, 4 Three Meadows Ct., Greensboro, NC 27455, (910) 282-0552.

NY: Metropolitan Wargamers Club of Brooklyn boasts its own 2000 square foot loft for boardgames and miniatures. Safe location near subway, ample parking, open every weekend. Joe Brophy, 16 Beachfront La., New Rochelle, NY 10805, (914) 636-6317 (eve.)

NY: Mid-Hudson Area Wargaming Society (MAWS). We meet monthly in the Poughkeepsie, NY area and play many different wargames (no RPG's). Beginners are welcome. Barry Smith at (914) 778-5440, 104676.1161@compuserve.com, or 9E Squire Vlg. Walden, NY 12586.

OH: The Columbus Area Boardgaming Society (CABS) has its own website: web.jadeinc.com/spqr. CABS will be running the official Avalon Hill Iron Man Competition at Origins '98 this year.

PA: Central PA Strategists Club. Meetings are held 9:30 to 5:00 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.

TX: Central ASL club meets regularly to play the best game in the world. Call Matt at (512) 280-8414.

We are active and fanatic. Matt Shostak, 11027 Watchful Fox Dr., Austin, TX 78748.

FOREIGN

Australia: FTP, ROR, MRM, DUN, ASL and RTG. Kevin Reid, 14 Sirius Rd., Bligh Park, Australia N.S.W. 2756.

Australia: Opponents wanted for 3R4, A3R and MAC. Pawel (Paul) J. Dabrowski, 66 Marshall Ave., Clayton N. Victoria Australia, tel/fax: + 61 3 95442101.

Canada: Calgary, Alberta—Stratagem meets the 1st Saturday of each month (usually). We play wargames on selected theme each month (i.e. Diplomacy, Napoleon, WWII, Ancient, etc.) Contact James Istvanffy (403) 259-8714 or The Sentry Box (403) 245-2121.

Canada: AHIKS International Wargaming Society is looking for mature and reliable members. PBM and PBEM most games. Services include newsletter, match coordinator and judge. Duncan Rice, Bsmt. 245 Liberty Place, Burnaby, BC V5C 1X5.

Canada: FTF ASL because Chess doesn't let you blame the dice. Blair Bellamy, 20 Pheasant Trail, Barie, Ontario, Canada L4N, 6W4, (705) 737-0783.

Germany: ASL opponents wanted in the Frankfurt area. Other games, also! Contact: Raymond Woloszyn, BEL AMP, Amperestr 7-11, 63225 Langen, Germany, phone: 06103-709246.

Hong Kong: 8/F Hua Chiao Commercial Centre, 678 Nathan Road, Mongkok, Hong Kong. Tel: (852) 2721-3060, Fax: (852) 2396-6372.

Japan: Japans international gamers guild PBM games: CDP, CWR, DIP, Junta, Samurai, 1812, 1759, GER Kevin Burns, 2659-4 Tsukahara, Minami, Ashigara Shi, Kanagawa, 250-01 Japan.

FOR SALE

FL: SLB, PZL, PZB, LFW, DIP, ODS, GSL, 3RI, WSM, all in good condition. The boxes are in good shape and they have all been played. To the best of my knowledge, all pieces are present. I guess I'll consider all offers. Folks can contact Mike Laughton via e-mail (cakw04a@prodigy.com) or at (850) 314-0555 or at 2006 Mistral Lane, Fort Walton Beach, FL 32547.

MD: AH's Twixt (good condition). Astrology (unplayed). Call Diane Voia, (410) 366-1240.

MN: Looking to sell '75 vers. of BZK. Game in good shape. Box is serviceable. Best offer. Tim Vandenberg, RR1, Box 227, Deer River, MN 56636 (218) 832-3648.

PA: AH, SPI new listing 125+ games. Send SASE. Walter Dippel, 4033 Valleyvue Dr., Gibsonia, PA 15044, (724) 443-5737.

VA: 12 modules of ASL & DASL for sale. Miniatures and knife-cut counters in hardware store quality snap-lid trays. Pierce (703) 526-0899.

Glory Hallelujah!

A Beginner's Strategy Guide

for GMT's GLORY

by Charles Bahl

GMT's *GLORY* has only eight pages of rules, but contains enough chrome to keep even the owner of a '54 Buick happy. It's got intriguing features like ranged fire and melee, return fire and two kinds of movement, but if I had to select *GLORY*'s shiniest piece of metallic glitter, I'd have to point to the game's activation system. It works much like that in Avalon Hill's *ACROSS FIVE APRILS*. Each of a player's battlefield commands (usually divisions or corps) possesses a corresponding activation marker. At the beginning of each turn, the activation markers for all on-map or reinforcing commands are placed in a cup. During the activation phase of each turn, the markers are blindly drawn from the cup one at a time. As each is selected, the player owning that particular marker gets to activate his corresponding field command. This kind of an activation system makes it hard to fully coordinate your units. A player may get lucky and be able to activate several of his commands in a row. Or he may find to his chagrin that his opponent rolls up his left flank with an extremely fortuitous series of picks. In any case, the activation markers add a great deal of tension to the whole process of running a battle. You never quite feel that you have your troops totally under control, and the battle often moves in some unexpected directions. Will General Thomas J. Jackson advance to save Bee's sagging Confederate line at First Manassas? Or will he remain on the reverse slope of Henry House Hill, standing "like a stone wall"? In *GLORY*, you never know for sure.

FIRST MANASSAS

The First Manassas scenario is a good introduction to the game. It lasts only nine turns, has just a small number of units and very few special rules. However, it is a well-balanced and interesting strategic situation with good attacking chances for both sides. At the beginning of the game, the Union army has the initiative and the lion's share of the troops at the tactically impor-

tant northern edge of the battlefield. During the morning hours, the fighting is fast and furious around the Matthews house north of the Warrenton Turnpike. Tyler's division also makes a strong push to cross Bull Run and attack the Confederate right flank. If successful, both of these attacks drive Beauregard's army south and permit both the Warrenton crossroads and the Henry House to fall into Union hands. These are key positions in the game. Whichever side holds them at the end of the scenario usually wins.

In the afternoon the initiative switches to the Rebels. Some hefty reinforcements, including those of Stonewall Jackson, begin to make themselves felt. The Confederate army finds itself in a good position to recapture much of the ground it lost early in the day. The late afternoon fighting usually swirls around the Henry House, but the Southern army can also attempt a powerful flanking move to the west in the vicinity of Groveton.

OPENING GUNS: 0900-1130 HOURS



Union. If you are the Union player, you definitely need to be a morning person. On the 0900 turn you are automatically given the initiative, and you should use it to activate Hunter, press south along the Manassas-Sudley Road, and capture the first two victory objectives near Sudley Church (hexes 2405 and 2504). The Rebel player can put up nothing to stop you. If you are lucky enough to activate Hunter a second time before the Rebs can get Coker or Evans moving, you should send one infantry unit to attack the enemy's artillery and infantry near the Carter House (3109). You should have the rest of Hunter's troops continue their march south toward the Warrenton Turnpike crossroads (2914). If the Rebels dispute your advance, however, engage any Confederate units that block your path and keep up the southward pressure toward the Warrenton crossroads. Regardless of what

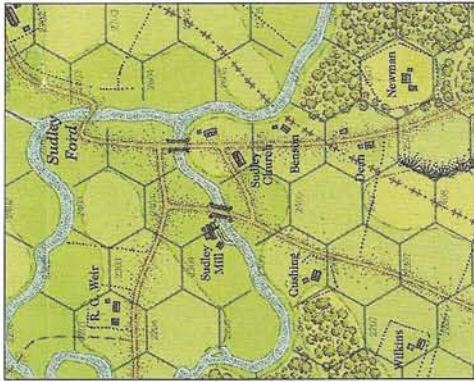
the enemy throws at you, you should have no trouble capturing the crossroads by the end of the second turn. The Henry House (3115) should fall to you by the end of the third turn. In the meantime, swing your cavalry southwest along Lewis Lane to Groveton. After the Warrenton crossroads have been captured and Tyler's command activated, detach one infantry unit from Hunter's command to secure Groveton. When the infantry arrives at Groveton, release your cavalry either to threaten the two southernmost victory objectives (New Market and hex 3635) or to prevent the enemy cavalry from swinging west and north toward Sudley Church. In any case, you will probably need to allocate a couple of infantry units to guard against enemy incursions in the Sudley Church Area.

Tyler's command is more difficult to manage. Presupposing that you have been able to activate Tyler, you have three possible paths by which he can cross Bull Run: Farm Ford, Lewis Ford and the stone bridge on the Warrenton Pike. If the Confederates have left just one of these crossings unguarded, attempt to get all of Tyler's command across at that point. By all means, avoid a contested crossing of Bull Run. Hunter's advance usually outflanks Farm Ford, and the Rebels normally leave it undefended. In all likelihood this will be the place you select to cross Bull Run.

By the end of the 1130 turn you should have control of all the victory objectives except for hexes 3223 and 3635. The game, however, is far from finished. You now must defend your hard-won gains. By the beginning of the 1245 turn, the Confederates have probably stabilized their line and are ready for a counterattack. This will be a critical time for you. You will need some tactical finesse in order to get through it without lethal damage to your army.



Confederate. Get Coker moving north and west and use his units to seize the Warrenton Pike crossroads. However, it is a good idea to leave one of Coker's units behind to guard Lewis Ford against a possible Federal flanking move in that direction. Withdraw Special LA (Evans) back south toward the turnpike and place it about halfway between the crossroads and the stone bridge (hexside 3711/3812). Leave the LA unit (Evans) where it began the game. You will need it there to dispute a Federal crossing of Bull Run. In my opinion, Farm Ford is not worth defending. Any Confederate unit placed at the ford will be left isolated by Hunter's push toward the turnpike. In the meantime, move all your



other units north. Your basic goal for the first few turns is simply to hold the Warrenton Pike line long enough for your reinforcements to arrive. A slow but orderly withdrawal south of the pike is also the response to a successful Federal attack. It is better to pull back than to let the Union army break up your line. In the worst case, you should be able to form a new battle front just south of the Henry House. By the beginning of the 1245 turn, with luck, you should be ready for a counterattack.

COUNTERATTACK: 1245-1515 HOURS



Union. Here begins the bloody battle. First, you must capture Henry House, if you haven't already. Second, you must prevent your army from routing. Third, you must protect all the other victory positions you already control. Once Henry House is in your hands, form your battle line at least one hex south of it—preferably more. Wherever possible you should piggy-back artillery on the infantry units guarding this position. Piggy-backed artillery makes for a very strong defense. Allocate units with the strongest cohesion to this sector of the line. When the Confederate army makes its inevitable counterattack, you need to handle your troops with some tactical skill. You are especially vulnerable to wholesale rout. Because your units tend to have a low morale and because one of your entrance hexes (4211) is very close at hand, your units will have a tendency to turn tail and head back to Washington. Remember that it takes just a few routed units to lose the game. To help prevent this, pull any demoralized, but unrouted, units off the front line and rally them in the rear before sending them back into battle. Don't waste valuable effort making a wholesale attack. Let the Confederates come at you. If weak positions or outright holes form in your line, shift your units to strengthen or fill them. Attack only demoralized or low-cohesion Rebel units so that the odds of success are absolutely in your favor.

The Rebel player will undoubtedly use his cavalry to make a bid at recapturing

Groveton and Sudley Church. Unfortunately, you do not have enough cavalry to cover these positions, so you must allot some of your infantry to the task. This is an absolute necessity, since defending these positions is far easier than re-taking them from an occupying Confederate force.



Confederate. By the beginning of the 1245 turn, you should be in a strong position to begin your counterattack. In order to win the game you must capture the Henry House and deal a severe blow to the Union forces. Both the number and quality of your forces are superior to those of the Federals, but your attack should be carefully planned, with troops located where they will have the greatest chance of breaking the Union line.

Here is an important tactical hint to use when staging your attack. When attacking it is of utmost importance that you keep the units of a particular command in close physical proximity to each other so that two or more units of the same command can be in a position to fire and/or charge at the same enemy unit. By firing/charging at the same unit they stand a much greater chance of success than if they did so at separate enemy units. There are three reasons for this. First, fire results are cumulative. Second, adjacent units can combine their strength when charging. Third, an enemy unit can use return fire only once no matter how many times upon which it is fired. If two of your units fire at the same enemy unit, that unit can return fire at only one of yours. Thus, one of your units in this situation will completely escape return fire.

In any case, you must concentrate your attack in the direction of the Henry House. When assaulting the Union line, however, do not neglect looking for overt weaknesses where you might be able to execute a breakthrough. Obvious places to examine include positions occupied by infantry with low cohesion or infantry without piggy-backed artillery. Concentrated attacks on these kinds of units can often succeed in routing a good number of them.

In addition to your main attack, look for flanking possibilities. A good location for a flank march may be the gap between Groveton and the left end of your line. Reinforcements can be pushed quickly forward into this gap by sending them cross-country from New Market northwest across Chinn Ridge. Try to get behind the Union line and attack it from the flank or rear. Be careful. Your flanking move can, in turn, be flanked by Union troops, especially Heintzelman's command, streaming down from the north. You can protect against such an eventuality by sending your cavalry

ahead to block the major Union approach routes.

THE ENDGAME: 1630-1900 HOURS



Union. Attempt to use your single cavalry unit to as much effect as possible. Use it to threaten New Market and hex 3635. You probably can't capture these two hexes, but you will force your opponent to detach much-needed units from the main battle in order to protect these victory points. At the same time, you should make a consistent effort to protect your own victory positions. In the heat of battle, it is very easy to leave them unprotected. Watch for rapid cavalry thrusts on the part of your opponent that can quickly deprive you of a hex or two. This threat is even more dangerous during the very last turn of the game when you may have no response to a cavalry incursion.

Even more dangerous than cavalry is the threat of enemy infantry to your rear. A Confederate breakthrough on either flank (at Bull Run or Groveton) can force you to make a rapid withdrawal. To prevent this, station as many reserves as you can in a central location along the Warrenton Pike (e.g., hex 3113). Such a reserve force can be rapidly moved to any threatened position along the front, especially if the Rebels succeed in breaking through to the Henry House or the Warrenton crossroads.



Confederate. Now is the time to carefully count victory points. If your major attack has not gone well, you will probably be four to six victory points behind your opponent. In order to catch up, continue to push hard for the Henry House. If the Union player is making a valiant defense at that point, consider attacks against either Groveton or the victory hexes on either side of the stone bridge across Bull Run. The Union player usually is not able to invest many units in holding Groveton. His attention is normally focused to the east. Therefore, it may be quite simple for you to divert several of your units from the west end of your line for a concentrated effort against Groveton. The same can be said for the stone bridge across Bull Run. However, you must carefully time either or both of these attacks. You want to seize these objectives when there will not be enough time remaining in the game for the Union to develop a credible counterattack. Remember that if you are behind going into the last turn, you have nothing to lose by attacking up and down the line. If you are successful, you might be lucky enough to see the whole Union army scrambling back in confusion all the way to Washington.

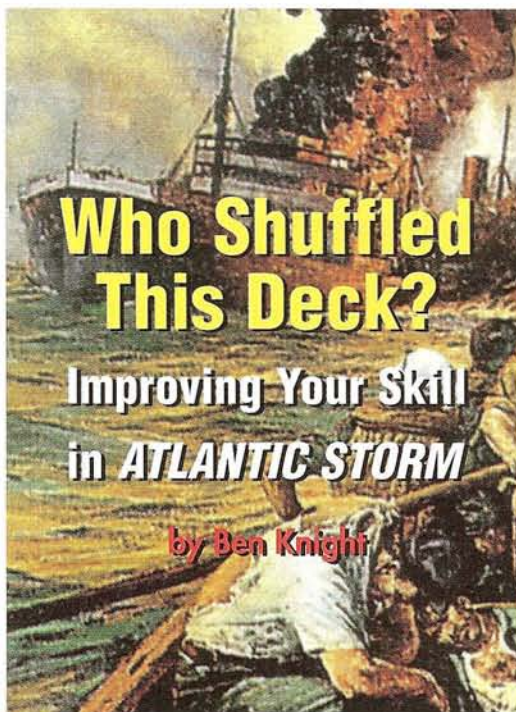
We have heard it a thousand times before and said it ten hundred times ourselves: “My cards stink!” and, “My dice rolls stink!” Actually, that is a bowdlerized version of what we say when we find ourselves the blind date of ugly Defeat while beautiful Victory clings to someone else’s arm for reasons beyond all comprehension—or rather for no good reason at all. It certainly couldn’t be a matter of our opponents’ superior playing skills relative to ours. (We win through brilliant play, but dumb luck causes us to lose.) Of course, why do I even have to say this? If you are reading this magazine, you are already an inveterate gamer, so you fully understand how we say such things to assuage our delicate egos when Defeat hooks her arm through ours. So, why don’t we face Defeat eye to eye and honestly admit that maybe, just maybe, our playing skills could be improved?

Granted, lucky dice rolls and lucky card draws will always affect the outcome of a game. Card draws and dice rolls are a major part of *ATLANTIC STORM*. The challenge, then, is to do the best we can with the cards we are dealt. The following suggestions cover most of the basic ways you can improve your play of *ATLANTIC STORM*. Many of these ideas have probably occurred to you already, but maybe I can offer a few twists of which you haven’t thought yet.

FIND YOUR SEA LEGS

Start off by carefully studying both of the decks. Every card should be a friend or at least a passing acquaintance. The importance of knowing the decks from fore to aft is to help you keep track of which cards have and have not been played during the game. Admittedly, after a few convoy battles, one U-boat or Allied corvette may look much like the next. At best you will remember a couple of them. Try instead to keep track of the big boys: large surface ships, German bomber wings and Allied aircraft carriers. How many bomber wings have been played so far? This knowledge may help you decide if it is a good or bad time to call “air” as the suit. Which battle-ships have been played? Maybe it is safe to come out with a battlecruiser now. Don’t simply look for the strongest combat value in your hand when it is your turn, but instead play the card you are most sure will be on the winning side and that no one else can top.

While keeping track of which cards have been played, you should also try to remember which cards have been destroyed and who got them. This not only helps you decide which cards to play in the future, but it gives you a good idea of the other players’ current scores.



Pay close attention to which cards are refueled at sea by supply cards—usually the strong cards—and remind others about these cards if it is to your advantage (e.g. “Don’t call Combined! He refueled the Victorious”). You should also pay close attention to which cards are played illegally and taken back into a player’s hand. Don’t let them return to ruin your own card play later in the game.

THE CONVOY DECK

The Convoy Deck consists of 40 historical convoys. The specific convoys were carefully selected to meet several design parameters. Originally it was planned to include one convoy per month, starting in September 1940 with SC 2 (when U-boats made their first effective wolf-pack attack) and ending in December 1943 with JW 55B (the Battle of North Cape). Choosing one convoy per month was too restrictive, however, so this parameter was changed to 12 per year with four in 1940 because the game covers only four months in 1940. The convoys provide 1 VP for every ten convoy ships. For symmetry, an equal number of “full” convoys and “empty” convoys were desired, and half of the convoys were to be “Victims.” Eight of the convoys (20 per cent of the Convoy Deck) are Arctic Ocean convoys.

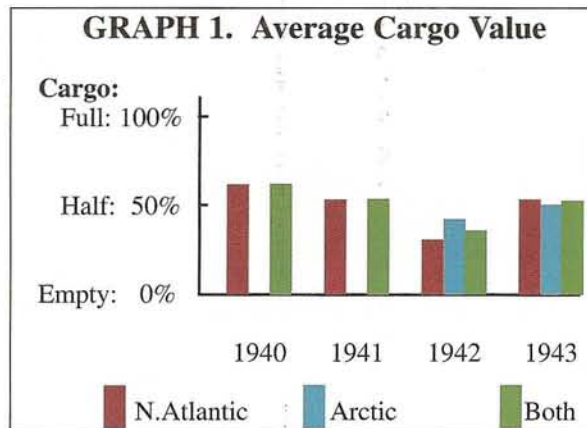
Within those restrictions, convoys were selected based on their historical significance and their routes. Although the abstract convoy names won’t ring a bell with many players, those who have read about the Battle of the Atlantic should quickly recognize names like PQ 17 and HX 229.

Table 1 breaks down the convoys by year and ocean. Graph 1 shows average cargo values (effects on hand size). Note that 1940 is the least frequent year in the deck and they are all Victims of Fate. The year 1942 consists mostly of Arctic convoys, and two-thirds of that year’s convoys are Victims. The average value of all the convoys is 3.75 VPs. Realize that 1940 and 1943 are relatively rich years—they are both above average in terms of VPs and cargo value. The convoys of 1942 are below average in both categories, and 1941 is below average for VPs but above average for cargo value.

Year	Number of Convoys			Total	
	N.Atl.	Arctic	Total	Victim	VPs
1940	4	—	4	4	16
1941	12	—	12	4	41
1942	5	7	12	8	39
1943	11	1	12	4	54
ALL	32	8	40	20	150

Two suggestions can be made based on this information. First, try to keep 1940 force cards in your hand for use against those plump 1940 convoys. If you use a 1940 card against, say, a thin 1942 convoy, then you better have a good reason for doing so. Second, try to keep a strong 1943 play in your hand. Players sometimes discard 1943 bonus cards because 1943 cards have less opportunity to be played than other cards (basically, a 1943 “either ocean” card has half the opportunity to be played as a 1942 “either ocean” card), but those same 1943 bonus cards come in very handy against rich 1943 convoys.

Table 2 shows the convoys by VP size and cargo value, showing a predominance of half-full 4 VP convoys. Empty convoys were those returning from Britain or Russia; their merchant ships rode high in the water, carrying ballast and little cargo. Half-full convoys were in fact fully laden, but in game terms they are less significant than the large laden convoys with 50 to 70



ATLANTIC STORM Synopsis of Play

Players fight 20 convoy battles (rounds of play) with a convoy as the purse for each battle (worth one to seven Victory Points).

Force Deck contains 112 cards representing equal numbers of Allied and German forces. Each force card has a combat value in three suits—air, surface and sub—corresponding to the three types of attacks the German Air Force and Navy made against the convoys (bombers, surface ships and U-boats). Roughly 20 per cent of the cards are rated strongest for air combat, 20 per cent for surface combat, and 60 per cent for sub/anti-sub combat. Force cards can be lost in a battle, and individual cards are worth anywhere from zero to five VPs.

The dealer leads the first round of play, the player on his left leads the next round, and so on clockwise around the table. The leader of the round flips over the top convoy and calls a suit for that battle. He may call air, surface, sub or combined (combined adds the combat values in all three suits). He then plays one card from his hand or discards one card. The player on his left then plays or discards a card, and so on clockwise around the table for one round.

All cards played must match the year and ocean of the convoy. Some cards are "Victim" cards. Each Victim is matched by a "Fate" card. If a Fate card is played after its Victim in a round, the Victim is immediately lost and the player of the Fate card receives the Victim as a prize. You may play more than one card in a round by attaching "bonus" or "special" cards to your normal play.

After everyone has played in a round, total up the combat values in the declared suit for Allies versus Germans. Some cards have a variable "?" combat value (roll a die at the end of the round to determine its value). The side with the highest total combat value wins the battle. The player who played the highest combat value on the winning side of the battle wins the trick. He gets to keep the convoy and all enemy cards from the battle (except bonus and special cards) as his prize—putting these cards out of play. The other cards from the battle go to the Discard Pile where they may eventually return to play.

Players then fill their hands. Hand capacity starts at six cards, but can increase for every "full" convoy you have won (or for every two "half-full" convoys), up to a maximum of nine cards/hand.

When the last convoy battle has been fought, players add up the VPs they earned as prizes, and the high scorer wins the game.

ships. Convoy TM 1 is the single exception. It consisted of nine oil tankers (tankers were generally the largest and most important type of merchant ship) heading directly to the Mediterranean front from the oil refineries of Trinidad (off the coast of Venezuela). TM 1 suffered the greatest percentage loss of any convoy—78 per cent sunk, all by U-boats. After this German victory, petrol rations were reduced by 10 per cent in Britain, and Admiral Dönitz received a note of thanks from General von Arnim who was commanding Axis forces in Tunisia. For these reasons, TM 1 gets full cargo status.

Table 2
Convoy Deck by Size & Cargo
Number of Convoys

Size	Full	Half	Empty	Total	Victim
7 VP	2	0	1	3	1
6 VP	3	0	1	4	1
5 VP	3	0	1	4	2
4 VP	0	10	3	13	9
3 VP	0	5	1	6	5
2 VP	0	5	0	5	1
1 VP	1	2	2	5	1
ALL	9	22	9	40	20

When playing *ATLANTIC STORM* with the advanced rule of Convoy Selection (choosing one convoy and discarding the other), choose your convoy not just by the year in which you can make the strongest play, but keep in mind its VP value, cargo value, ocean and Victim status. You may want to shy away from a Victim convoy, or at least be wary of what suit you call (see the "Victims of Fate" section below). Likewise, if you don't feel confident of winning the round you lead, look at what tricks other players have already won. Maybe a feared opponent needs another half-full convoy to increase his hand size. In such a case, you might want to choose that empty convoy rather than the half-full convoy, even if the empty is worth more VPs. On the other hand, if it is late in the game, the VP value may be more important than the cargo value when making the selection because an extra hand capacity may not help the victor.

THE FORCE DECK

The Force Deck includes 55 Allied cards, 55 German cards and two storm cards. The deck was designed to meet these parameters:

- 1) Each side (Allied and German) has the same number of cards available for play in any given year, with the number of cards that can be played increasing each year.
- 2) The total combined combat value of each side is the same (206.5, counting each "?" as its average die roll of 3.5).

- 3) The total VP value of each side equals 75 VPs.
- 4) 27 of the 55 cards on each side are Fate cards.
- 5) Approximately two-thirds of the cards are best used in the submarine/anti-submarine suit, one-sixth in the surface suit and one-sixth in the air suit.
- 6) Within the above parameters, cards were chosen to show a wide variety of the types of combat forces involved in the North Atlantic and Arctic convoy battles. For example, the *Scylla* was chosen as a representative anti-aircraft cruiser. As with the selection of convoys, emphasis was given to ships and U-boats that were historically significant.

Graph 2 shows why it is important to save your 1940 force cards to use in a 1940 convoy battle—there aren't many 1940 force cards. Only ten per cent of the Convoy Deck are 1940 cards, and less than 19 per cent of the Force Deck can be played in 1940. The number of cards that can be played increases significantly from one year to the next, so that over half of the force cards can be played in 1941, and all cards are playable in 1943. Battles in 1940 are less intense because of the scarcity of forces, so if you have a good 1940 force card to play and your opponents don't, you'll win the convoy with ease.

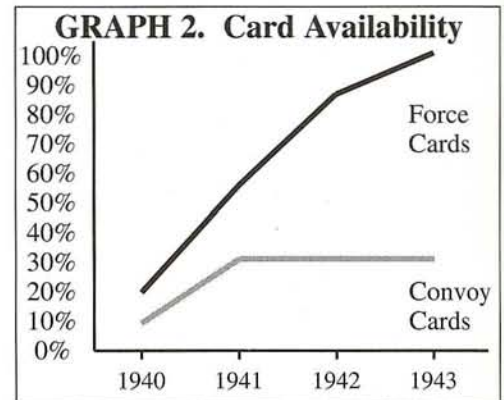


Table 3 gives a breakdown of the force cards by year and ocean. The German force cards are slightly more restricted in the ocean category (due to the three German Arctic cards—Heinkel 111, Junkers 88 and *Zerstörer*). This ocean restriction only affects 1942 and 1943 battles (the years when Arctic convoys appear in the game). Except for the one 1943 Arctic convoy, theoretically fewer German cards will be available for play in a given battle during 1942 and 1943. Of course, all of this depends on which force cards have been drawn, discarded and lost earlier in the game. If you've seen more Allied cards come into play than German, then players may have a majority of German cards in their hands this round.

Table 3**Force Card Distribution by Year & Ocean**

Year	Allied Force Cards				Fate	Total VPs
	Arctic	N.Atl.	Either	Total		
'40	—	1	9	10	2	15
'41	—	5	16	21	13	32
'42	0	6	10	16	6	20
'43	0	5	3	5	6	8
ALL	0	17	38	55	27	75

German Force Cards

Year	German Force Cards				Fate	Total VPs
	Arctic	N.Atl.	Either	Total		
'40	—	1	9	10	5	10
'41	—	5	16	21	8	32
'42	3	7	6	16	10	25
'43	0	3	5	8	4	8
ALL	3	16	36	55	27	75

Note: Cards are listed by the year first available for play.

Table 4 gives a breakdown of the force cards by combat value and suit. Each card is listed once according to the suit of its highest combat value. If a card has the same high combat value in two suits, then it is listed by the suit of its most probable use (see the notes to the table). Special cards and the supply cards *Grey Ranger* and *Belchen* are not listed. Several things are indicated by this table. As mentioned earlier, U-boat and anti-submarine forces constitute most of the deck—32 of 51 cards for each side. The Germans have a small advantage in the sub suit when you tally the sub strength of all 32 cards. On average, each card listed under the sub suit is worth 1 VP. By comparison, the cards with the strongest individual combat values are found in the surface suit, but these cards are worth about 3 VPs on average. The Allies enjoy a small advantage in the surface suit as shown by the total number of cards in that column, their total surface value and the number of them that are Fate cards (but the German average combat value per surface card is slightly higher). The Germans have a small edge in the air suit. However, it is important to remember that two of the German air cards are restricted to Arctic convoy battles.

Table 5 presents the distribution of the force cards by their combined operations values. For combined operations, the *Victorious* and *Bogue* are the two best Allied cards, and the *Bismarck* and *Tirpitz* are the two best German cards. The total combined combat value of both sides equals 206.5, so neither side has an apparent initial advantage, but the great majority of the German cards are clustered within one point of strength "4," whereas the Allied cards are distributed more evenly in the table. Thus, the Allies have nine cards with a combined combat value of "6" or higher (two in 1940,

Table 4**Force Card Distribution by Combat Value & Suit**

Value	Allied Force Cards				Total	German Force Cards			
	Air	Surf	Sub	Total		Air	Surf	Sub	Total
??	0	0	0	0	0	0	2	0	2
6	0	3	0	3	0	0	0	0	0
5	0	1	0	1	0	2	0	2	2
4	0	1	1	2	0	0	0	0	0
?	3	2	6	11	3	1	9	13	13
3	2	0	7	9	3	2	9	14	14
2	3	4	15	22	3	2	11	16	16
1	0	0	3	3	1	0	3	4	4
Tot. #	8	11	32	51	10	9	32	51	51
Tot.Val.	22.5	42	79	143.5	26.5	37.5	83.5	147.5	147.5
Fate	4	6	17	27	5	4	18	27	27
VPs	12	31	31	74	11	28	35	74	74

Notes to Table 4

Value: Each card is listed by the suit of its strongest value.

"??" is treated as value 7 (average of two dice).

"?" is treated as value 3.5 (average of one die).

Victorious and *Bogue* (aircraft carriers) are listed under air suit.

Shadower (recon aircraf) is listed under air suit.

Trident (fated against *Prinz Eugen*) is listed under surface suit.

U461 Milk Cow is treated as a wolf pack (most likely card it will resupply).

Metric & Centimetric ASV Radar are listed as sub suit (most probable use).

Both Minefields are listed as sub suit (most probable use).

Zaunköning (fated against *Lagan*) is listed as sub suit.

Special cards not included in table.

Supply cards *Grey Ranger* (1 VP) not included in table.

four in 1941, two in 1942 and *Bogue* in 1943), but the Germans only have four such cards (three in 1941 and *Tirpitz* in 1942), all of which are Victim cards. For this reason, the Allies have an advantage in combined operations. At the other end of the spectrum, the Allies also have more weak one- and two-point cards.

Fate can have a decisive effect on a battle. Graph 3 provides information about the additional "combat value" of Fate. The Fate-related combat value is measured as the combat value of the Victim or, if the

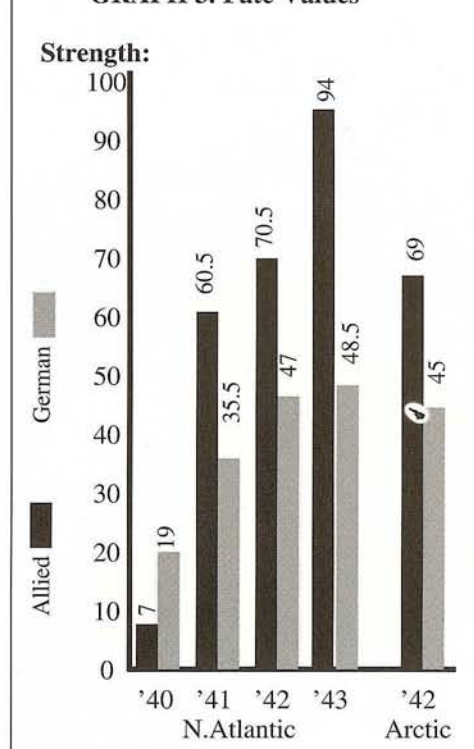
Victim is a convoy, the combat value of the Fate card itself. For example, US Escort Group A3 is fated to sink U175 (0/1/2), so this equals "3" points of Fate combat value for the Allies in 1943 North Atlantic combined operations battles. Wolfpack "Markgraf" (0/1/?) is fated against 1941 convoy SC 42, so this equals "4.5" points of Fate combat value for the Germans in 1941 combined operations because Markgraf will have its normal combat value doubled against SC 42.

What can we learn from Graph 3? Fate gives the Germans a certain edge in combined operations in 1940, but it gives the Allies a clear edge in the North Atlantic for the remaining years. Combined operations in 1942 Arctic battles are more balanced between the two sides. (There is only one 1943 Arctic convoy, and the comparative values for it differ little from 1942, so it has been left off the graph.) Therefore, if the only

play you have in a combined operations battle is mediocre, you should probably avoid supporting the Allied side in 1940 or the German side in the North Atlantic from 1941 to 1943 unless you have other evidence that indicates who will win.

What about combat in the three suits individually? The Germans enjoy a slight

Value	Table 5			
	Values in Combined Ops Suit			
	Comb. Allied		German	
Reg.	Bonus	Reg.	Bonus	
10	1			
9	1		2	
8	2			
7.5	1			
7	2		2	
6.5	1			
6	1			
5.5	3		3	
5	2		3	
4.5	3		10	
4	7	2	15	
3.5	1		1	
3	11		10	
2	6	6	3	
1	1		1	
Tot. Val.	186.5	20	189.5	
Total	206.5		206.5	

GRAPH 3. Fate Values

advantage in air combat in 1940 and in 1942 Arctic, but otherwise the two sides are fairly balanced for air combat. The Allies have a good lead in surface combat values in every year except 1942 Arctic, although Fate still serves them very well there.

As was historically the case, German surface ships should be wary about leaving port. Hitler placed many restrictions on when and where the handful of German capital ships could be used, especially after the loss of the *Bismarck*. You should treat them as a "fleet in being," and watch for a safe opportunity to use them. It would be unwise if you were calling suit to announce "surface" and then play a famous German battleship because from every corner of the table you will hear the cry, "Sink the *Bismarck*!" Of course, maybe you've already seen the *King George V* and the



Rodney (which is fated to sink the *Bismarck*) come and go, or maybe it is very early in the game and you think there is less chance the other players will have strong Allied cards to counter your play. Whatever the case, the watchword for German surface ships is "caution," and the watchword for Allied surface ships is "patience"—the German heavy ships will eventually come out, so have your Allied response waiting to pounce when they do.

As mentioned earlier, approximately two-thirds of the Force Deck is composed of submarine and anti-submarine cards, so the sub suit is the one most often called in the game. The Germans have an advantage in submarine combat value in the North Atlantic for all four years, but Allied Fate counterbalances this from 1941 to 1943. U-boat activity falls off sharply for the Arctic Ocean. Historically, the Germans only committed Type VII boats to this region because of the confined waters (Type VII boats were

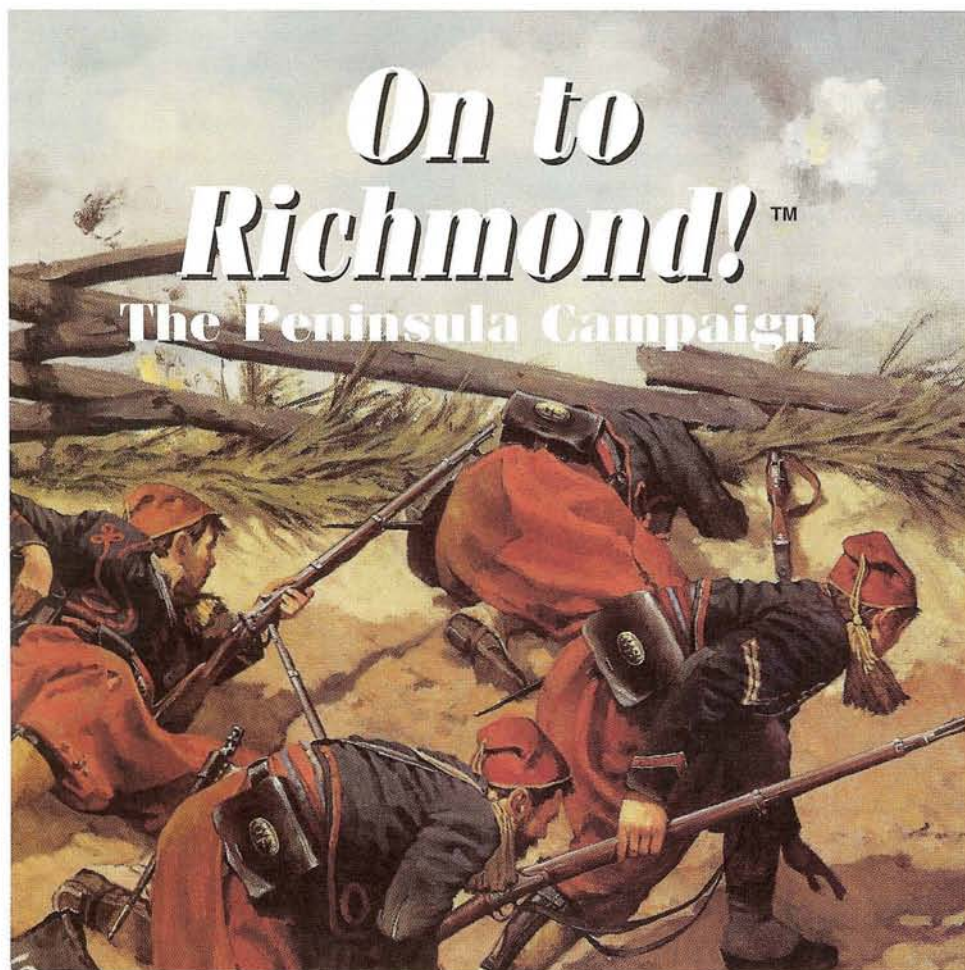
smaller than Type IXs), and even then Admiral Dönitz strongly argued that the U-boats in the icy north could be better employed on the North Atlantic routes, but Hitler wanted U-boats stationed there to counter any invasion attempt by the Allies into Norway.

VICTIMS OF FATE

This is the one rule that is most overlooked by new players but which can have a major effect on a battle's outcome because it causes an instant reversal of fortune. A third of the Force Deck and half of the Convoy Deck are Victim cards. All of the Victim convoys are full or half-full convoys, and they comprise 77 of the 150 VPs of the Convoy Deck.

The more you study and learn the relationships between Fate and Victim cards, the more confidence you'll have in making the right plays, and the more VPs you'll soak up along the way. Short of memorizing the entire list of 54 Fate cards and their Victims, you should at least take these six steps:

1. Whenever you see the red lettering of a Victim card in play, an alarm should go off in your head. Immediately scan your hand for the Fate card that will match it.
2. Study the Victim cards in your own hand and watch to see (or try to recall) if the Fate cards that will kill them have



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been played yet. The capsule history on a Victim card usually states who the fated opponent is: for example, the *Avenger* was sunk (†) by U155.

3. Try to memorize the most valuable Victim-Fate pairs (those worth the most VPs). If you have one of these Victims, you might want to play it as early in the game as possible (when the chance of the Fate card still being in the draw pile is the highest), or else play it late in a given battle. Playing a Victim card early in a round is asking for defeat. Conversely, if you have one of these Fate cards, you might want to hold it in your hand hoping the Victim will appear sooner or later:

- 1941-43: *Bismarck* can sink *Hood* (4 VPs)
- 1941-43: *Rodney* can sink *Bismarck* (5 VPs)
- 1941-43: Bomber Command can cripple *Gneisenau* (4 VPs)
- 1942-43: *Duke of York* can sink *Scharnhorst* (4 VPs)
- 1943: X Craft can cripple *Tirpitz* (5 VPs)

As a side note, you can safely play *Hood* in 1940 or *Tirpitz* in 1942, which always frustrates a person holding *Bismarck* or X Craft in his hand.

4. Try to memorize the four Victim convoys that are protected by Allied Fate cards. An easy clue can be found on the convoy cards themselves—these four

convoys only lost "0," "1" or "2" merchant ships each, whereas other Victim convoys lost "7" or more merchant ships. Knowing which side fate is on may help you decide which side you want to play on.

- 1941: *Blankney* (1/0/2) protects HG 76
 - 1942: *Victorious* (?/2/3) protects PQ12/QP8 (Arctic)
 - 1942: *Sheffield* (1/2/0) protects JW 51B (Arctic)
 - 1943: Escort Group B7 (1/1/?) protects SC 130
5. The other Victim convoys are fated by German cards. Of these 16 convoys, most are victims of U-boat or wolf pack attacks, but five aren't, so if you can remember these five, then you'll know which suit to call or avoid for all 16. The Arctic convoys are easiest to remember because they are all victims of German aircraft:

- 1940: *Admiral Scheer* (1/3/0) attacks HX 84
- 1941: *Condor 2* (3/0/1) attacks HG 53
- 1942: *He 111* (2/1/1) attacks PQ 16 (Arctic)

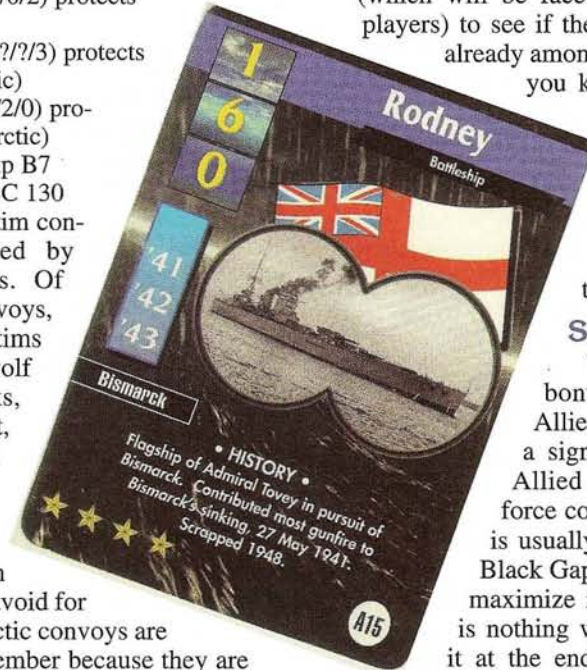
- 1942: *KG 30* (?/1/1) attacks PQ 17 (Arctic)
 - 1942: *KG 26* (?/1/1) attacks PQ 18 (Arctic)
6. If you have a Fate card in your hand that works against a convoy, look around the table at the existing convoy prizes (which will be face up and visible to players) to see if the Victim convoy is already among them. If it is, then

you know you can play your Fate card on the next good occasion rather than holding it back waiting for its Victim convoy to appear.

SPECIAL PLAYS

The Black Gap sub bonus card limits Allied response because a significant part of the Allied anti-submarine force consists of aircraft. It is usually better to play the Black Gap early in a round to maximize its effect, but there is nothing wrong with playing it at the end of a round if its bonus combat value makes it possible for you to win the battle.

By contrast, you should play the German 2nd Happy Time special card in the middle



WAR OF RESISTANCE CHINA THEATER • 1937-41

We have ignored this part of the war. It was enormous. The immensity of the conflict sapped the Japanese war machine. Over one million soldiers on each side perished. China absorbed millions of Japanese ground and air forces, preventing their use against the Allies in the Pacific. America's dominance may have been the decisive factor contributing to the Japanese defeat, but Japanese were doomed when they went to war with China.

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Nationalist	AVG	Communist	U.S.M.C.	Canadian
3-8 cavalry division	5 F 5 P-40B 1 C 13 flying tigers	3-5 guerrilla brigade	2-5 infantry regiment	0-1-6 infantry battalion
10-12-8 mountain division	7 F 5 A6M2 0 C 14 carrier "zero"	6-4-8 mech. division	1-2-5 mercenary infantry	1-7 cavalry division

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of a round, preferably after the Allies have made a commitment to protecting the convoy (but not enough to win it for the Allies). The 2nd Happy Time usually guarantees a German win in the battle, so use it when there are spoils to be had. You should not play the 2nd Happy Time when it is your turn to start a round unless you are confident you have the strongest play and won't be hit by a storm card.

The same can be said for the Allied Raid on St. Nazaire special card. If you use it at the start of a round, you're probably playing it with a strong battleship and the only thing to gain is the convoy. However, if you wait for a surface battle when German ships have started to appear and then play it, you will increase your chance to score in that battle because the players after you will not be able to support the German side.

The Force Deck includes two storm cards, one for the North Atlantic and one for the Arctic Ocean. When you play one of these cards, you are not just a weather god placing a storm in someone's path. These cards also represent unexpected yet historical events like a ship running aground (the *Lützow* aborted a sortie in July 1942 after she struck a submerged rock) or admiralty orders that denude a convoy of its escort, such as what happened with ill-fated PQ 17. However, a storm card can cut both ways. There's only a 50 per cent chance it will work as planned, and if you're unsuccessful the player after you might turn it against you. Therefore, play a storm card in rounds when you are playing at or near the end. Then if you fail your storm roll, there is less opportunity it will be used against you. Alternatively, play it in a round when you're targeting the leader in the game and you're confident the next player or two will also target him with the storm card if your roll fails.

MAN OVERBOARD

Although you can't win by discarding, there will often be times when it is the smartest thing to do. If you can't win the battle, why feed victory points to someone else? Obviously, you want to discard the card that is of least value to you, and sometimes that is a hard decision. Try to keep in your hand a good play for either or both sides in as many suits and years as possible. To do this properly, you should also be aware of which other cards have and have not been played and the Victim-Fate status of your cards. If your hand is weak on one side (Allied or German), you might want to discard something from the other side. For example, if you have three U-boats in your hand but only one Allied anti-sub card, you may want to keep the anti-sub card even if it has a lower combat value than the U-

boats, just so you have some kind of Allied anti-sub response in your hand. However, keeping a relatively weak cruiser in your hand just so you have a surface card is not a good idea, because the cruiser is usually too weak to win a battle and is worth 2 VPs to anyone who can take it. You want cards in your hand that will make good (not weak) future plays.

If a player discards his entire hand (advanced rules), that usually means he is groping. He probably has no sense of what he is throwing away and little idea of what he should be seeking—he just wants higher numbers. On the other hand, if you are staring at a sea of zeros, ones and Victims in your hand, and you can't make a decent play, then you have good reason to discard them all.

If you are sure your force card won't win the battle, you should nevertheless consider playing it instead of discarding (assuming your card is not worth too many VPs for someone else to grab). Look over the situation, count up the forces on each side, and try to play on the side you think will win or on the side that you want to win. In that way, you will earn a share of the spoils (if you are playing with the advanced rules), or you might prevent a dreaded opponent from winning the battle, or you might win the gratitude of another player by helping him win the battle—in which case be sure to ask for his support in an upcoming battle.

If you don't think you can win the round, you can try to find a suit in which no one can play—then no one will win the convoy.

DIPLOMACY AT SEA

The level of diplomacy in *ATLANTIC STORM* is up to the players. In many cases, a player trusts no one and will not negotiate. You can play the entire game that way, but any player who improves his diplomatic skill will very likely improve his overall score if not his enjoyment of the game.

First, diplomacy should not be synonymous with backstabbing. If you decide to talk a player into playing something which you then crush, you had better be sure it clinches final victory for you, because no one at the table will trust you for the rest of the game. True diplomacy in the game is a matter of creating trust where there was none and convincing others you are trustworthy. You will be surprised at how many more people will support your play if they find you trustworthy.

Second, word your diplomatic requests in such a way that you are not asking for help for yourself. Instead, ask for joint support to stop the player who is in the lead. Perhaps more than anything else, it is important to know who is currently win-

ning. Spread this information in a whining voice, of course: "Why are you helping him? He's got 17 victory points!" The more specific you are, the better, but feel free to bluff or make a round estimate if you can't remember the exact number. Though outright lies about the score will probably backfire. For example, if you say something like, "He's got at least 20 victory points," or, "Don't forget, he sank the *Duke of York*, and that's five victory points," you will lose support when someone responds, "Wait a minute—you sank the *Duke of York*!"

Third, when playing with the advanced rule of dividing the spoils, remind other players of past favors or support you gave them. If that doesn't work, appeal to their greed and offer them a decent share of the spoils. For example, maybe a player wants you to grant him the convoy (or a valuable ship) if you win in exchange for his help. If you can part with that spoil, let him have it as his reward for helping you win. Remember, though, if you promise certain rewards, it is best to stick to your word. Otherwise, you risk losing any future support from that player, and the other players might not trust you either.

Finally, be nicest to the player on your left, because he will play after you in every round except those rounds where you play last. Conversely, you can feel less concern for the player on your right, because you are in the immediate spoiling position for his card plays. For these reasons, we recommend that you change the seating of players after each game.

TWO-PLAYER VERSION

Though the two-player version of *ATLANTIC STORM* lacks the diplomatic maneuvering of the multi-player game, it nevertheless provides much decision making and excitement. Each convoy battle involves two rounds of play, and during playtesting we likened it to a game of volleyball. In the first round you set yourself up, and in the second round you make the spike.

There are two basic approaches: 1) Play a strong card in the first round, and play an even stronger card from the same side (with bonus cards if possible) in the second round. In this approach, you hope to win the convoy and any forces your opponent is foolish enough to play against you. 2) Play a sucker card in the first round to lure your opponent into playing a card on the opposite side, then switch sides in the second round and come out strong on the side your opponent played. In this approach, you not

SERIES REPLAY

HISTORY OF THE WORLD PART 2

PLAYERS: Ken Good, Bruce Monnin, Jeff Mullet, Jason O'Donnell, Bruce Reiff and Mike Stanley
NEUTRAL COMMENTARY: George "Bud" Sauer

EPOCH VI DISTRIBUTION

Good/Orange (39 SPs/112 VPs) passes the Ottomans to Mullet (who despises them) and, with a large strength, the Ottomans could cripple Jeff's position in the final empire draw.

Stanley/Blue (42 SPs/107 VPs) passes the Mughals to Bruce Monnin, hoping beyond hope to get Spain.

Mullet/Red (47 SPs/118 VPs) passes Spain to fifth-place Mike Stanley, giving Stanley a good shot at victory. Jeff is hoping that Mike will get unlucky with the Spaniards and not get out of reach. Jeff also hopes that Stanley's inexperience will not let him gain as much as he should with them. Reiff might have been a reasonable

recipient as well, but his board position is stronger than Stanley's.

Monnin/Purple (50 SPs/127 VPs) passes the Ming Dynasty to Ken Good. Bruce wants to draw early next turn and hopes to receive a lower-strength Empire this turn.

Reiff/Green (50 SPs/102 VPs) passes the Timurids to Jason, hoping for any kind of help from the final card. The curse of Rome continues!

O'Donnell/Black (53 SPs/130 VPs) must pass Portugal to Reiff.

EPOCH VI PLAY

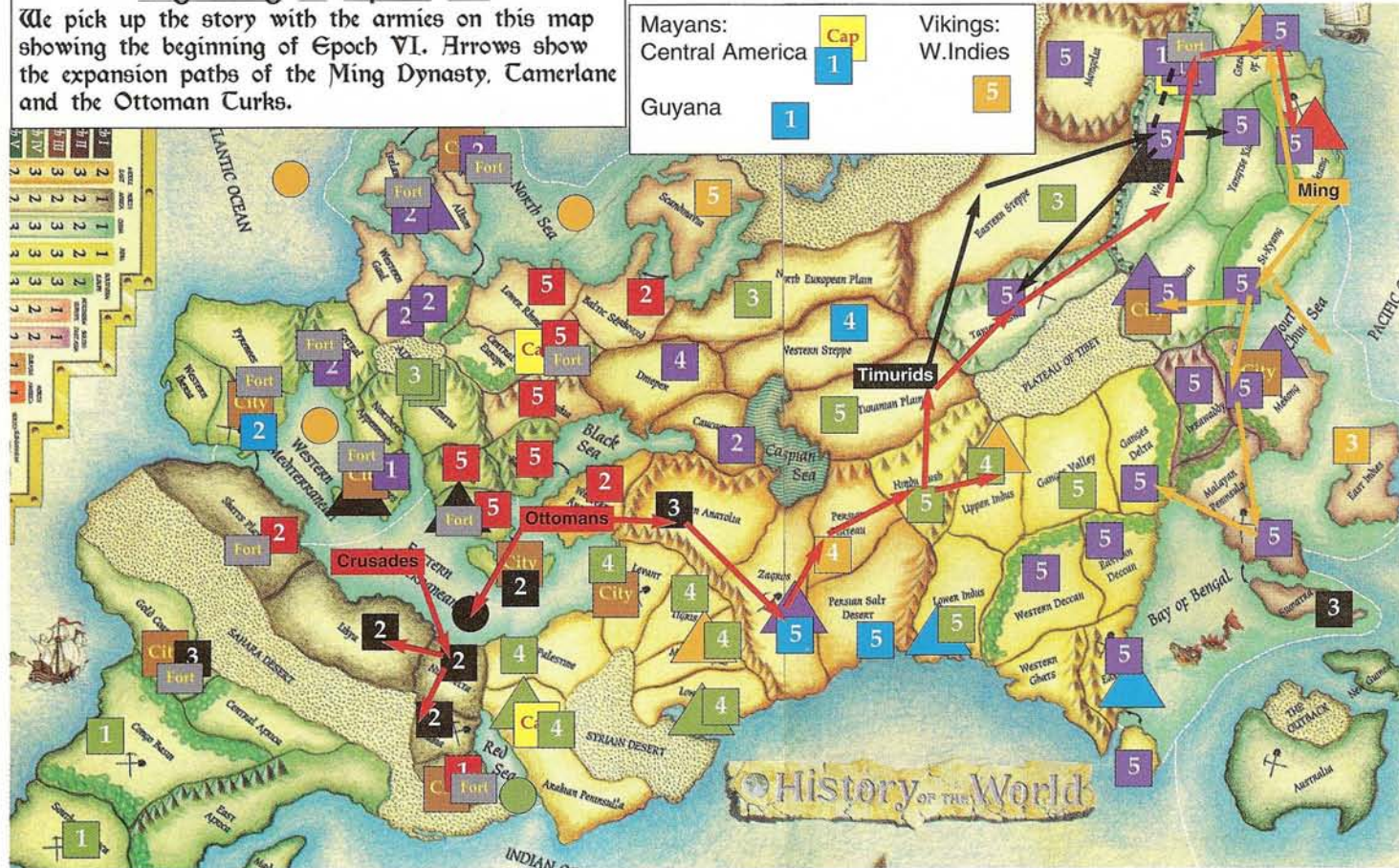
Good/Orange: *Black Death* in China and Southeast Asia (kills one army in each

of Mekong, Si-Kyang, Great Plain and Yellow R.). **Ming Dynasty:** Chekiang (Purple retreats to Yangtse-Kian), Great Plain, Si-Kyang, Mekong (City destroyed), Szechuan (City destroyed), Malay Pen., Ganges D., Ganges D., Ganges D., S.China Sea, Monument in Malay Peninsula. +27=139 VPs. *Ken wanted to double China, but ran out of armies, due to losses in the Ganges Delta. He must build the Monument on a Resource site.*

O'Donnell/Black: *Timurids:* Turanian P. (Green retreats to Hindu Kush), E.Steppe, Wei Ri., Tarim B., Yangtse-Kian, Yangtse-Kian, Yangtse-Kian, Yellow R. +22=152 VPs. *"I'm trying to*

Beginning of Epoch VI:

We pick up the story with the armies on this map showing the beginning of Epoch VI. Arrows show the expansion paths of the Ming Dynasty, Camerlane and the Ottoman Turks.



The strengths are very even with a difference of only 15 from top to bottom. If you exclude Ken, then the players are within five points of each other. Because drawing Britain or France can bring victory to any contender, whereas the US ensures defeat, draw order in this Epoch is critical.

Good/Orange (49 SPs/139 VPs) draws Russia. This is normally a great empire, because it moves first. However, Ken feels his position is so bad that only Britain or France can salvage it. He passes the Russians, ending Jason's hopes of a comeback.

Stanley/Blue (57 SPs/138 VPs) draws the United States going second. Passing them to Jeff does him in. This card should have been given to Bruce Monnin.

Reiff/Green (60 SPs/137 VPs) draws third and keeps Britain. A no brainer.

O'Donnell/Black (61 SPs/152 VPs) finally out from under the Romans shadow draws fourth gets the Dutch and passes them to Bruce Monnin. It will be tough for Bruce to win with the Dutch.

Mullet/Red (62 SPs/164 VPs) passes the Manchus to Ken, a costly choice by Mullet. Ken needed help and didn't get it here, but has no real chance for victory with a better empire, given his board position. However, if the last card is a good one, Mike is in great shape. Can it be that Mike's luck will hold? Will the last card be Germany or France?

Monnin/Purple (62 SPs/160 VPs) must pass France to Mike Stanley.

EPOCH VII PLAY

O'Donnell/Black: Russia: N.European Plain (Green has no retreat), *Elite Troops*, *Baltic Seaboard* (Elite Troops gone), Baltic Seaboard, North Sea, *Ship Building*, North Sea, North Sea, C. Europe, C. Europe (Capital reduced), N. Gaul, *Albion*, *Albion*, Albion, Plain. +31=183 VPs. *The personal victory conditions begin*

to appear. Jason wants to score big points and try not to finish last. Again, big losses for Jason give him last place.

Good/Orange: Manchu Dynasty: Manchurian Plain, Sea of Japan, *Weaponry*, Great Plain, Chekiang, Si-Kiang, Mekong, Malay Pen., Ganges D., Ganges V. (Capital reduced), U. Indus, Hindu Kush, Korean Pen., Monument in Manchurian Plain. +45=184 VPs. *Ken tries to maximize his points, while hurting the leaders along the way. His weaponry never falters and he scores enough to keep out of last place.*

Monnin/Purple: Japan: Honshu, S. of Japan, Great Plain, Great Plain, Great Plain. *Netherlands with Civil Service:* L. Rhine (Red has no retreat), North S., North S., N. Gaul, N. Gaul, N. Gaul, N.

End of Epoch VI:
Green Savafids faltered, but Portugal colonized the New World. Blue Spain failed with overland attempts to get to N.Europe and instead expanded into the Indian Ocean peripheries. Purple Mughals invaded China. Arrows show Epoch VII expansion of Russia, the Manchu and the Netherlands.



Gaul, Albion, C. Europe (City destroyed), Danubia. +33=193 VPs. "I want my Albion monument back. It is going to be close, but I can win this." It is getting late and Bruce has a two-hour drive ahead of him. Maybe his thoughts are elsewhere. Maybe he thinks victory is certain. Bruce's tunnel vision on the Resource site at Albion costs him the game. Going overseas would have gained him more points and he also could have taken down the points of key rivals.

Stanley/Blue: France: W. Gaul (Green has no retreat), Brazil, **Elite Troops**, Patagonia, Appalachia, Deep South, L. Indus, Ganges D., Ganges V. (City destroyed), C. Massif, **Malay Pen.** (Elite Troops gone), Malay Pen., Pacific, Great Plain, Honshu (Capital reduced; unsupported fleet destroyed), Australia, Monument in W.Gaul. +61=199 VPs. "I'm trying to overcome the Purple lead." Mike plays the gift well (and his Elite Troops have legs).

Reiff/Green: Civil War: Patagonia, Deep South, **L. Indus**. **Britain:** Albion (Purple retreats to N.Gaul), **North S.**, North S., North S., Pacific, Chekiang, **Manchurian P.**, W. Iberia (City destroyed), Indian Ocean, S. Iberia (City destroyed), **E. Ghats**, E. Ghats, **Australia**, **Australia**, N.European P. (Capital reduced), Australia, Red S., E. Africa, Nubia, Pyrenees, Monuments in S. Iberia, Nubia and Australia. +55=192 VPs. Reiff knows there is no hope, but does not want to finish in last place.

Mullet/Red: Pirates in the Caribbean. **United States:** Appalachia (Blue has no retreat), **Deep South**, Deep South, Caribbean (fleet doubled), **Guyana**, Guyana, Pacific Seaboard, **N. Andes**, N. Andes, S. Andes, Monument in Appalachia. +37=201 VPs. "The United States is the

card of death. It should have Viking-like powers into China and Japan to be fair." Jeff needs extraordinary success not only to build a Monument, but also to dominate N. America. In the end, he succeeds and the point count comes out in his favor for a most narrow victory.

FINAL SCORE			
Place	Name	VP	Strength
1	Jeff Mullet	201	72
2	Mike Stanley	199	72
3	Bruce Monnin	193	70
4	Bruce Reiff	192	80
5	Ken Good	184	61
6	Jason O'Donnell	183	73

Middle of Epoch VII:

Black Russia bogged down in Europe, despite elite troops. The Orange Manchu Dynasty expanded with great success based upon weaponry. Purple Japan faltered, and the Dutch faced heavy opposition in Northern Europe.

Arrows show the expansion of France, Britain and the United States. Germany does not appear.



Jason O'Donnell's drawing late every turn cost him the game. The Romans are death. His dice rolling could have been better, but he was out early and never really in contention. [Editor's Note: We could go as far back as the Aryans to find the source of Jason's troubles.—SKT]

Ken Good's early Empires didn't help him. Going first five out of seven epochs is hard. Everyone had a shot at knocking off his pieces throughout the turn. This is not the road to victory. "Going first or second most of the time is tough. You need to go last and then first to get megapoints." With his consistently early draw, he should have been able to engineer just such a back-to-back move at some point in the game.

	DRAW ORDER							Aver.
	Turn	1	2	3	4	5	6	
Jeff Mullet	6	4	6	5	4	3	6	5
Mike Stanley	2	3	2	1	3	2	2	2
Bruce Monnin	5	5	3	2	2	5	5	4
Bruce Reiff	1	2	4	3	5	6	3	3
Ken Good	3	1	1	4	1	1	1	1
Jason O'Donnell	4	6	5	6	6	6	4	6

EMPIRE SUMMARY

Player	Empires
Mullet	Minoans, Persia, Hsuing-Nu, T'ang, Holy Roman Empire, Ottomans, US
Stanley	Indus, Chou, Maurya, Huns, Chola, Spain, France
Monnin	Shang, Scythians, Sassanids, Goths, Mongols, Mughals, Netherlands
Reiff	Sumeria, Assyria, Celts, Arabs, Seljuks, Portugal, Britain
Good	Babylonia, Vedic Cities, Han, Guptas, Viking, Ming, Manchu
O'Donnell	Aryans, Greeks, Romans, Khmers, Sung, Timur, Russia

Mike came close to winning the game despite the fact he is the least experienced HISTORY OF THE WORLD gamer in the group. This inexperience nearly gave him the game. Players passed him empires they should not have but he didn't do as well as he could have with them. Mike's five turns of being in the east surely didn't hurt. If you are finding yourself not scoring

for India or China you are in trouble. Then, when he needed to go west, he gets two big boys (Spain and France). This is just what is needed to win. Mike was blessed with good luck and decent game play.

Bruce Reiff suffers from being Bruce Reiff. Mike received the benefit of some dubious passes due to some anti-Reiff bias. Even our esteemed editor has publicly stated in his column that he goes out of his way to make sure that Reiff does not win. It is tough to sit and watch Bruce win and win and win. The group has a natural tendency to dump on Bruce as often as possible. If Bruce wins a game in the Basement he truly deserves it, because most of us are playing to win first and to beat Bruce second.

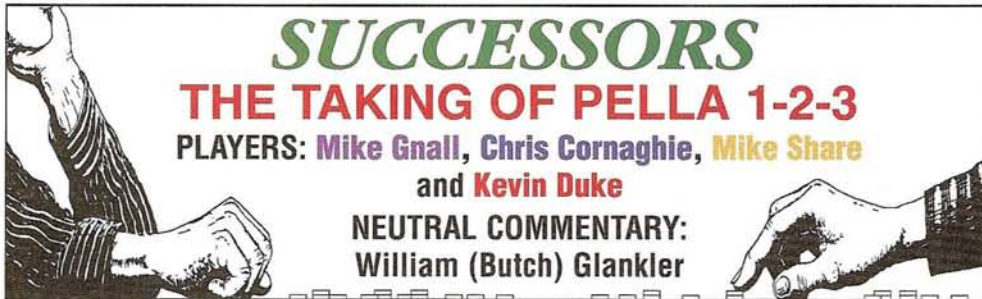
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End of Epoch VII:

Blue France used Spanish fleets to assist with domination of the Americas and India, plus landings in China and Japan. Green incited civil war in the French Americas, allowing Britain to concentrate on the Old World, where considerable resistance was met in the North Sea, the Manchurian Plain and E. Ghats, as well as in Australia. Red United States had to build a monument to secure victory . . . and did. Unconquered Ottoman holdings gave Red the margin of victory.



SERIES REPLAY



SUCCESSORS

THE TAKING OF PELLA 1-2-3

PLAYERS: Mike Gnall, Chris Cornaghie, Mike Share
and Kevin Duke

NEUTRAL COMMENTARY:
William (Butch) Glankler

As with any intrepid exploration of the unknown, one can expect the voyage to involve a few errant turns along the way, plus the occasional mutiny. Columbus chose to gloss over such events, writing his journal to please his purpose. When I posted our Clarifications/Errata sheet on our website, Butch's gang was well into their series replay and contacted me in a panic, suggesting a return to port. I urged perseverance, noting that readers will learn much from our highlighting of their mistakes, making follow-up voyages that much easier. Unlike Columbus, however, we make no attempt to re-write the record of the voyage to fit the actual rules of the game, but will note herein any discrepancies in the replay from the official interpretation of the rules.—SKT

Our players for this game include a lawyer, a doctor (okay, Ph.D. of Computer Science), a bank examiner and an advertising copywriter. The group has a long history of playing wargames—about 200 years of gaming experience altogether, including me. They also know each other well and play to each other's strengths and weaknesses as much as to actual game situations.

We made several mistakes in the game—moving more than one army by sea a couple of times, for example. We also had a rule changed by AH after the replay was underway—returning units from the displaced box can not be placed at a besieged city. Originally, this was possible and did cause a battle in this replay that would not happen now.

Then there was one interpretation that no one caught or even questioned. The unrest cards say, "Place an Independent control marker in any space in the indicated province that does not contain a combat unit." We read "any" as meaning "all," not the "any ONE" space meant by TAHGC. This makes the impact of any unrest cards weaker, but with four of them in the deck, they are still plenty effective (as you must play their bonus). This did have a major impact on this game. One player lost both of his starting provinces to unrest instead of just one space in each of them.

THE PLAYERS

Mike Gnall is a cross between Hagar the Horrible and Attila the Hun. An opportunist, who is especially dangerous if playing for money (yes, we've played Squad Leader, Wooden Ships and Iron Men, etc. for money). Chris Cornaghie is a skillful player who always seems to have the right card for a given situation or can make that crucial die roll when needed. Mike Share can't

throw a decent dice roll with both hands in three tries, but always remembers the rules when most of us can't even remember which game we're playing. Kevin Duke is a careful player with the uncanny and disconcerting ability to "call" opponent's die rolls accurately. He can't call his own though. Butch Glankler is the recorder and commentator, hereafter known as the Kibitzer.

This is Kevin's first game of *SUCCESSORS*, though he basically knows the system from play of *HANNIBAL* and *WE THE PEOPLE*. The others have an experience edge, having played this game several times.

THE GAME PLANS

Each player was secretly asked how he expected to win the game at this point:

Gnall/Purple (Antipater, Peithon, control of Macedonian fleet): Mike Gnall sees control of Europe, the Hellespont and parts of Anatolia as his key to winning. He hopes to capture the Alexander's body and bring it to Pella if possible. He won this way once. (Of course I was the one with the body which I brought all the way to Europe in a vain attempt to capture Pella.) He captured it from me and won a Legitimacy automatic victory when he buried the body in Pella.

Share/Gold (Perdiccas, Lysimachus in Byzantium, control of Alex IV and the body of Alexander): Mike Share plans to control eastern Asia with Perdiccas and northern Anatolia and the Hellespont with Lysimachus. He doesn't plan on a sea campaign. He will bury the body at the first opportunity in Babylon. He was witness to the Gnall's automatic victory and thinks Alexander's body is nothing but trouble for the bearer.

Cornaghie/Blue (Ptolemy, Leonnatus in Ilium, control of the Egyptian fleet): Chris Cornaghie plans to move into the Levantine coastal region with Ptolemy to seize Phoenicia before Craterus gets there. Then he can go to Cyprus and gain control of the sea. Leonnatus will initially seize control of Lydia. When Ptolemy has established himself in Phoenicia, Leonnatus will move to Rhodes. He plans to return to Anatolia after other players have exhausted themselves by fighting over it. He also wants to get rid of the Usurper label, so he doesn't plan to expand beyond those provinces which provide fleets.

Duke/Red (Craterus, Antigonos): Kevin Duke also sees sea power as the route to success. Kevin plans to control Anatolia and the Eastern Mediterranean coastal provinces as his core area, picking up what he needs as opportunities present themselves.

As you can see Cornaghie and Duke seem to be headed right for each other with similar plans.

The area along the Eastern Mediterranean usually will be the scene of conflict in this game. There is much to gain there and no pesky independent garrisons in the way. Three of the players also mentioned the Hellespont, but none mentioned trying for the award of King of Asia.

NOTATION

In the text and figures which follow, L stands for one Loyal Macedonian combat unit, M stands for Mercenary and £ stands for Legitimacy Points. Combat units starting the turn with a general, but later left behind in major cities are shown inside the city control square, although they are part of the general's army until he moves away. Actions happening in a player's round are indicated in the figures by colored numbers for the round (a purple 1 indicating an action taking place during the Purple faction's first round of the turn). All hollow circles and squares are spaces with garrisons (player or independent) at the start of the turn, while smaller solid circles indicate garrisons newly-placed during the turn. Independent strongholds (which require subjugation) contain hexagonal Independent markers. A few of the mapboards tracks have been re-positioned in the figures to facilitate illustration of the game (and, of course, the actual board is in full color). All minor generals have been given the names suggested in volume 32, number 2. In the text on movement, a general's movement capacity of the turn is noted in parentheses. As usual, I will chime in with italicized notes along the way.—SKT

TURN 1 (323-320 BC):

Play order and labeling the Usurper: Cornaghie/Blue: 8 VPs/4£ (the Usurper), Share/Gold: 7/9, Gnall/Purple: 5/5, Duke/Red 5/3. The players with the low VP level (Duke and Gnall) roll dice to determine who gets to choose the play order. Gnall wins and chooses to go first (followed in clockwise seating order by Share, Cornaghie, Duke).

Drawing Ptolemy in the three- or four-player game will always result in being the Usurper in the first turn. We call it "The Curse of the Pharaohs." I've seen players trade Ptolemy for virtually any other general rather than be branded as Usurper at the start. [Trading generals is not allowed in the rules.—SKT]

CARD DEAL

(Tyche Cards are listed by number.)

Purple: 20, 29, 33, 44, 54. Gnall plans to marry Thessalonice to Antipater (they both start conveniently in Pella) and, because he has the Helepolis, attempt to capture Rhodes.

Gold: 5, 12, 36, 45, 46. Share plans to take Mesopotamia and Bithynia (for the major city) this phase. [Bythynia is usually more trouble than it is worth—once taken, it requires too much force to keep out of enemy hands. I suggest leaving that city until the endgame.—SKT]

Blue: 7, 18, 22, 30, 47. Cornaghie plans to pick up the Thracian Mercenaries with Leonnatus and get the elephants with Ptolemy, while taking Phoenicia, Syria and Judea. With the help of the Pirates he will move Leonnatus to Rhodes.

Red: 4, 10, 16, 38, 56. Duke plans to take Caria and Phoenicia (for the sea power), and possibly Cappadocia.

(Continued on p. 35) → → → → →

H. "…government of the people, by the people,
FOR the PEOPLE

shall not perish from the earth." — A. Lincoln, Gettysburg, Pennsylvania

In April of 1861, South Carolina state forces fired on Fort Sumter. President Lincoln called for volunteers to put down the rebellion. Four years of bloody civil war followed. **For the People** is a ground-breaking 2-player boardgame of the American Civil War. Each player uses strategy cards, generals and military units to defeat his opponent's "strategic will" and achieve his own political objectives.

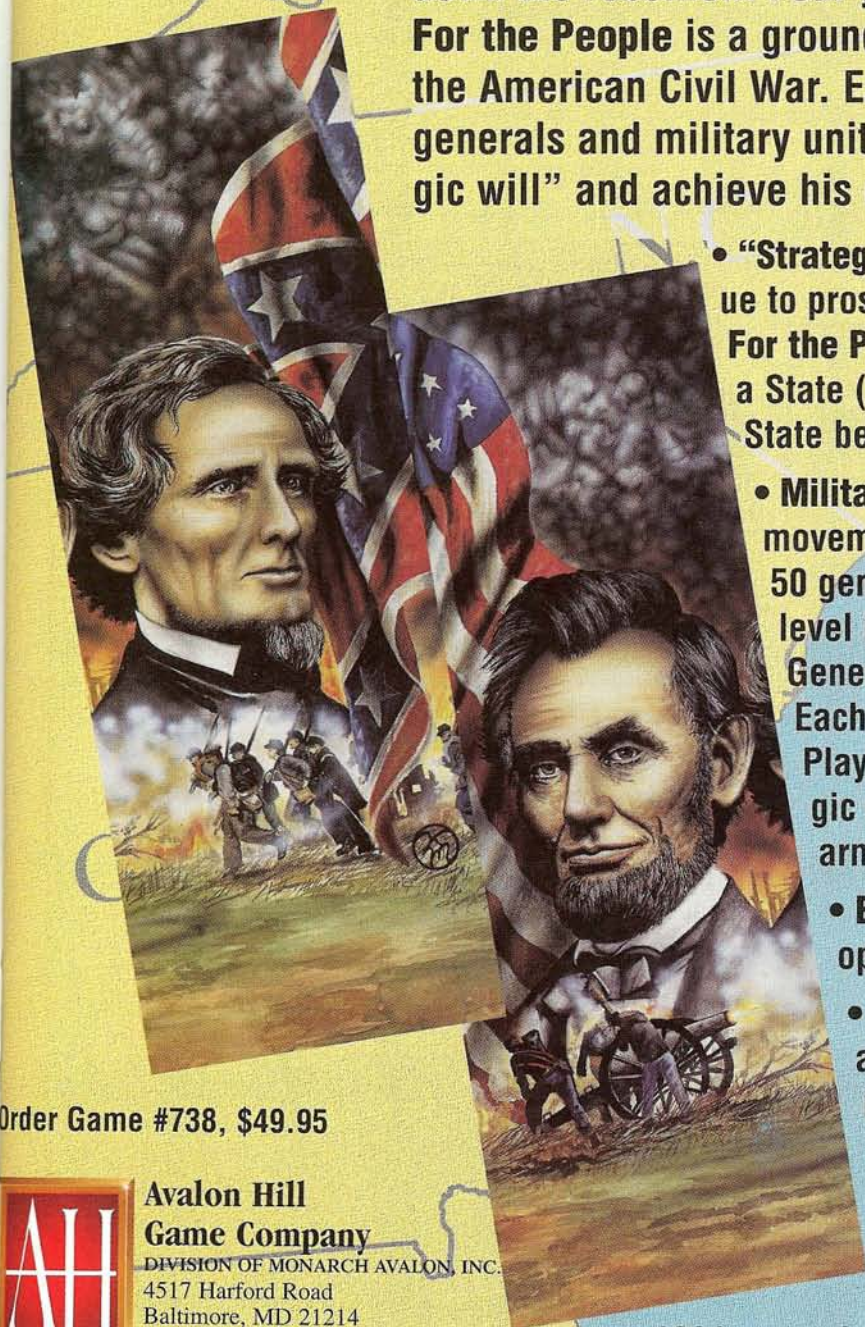
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The first turn of a four-player game of *AGE OF RENAISSANCE* has just ended. Paris announced that it has \$61 for allocation; Barcelona has \$50; Genoa has \$43; Venice has \$42. During the course of the first turn no cards were played, the only Advance purchased was Venice's caravan, but galleys were bought by Genoa and Barcelona. All players, except Paris, paid for stabilization. During expansion, no competitions took place and each player built five new domination markers. Venice, Genoa and Barcelona placed one satellite each. Genoa put a single token in Naples. No player bought a card with tokens or failed to place all of the tokens he purchased. A double Spice surplus was rolled.

Capital Amount Bid

1. What were the capital bids at the start of the game? _____
2. Which player received the bonus card during the expansion phase? _____
3. Name one unoccupied commodity location in each home area: III: France _____
IV: Spain _____
VII: Italy _____

4. Barring play of a calamity card, which commodity would pay out the most to all players combined? _____
5. Again, barring the play of a calamity card, how would the card applicable to #4 above pay each player if Barcelona played it now to maximize his receipt?

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TRIUMPH ATOP TARALDSVIKFJELL



ASL SCENARIO G46

Scenario Design: Multi-Man Publishing, Inc.



THE TARALDSVIKFJELL, NORWAY, 28 May 1940: Although the campaign for Norway had been one demoralizing setback after another for the Allies, their efforts in the north had not gone unrewarded. Despite an incredible number of command mistakes, a series of flanking attacks had put the Allies in position to cut off and destroy the isolated Germans who had captured Narvik. The defending German force was a mixed batch of excellent Gebirgsjäger infantry and the crews from the destroyer flotilla which had transported the mountain troops during the assault on Narvik. With no training and only captured Norwegian weapons to use, the crews were almost more of a liability to General Dietl's command than an asset. The Allies launched a coordinated attack from two sides: the Poles from the south, and a beach assault from the north by combined forces of the Norwegians and the French Foreign Legion. The beach assault met with initial success, but the accompanying armor support soon bogged in the mud of the fjord banks. Just as the Legionnaires gained the first slopes of the Taraldsvikfjell, the Germans counterattacked, nearly driving a wedge between the French on the hill and the Norwegians who had just landed. Only naval gunfire from a British ship stationed in the fjord stopped the counterattack, driving the Germans back in confusion. The French regrouped and were quick to react.

VICTORY CONDITIONS: The Allies win at game end if there are no Good Order German units on Level 3 hill hexes.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add one 9-1 Leader to the German OB.
- 🎯 Replace the German HMG with a German MMG.



2

TURN RECORD CHART

✚ GERMAN Sets Up First [90]	1	2	3	4	5	6	7	END
🎯 ALLIED Moves First								



Elements of Gebirgsjäger Regiment 139 and supporting naval personnel of the Haussels Group [ELR: see SSR 2] set up on any hex of Hill 621: {SAN: 4}



E 4-6-8 5	C 4-3-6 5	8-1 5	7-0 5	HMG E 3 A 7-16 2	LMG E 1 B 1 3-8 2	Foxhole 5 OVR, OBA: +4 Other: +2 8
-----------------	-----------------	----------	----------	---------------------------	-------------------------------	---



Elements of the 1er Bataillon, 13eme Demi-Brigade de Legion Etrangere [ELR: 5] set up on any hex of Hill 538: {SAN: 2}



E 4-5-8 8	E 2-4-8 8	9-1 8	8-1 8	LMG E 1 B 1 2-6 2
-----------------	-----------------	----------	----------	-------------------------------

Elements of the 2/15th Infantry Battalion [ELR: 3] enter on Turn 1 along the north/east edge(s) on/between GG1 and Y10:

1 4-5-7 9	1 2-3-7 9	8-1 9	7-0 9	LMG E 1 B 1 2-6 9
-----------------	-----------------	----------	----------	-------------------------------

SPECIAL RULES:

- Weather is Ground Snow (E3.72), with no wind at start.
- All German leaders, 4-6-8s, 4-6-7s, and their HS have an ELR of "4." All German 4-4-7s, 4-3-6s, and their HS have an ELR of "1." Any ELR loss/gain affects both ELRs.
- All French MMC have their broken-side Morale Level increased by one.
- Multi-Location FG that contain both French and Norwegian MMC (w/ SW manned by those MMC) are NA. If Battlefield Integrity (A16.) is used, it does not apply to the Allied forces.

AFTERMATH: Amid cries of "A moi! La Legion!", the Legionnaires charged up the slopes of the hill. The Norwegians also had caught up to the attack, and moved up the hill to flank the Germans. Significantly outnumbered, German resistance weakened as they broke up into isolated pockets. One by one, these pockets were reduced until the Taraldsvikfjell was finally in Allied hands. With only 400 mixed troops left, General Dietl had no choice but to withdraw from Narvik and try to save what was left of his command. The first major Allied victory was overshadowed, however, by the surrender of the Belgian Army. The Allied successes were also short-lived as the French and British soon abandoned their Norwegian allies and withdrew all of their troops by June 9th.

THE DEFENSE OF LUGA



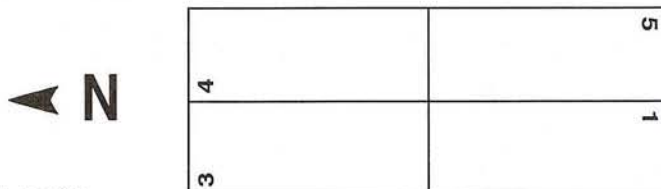
ASL SCENARIO W

Scenario Adaptation: Jim Stahler



SOUTH OF LENINGRAD, RUSSIA, 19 July 1941: As the panzers drove deeper into Russia, intent on even greater encirclements, potentially dangerous Russian armored groups were bypassed. The German infantry, being primarily foot or horse bound, was forced to keep up as best they could to safeguard the panzer's lines of communication. Hence when the Russians attempted to break out, their armored attacks often had to be handled, not by their armored counterparts, but by infantry and anti-tank units. One such instance occurred at Luga, where elements of the German 269th Infantry Division were assigned to hold the western approaches to the German drive on Leningrad. Desperate to stop or delay the advance, bypassed remnants of the 21st Tank Division, 16th Rifle Division and the 2nd DNO (a militia unit), were hastily declared Operational Group Luga and ordered to take the city.

BOARD CONFIGURATION:



BALANCE:

- ✚ Remove two 4-4-7 squads from the Russian OB.
- ★ Add a 10-0 Commissar to the Russian OB.

VICTORY CONDITIONS: The Russians win at game end if they Control ≥ 16 stone buildings.

TURN RECORD CHART

✚ GERMAN Sets Up First [178]	★	1	2	3	4	5	6	7	8	9	10	Restart on Turn 1 (11)
★ RUSSIAN Moves First [276]					END							



Elements of **Infanterie Regiment 469** and detachment of **Divisional Artillery, Infanterie Division 269** [ELR: 4] set up on/south-of Hex Grain 4L0-3L10 (see SSR2): {SAN: 4}



1 4-6-7	2-8	2-6	8-1	8-1	3 7-16	2 5-12	1 3-8
13	6	2	3	2	2	4	
3 50L (75)	3 37L (6)	3 37L (8)	3 20L (6) (40)				
2	2						



Elements of **Operational Group Luga** [ELR: 2] enter on Turn 1 along the north edge of board(s) 3/4: {SAN: 2}



E 6-2-8	T 4-4-7	C 4-2-6	9-1	8-1	8-0	7-0	2 BIT 4-10	1 BIT 2-6	1-12
5	24	12					2	4	
9 8 *152* 2/4 ¹²	17 6 76 2/4	10 8 76* 2x2/2 ¹²	23 2 1 45L -/4	14 ² 1 0 CMG -/8*	11 3 1 45L -/4				
		2	2	3	3				

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. All German units may set up HIP if in Concealment Terrain.
3. AFV crews may not voluntarily abandon their AFV. The T-34 is exempt from Platoon Movement restrictions (D14.2).
4. All buildings on board 5 are wooden.

AFTERMATH: The Russian attack, though supported by an assortment of tanks, was stopped on the outskirts of the town. German anti-tank guns dispatched with relative ease the Soviet armor, which blundered forward piecemeal, while the Russian infantry, lacking solid leadership, were repulsed by far fewer Germans. The result was decisive, but had the Russians planned their assault better, it could easily have gone the other way.

→→→→→ (from p. 30)

All the players received fair/good first round cards. Red's draw of Eumenes, considering that he also later gets Antigonos' son, Demetrius, gives him four major generals. This should offset his lack of experience somewhat. Nevertheless, I will make suggestions to him during the first turn's strategy phase until he feels more comfortable with the game.

ROUND 1 (323 BC)

Purple: Plays Tyche #54—3 garrison points secure Zadracarta, Pasargadae and Persepolis (+2VPs for Persis=7). Bonus: Thessalonice offers marriage to Antipater (+2£=7). Movement die roll of 2 (each general may move at least two spaces—more if its strategy rating equals or exceeds the movement die roll). Antipater (2 movement points) leaves one Royal Army (R) combat unit (CU) behind in Pella and moves by land to the transit point (TP) and then by sea to Lesbos . . .

Blue interrupts the move and plays a Surprise card (#47) and draws a replacement card (#25). The Cilician Pirates join his faction (+4 VPs for Largest Fleet =12) and he declares a naval combat to prevent Antipater from reaching Lesbos (see 1st Lesbos, 323 BC, in the battle summary table on page 41 for details). Antipater's fleet is dispersed with the loss of one Royal Army CU as well and he returns to the TP in Macedonia (having only 2 CUs, fewer than the forage limit in this mountainous space, his army suffers no further harm in the forage segment). [This naval combat does not fall within the definition of what costs a player Champion status. In the heat of naval battle, Gnall forgets that he can also move his other general, Peithon, before his player round ends.—SKT.]

KIBITZER: Purple did not tell Blue that Antipater was eventually going to Rhodes. Later they discussed this unfortunate incident. It is always better to use "turn signals" when changing lanes. If you don't want to have misunderstandings, tell the other players your intentions. Later, this small action will have much wider repercussions.

GNALL: In hindsight, I should have conferred with Cornaghie to avoid this problem. However, at the time I did not want to broadcast my destination until I arrived there. Taking Rhodes is always a project. Broadcasting my destination would have given all the mice one more turn to play while the cat was away.

The Royal Army units are subject to a legitimacy check before battle, but not in sieges. Therefore, they make good garrisons for major cities.

Gold: #36—3 garrison points secure Susiana (+1VP=8). Bonus: Cleopatra to Heraclea Pontica. Movement (dr=4): Perdiccas (4), leaving Alexander and 1R in Babylon, moves to Thilabus. He asks Blue if Lysimachus (4 MPs) can move by sea to H. Pontica, which is granted. Lysimachus has 2 MPs left and plays Surprise #46 (draws #27) as he besieges. The Traitor improves his siege die roll, which suffers for not having fleets when besieging a major port city. Share gains two

siege points against the city (it takes three such points to succeed with the siege).

Blue: #22—3 garrison points in Sardis, Miletus (Lydia) and Samaria (Judea). Bonus: unrest hits Thrace, costing Gold (-3 VP=5). [The players erred in replacing all garrisons in the province. Gold should have lost only one, continuing to control the province—SKT] Movement (dr=3): Ptolemy (2) leaves 1M in Memphis and moves to Pelusium. Amphimachus (2), with 1M from Leonnatus, moves to Sardis. [We see the first of many appearances made by the very active minor generals; each player is limited to four.—SKT]

Garrisons can be played 2 MPs away by sea without regard to navies, so Samaria is a legal placement. Note also the placement of the garrison at Sardis to prevent Antigonos from attempting to intercept Amphimachus during movement to Sardis. Garrisons make a good advance security element when moving.

Red: #56—Eumenes in Melitene (Cappadocia). Movement (dr=6): Antigonos (4), leaving 1M in Celaenae and dropping Menelaus +1M in Xanthus, moves to Halicarnassus. Craterus (4) moves to Tyre. Eumenes (4) moves to Arados (Phoenicia).

KIBITZER: I suggested the play of Eumenes early to maximize the number of garrisons acquired in the surrender phase. Others might hold out an extra general until they see a need for reinforcements in a threatened area.

ROUND 2 (322 BC)

Purple: #20—3 garrisons in Thessaly (+1 VP=8) and Amardi (+1 VP=9). Bonus unrest strikes Babylonia (Gold -4 VPs=1). [Again, they err in replacing more than one independent garrison—SKT] Movement (dr=2): Decides to raise 1M for Antipater. GNALL: I'm sitting tight with a bad movement roll. My original plan is gone. I'm trying to think up a new one.

Remember that you must place garrisons before the bonus event. You may see your movement die roll before deciding whether to raise troops instead of moving.

Gold: Siege of Heraclea Pontica yields third hit and places a garrison. Thilabus surrenders. Discards #45; draws and plays #53—3 garrisons in Mesopotamia (Arbela, Phaliga, Ninevah, +2 VP=3). Bonus allows Lysimachus to marry Cleopatra (+3£=12). Lysimachus moves to Nicaea. Perdiccas moves to Sippara.

Blue: #18—3 garrisons at Lesbos (+2 VPs for Lydia=14), Damascus and Galilaea. Bonus takes randomly card #16 from Red who draws #49. Movement (dr=2): Raises 1M for Ptolemy. CORNAGHIE: I will need more troops to confront Craterus and Eumenes. Protecting Egypt is now more important than advancing.

Red: Surrender of Halicarnassus (gains Asia Minor Fleet, +1 VP for Caria=6), Xanthus, Arados, Tyre (+2 VP for Phoenicia=8, gains Phoenician Fleet). Blue loses largest fleet award (-4 VPs=10). #4—for garrisons at Aspendus, Myriandrus, Thapsucus, Edessa (+2 VP for Syria=10). Movement (dr=5): Antigonos (4) leaves 1L in Halicarnassus, picks up Menelaus

in Xanthus, and stops at Phaselis. Eumenes (4) to Emesa. Craterus leaves 1R in Tyre and moves to Damascus, spends 2 MPs to remove the enemy garrison and capture Heracles (+2£=5). [The players misplay the "siege during movement" rule. While Damascus garrison would certainly surrender in the surrender segment, it won't during Red's movement segment. Red may expend MPs to conduct a siege against this major city, but must gain three siege points. Once the garrison is removed, Heracles can be picked up, since he would then be under the control of nobody and the city is open—SKT] DUKE: It was not easy disregarding the advice of the kibitzer to hold the campaign card for extra movement, but I didn't need to get anywhere in a hurry. There were plenty of things close at hand to grab. [Placement of garrisons is a high priority which often should override some of the juiciest of event cards during the early going.—SKT]

ROUND 3 (321 BC)

Purple: #33—as an event to convert Philipopolis. Movement (dr=6): Peithon (4) 1M in Ecbatana, moves to Artaxata. Antipater (4) by land to Cherronesus, uses 2 MPs to besiege and remove the garrison (only one siege point required; no garrison is placed). KIBITZER: Looks like Gnall is planning to take over Thrace, part of his Europe strategy. GNALL: The kibitzer, like Zeus, is all knowing and all wise. He has discerned my opportunistic strategy.

Gold: Besieges Nicaea successfully, but loses 1M (+1 VP for Bithynia=4); Sippara surrenders. #12—for garrisons at Amida, Mardani. Movement (dr=2): Raises 1M for Lysimachus.

Blue: #25—Polyperchon's European local troops join him. Movement (dr=2): Ptolemy (2) to Navcratis. Leonnatus (3) by sea to Byzantium, besieges and removes the independent garrison. CORNAGHIE: Ptolemy, if events are favorable, will sail for Rhodes. KIBITZER: Before going to Thrace to get the mercenaries on Tyche #7, Cornaghie is careful to play Polyperchon, who gives him two extra troops in European combats.

Red: Surrender of Damascus, Emesa and Phaselis (+1 VP for Coele Syria and +2 VP for Pamphylia & Lycia=13). #38—2M to Antigonos. Movement (dr=2): Raises 1M for Eumenes (now with enough to besiege cities).

KIBITZER: A series of low movement rolls have hindered the players somewhat, especially Blue.

ROUND 4 (Spring 320 BC)

Purple: Surrender of Artaxata, Cherronesus. #29—2 garrisons at Armavira, Carana (Armenia). Helepolis cannot be built. Movement (dr=2): Peithon (2) moves to Anzitene. Antipater (2) to Byzantium to attack Leonnatus. Purple doesn't lose Champion status, because Blue is the Usurper. Gnall plays #44 (draws #26); Mutiny (7£ to 4£) takes 1L from Leonnatus. GNALL: I do not want the Ptolemaic forces in Europe. Where Cornaghie goes, he seldom departs despite profuse commentaries to the contrary. I also have a good battle card. It should be an even struggle.

The first battle of Byzantium (320 BC) results in the defeat of Antipater, but the death of Leonnatus (-1£=3). Thessalonice becomes inactive

(Purple -2£=5) in the space, while Antipater is dispersed and Leonnatus' army is taken over by a minor general. CORNAGHIE: All I wanted was the two mercenaries from the card and I would have been on my way south. Even the statement that I would soon depart did not divert Gnall for one second. KIBITZER: Was this a "get even" battle for the interception of Antipater on the first turn? Did Cornaghie really "win" this battle? He lost a mutinous Macedonian, a mercenary and, most importantly, Leonnatus. It is said that Leonnatus succumbed to his wounds after battle, but some historians suggest that he really died in the tent of the strong-willed Thesalonice that evening.

Gold: #5—Peucestas' local troops join him in the eastern provinces. Movement (dr=4): Perdicas (4) moves to Opis, removes the garrison, and continues to Babylon. Nicanor (3) takes the unmoved 1R from Babylon to Susa. Lysimachus (4) moves by strait through Byzantium (Blue allows passage) to Cherronesus. KIBITZER: With Antipater away, the mice will play.

Blue: Byzantium surrenders. #7—as an event gives 2M to Cephalon at Byzantium. Movement (dr=4): Cephalon (3) by sea to Sardis. Ptolemy (3) to Alexandria.

Red: Discards #49, and draws and plays #14—as an event for 2M with Craterus. Movement (dr=4): Antigonos (4) to Halicarnassus. Craterus (3) to Samaria. Eumenes (4) to Galilaea, removes garrison. DUKE: I'm still grabbing what is available. Later, I realize these "easy" VPs come at the price of painting a target on myself.

ROUND 5 (Fall 320 BC)

Purple: Antizene surrenders (+2 VPs for Armenia=11). #26—2 garrisons in Tribali (+1 VP=12). [*The placement of a garrison in Serdi is illegal; you may neither chain your placements nor pass through an independent garrison, and Serdi is 3 MPs away from Philippopolis—SKT*] Bonus minor raid removes garrison in Nicopolis (Epirus). Movement (dr=3): Peithon (3) to Mardani (*miscounting—pass costs 2 MPs*), dropping 1M with Teutamus in Amida. GNALL: I have to try to get some forces into the main theater of operations. I eagerly anticipate the return of Antipater.

Gold: Cherronesus surrenders. #27—garrisons in Nisibis and Sippara. Bonus gives Philip III to Lysimachus (+0£). Movement (dr=6): Perdicas (4) to Kish. Lysimachus (4) to Pella (losing Champion status due to enemy CU in space, -3£=9), besieges (reduced roll for lack of a fleet), getting one siege point against Pella and losing 1M.

KIBITZER: Considerable table talk followed this turn of events. Gnall, unhappy with the siege of Pella (he would have done the same if roles had been reversed) states he will bring back Antipater at Pella. (Note: the written rules, allowing returning forces to be placed at any major city you controlled, even if besieged, have been altered by the errata.) Gnall threatens to defeat Lysimachus, take Thrace, and move into Asia Minor. Cornaghie asked about his force in Sardis to which Gnall replied, "They're toast!" This comment has considerable ramifications in the turn to follow. Duke remained silent hoping to be ignored. DUKE: Truer words were never spo-

ken! I thought this was becoming a "3 on 1" game, with me the unfortunate "1." The move on Pella comes as a surprise and a joy.

Blue: #30—as an event, adding 2E to Cephalon. Movement (dr=5): Cephalon (4) by land to Ilium and by sea to Amphipolis.

Blue is careful to go by sea from Ilium which is too far for Red's navy to engage in combat. Don't forget that naval interception must originate from garrisons, not from troop locations.

Red: Samaria, Galilaea surrender. #10—to place garrisons in Europus, Sidon, Gaza, Jerusalem (+1 VP for Judea=14). [*The failure to get an army into a position to take advantage of the Treachery event is a calculated risk—that Red will have enough time to gain £ later in the game. The £ gain from a theft of Alex IV would have improved Red's troop quality in the upcoming reinforcement phase, but would reaffirm him as the feared "leader."*—SKT] Movement (dr=6): Craterus (4) by land to Tyre, by sea to Salamis, besieges, getting two siege points. Eumenes (4) by land to Tyre, by sea to Paphus, besieges successfully. KIBITZER: The rules state only one army may move by sea in a phase—we forgot! Duke got away with one here.

ROUND 6 (Winter 320 BC)

Blue: (Tyche card segment only): #16—the 20,000 Greek Colonists are placed in Zadracarta, replacing garrison with an independent one (Purple -1 VPs=11). [*The players err in placing an independent garrison. To be placed on the board, the colonists must "move," thereby giving them only the ability to remove the Purple garrison—SKT*] Ariarathes to Melitene. Greek Army to Larrissa, removing garrison (Purple -1 VP=10).

GARRISON ISOLATION:

Purple: Amardi, as it has no route to a major city or CU.

KIBITZER

Gnall's plan for this turn went by the boards on the first round when he was intercepted at sea. Antipater's later defeat opened the door to Europe to his enemies. Share's plan was upset by both home provinces going into revolt. He obviously changed plans with his attack on Pella. Perhaps he will move Alexander's body after all. Cornaghie's plan was defeated by his "victory" over Antipater, the resulting death of Leonnatus and the poor movement ability of Ptolemy.

Duke is the only who more or less followed his plan, and he now leads. He thus becomes the target as the Usurper. With Cyprus about to fall he stands to pick up 6 VPs (for Cyprus and largest fleet) at the start of next turn, leaving him only three away from victory. Egypt is more than enough. With three armies led by major generals, he should be able to hold on to most of his empire, unless the others cooperate very well together.

DUKE

Well, there is that qualifier: "unless the others cooperate." Most multi-player games

have phases where everybody tries to "stop the leader from winning." *SUCCESSORS* actually has mechanics that encourage this (Champion status and a few methods for negotiated diplomacy or payoffs on the part of the Usurper). The Usurper's main hope for discord amongst the pretenders is the fact that some cards with powerful results are geographically fixed—if the player can't use it against the Usurper he may be tempted to use it against a so-called ally.

SHARE

My comments at this point are unprintable. The loss of both starting provinces to uprisings put me into such a poor position that I decided to have some fun by attacking Antipater in Pella. Perhaps, this was not the smartest move, but it certainly was the most entertaining.

CORNAGHIE

My turn is a perfect example of the old adage "No plan survives contact with the enemy." Craterus and Eumenes preempted Ptolemy's campaign into Phoenicia. I had to settle for placing Ptolemy into a position to assist against Rhodes. Leonnatus' part of the plan started much better, with the conversion of Lydia. Then the lure of the extra troops in Thrace drew me away from my course. I thought I had the time, could use the extra troops in the siege at Rhodes, and, with Polyperchon, was in good position to defend myself. I guess Gnall was still steamed at the naval combat, or just wanted to play his Mutiny card. I won a truly Pyrrhic victory!

I now have only one general, and need to draw Seleucus to be in the running. Gnall's threats didn't sit well, so I went to help Share at Pella (and will be rewarded if we win, at least that is the promise).

Turn 2 (319-316 BC):

Play order and labeling of the Usurper: Red 14 VPs/5£ (Usurper), Purple 10/5, Blue 10/3, Gold 4/9. Gold chooses to go first (followed in seating order by Blue, Red and Purple).

REINFORCEMENTS

Placing in turn order . . . Gold places 2M and 1L (most £) with Lysimachus at Pella. Blue places 2M with Ptolemy at Alexandria. Red places 1M with Antigonos in Halicarnassus, 1M with Craterus at Salamis, 2M (most VPs) with Eumenes at Paphus. Purple places 2M and 1L (for Macedonia), plus Antipater and 3L (from the dispersed box) at Pella. [*Since the playing of this game, rule 6.4 has been altered to prevent placement in spaces with unbesieged enemy CUs—SKT*]

GNALL

I thought long and hard (I had a week) about where to play these reinforcements. I knew there would be a massive battle if I put them at Pella. I calculated that it would be even at worst and possibly in my favor. The thing which decided the matter for me was the chance to gain one of the heirs if successful.

CARD DEAL

Gold: 6, 28, 46, 53, 55. **SHARE:** My plan is to finish retaking Babylonia and to try to finish

Turn 1: Starting victory points label Blue as the Gaulper, but Yellow has more legitimacy.

TURN ORDER TRACK

323-320 B.C.	320-319 B.C.	319-318 B.C.	318-317 B.C.	317-316 B.C.	316-315 B.C.	315-314 B.C.	314-313 B.C.	313-312 B.C.	312-311 B.C.	311-310 B.C.	310-309 B.C.	309-308 B.C.	308-307 B.C.	307-306 B.C.	306-305 B.C.	305-304 B.C.	304-303 B.C.	303-302 B.C.	302-301 B.C.	301-300 B.C.	
1	2	3	4	VP	VP	C	C	VP	VP	C	C	VP	VP	C	C	VP	VP	C	C	VP	VP

Turn Order

Combat Unit Codes:
 E = Elephants
 L = Loyal Macedonian
 M = Mercenary
 R = Royal Army
 S = Silver Shields

ANTIGONUS
 CUS: LLM
 2

LYSIMACHUS
 CUS: LLMM
 3

EUMENES
 CUS: LM
 4

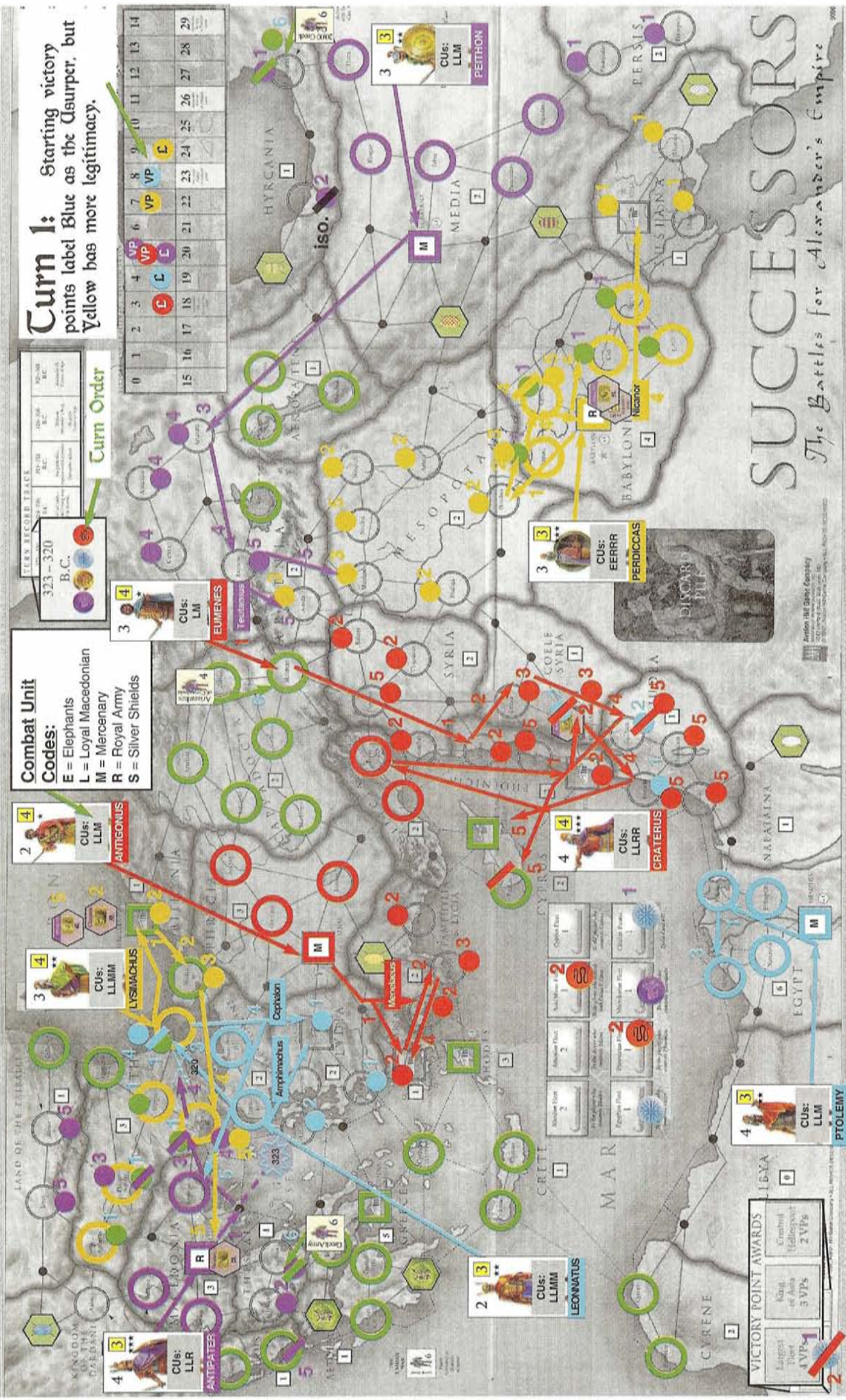
PERDICCAS
 CUS: EERRR
 3

CRATERUS
 CUS: LLRR
 4

PTOLEMY
 CUS: LLM
 4

LEONATUS
 CUS: LLMM
 2

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29



DISPERSED BOX
End of Turn

4 3
 CUS: LLL
ANTIPATER

1
 CUS: LLM
PERDICCAS

Key:

- Purple land victory
- Red naval victory
- Failed move
- Garrison placement
- Garrison removal
- Round of action 1

Byzantium, 320 BC

4 3
 CUS: LLR
ANTIPATER

2 1 3
 CUS: LLM
LEONATUS
 (Captured)

1 1 1
 CUS: LLM
ANTIGONUS

1 1 1
 CUS: LLM
LYSIMACHUS

1 1 1
 CUS: LLM
PERDICCAS

1 1 1
 CUS: LLM
CRATERUS

1 1 1
 CUS: LLM
PTOLEMY

1 1 1
 CUS: LLM
LEONATUS

1st Lesbos, 323 BC

4 3
 CUS: LLR
ANTIPATER

1
 CUS: LLM
PERDICCAS

1
 CUS: LLM
CRATERUS

1
 CUS: LLM
PTOLEMY

VICTORY POINT AWARDS

King of Asia	5 VPs
Control of Hellespont	2 VPs
Control of Egypt	1 VP

the siege of Pella. Then Lysimachus will take control of Macedonia. Perdicas will bury Alexander's body.

Blue: 2, 7, 9, 11, 52. **CORNAGHIE:** This is not exactly an overwhelming hand; the only good cards are #2, #11 and maybe #7. However, it is an ill omen to see it in my hand again, beware Thracians bearing gifts! If Share and I win the battle at Pella, he will give me Philip III. (Share has always kept his deals.) Either way, I will then head south to Athens or Egypt to unite with Ptolemy. He is my only general and will take the offensive against Craterus, because we must do something to keep Duke from winning. Ptolemy shall do his part and perhaps get to a good spot to play #11. **KIBITZER:** Note that Cornaghie/Blue once again has drawn what has become known as the Thracian Death Card (#7) and did not draw Seleucus, which he badly needed (it was drawn instead by Share).

Red: 12, 27, 39, 51, 54. **KIBITZER:** Duke plans to take Greece and Cyprus which will give him naval supremacy and to marry Thessalonice.

Purple: 3, 4, 13, 14, 26. **KIBITZER:** Gnull plans to get as many points as he can while opposing Red and keeping Pella. Two major campaign cards is a pretty good draw.

ROUND 1 (319 BC)

Gold: Kish surrenders (+4 VP for Babylonia=8); besieges Pella, using #46 as a surprise (draws #37) to gain the advantage of the Traitor Inside City, getting one siege point, but losing 1M. Tyche play: #37—adds 1E to Lysimachus. Movement (dr=2): Perdicas (2) moves to Babylon. Lysimachus (2) releases Philip III on the map unattended and declares an attack on Antipater at Pella (1st Pella, 319 BC). Blue's Cephalon successfully intercepts, allowing him to come to the aid of Lysimachus under rule 29.2 on allied cooperation. Although Cephalon's army doesn't move, Blue loses his Champion status for intercepting and participating in an attack on a non-Usurper (-3E=0). [Apparently Cephalon's assistance was bought at the price of allowing Blue to pick up the heir Philip. This attack is a field battle because of the size of Antipater's reinforcements under the now outdated rule 6.4 on placement—SKT]

Cephalon's contribution is halved, after rolling for elephant effectiveness and includes Polyperchon's troops. Lysimachus' elephants are ineffective and the alliance has a total of 13 strength points. Antipater must leave the royal army inside the city (lacking the £ to use them in the battle), yielding a strength of 13 as well. Gold outrolls Purple and has the better-rated general, sending Antipater's army to the dispersed box again. Lysimachus absorbs the 1M loss. At the end of the Gold round, Perdicas buries Alexander's body at Babylon (+2E=11). **GNALL:** Doom!! Not only did the interception work, but I rolled badly. **DUKE:** This is probably the quietest I've ever been in a game. Though the situation prompted much interest and humor, I was doing my best impression of wallpaper at the time. The more they fight each other, the better it is for me. This battle has the potential for planting long-term bad seeds, and it seems better to keep out entirely than to disperse their malice toward each other.

KIBITZER

This battle demonstrates what happens when an ally enters a battle. Cornaghie couldn't lose anything unless his side lost. His leader had no effect and couldn't be killed. After this battle the players decide that Blue's minor general should have a name. After dismissing several from the Monty Python films we decide on "Hyperbole." [The editor, having beaten them to the punch on this matter, notes that historians now speak of Cephalon "the Great Hyperbole" participating in the first battle of Pella.—SKT]

I had hoped Share would move the body, but he doesn't think it could possibly get all the way to Pella. Though mathematically possible, it is extremely unlikely that anyone can achieve an automatic £ victory without burying the body at Pella.

Blue: #52—garrison in Smyrna (bonus inapplicable). Movement (dr=4): Ptolemy (3) moves from Alexandria to Heliopolis. Cephalon (3) moves from Amphipolis to Pella, (with Gold's permission) picks up the unattended Philip (+4E=4), moves to Lesbos. . .

Purple declares a naval combat (2nd Lesbos, 319 BC) with one fleet against two (Macedonian fleet dispersed; Cephalon arrives at Lesbos). **GNALL:** The Macedonian fleet will be lost soon anyway. I was not going to "reward" Blue's participation at Pella by ignoring him.

Red: Besieges and takes Salamis, Paphos (+6 VP & fleet for Cyprus & most fleets=20). #39—as an event for 1L for Antigonos. Movement (dr=2): Antigonos (3) to Dascylium, Eumenes (2) to Phaselis. Craterus (2), leaving 1M in Salamis, to Tyre. **KIBITZER:** We again forgot the one naval move limit.

Purple: Amida, Mardani surrender. #3—Major Campaign allows Peithon to move to Damascus . . . where Craterus attempts to intercept, but fails. Movement (dr=2): Peithon (2) moves to TP North of Emesa, Teutamus (2) moves to Thapsacus. **KIBITZER:** Gnull thought better of being adjacent to Craterus.

TPs make good hideouts for small armies (due to forage limits and fewer local troops), remember that elephants don't count against the forage limit either.

ROUND 2 (318 BC)

Gold: Besieges Pella (losing 1E). #55—Seleucus placed in Babylon. Movement (dr=5): Lysimachus (4) besieges Pella twice more, losing 1M and 1L, but removing the city's garrison (Purple's 1R suffers as a defeated army—survives the attrition roll and goes to the dispersed box; -3 VPs=7; -2E=3). Seleucus takes the army from Babylon to Phaliga, leaving Perdicas, Alexander IV and 1R in Babylon. **KIBITZER:** Gnull could have used his 1R to remove the siege point, but reasons that he is unable to hold Pella anyway and the 1R will be useful later. Share is careful to leave behind Perdicas and Alex IV, lest something happen to Seleucus.

Blue: #7—as an event to place 2M and minor general Cleitus at Byzantium. Movement (dr=4): Ptolemy (3) to Gaza. Cephalon attempts to leave Lesbos to the south, but the Red navy intercepts (see 3rd Lesbos, 318 BC) and pins him (-1M).

Red: Dascylium surrenders (Blue -2 VP=8). #27—Philip III breaks from his Blue guardian and joins Antigonos at Dascylium (Red, who already had Heracles, +2E=7; Blue -4E=0). **DUKE:** This was one of those bits of serendipity that sometimes happen in gaming. When Share had Philip, I couldn't get near enough to him (nor was it particularly safe). But Cornaghie received Philip as "payment" for his alliance and then conveniently brought him within range of me. Movement (dr=4): Eumenes (4) moves to Boeotia. Craterus (3) to Gaza (for attempting to attack a non-Usurper, Red -3E=4), but Ptolemy successfully withdraws two spaces to Pelusium (Craterus has insufficient movement to pursue). Antigonos (4) goes through Ilium (where he leaves Menelaus and 1M) and then to Byzantium to attack Cleitus (who can't withdraw) and defeat him (see 2nd Byzantium, 318 BC). **KIBITZER:** Once again the "Thracian Death Card" has burned Cornaghie, and in the same place. Philip is stolen from him too—ill gotten gains come with bad karma.

Purple: Thapsacus surrenders. #26—Garrison in Nicopolis. Bonus Minor Raid on Emesa (Red -1 VP=19). Movement (dr=1): Peithon (2) to Damascus. Teutamus (2) to Emesa. **KIBITZER:** Now that Ptolemy has led Craterus out of Tyre, Gnull returns to Damascus. **DUKE:** It's a hard game for the Usurper.

ROUND 3 (317 BC)

Gold: Pella surrenders. #28—Condemnation played on Craterus (Red -3E=1). Movement: Doesn't roll. Raises 1M for Lysimachus at Pella.

Blue: #11—as event to convert Gaza, Samaria (Red -1 VP=18). Movement (dr=4): Cephalon (3) attempts to sail to Crete, but Red intercepts and (only needing to roll better than 4) forces him back (see Cnossus, 317 BC). Ptolemy (3) moves to Gaza, Craterus fails attempt to withdraw (see Gaza, 317 BC). Craterus dies during his victory, removing Condemnation from Red (+3E=4); Ophellas takes command. **DUKE:** I guess Craterus took the Condemnation thing seriously and threw himself onto the enemy spear. **KIBITZER:** #11 allowed Cornaghie to convert the garrison under Craterus, costing Duke the province and three local troop points. Cornaghie gained one for the converted province on the site of the battle. The earlier theft off Philip kept the Condemnation from affecting the Royal Army. However, Craterus's battle advantage carried the field—it also killed him. Perhaps the play of the condemnation card should have been on Antigonos or Eumenes; it would have remained in play longer.

Red: Byzantium, Ilium, Gaza surrender (+1 VP for Judea, +2 VPs for Hellespontine=21). Successfully besieges Boeotia, placing garrison. #54—Antigonos marries Thessalonice (+2E=6). Movement (dr=2): Antigonos (3) move from Byzantium to Amphipolis (Lysimachus, lacking a garrison there, can't intercept). Menelaus (2) sails to Amphipolis. Eumenes (2) to Athens. Ophellas (2) to Pelusium. **KIBITZER:** Apparently, Thessalonice is going to marry her way through the Macedonia generals, starting with the A's, until she finds a successful one. Duke is unopposed in Egypt now and Lysimachus is all that opposes him in Europe.

Purple: Damascus, Emesa surrender (+1 VP for Coele Syria=8). #14—as event to place 2M in Damascus. Movement (dr=2): Peithon (2) leaves 2M in Damascus, moves to Emesa. Teutamus (2) moves to Arados. Stasander (2) moves with 1M from Damascus to Sidon. KIBITZER: With Red’s major army commanded by a minor general and far away in Egypt, now is a good time to convert some of the coast provinces.

ROUND 4 (Spring 316 BC)

Gold: #6—Freedom to the Greeks removes Red’s garrison in Boeotia. Movement: Raises 1M for Lysimachus.

Blue: #9—Can’t loot a treasure city. [*Cornaghie fails to see that his friendly Lesbos and Smyrna are both within two MPs of empty Boeotia, where he could have placed a garrison with the points on this card—SKT*] Movement: Raises 1M in Memphis.

Red: Besieges Athens with no result; Amphipolis, Pelusium surrender. #51—Garrison at Boeotia; Mass Migration Bonus: Autaricatae placed in Axios (places an independent garrison). [*As noted earlier, this is actually a move, which would not allow the placement of the garrison. The Illyrians could have done more damage by moving their full three spaces—SKT*] Movement of other active Independent armies: Greek Army to Tricca (removes garrison), Greek Colonists to Rhagae (removes Purple garrison), Ariarathes does not move. Movement (dr=6): Antigonos (4) to Pella to attack Lysimachus (see 2nd Pella, 316 BC). Cleopatra divorces her unsuccessful husband (Gold -3£=6). Eumenes (4) sieges Athens twice more, getting one siege point and losing 1M. Ophellas by sea to Cyclades.

Purple: Sidon, Arados surrender (Red loses the Phoenician province and fleet -6 VP=15). #4—Peithon to Sidon and Arados to pick up both minor generals and 2M, then by sea to Aspendus. Red declares naval combat, but his two fleets fail to score (but Purple has no fleet escort, yielding a tie with no effect on fleets or movement). Movement (dr=4): Peithon (4), leaving 1M and Stasander in Aspendus, 1M and Aristonous in Phaselis and 1L and Eudamus in Xanthus, to Halicarnassus with 1L.

KIBITZER: Peithon steps out in a big way. Red may be on the verge of victory, but the opposition has some kick left.

ROUND 5 (Fall 316 BC)

Gold: #53—In no position to marry Cleopatra. Movement (dr=2): Seleucus (3) to Europus.

Blue: #2—as a Major Campaign, Cephalon tries to leave Lesbos, Red’s fleets intercept and force back (see 4th Lesbos, 316 BC). Movement (dr=5): Cephalon (4) tries again (see 5th Lesbos, 316 BC). [*This blockade of Lesbos illustrates how risky it is to sail against a superior navy in this game. Cephalon could have “walked” across the strait and been somewhere by now—SKT*] Neoptolemus (4) from Memphis, leaving 1M with Amphimachus in Pelusium, then to Gaza with 1M. KIBITZER: Quite a bit of banter ensues concerning the army trapped on Lesbos. It has become a point of honor for Cornaghie to escape and similarly for Duke to keep him there. DUKE: The interception wasn’t just for fun: it

seemed a lot better to keep Blue “vacationing” in Lesbos. Anything else he did was bound to be unpleasant for me.

Red: Besieges Athens with no result; besieges Cyclades successfully; Pella surrenders. #12—as event for 2M with Pyrrhus at Boeotia. Movement (dr=5, all move 4): Antigonos leaves a 2M with Menelaus at Pella, by sea to pick up 1M from Pyrrhus, and moves to besiege Corinth, losing 1M, but removing the garrison. Menelaus and 1M to Paeonia. Pyrrhus and 1M to Orestis. Eumenes besieges Athens twice more without success, losing 1M. Ophellas sails to Athens, drops Heracles and 1M with Eumenes, then moves to Halicarnassus (Peithon successfully withdraws to Xanthus). [*The naval movement rules prohibit two sea moves sandwiching a land move, but as Ophellas didn’t march anywhere from Athens, this appears to be kosher—I guess Heracles was safely shuttled ashore (this kind of trip can be hazardous, though, as Seleucus discovered historically in 281 BC)—SKT*] KIBITZER: Duke’s six attacks at Athens gain only one siege point—“Go away you silly Macedonians or we shall taunt you a second time.” DUKE: Yes, this was the beginning of my “night of the living dead die rolls.”

Purple: Aspendus, Xanthus, Phaselis surrender (+2 VP=10, Red -2 VP=13). #13—unusable. Movement (dr=5, all move 4): Peithon attempts to move to Greece, but Red’s navy intercepts, returning him to Xanthus (2nd Cyclades, 316 BC). Aristonous to Xanthus, Stasander with 1M to Tarsus.

GARRISON ISOLATION

Gold: Cherronesus. Purple: Tribali (-1 VP=9), Armenia (-2 VPs=7), Thara (-2 VPs=5), Mardani, Philippopolis, Paeonia, Orestis, Nicopolis. KIBITZER: Ouch, that hurts.

KIBITZER

This turn, Share accomplished what he set out to do (bury the body, retake Babylonia, take Pella, advance Seleucus). However, Duke captured Pella from him.

Cornaghie’s plan was modified to defeat Craterus so that the Eastern Mediterranean coast could be captured from Red. Ptolemy lost to Craterus, but with Red’s departure, the coast is falling anyway. Duke captured Cyprus, but not Greece, though he took Pella and the Hellespontine. The death of Craterus made his coastal provinces easy targets, causing the loss of the Phoenician fleet.

Gnall opposed Duke, depriving him of several provinces and one fleet, but he didn’t gain much from it himself, while he lost Pella, Macedonia and the Strategos of Europe.

SHARE

Another bad turn. Lysimachus lost so many men taking Pella that he could not successfully hold when Duke/Red attacked. I moved very little in order to reinforce Lysimachus, but in vain. At least my plans in Babylonia worked. Perdicas can hide in Babylon with Alexander IV while Seleucus conquers some territory.

CORNAGHIE

I am cursed by the Gods—and I played badly too—a bad combination. Although I was able to

assist my ally to victory at Pella, Duke was able to steal Philip from me and strand Cephalon on Lesbos with a much needed army. As it was clear that it would be hard to get off Lesbos, I committed Ptolemy to an offensive, saving the campaign card to gain Phoenicia if I won. In hindsight, I should have used it to upgrade the Egyptian fleet (rule 16.6) to have an even struggle at sea with Red. Ptolemy did well right up to the point he lost the battle, my only consolation was the death of Craterus. Duke surprised me by not seizing Egypt. The worst event was Share playing Seleucus. I am practically out of the game, but I can still affect events. Having lost another army in Thrace, I vow to never go there again.

DUKE

This was a difficult turn for the Usurper. Hearing so much “get the leader” talk, with some actions to back it, I was glad to see the bloodiest action in the game occurring between the three people that are supposed to be trying to “get” me. All multi-player games usually involve some “stop the leader” operations. We saw how this group could put aside those “petty Champion” concerns and whack freely at each other instead. To me, one of the oddest parts of the Champion rule is that a player (even the Usurper) loses Champion status in responding to an attack on himself. He can even lose it if a player intercepts him, when he had no intention of causing a battle. This encourages players to keep their armies well apart from each other (which may be an accurate portrayal of how to act during “tense times”). The cards can encourage discord among alliances. Despite the best of intentions, it can be difficult for the weak in will to not use a good card because it happens to hurt an ally more than the leader.

GNALL

The actions for this entire year were established by the disaster at Pella before my first turn. I had to move my eastern army to the Mediterranean coast and got really gutsy about opposing Duke. However, I generally am not surprised by the turn. Battles in this game are decisive and should be avoided unless you have overwhelming superiority or there is a definite objective.

TURN 3 (315-311 BC)

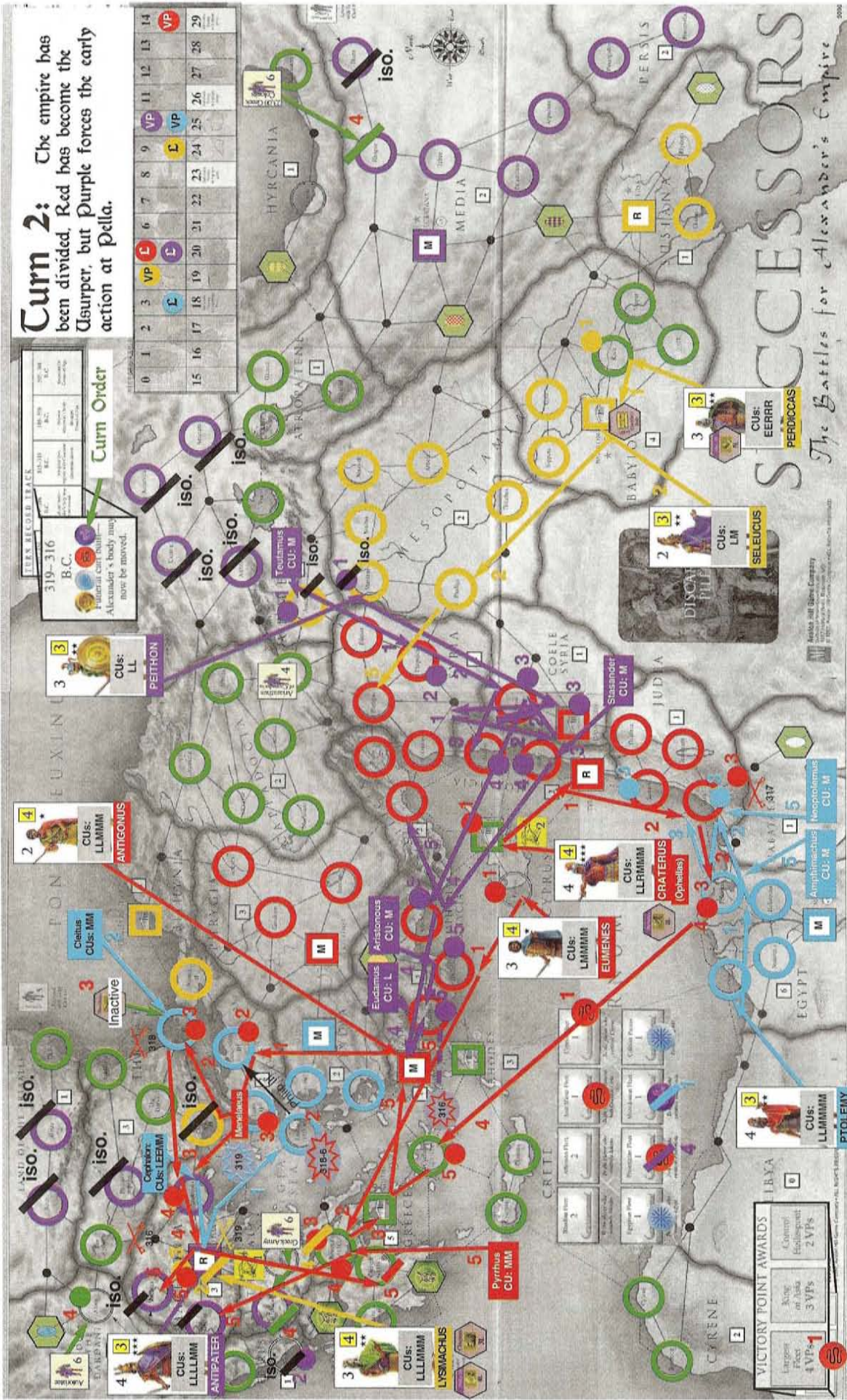
Antipater dies a broken man having lost his wife, his capital, his province, his title and two major battles. Cassander, his son, picks up the mantle of command and vows revenge. Demetrius, son of Antigonos, takes to the field to defend his father’s realm.

Play order and labeling of the Usurper: Red 13 VPs/6£ (Usurper), Gold 8/8, Blue 8/0, Purple 5/3. Purple chooses that Red go first (followed in seating order by Purple, Gold and Blue).

REINFORCEMENTS

Placing in turn order . . . Red places 2M (for most VPs) with Antigonos, 1M with Eumenes, 1M and Demetrius at Halicarnassus (and has two fleets). Purple places the 2M and Cassander and 4L, 1R (from the dispersed box) at Damascus. Gold places the 2M and 1L (for most £)

Turn 2: The empire has been divided. Red has become the Usurper, but Purple forces the early action at Pella.



TURN RECORD TRACK

Turn	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Turn 1	VP														
Turn 2															

End of Turn

LYSIMACHUS
 CUS: LL
 CUS: L
ANTIPATER
 CUS: LLLL
 CUS: L

Gaza, 317 BC

POTLEMY (4)
CRATERUS (Ophelias) (4)
Dies (4)

2nd Lesbos, 319 BC

Craterus CUS: LEEEM
Antipater CUS: LEEEM
Craterus CUS: LEEEM
Craterus CUS: LEEEM

3rd Lesbos, 318 BC

Craterus CUS: LEEEM
Antipater CUS: LEEEM
Craterus CUS: LEEEM
Craterus CUS: LEEEM

1st Pella, 319 BC

Antipater (4)
Lysimachus (3)
Craterus (4)

2nd Lesbos, 319 BC

Craterus CUS: LEEEM
Antipater CUS: LEEEM
Craterus CUS: LEEEM
Craterus CUS: LEEEM

VICTORY POINT AWARDS

Largest Fleet	4 VPs
King of Asia	3 VPs
Control Hellespont	2 VPs

with Lysimachus and 2L (from the dispersed box) at Heraclea Pontica. Blue places 1M at Memphis and 1M with Ptolemy and 1L (from the dispersed box) at Heliopolis (and has two fleets). KIBITZER: Because no player controls Macedonia, no loyal macedonian CU or fleet was awarded.

CARD DEAL

Red: 7, 14, 32, 40, 47. DUKE: I plan to take Greece and control Europe—which should be enough to win an automatic victory. KIBITZER: When it rains it pours. Duke has a pretty good draw—two mercenary cards, the Silver Shields and the pirate card.

Purple: 4, 10, 22, 27, 35. GNALL: I plan to get as many points as I can while still opposing Red. KIBITZER: He has two “steal the heir” cards and a “kill one,” too. Events could take some surprising turns.

Gold: 2, 29, 42, 46, 49. SHARE: The original plan was to start Lysimachus in Bythnia with his remaining army and some reinforcements. I'd have used him to attack Phrygia while Seleucus attacks Mesopotamia. My card draw changed that. The cards I drew have “attack Pella” written all over them. I have two aided sieges with two more cards that help against any counterattack. After my previous siege attempts, I am somewhat reluctant to do this. In the end, I am unable to resist. KIBITZER: With two good siege cards and three surprise cards, Pella once again may be his.

Blue: 1, 8, 16, 19, 51. CORNAGHIE: This is not a very strong hand, but then again I don't have a very strong position, so it doesn't matter that much. I will continue to try to get Cephalon off of Lesbos and move Ptolemy up the coast after I have secured Egypt again. I can use #16 and #51 to move the minor armies to annoy Red. At this point, it is clear that I cannot win the game, but I can still have a lot of fun and influence the outcome. KIBITZER: The “Curse of the Pharaohs” is apparently not through with Cornaghie yet. He has the poorest draw of the players for this round, although movement of the independent armies will annoy some one.

ROUND 1 (315 BC)

Red: Besieges Athens and loses 1M; Corinth, Paeonia and Orestis surrender (for Macedonia and most fleets +7 VP =20, for the Strategos of Europe +2£=8). #14—to place garrisons in Philippolis and Cherronesus. Movement (dr=5, all move 4): Antigonos to Achaea which he besieges successfully, leaves 1M and Ophellas there, returns to Corinth. Eumenes besieges Athens twice, gaining a second siege point, but loses 1M. Pyrrhus and Menelaus march to Pella. KIBITZER: Nine siege rolls against Athens and only two hits—the taunting of Duke continues. Nevertheless, Duke now has 20 VP and sea superiority. DUKE: Three on one makes for a tough game. When the dice seem to turn against you also, game life seems to lose its glitter. My luck—both good and bad—comes in streaks. I was “hot” early and am frigid now. Maybe the dice will turn again.

Purple: Tarsus surrenders (Red -6 VP=14 for loss of province, Asia Minor fleet and most fleets award). #22—the bonus unrest strikes

The Battles for Alexander's Empire

(moving player listed first; defeated side in *italics*; minimum die rolls are in parentheses)

Battle & Generals	Combat Units	Local Troops	Battle Strength	Dice Rolls	Battle Score	Battle Result
TURN 1						
1st Lesbos (naval), 323 BC:						
Macedonia Fleet (Antipater)			1	3+3	0	<i>Fleet Dispersed, Lost 1R, Antipater returns to southern Macedonia</i>
Egyptian/Pirate Fleets			2	5+5	3	
1st Byzantium, 320 BC:						
(Preceded by the Mutiny of one Macedonian from Leonnatus.)						
Antipater	LLLM	0	7	4+2(3)	3	<i>Dispersed, Lost 1M</i>
Leonnatus	LM	2‡	5	4+5*	4	Lost 1M
‡Polyperchon.						
*Leader loss check results in death of Leonnatus.						
Note: Antipater's wife, Thessalonice, becomes inactive.						
TURN 2						
1st Pella, 319 BC:						
Lysimachus	LLLMM*	0	8 =13	6+1(4)	10	Lost 1M
+Cephalon	LMEE*	2‡	+9/2			Remains in Amphipolis
Antipater	LLMM	3	13	3+2(3)	6	<i>Dispersed, Lost 2M</i>
*Lysimachus' elephants added nothing, but Cephalon's added 3 prior to halving.						
‡Polyperchon.						
2nd Lesbos (naval), 319 BC:						
Egyptian/Pirate Fleets (Cephalon)			2	5+3	1	Continued movement
Macedonian Fleet			1	6+1	0	<i>Fleet Dispersed</i>
3rd Lesbos (naval), 318 BC:						
Egyptian/Pirate Fleet (Cephalon)			2	2+3	0	<i>Fleets Dispersed, Lost 1M</i>
Phoenician/Cypriot/Asia Minor			3	1+4	1	
2nd Byzantium, 318 BC:						
Antigonos	LLLMMM	0	9	4+3(4)	5	Lost 1M
Cleitius	MM	3‡	5	4+4	3	<i>Lost 2M, Polyperchon</i>
‡Including two for Polyperchon.						
Cnossus (naval), 317 BC:						
Cephalon			0	NA	0	<i>Returned to Lesbos, no loss</i>
Phoenician/Cypriot/Asia Minor			3	2+5	1	
Gaza, 317 BC:						
Ptolemy	LLMMMM	1	9	3+5	5	<i>Dispersed, Lost 4M, 1L</i>
Craterus	LLRMM	0	8	2(4)+5*	6	Lost 1M
*Leader loss check results in death of Craterus.						
2nd Pella, 316 BC:						
Antigonos	LLLMMM	0	9	3(4)+4	5	Lost 1M
Lysimachus	LLMM	1	7	2(4)+4	4	<i>Dispersed, Lost 2M</i>
Note: Lysimachus' wife, Cleopatra, becomes inactive.						
4th Lesbos (naval), 316 BC:						
Cephalon			0	NA	0	<i>Returned to Lesbos, Lost 1E</i>
Cypriot/Asia Minor			2	6+3	2	
5th Lesbos (naval), 316 BC:						
Cephalon			0	NA	0	<i>Returned to Lesbos, Lost 1M</i>
Cypriot/Asia Minor			2	6+5	4	
2nd Cyclades (naval), 316 BC:						
Peithon			0	NA	0	<i>Returned to Xanthus</i>
Cypriot/Asia Minor			2	3+5	1	
TURN 3						
6th Lesbos (naval), 315 BC:						
(Preceded by the Cilician Pirates changing sides.)						
Egyptian (Cephalon)			1	3+6	1	Continues Movement
Cypriot/Macedonia/Cilician			3	1+2	0	<i>Dispersed</i>
Xanthus, 315 BC:						
Demetrius	SLLRM	0	13	5+5	10	Lost 1M
Peithon	LLM	3	8	6+1(3)*	6	<i>Dispersed, Lost 1M</i>
*Leader loss check has no effect.						
Boeotia, 313 BC:						
Antigonos	LLLMM	2	10	2(4)+6	8	Gains 1 Prestige
Greek Army	6	0	6	6+1(2)	4	<i>Destroyed</i>
Cherronesus (naval), 313 BC:						
Athenian (Demetrius)			2	3+3	0	Continues Movement
Egyptian Fleet			1	5+2	0	

Egypt at Alexandria and Naucratis (Blue -6 VP=2). [Again, the players apply unrest incorrectly to more than one space, although Blue is better prepared to handle it—SKT] Movement (dr=6, all move 4): Stasander to Issus. Cassander leaves IR in Damascus, moves to Edessa. KIBITZER: What does Gnall have in mind for Cassander? He moved next to Seleucus (Gold chose to not intercept on the TP and could not intercept at enemy-controlled Edessa or Thapsacus). Cassander is closer to Alexander IV and Babylon than is Seleucus.

Gold: Europus surrenders (Red -2 VP=12). #2—as a Major Campaign to move Lysimachus to Cherronesus by strait. Movement (dr=2): Seleucus (3) to Mardani (Purple chose not to intercept at Thapsacus). Lysimachus (2) to Pella, where Red decides to shelter 2M, while having Pyrrhus try to retreat with 1M. Gold plays #49 (draws #37), preventing retreat and ensuring the overrun.

Blue: Pelusium, Gaza surrender (+6 VP for Egypt=8, Red -1 VP for Judea=11). #19—as an epidemic on Antigonos, but to no effect. Movement (dr=2, all move 2): Neoptolemus to Galilaea. Ptolemy picks up 1M in Pelusium, then by sea to Alexandria. [Note the tricky Nile delta forces a sea move that makes the next move illegal—SKT] Cephalon attempts to move by sea to Smyrna . . . Red intercepts (see 6th Lesbos, 315 BC). Red plays #47 (draws #48) to take control of the Cilician Pirates (+4 VPs), but Blue wins anyway. Though the fleet is dispersed, Red still controls the award for largest fleet. Cephalon continues movement to Dascylium. CORNAGHIE: It is hard to believe that outnumbered three to one, I win the naval battle and finally escape from Lesbos. Maybe I can create problems for Duke in Asia Minor, or send Cephalon and Ptolemy to Rhodes, one after the other.

ROUND 2 (314 BC)

Red: Achaea surrenders; Besieges Athens (now -1 on port sieges for having no fleets) and gets no result. #40—the Silver Shields join Demetrius at Halicarnassus. Movement (dr=6, all move 4): Demetrius to Xanthus to attack Peithon, Purple decides against withdrawing, due to Demetrius' movement ability (see Xanthus, 315 BC). Peithon loses and is dispersed. Antigonos to Larissa (planning to relieve Pella), where upon Gold plays #42 (draws #36) causing desertions of 1L and 1M from Antigonos to Lysimachus at Pella. Antigonos, now outnumbered, retires to Athens. Eumenes besieges and takes Athens, removing garrison (control of Athens, Greece and the fleet must await the placement of a garrison in the surrender segment). KIBITZER: Later Duke realizes that #48 could have canceled #42. It is hard to remember cards you draw during the turn, while the ones you start with are ingrained in your memory, because you have built a plan around them. DUKE: Simply put, I got rattled, dwelling on bad die rolls. [Note that the desertion card could have been used more effectively after combat was initiated at Pella—SKT]

Purple: Edessa, Issus surrender (+2 VP=7). #27—garrisons in Amida, Antzitone [Not only is Amida to Antzitone an illegal chain, but it also violates distance limits, as a mountain pass counts as 2 MPs—SKT]; bonus sends Philip III

to Rhodes (Red, with Heracles, -2£=6). Movement (dr=4): Cassander (4) to Myriandrus, removes garrison. Stasander to Europus, removes garrison. KIBITZER: Now we see another reason for Peithon accepting battle at Xanthus—to capture Philip III. Now he must send to independent Rhodes.

Gold: Mardani surrenders; besieges Pella with surprise #46 (draws #43), but Duke counters with #48 (draws #41)—which also sends the Cilician Pirates to the unclaimed box—resulting in one siege point, but a loss of 1M. #29—garrison at Larissa; bonus places the Helepolis at Pella. Movement (dr=6, all move 4): Lysimachus besieges Pella twice with no success, losing 1M. Seleucus to Arados. KIBITZER: While Duke is out of the room, Gnall and Share make a deal in which Seleucus is to move on Cyprus.

Blue: Galilaea, Dascylium surrender (+1 VP for Judea=9, Red -2 VPs for Hellsfontine=13); successfully besieges independent Alexandria, placing garrison, but loses 1M. #51—Bonus moves the Autariatae to Amphipolis (removes garrison), the Greek Army to Boeotia (removes garrison), Ariarathes to Morimeme, the Greek Colonists to the Cossaei tribal stronghold. Movement (dr=2, all move 2): Ptolemy by sea to Gaza. Neoptolemus to Gaza. Cephalon to Byzantium by sea. KIBITZER: Once again we forgot the “one army by sea” rule. CORNAGHIE: Rhodes is too tough for my current force and I think Ptolemy can gain some points in Phoenicia, plus a fleet. Cephalon will cause as many problems as possible, but will keep on the move.

KIBITZER:

Red's VP total is now only 13, because he has lost almost everything in the Eastern Mediterranean, except Cyprus. However, Greece and Thrace are on the verge of capture and he has an army moving to recapture Pamphylia and Lycia, too.

ROUND 3 (313 BC)

Red: Xanthus (Purple -2 VPs=5), Athens surrenders and its fleet joins Red (+5 VP for Greece=18). #32—garrisons at Getae, Tricca. Movement (dr=5, all move 4): Ophellas to Athens. Antigonos, leaving Eumenes with Ophellas' 1M, takes rest of army to Boeotia to attack the Greek Army (wins and gains +1P). Demetrius moves to Halicarnassus, drops IR, moves by sea to Cherronesus (Blue declares naval combat, but neither fleet scores, see Cherronesus, 313 BC). DUKE: With just one enemy in Macedonia, which I'm bent upon destroying anyway, the Hellespont is something I might be able to take and hold. KIBITZER: Well, that was a surprise. I thought Demetrius would take the Asia Minor coastal provinces back.

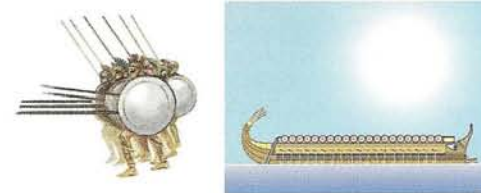
Purple: Myriandrus, Europus surrender (+2 VP for Syria=7). #4—as a Major Campaign to move Cassander (picking up Stasander) to the TP SE of Phaliga (no attrition loss). [The transit point forage limit is improperly interpreted here. There is no attrition roll. In the forage segment, Cassander's army would have to lose 1 CU, but in this case, he'd already be gone and safe—SKT] Movement (dr=4): Cassander (4) to Babylon (-3£ for Champion status loss=0). Gold plays #43 (draws #21), but his die rolls fails to get him the promised “Salvation in the 11th Hour.”

Perdiccas hides behind the walls of Babylon. KIBITZER: Share and Gnall had a deal in the previous round. Share was supposed to take Cyprus; apparently Gnall was supposed to take Babylon! DUKE: The “greed” of having cards you can't use against the Usurper (but want to use anyway) is about the only hope the Usurper has of splitting the alliance against him.

Gold: Arados surrenders; Lysimachus besieges Pella, getting one siege point. #37—Places an elephant at Susa. Movement (dr=2): Lysimachus (2) besieges Pella to no effect. Seleucus (3) moves to Phaliga. Nicanor with 1E+1R from Susa to Kish.

Blue: Byzantium surrenders. #8—can't use the event or the garrison points. Movement (dr=6, all move 4): Ptolemy to Tyre, getting one siege point against it. Cephalon to Ancyra. CORNAGHIE: Red is getting too close. If Red doesn't follow, Cephalon will remove garrison in Phrygia.

To Be Continued . . .
in Volume 32, Number 4



The Initial Turn of The Civil War

→→→→→→ (from p. 14)

- (W 1, 2 or 3) If forced to spend Western theater CPs, build a Fort in Memphis (3 CPs) if the dice differential allows. Otherwise create the Army of Tennessee under the command of A. S. Johnson in Nashville (2 CPs) or move 1 SP out of Nashville (after 1 SP has been placed) to reinforce the fort at 2513.
- (E 2) If forced to spend Eastern CPs, then remove Huger (permanently is the preferred means, though this cost is high).

The CPs required by theater are: East 6, West 1 to 3, Trans-Mississippi 5.

Subsequent turns should see the CSA build up the forces in the West in anticipation of the fighting in Kentucky on and after turn 3. The Confederacy must build a fort in Nashville and a fortress in Memphis as soon as possible, if this has been done on turn 1. These Fortification are invaluable in holding these important cities (they must be assaulted and they help restrict Union river movement).

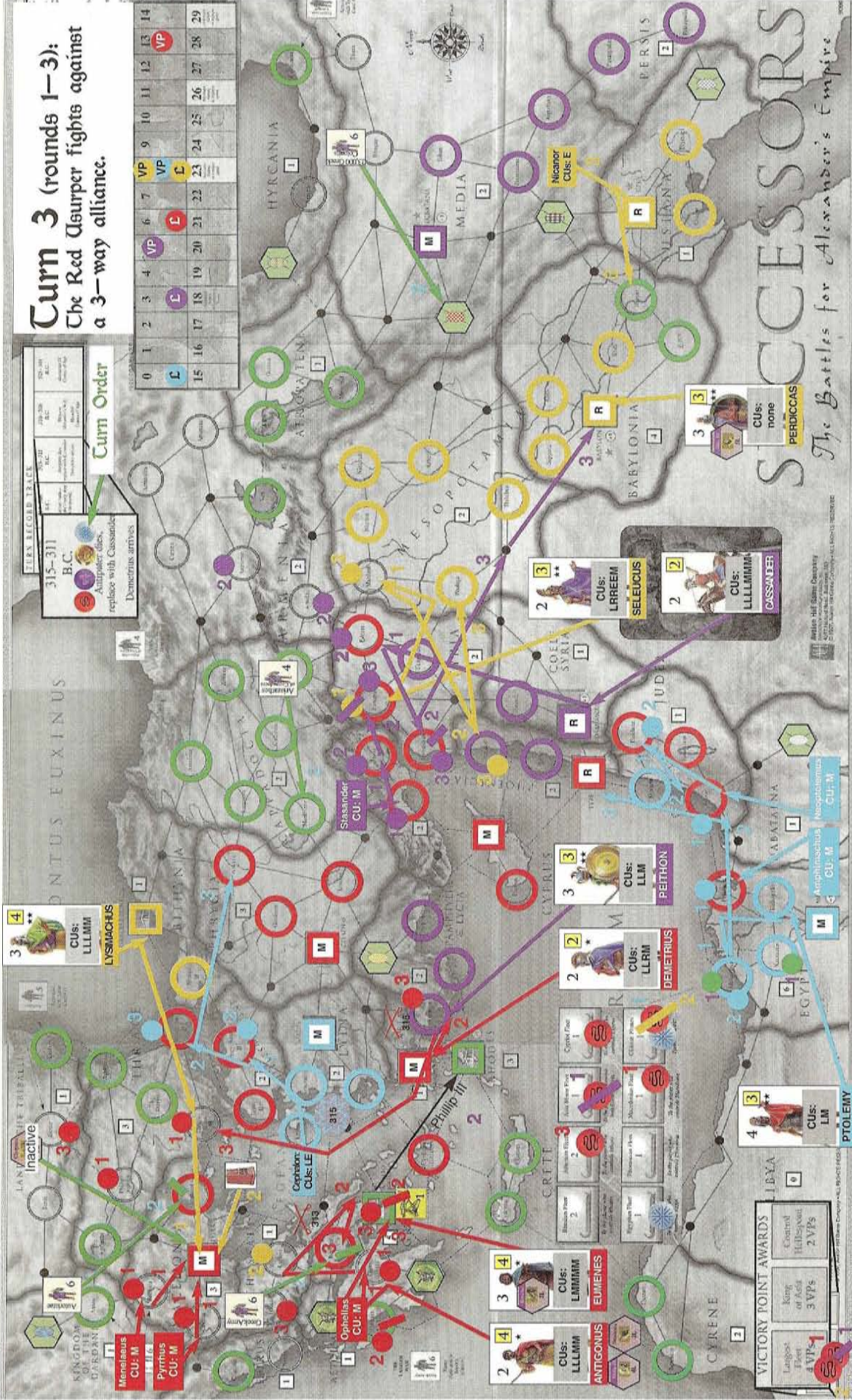
Remember, as the Confederate you cannot take on the Union equally for long—you don't have resources. To win, hang in there and hurt the Union where possible. Fall back and fight for the heart of the Confederacy. Southern Independence may yet be granted.

Turn 3 (rounds 1-3): The Red Cleurper fights against a 3-way alliance.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
						VP	VP							VP

Turn Order

315-311 B.C.
 315-311 B.C. replace with Cassander
 Demetrius arrives



VICTORY POINT AWARDS

Longest Fleet	4 VPs
Control of Asia	3 VPs
Control of Hellespont	2 VPs

End of Round 3

3 units: Cassander (3), Demetrius (3), Ptolemy (3)

Units: Cassander (3), Demetrius (3), Ptolemy (3)

Cherronesos, 313 BC

1 unit: Egyptian Fleet

2 units: Albanian Fleet

2 units: Demetrius

Units: Demetrius (2), Cassander (2)

Boeotia, 313 BC

2 units: Mercenary

2 units: Antigonos

3 units: Macedonia

6 units: Macedonia

Units: Antigonos (2), Macedonia (3)

Xanthus, 315 BC

1 unit: Mercenary

2 units: Macedonia

3 units: Ptolemy

Units: Ptolemy (3), Macedonia (2)

6th Lesbos, 315 BC

1 unit: Egyptian Fleet

1 unit: Cassander

1 unit: Cypriot Fleet

Units: Cassander (1), Ptolemy (1)

The Battles for Alexander's Empire

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DYO WRASSLIN'

by Dan Dolan

The idea behind this "Do Your Own" variant is to allow a player to create his/her own wrestlers. The system itself has been kept simple so as to allow the younger players of this fine game to be able to create their own heroes or villains. Photocopiable forms are provided on this issue's insert.

STEP 1. Roll one die on the following table.

dr	Total Points	Specialty Modifier
1	11	5
2	12	4
3	13	3
4	14	2
5	15	1
6	ROLL AGAIN:	
	1-3: 10	6
	4-6: 16	0

Total points are divided as you wish between the following six categories: Strength, Agility, Skill, Power Surge (Maximum of 3), Weight and Recovery (Maximum of 3).

Using a blank wrestler form, fill out the damage section using the same order as on the wrestlers that came with the game. Give one box for each point allocated to a particular category and put a solid line after the last skill box to show when the wrestler is immobile.

STEP 2. Roll three dice and add the Specialty Modifier received from the previous step. Consult the Specialty Chart (below). You may choose either the modified result or the face value of the roll. This will be your wrestler's Specialty. If you get two Specialties that your wrestler cannot execute, subtract one from your DR and use either of those two Specialties.

STEP 3. Make a "Good Guy"/"Bad Guy" die roll:

DR	Result
1-4	Good Guy
5	Bad Guy
6	Bad Guy, with no manager

SPECIALTY CHART

3DR	HOLD	Requirements	Damage	2nd Special
3	GST	Str. > Opp. Str.	Auto Win	
4	NUKE	Str. > Opp. Str.	4	
5	WILD CARD	Str. -1	Use as any card	
6	THE GRIP	Str. ≥ Opp. Str.	2/Turn	
7	BLUE CARD		As per Blue Card; Referee ineffective vs. this	
8	PILEDRIVER	Agl. -1; Str. ≥ Opp. Wgt.	3	
9	REVERSE-BLOCK		As per card	FOREIGN OBJECT-3
10	BACKBREAKER	Str. > Opp. Str.	Auto Win	
11	THUMPER	Str. > Opp. Wgt.	Opp. Wgt. +1	
12	SUPLEX	Str. ≥ Opp. Wgt.	2	SLEEPER
13	ATOMIC DROP	Str. ≥ Opp. Wgt.	2	RECOVER 2
14	SPLASH	Str. -1 Agl. -1 Wgt. -3	4	
15	POWER SLAM	Str. 2x Opp. Wgt.	2x Opp. Wgt.	
16	LIGHTS OUT	Agl. -1 & Str. -1	If Opp. immobile Auto Win	
17	HEART ATTACK	Str. > Opp. Str.	3	
18	THUNDER PUNCH	Str. -2	3	
19	BOSTON CRAB	Agl. -1 Str. > Opp. Str.	1/Turn	REFEREE
20	FIGURE 4	Str. -1 Skill -1	1/Turn	
21	HEAD BUTT	Str. 1	2	
22	REVERSE KICK	Agl. -1 & Skill -1	2	
23	SLEEPER	Skill -1 Str. > Opp. Str.	2/Turn	REVERSE
24	WILD CARD		Use as any Card	

Saved by the Bell

Tournament Rules for TITLE BOUT

by Terry Coleman

TITLE BOUT is one of the simplest games on the market (I've taught people how to play in ten minutes). Despite the game's enduring popularity, the game has its flaws. In particular, the rules are vague. Later editions added to the confusion, unnecessarily complicating the game with new counter-punching and endurance rules. The following clarifications are based on my years of playing *TITLE BOUT* and running it at conventions. They comprise the official rules to be used at this year's Avaloncon. If you have any questions, feel free to contact me at tcoleman@zd.com.

IT'S A KNOCKOUT!

The most commonly misunderstood rule concerns the Knockout strategy. If your boxer has endurance remaining when you choose to go for the Knockout, you gain a huge advantage. During that round, every time a result such as L- (potential knockdown)-43 comes up as the result of a punch landed, you do not check the KD number against your Hitting Power. Instead, you go immediately to the Knockdown and Knockout Chart and check the next card's KDR result against your opponent's adjusted KDR.

If your boxer has no endurance remaining when you choose the Knockout strategy, you get (for this round only) your original Hitting Power. This can still be useful, since your boxer loses one each off his Hitting Power and Punches Landed ratings cumulatively every round after his Endurance runs dry. This temporary hitting boost could well be the difference between a KO and a 3-point punch.

UNBRIDLED AGGRESSION

The boxer with the higher Aggression Rating (AGG) is awarded a point each and every round. Both strategy cards and random events can change AGG ratings, though. The designer's intent was to show the ebb and flow of aggression during the fight. Adding to the complication is the question of who opens play in each round: the boxer sometimes referred to as "the aggressor" in the rules, even though that boxer might not be the one with a higher AGG. Confused yet? Here's the way it really works:

- 1) In the very first round of the bout (only), the boxer with the highest modified AGG begins play. If AGG are the same, use the tie-breaker in the manual (front page, right column).
- 2) Afterwards, the boxer who won the last round begins play. This must be a clear win (by six points or more). If the outcome is in dispute (say, one boxer wins by 1-5 points), go back round-by-round to the point when you had a winner of a round to determine who begins the round.
- 3) In each round, including the first, the boxer who has the higher adjusted AGG rating gains one point, which you record on the Points Per Round track (not in the AGG column of the scoresheet).

(Continued on p. 56) → → → → →



EDITORS
John W. Kisner
John A. Walker

We dedicate this issue to the memory
of John & Barbara Kennedy

Here's an explanation of how $\mathbb{Z}\mathbb{C}$ scores a
game's complexity and general quality:

COMPLEXITY

Two ratings are used to describe a
game's complexity. The first, Size, is
based on physical size (so the more
counters or mapsheets the game
uses, the higher the number). The
second, System, is an assessment of
how hard the game mechanics are
to learn (this score is mostly based
on the size of the rulebook).



GAME REVIEW ABSTRACT

In each of the following GRA categories we
use an ascending subjective scale of 1-5:

'Look' is rated on aesthetic grounds.

'Utility' rates the component design's impact
on ease of play.



'Rules' are rated for completeness
and organization.

'Game' scores the fun and
replay value.

'Simulation' rates realism and
nuts-and-bolts detail.

'Innovation' scores inventiveness,
novelty, and new combinations of old ideas.

'Solitaire' rates the degree to which solo play
is possible.

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ZONE OF CONTROL

Nr. 12

My favorite aunt and uncle died
this winter. At one of the funerals
their lone daughter (among
eight children) said something that I
found quite touching: her mom's life was
a road map that showed how she, too,
could be a good mother.

Maps are important. In life, they mark the
best routes, whatever the destination. In
wargaming, maps are likewise charged
with responsibility: they take us back in
time. Unit counters, with their abstract
symbols and cryptic IDs, are much less
powerful passports to time travel. But
forests, rivers, and mountains require lit-
tle decoding: even my five-year-old can
point them out on most any game map.

Today's mapsheets are often nothing
short of amazing. Rick Barber, Dean
Essig, Joe Youst, and the team that draws
those "painted" maps for Avalon Hill do
superb work. Their styles differ, but each
understands the devilish way in which
details can draw us deeply into the past.

I've known the power of maps for a long
time. Ironically it was *TOBRUK*, a game
whose featureless mapboards seemed to
equate desert warfare with naval combat,
that completed my early education. Com-
pleting the analogy to dreadnought
actions was the precise way *TOBRUK*
dealt with hardware: several dierolls were
needed to check each tank round for hit
location and armor penetration. The game
system's cult-like following was eventu-
ally rewarded with several sequels set in
other times and climes, two popular
examples being *MBT* and *PANZER*.

At first *TOBRUK*'s technical precision
was exciting, but eventually all that
dierolling left me a little cold. But that
was nothing compared to the chill blow-
ing off that sub-zero map, which my col-
lege gaming group soon decided to warm
with a little home-brewed terrain. Absent
an art major in the bunch, we had to
improvise. A stroke of genius led us to
shift the action from Libya to the opening
days of the 1940 campaign. What better
venue, we decided, than Belgium, home

to the Mont St. Jean battlefield. Nobody
cared that the ground scale was off a little
bit; *WELLINGTON'S VICTORY*'s four beauti-
ful maps were a perfect fit to our purpose.

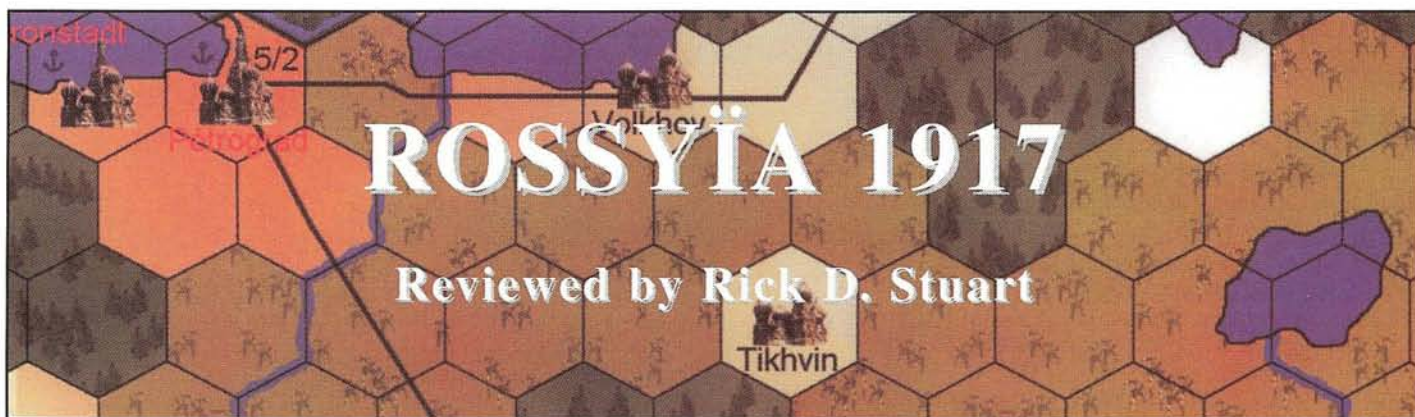
We quickly discovered that fighting over
historical ground, even ground that's cer-
tifiably anachronistic, made all the differ-
ence. The clash of armor — that is, all
that dierolling for hits and penetration —
now was charged with new urgency. No
longer did we refight some no-name, no-
account little firefight... now it was the
Battle of Waterloo, 1940.

As you might imagine, the scenarios we
constructed usually included a handful of
British infantry holed up in Hougomont,
delaying Rommel's spearheads with their
toy-like Boys ATRs. In our games, the
panzers were never quite able to clear the
position, leaving the losers to mumble
something about history repeating itself.
Which, I guess in retrospect, was partly
the point. We were pseudo-scientifically
exploring the changes in warfare that had
occurred between 1815 and 1940, treat-
ing a specific battlefield, Waterloo, as the
controlled variable. That, and having a
helluva good time.

Funerals are not a good time; they are
instead a time to grieve and reflect.
Kodak moments replay in slide-projector
hearts, reminding us of how the dear
departed enriched our lives. Warm mem-
ories are also sparked by walks through
old game graveyards. Fond recollections
are buried there in musty cardboard
coffins, souvenirs from the hundred lives
that have touched ours from the other side
of a game table.

The week after my uncle died I learned
that four of his fellow mapmakers were
seriously ill or injured. Dean Essig and
Rodger MacGowen, both in wargaming's
Hall of Fame, were joined in sick bay by
Dave Powell and Chris Volny, hall-of-
famers in their own right. These are good,
honorable, talented men. For their friends
and families, let's pray they recover soon.

— John W. Kisner



Trotsky believed in his Lenin-given right to disseminate his opinions. As maximum leader of the USSR, Stalin held just as dear his right to minimize all criticism.

Relations between critics and game designers are not that adversarial, even if some game reviews have the subtext “*Ideology flawed! Designer a traitor to the Revolution!*” Let’s face it, most gamers find such debates about as relevant as Trotskyism. What matters is how clean a game plays right out of the box.

Its English rules (the ones most of us will use) are a translation, so the overall polish of Azure Wish Edition’s *ROSSYIA 1917* is remarkable. There’s nothing earth-shaking about this design, but the designer’s commitment of three years to the project measures 7.0 on the Richter scale.

ROSSYIA covers the critical years of the Russian Civil War, 1917 to 1922. Few wargames have been published on this key conflict, and we must reach all the way back to SPI’s *RUSSIAN CIVIL WAR* for anything rivaling the quality of this new game.

Sorely needed, *ROSSYIA* is also a sight for sore eyes. (Long live our hobby’s graphical revolution!) Its components are the equal of any. The two maps are nicely airbrushed in shades of orange, green, brown, and blue. And, while less artistic than AWE’s earlier *EUROPA UNIVERSALIS* (reviewed in *ZOC* #7),

the counters are no less colorful. Remarkably, given the rainbow palette, only the Polish units, with their red and black lettering on a deep blue field, put a strain on these aging eyes. Counter-sturdiness is more of a problem, since fat-fingered players may find the skinny units—about two-thirds the customary thickness—hard to stack and unstack.

The rules are an easy read even the first time through, with few of the typographical errors and translation problems found in *EUROPA UNIVERSALIS*. Extensive player and designer notes, as well as a run-through of sample moves, are an added bonus. They come up short only in specific examples of mechanics, of which I count only four amidst the forty pages.



ROSSYIA colorfully depicts the political machinations supporting military operations across vast distances. Its interactive nature is showcased when you can gather more than the standard two players around the table. Full-blown *ROSSYIA* accommodates eight: a Bolshevik, a commander of each of the four major White Russian factions, an Allied (or “Interventionist”) player, a Czech player, and someone to play clean-up for the minor neutrals.

Here the term “interactive” refers primarily to the way players alternate the activation of headquarters and subordinate units. Mini-monsters often contain long waits between player turns, but through this impulsing (alternating chances to move small packets of troops) *ROSSYIA*’s boredom-risk is minimized.

As noted, though the subject is revolutionary, the design is not. This tying of combat units to all-important HQs for purposes of activation and supply goes at least as far back as *FORTRESS EUROPA*.

But little things, such as alternating HQ activations and letting multiple HQs attempt a coordinated activation, lift the curse of banality. Likewise, at first glance the rules for rail movement seem pretty ho-hum, nothing new. But instead of simply using the boilerplate approach of assigning each side a rail capacity, *ROSSYIA*’s rolling stock is tied directly to control of cities and off-map boxes.

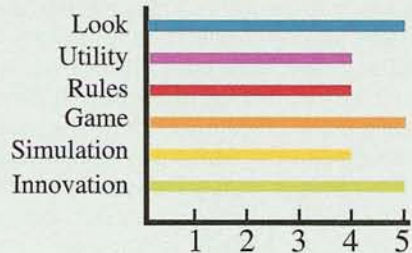
Headquarter activation is the spinal cord of *ROSSYIA*. When an HQ is selected, you determine its supply state, resurrect dead units, and spend armament points. An activated HQ is given a variable number of these points keyed to weather conditions and distance from a railhead. While a few armament points can be stockpiled, in practice HQs never stray far from a rail hex. (This makes key rail junctions like Moscow or Vinitsa natural military objec-

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 #8: HANNIBAL.

GAME REVIEW ABSTRACT



tives.) An HQ without sufficient armament points forfeits the ability to form an all-important reserve, and its subordinate units neither move or execute administrative movement (a move at double the usual rate), and run the risk of attrition.

There is a finite limit to the number of combat counters an HQ can command, which means that some of the best units get stuck with the worst leaders—like it or not. To get around the limit, occasionally a player will make the permitted coordination die roll, which will let him move using two HQs at once. The idea is to execute comparatively massive operations before the enemy can react. Failed coordination rolls accurately reflect the lack of cooperation within the Bolshevik and Tsarist camps. Promises of aid were often broken over petty personality clashes; coordination rolls are a simple representation of grass-roots squabbling.

Combat in *ROSSYIA* is never mandatory, and there is no separate combat phase in which all post-movement attacks are adjudicated. Headquarters provide an all-powerful combat die-roll modifier (for instance, Trotsky's is +3).

There are two different types of combat: normal and shock. Units are rated for relative shock capabilities (the number found in the upper left of a counter) in addition to normal combat factors. If the

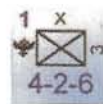
attacking force is not inferior in shock points, it may conduct a shock assault. In practice, ninety percent of attacks are of the shock variety. Why? In shock battles, retreats become more likely (unless the defender wishes to absorb double losses to stay in place). This makes shock combat particularly effective against geographical objectives, like major cities.

Shock-capable units can also form a mobile combat reserve. A reserve, designated by placing an appropriate marker, is created when a given HQ spends three armament points. Up to 25% of subordinated units can be reserve-designated. Reserve units move and fight during a separate post-combat phase. These may pursue defending units that have already suffered in combat, this being an exception to the rule that a unit may only be attacked once per turn.

The military side of this enormous struggle gets top billing—land, air, and sea aspects are about equally represented. Politics plays a key supporting role. Of particular interest is the pre-game fate of the Tsar. He, and/or his family, might remain on the scene to influence events, making the campaign game's start deliciously random. Other special rules allow for an independent Ukrainian faction of respectable size, as well as Polish, Turkish, Rumanian and Finnish "nationalist-reactionary" elements. Students of the

period will also applaud the portrayal of the anarchist Makhno, who randomly flip-flops between Red and White control as the game progresses.

Rounding out this nuanced look at a complex political struggle are event chits that include the possibility of world revolution, greater worldwide support for the counter-revolution and a host of nationalistic anti-Red offensives. Each side can also expend a limited number of propaganda chits to provide favorable modifiers for coordination and armament point rolls, or else to force selected enemy units to undergo immediate attrition checks.



Rossyia is a challenging game well worth the investment of time and money. Without excessive complexity or needless chrome, the design is a concise, effective treatment of a subject deserving our attention. While the rules could use more editorial polish (there are numerous special rules and exceptions to keep track of), taken as a whole the game is an historically accurate depiction of a misunderstood conflict.

ANNOTATED SEQUENCE

Mutual Phase

Players roll to determine weather in north and south map zones. Weather only indirectly affects movement (per available armament points an HQ can have).

Players determine initiative (per current political level) and rail capacity and replacement points available (per control of key cities and off-map boxes).

The Political Phase

Players each draw a variable number of political chits, some of which can be played immediately or held for use later.

Military Phase

Beginning with the player who currently has the most HQs on the map, players *alternate* the follow-

ing sequence:

1. The phasing player selects an HQ for activation and flips subordinate units to their backside. Two HQs can be activated with a successful coordination roll.
2. Check supply status of activated units, use replacements to bring on rebuilt units (at cities) or strengthen existing units.
3. Determine available armament points (based on weather and HQ's proximity to a railroad). Armament points are spent to move and attack with active units, and to place units in reserve.
4. Resolve attacks as either normal or shock. After applying combat results, units in reserve can be moved and launch attacks.

After all HQs on the map have been activated, the player with the initiative may move and attack with any independent (anomalous) units under his command. When completed, the opposing players may in turn do likewise.

End Turn Phase

Players adjust railhead markers to reflect changes in rail control. Any reinforcements scheduled for this turn now arrive at cities under the respective faction's control. The Political Level marker is now adjusted to reflect the current degree of political victory for either side.

ROSSYIA 1917
Size 3.8 • System 6.3
Solo "Average"

SCALE
1 month per turn
30 miles per hex

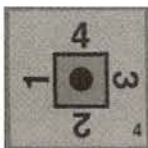
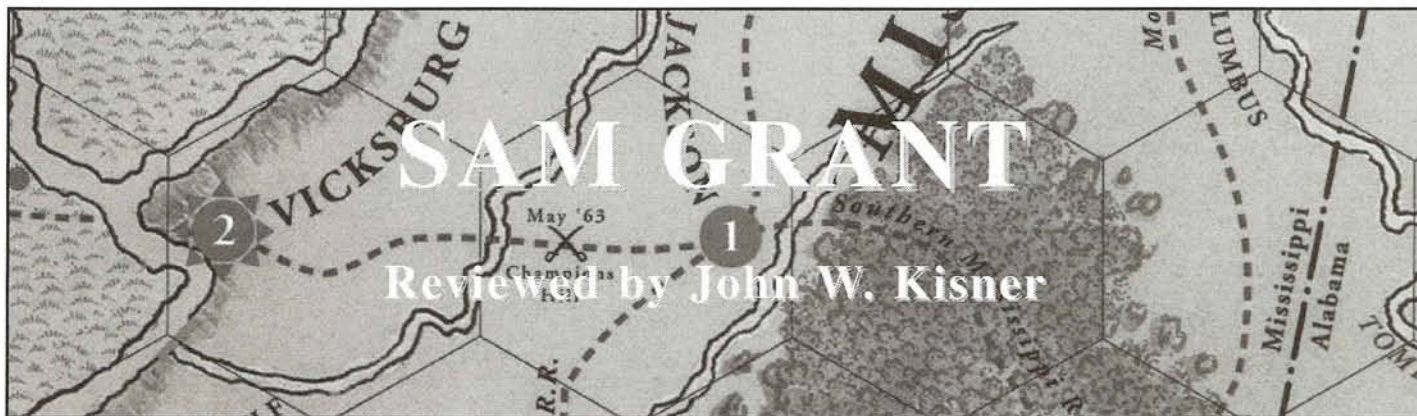
PUBLISHER
Azure Wish Edition S.A.R.L.
16 rue Bachaumont F-75002
Paris, France

DESIGN
Francois-Stanislas Thomas

GRAPHICS
Philippe Thibaut

COMPONENTS
1040 counters, two 32" x 24"
maps, 1 rules booklet, 1
scenario booklet, 4 sets of
charts & tables.

PRICE
\$46



"It doesn't work." Just having pulled a game from my backpack, just hoping to cajole my friend into giving it a try, just imagine hearing *this*. It made me want to hear more. And play less.

Eventually, the two of us got around to playing something, but not before we had talked about *this* thing long enough to affirm that a narrow margin divides love from hate, indifference from infatuation. Looking back, I admit my lawyerly friend had an open-and-shut case against *SAM GRANT*. But like Lincoln, who didn't care what *his* Grant was drinking as long as he fought, my heart didn't care how inaccurate *SAM GRANT* was as long as it played.

Only rarely is wargaming perceived as an affair of the heart. This hobby's appeal is

mostly found in its precision and sophistication. What we're really after is historical accuracy; that's how all us boomers justify the time and expense. Realism, like obscenity, is tough to define, but each of us knows it when he sees it. But for all our scholarly posturing about what, specifically, is right or wrong about any given design, more often than not the impulse that guides our thumbs down or up comes not from the head, but the heart. And the heart, or so I've been told, has reasons that Reason doesn't understand.

For whatever reason, for several years the line of block games from Columbia has been one of my guilty pleasures. You've probably seen them played at conventions, but from what I understand not enough wargamers are actually buying them to make them very successful in a commercial sense. Not even the release of

a new edition of *NAPOLEON* by Avalon Hill a few years ago seems to have done much to widen the audience. Frankly, I'm baffled by the narrowness of the block-game niche. And maybe even a little heart-broken.



Resistance to block games in general, and to *SAM GRANT* in particular, rallies around the maps. Now don't get me wrong: as shown by the sample above, Eric Hotz's artwork is top-notch. The problem is, to physically accommodate the wood-block playing pieces, the map's hexagons measure a jumbo 1.75" across. As a result, the size medium map wears like an extra-small. Indeed, if drawn with standard 5/8" hexes the map would shrink onto a single sheet of notebook paper.

ANNOTATED SEQUENCE

The Monthly Turn:

Replacements

Historical replacement rates are modified by current events, like issuing a draft or controlling Kentucky. RPs are used to build up combat units of HQs. The CSA usually gets fewer RPs, but since its HQ steps are less expensive, there is no real edge for the USA.

Operations

Determine initiative by secretly "bidding" how many HQs you will activate in the first campaign turn. CSA wins ties. The rest of this segment consists of players alternating conduct of campaign turns (see below). Operations end when both players "pass."

Victory Check

SAM GRANT is a race for control of important cities. Time favors the South, which receives a nudge toward victory with every change in season. It takes four hours to play an 8-month scenario, but players may optionally fight on.

The Campaign Turn:

Weather Phase

The weather is dry between April and November. The rest of the year is mud (not much happens).

Movement Phase

Units move under the command of an activated HQ. An activated USA HQ can command any unit within one hex; a CSA HQ has a two-hex command range. The supreme HQ on each side has unlimited range, but can only

issue a limited number of special commands. After any HQ activates it loses a step, and since these are costly to replace it's important to move efficiently.

Combat Phase

To add tactical flavor, a battle board is used. Battles are broken down into several battle turns. It's literally a dice-rolling contest, with one die tossed for each step of strength firing. Even so, there is more to tactics than just rolling well (such as deciding whether to fire or melee, or to conduct a risky flank attack). The power of cavalry is exaggerated, but otherwise the system works well.

Supply Phase

Units that cannot trace to a nearby railroad or river must forage or lose a step.

SAM GRANT
Size 1.7 • System 4.9
Solo "Poor"

SCALE
1 month per turn
roughly 23 miles per hex

PUBLISHER
Columbia Games
PO Box 3457
Blaine, WA 98231

DESIGN
Tom Dagliesh
and Gary Selkirk

GRAPHICS
Eric Hotz

COMPONENTS
84 hardwood blocks, one 25" x 22" map, 24-page rules booklet, 2 sets of charts & tables.

PRICE: \$49

It might be just a male thing, but regardless of *why*, size is important to most wargamers. I'm sympathetic to the issue; everyone draws a line on what he will and won't play. Collectible cardgames—like Columbia's *DIXIE*—were struck from my play-list because their "maps" are limited to just a handful of spaces. Of course bigger isn't always better, especially when it's too big for the table, but at some level most everyone in the hobby (myself included) equates size with realism.

SAM GRANT is no monster, but it does play larger than its 15-by-19 hexfield. I didn't always think so. Indeed, during my first play-through the "1862" scenario seemed misnamed: it felt more like 1916. By way of explanation, let's begin with a nickel tour of the system and situation.

In historical 1862, the CSA's strategic problem out West was how to defend the long line running from Appalachia to the Mississippi. Political pressures compounded the military dilemma: the Confederate high command had to deftly juggle the parochial interests of Bowling Green, Nashville, and Memphis. Hindsight suggests they made the classic mistake of trying to hold everything.

It makes a lot more sense to try and hold that entire line in *SAM GRANT* than it did in real life. Eastern Tennessee is a wilderness, so one flank, anchored at Knoxville, is very easy to defend. Players soon learn

the game's only suitable ground for major campaigning is that first half-dozen hexes east of the Mighty Miss, and to reach that ground the Union army must first cross a major river, the Cumberland.

As the game's title character, you'll have a devil of a time cracking the line. Forget decamping at Shiloh come April; oftentimes the Cumberland fight rages well into summer. Long lines hold too long—we'll have more to say about *why* later—so *SAM GRANT*'s a failure, right? Not really. The historical clock may run a little slow, but you won't notice because of the fascinating tactical process by which that line is won or lost.

It's ironic, given the map scale, for tactics to be *SAM GRANT*'s forte. Heck, in a single hex you can stack an entire army—make that two, one blue and one gray, while a battle is raging. Besides condensing the action, use of those big hexes also runs the risk of distorting geography. To serve realism, I think it's much harder to serve up a 15-by-19 hexfield than one drawn triple that size. Scale directly relates to how frequently the mapmaker must erase or enlarge terrain features to make everything fit. But somehow, even with those two points against him, this particular designer has managed to offer up a fairly sophisticated look at battle and maneuver during the Civil War.

The potential geographical problem was overcome by cleverly expanding the hex-palette to make between-hex terrain almost as important as whole-hex terrain. At first it's a little hard to "read" the terrain, but once you get used to looking at what's in the center of any given hex or hexside, it becomes second nature. The end product is a surprisingly nuanced campaign map, one where a clear hex can have forest hexsides (and vice-versa). A quick study of the TEC (see partial recre-

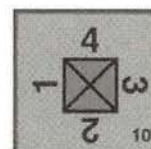
ation below) reveals the design's stress on the effects of terrain on the speed at which a moving force can concentrate for battle. Outside of battle hexes, terrain effects are of much less consequence.

Between-hex terrain is what determines the limit on how many units may cross a hexside into battle. Four units may attack across a clear hexside, for example, but only two through forest. Given that most battles occur in hexes partially shielded by river or forest, an average-sized army (roughly twelve blocks) will rarely be able to move together into battle. As a result, battles start small and grow as both sides reinforce from adjacent hexes.

When a battle begins, players deploy the combatants on an abstract battle board. If you've trained with *DIXIE*, you know the combat drill: divisions deploy in left, center, and flank positions; attacking units must move forward to engage enemy line positions; defenders get the first shot, then fire alternates. A "day" of battle consists of five tactical rounds, and it's at the end of each round that players stoke the fire by feeding in reinforcing blocks. Thus major fights, especially, tingle with the excitement of a meeting engagement.

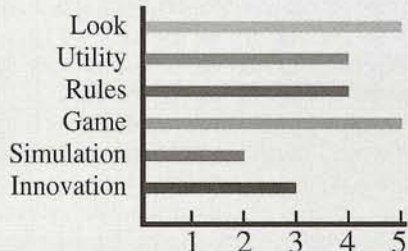
The Confederate line along the Cumberland is strong because the between-hex terrain along it disfavors the Union's ability to reinforce an attack. But the line will break; it's only a matter of time. It does get a little frustrating, but the mental challenge, for both sides, holds interest throughout the chess-like maneuvering on the roads to Vicksburg and Atlanta.

SAM GRANT has a lot more going for it than clever terrain effects. A laundry list, all we have space for, is headed by a second scenario that presents the Union with another neat puzzle: how to take Vicksburg. Those who own *BOBBY LEE* can add to the puzzle by combining the two into something of a mini-monster game. Finally, about the only part of the game that *isn't* a puzzle is the rules, which are a joy to read. (But there is one critical map error: Waynesborough should be marked as a CSA supply hex.)



I'll admit it, that ear-full from my friend had me on the verge of never playing *SAM GRANT* again. He's a smart guy, but in the end I was smarter. I listened to my heart.

GAME REVIEW ABSTRACT



TERRAIN EFFECTS (DRY WEATHER)

TERRAIN	BETWEEN-HEX		WHOLE-HEX		
	Attack	Reinforce	Move	Forage	Defense
CLEAR	4	2	—	4	Basic
FOREST	2	1	Stop*	2	Double
MARSH	1	1/2	Stop	1	Double
RIVER**	2	1	—	—	—
GAP	1	1/2	—	—	—
CITY	—	—	—	+2	Basic
TOWN	—	—	—	+1	Basic
FORTRESS	—	—	—	—	Double

* Stop only if no friendly unit in hex. ** Minor River or Major River Bridge.



Battles from the Age of Reason, the 18th Century tactical series from Clash of Arms, has become the preeminent system for gaming gunpowder battles. The system plateaued with *ZORNDORF*, which was reviewed in *ZOC* #8. *LEUTHEN*, the newest entry, covers the famous from-the-side drubbing that Frederick gave Austria's army in 1757.

The curtain goes up with Prussia's troops in position to strike. A "Prussian early start" option is provided, but *LEUTHEN*, like all *Age of Reason* games, is firmly

focused on the historical battle. It pits the speed and power of the Prussian attack against Austrian resourcefulness in slowing or stopping it.

It has become a cliché to call counters colorful. The counters Clash of Arms publishes with its gunpowder games are in a class by themselves. They use standard NATO symbology but also mimic troop uniforms. The counters are well-discriminated, but study them carefully before you untree them. A visual clue is the fact that Maria Theresa's people are white-shirted—that is, the top halves of

their counters are white. Their helpmate Württembergers and Bavarians are few, but wear uniforms that can easily be mistaken for Prussian.

Rick Barber did his usual painstaking and effective work on the maps. Beth Que-man's battlefield maps have perhaps more variety. Joseph Youst and Charles Kibler make as good use of color and pattern (though Youst's maps are plagued by sliver hexes in coastlines). But Barber and Kibler, of all our mapmasters, employ the most effective symbology, and Barber is preeminent in symbology

ANNOTATED SEQUENCE

Army Morale Check

In the first turn of each hour only, both players total losses and routed units, then roll a die to find if there is any increase in their Army Morale Modifiers (the higher the modifier, the harder it is for units of that army to pass morale checks).

Initiative Determination

Each player rolls one die, adding in his Army Leaders' command rating. The winner gets to activate a Command or require the enemy to do so. There is a small chance (if one player rolls a zero) of triggering a random event for one player (the non-zero roller).

Initiative rolls are used to abstractly trigger what can be thought of as battle fatigue. Whenever the sum of the two initiative rolls is over twelve, the "turn clock" marker is moved down a row of boxes. When the marker reaches the bottom, Commands that have not yet

moved may only make limited activations for the rest of that hourly turn.

Command Activation

Select a Command (a group of combat units and their leader) which has not yet been activated.

Command Control

The Command's leader must be able to trace a Line of Command to the Army Leader, or to a Wing Leader who can trace command to the Army Leader. If not, a successful roll against that leader's initiative rating is needed for activation.

Disorder Recovery

Activated units remove disordered markers if they pass a die roll check against their effectiveness ratings.

Fire Combat

Activated units capable of firing may do so. Fire Strength is based on strength points, current formation, nationality, unit type, and range. The resulting number

is compared to the Fire Defense Value of the target's terrain, and the resulting ratio supplies the column on the Fire CRT. The roll of two dice gives the strength point loss inflicted, if any, and whether there is Return Fire.

Movement

Activated units conduct formation changes and movement, possibly triggering and taking opportunity fire from the other side. If this is a "limited activation" (see above), only units in road column move.

Close Combat

Activated Units not out of command, shaken, or routed may declare close combat, including cavalry charges. Attackers check morale against their effectiveness. Attacking cavalry then charges against any target within range while enemy units get the chance to react by changing formation or facing (at the cost of a disorder check) or by countercharging (if cavalry themselves). Defenders check their morale and lay on defensive fire.

Resolution of close combat is elaborate. Both sides determine their available strength points to determine the odds column used. Each player rolls a die, adding his applicable close combat rating, and then compares the rolls to generate a differential (which can range from 10+ to -10). Cross-indexing the difference with the odds column gives the strength points lost, disorder, morale check, rout, and surrender results for both sides.

If either player has any unactivated commands, they return again to the Initiative Determination Phase. If not, they proceed to the Rally Phase

Rally

Each player makes morale checks for shaken and routed units, and captured units leave the game. The Hour Marker is advanced and a new turn begins.

for battlefields. The look of Barber's maps has rightly achieved classic status. In *LEUTHEN*, he's drawn a December battlefield with little inhex color, so a trained eye is needed to read the dot-dash contour lines (important only for artillery line of sight). The grassblade accents placed around slopes and contour lines are classic examples of Barber's style. Although functionless, and even a little distracting, they help trick us into believing the maps are vintage 1757.



The phrase "critical enthusiasm" encapsulates my reaction to *Age of Reason*. Both criticism and enthusiasm relate to the degree of complexity. Complexity varies, of course, even when speaking only of complex games. There are games with many simple subsystems where the trick is in seeing how the subsystems interrelate. Call it the complexity of system diversity. There are also games where the subsystems are few but very elaborate, and only after working through the kinks, and seeing how they affect the end result, can you play skillfully. To compound diversity and convolution, there is complexity of data or particulars, which exists when there is a blizzard of terrain-types or unit-types.

LEUTHEN is complex in all of these ways. The maps have seven levels of contour and gentle and regular slope. The orders of battle feature four types of artillery, two grades of cavalry (regular and light), and five of infantry: Musketeers, Fuseliers, Grenadiers, Guards and Grenzers (border troops used mainly for skirmishing). Neither Prussia nor Austria has all of these: the Austrians have no Guard infantry or "Brummer" (24-pounder) cannon, and the Prussians have no Grenzers.

Some of the particularity is mere gorgeousness. Effectiveness ratings (used for morale checks) vary in integers of one percent. The Unruh Grenadiers are a percent less likely to fail a morale check than the Kurszell Fuseliers. There is nothing in the primary sources to support these exact gradations, for the Prussian OB is itself conjectural. ("It is impossible to provide complete and accurate figures. The Prussian records are destroyed or inaccessible." — Christopher Duffy)

Convolution is the least welcome form complexity can take. Initially I was not enchanted with the rerolls and refights in *Age of Reason*. To illustrate, suppose you

perform fire combat with your Kurszell Fuseliers and the 2d10 roll is 0 and 4. Any fire diceroll where one of the dice is 0 is a special result, in this case Full Volley. Full Volley requires you to recalculate the fire combat odds, doubling the fire-factors. You have already calculated fire-odds; now you must do it again.

The system is honeycombed with the special results mechanic; it even affects morale checks. If Full Volley seems convoluted, bear in mind that most special result rerolls are not *recalculation* rerolls. Sticking with infantry fire, although more than half the special results lead to rerolls (others nullify the fire or modify the combat outcome in some way), you need make a recalculation only four per cent of the time. And a solid 80 per cent of fire results are straightforward with no special result.

The special results are not chrome, if you define chrome as things outside a game system's frame-of-detail that lend color or concreteness. *Age of Reason* simply has a very inclusive frame-of-detail. A less detailed system would not notice a phenomenon like full volley — which is not the same as not covering it. Such a system would subsume full volleys into regular fire die rolls, saying that when there is a slew of good fire die rolls, full volleys are occurring.

The incrementalization of *Age of Reason*'s fire CRT is decisive on the chrome characterization. How many CRTs have you seen with a column for 5:2 odds? *Age of Reason* includes one not in order to be different (there is more force-model justification for an odds-column between 2:1 and 3:1 than for one between 3:1 and 5:1, or 4:1 and 6:1). The 5:2 odds column is there, it seems to me, for two reasons: it makes infantry fire more accurate, and it helps ensure that recalculations significantly affect the combat outcome, so the labor of making them is not wasted labor.

Age of Reason also has much system diversity, but the attendant complexity is mollified by the same mechanic of special results. As noted, every die-affected function has a set of special results. One specific to *LEUTHEN* is "Blowing Snow & Smoke." It is fairly clear what *Age of Reason* is up to: the special results add things like weather without adding to the overall complexity with new subsystems.

Bear this bonanza in mind when you consider the design load in respect of movement and formations. In an earlier issue

of *ZOC* I likened it to a symphony. You, the player, are the conductor. There are no special results in these areas: everything is under player control and the scope for creativity is wide. Convoluted it is not, but it is extremely diverse. Learning the options takes work. Combining them into effective tactics takes experience and practice. For a little more on this, see our Notes and Comments.

One can tell a lot about the elegance of a system from the number of status markers. *Age of Reason* is not marker-heavy (especially for its level of detail). Roster sheets can be used to track losses (although step-loss markers are provided for those who prefer them). Line is the most common formation, and of course requires no marker. Other formations, such as road column, may have one marker covering several units. Cavalry charge and infantry close combat markers are quickly put in place and quickly removed. The main marker carrying over from turn to turn is the one for formation and morale state.



The key factors affecting an intelligent buy decision are complexity and the related factor of rules writing and organization. Here there are two booklets, one for the system rules and one that houses the scenarios and an account of the Leuthen battle and campaign. The writing in both is remarkably lucid and the rules are virtually error-free. I found the outlining hierarchy, the detailed table of contents, and summary play-sequence (dual-referenced by section and page, no less) remarkably player-friendly. Someday there may be a third edition of the rules, but there is no reason to fear *Age of Reason* will undergo the radical redesigns or suffer the perennial inchoateness of that kindred tactical spirit, *Great Battles of the American Civil War*.

LEUTHEN comes with a detailed historical article on the battle and campaign, including some excellent battlefield maps. The article is written by Professor Christopher Duffy, who, it would seem, is to Frederick the Great what David Chandler is to Napoleon. Duffy's writing is a model of scholarship, sophistication and point. His professionalism combines with that of designer Paul Dangel and Clash of Arms to tell us everything we could want to know about the showpiece battle of the Seven Years War.

LEUTHEN
System 2.6 • Size 2.2
Solo "Poor"

SCALE
100 yards per hex
20 minutes per turn

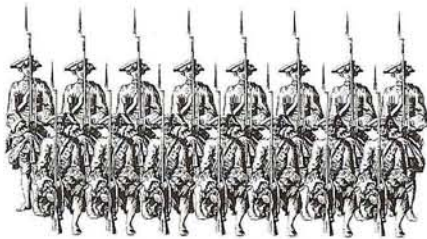
PUBLISHER
Clash of Arms
The Byrne Building#205
Lincoln & Morgan Sts.
Phoenixville, PA 19460

DESIGN
Paul Dangel with Eric Lyons

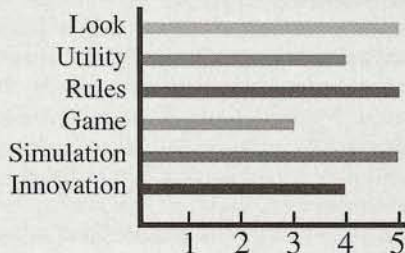
GRAPHICS
Rick Barber and Paul Dangel

COMPONENTS
Four 22" x 34" maps, 480 counters, 26-
page standard rulebook, a 26-page sce-
nario booklet, and several sheets of charts
and tables.

PRICE
\$58



GAME REVIEW ABSTRACT



WARGAMER'S ALMANAC

I remember playing *PERRYVILLE* a few years back at a local game convention. What made the occasion interesting was the contrast provided by a Civil War miniatures battle raging on an adjacent table. For all the obvious pageantry of the well-painted figures, my eyes couldn't see past the comic-bookish terrain. A strip of blue cloth represented a stream, and the rest of the landscape (several mismatched buildings and trees) was probably cannabilized from someone's old model railroading set. To me, geographical precision is far too important to ever give miniatures much of a chance. In fairness, the guys at the other table probably feel similar disgust for the way boardgamers cavalierly pile stacks of regiments into a single hex.

— John W. Kisner

NOTES AND COMMENTS

Battle Overview: The Prussians are attacking downhill toward hills. Behind the hills they are attacking toward Leuthen village, conveniently (for the Austrians) astride the axis of Prussian advance. Both sides' infantry fights in the three-rank line, which is more powerful than the two-rank line. Austria has fewer and lighter guns than Prussia. The six Austrian Grenzer (skirmish) units are posted right of center, not where the Austrian player wants them, which is in the Sagschutz Woods close to the Prussian sledghehammer.

The Austrian position is bad indeed. On the bright side, the left flank is well refused and anchored on a wood, and it contains a mix of infantry, cavalry and artillery. But they need more infantry there, and fast. Then there is the misorientation—east instead of southeast—of many of the units they do have. These units must swing leftward. As accurately reflected by *Age of Reason*, the problem is compounded by the fact that it takes longer for these rigid formations to turn left than right! And time is of the essence, as the Prussians will be activating commands at a significantly faster rate.

The Austrians can about-face by remaining in line and marching in a generic column of battalions — but then they pay full terrain costs. Another option is to enter march-column formation from line, lowering terrain costs — but that will increase vulnerability to fire. Regardless of how, even when they manage to form a longer southeastward-looking line, the reoriented right flank dangles in the breeze until they can bring up supports.

Scenarios: Besides the 24-turn Grand Battle scenario (which battlefield happenings may shorten considerably), there are two two-map scenarios forming a diptych of the battle, and a "Nadasdy's Wing" scenario played on part of one map.

Command Activation: A roll-off system, with the high-rolling player activating an as-yet-unactivated Command (or putting that duty on the opponent). Modifiers apply to these rolls. When the high roll is at least double the lowroll, the high roller can activate an entire Wing.

The roll-offs are supplemented by a tracking feature, as certain rolls make a marker slide down a multi-box track. All rolls have the same chance (about 45 per cent) of using up a box, but not all turns have the same number of boxes. There are ten boxes in the opening turns, which means an average of about twenty regular activations per turn. When the marker reaches the last box, the turn is almost over (only commands in road-column can still activate and move). The number of remaining boxes tells you how quickly or slowly the battle is unfolding, so you can plan.

Morale: Though the modifiers for morale checks are a bit involved, I appreciate the morale system's clear distinction between fear and formation loss. The statuses are shaken, disordered, shaken-and-disordered, and rout. When your men are afraid (shaken), they are more likely to cut and run. When they are in disarray (disordered), they suffer a more modest morale penalty but do not move as far or fight as well.

— John A. Walker

LOOKING FORWARD

Next time we'll feature games from popular tactical systems set in the Gunpowder Era. Our resident Napoleonic experts lead off with a discussion of Clash of Arms' exciting new 4th edition *La Bataille* rules and the copycat Spanish import, *LOS ARAPILES*.

Next up will be *GAINES MILL* and *SEVEN PINES*, games which gave me an excuse to return to The Gamers' *Civil War Brigade* series after a gap of several years. The company plans to release a *regimental* Gettysburg game at Origins this summer, which (sadly) suggests the days of *CWB* are now numbered.

Finally, I promise to try and squeeze at least one WWII review in the issue, since I'm sure all you panzer-pushers out there are getting tired of the recent focus on foot-sloggers!

Chestnuts of Iron

The Defense of Luga

by Jim Stahler

Turning from the small, tournament-sized scenarios I've been updating for the *ADVANCED SQUAD LEADER* system, I have now tackled two of the largest scenarios from the original *SQUAD LEADER* system. ("The Capture of Balta" will appear in an upcoming issue.) These were also two of the most popular scenarios in the early days of the system. We spent many hours playing these two back in the good old days.

Both are from *CROSS OF IRON*, the first module published after *SQUAD LEADER*, and both take place early in the 1941 German summer offensive as Hitler's hordes invaded Russia. In "The Defense of Luga," a huge Russian force must battle across fields, forests and hills to secure a large foothold in the city. The Russians outnumber the Germans by three to one, with lots of armor in support. However, the Russians have far to go, and their enemy is hidden and supported well by anti-tank and anti-aircraft guns.

THE UPDATE

Several rule changes between *SQUAD LEADER* and *ASL* can have a significant effect on this scenario. One is that tanks cannot carry riders at this early stage of the war. In the original scenario, a significant fraction of the Russian squads could be carried rapidly forward by the tanks. Also, radio-less tanks must now either use platoon movement or risk a task check to be able to move. This inherent restriction replaces the original Special Scenario Rule, which required a die roll to determine how many tanks could move in a turn. Most Russian tanks of this period have red MP numbers, which makes immobilization possible every time they start up. New with *ASL*, the Russians have the option of a commissar at this stage of the war, and the *ASL* rules give them the capability to launch a human wave attack.

The German forces in the update are virtually the same as in the original scenario. The crews, originally 2-4-7s, are now 2-2-8s. The German machine guns in *ASL* are stronger than in *COI*. I dropped the setup restriction that allows no more than twelve German counters on any board, since that seems to me to be an artificial restriction. The game is more interesting to allow the Germans a wider variety of setup options. I

kept the Russian support weapons unchanged from the original scenario and added two elite squads during the playtest.

The board configuration is unchanged. With four board sections, it is one of the larger *ASL* playing areas. The game length is extended to 13 turns. With so far to go, twelve turns weren't enough. The victory conditions are recast in terms of *ASL* building control. The Russians still need to control 16 stone buildings to win. There are no stone buildings on board 5, one stone building on board 4, and five on board 3, requiring the Russians to take at least ten stone buildings on board 1. For awhile, during playtesting it seemed like the Russians needed to have the number of buildings reduced, but in the end, the Russians appear able to take 16 stone buildings if they can defeat the German troops. I considered ignoring the buildings on boards 3 and 4 and just requiring the Russians to take ten stone buildings on board 1, but I kept the original victory conditions to encourage the Russians to pay attention to the town on board 3. This gives the Germans a reason to recapture buildings the Russian fails to protect.

I used the standard ELR during this period—4 for the Germans and 2 for the Russians. Since the Germans are on the defensive, I gave them a SAN of 4. The Russians have the minimal SAN of 2.

The balance of adding a 10-0 commissar to the Russians should be a big help, because the Russians are hungry for leaders, with only four for 41 squads. On the other side, the loss of two first line Russian squads will be missed.

RUSSIAN ANALYSIS

Let us begin by examining the board layout. Most of the stone buildings are on board 1, which is quite a hike from the Russian entrance on the north edge of the board. To win, the Russians normally take all five stone buildings on board 3, the single stone building on board 4, and ten of the stone buildings on board 1, which is nearly half the board. They must therefore advance 48 hexes from their entrance board edge in the course of the game, a huge distance for only 13 turns. It works out to nearly four hexes per turn—little time for the luxury of prep fire for the Russian infantry.

The hills and woods channel the Russian advance into four main avenues initially.

The westernmost route is along the western edge of board 3, over the western hillside of Hill 534, perhaps using building 3110 for cover. The next route lies along the road between the two hills on board 3, with lots of cover from the shellholes, woods, and hills. The third route runs between Hill 547 on board 3 and the woods around 4H6. The eastern route is along the eastern half of board 4, following the road between the 4H6 woods and the 4H2 woods.

The Russians have enough troops to send a sizable force along every route, and saturate the German defenses. Also, if one force becomes bogged down, it is easy to switch troops between routes or to abandon one axis of advance in favor of a more promising one.

The first stage of the game involves the Russians either capturing the board 3 town or bypassing it on board 4. Once the Russians have passed the town, they can directly attack board 1 from board 3. They can also enter board 1 from board 4, passing between hill 498 on board 3 and the woods around 5X1. A small force can be sent through the gap in the woods on board 5, near building 5R1. The long road through the woods on board 5 can also be used, but it is too long for infantry. However, it might be interesting to send a couple of spare tanks that way to dash behind the German lines and wreak havoc with enemy withdrawal, routing, and concealment.

The Russians must depend on using mass and maneuver to force the Germans out of their positions. The infantry doesn't have the time to stop and trade fire. They must do their damage with Advancing Fire, Defensive Fire and tanks. The Russians will take lots of casualties, especially from fire lanes and multiple ROF, but they must press on regardless. Time will run out on a timid Russian player.

Because the hidden Germans can be almost anywhere, in any building or woods or grain hex, the Russians should move only one squad at a time, to minimize the damage done by successful German fire. More than one squad should move with a leader only along a secure route from the rear.

When the Russians find some Germans, they should maneuver so that the Germans must brave fire to withdraw to a new position in the rear. The idea is to not let the Germans get away, and to minimize the amount of time lost due to the German outposts.

The tanks have little to fear from the German infantry if they don't get ahead of their own protective infantry. However, the Germans have a variety of anti-tank weapons that can deal with the Russian tanks, including machineguns which can knock out some of the lightly-armored tanks. The Germans have four types of ord-

nance ranging from the MG (base TK# of 4) to the 50L Guns (base To Kill number of 13—which can penetrate the armor of any Russian vehicle in this scenario).

Each of the six types of Russian tanks has its own characteristics, its own advantages and disadvantages. The T-40 armor is very weak. It is vulnerable to all the German AT weapons, even machineguns. However, its 8-factor CMG is very effective in this scenario, because the Germans present only infantry targets. A good use of this tank is to maneuver behind the Germans and use the CMG to cut off the German retreat. Unless it is using road movement safely in the rear, it should be buttoned up the whole game, because with its one-man turret it is easily Recalled and cannot fire its gun while Crew Exposed.

The T-26 M37 is an average tank for this period of the war. It is on the slow side, with red MP, so the Russian player should be reluctant for it to stop. It can often survive against the 37L guns, but it is dead meat if it meets up with a 50L gun. It, too, spends most of its life buttoned up. Even though it doesn't frighten the German player, it can be a handy tool.

The BT-7 M37 is one of the fastest tanks in *ASL*. It has the same puny armament as the T-26 M37, but it has very light armor and no radio. This tank must watch out for German machineguns. Its great speed often takes it far ahead of the remainder of the Russian forces. It can be used to get behind the Germans to cut them off and encircle them. It frequently detects German guns the hard way, by becoming their first target and their first victim. This tank often remains in motion.

The eight tanks in these three light tank-types are often risked and lost. They are expendable. The three other types of Russian tanks are the heavys for this period of the war. They are much more valuable, much more threatening, and much less expendable.

Like the light tanks, the T-28E has no radio and red MP numbers. It is important to keep these tanks in a platoon. If one gets destroyed or immobilized, any other tank can join with the survivor to form a platoon and keep it moving up. The T-28E need not concern itself with German machine guns or the 20L AA gun. The 37L AT guns are a significant threat only from the flank or rear. The 50L AT guns are the big danger, and must be avoided. Because these tanks are so slow, they will usually be accompanied by infantry. They are good candidates to move up with the infantry in an armored assault, because they lose so little movement.

The T-28E has many machineguns, and very respectable main armament (76mm). Note that its turret is not restricted, so the

crew can stick its head out and improve its chance of getting a hit, provided that the Germans are not too close. This tank also has a smoke number of s8—the Russians' only source of smoke. The smoke can be used to blind the most dangerous German firing positions. The T-28E tanks' main use is to drive to within six hexes of a German position, acquire the Germans in the advancing fire phase, and then become crew exposed in the advance phase. Even if the Germans are protected by a stone building, a DR of 6 results in a hit, which attacks on the 12 FP column. It behooves the Germans to fall back, which ideally is prevented by the lighter tanks which have maneuvered to cut off any retreat route. In the midgame, when the Russian infantry approaches the stone buildings on board 1, smoke from the T-28Es is crucial to protect the infantry assault.

The T-34 M40 is an excellent tank for this period. Except for the possibility of deliberate immobilization and critical hits, the T-34 has nothing to fear but the 50L AT guns, and its frontal armor can withstand a lot of hits from them too. It also has red MP and a RST turret. Because of its speed and its radio (by SSR) it can move solo to zip ahead of the infantry to get behind the Germans and prevent their retreat or encircle them. Because of its strong gun, it can also move up close to the German positions and encourage the Germans to leave. This is the most valuable and flexible tank in this scenario, one that the Russians can least afford to lose but must be sure to boldly use.

The KV-2 is awesome, with strong armor and a powerful gun. However, because it is a very large tank, it is more vulnerable to deliberate immobilization, so it should be careful to stay more than six hexes from the German guns. Its job is to move up to a German unit, halt, fire an acquisition shot in the advancing fire phase, and then watch the Germans scamper away. Its most important use is taking on the German machinegun nests in the stone buildings when the Russians approach board 1. It can also fire with its crew exposed. It may make sense to stand off about 12 hexes from the Germans, open the hatch, and open fire.

The Russians typically start with the infantry and tanks spread the width of the board. The first line of squads enter the board using armored assault with the tanks. Leaders usually help haul the heavy MMGs. To prevent undue casualties, move one squad at a time and avoid residual fire. The T-34, KV-2 and T-28Es quickly move to gain the board 3 hills, to find firing positions to engage the German outposts defending the board 3 town.

After about five or six turns, the infantry

should reach the southern edge of the town. By this time, a force moving along the eastern side of the board should have gained the long hedge on board 4.

The main Russian force must use smoke, tank fire and maneuver to advance from woods to woods to reach the first stone buildings on board 1. Often the original 41 Russian squads will have been whittled down to maybe a dozen squads surviving in the spearhead.

The Germans should be down to just a few squads as well, with a gun or two left in support. The endgame consists of defeating these German remnants with the Russian remnants, and rushing a few squads past the Germans to seize some undefended buildings in the rear to win the game.

GERMAN ANALYSIS

This scenario is an opportunity for the German to be very tricky. He must use deception and surprise to the utmost to lure the Russians into his deadly traps.

The German has the advantage of quality on his side. The Russian infantry is inferior in range to all the German squads. Nearly a third of the Russian force is conscript, with low morale, short range, slow speed and lax attitude. The German advantage is likely to be augmented during the course of the scenario as Russian first line squads suffer quality reduction as they fail morale checks. Expect a lot of conscripts to become disrupted, making them hard to rout and rally, and easy to capture.

The Germans also have a big edge in leaders, outnumbering the Russians, and with a total leadership modifier of “-7” as compared with the Russian total of only “-2.” With their few leaders, the Russians are especially vulnerable to sniper attacks. The more the Germans can force the Russians to roll morale checks and pin checks, the more likely that the German sniper will make its appearance and perhaps eliminate one of the rare Russian leaders.

The Germans are rich in automatic weapons. Their two HMGs can dominate the battlefield. The Germans must count on the long range firepower of their machineguns to neutralize the Russian numbers. The machineguns can be effective against some of the light Russian tanks—which can also be threatened by the six guns. The 20L AA gun is only slightly more effective than the machineguns. It is more of a threat to the light tanks, but it has little chance to harm the heavys. Its main use is against the Russian infantry; it can apply its 6 IFE factors at a range of up to 16 hexes. The 37L AA gun, with its 8 IFE factors, is even more dangerous against infantry. With their turreted mounts, they can swivel to face their target much easier than the AT guns,

and their high rate of fire can wreak havoc with the Russians' infantry.

The 37L guns are effective against all three varieties of light tanks, and can threaten the T-28E from the flank and rear. Its main use against the front of the T-28E, or against the T-34 or KV-2, is deliberate immobilization. This is especially a threat against the KV-2 because of its large size. The two 50L guns, with their To Kill number of 13, are the only German weapons that can knock out any of the Russian tanks. They don't have a great chance against the front of the T-34 or KV-2, but if they can keep punching, they will eventually penetrate the front hull of the KV-2, or the front turret of the T-34. The AT guns can all fire HE at the Russian infantry.

Let us discuss three important approaches to the German defense. One is to put all the strength on boards 3 and 4, to engage the Russians strongly and as soon as possible. The disadvantage is that the Germans can be cut off from any retreat by the Russian tanks, and if the line is broken, you have nothing stopping the Russians. It only takes a couple of squads getting past the Germans to capture enough buildings to win the game. However, an up-front setup can surprise and discourage the Russian player if he takes too many casualties merely getting on board.

The opposite approach is to put all the Germans on boards 1 and 5. I think that this is a better defense, but it allows the Russians to move too quickly without opposition, and to arrive at the main line of defense with too much organization. If you have a history of setting up forward, though, the enemy may be delayed just by the threat of the German presence.

The defense that I favor has most of the Germans on board 1. A squad or two on board 5 prevents a flanking Russian move, while a third of the German force, four or five squads, sets up on board 3. Their job is to delay the Russians, breaking or eliminating as many Russian squads as possible, and disorganizing the enemy as they battle for the board 3 village. They should fire at the Russians at long range, and then bug out when the Russians get close. This outpost should be supported by one or two 37L guns, to destroy the light tanks that zip ahead to cut off the German retreat.

Do not count on many survivors of this outpost force to make it back home to board 1. For this reason, the German player should not commit his best up front. The HMGs, 9-2 and 50L guns should be set up on the main line of resistance on board 1.

Level 2 of 3M2 is a good place for a squad and an LMG. From here they can fire at any Russians that make it to the level 2 hill hexes, as well as most of the infantry that

enters board 4. A MMG with a squad can start in level 1 of 3R5 or R6. From here it can fire at 3H9 and I9, to contest a Russian move along the west side of hill 534. It can also fire at the level 1 hexes from 3G1 to I2.

A MMG in level 1 of 3R3 can fire at the west side of hill 547, and also fire over the walls around building 3M2 to engage Russians moving along the road in hexes 3I4, J3 and K3. To round out the forward outpost line, an LMG in level 1 of 3L4 can place a fire lane right down the east side of hill 534, from 3K5 to F7.

These four positions can make it expensive for the Russians to advance over the hills or along the road in the valley between the hills to approach the village. However, the Russians cannot be halted by such light forces. Those German squads must get out quickly when the Russian infantry gets close. The units in 3M2 and L4 should fall back no later than turn 2. The other two squads can hang on another turn or two, and then they must withdraw as well. A couple of leaders with these forces will help them scoot and perhaps survive.

Good positions for the 37L AT Guns are 3O5, 3T1, 3V3 and 3X3. With luck, a gun will destroy a tank or two, but a forward gun is just as effective if it intimidates the Russian player, making him cautious with his light tanks, and enabling some German squads to escape after doing their damage.

The Russians will have relatively easy going until they reach hill 522 and run into the two HMG. Ideal positions for these dreaded weapons are level 2 of hexes 1BB4 and 1AA7. From both locations the HMG can attack at normal range the level 2 hill hexes of hill 522, as well as the woods in 3W4 and 3W8. Of course, each HMG should be manned by a full squad and directed by a leader. One of these should be the 9-2 leader. The full squad will bump the HMG firepower up to the 8 column within 12 hexes. These two HMGs will dominate hill 522 as well as the killing ground on board 3 to the south of hill 522. Their positions should be supported with the bulk of the remaining German forces.

Many good positions exist in the woods and small buildings for fire lanes. Some examples are 1GG7 with a fire lane to 3AA7, 1FF3 with a fire lane to 3BB1, and 1EE2 with a fire lane to 3BB5. When the Russians are getting close, the German squads and machineguns must put down a solid wall of fire. The Russian troops should be forced to move through residual fire and fire lanes to gain ground.

Two good positions for the 50L AT guns are 1EE6 and 1DD7. They both get the benefit of stone buildings for defense, and they yield good lines of fire. From 1EE6, the gun can fire at the level 2 hexes of hill 522,

as well as engage any target that rumbles down the road. The gun in 1DD7 can block the gap between the gully and hill 498. It can fire as far as 4D3. The road in 4Z8 might be a good location to bore sight.

The two AA guns and perhaps one or both of the 37L AT guns should guard the flanks of this position. Hex 1GG7 is a good spot for the 37L AA gun, because it can discourage tanks from creeping along the west edge of board 1, as well as blast infantry moving up the middle. The 20L AA gun could defend board 5. In 1X0, it can fire along the 4Z2-FF5 road, and even bore-sight hex 4Z2. Another good place for this gun is 5Y6, where it can oppose a Russian drive down board 5. In either place, it can be supported by a squad with a LMG in the building 5FF6, with a potential fire lane down the road to 4Z8.

A successful German setup will have mutually supporting positions that create a puzzle that the Russian cannot solve, not even with all his infantry and tanks. The Russians will be allowed to penetrate to the southern fringes of boards 3 and 4, but they will be stopped cold on the doorstep of board 1, well short of victory.

★

ATLANTIC STORM

→→→→→→ (from p. 24)

only hope to win the convoy, but you "feed" yourself some VPs in the battle. This approach works even better if you play a Victim card in the first round, then destroy it with its Fate card in the second round.

The key to either approach is flexibility. Be prepared to make a strong final play on either side of the battle. Furthermore, don't always play "opposite" to your opponent's lead. For example, if he comes out German, you don't have to come out Allied. You could play German, too, and maybe win the convoy with the highest play on the same side.

CONCLUSION

To recap, there are many ways you can improve your play of *ATLANTIC STORM* without having to pray to the gods of dice and cards. These ways can be outlined in five quick steps.

- 1) Learn the two card decks from fore to aft.
- 2) Hold good card plays in your hand for opportune moments in the future. In particular, be ready for Victim cards and for juicy 1940 and 1943 convoys.
- 3) Understand the initial advantages and weaknesses of each side by suit. Of course, these initial advantages will erode or improve as soon as aircraft, ships and subs start getting lost in combat.

(Continued on p. 61)→→→→→→

ACROSS FIVE APRILS

→→→→→ (from p. 8)

If possible, slip the cavalry through the gap that should still exist between McCulloch's and Price's divisions. Although it is unlikely that your cavalry units can actually capture a victory hex, they can serve a very valuable function by diverting Confederate units from the main battle areas.

During turn 4 send the Third Division where it is most needed—in support of action around either the Union headquarters or Leetown. Wherever possible, make use of the aggressive defense discussed previously to force the Confederates back until, if all goes well, they have exposed the headquarters hex to capture. However, do not get involved exclusively in a head-on engagement, where the opposing lines become locked, casualties high, and the lines move back and forth over the same few hexes. Instead, while pushing forward along Telegraph Road, try to slip some of your units to the east and north around the Confederate flank, where they will be in a position to threaten Elkhorn Tavern. This sideways move to the right is not irrelevant. Unless you exert pressure directly or indirectly against all three victory hexes, it is unlikely that you will be able to capture two of them by turn 9. This sideways move, used in conjunction with the cavalry raid suggested previously, is your best chance of bringing the necessary strength to bear on all three positions. Above all, try to keep your position fluid. Don't bog down all your units in clashes against Confederate

strong points. Keep your men moving. (See Figure 2 for a typical position at the middle of turn 4.)

Counterattack

Because the game may have moved in any number of possible directions, less specific advice can be given concerning turns 5 through 15. In general, however, you should begin your counterattack no later than turn 5. Time is against you at this point, and if you delay moving against the victory hexes, there simply will not be enough time to capture the necessary two by the end of the first day. All else being equal, the Union headquarters should be your first goal. After your turn-6 reinforcements have entered the map, you should consider abandoning the D entry hex to free up the units protecting this area. Bring your turn-8 reinforcements in at C. Direct the bulk of your strength up Telegraph Road, but also try for a breakthrough approximately halfway between Leetown and headquarters. If Confederate resistance exists in this sector at all, it should be fairly weak. However, you must respond to the actual field conditions as you find them in your particular game. If the Confederate player has left Leetown weakly defended (as often happens in his eagerness to pinch off the C and D entry hexes), by all means give priority to an attack in this part of the field.

Pea Ridge is usually won or lost by the end of the first day. If the Union army prevents a Confederate victory at the end of turn 9, then it is usually strong enough to

capture the final victory hex by the end of turn 15. From turn 10 to turn 15 no definite guidelines can be given. As the Union player, you must control all three hexes to win. You must, therefore, bring all your troops to bear on the final attack. Press on to capture the last hex.

Play Balance

If you feel that the Union is at too great a disadvantage in the Pea Ridge scenario, you can introduce the following simple expedient. For the first two turns of the game remove one of the movement phase markers for each of the Confederate commands (one Missouri State Guard marker and one McCulloch's Division marker). Return the markers to the pool on the third turn. Removing the markers gives the Union a much better chance of setting up its defense well to the north of both Leetown and the Union headquarters, and makes it much more difficult for the Rebel player to seize them early in the game. Note, however, that such a change is not historical, since in the real battle it took the Union some time to react to the Confederate threat to its rear.

You might also consider playing two games of Pea Ridge, switching sides for the second game. The player achieving the highest level of victory in the two games is considered the overall winner. In case of ties, add up the total attack and defense strength points lost by each player. The one with the fewer losses is declared the victor.

★

TITLE BOUT

→→→→→ (from p. 44)

Thus, it is highly likely that in many rounds one boxer will begin the round (having won the previous round by a clear margin), and the other boxer will gain a point for having higher AGG.

OTHER TOURNAMENT CLARIFICATIONS

1. You cannot have Killer Instinct effects in the middle of another Killer Instinct series. Assume that Jack Johnson, on a potential knockdown, gets a 5 result on the Knockdown and Knockout Chart. While flipping six cards for Killer Instinct, he gets another 5 result on the Knockdown and Knockout Chart. Johnson gets the five points added to his score, but he does not get another batch of six Killer Instinct cards. After he is finished with this Killer Instinct run, he could potentially have another Killer Instinct result later in the same round, but you can't daisy-chain them.

2. If your hand is hurt, you score one point per blow for the rest of the bout, but you also retain the effects of potential knockout blows (4, 5 or K results). If your hand is broken, you score no points with it the rest of the bout. You might

ignore the pain, but with a broken bone, it's hard to ignore physics.

3. Injuries do not carry over from one bout to another.

4. When a strategy card adds to your defense, it is bad, because it increases the opponent's chance to hit you. Conversely, a subtraction from your defense makes it harder for him to hit you.

5. For cuts, you always score the punch landed, then check to see whether you have a chance to cut. If a cut chance # is equal to or less than your CO (Cut Opponent) rating, you check the random number on the next card against your opponent's CH (Cut Himself) rating. This is different than the procedure for a potential Knockdown, where you either score the two- or three-point punch landed, or use the result on the Knockdown and Knockout Chart—not both.

6. Potential Fouls and Injuries count as a missed punch regardless of whether an actual foul or injury occurs.

7. To employ effects of the Fighting Inside table (on the scoresheet), you must win the round by a clear margin.

8. When checking for a potential TKO, adjustments from Clinching and Ring Move-

ment do count, but only after the round is finished.

9. Any round that would normally require a check for judges' scoring goes to the higher-scoring boxer if he knocks down his opponent.

Tournament play uses the following optional/advanced rules:

A. Strategy cards per the rules, except that eight-round bouts get five, not four, strategies.

B. Control Factor Conversion Chart. Note that this is used only before the bout, not to make adjustments once the bout starts.

C. Advanced Scoring. I will provide markers to keep up with Clinching and Ring Movement.

D. Adjusting KDR According to Opponent's Hitting Power. This is determined at the beginning of the bout. Moreover, the lowest adjusted KDR you may ever have is 1, which means that choosing a Knockout strategy always entails a higher KDR, and thus some risk.

The following optional rules are not used in the tournament: Ring Position (the "On the Ropes" ratings), Fighting a Boxer Out of His Normal Division, and Reduced Hitting Effectiveness.

★

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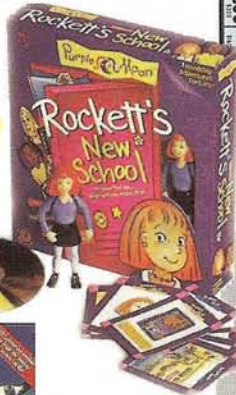
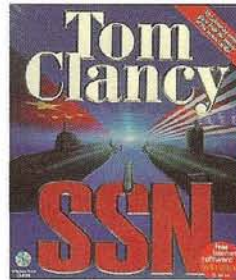
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AH PHILOSOPHY

→→→→→ (from p. 6)

whose attention is being distracted by competing entertainment options? The DTP designer won't be catching any of their eyes. If you thought it was hard to find an Avalon Hill game in the same toy stores of last decade, think about all the "two-second" advertizing opportunities that are missed entirely by the failure to market through retail outlets. Not a single mall walker will see them.

The biggest problem with the decline of retailing is that boardgames are a social product. That is, their enjoyment depends largely on social interaction with others who buy the product. You can't say that when you pay your Cable TV bill. You can't say that about your choice of cereal. However, "consumption" of most boardgames is best done in the presence of likeminded gamers. Thus, the boardgame industry doesn't simply live and die based upon a sale. It lives and dies based upon the sale being shared and consumed by other players. This just isn't an issue of secondary sales. The primary sale depends greatly upon the first purchaser thinking he has somebody with whom to play the game. (Besides obvious examples within my own purchasing "phases of life," I have evidence of this from the fact that our company receives countless inquiries from gamers who finally stopped postponing a purchase of a game and/or magazine because they finally found an opponent.) The withdrawal of games from retail store fronts will have a negative impact upon the size of consumer demand—a revenue impact that has nothing to do with price and quality.

So what if DTP games are skimming sales from a fixed layer of existing consumer demand? Is this so bad? It is an extra consumer choice after all. However, arguments in favor of "consumer choice" should not beg the issue of quality either. This is where the issue of the traditional game company comes back to us front and center. The boardgame company doesn't simply print and ship a paper product. Production isn't really limited by a lack of designs. For the most part, the boardgame company is selling the "finish." By that I don't mean chrome or unnecessary details, polish and packaging. I mean that the traditional boardgame company sells you a finished product which it believes cannot be affordably improved. It is selling the development work and the artistic and functional rendering of the design. God knows I could create an ASL scenario in less than an hour. Would it be publishable within the standards of the ASL gaming community? Absolutely not. The ASL players have come to expect their scenarios to meet certain criteria that revolve around historical accuracy, playability and competitive play balance (let's applaud MMP for all that they do to keep up

the quality of ASL products). These issues are what make playtesting critical to the success of an ASL scenario or a game design.

If TAHGC were to publish each version of a game that was playtested, you'd be amazed about the evolution of most designs. You'd also find it nearly impossible to find an opponent with the same version of the game as you. So it is with DTP games. Whether altered by the DTP publisher or by the dissatisfied consumer, eventually the game has rules quite different from the initial publication. A traditional publisher may be forced to issue revised rules for games over time, but that is not the desired outcome of the development process. In theory, we get it right the first time and whole societies of gamers form clubs to play the game with the same set of rules. It doesn't always work that way, but we try. In the end, the success of a game may allow release of an even better rule set later. However, most manufacturers like to avoid having their customers buy a new edition of the game every year or two to keep up with corrections of mistakes.

Fortunately, the traditional game company doesn't drag unknowingly every consumer into the playtest process, but instead tries to deliver a finished product that will instantly satisfy. This may mean putting 90 per cent of the effort into the last ten per cent of the game to get it to work right. This certainly raises the labor input costs of the game. It usually also means raising the physical component and artistic input costs to make the product more functional and pleasing to the consumer. For some of the most aggressive, game-hungry consumers this may not be worth the price. For the bulk of consumers it is what fulfills the promise of "consumer choice." Instead of a bunch of shoddy, unworthy choices, consumers get products upon which they can rely.

When you buy a relatively cheap DTP design, don't compare the cost of its components to the traditional game. Compare the consumer value of its development. Sure, on occasion we consumers are all willing to cut and paste a few counter sheets to satisfy our curiosity about a game design (and we rely upon those niche interests when we publish game variant articles in this magazine). However, few of us want to redesign the unit setup chart or die roll modifiers and then argue for those features with our gaming opponent.

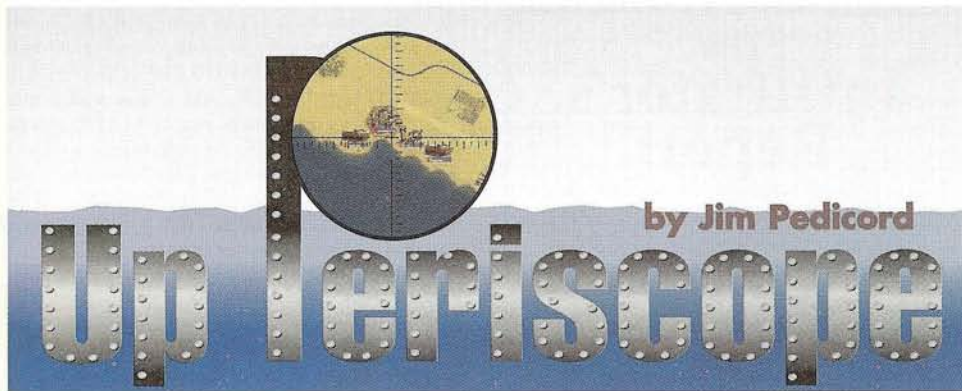
I originally had intended to mention in this column my detailed comments and suggested revisions for a DTP game I recently acquired. However, the topic may be somewhat obscure to many a reader and it really isn't my role to be publishing playtest reports in this magazine. While the game design in question was most worthy of eventual publication in this industry, it failed on some details. What most disappointed me about the product was that those failures

could have been alleviated without altering the system at all. In a word, the product had not been sufficiently developed and tested to ensure that its features held up to close scrutiny. I was an aggressive consumer of this DTP game. I even have the knowledge to correct the setup chart and adjust certain existing rules and modifiers to make them fit reality better without detracting from the basic playability of the game. However, I will never meet anybody else who will play the game the same way (barring publication of these changes either in a magazine or by having the DTP game revised). As an aggressive, incipient game designer myself, I'll let the designer know my quibbles and maybe someday it will become a worthy product for consumers—or at least the aggressive consumer who can find it.

Who needs a game company? Consumers do.

I've lambasted this industry's awards balloting process in the past. This year we provide the ballots on the magazine insert (please note that the two ballots should be returned to two separate entities, neither affiliated with The Avalon Hill Game Company—you'll have to photocopy one side if you plan to vote both sides). Why the change of heart? Perhaps I'm getting sentimental in my old age. Or perhaps I do this because this award-proclaiming process can only improve when a spotlight is directed at it. With *The GENERAL* covering the industry more widely now, it seems appropriate to do this public service—if for no other reason than to expose its flaws.

You will notice the ballots' deficiencies rather quickly: the due date. I assure you that we are printing the ballots as early as possible after receiving them from the originating organizations. Despite my griping about their short deadlines in past years, these organizations fail to produce the ballots quickly enough for the typical magazine to print them in a timely fashion (and in both cases I had to pursue them—there was no advanced warning that space should be reserved). Perhaps a deluge of late responses from readers of this magazine will finally drive home the point with the powers that be. These award reviews should be performed in a more public process (read: disseminate the darn things more widely and with a later due date) or behind industry-regulated academy doors with all the protocols applicable thereto. All other manner of process calls into question the polling system—and hence the validity of the awards themselves. Nevertheless, I see no reason to let the internet vote (which will certainly be gathered on time) outweigh readers of paper. I doubt you are "silent" out of predilection. The internet gurus aren't.



Up Lensescope

by Jim Pedicord

Jim Pedicord is a free lance writer who can be reached at jimrp2@aol.com.

In this month's installment, I shall cover a couple of military wargames from two different perspectives. The first is a standard wargame based on present-day marine warfare, while the second is a World War II strategy game putting you in charge of a squad of eight rookie soldiers preparing to enter the war.

SEMPER FI from Interactive Magic is a squad and platoon-level computer wargame staged in the present and near future. Gameplay is turn-based with the standard hex layout as the underlying map. Elevation is present through contour lines on the map. When any unit is clicked the available movement area and line of sight are shaded, giving you clear options. Map features, such as the elevation and hex grids may be clicked on and off for easier reading.

Action takes place in phases with initiative determining which side will act first. This initiative is based on unit readiness and training and is ever changing depending on the outcome of battles and morale of troops. Movement can be plotted to keep units out of enemy firing ranges and to better direct attacks. Combat includes standard Direct Attack combat routines, Opportunity Fire when an enemy moves into range and Indirect Fire (which gives you control of off-map artillery, air-strikes and naval guns). Units destroyed and objectives taken or held are the goals of the missions with a debriefing giving you a complete status of such actions.

A wide variety of units and weaponry is available, all easily accessible through pull-down tabs on the right side of the menu. These menus give standard wargame attack and defensive

values as well and give you the option of using specific weapons targets for maximum effectiveness.

Besides stand alone missions that cover various hot spots in the world, *SEMPER FI* has three complete campaigns set in Korea, Kuwait and Pantelleria (in the Mediterranean). Each is a fictional scenario of possible future marine action. The missions are a strength in this game, each with a very detailed overview, including possible tactics which can be employed. For added replayability, a complete scenario editor is included. Multi-player capability is also available, allowing head-to-head play over a network or modem.

SOLDIERS OF WAR! from SSI takes combat

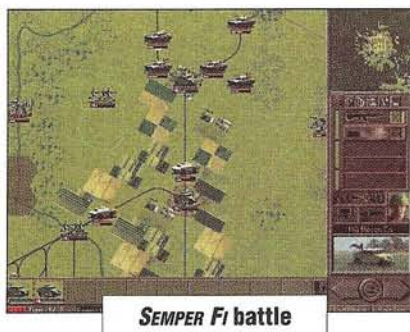
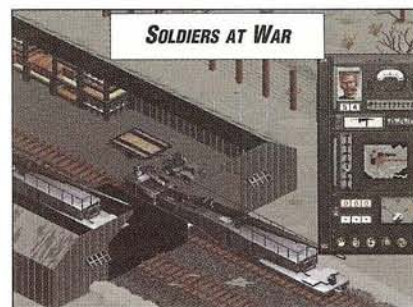
down to the level of the individual soldier. Set in the European Theater of World War II, you command a squad of eight soldiers, each with his own strengths and weaknesses. As the soldiers survive the various scenarios and campaign, their marksmanship and abilities increase, making it easier to face the more difficult battles to follow.

Squads may be randomly picked for quick start of the game or individually picked, enabling the player to have a mixed squad which is often needed later in the game. Each soldier has a separate inventory screen giving the player options on how to equip and arm each member of his squad. Similar to the classic Microprose game, *X-COM*, items are simply dragged to open hands, backpacks or belts. Specialization in weapons or tasks is also available, allowing some soldiers to be more proficient as a medic or engineer, while others are better with rifles or machine guns. Soldiers can equip and use a wide variety of arms and items including grenades, satchel charges and even wire-cutters for the barbed wire.

Gameplay is turn-based with an overhead perspective. Each member in the squad moves sep-

arately, based on how many Action Points (AP) are available for that soldier. Many options exist for movement and fire including aimed shots, kneeling, and lying prone—all accessible with a simple click of the mouse. Shots can be taken only if enough AP are available or allocated for reaction fire. Terrain is extremely varied, ranging from the sands of North Africa to the snowy fields of Germany. Elevation is present (up to seven heights). A complete campaign, starting in North Africa and working its way through Italy and into Germany is included along with some stand-alone scenarios. A complete scenario builder allows you to construct your own missions and maps.

Graphics are impressive with fine attention paid to details, such as the German insignias on the vehicles and fantastic buildings and vehicles. Play is not too complex, but extremely fun and strategic, especially when devising tactics to flush out the enemies without leaving yourself exposed to enemy fire. With each soldier personalized, you have a sense of loss if one dies. You find yourself not rushing headlong into battle.



SONAR BLIPS: Interactive Magic has picked up *ROAD TO MOSCOW*, a strategic wargame set on the Eastern Front, originally slated to be released by Arsenal Publishing. Both real-time strategy games mentioned in the last issue, *DARK REIGN* and *TOTAL ANNIHILATION*, will have add-on CDs released each with plenty of new units, maps and missions (called *RISE OF THE SHADOWHAND* and *THE CORE CONTINGENCY*). Talonsoft will also be releasing Campaign CD 1 for the well-received *EAST FRONT*. This disk will contain new nationalities, campaigns and scenarios. The final title in the Great Battles series from Interactive Magic should also be on store shelves, *THE GREAT BATTLES OF JULIUS CAESAR*, based on the boardgame of the same name. Finally, Avalon Hill has released a compilation of all the *TACOPS* materials for both PC and Macintosh titled *TACOPS CLASSIC 2.0*. Included in this release is the original game, all the add-ons scenarios and maps, new units and weapons from New Zealand and Australia and additional units for the United States and Canada.

Most people either hated or loved volume 32, number 1. The “love it” readers noted how long overdue was the coverage of science fiction games and applauded the graphics and format. Some readers complained about “increased” computer coverage (let us hope they didn’t mistake the fine graphics of the boardgame *STARSHIP TROOPERS* for computer screen shots). For a good number of readers, science fiction doesn’t belong in this strategy gaming magazine, and the issue received a number of “10/worst” ratings, yielding an overall rating of 5.5, worst in a long time. (And we certainly got an earful on the inserted reader survey from those fearing the demise of *ASL*. Don’t worry, we’re trying to not miss any issue; keep on sending the material.) We knew that “theme” issues aren’t the most popular approach, but, given the volume of science fiction/fantasy games TAHGC has produced, it seemed like a good idea at the time. At least (for those who hated it) the poison came in one dose, so now we can return your magazine to its regularly scheduled “historical gaming” for another dozen years (and early returns show great “rebound” voting for number 2’s Ancient focus).

The second part of Alan Applebaum’s superb article on *BREAKOUT: NORMANDY* benefitted from the pro-history vote (and lack of *ASL* content—though its absence didn’t stop some people from voting it the “best article”), resulting in an astounding increase in points (part 2 beating part 1’s score). When combining votes for *ZOC* with votes for individual articles in *ZOC*, the Series Replay on *STARSHIP TROOPERS* drops to a poor, fourth-place showing. My AvalonCon report also made it into the top three, a surprise given the number of readers who profess to rather not hear about it at all (must have been because of all those nicely-framed photos). The top ten scores in the “best article” voting (with three points for first, two for second and one for third, based on 200 responses) are:

Beach by Beach, Part 2	224
It Doesn’t Get Any Better Than This	166
Series Replay— <i>STARSHIP TROOPERS</i>	146
<i>ZOC</i> Section	132
Raiders and Rivets	93
Grand <i>DUNE</i>	73
Going for the Throat	44
Alone in Outer Space	39
<i>ZOC</i> , Waterloo Moods	39
AH Philosophy #179	32

The games recently played by the most respondents were *ADVANCED SQUAD LEADER*, *AGE OF RENAISSANCE*, *HISTORY OF THE WORLD*, *WAR AT SEA*, and *AIR BARON*.

Mark Mahaffey (Waxhaw, NC) is the winner of the feedback drawing and wins a one-year subscription extension.

★★★★★

For fans of *ADVANCED SQUAD LEADER*, here is what is in the pipeline. Perhaps by the time of printing of this magazine, *DOOMED BATTALIONS* will be released. On the scale of *CROIX DE GUERRE*, this module provides three mounted mapboards, overlays depicting railroads and some other new terrain, and eight new scenarios involving the allied minor nations. Tanks, ordnance and even armed motorcycles for those countries make their appearance on the counters (finally, the “Dutch trucks” are here). This module also includes errata pages for Human Waves and additions to the core rules and

The Infiltrator’s Report



Chapter H, as well as replacement counters for *KAMPFGRUPPE PEIPER II*.

The final installment of WW II orders of battle—the axis minor vehicles and ordnance—will be released as *ARMIES OF OBLIVION*, probably more than a year from now. Before then, expect to see the 1998 *ASL Annual*, a second Action Pack (eight scenarios, new overlays, two new mapboards) and the Historical *ASL* module, *A BRIDGE TOO FAR* based on the British defense of Arnhem. Russ Bunten is doing the research/scenario design and Don Petros the map. Not far behind is *BLOOD REEF: TARAWA*, which has been retooled, playtested and is destined to be the definitive beach assault HASL (it is still jockeying with *A BRIDGE TOO FAR* for release position). We’ve received numerous other HASL and module submissions, and are evaluating them for publication. *ASL* is destined to survive well into the twenty-first century!

★★★★★

The new role-playing system from TAHGC, *RUNEQUEST: SLAYERS*, is expected to be released in time for GenCon (my peak at the first few color pageproofs revealed an absolutely gorgeous product is in the works). A good portion of our talented art staff’s time has been devoted to delivering a 232-page book that will raise the industry standard. Testers have been having a blast hacking and slashing (Gee, what are they doing over there playing it now that it is going to press? Hmmm.)

PATHS OF GLORY, Ted Raicer’s strategic-level WW I game has been sold to TAHGC. Expect release in less than a year.

★★★★★

Launched in May by the *Living History* editor, the internet magazine *Skirmisher* (<http://members.tripod.com/~SKIRMISHER>) has selected *STARSHIP TROOPERS* as the best overall game.

★★★★★

Contest #185 (“Much Ado About ’98”) tested contestants’ knowledge of history and TAHGC games portraying it. As Shakespeare penned in 1598, this might have been much ado about nothing, but at least rule ambiguities are minimized (although some may take issue with the Spartan peace being

“in” the game *PELOPONNESIAN WAR*). In case you were wondering, Columbus found the Orinoco on this third voyage. Lucrezia Borgia divorced Giovanni Sforza in 1497 in order to ally with Naples, Louis XII was crowned in France in 1498 and partitioned Milan in 1499, forcing Sforza to flee to Austria. Marius, not the greatest of politicians, gave up his sixth consulship and fled when his opposition to Metellus’ return was unpopular. Here is an example of one correct set of answers:

- Timur: 14th C., *MAHARAJA*
 - Milan: 15th C., *MACHIAVELLI*
 - Orinoco: 15th C., *CONQUISTADOR*
 - Marius: 1st C., BC, *REPUBLIC OF ROME*
 - Boxers: 19th C., *PAX BRITANNICA*
 - Magnus: 11th C., *BRITANNIA*
 - Nelson: 18th C., *WOODEN SHIPS & IRON MEN*
 - Sparta: 4th C., BC, *PELOPONNESIAN WAR*
 - Tokugawa: 16th C., *SAMURAI*
 - Trajan: 1st C., *HISTORY OF THE WORLD*
- SUCCESSORS*: Demetrius and Seleucus occupy Ptolemy’s southern Anatolian holdings (if you didn’t know this obscure fact, at least you could have read the event table in the issue’s lead article).

SHAKESPEARE: “Much Ado About Nothing” (and several other plays are correct answers as well—who says we don’t make these contests easy?)

★★★★★

Contest #184 (“Sound Advice”) drew a substantial response, but most entrants missed two to four answers (with most of the misses revolving around the hunt for a “false” answer). Perhaps contestants used the “false” answer as their default when they could find no game to match the advice. In any case, the only truly false answer snagged a good number of you who clearly need to read the fine-print more in *REPUBLIC OF ROME*. From the errant entries, we now have a list of the top ten things you should do when gaming:

- #10 subordinate the Master of Horse in *BASEBALL STRATEGY* (presumably to Dictator Peter Angelos),
- #9 declare Debauchery and Revelry with Princess Ryan (or your favorite Star Marine),
- #8 increase the counter size for *PANZERGRUPPE GUDERIAN* players with trifocals (one solution for the dilemma over insertion of tiny units),
- #7 strengthen your triremes with a single shield (well, at least the admiral will have something for those sun rays),
- #6 retreat to nice spots in front of rivers in *THIRD REICH*
- #5 don’t reduce the cost of your infantry (overpay the privates and fire the generals?)
- #4 calculate To Kill numbers in *AGE OF RENAISSANCE* (perhaps for the rules-writer),
- #3 complain to TAHGC about not getting a Political Status chart in your box of *DIPLOMACY* (or was there a variant from an out-of-print magazine that can be faxed?),
- #2 send *GERONIMO* leaders to somewhere where they can’t hurt anybody,

and the number one piece of advice for wargamers is . . . send poor *ASL* players to Bonham, Texas.

The two contestants who resisted the comic urge and nailed all ten answers were: James Keefauver (Santa Rosa, CA) and Michael Tsuk (Arlington, MA).

HISTORY OF THE WORLD

→→→→→→ (from p. 29)

Bruce Monnin kept himself in the game with quiet, deliberate play. Then at the end, for some reason, his play slipped just when he needed to be at his best. The game slipped from his grasp then. It could have been the long day and anticipation of the long drive ahead. He should have won this game. Monnin's misplay of the Netherlands contributed to some of Stanley's

points. At least he remembered to knock Mullet out of Northern Europe.

Jeff's steady play kept him in striking distance. Then, the Ottoman Turks did well, and secured remote inland locations that were overlooked by other players. The United States is usually a game-losing Empire. In this case, the failure of other players to reduce Mullet's dominance of China left Jeff with enough points that above average success in the Americas

clinched the game with but one army to spare. France and Britain maximized points, but did not maximize their destruction of Mullet's holdings.

Overall the game proceeded at an orderly pace. *HISTORY OF THE WORLD* is a rich, fun game whether it is played face-to-face or versus computer opponents. We in the Basement hope that you have learned from our play, faulty or otherwise.

ATLANTIC STORM

→→→→→→ (from p. 55)

4) Concentrate carefully on which force cards and convoy cards have been played and lost. You should especially keep track in your head of each player's approximate score or at least have a good idea of who is in the lead.

5) Negotiate and "diplomacize" in a manner that targets the leader (or deflects attention away from yourself if you are the leader).

Of course, the chance of winning a multi-player game is statistically less than that of winning a two-player game, even if you improve your playing skills in the

game. Chance may ultimately be a significant factor in the outcome (a key die roll, for instance). I hope that you won't be complaining aloud, "Who shuffled this deck?" Instead you'll be complimenting yourself, "I'm doing the best I can with the cards I have"—and making the perfect play to prove it.

COMING ATTRACTIONS

BITTER WOODS

On December 16, 1944, Germany launched its last desperate offensive in the West. Seven Panzer and thirteen infantry divisions burst upon the surprised and thinly-held American lines. In the most dramatic and bloody battle in the West, the US Army would slow and finally stop the spearheads of Hitler's elite Panzer armies. Can you better your counterpart?

"Been there; done that" you say? Nuts! This is an all-new Bulge game that sets new standards. You don't want to miss it.

BITTER WOODS re-creates the critical first eleven days of this historic struggle. This regimental-level Bulge game combines enormous amounts of research and playtesting with the expertise of famed Bulge game designers Bruno Sinigaglio, Danny Parker and Randy Heller to produce a realistic simulation of mechanized breakthroughs without inundating players with undue complexity. State-of-the-art graphics by Mark Simonitch, a 22-turn campaign game and a delightful eight-turn tournament scenario make for a terrific game experience, which is destined to become a classic. Take it from the experts winning tournaments on them: this is the best Bulge game yet.

Each half-day turn is divided into phases which provide attacker and defender alike with numerous challenging decisions. A realistic road network, mechanized reserves and pre-combat artillery support make for an engaging two-sided battle, with ample opportunities for American counterattacks that will keep both players on the edge of their seats. Optional rules amply enrich the experience, but may be ignored by the beginning player eager to dive into the battle. *BITTER WOODS* provides rules for divisional integrity, Kampfgruppe Peiper's breakout, the Skorzeny infiltration, hidden fuel dumps, mechanized reserves, leader units, random events, attrition, bombardments and *Angriff Aus Der Bewegung* attacks (attacks on the move). It has a four-color game map, 280 counters (some with armor silhouettes and personality profiles), two Order of Battle cards, two combat

charts and a medium-complexity rule book with designer's notes.

This is Randy Heller's fourth involvement in the design of a Bulge game and represents the culmination of that experience. Unit combat values were derived from statistical analysis; the road net was visually confirmed; Order of Battle research was extensive, providing nuances missed by other designs. The heroic siege and relief of Bastogne is likely to take place, putting the German player in the tough position of deciding how much of his forward momentum to divert to take the vital road junction.

The true "queen of the battlefield" proved to be American artillery. At that time, US artillery had a communication and fire-control system with no equal in the world. Time-on-target, concentrated fire from several battalions (with shells calculated to arrive at the same instant) often had a devastating effect. Ammunition was plentiful and used prodigiously. The 30th Division alone fired 57,275 rounds against Kampfgruppe Peiper in the vicinity of LaGleize-Stoumont. This power is reflected in the game, and the appropriate use of artillery will strongly influence Allied success.

Leader units provide a player with the ability to release reserves for exploitation or the capability of retaining a key defensive position instead of retreating.

Play is fast and furious. Breakthroughs aren't assured but can occur. Kampfgruppe Peiper may be in the position of choosing between searching for the hidden fuel dumps or blocking incoming Allied reinforcements. The eight-turn tournament scenario can be completed in under four hours. The campaign game takes about eight hours to play. *BITTER WOODS* is suitable for solitaire play and may be played by mail.

Those familiar with *BATTLE OF THE BULGE* 1981 may well ask what else differentiates *BITTER WOODS* from its predecessor. In *BITTER WOODS* units have step reductions and endurance ratings which give the US Army more stamina. Terrific opening die rolls by the Germans will not create a blowout. The combat results table is radically different, including results not before seen, yet appropriate for a Bulge CRT. The effect is to require the attacker to be more concerned about diversions, flanking maneuvers and retreat routes

rather than simply overwhelming the enemy at any one point. The German player may challenge Allied air interdiction. Fuel dumps are hidden. Attacks can benefit from combined arms and divisional integrity. The initial setup provides the historical jump off points (setup is quick due to discrete markings on the map). Artillery has more capabilities, including offensive fire, final protective fire and bombardment. Victory conditions vary, making for an extremely well-balanced tournament and campaign game.

Look for *BITTER WOODS* this Fall.

—Stuart K. Tucker

VIRTUAL CONNECTIONS

As part of our effort to keep you informed of ongoing PBM/PBEM gaming ladders and other resources, here are a few websites and email addresses relevant to TAHGC and AvalonCon '98 in particular.

- ASL Q&A: ASL_QA@anodyne.com
- Across 5 Aprils GM: ALewis16@aol.com
- Advanced Third Reich PBEM: mreffue@icanect.net
- The Avalon Hill Game Company's official site: www.avalonhill.com
- Bitter Woods: www.gprep.org/~cheller/bitter.html
- Empires in Arms GM: K.Allen@aol.com
- Hannibal tournament: www.isGsite.com/ISGsite/HANNIBAL.htm
- GCACW series & On to Richmond: www.smart.net/~waveland/gcacw.htm
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SLB: wargameGM@aol.com
- Gangsters PBEM: jpack@sisna.com
- Pacific War GM: GGonz827@aol.com
- Republic of Rome GM: sandyw@decipher.com
- Starship Troopers tournament: www.abs.net/~anomaly/sst.html
- Titan: www.uwm.edu/~bruno/titan/avaloncon.html
- Title Bout GM: TColeman@zd.com
- Victory in the Pacific PBEM: jpack@sisna.com

WHISPERS . . .

.. The big news of the season is the planned July merger of Chessex with The Armory to form Alliance Distributors, consolidating two major distribution competitors and keeping alive a manufacturing wing (Chessex Manufacturing). . . TimJim Games is out of business—its accountant is returning pre-order payments and its game projects are up for sale. Prism Games is still in business, and bought out Gamesmiths' titles, with *TOTAL WAR* and *PANTHEON* expected in July. . . The newly-formed Lindsey Games is developing *KETTLES AT DAWN*, a Civil War iron-clads miniatures simulation game, scheduled for release in July. . . Avalanche expects to release *GREAT WAR AT SEA, VOLUME II* in late June (and look for two scenarios to appear soon in *THE GENERAL*). They also will be releasing the mini-game *SCOTLAND, THE BRAVE* in the July issue of *Shadis*. . . Decision Games' latest is *OVER THE TOP*, four WW I battles. . . Moments in History's *TURNING THE TABLES* was released in May. . . Ray Freeman's *TIGERS IN THE MIST* (point-to-point Bulge) is moving onto GMT's P500 list for possible publication. . . GMT's *Great Battles* series moves into Gaul this summer. . . Camelot Games has put out *PENINSULA ITALICA*, similar to *BRITANNIA*. . . Columbia Games released *VICTORY* in May and is planning to release a steady stream of map, block and counter expansion sets for it over the course of June-September. . . In a departure from their traditional fare, Clash of Arms expects to release in July *COURTISANS OF VERSAILLES* and *JOAN OF ARC*, including mounted mapboards, cards and some

resin-cast pieces in each. . . Rio Grande has delayed release of the English versions of *MEDICI* and *EL GRANDE* until July due to vendor problems. Their *MISSISSIPPI QUEEN* expansion *THE BLACK ROSE* was released in May. . . Mayfair Games plans a late June release of *SEAFARERS OF CATAN* and a six-player expansion in July. The re-release of the abstract strategy game *QUO VADIS* is expected in July as well. They have cancelled a number of things cosmic for lack of a license. They are planning to put out US editions of *EUPHRAT & TIGRIS* and *CAESAR & CLEOPATRA*. . . Emperor's HQ says that the miniatures rules *WARFARE IN THE AGE OF DISCOVERY* (pike and shot) are in playtesting and is planned for a Fall release. . . The revised 3rd edition of Task Force Game's *STARFIRE* was shipped in April, though apparently Marvin Lamb has bought its rights from TFG. . . Fantasy Flight is developing the boardgame *TWILIGHT ARMADA*, not to be confused with Holistic Design's miniatures game *NOBLE ARMADAS*. . . Component Game Systems released the Shadow, Psi Corps, League and Vorlon expansions in May for *BABYLON 5 CGS*. . . Last Unicorn's RPG on *STAR TREK: THE NEXT GENERATION* has a slew of releases scheduled for August-October. . . Sword of the Knight, publisher of *Earthdawn Journal*, *Shadowland* and *Traveller Chronicle* is folding. . . A similar fate has befallen *Troll Magazine*. . . FASA's 3rd edition *SHADOW RUN* is expected in August. . . Steve Jackson released the *GURPS LITE* rule book free of charge to support its RPG book line. Meanwhile, their *Pyramid* magazine has moved to an online format only. . . Atlas Games' Call of Cthulhu boardgame *CULTS ACROSS AMERICA* is expected this summer. . .

.. In computer strategy gaming news . . . Electronic Arts will release in the Fall the turn-based strategy game *SID MEIER'S ALPHA CENTAURI*, featuring seven factions, victory through conquest or evolution, multi-player support and a unit editor. . . Interactive Magic expects to release this Fall the real-time strategy games *ROAD TO MOSCOW* and *THEOCRACY*. The former deals with the Eastern front during WW II, while the latter involves empire-building with the Aztecs. In June, they expect to release the *Ancient Adversaries* expansion to *SEVEN KINGDOMS* (new nationalities, scenarios and terrain). . . LucasArts expects to release in the fall *STAR WARS: FORCE COMMANDER*, a real-time strategy game of ground combat. . . In mid-May, Activision underscored its commitment to develop PC games, including TAHGC's *CIVILIZATION*. . . 3DO's nostalgic *ARMY MEN* was released (with two plastic soldiers in its unusual packaging) at the end of April. . . Talonsoft's *TRIBAL RAGE*, a future-of-wasteland type of game, is being released in June. They are also extending the Battleground series to *CHICAMAUGA* this fall. *THE OPERATIONAL ART OF WAR*, Volume I will be followed in February 1999 by Volume II. . . Westwood is working on *DUNE 2000*, a real-time version of the *DUNE 2* strategy game. . . Interplay's *STARFLEET COMMAND* real-time strategy game is planned for a Christmas release. . . Virgin Interactive is producing *DAWN OF WAR*, a real-time strategy fight for survival set in fictionalized pre-historical times (the bad guys are humanoid dinosaurs), where the object is to build a strong tribe and defeat rival tribes. . .

—SKT

CONVENTION CALENDAR

Please submit announcements at least six months in advance of the event to ensure timely publication. Feel free to email information to ahgeneral.com

AvalonCon '98**July 29-August 2, 1998, 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. Write Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 or call 410-254-9200 x103 or email don@avalonhill.com or visit www.avalonhill.com.

ASL Wild West Fest IV**August 21-23, 1998, Denver, CO**

Held at the Holiday Inn Denver Southeast, this open-format tournament features several mini-tournaments. All skill levels are welcome. Pre-registration is \$15. Write Tim Wilson, 353 Cascade, Lander, WY 82520 or call 307-332-9266 or email twilson@wyoming.com.

RailCon '98**September 10-13, 1998, Denver, CO**

Sponsored by the Train Gamers Association, this convention features many railroad games, including *1830* on Friday and *RAIL BARON* on Sunday. A tour package of historical railroads is offered for Sept. 14-17. Write TGA, Inc., P.O. Box 461072, Aurora, CO 80046-1072 or call 303-680-7824 or email TGATrains@aol.com.

ConQuest '98**September 4-7, 1998, San Francisco, CA**

Held at the Clarion Hotel in Milbrae, this convention features RPGs, miniatures, LARP, boardgames, computer games, strategy card games, auction and dealers. Write ConQuest, 467 Saratoga Ave., Ste.#1422, San Jose, CA 95129 or call 408-281-5992 or email info@con-quest.com or visit www.conquest.com.

NOVAGCON '98**September 12-13, 1998, Tyson's Corner, VA**

Held at the Westpark Hotel, this convention features historical and sf miniatures, vendors, open gaming and flea market. Write NOVAG, P.O. Box 223660, Chantilly, VA 20153 or email dfluff@erols.com.

1998 Canadian ASL Open**September 25-27, 1998, Winnipeg, Manitoba, Canada**

This second annual event will be at the Viscount Gort Hotel and is open to all ASL players. Registration is C\$20 prior to August 31, C\$25 at door. Write Winnipeg ASL Club, 360 Kenaston Blvd., Winnipeg, Manitoba, Canada, R3N 1V8 or call 204-487-0544 or email jmmcleod@mb.sympatico.ca.

Armistice '98 "The Great War"**November 6-7, 1998, Aurora, CO**

Sponsored by the Colorado Historical Gamers, this convention is held at the National Guard Armory and features *NAPOLEON'S BATTLES*, historical miniatures and boardgames. Contact Steve Weeldreyer at 303-752-3213 or email CHG_PRES_STEVE@msn.com.

U*Con 1998**November 20-22, 1998, Ann Arbor, MI**

This tenth annual convention is held at the University of Michigan Student Union. (Organizers are seeking game masters and volunteers.) Write U*Con 98, P.O. Box 4491, Ann Arbor, MI 48106-4491 or email ucon98info@umich.edu or visit www.deathstar.org/~ucon/.

The 1999 Midwest Open**March 6-7, 1999, Kenosha, WI**

This *VICTORY IN THE PACIFIC* tournament takes place at the Days Inn on 75th Street. Organizers offer plaques and other prizes. Registration is \$30 before Feb. 20, 1999; \$40 at door. Open Gaming allowed; gallery free. Write Glenn E.L. Petroski, 6829 23rd Avenue, Kenosha, WI 53143-1233 or call 414-654-5044 or email GELP@juno.com.

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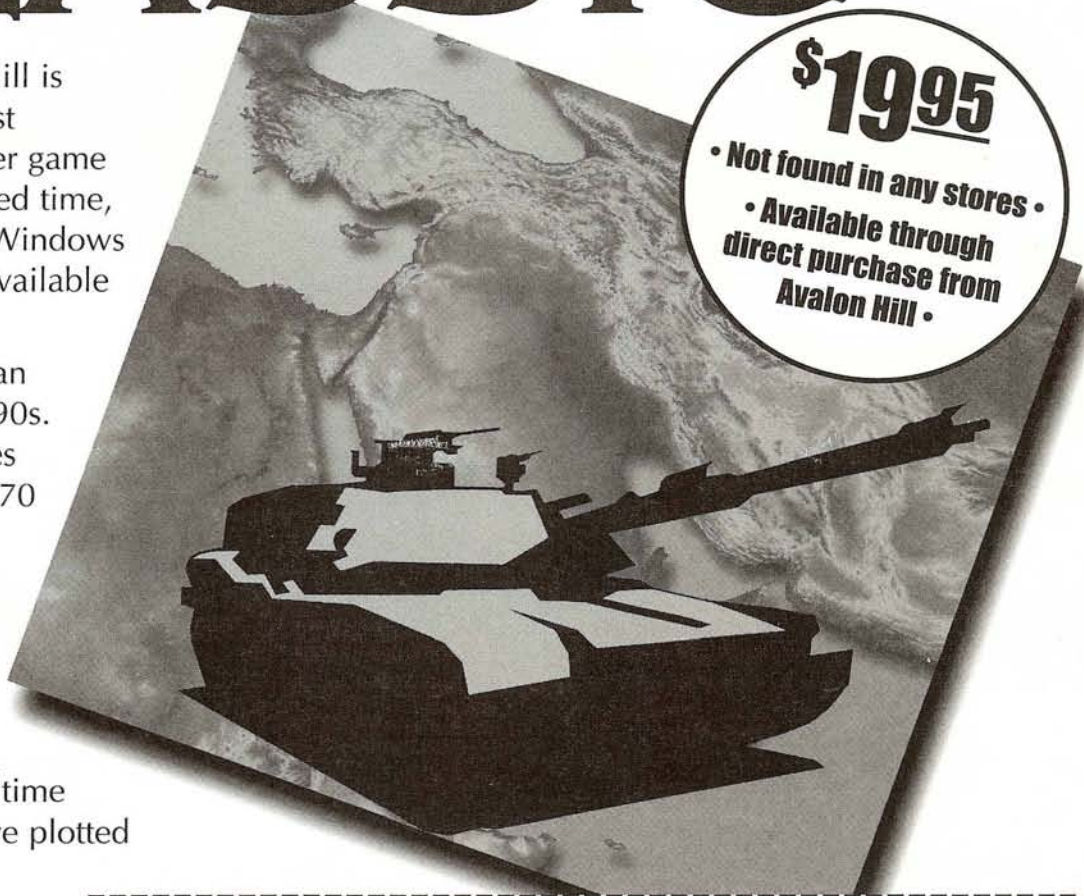
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Attention Gamers! It's time once again to select the best game and game-related releases of the past year (1997) for the annual Origins Awards. Please **vote for one release in each category**. Return your completed ballot by June 17. And feel free to photocopy this ballot for your own use or to pass it on to other gamers (only one ballot per person, though). Origins Award winners are announced at the ORIGINS national gaming convention—be there, or check summer issues of this magazine for the winners!

Deadline: June 17, 1998



Best Abstract Board Game

- Balanz Mayfair
- Kill Doctor Lucky Cheapass Games
- Lowenherz Gold Sieber
- Stock Market Guru Avalon Hill
- Survival of the Witless Avalanche
- Write-in Title: _____
- Manufacturer: _____

Best Historical Board Game

- Euphrat & Tigris Hans im Gluck
- Home Before the Leaves Fall Clash of Arms Games
- Sam Grant Columbia Games
- Six Days of Glory Clash of Arms Games/TOME
- Starship Troopers Avalon Hill
- Write-in Title: _____
- Manufacturer: _____

Best Science Fiction or Fantasy Board Game

- BABYLON 5 Wars Agents of Gaming
- Princess Ryan's Star Marines Avalon Hill
- Roborally Grand Prix Wizards of the Coast
- Starship Troopers Avalon Hill
- Write-in Title: _____
- Manufacturer: _____

Best Trading Card Game

- BABYLON 5 Collectible Card Game Precedence
- Dune: Eye of the Storm Last Unicorn
- Shadowrun Trading Card Game Limited Ed. FASA
- Warlords Trading Card Game Iron Crown
- Write-in Title: _____
- Manufacturer: _____

Best Traditional Card Game

- Corporate Shuffle Wizards of the Coast
- Give Me the Brain Cheapass Games
- Groo: The Game Archangel Entertainment
- Lord of the Rings Tarot Deck and Card Game U.S. Games Systems, Inc.
- Titan: The Arena Avalon Hill
- Write-in Title: _____
- Manufacturer: _____

Best Card Game Expansion or Supplement

- BattleTech: Mechwarrior Wizards of the Coast
- L5R—Time of the Void Five Rings Publishing
- Magic: the Gathering Portal Wizards of the Coast
- Magic: the Gathering Tempest Wizards of the Coast
- Middle-earth: The Lidless Eye Iron Crown
- Write-in Title: _____
- Manufacturer: _____

Best Historical Miniatures Rules

- Battleground Rules Easy Eight Enterprises
- Battles of the Revolutionary & Napoleonic Wars Clash of Arms Games
- Crossfire Quantam Publishing Company
- Flint & Steel Clash of Arms Games/TOME
- High Noon Tactical Conflict Systems
- Red Star, Blue Sky Simtac
- Write-in Title: _____
- Manufacturer: _____

Best Science Fiction or Fantasy Miniatures Rules

- Chronopia Heartbreaker Hobbies
- Deadlands: the Great Rail Wars Pinnacle
- Epic 40,000 Games Workshop
- Gorkamorka Games Workshop
- The Lost Toys Inner City Game Designs
- Write-in Title: _____
- Manufacturer: _____

Best Historical Figure Miniatures Series

- 15mm ACW Personalities Stone Mountain
- 15mm American Revolution Musket Miniatures
- 6mm Adler Napoleonic Stone Mountain
- Charlie Company U.S. Army Figures RAFM
- GHQ Rebellion 10mm Napoleonic GHQ Microarmor
- Write-in Title: _____
- Manufacturer: _____

Best Science Fiction or Fantasy Figure Miniature

- Dove Falconhand in Armor Ral Partha
- Golden Chaos Dragon Limited Edition Ral Partha
- High Elven Warlord Ral Partha
- Sisters of Battle Talbot Squad (Seraphin) Games Workshop
- Write-in Title: _____
- Manufacturer: _____

Best Vehicle Miniature

- AKU-1X Akuma Ral Partha
- Call of Cihulhu Roadster RAFM
- Cauldron Born Ral Partha
- GHQ Micronaut: CB-1 Alaska (USN 67) GHQ Microarmor
- Iceberg Silent Death Starship RAFM
- Longboat Silent Death Starship RAFM
- Write-in Title: _____
- Manufacturer: _____

Best Action Computer Game

- 7th Legion Microprose
- Hexen II Activision
- Quake II Activision
- Star Trek Starfleet Academy Interplay
- Tomb Raider Eidos Software
- Write-in Title: _____
- Manufacturer: _____

Best Roleplaying Computer Game

- Blade Runner Westwood
- Descent to Undermountain Interplay
- Fallout: A Post Nuclear Adventure Interplay
- Final Fantasy VII Eidos Software
- Ultima Online Origins Systems
- Write-in Title: _____
- Manufacturer: _____

Best Strategy Computer Game

- Dark Reign Activision
- Emperor of the Fading Suns Holistic
- Sid Meier's Gettysburg Firaxis
- Imperialism Strategic Simulations
- Magic: the Gathering CD-ROM Microprose
- Panzer General II Strategic Simulations
- Write-in Title: _____
- Manufacturer: _____

Best Amateur Game Magazine

- Alarums & Excursions Lee Gold
- Berg's Review of Games Berg's Review of Games
- Gaming Intelligence Gaming Intelligence
- Serendipity's Circle Wheeality
- Stary Wisdom Chaosium
- Write-in Title: _____
- Manufacturer: _____

Best Professional Game Magazine

- Comics Retailer Krause Publications
- Dungeon Magazine TSR
- InQuest Wizard Press
- Knights of the Dinner Table Magazine Kenzer & Co.
- Pyramid Magazine Steve Jackson
- Shadis Magazine Alderac
- Write-in Title: _____
- Manufacturer: _____

Best New Play-by-Mail Game

- Cold War Battle Plan Flying Buffalo, Inc.
- Fire in the Galaxy Tactical Simulations
- Legends II Midnight Games
- Middle-earth PBM Fourth Age Circa 1000 Game Systems, Inc.
- Write-in Title: _____
- Manufacturer: _____

Best Ongoing Play-by-Mail Game

- CTF 2167 Advanced Gaming
- Duelmasters Reality Simulations
- Hyborian War Reality Simulations
- Middle-earth PBM Game Systems, Inc.
- Star Web Flying Buffalo, Inc.
- Write-in Title: _____
- Manufacturer: _____

Best Game-Related Novel

- Grave Covenant FASA
- Planar Powers TSR, Inc.
- Steel Rain FASA
- Tales from the Empire West End Games
- The Road to Hell White Wolf
- Write-in Title: _____
- Manufacturer: _____

Best Game-Related Short Work

- A Bright Dream/A Dark Dream Steve Jackson
Appearing in In Nomine
- A Forty Share in Innsmouth Chaosium
Appearing in Singers of Strange Songs
- Crisis of Faith Dream Pod 9
- Independence Day Pinnacle
- Not Damned White Wolf
Appearing in Dark Tyrants Anthology
- Write-in Title: _____
- Manufacturer: _____

Best Roleplaying Adventure

- Film Festival #1 (Honk Kong Action Theatre) Event Horizon
- Independence Day (Deadlands) Pinnacle
- Mob War (Shadowrun) FASA
- Tale of the Comet (AD&D) TSR
- The Great Modron March (AD&D) TSR
- The Medelin Agent (Millennium's End) Chameleon Eclectic
Appearing in The Medelin Agent
- The New Breed: Battle Before the Storm (Heavy Gear) Dream Pod 9
- Write-in Title: _____
- Manufacturer: _____

Best Roleplaying Game

- Big Eyes, Small Mouth Guardians of Order
- Blue Planet Biohazard Games
- Domains of Dread TSR
- Legends of the Five Rings Roleplaying Game Alderac
- Saga Game Rules/Fate Deck TSR
- The Babylon Project Chameleon Eclectic
- Write-in Title: _____
- Manufacturer: _____

Best Roleplaying Supplement

- A Magical Medley (FUDGE) Grey Ghost
- BattleTech Field Manual: Mercenaries (Mechwarrior) FASA
- Delta Green (Call of Cthulhu) Pagan Publishing
- Heroes of Sorcery (AD&D) TSR
- Rigger 2 (Shadowrun) FASA
- The Blood Wood (Earthdawn) FASA
- Write-in Title: _____
- Manufacturer: _____

Name _____
 Address _____
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 Signature _____

For more information on the Academy or the Origins Awards, contact us at the address below.

Ballots must be received by June 17, 1998.
Mail your ballot to:



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For Excellence in the Conflict Simulation Game Industry

Best Pre-World War II Board Wargame

Name specific box game or magazine

Best World War II Board Wargame

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Best Post World War II Board Wargame

Name specific box game or magazine

Best Wargame Graphics

Name specific box game or magazine

Best Pre-20th Century Era Computer Wargame

Best 20th Century Era Computer Wargame

Best Game Review or Game Analysis

Name magazine, issue # and author
please

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AWARDS



1997

Best Historical or Scenario Article

Name magazine, issue # and author

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To a Game Designer, Developer, Graphic
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Greenwood, Mark Herman, Larry Hoffman,
Chris Perello, & Ted Raicer.

Best Professional Wargame Magazine

Best Amateur Wargame Magazine

Signature

Date

Ballot from which magazine, issue #

Please sign and return your ballot to:

John Kranz

CSR Awards Director
13426 E. Cindy St.
Chandler, AZ 85225


PHOTOCOPY IS ACCEPTABLE


This is the Official Awards Ballot for the Charles S. Roberts Awards for calendar year 1997. Please list three titles or names in each category; the five titles/names receiving the most votes in each category will be declared the nominees; and the title/name receiving the most votes overall in each category declared the winner. The winners will receive their CSR Awards at Origins '98.

Please note the name of the magazine the ballot is from and return the ballot signed and dated. Thank you for taking the time to show your appreciation for the efforts of those working in the wargame industry.

John Kranz, Awards Director


**BALLOTS MUST BE RECEIVED
BY JUNE 24, 1998**


Asp Faction  CHAMPION
SUCCESSOR

Available  Minor Generals

VP AWARDS

ACTIVE FLEETS


Crescent Faction  CHAMPION
SUCCESSOR

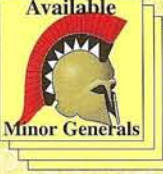
Available  Minor Generals

VP AWARDS

ACTIVE FLEETS

Faction Cards

Lion Faction  CHAMPION
SUCCESSOR

Available  Minor Generals

VP AWARDS


ACTIVE FLEETS

VP USURPER VP

CHAMPION 3L SUCCESSOR 0L

Fold and assemble back-to-back

4 2 4 2 4 2 4 2

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Sunburst Faction  CHAMPION
SUCCESSOR

Available  Minor Generals

VP AWARDS

ACTIVE FLEETS

Horse Faction  CHAMPION
SUCCESSOR

Available  Minor Generals

VP AWARDS

ACTIVE FLEETS

Grid of 60 Crescent Moon tokens (10 rows by 6 columns).

NAME: _____

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1	AGILITY:	<input type="text"/>
2	SKILL:	<input type="text"/>
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CIRCLE WHAT APPLIES:

4 No Manager
May / Not Use Blue Holds

5 LIST SPECIALTIES:

6

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NAME: _____

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CIRCLE WHAT APPLIES:

4 No Manager
May / Not Use Blue Holds

5 LIST SPECIALTIES:

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NAME: _____

DRAW YOUR OWN

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May / Not Use Blue Holds

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CIRCLE WHAT APPLIES:

4 No Manager
May / Not Use Blue Holds

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CIRCLE WHAT APPLIES:

No Manager
May / Not Use Blue Holds

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CIRCLE WHAT APPLIES:

No Manager
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Total Damage

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WEIGHT:

RECOVERY:



CIRCLE WHAT APPLIES:

No Manager
May / Not Use Blue Holds

LIST SPECIALTIES:

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NAME: _____

Total Damage

STRENGTH:

AGILITY:

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POWER SURGE:

WEIGHT:

RECOVERY:



CIRCLE WHAT APPLIES:

No Manager
May / Not Use Blue Holds

LIST SPECIALTIES:

6							14	SUBMIT
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7	8	9	10	11	12	13
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B	RF Tamika Catchings	E	RF Treva Christensen	D	RF LySchale Jones	D	RF Monica Maxwell
C	LG Semeka Randall	D	LG Sytia Messer	D	LG Tynesha Lewis	C	LG Tamicha Jackson
F	RG Kellie Jolly	D	RG Christy Smith	F	RG Kristin Gillespie	D	RG LaQuan Stallworth
A	Bench Grade	A	Bench Grade	AA	Bench Grade	B	Bench Grade
A	Defensive Grade	B	Defensive Grade	A	Defensive Grade	A	Defensive Grade
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TEAM CARDS

1998 Men's
Final Four

	<u>1998</u>	<u>Kentucky</u>	<u>1998</u>	<u>Stanford</u>	<u>1998</u>	<u>Utah</u>	<u>1998</u>	<u>North Carolina</u>
	D	C Nazr Mohammed	D	C Tim Young	C	C Michael Doleac	E	C Ademola Okulaja
	D	LF Scott Padgett	D	LF Mark Madsen	C	LF Hanno Mottola	A	LF Antawn Jamison
	E	RF Allen Edwards	D	RF Peter Sauer	E	RF Alex Jensen	C	RF Vince Carter
	C	LG Jeff Sheppard	C	LG Kris Weems	F	LG Drew Hansen	C	LG Shammond Williams
	D	RG Wayne Turner	C	RG Arthur Lee	C	RG Andre Miller	E	RG Ed Cota
	A	Bench Grade	B	Bench Grade	B	Bench Grade	C	Bench Grade
	B	Defensive Grade	B	Defensive Grade	A	Defensive Grade	A	Defensive Grade
	3	Coach Tubby Smith	3	Coach Mike Montgomery	3	Coach Rick Majerus	2	Coach Bill Guthridge
	82	Wildcats	84	Cardinal	90	Utes	96	Tar Heels