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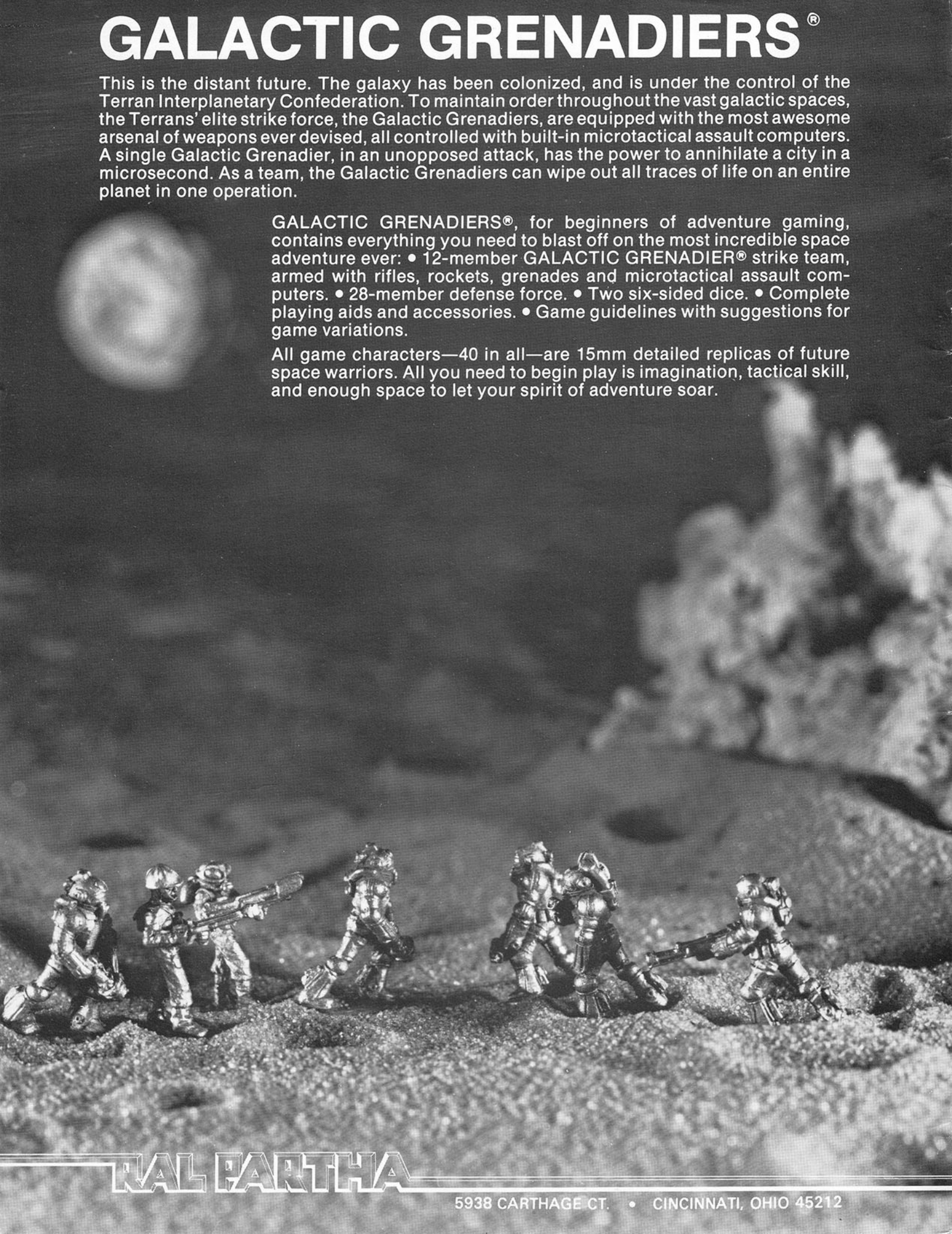
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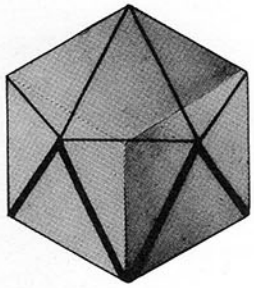
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vol. 1, no. 7 january



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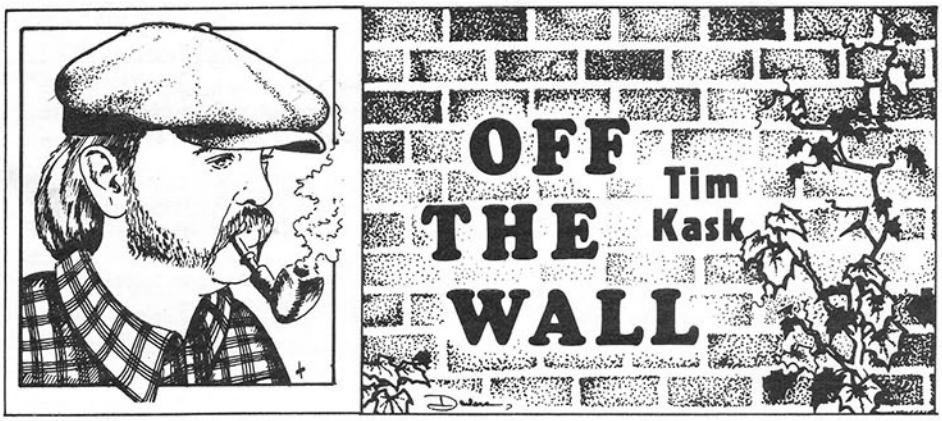
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Lest anyone be misled, this magazine is very definitely *pro-gaming.* On the surface, this statement would seem to be self-evident. However, we are printing an article this month that is unlike most other articles you or I are likely to read, or to have read, in a gaming magazine.

I have always characterized any magazine I have been connected with as primarily a forum for discussion. That most of that discussion has been pro-hobby is certainly not unusual, as it is written *by* proponents *for* proponents. I don't publish this magazine for people that *don't* like games, I publish it for those that *do.*

"A Dragon On His Back" was written *by* gamers, *for* gamers. To my knowledge, it is the first time that such a topic has been discussed within the hobby. It is well reasoned, and well balanced, but for the first time, it says some negative things about RPG's. A couple of people that knew about it prior to publication expressed some misgivings about "giving ammo to the enemy", and whether or not it would be appropriate to discuss the topic.

Consistent with my publishing philosophy, I felt that the article certainly deserved to see the light of day. I feel that the topic is legitimate, and the authors' concerns and observations are very perceptive and sincere. When weighing the decision in my mind, I felt that my obligations as a responsible publisher to my audience demanded that it be published. Hiding our head in the sand and denying that the problem exists is dodging the issue, and denying truth.

I fully expect that this article will elicit a heavy response in letters to the editor. I do *not* believe that everyone that reads it will agree with the conclusions postulated. I *do* believe that everyone should read it, and give it consideration. I'm looking forward to the controversy it is sure to engender . . .

— — —

Also in this issue is the first of a series of articles that will be appearing in this magazine in the upcoming year dealing with the Napoleonic era. We are pleased to be bringing these uniform plates to the attention of history buffs after so long a time out of view. Sometime in that not-too-distant future we are planning to publish a collation of the articles, collected together into a single offering. What is free for the taking now will later cost you—the inference should be crystal-clear.

This month we lead off with Bavaria (Pt. I); the next installment (Bavaria, Pt. II) will be along in March or April, unless, of course, the demand is so overwhelming that we are forced to accelerate our schedule.

Following installments planned include: Saxony Pt. I; Saxony Pt. II, Wurzburg Pt. I and Small Duchies; Baden, Hesse and Clevesburg; Wurtemburg Pt. I; Westphalie Pt. I; and, Westphalia Pt. II, Wurtemburg Pt. II and Wurzburg Pt. II.

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One final note: feedback from the readership is both valued and necessary for a magazine to flourish. Judging from the current feedback in the form of letters to the editor, we are either doing nothing right or everything perfectly.

We know both of these possible extremes to be false; our sales continue to grow slowly, so we know we're doing somethings correctly; as they are growing *slowly,* we must not be doing it perfectly. If we were perfect, our sales would be astronomical.

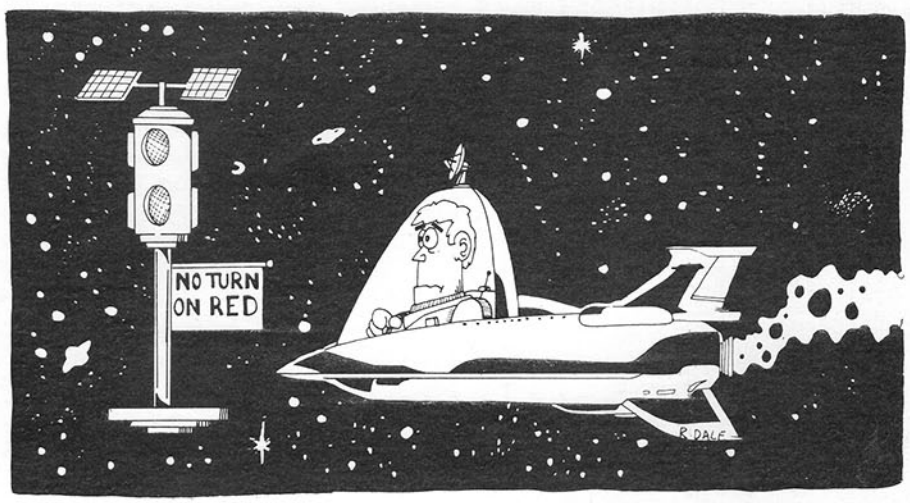
We need feedback from you. When you like something we print, do or say, our egos enjoy the rush, and we like to use a few 'pro-'letters each issue. If you feel we blew one, we want to know that also, and *why* you feel that way, so we can share it with the other readers. When you feel somewhere between those extremes; *i.e.,* we left something out or overlooked some point, we'd like to be able to share that, too.

If you read AG and don't like something, or want to see somthing you feel we're neglecting, TELL US! PLEASE!

We can't provide a scintillating, provocative and stimulating letters page without the main ingredient.

All we ask is that they be typed (double spaced) and that you sign your name. If you wish to remain anonymous, we will honor your wish if circumstance warrants it, or we won't use it if we feel it unwarranted. Wanna see your name in print . . .?

Timothy Kask



A DRAGON ON HIS BACK

how much of a good things is too much?



By Rick D. Stuart and H. Ray Souder

Chances are that when you were young you engaged in that American institution known as playing "Cowboys & Indians". Likewise, chances are you also engaged in a multitude of variations on this theme of which "Playing House", "Doctor", and "Let's Dress Up Like Grown-Ups Do" are prime examples.

Reduced to a common denominator these activities serve as examples of basic role-playing techniques. Given the pre-occupation people seem to share for adapting elements of make-believe into their real-world lives, it is not unusual therefore to see a commercialization of this unique aspect of self-expression as has occurred in the last decade. Beginning with *Dungeons & Dragons*© in the mid-1970's, the concept of role-playing in alternate realities, as well as its acceptance as a legitimate pastime, has grown at a phenomenal rate, as measured in terms of both gross sales and social acceptability. Indeed there are few — if any — facets of the American hobby industry today that are not directly or indirectly affected by the role-playing craze.

The secret behind the role-playing game's immense popularity is not hard to grasp. All of us have grown up with fairy tales and classical myths portraying dashing heroes, dire beasties, and an occasional damsel in distress; all of which are elements easily incorporated into various role-playing situa-

tions. Literary classics such as Shelly's *Frankenstein* and Stoker's *Dracula* were built upon this foundation, while contemporary film extravaganzas like "Lord Of The Rings" and "Clash of the Titans" add further incentives that are combined to produce a subliminal, subconscious desire for a simpler world, more glamorous and adventurous than our own. Unlike the real world, the worlds of *Dungeons & Dragons, Traveller©,* and *Runequest©,* etc., are domains of clearly recognizable black and white, right and wrong, good and evil. In these constructs there exists a perceived order, often sadly lacking in reality. In the worlds of fantasy and science fiction flesh and blood enemies take the place of abstract social injustices — both personal and group oriented — that are easily dealt with by the toss of a spear or the thrust of a sword. Likewise, rewards are immediately available dependent upon the risks one dares to take.

It can be noted that the advantages gleaned from participation in role-playing campaigns exceed simply the benefits derived from loosely organized escapism. Practitioners of the role-playing craft can point to many positive compensations that carry over into the real world. Unlike many "static" forms of entertainment requiring — at best — a mixture of passive attention and indulgence or — at worst — a considerable amount of disinterested toleration, role-playing encourages that active participation of all concerned, stressing inter-personal involvement predicated on the use of imagination and the development of genuine creativity and originality. Sublimating anxieties and potentially antisocial impulses, role-playing participation provides a much needed outlet for otherwise socially unacceptable responses, channeling these into more positive, conventional means of expression. Further, role-playing offers one the advantages of self-appraisal in the light of the perceptions of one's peers in a relaxed, informal environment.

"... Is there a limit to the practical application of role-playing as creative entertainment . . .?"

Yet for all this, at the edge of collective consciousness lurks a question hovering unbidden: "... Is there a limit to the practical application of role-playing as creative entertainment ...?" Despite positive advantages that cannot be ignored there *are* corresponding negative aspects of role-playing. There *can* be a point at which the gamer's thirst for continued adventures becomes akin to the cravings of the addict. In one's haste to slay the dragon menacing the fair elven princess the gamer can fail to notice a second dragon, equally menacing, equally dangerous: the dragon on one's back.

Among fantasy and science fiction writers, many of whom have contributed much of the substance that gamers utilize as models for their campaigns, there are some who in recent years have begun to view role-playing with a critical eye. These concerns have found their way into the writings of Andre Norton *(Quag Keep),* Larry Niven *(Dream Park),* and Poul Anderson ("The Saturn Game"). Likewise, noted authoress Rona Jaffe's latest work, *Mazes And Monsters,* presents the tale of personal tragedy based on the all too real experiences of contemporary college gamers.

In recent months various fundamentalist groups in the western United States have actively sought to eliminate role-playing in the classroom as an educational tool. Others have begun to crusade against commercially produced role-playing systems, giving a blanket denunciation of the products in question as being immoral and somehow contributing to the corruption of modern youth. While this last point can be dismissed given the degree of obvious misperception of role-playing as a whole, evidence would seem to suggest that more and more people are beginning to have second thoughts about the value of role-playing in our society.

Is there a real danger here? Discouraged by reality, is it possible that the gamer can retreat too far into fantasy? In the search for a more realistic Faerie and the quest for continually challenging adventures can the gamer — perhaps unintentionally — come to forget the true meaning of the word *reality?* On the basis of observations, testimonies, and personal experiences with role-playing systems and their applications, both professional and commercial in nature, over two decades, it is the conclusion of the authors that the answer to these questions in each instance is an unreserved and resounding *YES!* Under certain circumstances continued retreat into fantasy can become a stark addiction that in many respects is as vicious and dehumanizing as the addiction to alcoholic or narcotic substances. In such circumstances that addiction becomes all the more damnable given that the exact nature of the affliction if often only recognizable in its advanced stages.

"... evidence would seem to suggest that more and more people are beginning to have second thoughts about the value of role-playing in our society."

In specific terms, role-playing addiction can be defined as a fixation, the singular characteristic of which is the development of an alternate character *persona to the exclusion of one's tangible individuality that must participate in the real world.* This fixation further suggests desire on the part of the gamer to maintain this development, allocating resources to it, and perceiving this state of affairs as perfectly normal; all the while one's true personality suffers from lack of attention.

This is *not* to imply that role-playing in and of itself is abnormal behavior which must inevitably result in serious mental illness! But it *is* to imply that whenever the evolution of a gamer's alternate persona outstrips a concurrent maturation of one's own individuality and that when the gamer cannot recognize this basic inequality for what it is, at such a time the player's involvement in role-playing has exceeded normal bounds and any continued involvement must be treated as a *compulsion* rather than a creative pastime.

Admittedly, it is difficult to accurately determine exactly where diversion can become delusion, but there are related symptoms that can be detected.

The first indication may come from an uncommon preoccupation on the part of the gamer with his persona's past exploits. While every role-player (at least those who take their gaming seriously) is something of a frustrated story-teller who likes nothing better than to recount various deeds of daring, the persistent, recurring involvement with matters long

". . . whenever the GAME begins to become an end to itself it is reasonable to conclude that a serious reappraisal of one's hobby is in order . . ."

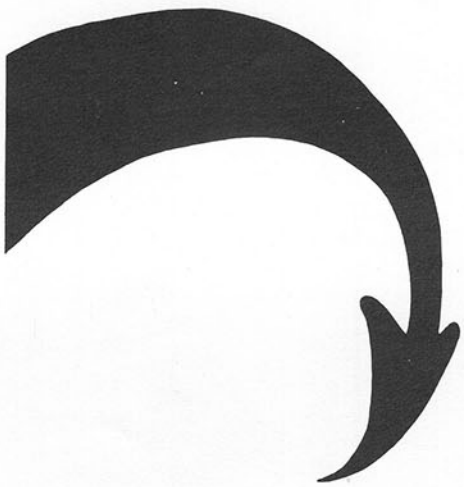
since past and dead (often months or even years in the past) goes beyond the normal behavior one expects to find in a given gaming campaign.

Likewise indicative of a potential problem is the continued commitment of time, money, energy, *etc.,* to a given campaign at the expense of more productive, necessarily important concerns. This is best illustrated by the secondary school or college-level student who allows basic academic pursuits to suffer while the "Game" continues to take on an ever-increasing importance. This prioritizing of role-playing over more essential, basic self-interests need not be limited to strictly game participation *per se* but can also include such related activities as: 1) the accumulation of material peripherally related to role-playing situations (figures, charts, maps, *etc.*); 2) a continual absorption in the invention and design of material related to adventures in progress; 3) an inordinate amount of attention to game *minutiae* largely irrelevant to the campaign in general. While all gamers are guilty of these preoccupations to some degree, this basic enthusiasm for one's hobby cannot be construed as being in any way abnormal behavior. However it is a well known fact that few individuals have the ability to turn their passion for gaming into a recognizable livelihood or profession. [*Just us editors, publishers, designers and manufacturers.—ED.*] Barring this possibility, whenever the GAME begins to become an end to itself it is reasonable to conclude that a serious reappraisal of one's hobby is in order.

While the symptoms referred to so far have been essentially "harmless" it is regrettable that not all symptoms associated with gaming addiction share this passivity. Under normal circumstances the typical gamer accepts the fact that his *persona* may not always succeed in his endeavors. Moreover, actions on the part of his fellow players, directly or indirectly, could conceivably lead to the *persona's* eventual demise. Such is the nature of role-playing; risk being an accepted element in any well thought out and enjoyable campaign. The thought of holding a personal grudge against a fellow player, or carrying personal animosities into real-life as the result of a given adventure turned sour is blatantly ridiculous and absurd to the average gamer. Not so to the gaming addict. Unable to accept the loss of his *persona* — which it must be remembered is valued by the addict as a tangible commodity of considerable worth — the addict may nurture hostilities over a considerable period of time, as well as a very real (if unacknowledged) desire for petty revenge that can have all too often unpredictable negative results.

Unaware of his addiction and unable to correct it, the real victim of this situation is of course the addict himself. Over a period of time increased levels of addiction can lead to severe personality dysfunctions: sudden introvertedness, apathy, a negative self image, and the inability to relate well with others (especially those of the opposite sex). Since the real cause of these conditions is not immediately apparent, a proper remedy cannot be immediately initiated and all too often such problems are compounded. At this stage the only certain cure is that which is least likely to be considered: total abstention from all role-playing activities for an indefinite period of time: Cold Turkey. Regrettably, in many cases sufficient reserves of willpower will be lacking given the inattention shown one's real *persona* in the past; the dragon is not easily subdued.

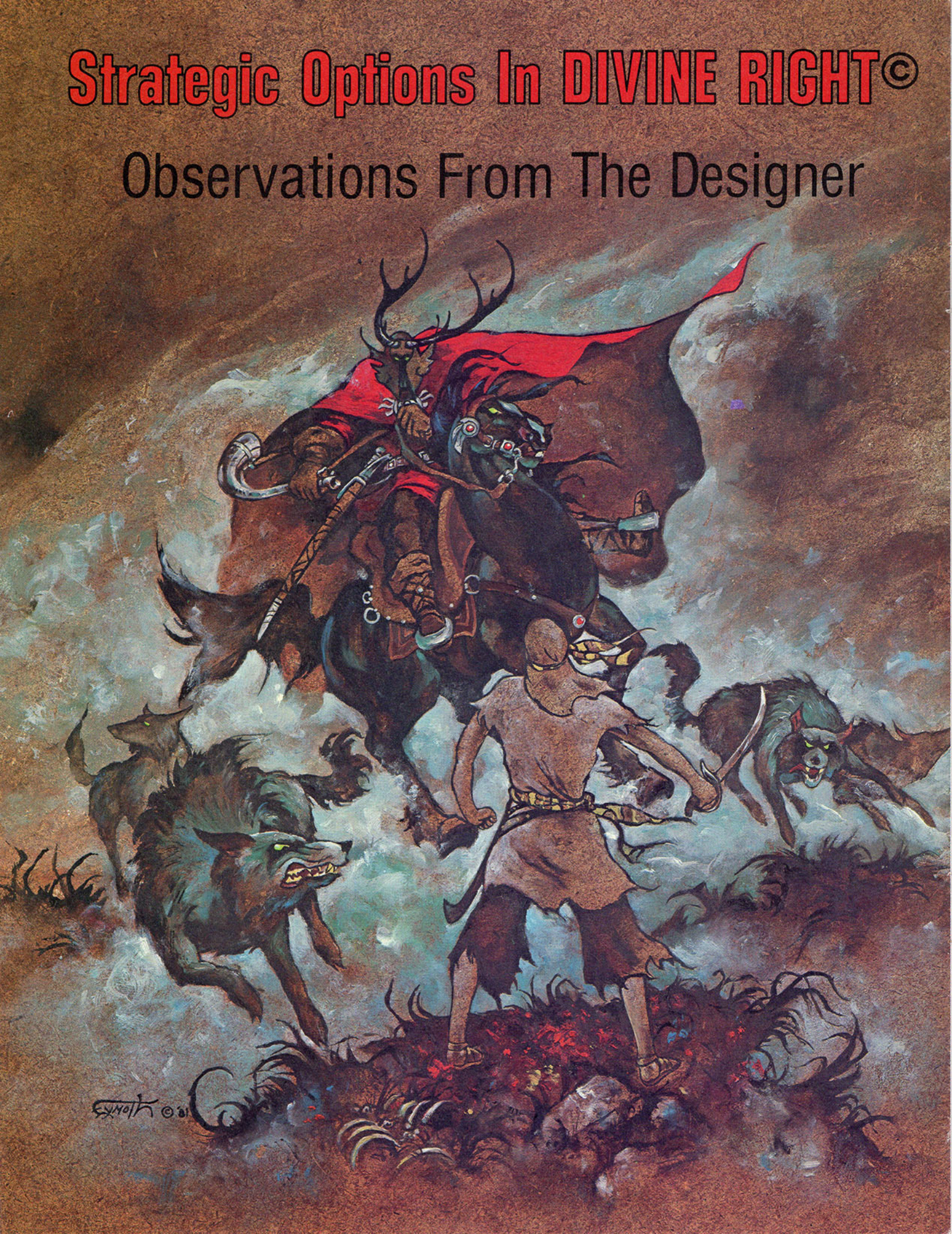
This article has not been presented with the intention of being a condemnation of role-playing. The authors recognize and readily concede the social utility of role-playing and its many adjunct functions within proper limitations. But while conceding the positive aspects of role-playing the authors have sought to point out the element of risk involved whenever too much of a good thing threatens to endanger that which is positive. Role-playing as it was intended to be used is a rewarding pastime to be encouraged. But a measure of basic education is in order. It's fun to slay dragons and rescue fair elven princesses, but the dragon you *don't* see may in truth be the most dangerous creature of all; the dragon on your back.





Strategic Options In DIVINE RIGHT©

Observations From The Designer



by Glenn Rahman

As a designer of *Divine Right*©, this writer is often asked advice about the best strategies for playing each of the human, trollish, elven and goblin kingdoms on the mythical continent of Minaria. The answer is not a simple one; the thirteen states of Minaria vary greatly in geographical advantages and in troop strength/ability. Furthermore, a large assortment of special units, including barbarians, monsters, mercenaries, magicians and heros can intervene unexpectedly. Nonetheless, frequent playing of *Divine Right* has provided this writer with some insights that will serve players as useful guidelines.

Basically, *Divine Right* is a strategic fantasy game in which players assume the role of Minarian monarchs. Armies are small and replacements hard to come by; a careful choice of commitments is essential. The object is to capture and plunder enemy castles for victory points.

Concurrent with the military effort is a diplomatic subgame. Ambassadorial pieces attempt to form alliances with the non-player kingdoms on the map. These non-players are assigned Personality Cards, which substantially modify the behavior of their kingdoms — sometimes diplomatically, sometimes militarily, or both. Alternately, ambassadors may try to break up enemy alliances with diplomatic pressure — sometimes even bring them over to fight on the friendly side.

For strategic guidelines, kingdom by kingdom, the following is offered.

Dwarfland

Dwarfland is a kingdom with three Castles and eight land army units. The Dwarves' advantage is in their remote location, out of the main avenues of war. Their nearest neighbors, the Black Hand and Pon, are small countries which cannot assail the Dwarves' eastern Castles, *Rosengg* and *Alzak,* unaided. Invasions from other quarters (perhaps Zorn or Muetar) cannot strike with surprise, leaving the Dwarves time to launch a Diplomatic attack in its own defense.

The third Dwarven Castle, *Aws Noir,* is in a more threatened position. It is located far across the map; the vast distance does not allow the Dwarven armies of the east and west to support one another in a normal course of play. Fortunately, the only threat to *Aws Noir* comes from Elfland. If the Dwarves' three army units remain in defense of *Aws Noir,* the Elves cannot at once initiate a siege (they have only six of the needed seven armies). If the Elves are hostile, the delay allows the Dwarves to appeal to the northern Barbarians for support. Even three or four is enough to hold the Elves at bay, and even force them to leave a garrison in their capital of *Ider Bolis.*

Another advantage is in Dwarfland's lack of offensive ability, a feature shared by a number of Minarian kingdoms. Other players are more inclined to "trust" the Dwarves if they control a large allied kingdom. In fact, circumstances relegate the Dwarves to a defensive role until such a powerful alliance is formed. As long as the Dwarves remain fast in their mountain strongholds, however, they can make and unmake alliances until their share of victory points falls into their hands — probably in neighboring Pon.

Elfland

The Elves have one of the smallest armies in Minaria, but can use their available forces almost wholly offensively. They move effortlessly through the thick forests of the northland and have only one Castle to protect — *Ider Bolis.* Their neighbors — the Dwarves, the Trolls, Immer and Hothior — are not especially strong and are apt to be engaged in their own regional interests.

If the Dwarves are hostile, the Elves should consider a siege of *Aws Noir,* once they have acquired the additional troop strength they require (in Mercenaries or Barbarians). Once initiated, the siege will last an average of six turns —giving the Elves time to hunt additional victory points elsewhere in the latter half of the game — perhaps in Trolland, Mivior or Immer.

The easiest target is the Miviorian Castle of *Addat.* Here, however, the Elves require the loan of a Fleet unit — either Mercenary or allied — since they have no navy of their own. An attack on Immer or Hothior is easier, but the Elf must have flank support (an ally or Barbarians) lest his force be subject to a pincer attack — an end run by the enemy at *Ider Bolis* while the Elves are away from home.

For optimal allies, Elfland should look to either Zorn or Muetar. These two states can be of immeasurable aid in raiding Immer and Hothior.

Hothior

The Kingdom of Hothior finds itself outclassed by its neighbors on both land and sea. Hothior has the most to fear from Mivior to the west, Shucassam to the south and Muetar to the east. If any of these powers work together against Hothior, it's trouble in spades. Therefore, *every* effort must be made to enlist a strong Hothorian ally (one of these kingdoms or Zorn) or to break up enemy combinations with diplomacy.

If the enemy is one of the giant land powers, force must be met with force. If the foe is the naval power of Mivior, a more subtle course is open to the Hothiorian. Mivior cannot easily bring its land army to bear against any target without control of the sea. Hothior already has two ships. An alliance with Rombune or Shucassam will eliminate Mivior's naval superiority and keep their marines off the coast.

Like the Elves, the Hothiorians must be wary of going too far from home, to an even greater degree. To attack Muetar, the support of Zorn or Shucassam is valuable. To attack *Zefnar,* in Shucassam, any of the marine powers (Mivior or Rombune) is invaluable. An Elfland alliance is less favorable, since the kingdoms have no easy common target, except the Trollish Castle of *Stone Face.* Immer can enhance a large alliance, but as a sole ally it is of little use to Hothior; like Hothior it is defense-minded and against real opposition neither kingdom can afford to reinforce the other.

Immer

The problem with Immer is that it has only nine land armies with which to defend four Castles — and sits on the border of giant Muetar and Zorn. Against either, Immer has a fighting chance; the nearby northern Barbarians can remove the numerical supriority of the invader. Against both neighbors united, the Immerite is bound to lose. Therefore, Immer *must* choose its allies to flank such a combination (Shucassam is a good tool against Muetar), or exert enough diplomatic pressure to break up the Zornite/Muetarian combination.

A good choice of allies is either Zorn or Muetar. The Elves too are an interesting match, since their small army moves swiftly and has few defensive obligations. This same army is apt to be a distraction if it goes hostile. It cannot be effectively dealt with without risking a costly battle — or an arduous invasion of the forests.

An interesting place to gain victory points is the Invisible School of Thauma-

turgy, home of the wizardly Eaters of Wisdom. A magic object or character is needed to bring off a siege, but the king of Immer is within easy reach of the source of powerful magic — the Temple of Kings. However, the gods of the Temple are unpredictable and should he be struck dead during the visit, his ambitions come to nought.

The political situation decides what kind of game the Immerite will play. If the heart of the Minarian struggle is elsewhere and no large power is concentrated against it, the Immerite army can go adventuring. If a player likes hard action, Immer is the place to be.

Invisible School of Thaumaturgy

The Eaters of Wisdom are a small troop of magicians. They are well-stocked with magic but understrength in conventional terms. To win as the Eaters of Wisdom one must have at least one credible ally, since much of their magic is meant to enhance the strength of a regular army.

The Eaters of Wisdom combine the advantages of both a leader unit and a combat unit. This means they can take shelter with an allied army (which a leader can do, but a combat unit cannot), but on their own cannot be walked over like a leader. They may retreat from combat like a magical combat unit, and hence are good for foiling siege attacks. (In *Divine Right* siege is not possible if any enemy combat unit defends outside the walls. Normally if an ordinary combat unit tries to do this, it will be trapped and eliminated by an invader wishing to begin a siege. The Eaters of Wisdom are rather more efficient in retreat than a human combat unit; they can emerge from a city, make an attack — foiling a siege — then retreat back inside (usually) when the enemy vengefully counter-attacks.)

But defensive ploys like this one will not win a game. The Eaters should climb aboard a large allied stack and go in pursuit of large enemy troop concentrations, attacking them with safe magical devices — principally the Whirling Vortex and the Reflector. What they need fear most is enemy diplomacy. An ally that suddenly decides to go home can leave them high and dry in enemy territory.



Mivior

Mivior is a kingdom of nine land armies and four Fleets, making it an all-around strong country. The dense mountains of the interior of Mivior are both a blessing and a curse. They prevent easy access to invaders, but they make it equally hard for Mivior to mount a landward invasion across them.

Mivior is better advised to let its Fleets carry its combat units to the point of attack. To do so, safe passage over the sea is necessary. Therefore, Mivior should allow no rival Player-king to put together a larger Fleet. The best way to accomplish this is to ally with another sea power. Inland powers will consider the marine theater a sideshow and not interfere too persistently. That shall leave Mivior's sea power rivals politically isolated and easier to deal with — particularly since two of them, Hothior and Shucassam, are usually preoccupied with landward considerations. Rombune, the second greatest naval power, is both Mivior's worst rival and most decisive potential ally.

Depending on the identity of Mivior's allies, prime targets for attack are *Port Lork* in Hothior, *Zefnar* in Shucassam and *Parros* in Rombune. Sieging *the Golkus* (in Rombune) is harder, since the island fortress benefits from its insular location; every land army sent to besiege it must be transported there by sea.

In summary, Mivior is in the enviable situation to dominate a naval subgame and pretty much ignore the titantic struggles farther inland. These will seldom wash over the high mountain ranges of the kingdom.

Muetar

Muetar commands the largest land army in Minaria and consequently is able to throw the balance of power in central Minaria one way or another. The political situation of the interior, however, is such that Muetar seldom has a free hand to do all it wants to.

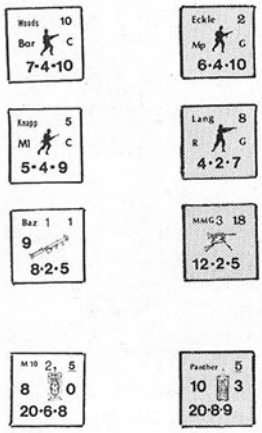
The strength of a Muetarian Player-king is such that he intimidates his rivals and hence brings down a united front of

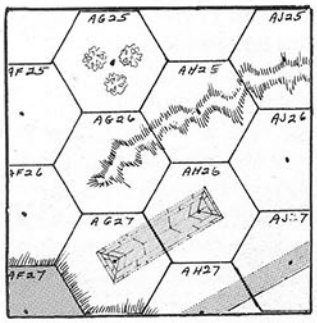
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animosity against himself. The early course of the game is apt to be defense-minded until burgeoning rivalries between enemy Player-kings break up their concord against Muetar.

Muetar is also inhibited regarding which allies it should make. A union with Zorn or Shucassam pushes the panic button in Minaria and considerable diplomatic pressure is apt to be exerted to break up the threatening alliance. Possibly Muetar may get around this reaction by courting less imposing allies, such as Immer (for a pincer attack upon Zorn) or Hothior (for a broad advance upon Shucassam). Even the Dwarves can be useful if Pon is the target.

One very interesting combination is Muetar with Rombune. Rombune has the Fleets which can allow landlocked Muetar to lay seige to the port cities of Hothior and Shucassam. Another valuable teammate for Muetar is the Eaters of Wisdom. Armed with their Reflector, Muetar can use its central location to break up the large troop concentrations on its borders and mount the kind of offensives that its strength warrants.

Briefly then, the troop strength of Muetar makes almost any alliance credible, but it must be played with caution and good interplayer diplomacy to live up to its potentials.

Pon

In some ways Pon is the least powerful nation in the game. Its small army of six units is equal to the Elves' in number, but it has three Castles to defend and its mountainous terrain interrupts smooth troop deployment from one end of the country to the other. In fact, it is easier for Muetar or Shucassam to enter Pon to lay siege to the Castles of *Crow's Nest* or *Heap* than it is for Pon to shift the garrisons of these Castles between one another. For maximum mobility, it is essential that the leadership abilities of the king of Pon be utilized to the fullest.

Until Pon has secured a good alliance, it is relegated to defensive considerations. But Pon's difficulties make a diplomatic advantage and the player can justify an alliance with a large power as mere self-defense.

An alliance with Shucassam or Zorn allows an attack on the Castles of eastern Muetar. An alliance with Muetar puts *Adeese* (in Shucassam) into a vise. Sometimes Pon may accept allies from far away, fighting its wars with them while players almost overlook who is pulling the strings.

In general, the Ponese player ought to consolidate his alliance in the east, watching for opportunities, or making his own. While the giants struggle little Pon may snatch up enough Castles to out-shine the greatest of them all.

Rombune

A kingdom of three Castles, five land armies and three Fleets, Rombune's naval power grants it considerable initiative along the coasts of the Sea of Drowning Men.

Rombune's Achilles' Heel is its Castle of *Parros.* Weak and vulnerable to invasion by Shucassam, *Parros* is the chink in an otherwise sound, insular defense. Fortunately, only Shucassam has any real access to it, so the Rombunese king can act accordingly. Shucassam's naval strength is second rate; if Rombune can deny it sea power allies *via* Diplomacy, Rombune's own Fleets can keep *Parros* secure.

On the other hand, Shucassam makes Rombune's best ally. It protects vulnerable *Parros,* while enlarging Rombune's naval capabilities. The natural victim of this combination is Hothior.

As a small power and one whose basic interests are maritime, Rombune is not likely to draw intense animosity from the other players, with the exception of the three sea powers. Mivior especially will watch what Rombune is up to and try to foil it. Better than fighting Mivior, Rombune should try to ally with it — once again to the detriment of Hothior.

Usually a monarch's Castle is his safest hiding place. Not so in Rombune. In as much as a monarch is not useful in moving Fleets, the king of Rombune should establish his wartime command post on *Thores Island;* the Castle is much stronger and inaccessable than the royal residence at *the Golkus.*

Shards of Lor

The master of the Shards of Lor is the necromancer, The Black Hand. His power over the dead and the demons is formidable, but even more than the Eaters of Wisdom, he needs the support of regular armies to make a decisive impact on the game.

His defensive situation is very favorable. Not only is his Castle, the *Tower of*

Zards, located in the remote northeast where only Goblins and barbarians may easily trouble him, it is guarded by the Guardian, a demon which must be exorcised before a siege is possible. And exorcism is possible only after a rare magic item or character falls into enemy hands.

Safe at home, The Black Hand can be a totally aggressive entity. His capacity for retreat is excellent, not to mention his ability to teleport out of danger to the *Tower of Zards.* He was both mountain and forest terrain privileges which greatly increases his mobility. His armies do not arrive as do ordinary replacements, but are raised off battlefields. His maximum force consists of one unit of zombies and three of skeletons. They can be replaced so readily that The Black Hand can be somewhat liberal in his attacks — but not reckless, since he can die or be captured like any other monarch.

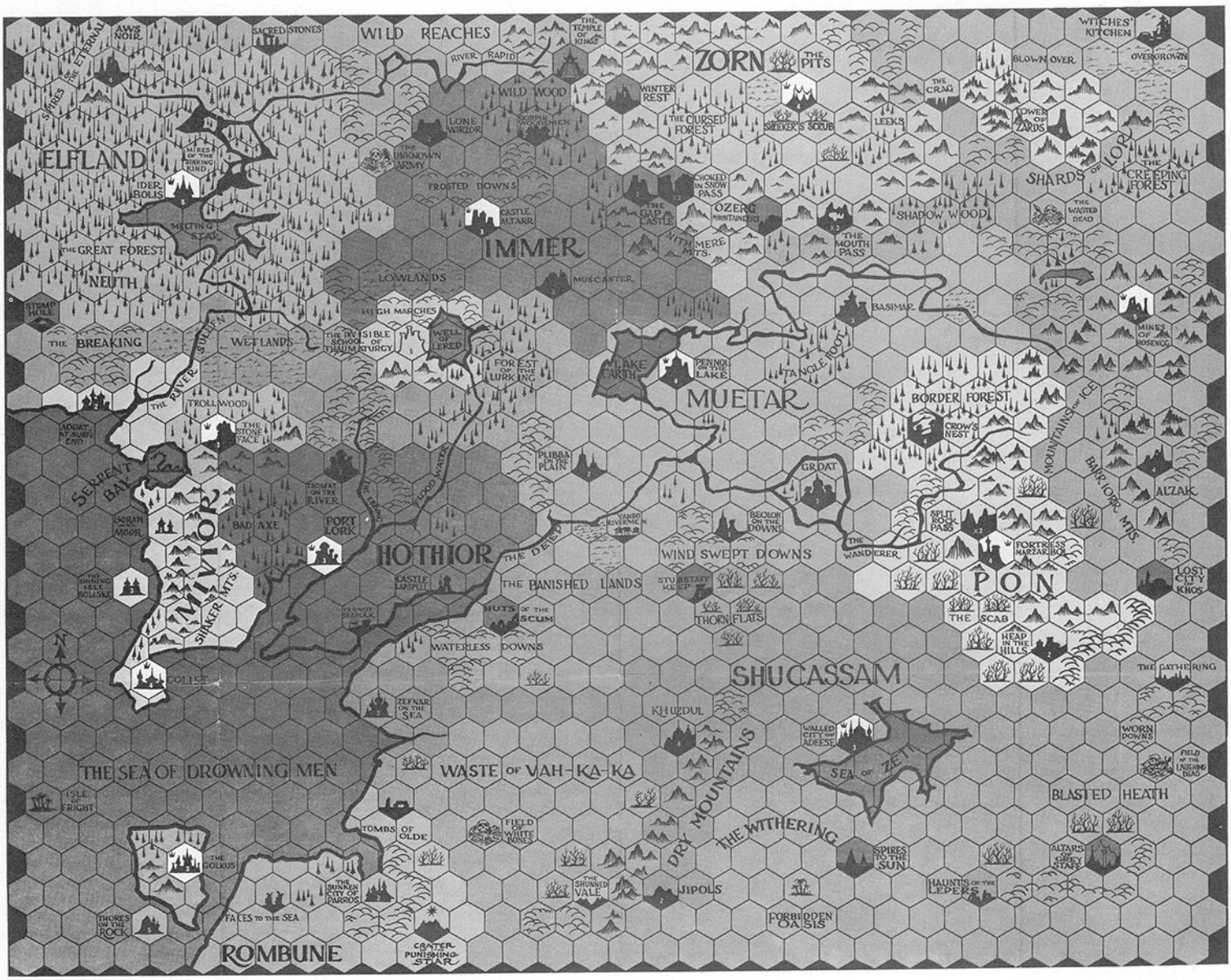
The Black Hand's flying familiars, the Wings of Darkness, add extra punch to a conventional attack. If he wants to interrupt a siege without fighting, he may launch an attack by his Vented Wraiths and frighten the besiegers out of position. But a particularly nasty weapon is his Colossus. The Colossus is conjured upon a battlefield, cannot be destroyed without counter-magic and can attack a large army with as much impact as a small one. If conjured in an area where it can harry moving enemy troops, it can add so many problems to an enemy's day that he will thrice curse the name of The Black Hand.

The Black Hand is so mobile and offense-oriented, that almost any ally will do for him. He is so unpredictable that his mere approach will send a shiver through the enemy. He is also so elusive that the attack he needs fear most is diplomatic. Denied allies, there is not too much that The Black Hand can do; but then again he is particularly favored by being able to wait a long time for a worthwhile opportunity.

Shucassam

In some ways the position of Shucassam is the best in Minaria. Not only

Map from **DIVINE RIGHT** ©



©TSR Hobbies, Inc., Lake Geneva, WI

does it have ten land armies and two Fleets, but except for Muetar, it has no large, threatening neighbors.

An alliance with Muetar would lock up the center of the map, but it will encounter fierce Diplomatic resistance. Either Zorn, Pon or Hothior in alliance will allow a drive toward Muetar. A pairing with a sea power will permit an invasion of Hothior or *Parros* (in Rombune).

Shucassam has two vulnerabilities. First, its Castle/Port of *Zefnar* is open to attack by either Hothior, Mivior or Rombune. Secondly, it has a long, open southern border into which southern Barbarians can thrust northward. In fact, almost any enemy power can try to distract a bothersome Shucassam by stirring up the Barbarians against *Jipols,* Shucassam's southernmost Castle. To deal with the first, Shucassam should find an ally with a Fleet. To handle the second, it should raise a few Barbarians of its own to counter the enemy's.

These problems aside, Shucassam is a moving force in Minarian warfare. Played with boldness and some tact, it has an excellent chance to carry off top laurels.

Troll Land

Troll Land has eight land army units, but they are deployed in pairs in the four corners of the map. In a normal course of play it is not possible to gather the slow-moving, widely-separated Trolls together in one hex. Furthermore, the Trollish Castle of *Stone Face* is weak and weakly garrisoned. Hence the Troll must work his ambassador hard to get a good early alliance before he is routed.

Of allies, Mivior is a good choice, as is Elfland. Each of these have land armies which can reach and relieve *Stone Face* in two turns. Hothior, too, can help screen *Stone Face,* but one usually doesn't want to add the problems of Hothior to those of the Trolls.

If a siege cannot be avoided, the Trollish king should not let himself be caught and beleaguered. Better for him to seek Free Passage in a non-allied kingdom, if that option is being used. He may remain on the run until his diplomatic efforts have borne fruit.

But the Trolls have advantages that should not be overlooked. Formost of these is their phenomenal replacement rate. The Trolls may receive one replacement per game turn — and thus are able to risk many low-odds battles in hopes of getting lucky and breaking up a superior enemy force. Since Trolls operate all over Minaria, they are usually on hand to support their allies — and can absorb the casualties to spare their allies. This is opposite procedure from that of most player kingdoms.

Secondly, being small and scattered, the Trolls cannot look like a menace to anyone no matter how hard they try. Their Castle might fall, but once it has they have no point they need protect and have a wide range of alliances available to them without causing alarm among the other player kings.

If someone does want to harass the Trolls, the best way to do it is to occupy their weakly-defended deployment hexes — to prevent replacements from entering the map. In this case the Barbarians become the Trolls' best friends. Because most of the replacement hexes are near to Barbarian entry areas, they can be recruited by the Troll to drive off any small garrisoning unit that an enemy may have left on duty.

In the long run, all options are open to the Trolls because they are simultaneously everywhere and nowhere at once. The king of the Trolls, if he manages to keep himself alive, can bide his time, then put together a winning alliance long after his rivals have lost track of him.



Zorn

Zorn is a mountanious kingdom with one average-strength Castle and eleven land army units. The king of the Goblin's advantages are not subtle. He has Minaria's largest army, excepting Muetar's, but unlike Muetar, Zorn is protected by rugged terrain and has only one Castle to defend. Moreover, each combat unit has both mountain and forest terrain privileges. The result is a mobile, wildly aggressive force that can menace even the Elves and the Dwarves in their own territories.

Almost any ally with whom the Goblin can coordinate his attacks will do. The fear he evokes amongst the other players will, however, make keeping Muetar or Shucassam very difficult.

Often the enemy will raise Barbarians near the Goblin Castle to distract him. The best reply is some friendly Barbarians in counterattack. Otherwise, the Goblins need fear a combination of Muetar and Immer. If diplomacy fails to break up his alliance, the Goblin army can screen its Castle, declining battle

with its good retreat potential, gradually retreating within the Castle walls. A garrison so strong as this cannot be properly invested unless Immer and Muetar are all but denuded of troops — a condition neither power can long tolerate. More than likely the siege will be lifted prematurely and the Goblins can go back on the warpath.

The Goblin has a wide range of targets, including Muetar, Immer, Dwarf Land and Elfland. If he can secure a magical ally or device, a siege of the Invisible School or the *Tower of Zards* becomes possible.

So it is that the king of Zorn is provided with a plethora of opportunities; with some judgement and a little diplomacy, he is always a force to be reckoned with.

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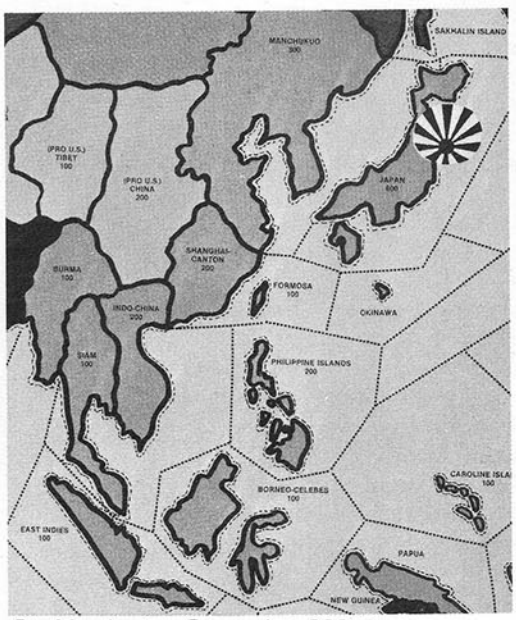
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the spinner: game fossil deserving of extinction

by Ron Woodrum

Throughout our history, man has played games. Whether for fun or profit did not seem to matter, we still played them. The games we play all have one thing in common: a randomizing factor.

Randomizers come in many different forms: the toss of a coin, a choice of game pieces behind the back, chits in cup, polyhederal dice, or the most notorious of randomizing devices known to man . . . the spinner.

Spinners come in many games and many sizes, ranging from that massive wheel of fortune on *The Price Is Right* to the more common variety, a piece of cardboard with areas inked off and a thin metal pointer. It is this device that this article will attempt to eliminate.

My most recent encounter with the spinner is in a game entitled *NUCLEAR WAR,* which is published by Flying Buffalo Inc. For those of you who are not familiar with the game, it is a card game for 2 to 6 players. The players represent world powers who attempt to eliminate each other by an exchange or elimination of populations thru propaganda, military secrets or nuclear weaponry. The spinner in the game is a simple one; however it, like all the rest, seems to have the innate ability to give the most aggravating results at the worst possible time.

One of the undesirable aspects of spinners in gaming is that there is always someone out there who seemingly knows how to hit his just right in order to give him the best possible results.

Another is the possibility that the pointer will come to rest on a line, requiring a group concensus as to which area the pointer has landed in the necessity of another spin. Worst of all is the fact that spinners, no matter how delicately handled, eventually wear out.

By laying the spinner on a blank piece of paper and extending the lines, the regions on the card will be defined so that a reading in degrees may be taken for each area. This is done with a protractor. With a little (very little) algebra, the regions can then be redefined as displacements on a 01-00 number line. By rolling 2 d10 (two ten sided dice), a number may be cross referenced to the area it would correspond to on the spinner.

Originally I had opted to include the phenomenon of the pointer resting on a line in this simulation. However, peer pressure turned the tide and the line areas of the spinner have been omitted. (My revenge takes place in the fact that I have given the additional degrees to the nastier result areas. Take that, you fiends!!!)

If, by some chance, you should disagree with either my calculations or my measurements, please feel free to make any adjustments you feel are necessary. I had to make quite a few adjustments to account for non-integers in the results of my calculations.

% ROLL	EFFECT
01 - 11	A
12 - 16	B
17 - 29	C
30 - 35	D
36 - 48	E
49 - 61	F
62 - 66	G
67 - 79	H
80 - 85	I
86 - 00	J

The following equates directly to the spinner included in the game.

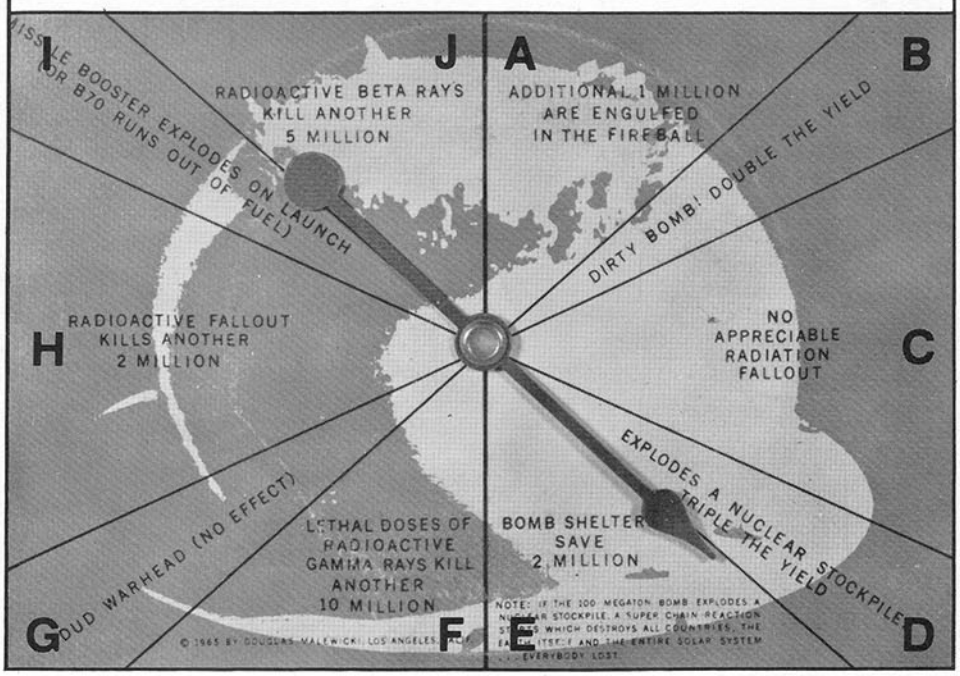
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EFFECT:

A . . . ADDITIONAL 1 MILLION ARE ENGULFED IN THE FIREBALL
B . . . DIRTY BOMB!! DOUBLE THE YIELD
C . . . NO APPRECIABLE RADIATION FALLOUT
D . . . EXPLODES NUCLEAR STOCKPILE! TRIPLE THE YIELD*
E . . . BOMB SHELTERS SAVE 2 MILLION
F . . . LETHAL DOSES OF RADIOACTIVE GAMMA RAYS KILL ANOTHER 10 MILLION
G . . . DUD WARHEAD (NO EFFECT)
H . . . RADIOACTIVE FALLOUT KILLS ANOTHER 2 MILLION
I . . . MISSILE BOOSTER EXPLODES ON LAUNCH (or B-70 out of fuel)
J . . . RADIOACTIVE BETA RAYS KILL ANOTHER 5 MILLION

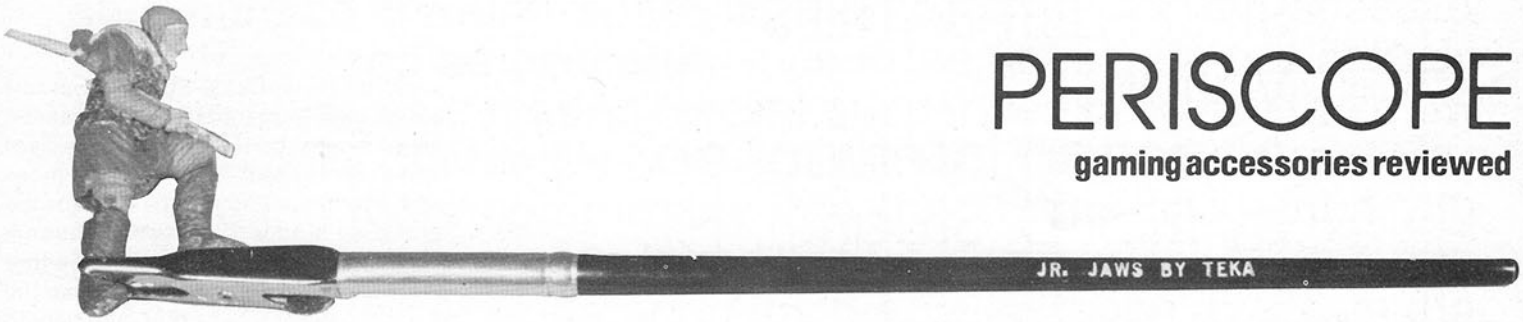
**If the 100 megaton bomb explodes a nuclear stockpile, a super chain reaction starts which destroys all countries, the Earth itself and the entire solar system . . . EVERYBODY LOST!!!*

ALL MEASUREMENTS WERE ADJUSTED TO ELIMINATE THE LINES.



PERISCOPE

gaming accessories reviewed

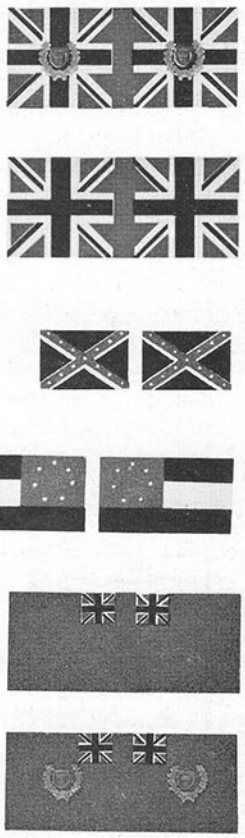


Jaws Jr.

Teka has a new product out that is sure to be of use to figure painters called "Jaws Jr.". This modified alligator-clip-on-a-stick is sure to come in handy, particularly on fine detail and finish work. It sells for $2.15, and is available wherever Teka Brushes are found, or should be. If your dealer doesn't have them yet, tell him to get on the stick.

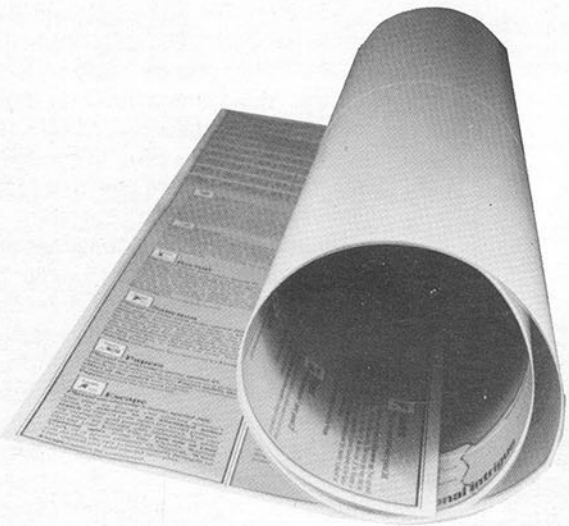
— T. Kask

15mm Flags



As most figure painters can attest, painting flags is one of the hardest tasks known to man. Personally, it has given me fits every time I have needed new banners or pennons for a unit. Painting preformed metal flags is seldom satisfactory as they are usually flat, suggesting a breeze of near gale force. On those that are not flat, getting into the folds is a near impossibility. Lead foil off of wine and champagne bottles was a compromise that allowed you to paint them flat and animate them afterwards, but the foil was extremely fragile.

A new company has taken that worry away for collectors of 15mm Napoleonic and American Civil War armies—La Legion. They are marketing a new line of paper flags, printed in color, for those two periods. Both lines are very extensive and instructions and suggestions for mounting are included. Each pack contains 16 flags and retails for a suggested $2.95. They should be available at your local store; if not, they are distributed by Greenfield Hobby Dist., 1112-N. Vermont, Royal Oak MI 48067. — T. Kask



Laminated Boards

Probably the single greatest danger to boardgames, aside from losing one or more parts, is that dreaded affliction that can obliterate whole campaigns in one unfortunate second—the tidal wave effect. I refer, of course, to spilling liquids on your favorite board, particularly those of unmounted paper. Tea, when it comes to inks and papers, is incredibly destructive. Beer and soft drinks can wash out a season of campaigning as well.

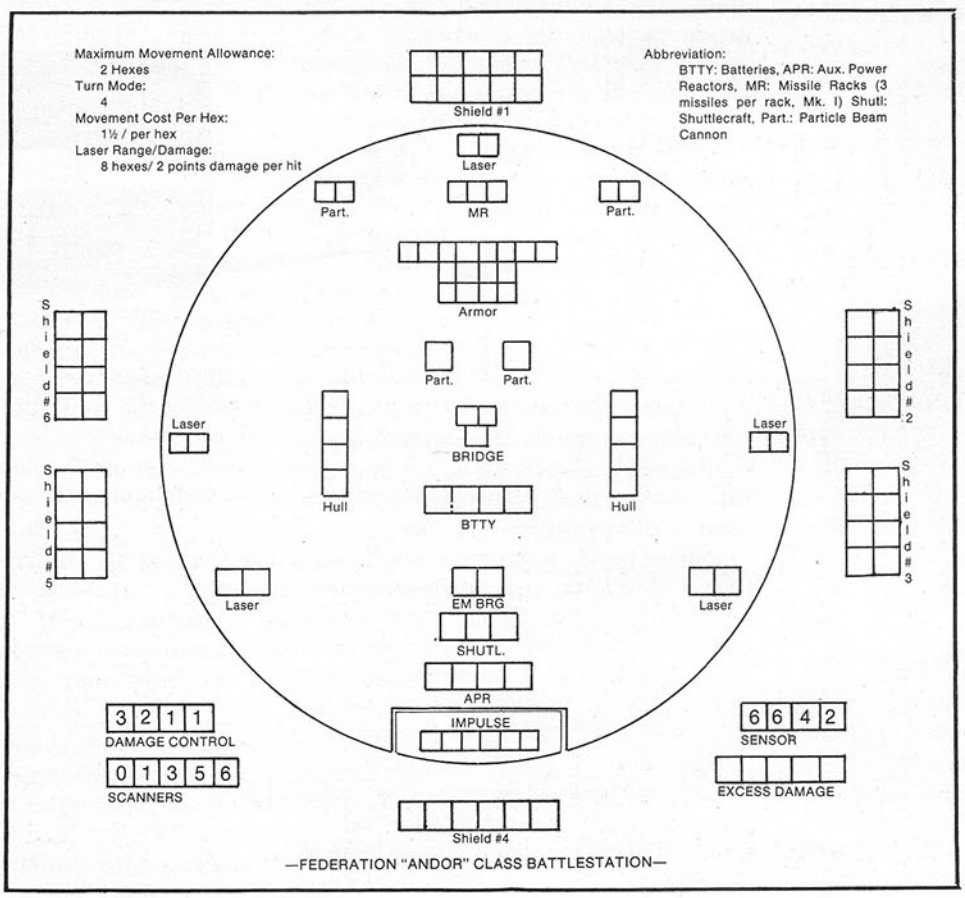
Fear no more, for a company in Columbus, OH has inaugurated a service that renders such fears moot, for they will laminate your favorite paper map and make it spillproof. To enquire about the price of your favorite boards, simply drop a line, with SASE, to Shield Laminating, 2541-Lorain Ct., Columbus, OH 43210, and they will send you their price structure. They do top-quality work; I had two of my favorites done by them at Wintercon. — T. Kask

STAR FLEET BATTLES© Variant Andorian Intervention by Rick D. Stuart

EDITOR'S NOTE:
This piece was actually the tail end of the SFB *variant scenarios run in AG's 3&4. In that regard, Scenario 5 posits Andorian intervention and late arrival. Lacking the scenarios, it may still be used in any scenario c. 1st Romulan War.*

In the Romulan war the Andorians, members of the Federation, were omitted from the final order of battle given the postulation of an early "demobilization" of their national fleet in favor of a unified starfleet. As such the Andorians, while serving among combined starfleet crews, did not have an actual space navy with which they could be physically represented.

However, once it was determined that the war was likely to be a long one, the Andorians industriously began the construction of an entirely new class of vessel which, borrowing innovations gleaned from the new cruiser design then on the drawing board, saw the eventual result as a hybrid between a small base-station and a heavy cruiser loosely interpreted). In any case the Andorian Heavy Battle-Station never saw action given that the war actually ended seven months prior to the first of its class being completed! However, for those who like to experiment the SSD for the proposed "Andor" Class battle-station is given here and may be included in either the last scenario, (assuming that the Andorians pressured other members to hold off their attack until they could be included), or given that the war lasted for one more year, players may wish to design their own scenarios in which the mobile base-station is in operation.



—FEDERATION "ANDOR" CLASS BATTLESTATION—

Use the base-station counter to represent this mobile weapons-platform but in all other respects the "vessel" acts just like a ship either side might employ. In addition to the statistics given, players should note that the standard BVP's for this ship class is *75,* making the *Andor* a very powerful ship in combat, but not the type one would risk every day . . . Unlike other star-faring navies, the older Andorian fleet had a patent preference for particle beam weapons vs. standard ship's lasers. While doctrinal limitations dictated the need for the standard armaments to be deployed as the station's main weapons system, the Andorians included a pair of token Particle Beam Batteries aboard the ANDOR for close-in fighting.

The particle beam weapon is favored by the Andorians given that damage is three times the standard laser. (Hits for particle weapons here are rolled for on the laser table and are determined as standard laser rolls, but each hit will yield three damage points, not one.)

The major drawback of the particle weapon is its enormous power consumption. While one unit of power is sufficient to energize *all* of a given ship's lasers, *two units* of energy are required to power *each* particle weapon. Moreover, particle weapons are restricted to *two hexes* in range.

The result is an excellent close-range weapon (here used in an anti-missile capacity) but clearly inferior to standard lasers in a medium or long range slugfest.

Players wishing to design their own scenarios using ships of this period may modify the SSDs of those vessels included here by replacing lasers with particle weapons. As a guideline players should substitute one particle weapon box for every two laser boxes removed.

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It just doesn't seem like it's been seven months since our first issue came out. So many things have happened and I've been so busy that it feels more like a month or so. I really meant to write before this — especially since I received so many interesting comments on my first column.

What has finally made me sit down at the typewriter though, is a letter I received a few weeks ago from a woman gamer in Virginia. She had also experienced some of the negative encounters I wrote about and had some comments on them as well as a plan for uniting the female members of our hobby. Since her letter states it well, I'll just quote her from part of it. I'll comment on her plan a little later.

"The thing I've found hardest to deal with has been the stereotyping. I never fought to win games just to fight the stereotype, but I have fought stereotyping directly by behaving other than expected — and it was hard work.

Even coming out and saying, 'This is not the way I am. I get angry when you treat me that way, did no good with the worst cases. It felt good to let off some steam, but it had no other effect.

I'm a lot more choosy about with whom I game now. If it's not fun to game with certain people, I just don't do it. There are other people to game with — a smaller number admittedly, but much more fun. It's definitely taken a lot of time and effort to find them though.

My point is that in your article (AG Vol I No. 1 - ed.), you gave three alternatives: ignore it; fight it; or, quit. I would like to suggest a fourth one — play mostly with people who are fun for you. No one else is worth much effort (if any).

The other idea I had is this: could we women gamers 'network' with each other, maybe through you? I've found that my best gaming partners have been other women, plus a few men that are compatible with me and/or other women gamers. It's kind of a preselected group, but I only know two other women gamers so far — and it took me four years to meet them. Could we set up a 'clearinghouse' by location and gaming interest?"

Well, concerning her statement about playing mostly with people who are fun for you, I guess I just assumed that if you were playing regularly then that's what you were doing. My advice to ignore it was for those occasions when you weren't playing with your friends.

As for her suggestion on setting up a "clearinghouse" for women gamers, I'm afraid that I feel such a thing to be a case of reverse discrimination. Also, I don't even have the time to write this column regularly much less run a mailing network. She does have a point though, so I've decided to attempt a compromise of sorts. What I will do is keep a file of the names, addresses and gaming interests of not just women gamers, but any gamers who aren't prejudiced against any group (or sex). Since I really don't have the time to set up a real "clearinghouse", this one will function as follows:

1) Those gamers wishing to be on the list must send their name, address and gaming interest (i.e. historical, fantasy, boardgames, miniatures, roleplaying) on a postcard. These will make up my "file."

2) Anyone wishing a copy of the list must send a self-addressed stamped envelope with their request. I'll run off a copy of the cards and mail it back.

I have no idea if this will work — for one, I might not receive any postcards. However, as it does fall within my aim of promoting our hobby, I'm willing to give it a try.

That's about it for now. Hopefully it won't be another seven months before I write again. Good gaming to all in the meantime.

Kathy

ORIGINS '82

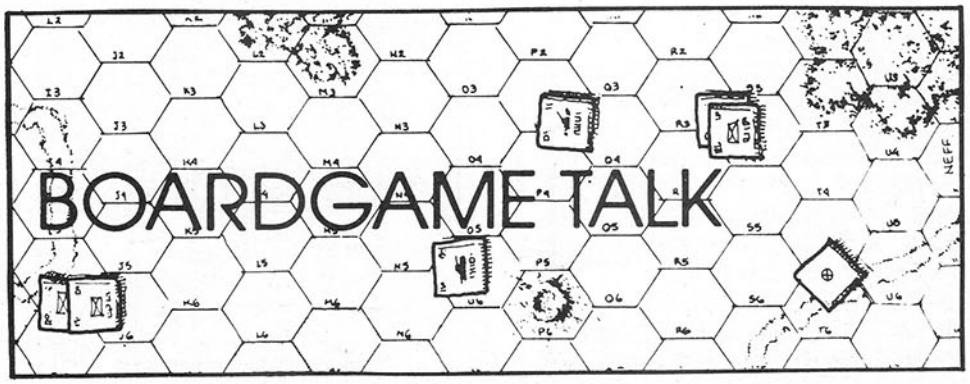
JULY 23-24-25, 1982

The National Adventure Gaming Show is returning to its birthplace in Baltimore, MD bigger and grander than ever before. ORIGINS '82 promises to be the biggest extravaganza yet staged in the burgeoning Adventure Gaming hobby. Never before have so many Adventure Gaming manufacturers exhibited their wares in one show. Consumers will be treated to the largest exhibition ever of sophisticated gaming materials; role playing, wargames, sports games, miniatures, computer games, and much more will all be on exhibition with many companies unveiling brand new products for the first time.

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VARIANTS AND PURISTS



©by John Prados

This month, let us consider players and some of the things we do. Game playes are not a homogeneous group—among players there are coalitions of topic interest (such as Russian Front fans), and of game type (say fantasy and role-playing fans). Probably the distinction made most often among boardgamers is that between the "historical" gamer and the "competition" player. Of course these are not the only groups and interests in the hobby. Some of the others are well worth looking at. It is interesting to note, for example, that there is a group of players whose principal interest lies in jazzing up their games. These gamers love to "roll your own" scenario and to create game variants, often with new forces in the game or new rules mechanics.

Collectively and individually the group of gamers who are attracted to making variants help to advance the state of the art in game models. Playing with these characters is always interesting even if the games themselves sometimes turn out strangely. *The Creature That Ate Sheboygan* may well have had its origin as a variant of *Panzerblitz*. It's always good for an afternoon and some provocative thinking. This group of gamers has been of varied substantive interests. The interests of these gamers have been reflected in the industry by the production of games such as *Operation Olympic* (SPI, 1974) and *Air Assault on Malta* (Part of the *Air Assault on Crete* package by Avalon Hill in 1979). Then of course there was the wildly improbable title *Jacksonville: The Beaches of Doom* by Jagdpanther in 1976.

Publishers' notions aside, the gamers interested in variants are introducing new material and new concepts into the hobby. On the other hand there are purists among gamers who want to play the game exactly the way it is laid out without the slightest deviation (including substitutions for holes in the rules). For example, I have a friend who will only play with the historical weather in *Russian Campaign* (AH, 1976), contending that variable weather gives one side an advantage. This kind of purist view has recently been given expression by Kansas City gamer Neil K. Hall, who writes (in a *Moves* article about the SPI game *Kursk)* "I like to play a game as the designer/developer meant it to be played."

Of course there is considerable merit in the purist view. After all, if players are not willing to follow whatever rules have been set to govern play there can be no game. On the other hand, the exercise of player creativity (for this is what it amounts to) is a vital element enabling players to overcome glitches and oversights in rules. Player creativity also affords the opportunity to learn some very interesting things about games. To provide an example of this BOARDGAME TALK selected the new Simulations Publications game *Desert Fox,* published in *S&T* No. 87 (July-August 1981). With this game I decided to run an experiment with variation. Specifically, the game was played out three times, each time using a different combat result table. The object of the exercise was to see if another CRT would give a better feel for combat without destabilizing the game system.

First a few words about the game. *Desert Fox* is an operational level game of the North African campaign against Rommel during World War II. The game uses monthly turns, units are brigade level (regiments for the Germans and Italian mechanized units) except for Italian infantry divisions. The game has 200 counters and a two-panel map (having the same area as the normal 22 x 34") measuring 17 x 44". The map is very pretty and it is a functional and attractive distillation of the work done for SPI's monster treatment of the same subject in *Campaign for North Africa* (1979).

Desert Fox is the latest version of a perennially popular topic. Aside from *CNA,* previous efforts include the Avalon Hill "classic" *Afrika Korps* (1964), John Edwards' *African Campaign* (Jedko, 1974), and SPI's own previous treatment of North Africa called *Panzerarmee Afrika* (1973), a game just sold to Avalon Hill for a new edition. In addition to the popularity of the topic was the fact that *Desert Fox* is designed by Richard Berg, who had done the monster *CNA,* and the new game gives every sign of being a manageable remake of the former design.

Berg is a noted designer with a predilection for occasionally convoluted game mechanics. This proved to be the case with *Desert Fox* and this was the reason for the experiment with this game. The situation may be outlined as follows: in *Desert Fox* the combat system is based on strength, terrain, improvements, and unit morale. Players calculate combat odds as usual but the odds (including terrain and supply etc.) serve only to establish a basic CRT column. The player then rolls a die and adds *columns* on the CRT equal to this random roll. Then *more* columns are added for artillery and airpower improvements. Berg's arrangement dispenses with the die roll for combat outcome. Instead the result is simply read, for units of each morale level, from the final resulting CRT column. Losses for the attacker are taken from the CRT column before improvement by airpower and artillery.

Richard's combat system seemed relatively fresh and you could argue that dispensing with a combat resolution die roll could be a state of the art advance. Thus the game warrants attention. But in play it turned out that dynamism in the game situation was too often created by anomalous CRT outcomes while the table itself, because it has outcomes for each level morale of defending unit *but only one* attacker, heavily favors the

attacker. This led to a silly "kamikaze" style of play moderated only by the amount of Supply the player could afford to commit. The optimum style was to use numerous medium-size attacks counting on the die roll and column modifiers to get a high CRT column while soaking off where necessary to conduct these attacks. All the counting of strength points that went into the basic odds ratio had very little to do with combat results so that the system seemed cumbersome.

The solution chosen was to play *Desert Fox* again, this time using the CRT from SPI's *Panzergruppe Guderian* series games. This CRT was selected because it reflected an SPI approach covering the same historical period and the same operational level. The *PGG* combat results table also has retreat results similar in magnitude to those generated by the *Desert Fox* CRT. Thus we attempted to follow the designer's apparent intent as closely as possible. Once again the results were not satisfactory. This time, because of the high movement factors of many *Desert Fox* pieces, it was nearly always possible to mount a surrounded attack and the CRT nearly always mandates some retreat result for the defender. Special retreat provisions then had to be made. It turned out this was only the first problem. The succession of further ones that arose soon made the modified combat system at least as cumbersome as Berg's original one.

Once more around the track. This time we selected the CRT from Avalon Hill's original *Afrika Korps.* Column shifts were substitutded for terrain effects on combat, a morale shift was inserted to utilize Berg's unit morale levels, and artillery and airpower modifiers were retained as intended by the designer. The eliminations of units that are generated by the *Afrika Korps* CRT were read as step losses instead. On the third try *Desert Fox* worked like a charm. The CRT no longer favored a single type of force posture, the losses from combat effectively used up the replacements available to both sides in the game, and the continual stream of replaced units returning to play kept the front line strengths of both sides at more reasonable levels in the game.

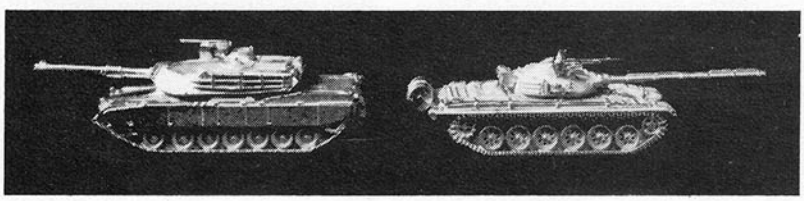
Note that the *Afrika Korps* CRT was the best solution to the *Desert Fox* experiment. It's a little paradoxical that this is also the oldest CRT, twelve years older than *PGG's,* since superceded by several generations of game design advances. The lesson from this is that elegance in a game is achieved by the combination of those game mechanics most suitable to the topic. Elegance is not necessarily achieved merely by the use of innovation in design, especially when such innovation adds the complexity of too many layers of detail to a game. On the bottom line, playing variants suggested to me a useful point on game design technique, making this a valid exercise, as a matter of fact.

I've known Neil Hall for many years; ever since he came up to me at Origins with a briefcase full of questions on *Third Reich.* Neil is a dear fellow and plays a mean game of *Russian Campaign* too! There will always be a place for purism with regard to game rules. But don't shut yourself off to opportunities to experiment, in gaming as in life.



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ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1981, to be presented at ORIGINS '82, July 23, 24, 25, 1982, in Baltimore, Maryland
(for information about Origins '82, write PO Box 15405, Baltimore, MD 21220)

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, $2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2, payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! And include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be for products produced during the calendar year 1981. Exceptions are permitted for older products which gain significant exposure and acclaim during 1981. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1981. All Time Best nominations are not restricted to 1981, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1981 to mid-March 1982. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline– March 31, 1982.

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1. Best Historical Figure Series, 1981: _____
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11. Best 1981 Pre-20th Century Boardgame: _____
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The following categories recognize outstanding achievement in Adventure Gaming in general.

17. Best 1981 Adventure Game for Home Computer: _____
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19. Adventure Gaming Hall of Fame:.
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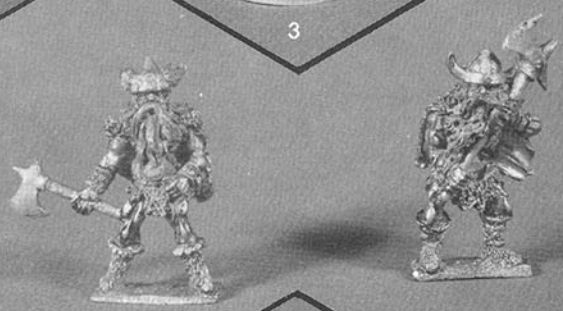
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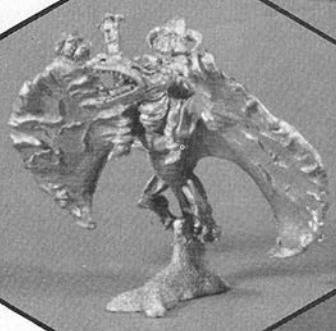
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Armies of the German States During the Napoleonic Wars

The Bavarian Army - Part I

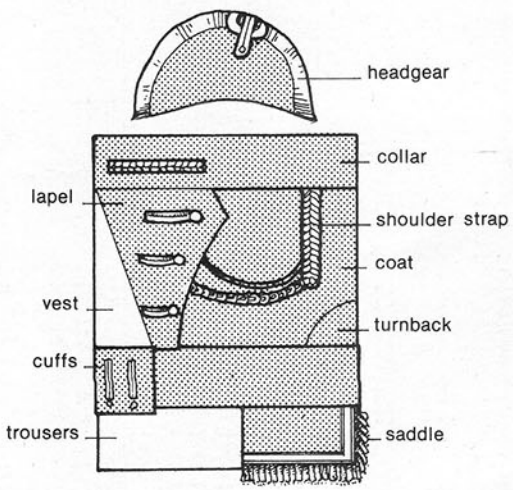
Marc Rubin—Editor

The Bavarian Army, part I, is the first in a series of uniform plates and text which will appear in Adventure Gaming *over the next twelve months. The series will cover all of the armies fielded by the German States during the Napoleonic Wars.*

The plates are from my private collection.

They were published in a limited edition in Germany by Lienhart and Humbert. They are schematic representations of the uniforms depicted. A schematic is a condensed representation of the significant parts of a soldier's uniform.

To match this superb set of plates, I have invited several well known American wargamers to provide accompanying text. Each text will include a history of the army depicted, its organization, order of battle and campaigns.



The Bavarian Army 1800-1815

by George Nafziger

Bavaria is located in the southern portion of modern Germany. It is the mountainous portion of Germany that borders Austria and historically has been one of the world's greatest battlefields. Its capital, Munich, is about an hour drive from Salzburg if the autobahn is clear.

The birth of the Bavarian army occurred in 1618 at the direction of Maximilian I, Duke (and later Kurfurst) of Bavaria. Bavaria was an unhappy land at this time as Wallenstein and Tilly were campaigning across it. Being a Catholic country its first forces, approximately 30,000 men, were placed under the command of Tilly.

As the centuries passed Bavaria grew and so did its army. It did not escape involvement in the wars following the Thirty Years War. It was involved in the Seven Years War and had its own war, the War of the Bavarian Succession or Kartofeln Krieg (Potato War) when it was left without an heir to the duchy.

When the French Revolution broke out in 1789 most of the German states were part of the Holy Roman Empire. This was a patchwork of tiny states. Some were no more than a city like those of the Hanseatic League or Frankfurt, and others were counties like Ravensburg and the various bishoprics that you could walk across in a day. There were, however, larger states like Prussia, Saxony, and Bavaria. After Prussia, Bavaria was the largest state in Germany. Its possessions were widely scattered, because one patch of land after another had been acquired through marriage. It stretched from Austria to the left bank of the Rhine into what is known as the Palatinate or Pfalz.

Because of its geographical position Bavaria could not escape involvement in the wars of the French Revolution. Initially, it was on the side of the forces attempting to destroy the French Revolution. At this time the Bavarian army consisted of 4 Grenadier Regiments, 2 Jager Regiments, a Jager 'Battalion, 13 Infantry Regiments, 2 Cuirassier Regiments, 2 Dragoon Regiments, and 4 Chevauleger Regiments. It was with this army that the Bavarians took to the field in 1790.

The wars of the Revolution took a heavy toll on the Bavarian army and on December 31, 1798, it was reorganized and consisted of:

Bavarian Units

1st Grenadier-Leib-Regiment
2nd Grenadier Regiment
2nd Feld Jager Regiment
1st Fusilier Regiment
5th Fusilier Regiment
6th Fusilier Regiment
8th Fusilier Regiment
9th Fusilier Regiment
11th Fusilier Regiment
Garrison Regiment
1st Cuirassier Regiment
2nd Chevauleger Regiment
3rd Chevauleger Regiment
2nd Dragon Regiment

Pfalz Units

2nd Fusilier Regiment
1st Chevaulegers Regiment
1st Dragoon Regiment

Netherland Units

3rd Fusilier Regiment
4th Fusilier Regiment
10th Fusilier Regiment

Others

2nd Feld Jagers (2 companies)
1st Feld Jagers
6th Fusiliers

There was a major reorganization in 1799 and the existing regiments of infantry were reorganized and renamed as follows:

Old Regiment	New Regiment
Grenadier-Leib-Regiment	1st Infantry Regiment
Grenadier Regiment Kurfurst	2nd Infantry Regiment
1st & 2nd Feld Jager Regiments	Feld Jager Regiment
1st Fusilier Regiment	6th Infantry Regiment
5th Fusilier Regiment	4th Infantry Regiment
6th Fusilier Regiment	8th Infantry Regiment
8th Fusilier Regiment	7th Infantry Regiment
9th Fusilier Regiment	5th Infantry Regiment
3rd & 12th Fusilier Regiments	9th Infantry Regiment
4th, 7th, 11th, 13th, & 14th Fusiliers	Disbanded
3rd & 4th Grenadiers	Disbanded

In the same year the cavalry was reorganized. The 2nd Cuirassier Regiment was so weak that it was disbanded and its few troopers sent to join the Zweibrucken Chevaulegers-Leib-Garde squadron which was forming the 4th Chevauleger Regiment. This unit was later renamed the 1st Chevauleger Regiment and the other chevaulegers were renamed as follows:

Old Regiment	New Regiment
3rd Chevauleger Regiment Wahl	2nd Chevaulegers
2nd Chevauleger Regiment Bretzenheim	3rd Chevaulegers
1st Chevauleger Regiment Leiningen	4th Chevaulegers

There remained two dragoon regiments and the Minucci Cuirassier Regiment. Despite this reorganization the strength of the Bavarian cavalry organization was desperately weak. There was a further reorganization on March 21, 1801, and the entire cavalry was reduced to:

Minucci Cuirassiers (4 squadrons)
Taxis Dragoons (4 squadrons)
vacant Dragoons (4 squadrons)
Kurfurst Chevaulegers (4 squadrons)
Leiningen Chevaulegers (4 squadrons)
Fugger Chevaulegers (4 squadrons)

These changes were not held to the cavalry alone. In 1802 the Bavarian infantry organization read as follows:

Regimental Name	Regimental Number
Leib Regiment	1st Infantry
Kurprinz	2nd Infantry
Herzog Wilhelm	6th Infantry
Weichs	4th Infantry
Morawitzky	7th Infantry
Preysing	5th Infantry
Junker	10th Infantry
1st Salern Light Battalion	12th Infantry
2nd Salern Light Battalion	3rd Jager Battalion
Herzog Pius	8th Infantry
Clossman Light Battalion	2nd Jager Battalion
Metzen Light Battalion	1st Jager Battalion
Herzog Karl	3rd Infantry
Ysenberg	9th Infantry
Kinkel	Disbanded
Garrison Regiment	

There were further minor changes and by 1804 the Bavarian army consisted of twelve sequentially numbered infantry regiments and six jager battalions.

On December 25, 1805, the Peace of Pressburg was signed. The Duchy of Wurzburg was formed from territories that had belonged to Bavaria. The regiment raised in this territory, the 12th Infantry Regiment, mutinied. The mutineers were captured and the regiment disbanded as a result. The depot cadres had not been involved in the mutiny and were used to form the 13th Infantry Regiment.

The Peace of Pressburg also transferred the 11th Infantry Regiment Kinkle to the Grand Duchy of Berg. It was reformed, however, by stripping companies from the other regiments and the ranks were filled out with new recruits.

In 1809 the Bavarian army began raising reserve battalions to increase its field strength, but these units were not initially intended for field strength and did not participate in the 1809 or 1812 campaigns.

The next change to occur with the cavalry was in 1804. The Minucci cuirassiers were converted to the 1st Dragoon Regiment and the Taxis Dragoons became the 2nd Dragoon Regiment. The chevauleger regiments were unaffected by this change.

In 1811 the two dragoon regiments were converted into chevauleger regiments. All six regiments were destroyed in Russia in 1812.

After the disastrous campaign in Russia the Bavarian army began a serious reorganization. The survivors of the campaign were reorganized into single battalion regiments which were immediately pressed into service. In March, 1813, a corps of these one battalion regiments was posted on the northern border of Bavaria.

Further troops were raised by the formation of a National Guard. This was a series of Landwehr battalions organized in 4 company battalions from the various districts or "kreises." A total of 20 such battalions were raised and employed in combat.

In 1814 the King of Bavaria ordered the raising of a Grenadier-Garde-Regiment. This regiment was formed by stripping the grenadier companies from the various line regiments.

By 1816 the Bavarian army had been totally rebuilt and had a 16th Infantry regiment added and the strength of the other regiments increased by the absorption of the various legions and landwehr battalions.

After 1812, the cavalry was reorganized. The original six chevauleger regiments were rebuilt. A new National Chevauleger Regiment, an Uhlan Regiment, and a volunteer Hussar Corps, which became two regiments, were formed.

Battle History of the Bavarians 1800-1815

The Bavarians were not heavily engaged between 1800 and 1805. In 1805 the army was primarily concerned with survival. It evaded the superior Austrian forces, withdrawing above Nurnburg until Napoleon had completed the encirclement of Mack at Ulm. As Napoleon marched off to glory and fame at Austerlitz, the Bavarians involved themselves in securing Tyrolia. Their offensive actions were limited to supporting Bernadotte's rearguard for the Battle of Austerlitz. In 1806 they did not participate in any major battles and again provided rear area support for the French.

In 1809, war came again to the Bavarian homeland. The Austrians began a preemptory strike against the poorly deployed forces of Marshal Berthier.

The 1st Bavarian Division was in Munich, the 2nd in Straubing, and the 3rd was in Landshut. Initially, the Bavarians withdrew before the advancing Austrians. Deroy destroyed the bridge at Landshut to slow their advance then withdrew with the Crown Prince on his right and Wrede on his left. This withdrawal culminated in the Battle of Thann which was initially a draw. The approach of Wrede and the prospect of a renewed attack by Davout ultimately caused the Austrians to withdraw.

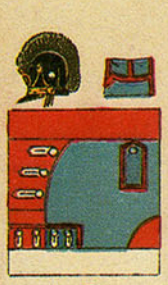
The combined Bavarian and French forces pursued the Austrians and caught them in the Battle of Abensberg where they inflicted 2,710 killed and 4,000 prisoners on the Austrians, and routed 42,000 others.

On the next day, April 21, Wrede was detached to deal with the Austrian rearguard at Landshut. He drove them across the Isar in disorder.

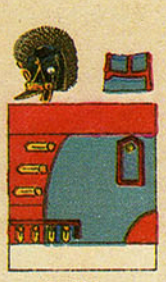
Wrede with a large force of French light cavalry then moved on Neumarkt to face Hiller and the Austrian left wing. The 1st and 3rd Divisions moved with the main French army against the Austrian right at Ratisbon. They met and defeated the Austrians at Eggmuhl, chasing them back to Vienna. There the French engaged them in the battles of Aspern-Essling. During this advance the

TROUPES ALLIÉES. — BAVIÈRE.

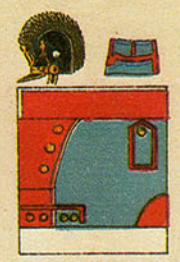
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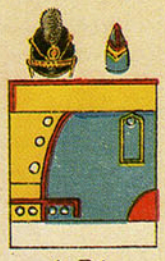
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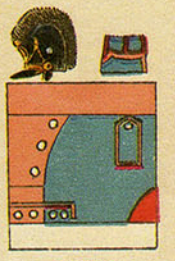
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Prince Royal.



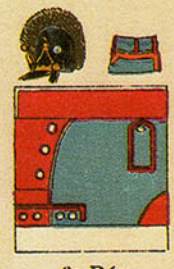
3e Rég.
Prince Charles.



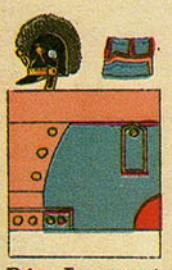
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Saxe-Hildburghausen.



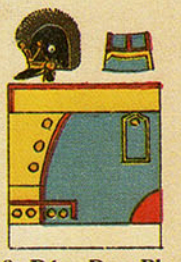
5e Rég.
Preysing.



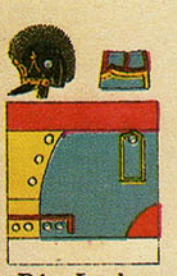
6e Rég.
Duc Guillaume.



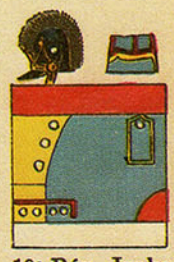
7e Rég. Loewenstein.



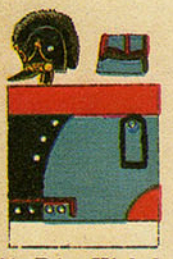
8e Rég. Duc Pie.



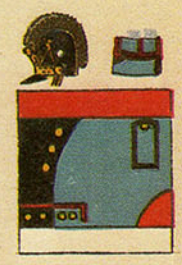
9e Rég. Isenbourg.



10e Rég. Junker.



11e Rég. Kinkel.

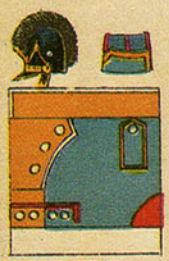


13e Rég. (sans nome).

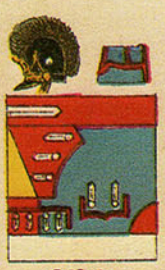


1812.
Tambour. 13e Régiment.

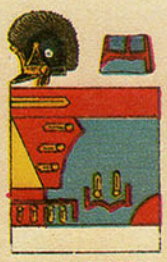
1806.
Grenadier. 4e Régiment.



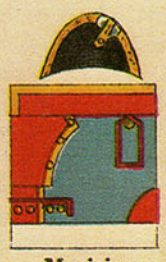
12e Rég.



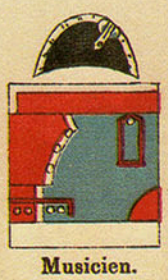
Officier.
1er Régiment.



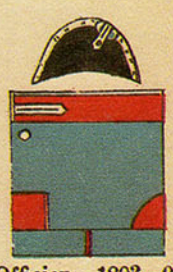
Officier.
2e Régiment.



Musicien.



Musicien.

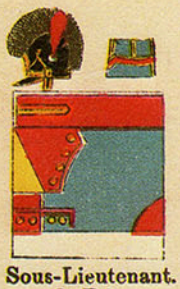


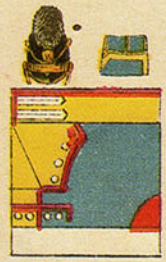
Officier. 1803—05.
(Frac et surculotte.)

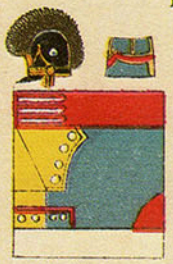
Dr. Lienhart et R. Humbert.

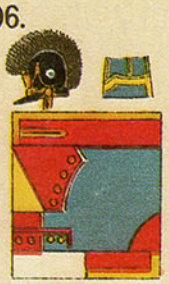
TROUPES ALLIÉES. — BAVIÈRE.

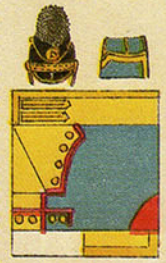
1806.

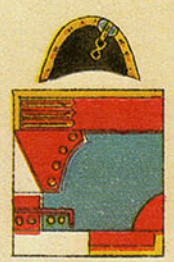

Sous-Lieutenant.
3e Rég.

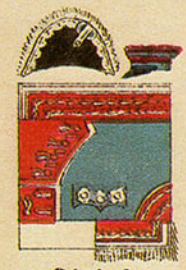

Lieutenant.
4e Rég.


Capitaine.
9e Rég.

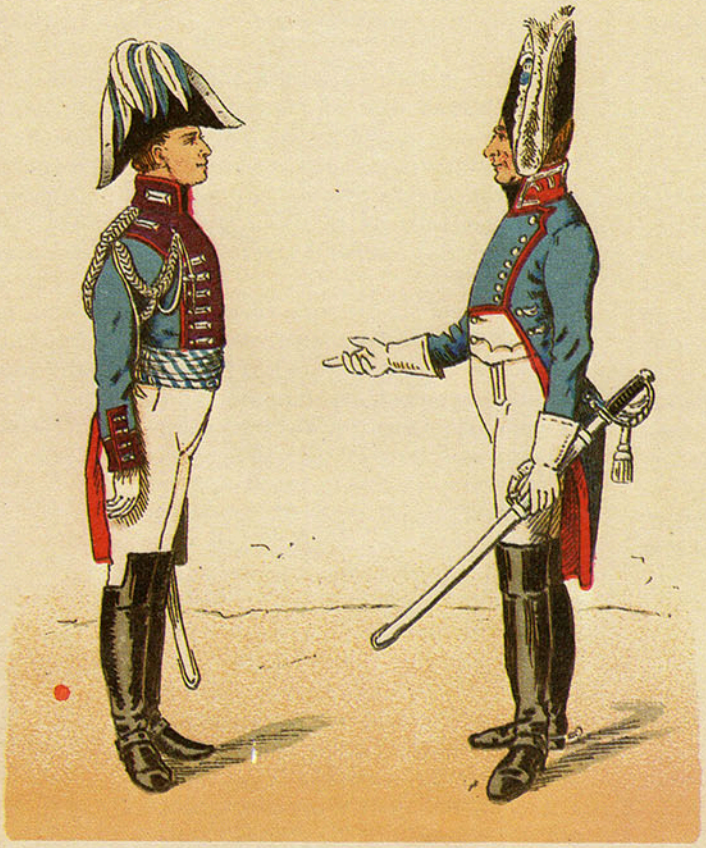

Major.
3e Rég.


Lieutenant-Colonel.
8e Rég.


Colonel.
3e Rég.


Général.


Général-Lieutenant.


Officier d'état-major.

Général-Lieutenant.
Tenue de campagne.

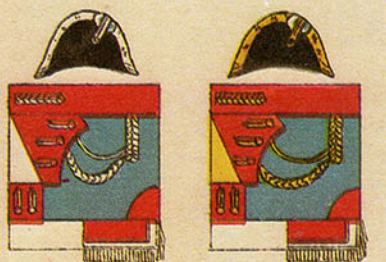

Général-Major.

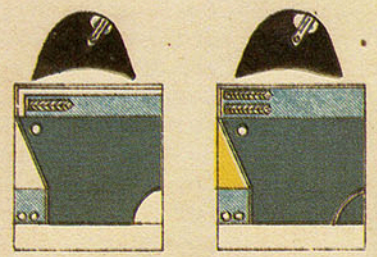

Général-Lieutenant.
Petite tenue.

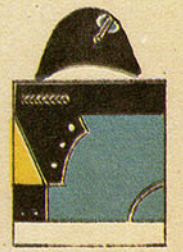

Officier à la suite.
Infanterie.


Officier d'état-major.


Officier à la suite.
Cavalerie.


Aides des camp et officiers d'ordonnance du Roi.
Cavalerie. Infanterie.

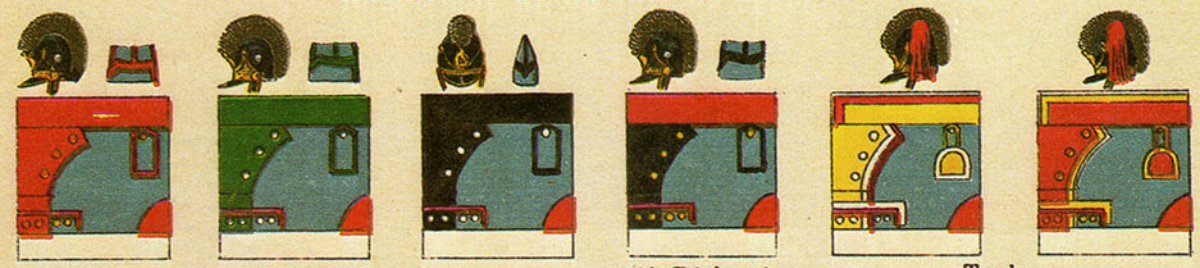

Officiers pensionnés
supérieur. inférieur.
Cavalerie. Infanterie.


Officier réformé.
Infanterie.

Dr. Lienhart et R. Humbert.

TROUPES ALLIÉES. — BAVIÈRE.

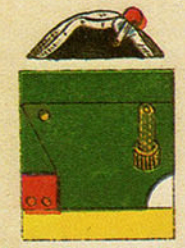
INFANTERIE ET INFANTERIE LÉGERE.



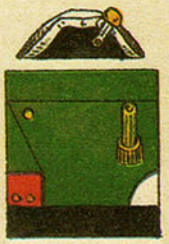
Les 3 Régiments Kinkel. 1807—1811.

14e Régiment. 1806.

Tambours. 4e Rég. 3e Rég.

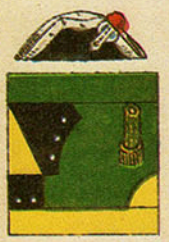


Chasseurs du Palatinat. 1783.

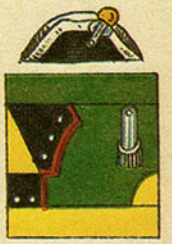


Chasseurs de Baviére. 1783.





Chasseurs de Juliers. 1783.



Chasseurs de Berg. 1783.



Rég. de Salern. 1789. Offizier.

Chasseurs à pied. 1805.

Chasseur tyrolien.



Rég. de Schweigel. 1789. Officier.



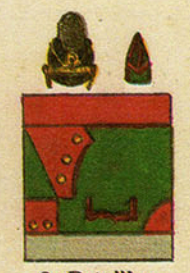
Chasseurs de Schweigel. 1789.



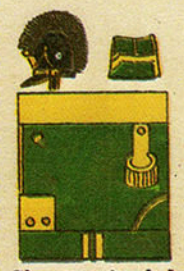
Chasseurs de Salern. 1789.



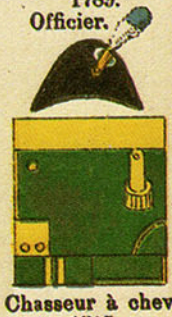
5e Bataillon. 1803.



6e Bataillon 1803.



Chasseur à pied. 1805.

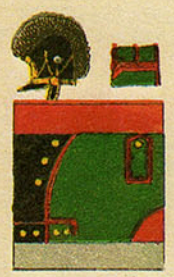


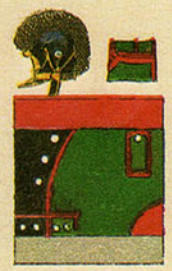
Chasseur à cheval. 1805.

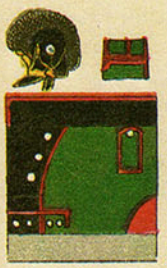
Dr. Lienhart et R. Humbert.

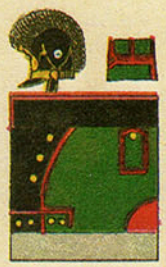
TROUPES ALLIÉES. — BAVIÈRE.

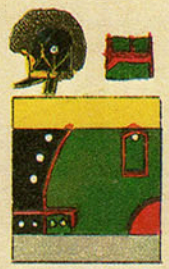
INFANTERIE LÉGÈRE. 1811.

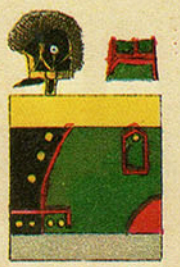

1er Bat. Gedoni.

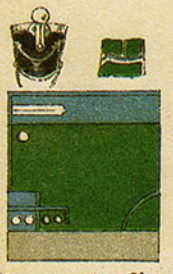

2e Bat. Wrede.

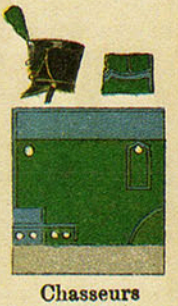

3e Bat. Bernclau.


4e Bat. Theobald.

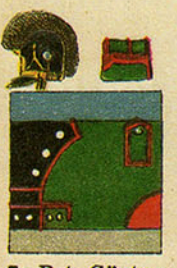

5e Bat. Buttler.

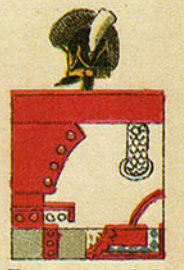

6e Bat. La Roche.


Chasseurs tyroliens. Officier.


Chasseurs tyroliens.




7e Bat. Günter.

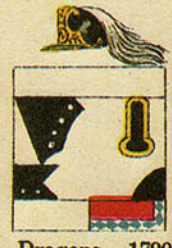

Dragons. 1807. (Pantalon de cheval).


Dragons. 1790. 2e Rég.

Chevau-légers. 1813. 7e Régiment.

Dragons. 1790. 2e Régiment.

Infanterie légère. 1811. 5e Bataillon.


Dragons. 1790. 1er Rég.

DRAGONS. 1804.

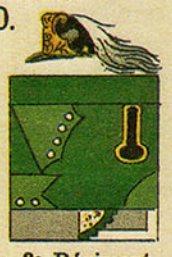

1er Régiment.

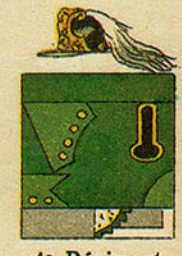

2e Régiment.

CHEVAU-LEGERS. 1790.


1er Régiment.


2e Régiment.


3e Régiment.


4e Régiment.

Dr. Lienhart et R. Humbert.

Bavarians again contented themselves with fighting the guerillas in Tyrolia. Wrede was called forward to participate in the battle of Wagram.

Wrede's division was among the last to cross the Danube. It took up a reserve position with Marmont and the Guard at Raasdorf. At 1:00 p.m., when Macdonald's famous attack began to succeed, the Bavarians, along with Durutte's Division and the Guard Division of Curial, advanced into the battle. Though the Bavarian contribution was important, they were not heavily involved.

The real test of the Bavarians came during the 1812 campaign when they were commanded by Marshal St. Cyr. Initially, they were not a vanguard unit and slowly followed the advance of Oudinot's II Corps. They joined in at Polotsk, in a secondary theater, and took up defensive positions for most of the campaign. They were heavily engaged twice, both times at Polotsk. In the first battle the Franco-Bavarian forces outnumbered the Russian I Corps of Wittgenstein and only barely defeated him. In October Wittgenstein came back for a second attempt. This time he was heavily reinforced. The Second Battle of Polotsk was a hard fought battle. The French decided to withdraw after nightfall for fear of being surrounded by Russians advancing on the other side of the Dwina.

This was followed by a series of small clashes and the sadly depleted Bavarian army returned to Kowno, on the Nieman, on December 12, 1812.

Only the Bavarian cavalry assigned to the 17th Light Brigade had fought at Borodino. Its actions were limited to supporting the French left. Their only action came when the Russians executed a sweeping flanking movement with their Guard Cavalry. This faint-hearted attack was repulsed.

In 1813 there was a frantic rebuilding of the Bavarian army. Their first battle occurred on May 21, 1813, when Marshal Oudinot committed them at Bautzen. The Russian Miloradovitch had repelled the initial French attacks, pushing them back. The Bavarians were held in reserve, however, and did not play a vital role in this battle.

After engaging in a limited pursuit of the Allies, an armistice was signed and they began to refit once again. This was a period of reorganization and redeployment. Oudinot's XII Corps and its Bavarian Division moved to the north to face Bernadotte's Swedish army positioned in Berlin.

When the armistice ended Oudinot was directed to move against Bernadotte. His advance took him towards Gross Beeren where he joined the beaten remains of Reynier's Saxons, withdrawing from that battlefield. On September 6th, Oudinot defeated the Prussian advanced guard under Tauenzien near Zahna, driving them out after a severe fight. This set the stage for the battle of Dennewitz, but Oudinot did not maneuver quickly enough and his arrival on the battlefield was too late to prevent the French defeat.

The Bavarians were detached from the XII Corps on September 19, when the corps was disbanded. They were then employed for the sole purpose of escorting the parks.

The Bavarians continued in this secondary role until mid-October, when they defected the the Allied side. They formed a corps which was joined by an Austrian corps. This force maneuvered against the retreating French after the Battle of Leipzig and positioned themselves astride Napoleon's escape route near Hanau. After a heavy battle Napoleon formed his Old Guard into a giant ram which he threw against the Austro-Bavarian forces, brushing them aside as if they didn't exist. Shattered, the Austro-Bavarian forces withdrew and the French continued their withdrawal unmolested.

During the 1814 campaign the Bavarian corps continued its assignment to the Austrians and was part of the main Austrian army under Schwarzenberg. Because of the extreme size of this force Napoleon never made a serious attempt to engage it and the Bavarians did not engage in any serious combat.

In 1815, after Napoleon returned from Elbe, the Bavarians once again took to the field. By the time their army was organized and on the move into France the battle of Waterloo had been fought. They were limited to modest mopping up actions and the subsequent occupation of France.

Bavarian Order of Battle
1805

1st Brigade: General Major Graf Minucci
- 1st Infantry Regiment
- 2nd Infantry Regiment
- 1st Light Infantry Battalion
- 1st Dragoon Regiment

2nd Brigade: General Major Graf Marsigli
- 4th Infantry Regiment
- 5th Infantry Regiment
- 5th Light Infantry Regiment

3rd Brigade: General Major Graf Mezzanelli
- 3rd Infantry Regiment
- 7th Infantry Regiment
- 2nd Light Infantry Battalion
- 1st Chevauleger Regiment

4th Brigade: General Major Baron Harg
- 6th Infantry Regiment
- 13th Infantry Regiment
- 3rd Light Infantry Regiment
- 2nd Chevauleger Regiment

5th Brigade: General Major Graf Minucci
- 8th Infantry Regiment
- 12th Infantry Regiment
- 4th Light Infantry Regiment
- 3rd Chevauleger Regiment

6th Brigade: General Major Sibein
- 9th Infantry Regiment
- 10th Infantry Regiment
- 6th Light Infantry Battalion
- 4th Chevauleger Regiment

Artillery
- 1 Foot Battery (8-12pdrs)
- 8 Foot Batteries (4-6pdrs & 1 Howitzer each)

Bavarian Order of Battle
1809

VII Army Corps: Marechal Lefebvre, Duke of Danzig

1st Division: General Leutnant Prinz Carl of Bavaria
- **Brigade:** General Major Rechberg
  - 1st Light Battalion Habermann
  - Leib Regiment
  - 2nd Regiment Kronprinz
- **Brigade:** General Major Stengel
  - 4th Regiment Salern
  - 8th Regiment Herzog Pius
  - 3rd Light Battalion
- **Cavalry Brigade:** General Major Vieregg
  - Dragoon Regiment Minucci
  - Chevauleger Regiment Kronprinz
  - Chevauleger Regiment Bubenhoven
- **Artillery**
  - 3 Foot Batteries (4-6pdrs & 2 Howitzers each)
  - 1 Light Battery (4-6pdrs & 2 Howitzers)

3rd Division: General Leutnant von Deroy
- **Brigade:** General Major Siebein
  - 5th Light Battalion Buttler
  - 9th Regiment Isenburg
  - 10th Regiment Junker
- **Brigade:** General Major Vincenti
  - 5th Regiment Preysing
  - 14th Regiment
  - 7th Light Battalion Gunter
- **Cavalry Brigade:** General Major Seidewitz
  - Dragoon Regiment Taxis
- **Artillery**
  - 3 Foot Batteries (4-6pdrs & 2 Howitzers each)
  - 1 Light Battery (4-6pdrs & 2 Howitzers)

Reserve Artillery: Oberst de Calonge
- 3 Foot Batteries (4-12pdrs & 2 Howiters each)

Detached and Serving with the Main French Army
2nd Division: General Leutnant von Wrede
- **Brigade:** General Major Minucci
  - 6th Light Battalion Laroche
  - 3rd Regiment Prinz Carl
  - 13th Regiment
- **Brigade:** General Major Beckers
  - 6th Regiment Herzog Wilhelm
  - 7th Regiment Lowenstein
- **Cavalry Brigade:** General Major Preysing
  - Chevaulegers Regiment Konig
  - Chevauleger Regiment Leiningeh
- **Artillery:**
  - 2 Foot Batteries (4-6pdrs & Howitzers each)
  - 2 Light Batteries(4-6pdrs & 2 Howitzers each)

Bavarian Order of Battle
1812

VI CORPS: Marshal St. Cyr
19th Division: General Leutnant Deroy
Brigade: General Major Siebern
1st Light Infantry
1st Infantry Regiment
9th Infantry Regiment
Brigade: General Major Raglowicz
3rd Light Infantry
4th Infantry Regiment
10th Infantry Regiment
Brigade: General Major Count Minucci
6th Light Infantry
8th Infantry Regiment
Artillery
1st & 3rd Light Batteries (3-6pdrs & 1 Howitzer each)
11th Foot Battery (6-6pdrs & 2 Howitzers)
6th Foot Battery (6-12pdrs & 2 Howitzers)
Howitzer Battery (6 Howitzers)

20th Division: General Leutnant Wrede
Brigade: General Major Vincent
2nd Light Infantry
2nd Infantry Regiment
6th Infantry Regiment
Brigade: General Major Graf Beckers
4th Light Infantry
3rd Infantry Regiment
7th Infantry Regiment
Brigade: General Major Habermann
5th Light Infantry
5th Infantry Regiment
11th Infantry Regiment
Artillery:
2nd & 4th Light Batteries (3-6pdrs & 1 Howitzer each)
5th Foot Battery (6-6pdrs & 2 Howitzers)
8th Foot Battery (6-6pdrs & 2 Howitzers)
4th Foot Battery (4-12 pdrs & 2 Howitzers)

Corps Cavalry
21st Light Brigade: General Major Seidewitz
3rd Chevauleger Regiment
6th Chevauleger Regiment
22nd Light Brigade: General Major Preysing
4th Chevauleger Regiment
5th Chevauleger Regiment

Assigned to III Reserve Cavalry Corps: General Grouchy
17th Light Brigade: General de Brigade Dommanget
1st Chevauleger Regiment
2nd Chevauleger Regiment
Prinz Albert Chevauleger Regiment (Saxon)

Bavarian Order of Battle
Spring 1813

XII Corps: Marshal Oudinot, Duke of Reggio

29th Division: General Leutnant Raglovich (Bavarian)
Brigade: General Major von Maillot
Light Battalion
3rd Infantry Regiment (2)
13th Infantry Regiment (1)
8th Infantry Regiment (2)
Brigade: General Major von Habermann
Light Battalion
5th Infantry Regiment (2)
7th Infantry Regiment (2)
9th Infantry Regiment (2)
10th Infantry Regiment (2)
Artillery:
2 Foot Batteries (6-6pdrs each)

14th Division: General de Division Pacthod (French)
Brigade: General de Brigade Gardet
1st Legere (1)
7th Line (2)
42nd Line (2)
Brigade: General de Brigade Lacault
67th Line (2)
101st Line (3)
Artillery:
2 Foot Batteries (8 guns each)

29th Light Cavalry Brigade: General de Brigade Wolff
Combined Bavarian Chevauleger Regiment (6)
Hessian Chevauleger Regiment
Westphalian Guard Chevauleger Regiment
1 French Horse Battery (8-4pdrs)

Reserve Artillery:
1 French Foot Battery (8-12pdrs)
2 French Sapper Companies

Bavarian Order of Battle
Fall 1813 through 1814

II Bavarian Corps: General of Cavalry Furst Wrede

1st Infantry Division: General Leutnant Graf Rechberg
1st Brigade: General Major Prince Carl of Bavaria
1st Infantry Regiment (1)
3rd Infantry Regiment (1)
1/Oberdonau National-Feld-Battalion
3rd Light Battalion
2nd Brigade: General Major von Maillot
10th Infantry Regiment (1)
2nd Infantry Regiment (1)
1/Main National-Field-Battalion
2/Oberdonau National-Field-Battalion
2nd Converged Light Battalion
Artillery: Lieutenant Colonel Goschl
1 Foot Battery (6-6pdrs)
1 Foot Battery (8-6pdrs)
Cavalry Brigade: General Major von Vieregg
1st Chevauleger Regiment
2nd Chevauleger Regiment
7th Chevauleger Regiment

2nd Infantry Division: General Leutnant Graf Beckers
1st Brigade: General Major Graf Pappenheim
4th Infantry Regiment (2)
Combined Salzach National-Feld-Battalions
1/Regen National-Feld-Battalion
4th Coverged Light Battalion
2nd Brigade: General Major Freiherr von Zoller
6th Infantry Regiment (2)
1/Rezat National-Feld-Battalion
1/Inn National-Feld-Battalion
1st Light Infantry
Artillery: Major von Caspers
1 Foot Battery (6-6pdrs)
1 Foot Battery (8-6pdrs)
Cavalry Brigade: General Major von Elbracht
3rd Chevauleger Regiment
6th Chevauleger Regiment

3rd Infantry Division: General Major von Lamotte
1st Brigade: General Major von den Stockh
11th Infantry Regiment (2)
7th Infantry Regiment (1)
1/Unterdonau National-Feld-Battalion
1/Iller National-Feld-Battalion
2nd Brigade: General Major von Deroy
8th Infantry Regiment (1)
5th Infantry Regiment (1)
9th Infantry Regiment (1)
1/Isar National-Feld-Battalion
2/Iller National-Feld-Battalion
Artillery: Major Wagner
1 Foot Battery (6-6pdrs)
1 Foot Battery (8-6pdrs)
Cavalry Brigade: Colonel von Diez
4th Chevauleger Regiment
5th Chevauleger Regiment

Artillery Reserve: Leutnant Colonel Maratini
4 Foot Batteries (6-12pdrs each)

Bavarian Order of Battle
1815

4th Army Corps: The Royal Bavarian Army
Commander-in-Chief: Field Marshall Furst Wrede
Chief of Staff: General Major Graf Rechberg

1st Infantry Division: General Leutnant Ragliovich
Brigade: General Major Graf Poccy
4th Light Infantry Battalion
3rd Infantry Regiment (2)
5th National-Feld-Battalion Munchen
10th National-Feld-Battalin Augsberg
Brigade: General Major Graf Deroy
7th Infantry Regiment (1)
14th Infantry Regiment (2)
11th National-Feld-Battalion Ingolstadt
Jager Battalion Ober-Donau Kreise
Artillery: Oberstleutnant Caspers
7th Line 6pdr Battery
5th Line 12pdr Battery
2nd Infantry Division: General Leutnant Bekers
Brigade: General Major Habermann
9th Infantry Regiment (2)
5th Light Infantry Battalion
Brigade: General Major Habermann
14th National-Feld-Battalion Anspach
15th National-Feld-Battalion Bayreuth
Brigade: General Major Beerentlau
5th Infantry Regiment (2)
12th Infantry Regiment (2)
2nd National-Feld-Battalion Anspach
Artillery: Major Wagner
12th Line 6pdr Battery
10th Line 12pdr Battery
3rd Infantry Division: General Leutnant Graf La Motte
Brigade: General Major Graf Sprety
6th Infantry Regiment (2)
1st Light Infantry Battalion
6th National-Feld-Battalion Lindau
16th National-Feld-Battalion Kempten
Brigade: General Major Baron Treuberg
11th Infantry Regiment (2)
2nd Light Infantry Battalion
4th National-Feld-Battalion Salzburg
9th National-Feld-Battalion Regensburg
Artillery: Oberstleutnant Goschel
9th Line 6pdr Battery
8th Line 12pdr Battery
4th Infantry Division: General Leutnant Baron Zollern
Brigade: General Major Rabenhausen
4th Infantry Regiment (2)
8th Infantry Regiment (2)
Unter-Donau-Kreise Battalion
Brigade: General Major Graf Buttler
13th Infantry Regiment (2)
10th Infantry Regiment (2)
Jager Battalion of the Main Kreise
Artillery: Major Gotthardt
6th Line 6pdr Battery
3rd Line 12pdr Battery
Reserve Infantry Brigade: General Major Maillot
Grenadier-Garde-Regiment (1)
1st Infantry Regiment Konig (2)
2nd Infantry Regiment Kronprinz (2)
Jager Battalion of the Rezat-Kreise

1st Cavalry Division: His Majesty Prinz Carl of Bavaria
Brigade: General Major Graf Pappenheim
1st Chevauleger Regiment
3rd Chevauleger Regiment
Brigade: General Major von Dietz
4th Chevauleger Regiment
5th Chevauleger Regiment
Artillery: Captain Rudersheim
4th Light Battery
2nd Cavalry Division: General Leutnant Graf Piersing
Brigade: General Major Baron Vieregg
1st Hussar Regiment
2nd Chevauleger Regiment
Brigade: General Major Ellbracht
2nd Hussar Regiment
6th Chevauleger Regiment
Artillery: Captain Halder
3rd Light Battery
Reserve Cavalry Brigade: General Major Graf Seidewitz
Garde du Corps
1st Cuirassier Regiment
1st Uhlan Regiment
Artillery Reserve: General Major and Director Baron Colonge
1st Light Battery
2nd Light Battery
4th Line 12pdr Battery
Howitzer Battery
Pontoneer Company

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Fantasy and Science Fiction

Risk© Variants

by Lewis Pulsipher

Though some hard-core wargamers may be loathe to admit it, most gamers enjoy an occasional session of *Risk*©. Moreover, the simple game-system is easily adapted to science fiction and fantasy themes. Some examples of these variations are described below. In the standard version of *Risk,* luck plays a distressingly decisive role via the play of the cards. If the number of armies given for a set of three cards is restricted to a repeating cycle of 4-6-8-4-6-8 . . . then skill plays a larger part in the game. The variations given here were developed for 4-6-8 *Risk* but most can be played with the original rules. They can be played separately or in various combinations.

Fantasy

Hell: An additional territory, Hell, is added to the board. All territories border with Hell; however, one die is rolled for each army which actually enters Hell, and if a 1, 2, or 3 results the army perishes in hellfire! No army may begin its existence in Hell, whether at the start of the game or as a replacement. A player may attack Hell when it is unoccupied in order to move into it without using his Free Move. It may be entered via Free Move as well.

Castles: A player may remove four armies from a territory and place a castle there. The castle is, in effect, a separate territory within a larger territory. Pieces defending the larger territory may retreat into the castle, thus permitting the attacker to move into the territory as though he had eliminated all defending armies. But while one player occupies the castle, and another the territory, no-one counts the territory when determining how many new armies he receives at the start of his turn. An army in a castle is sufficient to prevent ownership of an entire continent, as well.

Any army attacking a castle subtracts one from its die roll. A player may deliberately destroy a castle he owns while he occupies the larger territory around the castle. He cannot destroy it if an enemy occupies the territory.



Elves and Dwarves: Extra pieces are needed to represent elven and dwarvish armies, which are obtained in the same manner as normal armies except that none are used at the start of the game. Nine territories are designated forest and nine mountain:

Forest: Congo, Madagascar, S.E. Asia, Venezuela, Brazil, Ontario, N. Europe, S. Europe, New Guinea

Mountain: Afghanistan, W. US, Alberta, Ural, Argentina, Peru, C. America, Iceland, Scandinavia

Elves are stronger in forest and weaker in mountains. Dwarves are stronger in mountains and weaker in forest. An army is "in" a territory when defending it or when attacking it. What matters is the terrain the army is attacking, not the terrain it presently occupies. When an army is stronger add one to its die roll, when weaker, subtract one. A 7 or 0 is possible.

Knights: When a player takes new armies—not his initial allotment—he may have one "knight army" for every three or more new normal armies. When a knight army defends or attacks, add one to its die roll (a 7 is possible). Roll the die separately for a knight. If it fails to kill an enemy army, and the enemy manages to kill an army, the enemy can kill the knight rather than a normal army. If the knight kills an enemy it cannot be killed at the same time.

Hero: Each player has one hero at game start. If the hero is killed he cannot be replaced. *A hero is equal to a normal army except that one is added to the result of every die roll for armies in the territory the hero occupies, whether defending or attacking.* A hero may also retreat from a territory (in the same manner as a Free Move) after five attacks on the territory have been made by the same enemy in the same turn.

Wizard: Each player begins the game with one wizard piece. Seven armies may be given up in order to obtain each additional wizard. A wizard is not an army, though it normally moves like one. If it is in a territory without defending armies any attack kills it. In each of his turns a player's wizard may cast one of the following spells.

Fly: The wizard may move to any territory on the board occupied by the player's armies.

Transportation: Up to five armies in the wizard's territory may move up to three territories away, staying in a single group. If the destination is occupied by another player's pieces the transported armies must attack until one side or the other is eliminated.

Plague: Plague strikes an adjacent territory. Roll one die for each army in the territory (excluding heroes and wizards). If a 1 or 2 results, the plague kills the army.

Immobilization: All pieces, except wizards and heroes, in an adjacent territory, cannot attack or move in their next turn. They can still defend themselves normally.

Science Fiction

Fortress: A player may replace four armies with a non-mobile fortress. One is subtracted from each die a player rolls when he attacks a territory occupied by a fortress. Fortresses cannot be destroyed (except by nuclear missiles; *see below*).

Paratime: More than one board is used, so this is a long game. You might prefer to eliminate the Americas from play (Kamchatka and Iceland are connected, then). Each board represents a "parallel universe" similar to but not exactly like our own. (See H. Beam Piper, *Lord Kalvan of Otherwhen;* Poul Anderson, *Corridors of Time:* Keith Laumer, *Worlds of the Imperium; etc.*)

An additional kind of piece, the Paratime Transmitter (PT) is needed. PT's are acquired as armied are, but cannot fight They are captured if left without defenders after a battle. A PT's may send one army to an "adjacent" world. This enables the army to attack the territory on that world (board) which corresponds to the one it occupies. Worlds are numbered, and only those with numbers N—1 and N+1 are adjacent to world N. For example, two PT's in E. Africa—3 enable two armies to attack E. Africa—2 or E. Africa—4. If one army is eliminated the PT's cannot send yet another army—only one is available to continue attacks. If an attack succeeds, however, up to twice as many armies as there are PT's may go through to the adjacent world.

Hyperspace: At the end of his turn, after his Free Move, a player may link one territory he occupies with one other territory on the board through "hyperspace". For example, he might link S. Australia with Alberta. Henceforth, until the link is broken, armies may attack and move between the two territories as though they were adjacent. The player may, instead, separate one of his territories from an adjacent territory. (This could mean breaking a previously established hyperspace link—not necessarily one the player established himself.) For example, he might separate Brazil and Argentina. Double-strength links and separations are not possible. Obviously, the players must keep a side record of links and separations. If a plastic sheet is placed over the board, separations can be marked with grease pencil, and links as well.

Teleporters: These devices are similar to paratime transmitters, except they send armies to other territories in the same world. The maximum range of the teleporter is determined before the game begins—three is a good number to try first. For example, a teleporter in Brazil could send an army directly to Middle East or Britain.

Nuclear Missiles: A player may build a nuclear missile at the end of his turn in lieu of a Free Move. He replaces armies in a territory (at least one must remain) with a specially made counter, a numbered square. The number, equal to the number of armies removed, is the range of the missile in territories. A missile may be fired by the owning player during any of his turns after the turn in which it is built, traveling up to its maximum range in territories. (E. Africa and Brazil, for example, are two territories from each other.) In the target territory 1 to 6, minus 1, armies are destroyed—always at least one—or alternatively, one missile in the territory is destroyed, at the attacker's discretion. The attacking missile is also destroyed, of course. A missile may not be moved from the territory where it was built, except to attack. If a territory containing a missile is captured, the missile belong to the new occupant.

For the truly bloodthirsty, allow a missile to destroy everything in a territory.

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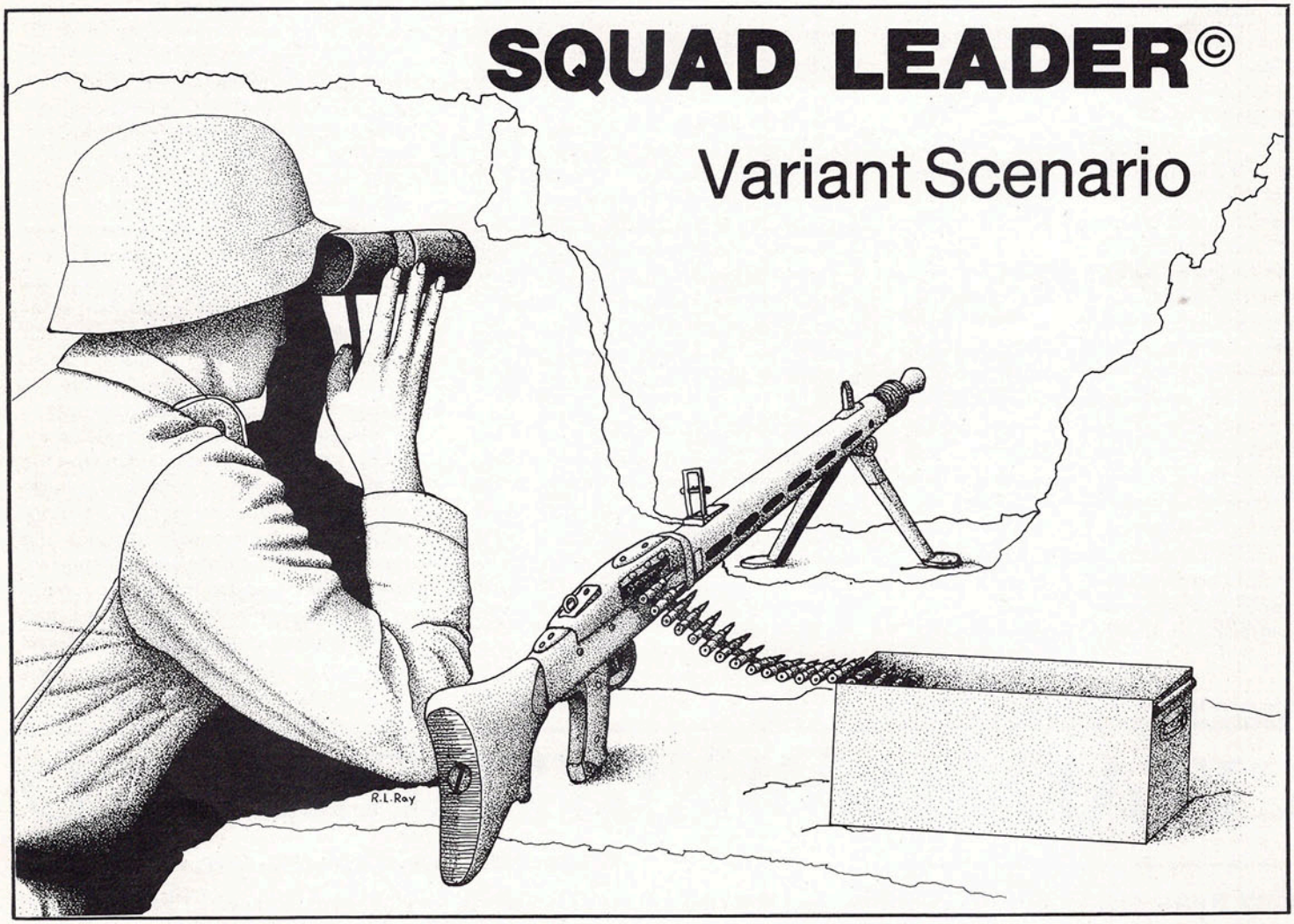
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SQUAD LEADER©

Variant Scenario



by Bryan J. Bullinger

Numerous articles have been published on *Squad Leader* and its ensuing gamettes. Perhaps the most analytical articles have been published in Avalon Hill's magazine — *The General.* The articles presented there tend to break down into three distinct types: 1) statistical analysis, 2) scenario analysis; and 3) "clinics".

The latter are my favorites because they offer — to me at least — more input that aids my play rather than just enabling me to successfully predict probabilities of the success/failure of any given action. Of course, a scenario analysis is certainly helpful in mastering the game system; however, the experienced player will find that he (used here in the editorial sense and not meant as a sexist slight) plans his defenses around cover, firelanes and crossfires (*i.e.,* mutual support by friendly units). Attacks are almost automatically directed towards the paths of least resistance — again looking to make use of mutual support and cover. The "clinics" offer new perspectives in the use of the rules or general tactics — the areas that must be mastered to become a "good" player.

The *SL* game system lends itself to design-your-own scenarios, and thus the presentation of a fourth type of article — a new scenario. The professional designs have been consistently high quality productions and thus a boon to the game system and to its players, but they have, perhaps for that reason, been an intimidating factor to would-be designers. This article, hopefully, will not only give the reader a new addition to the SL family, but also allow the reader a degree of intimacy with the designer's thoughts on what he is attempting to simulate and how he went about it. This will also hopefully encourage others to design for themselves.

The scenario should stress playability and play balance. Playability is frequently a function of size, a small number of units can create an exciting and realistic simulation without requiring 6 players, 80 sq. ft. of space and 48 idle hours. If no one is willing to play it, it is not a successful design. Play balance however, is not nearly as easy to determine. Historical factors are of some assistance, *i.e.,* T-40A's did not face PzKwVIB's, nor should they in your design. Russians, during the early years, should be strong on manpower and weak on leadership and equipment. Germans, of the same period, should have a limited manpower base but good leaders and a healthy supply of support weapons, be it AFV's or MG's or off-board artillery.

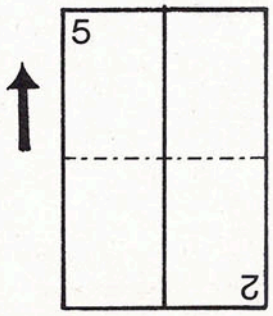
The progression of the design should proceed in an orderly fashion from the pick of terrain. Once that is

established, determine the goals of each force — why is this area going to be the site of conflict? Time period will then give a rough idea as to what might be available both in terms of technology and in relationship to historical perspective.

If a reenactment was being designed there would be minimal problems in choosing troop mix. In a game design of this sort however, the desire is to provide both sides with an equitable chance at victory. Position, terrain, and goals can often offset a severe lack of manpower or equipment.

Given the above considerations, I present this scenario. Much credit must be given to Dale Patton on this and all my scenarios for his moral support, ideas and tenacious play during the playtests.

Scenario



BOARD CONFIGURATION

Time: July 1943
Turns: 5
Rules: All applicable *COI* rules
(no supplemental rules)
Victory Conditions: Germans must capture and hold (control) at least two (2) of the following hexs on board 2: W4, W5, V3, V4, V5, U4, or U5. The Russians win by preventing the Germans from achieving their victory conditions.

Note: Control is defined as being occupied by an unbroken infantry unit or AFV with functioning weapon. Control is determined at the game's end.

Troops

Russians

Garrison: Set up board 2 between row GG and T inclusive in buildings

4-3-6 (X8)	LMG (X2)	
8-1	Molotov (X2)	

Observation unit: set up any hex hill 621

4-4-7 (X5)	55mm mortor	entrenchment (X3)
8-0	Molotov (X2)	

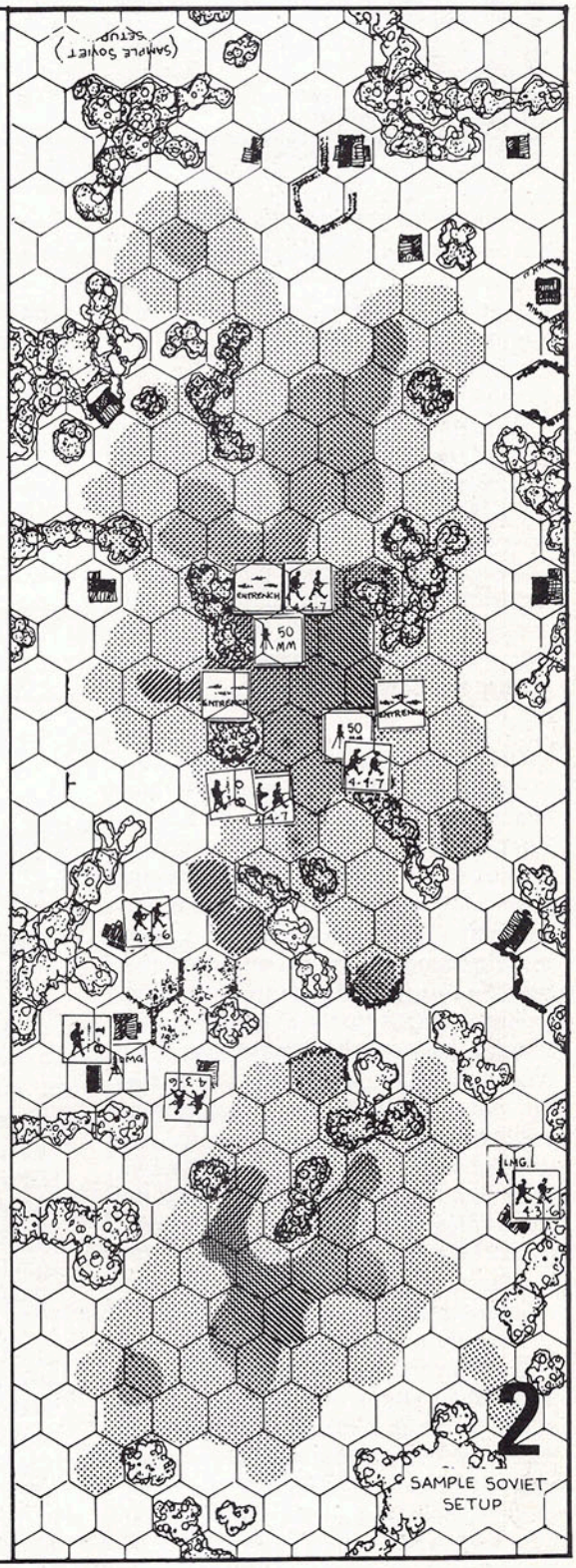
Enter Turn 1 any east map edge road

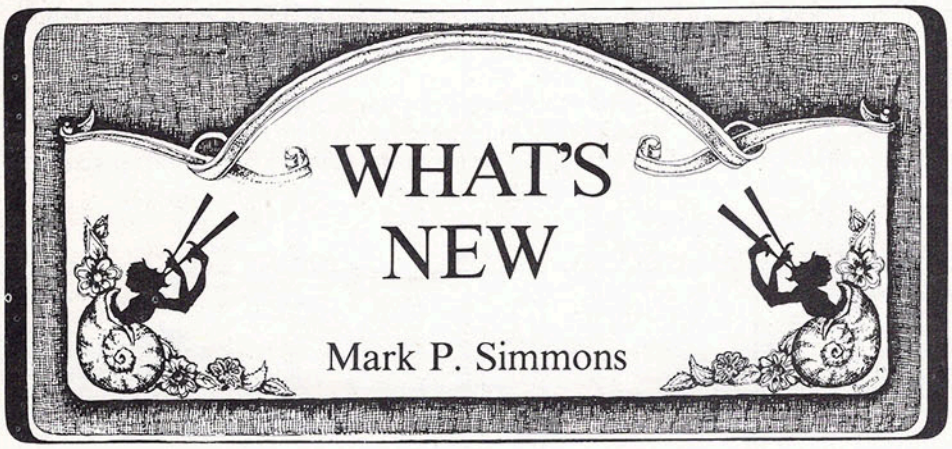
4-4-7 (X13)	50mm mortor	Molotov (X3)
9-1	LMG (X3)	ATR (X2)
8-0	MMG	

Germans

Enter beginning turn 1 south board edge (Note: must enter sequentially as per COI special rule 14) Vehicles may enter loaded.

PzKIVF1-	Lt. truck (X2)	10-2
Pz-KIIIJ (X2)	Hv. truck	9-1
SPW 251/2 (X2)	4-6-7 (9)	8-0 (X2)
LMG (X4)	MMG	PF43b (X4)





First off, let me tell what's NOT new, but may be new information to you. That is, due to a small error in a previous issue my address was a lot off. The real address is: Mark P. Simmons
4367 W. Ponds Cr.
Littleton, Co. 80123

If anyone has tried to reach me in Fulton, Colorado, be advised that there is no such town this side of the Twilight Zone. And the zip code given was for an area about twenty miles north of here. So, who knows what the poor U.S. Mail did with anything sent to me from that misprint? Kinda makes me want to design a game loosely based on trying to send a mailbomb to the correct address . . .

There are a couple of new ideas about to be tried out by the Denver Gamers Association during the annual Son Of Genghis Con III (Genghis Con IV is coming up in June). It's going to involve having two separate formats: On Saturday there will be demos and tournaments in wargaming, sports gaming and other boardgaming, including computer games that apply to the above topics. On Sunday they will offer all role-playing type games, including computer games on that subject. Thus the wargamers don't have to pay registration for two days when there is only one day's worth of events they're interested in. And the same goes for the RPers. Pretty good, huh?? I'll let you know how it goes. Oh, it's January 15 & 16, at Arapahoe Community College in Littleton, Colorado.

The other idea is the production of D.G.A. Information Boards in the game and hobby shops in the region. It will allow for shop workers not having to hassle with handing out convention promos (and forgetting half the time), and give gamers a certain spot they can look for current information. The shop-owners polled like the plan, too!! Other game clubs should try the idea . . .

Now for the real news, that is, the new products which have been released in the past month. And there are some real fine ones in this group . . .

.....

Hero Games has released their first, entitled *CHAMPIONS.* It's a "Superhero role playing game", in 8½" x 11" soft-cover booklet format and is $9.95. Two supplements came out the same day: *ENEMIES* is a booklet of supervillians for the game, at $5.95, and *THE ISLAND OF DR. DESTROYER* is the first adventure for the game system, at $4.95. Hero Games is located at 702 Laurelwood Drive, San Mateo, California, 94403.

.....

POWER PLAY is a card game for 2-6 players involving a third world country. It's boxed, and is $7.95, from Task Force Games, 405 S. Crockett, Amarillo, Texas, 79106.

.....

BLACK SPY, from Avalon Hill Game Company, is also a card game, boxed and selling for $6.00. A.H. is at 4715 Harford Road, Baltimore, Md. 21214.

.....

T-Rex is a new miniatures company whose first release is a licensed line of *Space Opera* (F.G.U.) *Ground & Air Equipment.* These are described further as "Armor, Air, and Space Vehicles from the 22nd Century. Most run about $4.50 retail per pack. T-Rex is located at 3618 Dexter, Forth Worth, Texas, 76107.

.....

Squadron/Signal Publ. has released two new soft cover books: *T-34 In Action* and *A-10 Warthog In Action.* Both are $4.95. S/S is at 1115 Crowley Drive, Carrollton, Texas, 75006.

.....

PUBLIC ASSISTANCE has gotten more PR in its first publication than most companies get in their first three years of operation. This game, from Hammerhead Enterprises, Inc., is about making the most money without working, and has been banned in New York City by the mayor!! It is both quite thought-provoking and really hilarious, though I think the moochers are inventive enough on their own without being told other ways . . . It's $15.95, and is from Hammerhead Ent. Inc., at P.O. Box 1057, Severna Park, Maryland 21146.

.....

Also from Hammerhead is *CAPITOL PUNISHMENT,* which seems just as controversial, the object being to get all four of your convicted malicious felons into terminal sentences first. It's $16.95.

.....

STICK THE I.R.S. is a new boxed game where the object is to do just that, thus making the most money and paying the least tax. It's from Courtland Playthings, One Palo Alto Square, Suite 280, Palo Alto, California, 94304, and is a possibly tax-deductible $19.95.

.....

Chaosium has a new boxed role-playing game based on H.P. Lovecraft's stories of macabre horror in 1920's New England, which is aptly titled *CALL OF CTHULHU.* It is $19.95, from Chaosium, P.O. Box 6302, Albany, Cal. 94706.

.....

Martian Metals has released seven packs of figures in a new line licensed from Metagaming's *Rivets* games. They are all $3.25. Martian Metals is at Box 778, Cedar Park, Texas, 78613.

.....

SIMBA SAFARI is a Traveler™ adventure, and is new from Judges Guild, R.R. 8, Box 9, 1221 Sunnyside Road, Decatur, Illinois, 62522. It's $5.98.

.....

S.P.I. has released a second edition of *DRAGONQUEST,* as well as a hardback book for the game and a third adventure titled *THE ENCHANTED WOOD.* They are $20.00, $14.00 and $8.00, respectively. S.P.I. is at 257 Park Ave. South, New York, N.Y. 10010.

.....

F.G.U.'s *Space Opera* keeps on growing, with the release on three new supplements: *ALIEN BASE,* an adventure, for $5.00, *PROBE NCG 8436,* also an adventure, for $5.00, and *SELDON'S COMPENDIUM OF STARCRAFT I,* at $6.00. Fantasy Games Unltd. resides at P.O. Box 182, Roslyn, N.Y. 11576.

.....

The dead black void of space stretched out in endless funereal silence, unbroken, unmoving. There on the bridge, as the ship hurdled through space at more than twice the speed of light, it seemed so peaceful — as if the ship were not actually moving at all, as if it hung forever suspended between the glowing blue balls of steadily-burning star-fire. The Captain relaxed a bit, settling more comfortably into the depths of his chair, releasing a long, deep sigh. It had been a long day.

Suddenly the Astrogater on the bridge let loose a scream that shattered the silence, and alarms sounded throughout the ship. Almost simultaneously, as the sound of running feet echoed down the fast-filling corridors, a Klingon ship materialized, as if from a mist, its phasers crackling forth pure blue bolts of raw lightning energy, stinging across the void, leaving behind the acrid tang of burnt ozone. The Captain stiffened, barking his orders with a seasoned control, a careful calm. But his heart kept pounding faster and faster, his mind a feverish blur of activity. The Klingons had invaded

FEDERATION SPACE

FEDERATION SPACE is a strategic level game for two to eight players, depicting the battles for Galactic Supremacy, fought by the eight major races of the galaxy, as introduced in *STAR FLEET BATTLES* and *STAR FLEET BATTLES EXPANSION #1.* Each race is dealt with on a ship by ship basis, instead of as abstracted fleets, using a simple system of tactical combat which realistically recreates the excitement of space combat. Complete rules are included with the game to cover the link to *STAR FLEET BATTLES,* as well as twenty-eight scenarios, and a campaign game.

FEDERATION SPACE

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TASK FORCE GAMES

The New Force in Gaming

Avalon Hill released a few new games: *BLACK SPY*© is an intrigue-based card game, and is $6.00. *DOWN WITH THE KING*© looks like A.H.'s answer to it's own classic *Kingmaker*©, but is set in a fantasy world and is roughly tactical and personal in scope. The retail is $11.00. Battleline's *DAUNTLESS*© (bought last year by A.H.) has been redesigned into the format of a supplementary gamette for *Air Force*©, and is now $9.00. *PAY-DIRT*© has come out with 1980 team charts, and is still $16.00. *STATIS-PRO FOOTBALL*© is a new and massive professional gridiron game, iand is $20.00 retail. And that's A.H.'s Christmas offering. Avalon Hill Game Co. is at 4517 Harford Rd., Baltimore, Md., 21214.

.....

Judges Guild has released three more adventures: *ZEINTECK*© is for *AD&D*©, and is $3.50 retail. *THE AMYCUS PROBE*© is an adventure for *Traveller*™, and is $5.98. *THE ILLHIEDRIN BOOK*© is an adventure for *AD&D*©, and is $3.95. Judges Guild operates from R.R. 8, Box 9, 1221 N. Sunnyside Rd., Decatur, Ill. 62522.

.....

New from S.P.I. is *DRAGONSLAYER*© (not to be confused with their *Dragon-Quest*©, released last Christmas). It is a boxed boardgame, and is licensed from the movie of the same name. The price is $15.00 for this "easy to learn game" from S.P.I. They're at 257 Park Avenue South, New York, N.Y. 10010.

.....

Traveler™ Adventure #6: *EXPEDITION TO ZHODANE*© is new from G.D.W., and is $4.98, in their 5" x 8-1/2" format. G.D.W. has also released an intermediate-level boxed game titled *INVASION: EARTH*©. It's described as a *Traveller*™ tie-in, but it looks to be more of a two-player boardgame, containing the standard fare of paper board, 480 counters, dice and rules booklet. This one is $11.98. Game Designers' Workshop is at P.O. Box 1646, Bloomington, Ill., 61701.

.....

STARFIRE III: EMPIRES© is a strategic-level sequel to *Starfire I*© and *Starfire II*©. The packet game requires 'I' and suggests 'II' in order to play it. The tag is $3.95, from Task Force, address above.

.....

Fantasy Games Unltd. sneaked out *CHIVALRY & SORCERY SOURCEBOOK II*©, for their monster fantasy role-playing game. The 8-1/2" x 11" book covers a potpourri of topics, including NPC spells, alchemetical materials, 'Jaquerie', and strategic warfare amongst PCs and NPCs. It's $6.50, from F.G.U., P.O. Box 182, Roslyn, N.Y., 11576.

.....

Sublogic Communications Corp. has released a sequal to their popular *Flight Simulator*© game titled *SATURN NAVIGATOR*©. The game-simulation is on disk for the Apple II™ and requires the Sublogic *A2-3D1 Graphics* package to use. It's hi-res, and requires 48K of memory. It's $24,95, and the Graphics package is $59.95. Sublogic is at 713 Edgebrook Drive, Champaign, Illinois, 61820.

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Metagaming has released three new ones in the *Microgame*™ format: Micro #19: *HELLTANK*©, involves 21st century AFV combat. Micro #20: *TRAILBLAZER*© is defined as a "space game of free market exploration and exploitation". MicroQuest #7: *MASTER OF AMULETS*© is an adventure for their *Fantasy Trip*™ series, and requires *Melee*© and *Wizard*© (or the advanced versions of those two) in order to play. All are $3.95. Metagaming is at Box 15346, Austin, Texas, 78761.

.....

That's all for this time. Have a great 1982, and keep on gaming!!

AdVenture Venue

January 9-10 **Winter Fantasy.** Two days of gaming sponsored by TSR Hobbies, Inc. To be held at the American Legion Hall, Lake Geneva, WI. For information write: Winter Fantasy, P.O. Box 756, Lake Geneva, WI 53147.

February 5-7 **GenCon South '82.** Sponsored by TSR and Cowford Dragoons. To be held at the Ramada Inn in Jacksonville, FL. For more information contact: GenCon South '82, P.O. Box 16371, Jacksonville, FL 32216.

February 12-14 **Maine Con '82.** To be held in Portland, ME. Featuring all types of gaming. For more information contact: John Wheeler, Maine Con '82 Director, 245 Water St., Bath, ME 04530.

February 13-14 **Game Faire III.** To be held at the Spokane Falls Community College, Spokane, WA. A two day con sponsored by the Book and Game Company of Spokane. All profits go to a local charity. For more information write: Game Faire, c/o Book and Game Company, W. 621 Mallon, Spokane, WA 99201.

March 19-21 **NeoCon I.** Sponsored by the Convention Lords, Inc. To be held at the University of Akron. For more information contact: Convention Lords, Inc., P.O. Box 4045, Akron, OH 44321.

May 30 **M.I.G.S. III.** A free, one day gamefest sponsored by the Military Interests and Games Society. To be held at the Kitchener-Waterloo Regional Police Association Recreational Center in Kitchener, Ont., Canada. For information write: Les Scanlon, President M.I.G.S., 473 Upper Wentworth St., Hamilton, Ont., Canada L9A 4T6.

June 11-13 **Michigan Gamefest 11.** Sponsored by the Metro Detroit Gamers, this 2½ day con will be held at Cobo Hall, Detroit, MI. For more information write: Michigan Gamefest 11, c/o MDG, P.O. Box 787, Troy, MI 48099.

Adventure 6 Expedition To Zhodane©

by R. D. Stuart —

ADVENTURE 6: Expedition To Zhodane, Copyright 1981, Game Designer's Workshop, Inc. $4.98.

Expedition To Zhodane is the sixth in GDW's series of commercially produced adventure modules for usewith its *Traveller*© role-playing system. Set against the backdrop of the Spinward Marches, *ETZ* sees a band of out ofwork adventurers on Utoland eagerly seeking employment who unexpectedly find themselves caught up in interstellar intrigue and cloak and dagger danger as they pit their resources against that of the Zhodani navy in an attempt to rescue a professor held in detention deep within enemy territory.

The designers of *ETZ* make no bones over the fact that this is a choreographed affair: it is the job of the refereeto steer the players through a series of adventures toward a specific goal. Central to this idea is the discovery of the professor's asteroid ship "The Rock", after which everything else falls neatly into place.

This is not to suggest that players are incapable of free action. Indeed the "Classified Section" of the "Utoland Gazette" provides for considerable variations, each particular described in detail for the referee and capable of providing a short "mini-scenario" in and of itself. But inevitably playes will find themselves in enemy territory as the clock winds down and the mystery behind the professor's capture is revealed.

In terms of completeness this module is fully self-sufficient. Requiring only the addition of *High Guard* and a working knowledge of the *Traveller* basic set, *ETZ* nevertheless contains much that enables the referee to handle a multitude of unexpected details with a minimum of hassel. *Two* separate sub-sector maps, (Chronor and Jewell) are provided, as are detailed ship layouts, and a complete set of potential ship encounters with *HG* stats for over fifteen individual vessels —both Imperial and Zhodani — that could possibly be encountered along the way.



(This last makes it possible to resolve actual ship-to-ship actions *a la Mayday* with little prior preparation required and may well be worth the price of the book itself.)

Easily adaptable to an evening's play or a weekend of campaigning, *ETZ* succeeds in making available a logically, well-thought out scenario for incorporation into one's existing campaign. While *no* commercially produced module is ever a fair substitute for original imagination, for those who lack the time to fully develop their own situation, *ETZ* satisfactorily fills the bill and can be commended highly on these grounds.

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TANKTICS©

by Harry White

A new genre of adventure gaming is now developing, the software/cardware game or computer assisted boardgame. Avalon Hill's new game, *TANKTICS©*, is an example of the direction this trend is taking.

TANKTICS comes in a fat box containing quality components. There is a 16" x 20" hex mapboard on two folding sections displaying varying terrain and a twelve page booklet of instructions. The die-cut counter sheet supplies markers for five different types of German tanks and three calibres of antitank guns. Six different tank types and 76mm AT guns represent the Russians.

Also in the box is your opponent and bookkeeper, a tape cassette containing programs for Apple II+, Atari, Pet, and TRS-80 microcomputers. The version discussed here is for the Apple. The retail price is $24.00. A diskette version is available for more money.

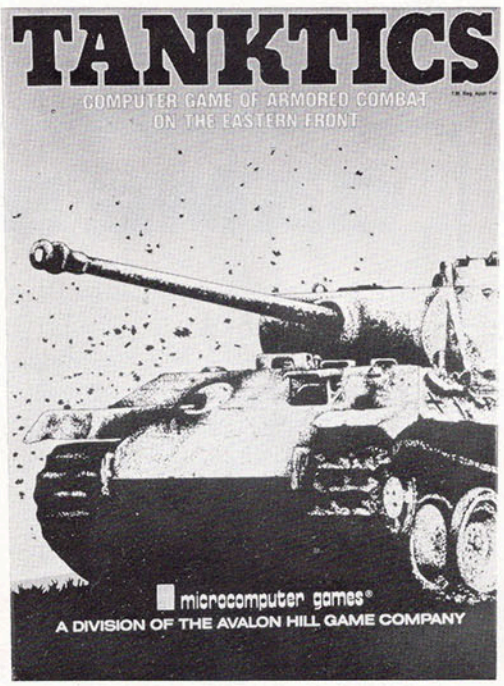
After you load and run two programs the game begins. You are the German; the computer is the Russian. You may select one of five scenarios. The first pits you against the Russian, both racing to occupy a common objective. The second puts you in a hedgehog defense of an objective hex with the enemy attacking. Number three is the reverse of the second. Scenario four allows you to position your units along a line on the board to defend a hex behind you. The fifth reverses this.

You choose your unit types and the Russian's. You can mix yours; the enemy only gets a single type, but he always gets twice as many units.

Except in Scenario Four, the computer tells you where to set up your pieces. It also tells you where to place the objective marker. These things you do on the board manually. All this is done in random patterns with some common-sense parameters so that things make sense. The computer also sets up the Russian array — but it doesn't tell you where those units are.

That's one of the best features of the game. You have limited intelligence. You are told where the enemy units are only if one or more of your units can see them. The Russian is under the same limitation. This lends an air of simulation to the game that is difficult to achieve in ordinary boardgames. Enemy units appear and disappear each turn, making for interesting search and destroy operations.

Play is achieved by moving your pieces on the board and entering these moves into the computer. Or you may, instead of moving, fire at those enemy units you can see. The computer takes its turn, telling you what it's doing so that you can bring the board up to date. It resolves all combat and overruns, informing you of the results. It does not hesitate to tell you when you break the rules.



The computer is a fairly stolid opponent. The instruction booklet describes its play as conservative, not brilliant, and not stupid. That appears apt. Play balance can be adjusted as you learn by varying the mix of units. You can tell how you're progressing by the running score on the display. A final score is given at the end of the game when one side or the other is eliminated or you take the "quit" option.

Why bother with the board? Can't a computer display the "board" on the screen and save you all the manipulation? Yes, it can, but there are some problems when it does. All of those pretty high resolution pictures reduce the resources of the computer that it could better use to do what it does best: compute, *i.e.*, play and do the bookkeeping. Speed? You can move the pieces on the board about as fast as a microcomputer using BASIC can update displays. Economy? That's a big factor. Tape is cheaper than diskettes and can carry programs for more than one microcomputer, which diskettes cannot commonly do. Pirating, which is a driving factor in the cost of software, is very easy with tape but copying the board, the counters, and the booklet is more trouble than many thieves will want.

Problems? You bet! The software and the instructions look to have been hastily thrown together. There is a "quit" option that is only hinted at in the instructions. The "end of game" message and the final score sometimes get garbled up with the stuff left on the screen in the final moments of the game. The replay option doesn't always work. The random number generator is not handled properly and, as a result, you often get the same set up every time you first turn on the computer, load, and run the games. Two programs must be loaded to play. This is particularly annoying with tape, which is slow anyway.

The game is not likely to be complex and subtle enough for the experienced wargamer. A maximum of eight friendly and sixteen enemy counters on the board with choices to only move or shoot makes for neither long nor complicated games. If you are an advanced wargamer and a novice computerist, you will probably be frustrated. If you are an advanced wargamer and an advanced computerist, you will be disappointed. If you are a novice wargamer and at least an intermediate computer hobbyist, you will enjoy it after you patch up the thing. But you shouldn't have to; *TANKTICS* is a fine concept with a bright future that suffers from a hasty implementation.

ULTRA-WARRIOR©

by Ron Woodrum

Over the past few years, a number of game publishers have released various mini-games or pocket games. The premise of these games is that while delivering all the fun and excitement of the large scale games, these take very little time to set up and enjoy. Most scenarios are playable in under an hour.

One of the latest releases of these pocket games comes from TASK FORCE GAMES entitled *ULTRA-WARRIOR*, indeed a hard title to live up to, but I feel the game delivers everything that the title claims.

The game setting is in the 23rd century. Mankind has colonized the stars but could not afford the logistics for a protective army. The firepower to defend or even level a planet was placed in the hands of individual soldiers and the Ultra-Warrior was born.

ULTRA WARRIOR is a bit more complex than other games of this genre. Each player has access to all attack modes and a specific number of 'energy points' to expend. These points must be kept track of as each turn progresses and account for each players movement, attack and defense. A record is kept for each player and is updated as the game continues.

One of the most interesting aspects of the game is that the terrain changes as it is affected by weapons fire. Forests are burned to the ground, water sources are frozen or evaporated. The ground itself may be turned to molten lava, all at the whim of the Ultra-Warrior.

In order to minimize the mechanics of this feat, the map is printed in a single color and various terrain chits are used. There are 108 cardboard chits included in the game. They are printed in two colors for easy identification, and represent forests, water, ice, smoke, fire, lava, energy barriers, and the Ultra-Warriors.

The ice and water chits are too similar to be distinguished from one another at a glance but this is not a major problem since the ice chits are seldom on the board for more than one turn anyway.

The chits are printed on heavy cardboard like those found in larger games and are die-cut (I still recommend using an Xacto-blade when removing them for play as the die-cut is not of the same quality found in SPI or Avalon Hill games.)

One particularly interesting aspect of the game is that none of the playing pieces have a numeric value for attack/defense strengths or movement. These stats are kept track of on a control sheet for each player. This allows the chits to be replaced by your favorite *STAR ROVERS* or *GALACTIC GRENADIERS* figure. You might even take it one step further and build a terrain board with interchangeable features. (The mind boggles!)

The rule book is a mere 14 pages of very clear, concise rules, scenarios and tables. The rules are cross-referenced and require only a minimal amount of concentration to gain a thorough understanding. A very clear example of combat and how it is represented on the Ultra-Warrior control sheet is given on page 4.

At the back of the book are charts for terrain effects on movement, cost-damage/activity, and a weapons fire range chart.

Eight scenarios are included which cover the various aspects of an Ultra-Warrior's duties to his colony. They all appear to be balanced from the start so that the player with the best tactics will render a quick victory over his opponent. Scenarios are provided for up to 5 players.

Each scenario has its own terrain set up which is done by markings in the different hexes on the 20½" x 17" map. [EX. hex 0709 has a 4f printed in it. If you use scenario #4 place a forest chit in it.] Personally, I would prefer the terrain set up to be listed with the scenario in the rule book but this does cut down the set up time considerably.

For the price, (a mere $3.95) this game is a good buy and would make an excellent stocking stuffer for your favorite gamer as Christmas comes around.

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REVIEW

KAVES OF KARKHAN©

11 Characters In Search Of A Plot

by Gregory Van Anderson
and Art Wilson

Kaves of Karkhan©, a recent release from Level-10, is yet another entry into an increasing body of computer games simulating dungeon adventure. Starting with a dazzling high resolution graphics display of a mysterious crag, lightning playing across the screen (complete with sound), Kaves of Karkhan promises the user an evening of exciting play. However, the player may soon become disenchanted, being unaware of making any progress toward his final goal.

Kaves of Karkhan is a sequel to another Level-10 offering, *Dragonfire,* and although the main characters and environment in *Kaves* are taken from *Dragonfire,* no knowledge of, or experience with, the previous game is required to play the sequel. Like the other Level-10 products in their Strategic Situations series, *Kaves of Karkhan* is attractively packaged, displaying the full-colour cover of the 32-page instruction book. The book itself is a very high quality production containing an intriguing short story which sets the scene, introduces the characters, and provides the quest. In addition, detailed descriptions of the four main adventurers are presented, as well as a few words describing fifteen townspeople, their equipment and special abilities. The remainder of the book is devoted to concise and easily understood instructions on the play of the game.

After choosing which one of the four main characters the player wishes to be, and selecting ten of the fifteen townspeople as crew, the actual game begins. The first scene is that of a set of double doors leading into the mystical mountain caves. Above these doors appear eight letters, which must be unscrambled before entrance into the mountain may be obtained. After surpassing this first obstacle, the player begins his trek through the caves, encountering various traps at random intervals. (In the context used, 'trap' refers to a variety of situations, ranging from encounters with beasts to physical obstacles standing in the path of the player.) Progress is noted by an animated high resolution graphics display, simulating motion through a corridor. Provided with a view of what the characters see (the characters themselves are never displayed on the screen), the player continues through the corridors until the ultimate goal is reached.

This ultimate goal, however, is not readily apparent. After wandering aimlessly through endless corridors (there are no rooms), and learning the solutions to about a dozen traps, the player is led to believe that he has no further means of intelligently pursuing his quest. The corridors often have no mapping integrity, and indeed, upon turning around one may easily find a corridor quite different than that just travelled. This curious phenomenon is conveniently explained in the instruction booklet as being a result of supernatural influences during construction. Soon after becoming familiar with all the traps, the impressive quality of their graphical display is not sufficient to retain the player's interest. If, however, he persists long enough, and resists the temptation to simply give up, he will usually win, for no apparent reason. (We personally have won twice, and have yet to figure out how. After these games, we had no real desire to continue play.)

The actual movement through the corridors is quite simple. The player has complete control over his facing, using the left and right arrow keys. The return key moves the group forward about thirty feet (in game scale). When a trap is encountered, it is displayed on the screen, along with a description of the situation. The player has two choices. He may simply change direction, thus completely avoiding the obstacle, or attempt to negotiate it. Should he choose the latter course of action, the player uses simple verb-noun commands to find an appropriate solution. The instruction book lists twenty acceptable verbs; we have successfully completed the adventure using only five. The nouns are taken primarily from an inventory of the crew and its equipment, which the computer will display upon request. The inventory, although convenient, is another source of incongruity within the program. For example, should the player obtain three potions, the inventory will show only one, and indeed he will have only one. This problem is also exemplified in the use of daggers. Although there are only two shown on the inventory, the crew apparently has a limitless supply.

The game is timed, and this factor may be critical to the victory conditions, although we have played steadily for up to four hours at a sitting and still not won. There is a pause feature in the program, to allow for short breaks, but the computer must be left on, as there is no provision for saving the game. At the completion of each adventure, the computer presents the player with a numerical score, which is influenced by the amount of time spent in the caves. Exactly how the score is determined is not indicated in the instruction book or within the play of the game. Therefore, finishing the adventure may be the players' only meaningful goal.

Kaves of Karkhan initially promises much, but fails to stand the test of time. After a period of play, which is much too short in our opinion, the novelty of solving the traps disappears, and the game is reduced to the simple mechanics of wandering the halls, and applying the known solutions to the traps, waiting for the computer to inform the player that he has won. Once the solutions to the traps have been found, there is no further challenge. At this point, every game becomes so similar to the last that there is little incentive to continue play. At its list price of $49.95, *Kaves of Karkhan* proves to be a poor entertainment value when compared to its similarly or even lower priced competitors.

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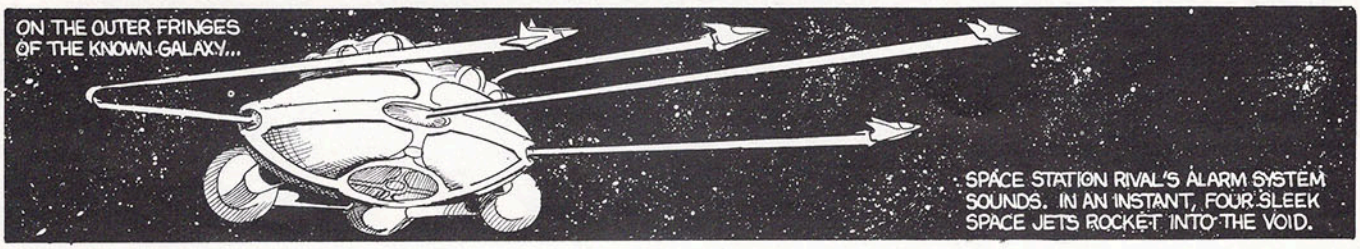
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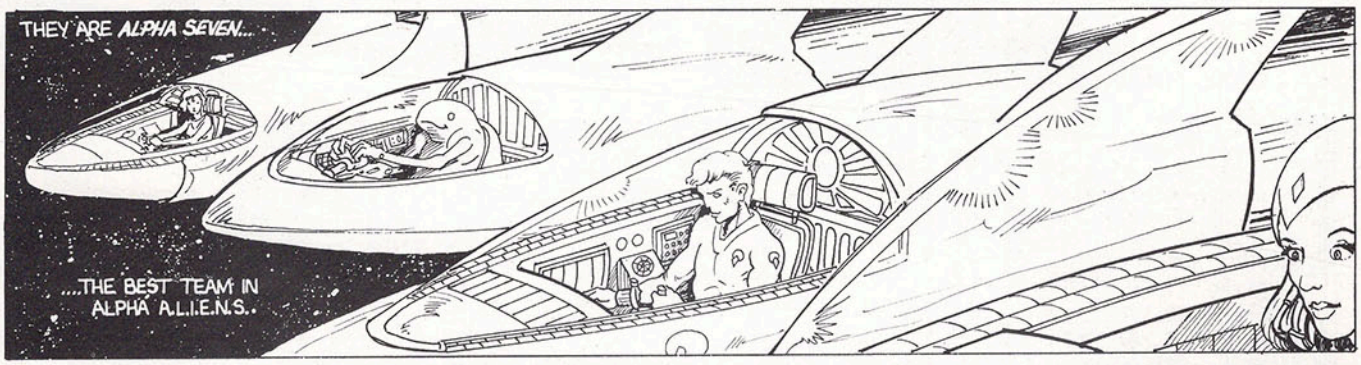
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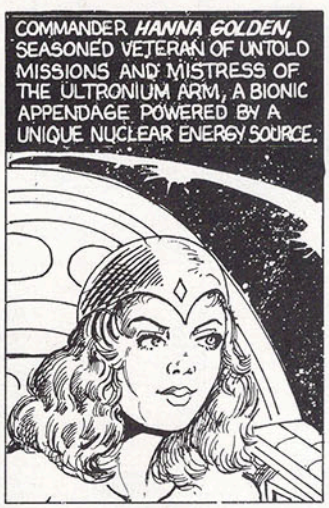
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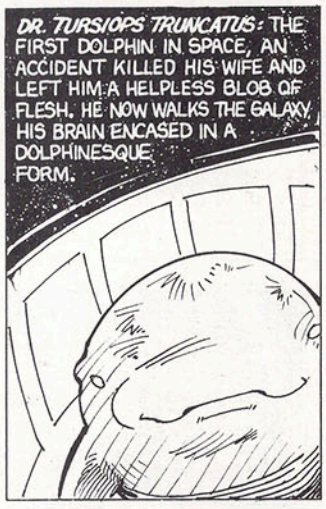




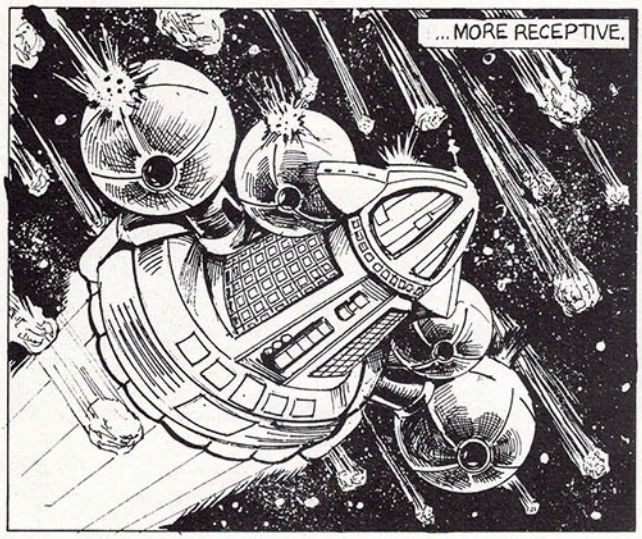






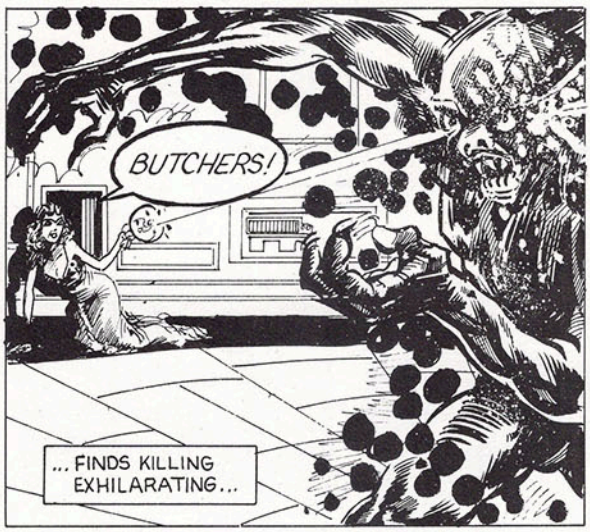





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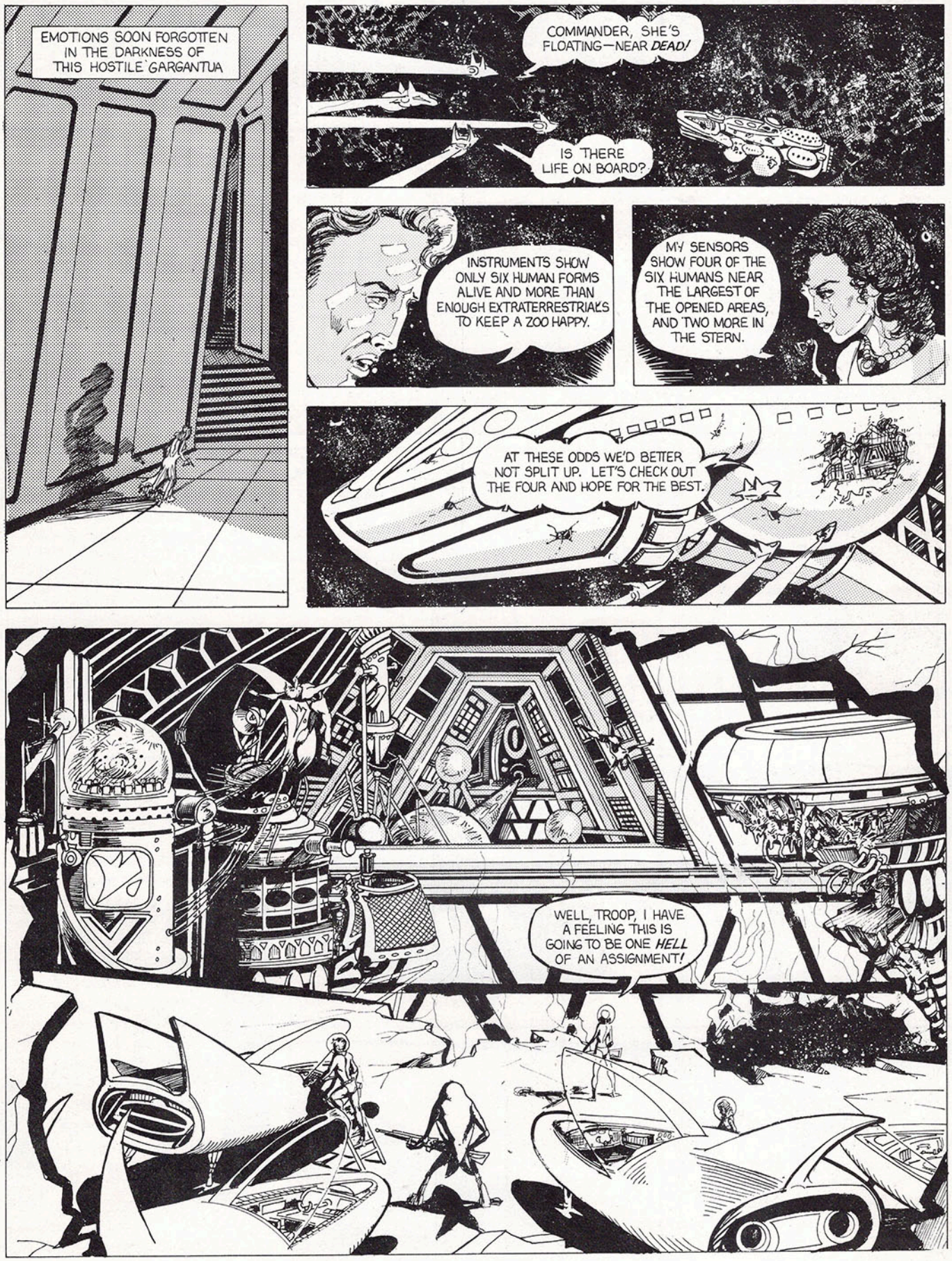

BUTCHERS!
...FINDS KILLING EXHILARATING...


UGH!
...AND REVENGE SATISFYING.


WHILE IN THE ENGINE ROOM THE FORCES OF THE GALAXY DEAL OUT THEIR OWN FORM OF VENGEANCE...


...LEAVING THE SHIP IN DARKNESS AS BLACK AS ITS CREWS' HEART.


BITCH!
A WEAPON, TWO DEATHS, AND FREEDOM CREATE FEELINGS OF PRIDE, STRENGTH, AND HOPE...


EMOTIONS SOON FORGOTTEN IN THE DARKNESS OF THIS HOSTILE GARGANTUA
COMMANDER, SHE'S FLOATING—NEAR *DEAD!*
IS THERE LIFE ON BOARD?
INSTRUMENTS SHOW ONLY SIX HUMAN FORMS ALIVE AND MORE THAN ENOUGH EXTRATERRESTRIALS TO KEEP A ZOO HAPPY.
MY SENSORS SHOW FOUR OF THE SIX HUMANS NEAR THE LARGEST OF THE OPENED AREAS, AND TWO MORE IN THE STERN.
AT THESE ODDS WE'D BETTER NOT SPLIT UP. LET'S CHECK OUT THE FOUR AND HOPE FOR THE BEST.
WELL, TROOP, I HAVE A FEELING THIS IS GOING TO BE ONE *HELL* OF AN ASSIGNMENT!

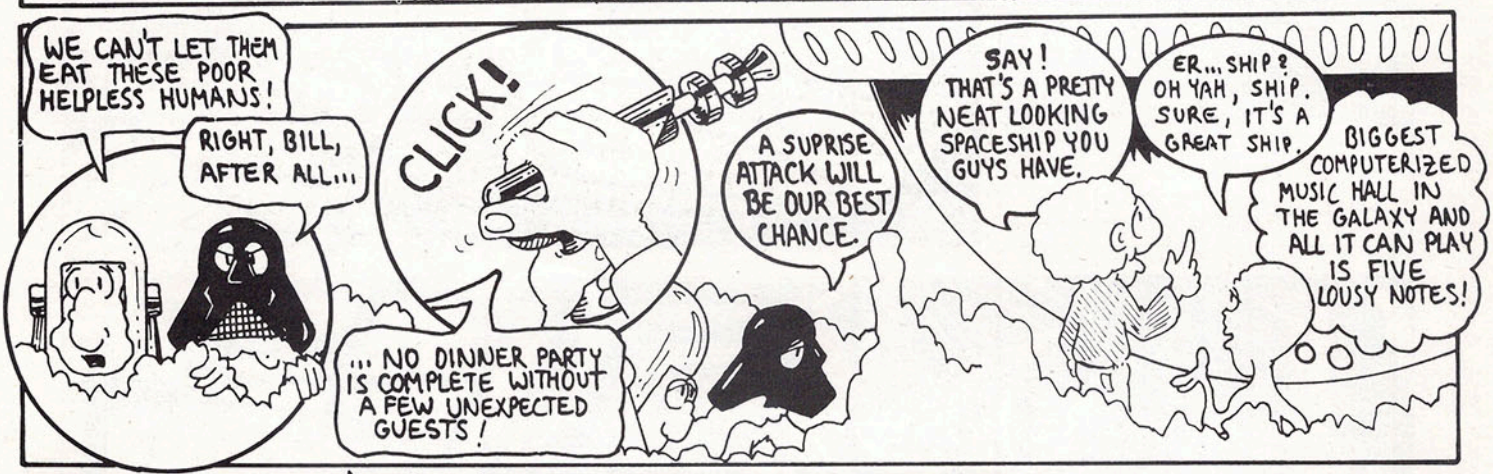
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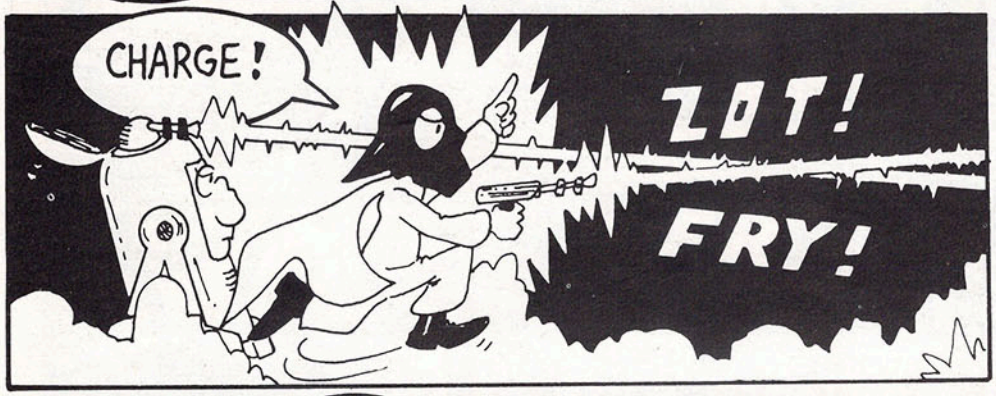
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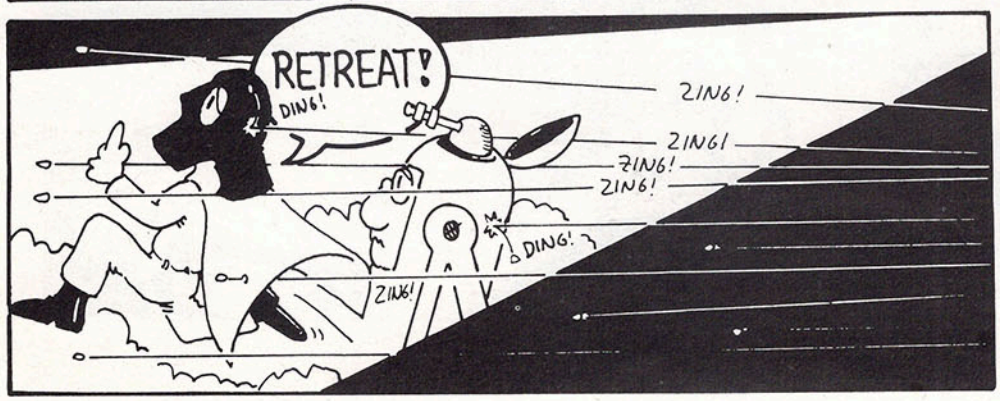
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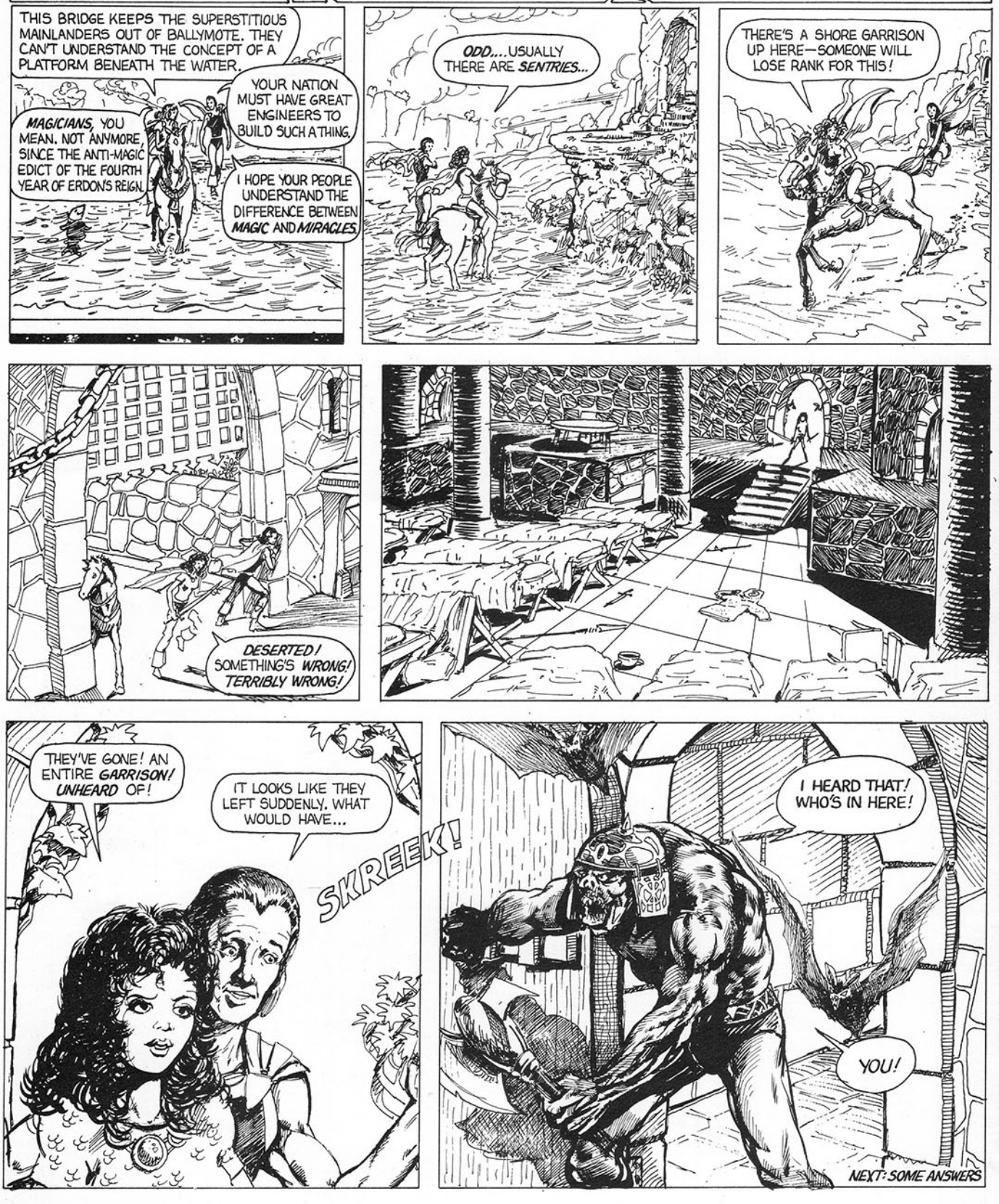


to be continued...

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The Mystery of STALINGRAD©



time. Most of the other 10 percent will be delaying units intended to (probably) die as they slow down the Germans. Sometimes you will give up one to three hexes of space in order to occupy a doubled position; but when you have enough units, or when no doubled position is available, you're almost always better off leaving one unit behind to delay the Germans, rather than defend with all you have in the open. If those 70 factors of *Panzers* catch your big units in the open, you're in serious trouble. Your job is not to kill Germans, but to delay them. Naturally it helps a lot if they lose units, but most of these will be lost as a result of soakoffs and exchanges when they attack you. The Russians rarely counterattack except to regain or retain a doubled position for the next turn. Successful attacks of this type can devastate German morale.

If you defend in undoubled positions, expect to die. Only when the delay is worth the units you're losing should you defend in the open.

The first rule for the German who wants to play reasonably well, even if he doesn't win, is attack at only 3-1 or better, using soakoffs to obtain the good odds; and soakoff at 1-3 or 1-2. Figure out your expected (average) losses in each attack, to help you decide whether it's worth the risk. (More on this later.)

Russian strategy depends largely on what the Germans try to do. In general, you try to defend every doubled position, delay the Germans with suicide units (especially the 2-3-6's) in non-doubled areas, and hold on for dear life. The longer you hold a victory objective city, the more replacements you'll receive, but remember that you need to hold only one of the three cities to win. (In fact, you don't need to hold any victory city, as long as you make sure that the German captures the last one too late to hold it for two turns.) At some point in the last half or third of the game you'll have to give up one victory city in order to beef up defense of another. But never give one away for free—leave something there that the Germans will have to dig out or starve out. Two units there will keep more than twice as many Germans busy. (Note: assuming you have a good opening defense, you should be able to wear down the Finnish-German force in the north and take, or at least surround, Helsinki. No decent Russian lets these units trouble him.)

The attackers have more strategic choice. The choice of direction of attack is less important than choice of method. To some extent, you go where the Russians let you go, and where there are no doubled positions. When you can get a 3-1 attack across a river you'll almost always want to take it. (Occasionally the Russians might try to entice the Germans into a 3-1 attack in order to counterattack effectively, but there are rarely enough Russian units for this kind of play. If you stay alert, you'll see where a 3-1 would be a waste of time.)

The German strategic choice tends to revolve around tactics. He has three alternatives. First, he can be very cautious, never attacking at less than 3-1 odds (with soakoffs to obtain these odds). The idea is to preserve German forces and slowly drive back the Russians. Then at some point in the last half of the game, if the Russian is good enough, the German will be forced to take chances, attacking everywhere in hopes of breaking down the Russian army before the German army is bled white. If the German has been successful, at this time his army will be stronger than the Russian, even if most of the 34 Russian units are on the board, yet the lines will be much longer than they were at gamestart. There will be more opportunities for useful 1-2, 1-1, and even 2-1 attacks, as well as 3-1s. But a top-class Russian player can slow the advance of a cautious German so severely that only good luck toward the end of the game can save the invaders.

The second method is a recognition of the effect of an excellent Russian player. The German tries to play conservatively, but his objective is to make ground and kill Russians, rather than preserve the German army. He makes occasional 1-2, 1-1, and 2-1 attacks at selected points where he stands to gain a great deal in position if he is successful. In other words, this is the calculated risk method. And make no mistake, the attacker must calculate every expected loss, and consider every possible advance or retreat after combat, and possible Russian counterattacks. This is a strategy for the strong-nerved.

The third method is the mass attack. From the start, the German tries to bleed the Russians white with attacks along the line, often at 1-2, Why 1-2 in preference to 1-1 or 2-1? It risks much less, obviously, in each attack. When you make many attacks per turn then you can hope that luck will "even out", and the 1-2 often gives a better expected loss ratio than a 1-1 or 2-1 (see below). But there's little doubt that the invader using this strategy is hoping for help from Lady Luck. Games often end quickly when this strategy is used, as the German forces are slaughtered or the Russian is psychologically beaten as he looks at his severely depleted forces. (A Russian player should not let the shock of this strategy blink him. It is always best to fight to the bitter end rather than rely on one's own fallible estimation of the situation. A myriad of game players have resigned tenable positions in *Stalingrad* and many other games.)

Tactics

Russians: Two doubled 5-7-4s are 3-1 proof, that is, cannot be attacked at better than 2-1 odds, if the Germans can attack from only two hexes. But a 5-7-4 and 4-6-4 in a similar position are not 3-1 proof unless the Germans have lost (and not replaced) some big panzers. A doubled 7-10-4 is 3-1 proof even if the Germans can reach it from three hexes, provided there is a doubled 4-6-4 or 5-7-4 adjacent, which can be attacked only from one of the three hexes adjacent to the 7-10-4. This forces a soakoff, and eight Germans are not enough to muster 60 attack factors. (If the smaller unit is undoubled the Germans can attack it at 3-1.)

As the Russian you should never stack a 2-3-6 with another unit, as this invites a German attack on the armor with a soakoff on the rest of the pile, forcing you to counterattack or retreat next turn.

In every hex or area which you think you must occupy, rather than retreat from, you have three options. First, you can hold the location with a very strong force (often all available units), hoping to deter an enemy attack or defeat it if it comes. Second, you can use just enough units to force the German to expend a major effort in order to obtain 3-1 odds. Then the German must make his major attack here rather than somewhere else, or risk a low odds attack, or refuse to attack at all in that area. In effect, you

by Lewis Pulsipher

My game experience dates back to the days when only one new commercial wargame (no one called them "conflict simulations" then, let alone "adventure games") was published each year. Avalon Hill had a monopoly, but that market was so small that when they tried to publish several games in one year they overextended and were forced to sell to another company in order to survive. Without any competition, Avalon Hill might have been able to sell some pretty bad games. But the company published several games based on the same system, a system brilliant and ingenious for its time. I remember how I admired it 18 years ago (I was 12) when I played my first real wargame, which is still my favorite "conflict simulation", *Stalingrad.*

Nowadays some players scorn the old Avalon Hill classics—"they're outdated, obsolete, not historically accurate"—yet they *were* and *are* great *games,* and until SPI came along the most active wargamers were game fans first and history buffs second. Trained historians can justifiably sneer at some of the gaming world's pretensions to historical accuracy; in that light the old Avalon Hill games don't seem so bad compared to the newer "simulations". At any American wargame convention you may see several *Stalingrad* games being played, but you'll seldom see any non-Avalon Hill hex wargame more than two years old in play. When board wargame tournaments are organized, it's the old classics and the newest releases (of all the companies) which are played, not the in-between age games.

Perhaps the secret of *Stalingrad's* success, though its simplicity is a prerequisite for any great game, is what I've called the "*Stalingrad* mystery". In a way far more obvious than with any other board wargame, *Stalingrad* separates the good players from the bad. Usually one glance at a game in progress is enough to tell an expert whether the players have solved the mystery. There seem to be few players in between—just those who, no matter how often they play, *never* understand the keys to what happens, and those who *do* understand. The latter will beat the former virtually every time, though luck plays a fairly large part in a game between evenly matched opponents. The mystery does not involve a perfect plan, for there is none, though many have been proposed. It is an understanding of objectives, tactics, and strategy that somehow escapes some experienced players.

The mystery has generated dozens of articles, the most famous being George Phillies' "*Stalingrad* Thesis", which (among other things) described the MIT Strategic Games Society's "Hyperdefense". George claimed that it had never been beaten in the hands of a good player using the original replacement rules, whereby the Russian replacement rate rose from 4 defense factors per city to 6, then 8, rather than from 4 to 5 to 6. I believe the lower rate is standard in the new rules, because the Russians were too strong in the old version—*if* the Russian player has solved the mystery.

A surprising number of the articles about *Stalingrad* reveal a failure to grasp the higher level of play. One article in Avalon Hill's magazine (*The General*) years ago presented lots of pretty diagrams and explication to show that the best defensive line was a geometrically pleasing formation, something like this:

COMBAT RESULTS TABLE

DIE ROLL	ODDS 1—6	1—5	1—4	1—3	1—2	1—1	2—1	3—1	4—1	5—1	6—1	ODDS	DIE ROLL
1	A elim	A elim	A back 2	A back 2	D back 2	D elim	D elim	D elim	D elim	D elim	D elim	1	
2	A elim	A elim	A elim	A back 2	Exchange	Exchange	Exchange	Exchange	Exchange	D back 2	D back 2	2	
3	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	D elim	D elim	3	
4	A elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	4	
5	A elim	A elim	A elim	A elim	A elim	A elim	Exchange	Exchange	D back 2	D elim	D elim	5	
6	A elim	A elim	A elim	A elim	A elim	A elim	A elim	D elim	D elim	D elim	D elim	6	

Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

Evidently, the idea was that the Germans couldn't concentrate on part of the line because it was uniform. But in the absence of doubling defenses—and there are rarely straight doubling lines in *Stalingrad*—any decent German player could concentrate on part of the line to get at least 3-1 attacks on several adjacent units, plus good 1-2 soakoffs at the ends. (Worse yet, spreading units out rather than leaving a vacant hex between piles of units enables the German to concentrate more units at the point of attack, because his soakoff units can be in adjacent hexes rather than in the hex occupied by the main attacking group.) Any Russian defending in this way would soon have no units. In another early *General* article a writer actually plagiarized an earlier article from the same magazine—and a poor one to boot—but somehow the editors let it get through. The playing quality of the early "Series Replays" of the game in *The General* was also poor. Evidently, most *Stalingrad* players never quite understood what was going on.

Some five years ago a Cincinnati player was said to have played over a thousand games of *Stalingrad;* I wonder if he's now approaching 1,500. I have not played anything like that number, my best moment coming when I beat a semi-legendary Detroit player in a Michigan team championship. But I know enough to try to help you over the hump, to solve the mystery, so that you'll at least play the game decently. I'm not going to try to explain every nuance of the game, such as the significance of hex NN48 or whatever, because that would require an article as long as "*Stalingrad* Thesis", length and detail inappropriate to this magazine. And after all, part of the fun is in learning to play well; the reason for "how to play" articles is to help you quickly learn the *basics* in order to reduce the pain of learning.

Golden Rules and Strategy

The first rule for the Russians is, *always defend in positions of doubled strength,* such as in cities and behind rivers. This applies 90 percent of the

challenge the German to attack here. The German is left to wonder whether you are trying to channel the German advance into this area, or if you're trying to bluff him into leaving this point alone. Third, you can abandon the hex to the Germans, leaving behind one unit to delay the German advance and probably die in the process. This is quite common in non-doubled hexes through which the German must advance, for example on some rail lines. In doubled hexes, the first or second option is more common. But neither the first nor the second is a good risk if the Germans can surround the defenders (and remember to take into account advance after combat when attacking a doubled position).

For example, Brest-Litovsk often offers the Russian this choice in the second or third turn of the game, if not the first. He can put both 7-10-4s there to make it virtually impregnable; some German players will risk two 1-2 attacks if committed to the first option. He might leave just one 7-10-4 there, which the German could attack at 3-1 but with the risk of losing 14 factors in an exchange. Moreover, the German might gain less from taking Brest-Litovsk in turn 2 by this risky method (absorbing most of his armor, as well) than he would by attacking elsewhere. After all, if the German can get around the city to the swamp, any Russian unit remaining behind will be doomed. That is the second option. Third, the Russian could leave one 4-6-4 or 2-3-6 in the city and let the Germans take it. If the attackers can surround Brest-Litovsk, this third option is undoubtedly the best, this early in the game.

Germans: As the German, don't use a 2-2-4 in an attack across a river unless you're sure it will retreat or die, or you expect to eliminate all the Russians and occupy their hex. (The latter is rarely possible against a good Russian; most often you'll have to soak off against one or two units while getting 3-1 odds against the remaining one.) The reason: the Russian can move two 5-7-4s into the hex he's trying to defend and attack the 2-2-4 at 5-1, insuring that there will be no exchange, while he uses another unit to soak off on the rest of the German force. While the soakoff unit will certainly retreat or die, the Russian is left with two doubled 5-7-4s and you'll have to break the river line all over again. Normally the Russian can't muster enough units to counterattack against a 4-4-4, and even if he does he must take a chance on an exchange that will so weaken the remaining defense that you'll be able to attack them without difficulty.

If you can find a way to avoid it—but usually you won't—you should not eliminate Russian 2-3-6 suicide units. If there's a choice, a larger, slower delayer should be attacked. When the little armored units are killed they often immediately come back as replacements, to serve the same function again and again. If you can keep them on the board a while, the Russians will suffer for it! But most of the time you'll have no choice but to slaughter the little nuisances.

On the other hand, it's hard to pass up a chance to kill a 7-10-4. A 1-2 against one, especially if it is undoubled, is most attractive. But if it *is* undoubled, you should make every effort to get a 3-1 against it, to get it off the board for a while. The Russian has only two of them, and there are many positions where only a 7-10-4 or two can be 3-1 proof.

Expected Losses

Both sides, but especially the Germans, should always calculate the expected loss of any battle before deciding to attack. This is determined by adding together the results of all six possible die rolls and dividing by six. In some complicated situations, in which advance or retreat after combat might affect results by surrounding a defender, the calculation is a little more complicated but nothing basic math can't cope with. For example, let's say that the Germans are attacking two Russian 5-7-4s in a doubled, unsurrounded position. The German uses 42 factors to attack one Russian at 3-1, and a 5-5-4 to attack the other at 1-3. In the first battle, the Germans could suffer losses in two exchanges. (The old rules stated that exchanges were made according to the defender's *attack* factor, but most people use the defense factor of the defender. I don't know what the revised rules say about this, but I'll follow the letter of the old rules.) [*Ed. Note: The new rules hold true to the same position: use the* attack *factor for computing exchanges.*] Each exchange will cost 10 factors (5 doubled), or a total of 20, divided by 6 equals 3 and 1/3. (I assume that the Germans have two or three units totalling exactly 10 factors; otherwise loss would be higher.) The Russians will lose their unit on four occasions (D elim or exchange), so their loss is 7 times 4 divided by 4 equals 4 and 2/3. In the soakoff, the Russians will lose nothing, but the German unit will be eliminated twice for an expected loss of 10/6 or 1 and 2/3. Total expected loss for the battle, then, is 5 for the Germans and 4 and 2/3 for the Russians. This is not too bad for the Germans, since they will end the turn next to the doubled Russian position forcing a withdrawal or counterattack.

Notice how the numbers change if the Russians are surrounded. Their expected loss rises to 7, and unless the result of the soakoff breaks the encirclement the other Russian is in a most precarious position for the next turn. Note also that a 1-3 attack gives the Germans a smaller expected loss than a worse odds attack. A 3-14 (1-5) gives an expected loss of 2. Then look at the expected loss for a 1-2 using a 5-5-4 and a 2-2-4. The Russians lose 7/6 while the Germans lose 15/6. This gives the German a chance to push the Russian back, and the difference between Russian and German expected loss is actually less with a 1-2, 8-6 instead of 10/6. If the Russian is surrounded, the expected loss of 14/6 will be nearly equal to the German 15/6. This demonstrates why the 1-2 attack can be so powerful in some situations. Finally, figure out expected losses for a 2-1 attack against doubled Russians and you'll see why 2-1 odds are for the desperate only.

Expected loss calculations should not hypnotize you. The German must advance and break through doubled positions, an objective more or less certain with 3-1 attacks and better, but uncertain with 1-2s. (Note also that in this example, the surviving Geman unit after an exchange is a 2-2-4, a unit very vulnerable to a counterattack which will enable the Russians to regain their position.)

You don't have to play *Stalingrad* a thousand times to become an expert, but you do need to think about every move and the consequences of every possible attack result. If you just push your pieces forward you're sure to lose to a good player. There are many nuances of the game glossed over or not mentioned here, but you can pick them up through experience and reflection.

The Complete Adventure

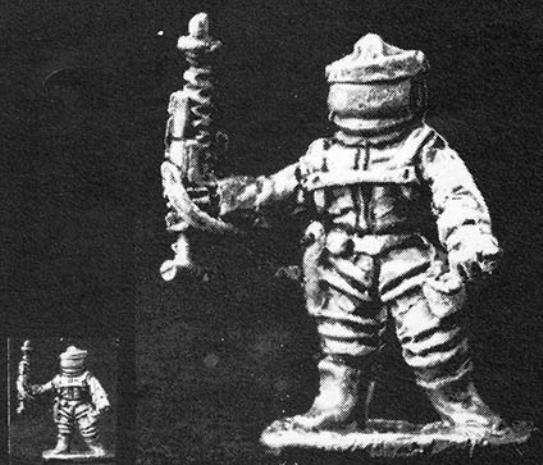
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