



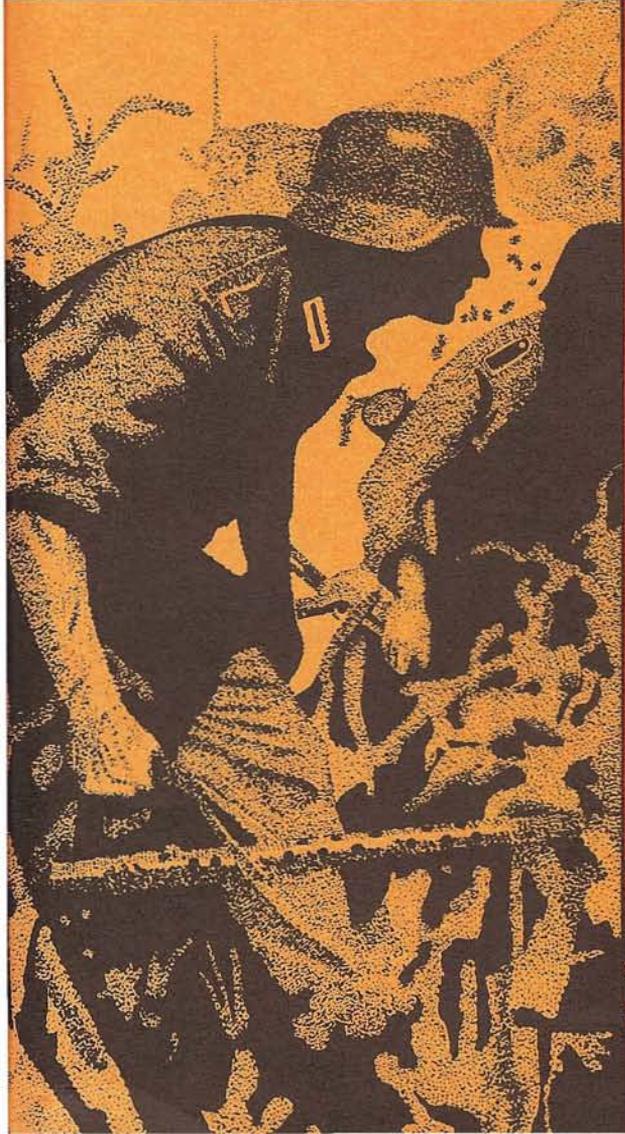
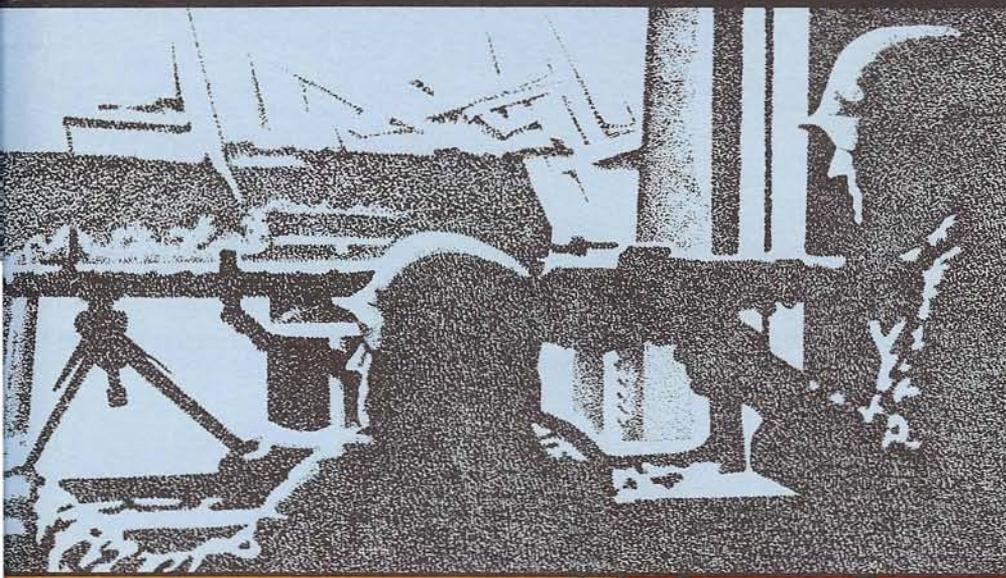
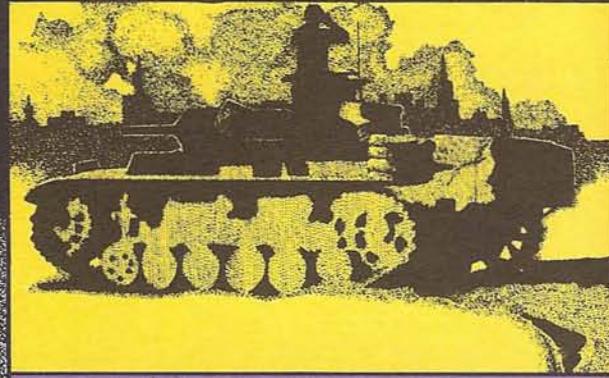
The AVALON HILL

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GENERAL

January-February 1980

Volume 16, Number 5



The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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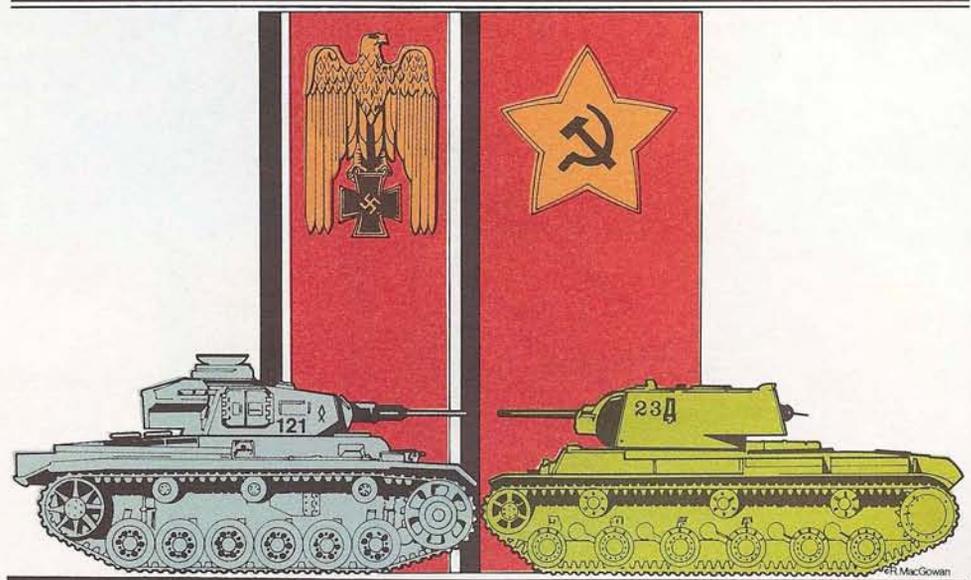
Avalon Hill Philosophy Part 77

For those of you who haven't figured it out yet from the heft of the magazine as you lifted it out of the mailbox, or grasped the meaning of the layout changes on this page I've got big news. *THE GENERAL* has expanded to 48 pages of full color ecstasy. So much for the good news. Our long awaited expansion did not come without a price. I'm sure none of you need to be informed of the existence of double digit inflation in this country. It has been steadily eating into your pockets and ours throughout the past decade. 1979 was no exception as the government announced an "official" inflation rate of 12½%. Unofficially, it seems even worse, but then you go to gas stations and grocery stores too, don't you? In the printing business, however, it not only *seems* worse—it *is* worse. We face an across-the-board price increase of 30% for paper alone. The cost of film used in the printing industry for typesetting and plate making has nearly doubled in the past

year due to the silver content therein. I know I don't have to tell you what's happened to the price of gold and silver!

The bottom line is that 1980 has brought increased operating costs which we must pass on to our customers in the form of higher prices. In the case of *THE GENERAL* we were able to soften the blow with a 33% increase in size for only a 17% increase in price. We were able to manage this by going to a less expensive non-gloss paper stock and taking advantage of a recently acquired collating machine which doubles our previous collating capacity to a maximum of 72pp. Furthermore, because *THE GENERAL* is printed in 16 page sheets, an addition of 12 pages enabled us to fill the third 16 page multiple and thus increase our size with a minimum increase of press time.

Continued on Page 40



TACTICAL ALTERNATIVES IN 1941

Analysis of Russian Strategy in THE RUSSIAN CAMPAIGN

5
By Paul Jameson

U-505, ODYSSEY OF A SUBMARINE

Another SUBMARINE Variant

19
By Dave Hable

BLOOD & GUTS STARSHIP TROOPERS

How to Skin those Nasty Bugs

24
By Vern Paxon

MONTGOMERY AT SEA

Allied Strategy in WAR AT SEA

29
By Joe Pelliccia

MORE BANGS PER BUCK

PANZERBLITZ and PANZER LEADER Unit Effectiveness

32
By Gene Boggess

RAIL BARON

Short Game & Two Man Variants

35
By Gary Charbonneau

DESIGN ANALYSIS

Resolving Fractional Combat Odds

36
By Steve List

A PRIMER ON FRENCH STRATEGY

Basic Strategy for NAPOLEON

37
By Rev. Sam Catlin

BLITZKRIEG PROPAGANDA

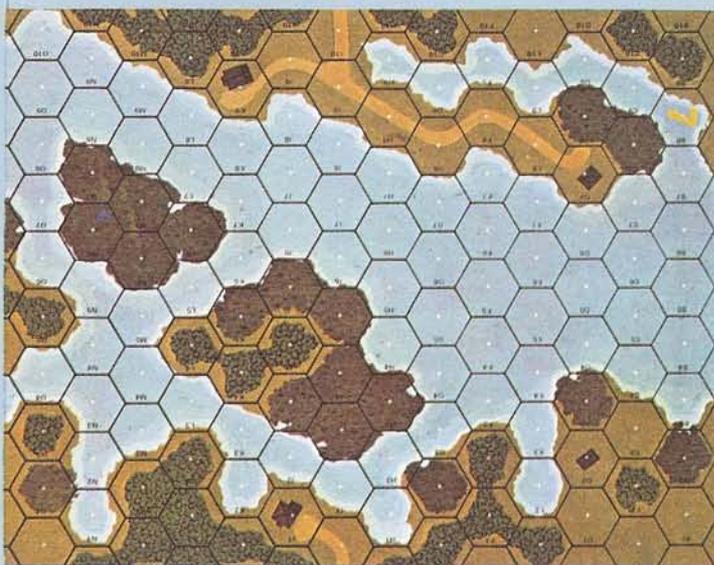
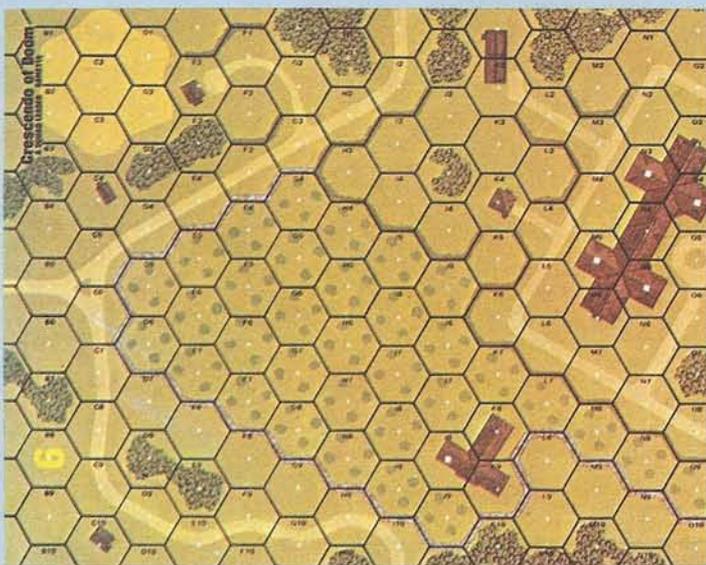
A Humorous Look at Wargames

39
By Early Thomas

STAFF BRIEFING

An Interview with Richard Hamblen

41
By Alan R. Moon



CRESCENDO OF DOOM

TACTICAL COMBAT ON THE WESTERN FRONT 1939-1941

From the Nazi invasion of Poland, through the heroic defense of tiny Finland against the Russian behemoth, the blitzkrieg conquest of Norway and the Low Countries, the Battle of France, and the seizure of Greece the player is struck by the despair of men and nations alike as seen by the soldiers who vainly sacrificed their lives against a more powerful aggressor. This is *CRESCENDO OF DOOM*. . . a gripping game of tactical combat set against the seemingly invincible juggernauts of war-torn Europe. Setting the scene for the colossal struggle of the titans which will follow, *CRESCENDO OF DOOM* is, nonetheless, far more than a simple prelude to Barbarossa. While further refining the innovations brought forth in its highly successful predecessors *SQUAD LEADER* and *CROSS OF IRON*, *CRESCENDO* breaks yet even more ground in the realm of realistic tactical combat without disturbing the underlying basic simplicity of a universally acclaimed game system. *CRESCENDO* is a welcome extension for the *SQUAD LEADER* enthusiast even before he contemplates a single new counter.

But *CRESCENDO OF DOOM* offers far more than that. Complete armor, ordnance, and infantry units are provided for Poland, Belgium, Finland, and a host of other minor neutrals including Elite, Line, and Reservist formations for all nationalities. In graphic detail far superior to any narrative account, you will see for yourself how the out-numbered German panzers defeated the superior armor of the French tanks. Experience personally the French frustrations brought on by radioless AFVs and one man turrets. There are no Panthers or T-34s . . . here it is the Mk III vs. the Char B, Somua, or Matilda.

And *CRESCENDO* need not end in 1941 with our 32nd scenario. The entire British Order of Battle is presented for the whole of WWII enabling fans of the Western Desert, Italian, or Normandy campaigns to design their own scenarios for those periods. *CRESCENDO OF DOOM* is more than just a game. When combined with *SQUAD LEADER* and *CROSS OF IRON*, it provides the ultimate in a tactical gaming system which can be used to portray any company or battalion level action. Be forewarned! *CRESCENDO* is not an easy

game. Do not attempt it unless you have first mastered *SQUAD LEADER* and *CROSS OF IRON*.

In each game you get:

- * 520 double-printed 1/2" die-cut counters representing the men and weapons that comprised the combatants of the Western Front; 1939-1942.
- * 804 double-printed 5/8" die-cut counters representing the complete vehicular and ordnance Order of Battle for the British, French, Polish and Belgian Armies.
- * Two additional 8" x 22" geomorphic map-board sections increasing the possible terrain configurations.
- * Comprehensive, illustrated 36 page Programmed Instruction rule book.
- * Illustrated scenario cards for situations 21-32.
- * Two expanded Quick Reference Data Cards.

New Features Include:

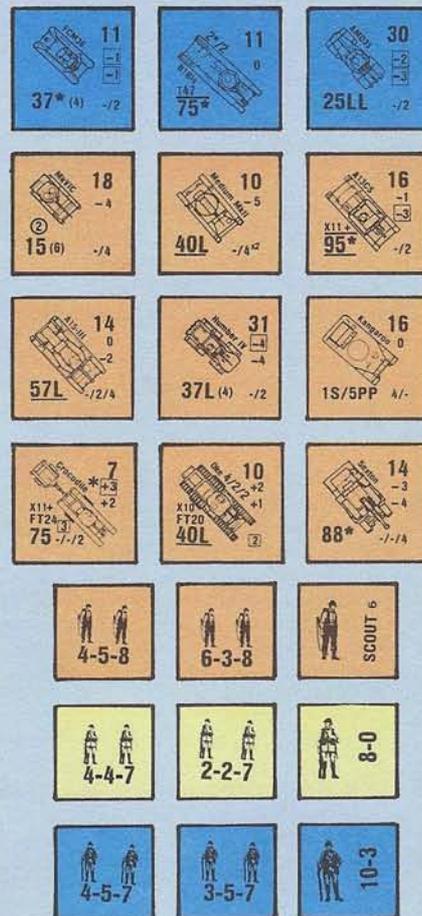
Obstacle Bypass Movement
Advanced Bombardment Rules
Complete Weather Rules
Advanced Berserk Rules
Wagons & Sleighs
Ski Units
Motorcycles & Bicycles
Bridges & Demolition
Assault Boats

Fighters
Gliders
Trenches
Scouts
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AT Mines
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HE Critical Hits

Ghurkas
Partial Armor Penetration
Rivers, Orchards, Mudflats
Wounded Leaders
. . . and much, much more.

CRESCENDO OF DOOM is available by mail-order from Avalon Hill for \$15.00 plus 10% postage charge or a postage coupon from *THE GENERAL*. Maryland residents please add 5% State sales tax.

Ownership of *SQUAD LEADER* and *CROSS OF IRON* is necessary to play this game.



TITLE BOUT

The Game of Championship Boxing

TITLE BOUT is the brand new Sports Illustrated game that puts you right in the ring with the greatest boxers of today and the past.

Open the sturdy game box, and inside you'll find a colorful mounted playing board and individual boxer cards for over 400 boxers in seven different weight classes, from the hard-hitting heavyweights right down to the feisty featherweights. Each fighter in *TITLE BOUT* is rated for his performance in over 25 different categories, such as killer instinct, knockout ability, endurance, defense and much more.

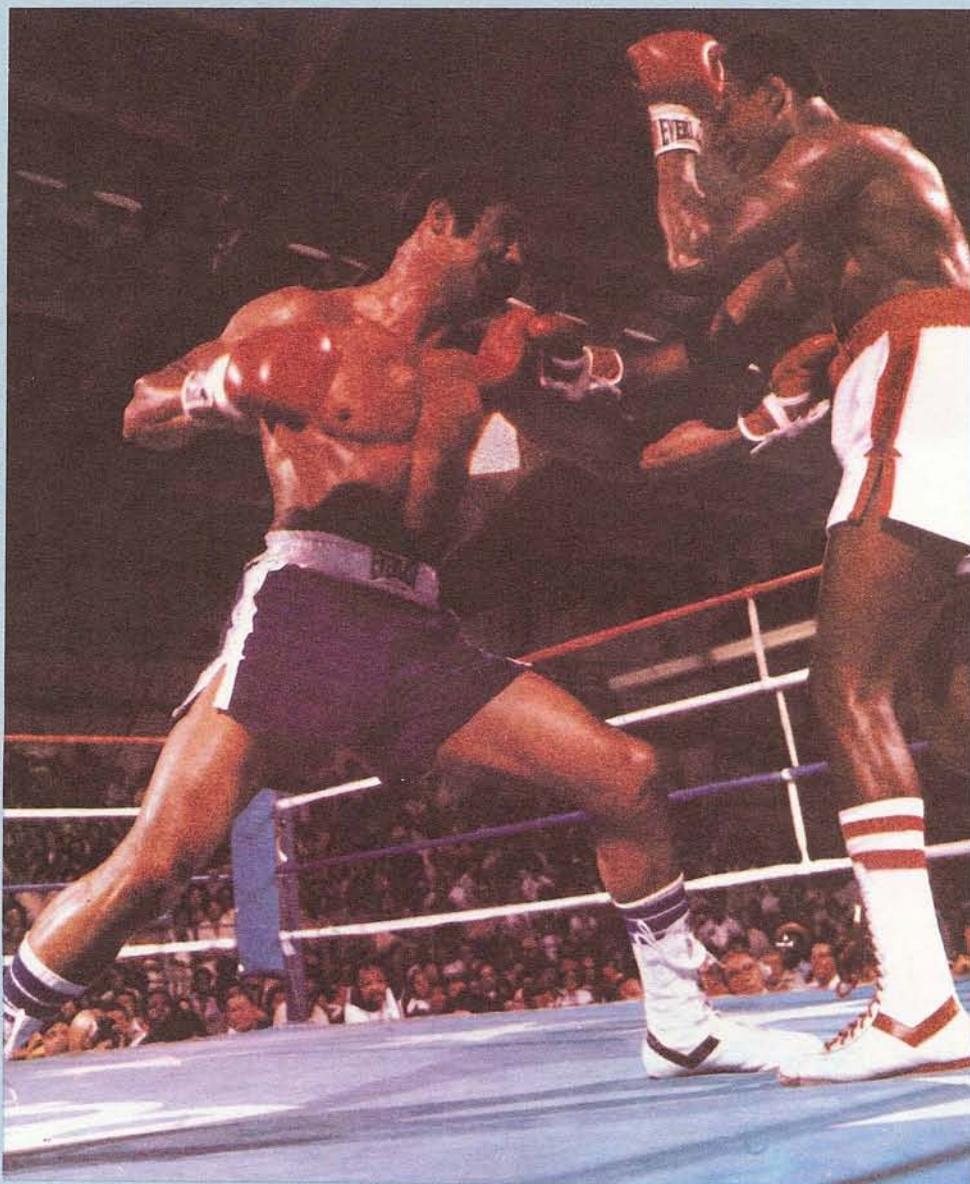
The basic rules to *TITLE BOUT*, while covering the entire range of possibilities in boxing, are quite simple, and can be learned in a matter of minutes. The unique structure of the game allows you to play the game solitaire and have just as exciting a match as if you were facing another player. Special optional rules allow for various strategies such as the cover-up, fighting inside, fighting outside, and going for the knockout. Different fighters can use these strategies with different frequencies, depending upon their historical use of them. There's also an option for ring position, which allows for the position of the fighters in the ring to affect the outcome of the bout.

Scoring in *TITLE BOUT* is done just like it is in real life, with "judges" that vote on each round according to the points that each of the fighters have scored. Different scoring systems are provided so you can have your fighters go by the rules of any of the major systems used in the world today.

TITLE BOUT is a great game for just playing, matching your favorite against your friend's. But it's also great to test history. What *would* have happened if Rocky Marciano had met John L. Sullivan? Or if "Gentleman Jim" Corbett had been in the same ring with Muhammad Ali? In *TITLE BOUT* you can find out for yourself, as all of the great old-time fighters are here, along with the boxing stars of today. And since we will be updating the modern boxers *every* year, you'll always be able to put in any *new* stars that appear over the years.

TITLE BOUT is one of those great rarities in the gaming world . . . a game which is great fun in head-to-head competition while not losing a bit of its exciting play value when played solitaire. *TITLE BOUT* was designed primarily as a solitaire game but our incorporation of strategy cards employing the classic outthink-doublethink matrix of our *STRATEGY* series has also made it an exciting game of wits while remaining true to the actual capabilities of the fighters.

TITLE BOUT is available directly from the Avalon Hill Game Co., for \$15.00 plus 10% postage or a *GENERAL* postage coupon. Send your check or money order to our Parts Department at 4517 Harford Rd., Baltimore, Maryland 21214. Maryland residents please add 5% state sales tax.



MUHAMMAD ALI—12(B) 1960-1975 Heavyweight

CFB/S: 12/12 CO/CH: 7/1
HP/KI: 7/6 TKO: 2
KDR 1: 1 AGG: 6
KDR 2: 0 END: 110
KOR: 1 DEF: -6
FI: 1 FO: 4 CU: 2 KO: 2

ACTION

Punches Landed: 1-46
Punches Missed: 47-60
Clinching: 61-67
Ring Movement: 68-78
Foul Rating: (A)
HITTING VALUE 3 2
Jab: 1-19 20-24
Hook: 25-33 34-35
Cross: 36-44 45-46
Combination: 47-64 65-69
Uppercut: 70-78 79-80
In Corner/On Ropes: 0

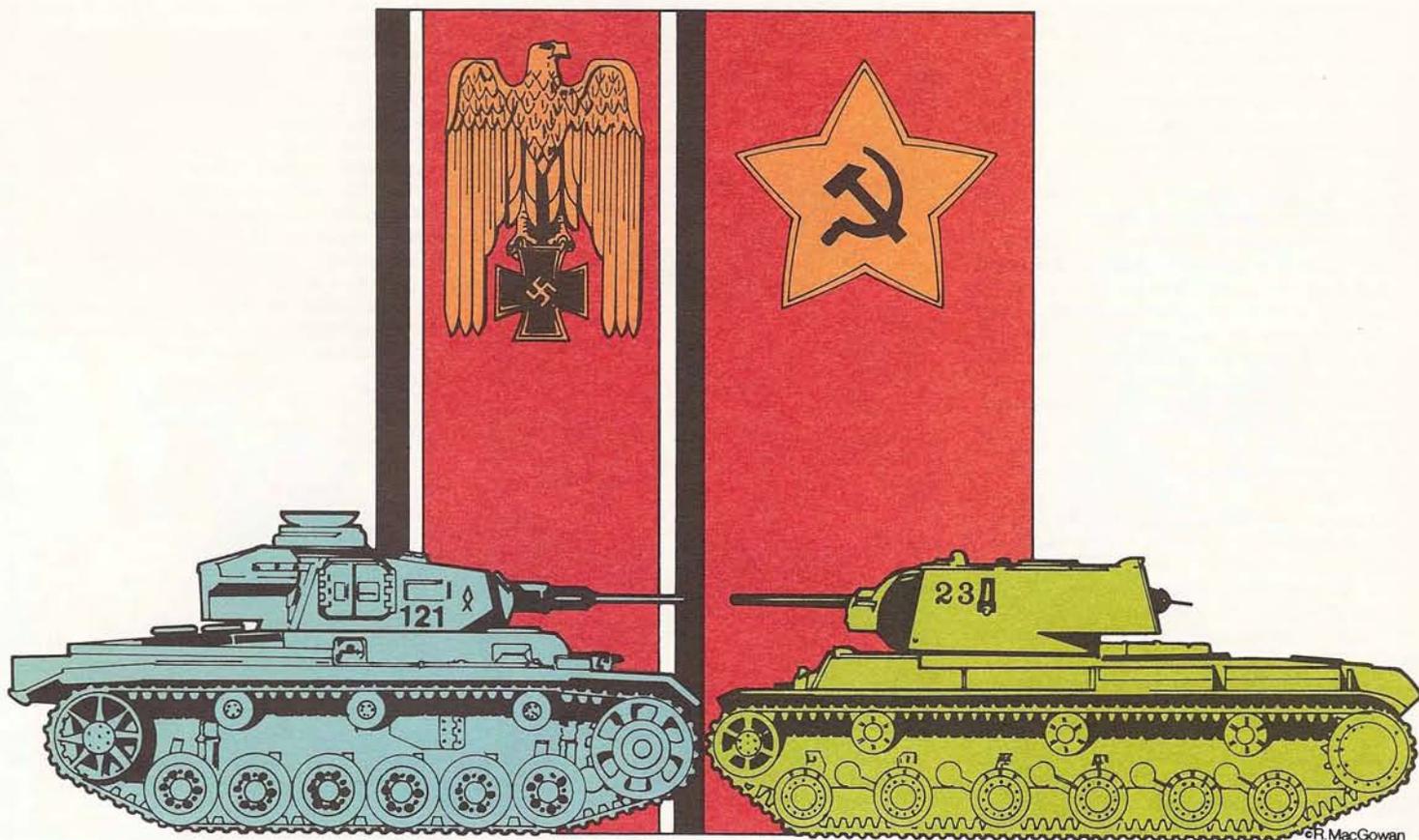
AVALON HILL/TITLE BOUT 1979

Joe Louis

STATUS: Possibly the all-time best heavyweight champion from 1937-1949

RECORD: 68 wins / 3 losses
0 draws / 54 KO

"The Brown Bomber" 1934-1950
Louis, called the perfect fighting machine, ruled the heavyweight division for a record 11 straight years and defended his title 25 times, also a record, before retiring as undefeated heavyweight champion. Joe lost to Ezzard Charles and Rocky Marciano when he attempted a comeback but by then he was a shell of his former self. Louis probably had more pure killer instinct than any other fighter. He was the best finisher of them all once he had his opponent hurt. Louis, during his career, faced eight other champions. Floored 8 times during his career, and by some less than great fighters, Louis always got up and took his revenge.



TACTICAL ALTERNATIVES IN 1941

By Paul Jameson

The '41 moves in *RUSSIAN CAMPAIGN*, turns one through four, determine which side will win the game. The play and counterplay by each side is very complex and the strategies available manifold. This article will attempt to discuss those strategies through the ebb and flow of the 1941 turns, for this is when victory or defeat is determined.

My main theme in this article is to demonstrate the different strategies available to either player so that they can react before a strategy can be put into effect. In other words, a player should move with the idea of countering all possible strategies his opponent may adopt. Whether your opponent uses the strategy or not, you will have prepared to the best of your ability.

THE FINNISH FRONT

Against a determined opponent, Leningrad can't be held past 1941 (unless you are willing to take excessive losses to do so). A gloomy prediction, but the Russian has four factors in his favor.

1. German panzers can't reach Leningrad until at least the second impulse of the second turn.
2. German infantry arrive at the earliest on the first impulse—third turn.
3. Leningrad can't be attacked by stukas until the third turn (unless the Russian opening setup in the West was very weak and the German has achieved a significant breakthrough).
4. The Finns do not have second impulse movement.

The defense of Leningrad will be divided into two phases. The immediate Finnish threat which I will call Phase 1 and the German-Finnish threat which I will label Phase 2.

The Finnish Front—Phase 1

The immediate threat to Leningrad obviously comes from the Finns. Keeping the four above facts in mind, let's look at the advantages and disadvantages of three different defenses of the Finnish border and see how each responds to the Finnish threat.

1. The 23rd inf in B9 and the 7th inf at C10;
2. The 23rd inf at C9 and the 7th inf at C10;
3. Both infantries at D10.

The supposed advantage of the first defense occurs if the Finns mistakenly make a 2:1 first turn attack against the 23rd instead of against the 7th (because it is a larger unit and would get more for his money if the attack is successful). Unless the Axis player is careful, the Russian can spring the Viipuri Trap (introduced by Mr. Jarvinen in Vol. 13, No. 6). In order to avoid the poor odds soakoff against the 7th, the 23rd must be attacked from A9. This leaves the Finnish 2nd guarding the home front at either A11 or B12. Assuming the Axis succeeds in



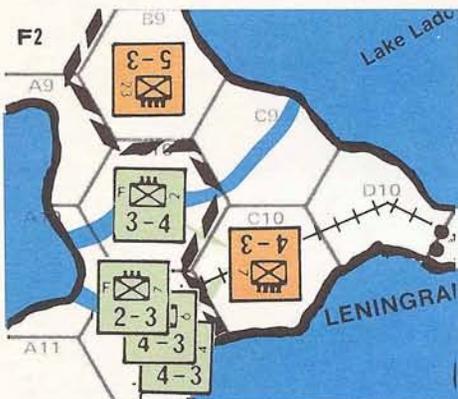
either destroying or retreating the 23rd, the Russian has two options for his 1:1 first turn attack. The stack at A9 has no retreat route if attacked from B9 and B10, so there is a 39% chance of total annihilation (see figure F-1. Note: if the 23rd is killed on the German turn, it enters as a Leningrad replacement for this option). The other alternative, option two in the figure, moves the 7th inf and 9th armor into hex B11. If the Finnish 2nd is eliminated, the armor can move to B13 on the second impulse which forces Finland to surrender. If it is retreated to A13, the Russian can either move to B13 or B12; the former hex threatens to capture Helsinki and the latter almost guarantees that the Finnish stack at hex A9 starves to death, because now both hexes B11 and B12 must be cleared of enemy units.

Is the Viipuri Trap really a threat? Regardless of which option the Russian chooses for his 1:1 attack, he needs four or five units to attempt them. One or two of those units are needed as cannon fodder south of Leningrad so that German panzers can't make a second turn second impulse attack on Leningrad; three more are required for the 1:1 attack. Can the Russian afford to deplete his forces elsewhere on the board in order to make a 1:1 attack that has only a 40% chance of success? If the German player has very poor luck on his first turn die rolls and the entire Russian condition is not too bad, maybe the answer is yes. This is highly unlikely, however, and it is more prudent in the long run not to give the German this option.

A not too obvious weak spot in the first defense is hex C10. If the German can gain control of that hex, the 23rd becomes a useless piece for one turn. Instead of assisting in Leningrad's defense, it must tramp through northern Russia to a rail hex north of Leningrad from whence it can join the battle on

the third turn. Looking at the combat strengths of the Finnish units, another reason for isolating the 23rd for one turn becomes readily apparent.

The most the Finns can stack into one hex is 11 combat factors. Therefore, the only way the Russian can prevent a Finnish second turn 1:2 attack against Leningrad is to stack 12 combat factors there. If the 23rd is out of the picture, two 5-3 inf must be brought in instead of one. Don't be complacent, thinking your opponent surely won't risk a 1:2 against Leningrad because of the dreaded AE combat result. If a couple of panzers can attack Leningrad on the second impulse (second turn), then the odds in favor of the German player are not too bad (25%—16.7% of an EX result on the first impulse plus 8.3% of either a C, EX, or DR result on the second impulse 1:1 attack by the Finns and the German panzers.) and the Finnish 1:2 attack is a good gamble. Even if the Finnish combat results in an AE, Finland is well protected with the Finnish 7th behind the river at A11 or B12. The Russian can't really spare two or three units to attack it on the second turn because they are more useful elsewhere this early in the game. Furthermore, the psychological implication of such a 1:2 attack so early in the game would be quite unnerving to the Russian. After all, if the German is crazy enough to try such early gambles, who knows what else he will do!



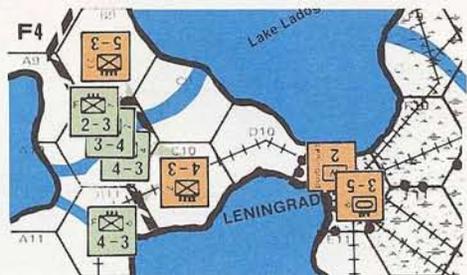
Having shown the value of capturing hex C10 on the first turn, there are several ways for the Axis player to go about it assuming the 7th inf is successfully moved from C10. The first method is demonstrated by Figure F-2 where the Finnish 2nd is attacking the 23rd from hex B10 at 1:2. On an AR result (39% chance— $\frac{1}{3}$ chance of a first impulse AR plus $\frac{1}{18}$ chance of an AR on the second impulse 1:4 attack if the first impulse was a contact), the 2nd can retreat to C10. Since our main plan of isolating the 23rd is also accomplished with an EX or back to back contact results, the total success of isolating or eliminating the 23rd becomes 59%.

A second way to capture C10 is to move the 52nd panzer group to Helsinki on the first impulse instead of making the 1:2 attack by the Finnish 2nd. On the second impulse, it can enter hex C10. With the odds of a successful sea move at 67%, it is a slightly better risk than the first option. But because you are foregoing any chance of eliminating the 23rd, I would nevertheless choose the first method.

Unfortunately, having three combat factors in C10 is only an annoyance since the Russian can counterattack either the Finnish 2nd or the 52 panzer group at 4:1 (see Figure F-3). This is not as bad as it sounds. A contact result prevents the 9th armor from retreating into Leningrad on the second impulse. An EX eliminates the 7th inf and a DR saves the defender. Even a defender eliminated result is not that bad since the German second turn threat to Leningrad is from the south and neither infantry is able to assist in defending against that threat because of their positions. Again, other units must take up the slack, units that are really needed elsewhere.



Since neither means of capturing hex C10 excludes the other, it would seem logical that the best strategy would be to attempt each on the first impulse. If the 1:2 attack on the 23rd is combined with the sea move of the 52nd, the probability of getting 3 or more combat factors into C10 rises to nearly 80%—and the odds of 6 factors there is almost 30%. If the 52nd can be spared from Army Group South, this is obviously the path to follow.

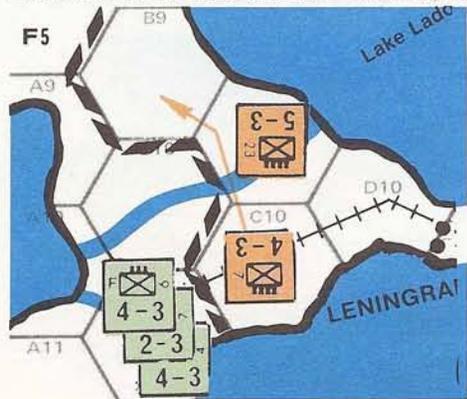


The fourth method is to make the first impulse attack as shown in Figure F-4. If the Russian 7th is removed by the 2:1 attack, the 23rd is attacked in the second impulse at 1:2 by either the Finns' 2nd, 4th and 7th, or by the 4th and 7th. The odds on isolating or eliminating the 23rd are now 94% (failing only on back to back AE or A1 and AE combat results).

As yet, I haven't dealt with the best combat result of all: elimination of the 7th Inf by the first turn 2:1 attack. If this is combined with the options available against the 23rd, four combat units must be used to defend Leningrad the first two turns, and this is only the threat from the Finnish army.

The second defense leaves the 7th in C10 but moves the 23rd to hex C9. This eliminates the options of being able to put the 23rd on ice by occupying C10 and the ability of springing the Viipuri Trap if the opportunity arises. Also, since the Russian will still control C10, he has the option of occupying hex D10 with the 23rd or not. While this prevents the Finns from mounting a 1:2 second turn attack against Leningrad, it permits them a 2:1 shot against that unit.

Because this option will always be available on the first Russian turn, this defense is more flexible than the first. It does allow the Germans quick penetration into Northern Russia along the west board edge. (This part will be covered in depth in my section on the Finnish Front—Phase II.) A



slight disadvantage of the defense is that whatever occupies C10 can be retreated to B9 (see Figure F-5) on a DR result. Since neither infantry unit can move through Leningrad because of the swamp hex at E10, more units than necessary may be needed to defend the city because of the inability of either unit to assist in the defense of the southern approach to Leningrad (from the German army).

The third defense, placing both infantries at D10, also eliminates the possibility of springing the Viipuri Trap and getting the 23rd isolated in Northern Finland. The biggest advantage is that the Finnish first turn attack is only a 1:1 instead of a 2:1, which means that the Russian expects to lose one of his Finnish front infantry units half as many times as if he employed either of the first two defenses.



The DR result also doesn't hurt because any hex retreated to is a rail hex next to Leningrad. The 7th and 23rd now may defend either in front of or in Leningrad itself, or they may move by rail to another position on the board. Assuming that the infantry units do suffer a DR to hex F10, the Russian could (by bringing in another 5-3 inf into Leningrad which in this example is the 3rd) adopt the defense shown in Figure F-6. As you can see, the Finns can't attack Leningrad at 1:2 and if the Germans send panzers to E11 (which they can't reach on the first impulse) to attempt a high odds attack against the 7th and a low odds soakoff against Leningrad, at least three panzers must be used. It is unlikely that the German would attempt this all panzer attack on the second turn because of the probability of complete failure and because these panzers will be much better utilized striking towards Moscow. The biggest disadvantage of this defense is that it too allows the Finns quick penetration into northern Russia.

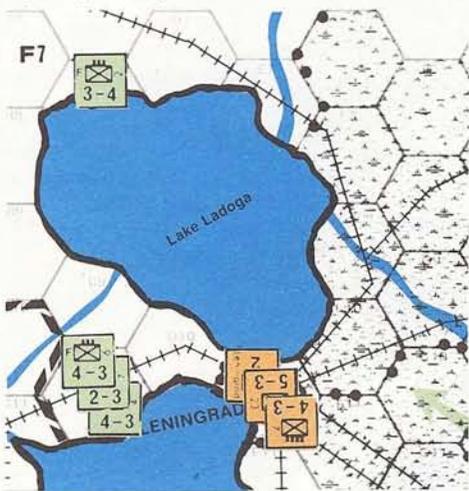
The Finnish Front—Phase II

Phase II of the Finnish Front begins when German units can assist the Finns in capturing Leningrad. The question before the Russian player at that time is the length of time he wants to hold Leningrad since the Axis can capture the city almost at will because of his early superior forces. The biggest advantage in holding the city is that the Finns are kept penned up in Finland. This is especially beneficial during the snow turns because they make excellent defensive stalwarts since their combat strength is not halved if away from a city. Holding Leningrad also prevents the German from extending his rail net northward towards hexes K2 and A5. The disadvantage in staying in Leningrad as long as possible is that with the defensive terrain so poor, the German will always be making high odds attacks in the area and the Russian must lose many combat factors while attempting to slow the German down.

As I have shown under my discussion of Phase I, the Russian can hold Leningrad through turn two with as few as three units. Turns two and three, however, before the Russian Sept/Oct reinforcements can be put to good use, are extremely critical. Since they occur before the Russian can expect to turn the tables in his favor in the Leningrad area, he must find something to tide him over. The options are opposing ones. He can either concede the city or attempt to keep it as long as possible.

At first thought, giving Leningrad up without a fight sounds very radical, but I hope to demonstrate that it is actually a sound idea and ties in to the in-

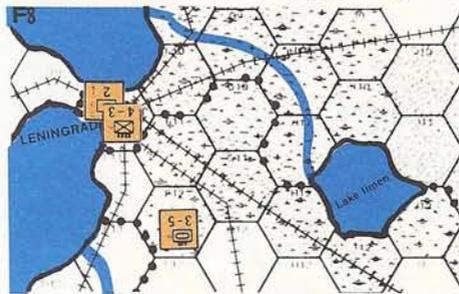
initial defensive setup of the 7th and 23rd Infantries that I have just explored. Since the Russian has no intention of making a fight for Leningrad, there is no reason to initially set a Russian unit on B9. It doesn't matter if the Finns run north to F8 on turn one and attempt to encircle any Russian defenders in the Leningrad area because there won't be any Russian units there to surround. Thus, one advantage of surrendering Leningrad in 1941 is that Russian losses on the Finnish front will be extremely light (lighter than if he had fought to hold Leningrad) because the Russian neither has to throw units in the path of the advancing German coming from the south nor initially setup the 23rd and 7th Infantries so that the Finns have a 2:1 shot at one of them. It may appear that it wouldn't cost that many combat units to delay the Germans coming from the south because both of the two corridors to Leningrad—the one through Tallinn and the one between Lakes Peipus and Ilmen—are narrow enough so that only a single unit is needed to defend each. However, if the Russian does block the corridors in this manner, the German simply ups the ante and diverts more units towards Leningrad. In the long run, Russian losses will be higher, and the German will still probably be able to make a 1:1 Finnish-German attack on Leningrad on turn four even if the weather is snow. Furthermore, conceding high losses south of Leningrad to slow the German down is still a long way from guaranteeing that Leningrad will be secured through 1941. On the second turn, the German can easily move a HQ close enough to Leningrad so that it will be within range of a stuka attack from the Finns on turn three. Since the Finns can stack up to eleven combat factors in a single hex, the Axis player will always be able to make at least a 2:1 stuka attack on Leningrad from hex D10 on turn three—an attack that has a 50% chance of capturing the city.



If the German diverts enough power towards Leningrad in 1941, he can capture it. It might seem, therefore, that if the Russian intends to abandon Leningrad, he would be wise to do it on turn one so that his losses will be kept to an absolute minimum. However, such is not the case. Suppose the Russian adopts the defense shown in figure F-7. If, on turn two, the German can move a panzer to hex G10, Leningrad is cut off from receiving any outside assistance. Then, on turn three, the German can either make a surrounded attack on the city or move to hex I9. Either move is detrimental to the Russian regardless of the weather on turn four. Even if it is snow, the German can either make another 1:1 surrounded attack on Leningrad (if the turn three attempts failed) or he can take up winter quarters in the mountainous hex of J10. Even though any non-Finnish units in J10 have their combat value halved during the snow turns, they still represent a formidable force because of the doubling value of the mountainous terrain. When the weather clears in

1942, these forces provide a serious flanking threat to any Russian units defending behind the river running between hexes M10 and O9.

Another problem with allowing the German to break the river line running between Lakes Ladoga and Ilmen, is that he can then extend his rail head to hex G8 (once Leningrad is captured). This extension is extremely important for if the Russian has a unit in G8, any German units assaulting Archangel must trace supply to the rail line running west from Kalinin into Leningrad. Although ending his turn in either hexes D3, E2, or F2 would place the German in excellent position for attacking Archangel on the following turn, it would also place him more than eight hexes from this supply line and starvation would follow. Thus, until the German can trace supply from the Archangel area to hex G8, he really cannot get serious about capturing Archangel.



It is quite evident that the Russian must prevent the German from penetrating the river running between Lakes Ladoga and Ilmen in 1941. There are two ways to accomplish this. First, the Russian could adopt the defense shown in figure F-8. With this defense, German panzers can neither attack Leningrad nor move to G10 on turn two because of the 9th armor at F12. Having six combat factors at Leningrad forces the Finns into a 1:2 attack on that city if they attack it at all. Alternatively, the Russian could move the 9th armor from F12 to hex I9. If the Finns do not attack Leningrad on turn two (or if they do and the result is not an EX), the 7th Inf can escape on the next turn. The armor prevents the German from breaking through and setting up an outpost on J10 in 1941.

In conclusion, if the Russian wants to try to hold Leningrad as long as possible, he must anticipate receiving heavy losses. If, on the other hand, he abandons Leningrad early in the game, he must be aware of the significance of the German breaking the river line running between Lakes Ladoga and Ilmen.

THE BALTIC FRONT

The Russian player's goals on the Baltic Front are manifold. First, he wants to prevent a first turn second impulse attack against Riga. This would allow that garrison to use rail movement on turn one should the Russian want to do so. Second, he would like to allow the German as little penetration into the heart of Mother Russia as possible. Third, he wants to provide some flanking support for the Western Military District's forces. Lastly, he would like on his first turn to extract to defensible terrain as many of this District's units as possible.

In planning his opening setup for the Baltic District, there are several key points for the Russian to remember:

1. One hex, H20, controls access to the Baltic's secondary line of defense (hexes G18, H19, and I19).
2. Army Group North only consists of 35 combat factors.
3. Only 29 of those combat factors can stack in two hexes.

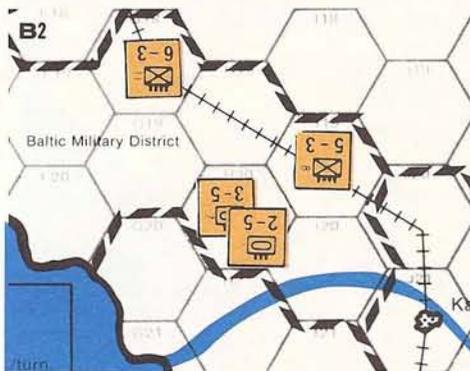
Hex H20, the first line of defense, can be defended to the hilt, it can be defended weakly, or somewhere in between. Let's investigate each alternative. Unless all Russian defenders in hexes J22

and J21 are overrun, highly unlikely considering the large portion of the German Army that is useless the second impulse, H20 can only be attacked from two hexes, G20 and H21. It can be defended by the 7th armor alone since it can't be overrun without the assistance of a stuka. The problem in doing this is that if the German allocates two stukas to the Baltic District, he can AV the 7th and attack hex I19 at 5:1 (see figure B-1). On the second impulse, panzers can either run far enough north so as to be able to attack Moscow on the second impulse (second turn) or complete the encirclement of the Western District's forces.



At the other end of the spectrum, hex H20 could be defended by the 8th and 11th infantries. With a stuka, a 5:1 can be mounted against them. On the second impulse, the German can AV either of the armor units comprising the secondary line of defense and do all sorts of damage; i.e., attack Riga, surround the other Baltic armor unit, reach hex K19 thereby cutting off the Western Military District, and/or send a panzer and HQ unit towards Moscow.

As you would have deduced by now, the proper defense of H20 falls somewhere between these two extremes and it really boils down to the question: do I want to make the German use a stuka in the Baltic? If not, then five combat factors are adequate for hex H20; if so, then eight are required. Let's examine the two situations.



Using five combat factors in H20 requires defending with both armors or with the 8th inf. Defending with both armors (see figure B-2) against the ensuing 5:1 attack offers a slight advantage in that one piece survives on either a D1 or EX result. This "advantage" is, however, but an illusion if the German is careful about retreating the survivors of the attack. For example, if the retreat is to either H18 or J20, the armors will be more than seven hexes away from obtaining the double defenses of Leningrad or the Smolensk river line. The units could either move into Riga or behind the Dvina but whether this is good or bad for the Russian depends on how he usually sets his defense in the west on turn one. More on this subject under my section on the Western Front—Phase Two.

The real disadvantage is that the infantry unit that occupies I19 does not have to be attacked on the first turn since it can't reach any type of good



terrain during this time. Suppose the 56th and 41st panzers and the 38th inf attack H20 from G20 in coalition with infantry in H21 and obtain a DR. On the second impulse, the German can make the move indicated in figure B-3. Since the German is firmly implanted in hex F18, neither the 8th or 11th infantries can move by rail nor can they move into Riga. The 11th can move behind the Dvina River if the combat result against it is a Contact, but on a DR, it should be retreated to I19. I19 is a very poor hex for infantry. From I19 they can neither move by rail, move into Riga, nor move behind the Dvina River. Since they must be out in the open at the conclusion of turn one, they could play right into the Russian's Western Front strategy. Again, I defer more on this until my section on the Western Front—Phase Two.

It would appear that the way to prevent the infantries in G18 and I19 from getting cutoff would be to split the armors—place one in H20 and the other in F20. If the armor in F20 survives, its subsequent retreat would put it either in, or in a supportive role of, G18. A look at the combat results table shows why this is not such a good idea. Assuming that the German allocates 29 combat factors against the armors (the results are the same if both are attacked at 5:1—the difference being that the probable German losses will be higher), the 1st is attacked at 7:1 and the 7th at 5:1. With these odds, the probable combat results are:

1st and 7th split

Both killed	69%
One killed	28%
Both survive	3%

1st and 7th together

Both killed	66%
One killed	17%
Both survive	17%

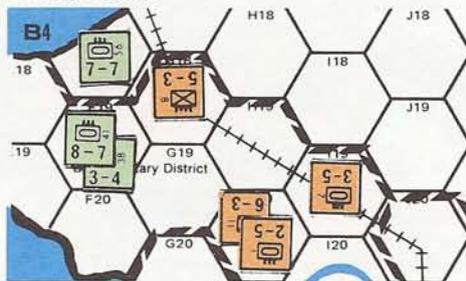
The expected Russian loss is almost the same (4.17 combat factors in the split defense vs. 3.67 in the other), but the odds of both units surviving decreases more than fivefold. Furthermore, the split defense only works if the armor in F20 lives, if your opponent foresees the inherent weakness of placing infantries in G18 and I19, and if he chooses to attempt to exploit that weakness (by making the move indicated in figure B-3). This is a lot of ifs. Stacking both armors in H20, therefore, is more prudent than defending the first line of defense with split units.

The other method of defending H20 is with the 8th Inf. The best line of secondary defense with this front line is the 11th Inf in G18 and both armors in I19. This defense has several advantages over the previous one (putting both armors in H20). First, since the armors can move seven hexes, they can only be attacked by panzers on the second impulse; therefore, I19 must be attacked on the second impulse. Second, if the attack on I19 results in either an Ex, DR, or D1 result, the subsequent retreat is all happiness for the Russian. A retreat to either the I, J, or K hexrows allows the survivor(s) to reach hex

F12 where they can only be panzer attacked on the second impulse thereby preventing those panzers from attacking Leningrad until turn three. Lastly, since I19 must be attacked, the attack against G18 is small if made at all. Thus, the 11th inf can be railroaded to safety on the first turn and becomes a very valuable addition to the Russian defenses elsewhere. It becomes evident that defending with the 8th inf in H20 instead of with both armors produces a good chance that two Baltic District units will reach defensible terrain on the first turn.

The best alternative to defending H20 with five combat factors is to defend it with eight. Without using a stuka, the maximum possible attack on H20 is 3:1 because the German can't stack more than 29 factors into G20 and H21. Can the German afford either the AR or Contact result inherent in such an attack?

Whether the result is an AR or a Contact, and whether the option is made to retreat forward (to hex E19) or backward (to G21 say), the end product is the same; resources must be provided from Army Group Center to eliminate units in the Baltic Military District.



If the German retreats forward to E19 (figure B-4), said units are temporarily out of supply, but by moving to F18, they can exploit the basic weakness of the Baltic District mentioned before, cutting the rail line to Riga. If all Russian units adjacent to Kaunas are eliminated, and if the 3:1 attack against the 8th Inf moves it from G18 (higher odds are impossible against the 8th because at most only nineteen combat factors can stack in G20 and subsequently be retreated to E19), the Germans in hex F18 can trace supply to Kaunas. The risk of neither eliminating or retreating the 8th is too great a chance to take (33.3%) by itself because if the 8th remains in G18 at the end of the German player's turn, all units retreated forward starve to death. To be sure that any units so retreated forward (as in figure B-4) do not expire because of lack of supply, the German must attack hex H20 at least at 4:1 odds on the second impulse. This is quite a bit of pressure that can't be applied against the Western District's second line of defense.

If the positions of the 8th Inf and the 7th Armor are switched in figure B-4, advancing forward becomes the correct move. Since the German has a sure thing on moving the 7th out of G18 (as the attack against the hex is now 5:1), he can ignore the defenders of H20 and I19 and concentrate on the Western District because, as shown before, the infantry cannot reach any type of doubling terrain on turn one. With the massive firepower of Army Group Center blowing away the Kaunas defenders, the German should easily be able to put the 8th, 11th, and 1st out of supply and create a supply line to Kaunas for the 56th, 41st, and 38th. In conclusion, switching the positions of the 8th inf and the 7th armor makes the 3:1 first impulse attack against hex H20 a better alternative for the Axis.

If the German has an AR result on the 3:1 attack and retreats backward (instead of forward to E19), the effect is the same as if the first impulse attack on H20 had been a Contact. Neither unit on the Baltic's second line of defense can be attacked and they can consequently be railroaded to safety on turn one. Thus, attacking H20 without a stuka

could be the correct strategy if the Russian Baltic setup is weak and the German can use the AR combat result to his advantage.



Having decided to place eight combat factors in hex H20, something should be said on the unit mix. The eight combat factors in H20 could be either a combination of the 11th Inf and the 1st armor or the 8th inf and the 7th armor. Two decisions must be made: which unit mix is to defend H20 and what is the best second line of defense. To determine the better choice, consider the German player's second impulse alternatives. The armor can be AV'ed whether it is placed in G18 or in I19. First assume the worst, that both Russian defenders of hex H20 were eliminated (the resulting German attacks are the same if the result on H20 was either a DR, D1, or EX) and that the 10th inf is attacked at 5:1 by Germans not shown in figure B-5. As you can see from B-5, once the 7th is overrun on the second impulse, the 8th can be surrounded and the German can breach the Dvina River by moving into H17. Since moving into I18 and H17 will have to be done by Army Group North's panzers, units necessary to complete the overrun of the 7th armor and assist in the attack on the 8th will have to come from Army Group Center. Obviously, this will lessen the severity of the attacks against other Russian units in the Western District. Furthermore, notice in figure B-5 that the left flank of the Western District is safe from being surrounded, that the 6th Cav is doubled on defense, and while the path to Riga is open, the German cannot attack it on the second impulse because of the greater need for the 41st and 56th panzers in H17 and I18.



The alternative to having the 7th armor in G18 is placing it in I19. After overrunning the 7th, the German can attain the position shown in figure B-6. Comparing figures B-5 and B-6 you can see that by affording the German the opportunity of opening up the middle, he minimizes German movement northward at the sacrifice of losing all units in the Western and Baltic Military Districts. In figures B-5 and B-6, if the 1st Armor is traded for the 7th and the 11th Inf for the 8th, the position for the Russian is more perilous because as the German needs fewer combat factors to overrun the 1st than the 7th, he has more units available to concentrate on the other tasks indicated in the figures. In conclusion, if hex H20 is defended with eight combat factors, the best counter mix is the 11th Inf and the 1st Armor.

Something should be said about two other alternative methods of defending H20; with only the

11th inf (six combat factors) or with a combination of the 8th inf and the 1st armor (seven combat factors). Since only 29 of Army Group North's combat factors can be placed in two hexes, the highest odds achievable against H20 is 4:1. In these cases, knowledge of your opponent's style is necessary. If he is the type of person who hesitates to make crucial attacks at less than 5:1 odds, then either six or seven factors in the first line of defense would definitely be the best opening deployment. Now you have made the German use a stuka plus you have a stronger second line of defense in the Baltic.

THE WESTERN FRONT—PHASE I

Without question, it would take a miracle for any unit in the Western District to survive the first turn. There are so many different ways to attack, random choice in placing the Russian units would seem to make as much sense as hours of planning. However, considering this district's traps, advantages, and disadvantages, it is better not to trust Lady Luck entirely.

The greatest trap is allowing what I term the Kaunas stampede. The Kaunas stampede results from the Russian making the area around Kaunas so weak that the German can overrun all Western District defenders on the first impulse and penetrate deeply into the Russian interior on the first turn. Figure W-1 demonstrates how this can be done. The 8th armor is overrun by the 8th, 5th, 53rd, 42nd, 46th, and a stuka; the 10th inf is overrun by the 24th, 39th, 12th, 9th, 43rd, 7th, and a stuka; and the 4th inf is overrun by the Italian 3rd, 20th, 13th, 47th, 57th, and a stuka. With the hole now open, the 3rd, 14th, and 52nd pour into the Russian interior. On the second impulse the German moves into the positions indicated in figure W-2. The German should combine this move with the attack of as many units on rail hexes as possible in order to prevent those units from railroading to Moscow on turn one. Assuming that is done, the Russian can only use the eleven combat factors of replacements plus the Kiev, Tula, Kalinin, and Moscow garrisons as defenders in front of Moscow (approximately 32 combat factors, of which, at most, five are armored). This is sufficient to save Moscow on turn

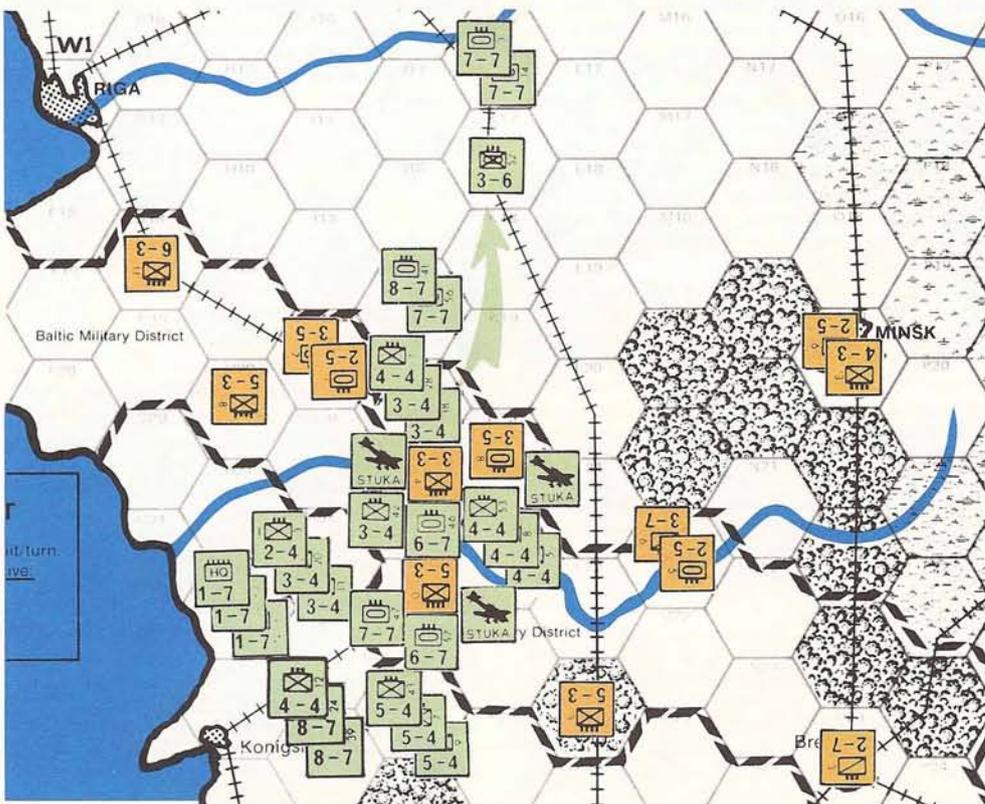


two, but not on turn three. At the end of his second turn, the German will either occupy or have a ZOC in the key hexes P9, Q10, and R11 so that they will be denied the Russian as defensive points. Also, by placing a unit at T10, the Russian will not be able to railroad any existing unit into Moscow. Thus, the only units the Russian has to defend Moscow on turn three are whatever is left of the 32 combat factors from turn two, plus eleven replacement points plus the three reinforcements (16th, 24th, and 49th Infantry). The attacking Germans will be much stronger this time and it is only a question of whether Moscow falls on the first or second impulse. Once Moscow falls, the Sept/Oct 1941 reinforcements from Moscow must enter from the east board edge. Since none of these units have second impulse movement, they can't make any counterattacks on turn three, a very important point because with these reinforcements, the Russian has a good chance of pushing the German away from Moscow on turn three. If the German is repulsed and if the

weather on turn four turns to snow, the German must fall back towards Smolensk and Vitebsk or have his troops face the Russian offensive in the open with halved combat strengths.

Besides the great opportunity that the Kaunas stampede gives the German to capture Moscow on turn three, there are three other advantages that the German obtains. Notice in figure W-2 that the 14th panzer blocks the Riga garrison from assisting in the defense of Leningrad and that Leningrad is in range of a stuka attack. Because of this, the Russian must decide if he is to abandon Leningrad and use the Finnish Front forces to defend Moscow or to strip forces from Moscow to save Leningrad. Either choice is a German plus.

Secondly, notice that by carefully moving his panzers, the German has established a rail network behind Russian lines. That network stretches from Smolensk (because it is Axis controlled) through Vitebsk (moved adjacent to by the 3rd panzer) to H16 (moved through by the 14th panzer) and L20. The infantry units occupying K18 and L20 can use rail movement to hexes P14 and O14 on turn two thereby allowing them to play a critical role in the fall of Moscow on turn three. To deter this German rail movement, the Russian can either move units into I14 (attacking the 52nd Pz Gr) or into M13. This really does not stop the rail movement, however, because if the German so desires, he can overrun those hexes on the first impulse to reopen the rail lines and then move the infantry units by rail.



The third advantage is not as significant as the previous two because the odds are much more in favor of the Russian. Notice in figure W-2 that all forces remaining in the Baltic Military District are out of supply. Nevertheless, the Russian can attack both the 14th and 41st panzers at 1:1 from F16 and G17 respectively (see figure W-3), and retreat into Riga on either an A1 or AR combat result. In fact only on back to back Contact results do the Baltic troops starve. Most likely, one or two of the Baltic's four units will survive turn one. Naturally, there is the 16.7% chance of an EX against the 41st panzer but something must plug the hole between the 14th and 47th panzers and unfortunately it too must be a panzer. As you can see, this German "advantage" is almost a Russian advantage.

The apparent negative aspect of the Kaunas stampede is that by attacking so few of the initial Russian units on turn one, the Russian forces will be much stronger than otherwise expected. Since there were probably no turn one attacks in the Ukraine, it

would appear, at first glance, that the area is very secure through 1941. This is very deceptive. On turn two, the German captures Bryansk and moves the 56th panzer from N18 to X18. Since this cuts the rail line thru Kiev, only cavalry and armor units along the Rumanian border have the speed to get to Kharkov and points east to assist in those cities' defense. Faced with weak defenses in the major Ukraine cities of Kharkov, Stalino, and Dnepropetrovsk, the German can sweep east from Smolensk on turn three and capture those cities without too much effort. The Russian infantries in the Ukraine are caught between the forces from Rumania going north and the forces turning south at Kiev and are crushed. Thus, the Kaunas stampede is but a slight deterrent to German progress in the Ukraine.

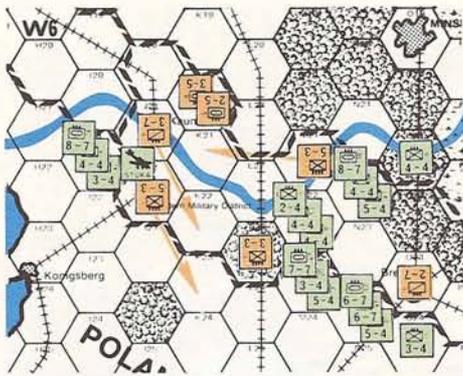


Having shown the problems the Kaunas stampede brings the Russian, the next question is how to prevent it. There are two ways. First, since the German can only field 81 combat factors in Army Group Center, if the Russian blocks the area near Kaunas with twelve combat factors, the German can't AV his way through Kaunas because a minimum of 84 combat factors are necessary to complete the overruns. Figure W-4 shows a typical defense with twelve combat factors.



The second defense utilizes the terrain benefits of K20. If the flanks of K20 are sufficiently supported so that no German units can enter either L21 or J20, placing as few as six combat factors in K20 will prevent the Kaunas stampede (see figure W-5). This is because K20 can only be attacked from two hexes and it is impossible for the German commander to stack more than forty Army Group Center combat factors into two hexes.

In conclusion, adopting the Kaunas stampede, if the Russian setup allows that option, may or may not be the best strategy. As I have shown, many more Russian units survive the first turn than if a more conventional attacking posture is used; but because a much higher concentration of force can be brought against Moscow much sooner (given the same weather conditions), and because it is easy to prevent those Ukrainian forces from assisting in the Moscow defense, by allowing the Kaunas stampede to occur the Russian position is considerably more perilous.



Army Group Center has more than a 3:1 superiority over the Western Military District, a fact which allows the German to attack that District in almost any way he chooses. My favorite tactic is to overrun the Brest defender, attack the flanks of the District, and make all retreats towards L23 (see figure W-6). This way, if the German has very poor die rolls on his first turn, any Russian survivors can be ignored on the second impulse combat because they are out of supply and will kill themselves on turn one attacking German units at very poor odds. Consequently, the German can concentrate on the Russian second line of defense (G18, I19, and K20) with almost all of his Western front forces. The obvious advantage this has over a direct frontal assault is that here, if the German has poor die rolls, units must be retreated north where they could possibly join the Russian second line of defense or even escape completely.

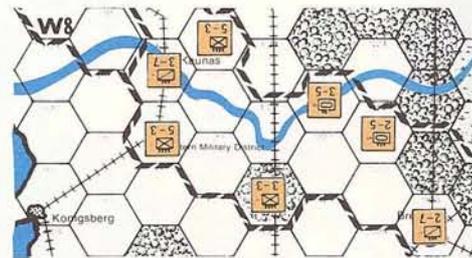
There are two other points that should be covered at this time regarding attacking and defending strategies in the Western District; should the German make a turn one assault on Minsk and how should the defenders in front of Minsk be handled. Point one raised the question of whether or not to attack Minsk on the second impulse (of turn one). There are four reasons to do so. First, assuming the combat result against Minsk is either A1, AR, or Contact, the 13th Infantry cannot railroad out to a better defensive position on turn one because of the presence of German units adjacent to Minsk. The best Russian strategy now is to use the 13th Inf between Vitebsk and Minsk as cannon fodder to slow the German blitzkrieg to Moscow. For some players, this is the normal move (as I will show in my section on the Western Front—Phase II) on turn one. If the Russian strategy is to railroad the 13th away, then the German has prevented him from attaining this goal. The second advantage (assuming either a DR, EX, or D1 combat result against Minsk) is that the units can be retreated east into the swamps. Not only does this make them unable to contribute to the overall Russian defenses until at least turn three, but it also denies the Russian the option of railroading the units away or using them as cannon fodder between Vitebsk and Minsk. Thirdly, attacking Minsk allows the German to move a HQ unit into hex row 0, an excellent position for initiating stuka attacks as I will show later in my section on Stukas and Paratroopers. Lastly, placing German infantries at N20 means that they will be two hexes closer to Moscow than any other German infantry at the end of turn one. Depending on what type of defense the Russian constructs on turn one on the Western Front, this could be very disadvantageous.

Attacking Minsk, nevertheless, is not without its disadvantages, one being that the Russian defender around Brest would have to be overrun on the first impulse. Completing this overrun all but precludes the German from making any other first impulse overruns in the Western District because of the amount of manpower such would remove from second impulse attacks. Another disadvantage is

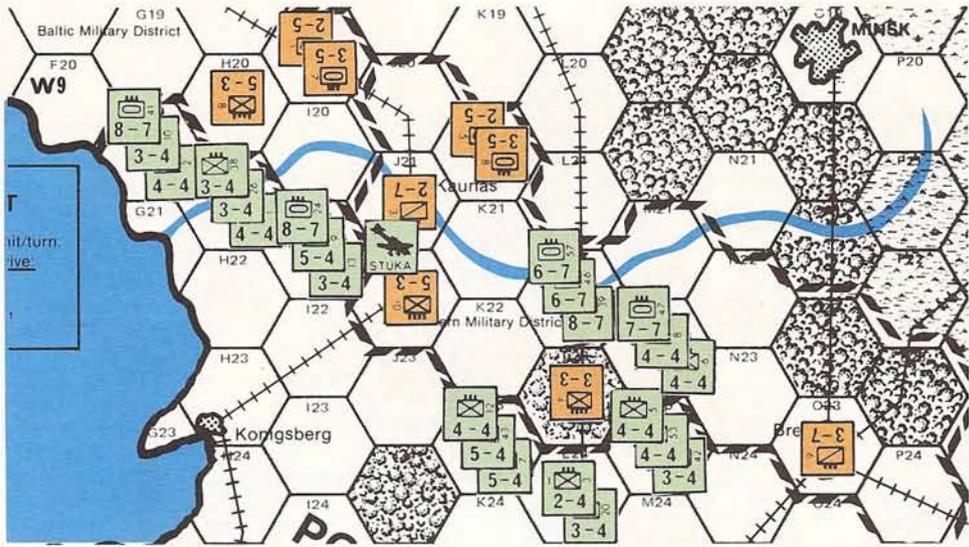
that since the attack on Minsk would be at low odds (either 1:1 or 2:1), there is a good possibility that the German would lose a unit and play right into the Russian's hands should the latter have planned all along on using the 13th Inf as cannon fodder between Vitebsk and Minsk. If, on the other hand, the German should try to raise the odds of the Minsk attack by using panzers, the Russian can counter by moving a unit to hex O17 on turn one. Whether the panzers go through Minsk or around the woods hexes west of Minsk on turn two, their movement towards Moscow is very restricted.



If the Russian strategy is to move the Minsk garrison some distance away from its initial position, then it is to his advantage to discourage the German from attacking Minsk on turn one. The first defense of Minsk I will consider is shown in figure W-7. This defense does not prevent the attack per se, because by overrunning the cavalry, attacking M21 at 5:1, Minsk can be attacked on turn one. However, it is unlikely that the German would overrun the 6th cavalry because of the 30 combat factors he would not have available for second impulse attacks. The second defense, figure W-8, prevents the attack unless both the 3rd and 5th are overrun. This is also highly improbable because of the large number of forces that must be removed from the area around Kaunas to accomplish these AV's. The latter area is much more important to the overall German success.



Related to the Russian's decision to either prevent or permit a turn one assault on Minsk, is the German's ability to use hex L23 as a springboard to hex L20. Returning to Figure W-7, after the Axis overruns the defender in O23, and makes at least a 5:1 attack against M21, he reduces the odds on the attack on hex L23 from 3:1 to 1:1. If the result is either A1 or AR, the German can retreat into M20 and then move into L20 on the second impulse, thereby surrounding the defender of K20. By retreating two units into M20 (at least one being an inf), one inf could assist in the attack on Minsk from N19, and the German would not only nullify the second disadvantage of attacking Minsk on turn one, but he would also prevent the Minsk defenders from being of any value until at least turn three. The German has available the perfect unit for completing this strategy—the Italian 3rd. Because of the



speed of the German blitzkrieg, and its own lack of second impulse movement, the Italian 3rd is hard-pressed to be in attacking position on the first impulse of any turn. Thus, the odds of having an Italian unit available as a 1942 spring replacement are not too high. By making this low odds attack against L23, the German has everything to gain and very little to lose.

By splitting the armor units as shown in figure W-8, the Russian will prevent the spring into M20 I just described. It can still be done if the German overruns both the 3rd cavalry and 5th Armor in order to attack L23 from M22, but as this prevents quite a few units from attacking on the second impulse, I doubt if the German would attempt such a tactic. In adopting the defense of figure W-8, however, the Russian makes his Western Front defense susceptible to a frontal assault that makes it less likely that any of his Western Front units will survive. For example, if the 4th inf is overrun, the armored units are susceptible to a 5:1 attack. As I showed in my table in the section on the Baltic Front (repeated here for convenience), if the armored units are separated, the probability of both units surviving separate 5:1 attacks is drastically lower than if the units are stacked together when attacked at 5:1.

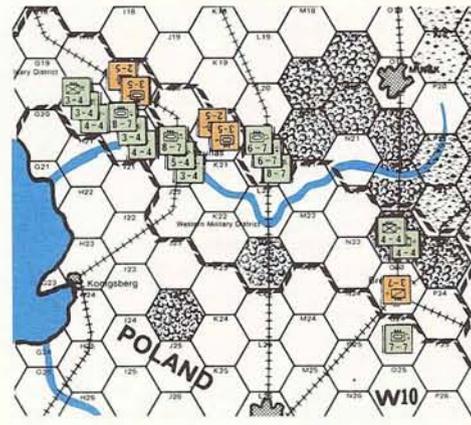
	units separated	units together
Both surviving	2.8%	16.7%
One surviving	27.8	33.3
Both dying	69.4	50.0

As the odds indicate, splitting the armored units is an expensive way to insure that the German cannot enter either L20 or N19 on turn one—something he may not have realized anyway if faced with the defense shown in figure W-7 or may not attempt because he does not see it or because of the cost (30 combat factors used to AV the 6th cav in order to be able to make an attack that has a 33% chance of failure on either a DR or Contact).

My last two points have shown the importance of splitting the 5th and 8th armors between M21 and N22 in order to prevent the German spring into M20 and the attack on Minsk. This arrangement also does one other thing; it prevents the German from making the flank attack shown in figure W-6. The alternative to splitting the armors that most players adopt is placing them together at K20 and defending M21 with either the 3rd or 10th Inf. The rationale for doing this is that on a conventional German Western Military District assault (figure W-9 for the first impulse and W-10 for the second), some of the armor from the stacks at I19 and K20 have an excellent chance of surviving turn one since neither can be surrounded. I will show that this is not

necessarily true. As figures W-9 and W-10 indicate, on the subsequent 5:1 attack against K20, the odds are:

Both surviving	16.7%
One unit surviving	33.3
Both units dying	50.0



If the German makes a successful springboard attack against L23, he can surround K20 on the second impulse. The odds of successfully killing both armors then rises to 75%. (the armor escapes only if the attack on L23 is either a C, DR, or EX and the second 5:1 attack against K20 is either a DR, D1, or EX. The probability of both these events happening is 50% times 50% or 25%. Thus the odds of killing both armors is 100% minus 25% or 75%). Since hex K20 can now be surrounded, the German can reduce the odds of that attack to 4:1 and raise the odds of the attack on hex I19 to 7:1. With these parameters, the probability of survival through turn one of the four armors is:



Four units surviving	0%
Three units surviving	0%
Two units surviving	16.7%
One unit surviving	16.7%
All four units dying	66.6%

In comparison, if separate 5:1 attacks against I19 and K20 are made (as indicated in figure W-10), the probability of survival through turn one is:

Four units surviving	2.8%
Three units surviving	11.2%
Two units surviving	27.7%
One unit surviving	33.3%
All units dying	25.0%

As the tables indicate, the weakness of having only one unit at M21 can be very costly for the Russian. Furthermore, even if thirty combat factors are used to overrun the Brest defender, the German still has enough combat factors left over to attack Minsk at 1:1 if he should so desire.

In conclusion, even though the German has almost a 4:1 initial superiority in the Western District, attacking and defending this area is far from simple. If the Russian sets up right, with average die rolls, one or two of his Western Military District units will survive turn one.

THE WESTERN FRONT—PHASE II

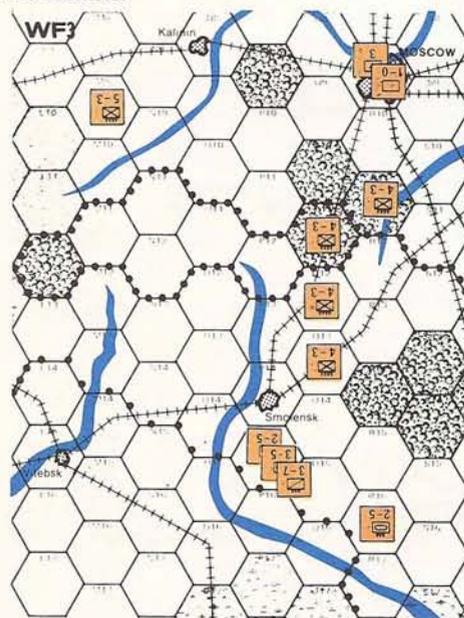
On the first turn, the Russian must decide where he will make his stand. There are three alternatives open to him. First, the extensive defense of the Dvina River line with a lighter defense of the Smolensk area. Second, the extensive defense of the Smolensk area while ignoring everything west of that city. Lastly, the placement of units in the open ground south of a line running between Riga and Smolensk. Let's investigate the pluses and minuses of each course of action.

The first choice was constructing the type of defense shown in WF-1. There are several advantages in choosing this defense, the greatest being that it limits the German's progress towards Leningrad. If the German attacks the line, he will also be diverting units from his attack on Moscow and any infantry unit so used will not be able to assist in the Moscow attack until the second impulse of the Nov/Dec 1941 turn at the earliest. Lastly, if the German has mistakenly moved two HQ units into the Ukraine, he will find this position very difficult to break because only panzers and a few infantry units can completely attack it on the first impulse and most likely several units will escape. If, on the other hand, the German can bring two stuka attacks against the Dvina River defense he can easily trap all the Russian pieces by creating a hole around J16, pouring through it, and moving behind the Russian units on the second impulse. With the Smolensk area lightly defended, two options become available to the Axis player which could also prove very dangerous for the Russian. First, he can attack P15 with the intent of eliminating the defenders and capturing Bryansk. This is accomplished by running the panzers from O14 to Q11 and S13. If the

German has been careful about the final positions of his infantry attacking the Dvina River defense, having them end turn two on rail hexes, he can railroad them to Q11 and Q12 on turn three (this is a position they would have attained anyway if either of the other defenses described in this section had been adopted). Thus, the German, by attacking the Dvina River defenses, is not really out of position for attacking Moscow on turn three.



The second option is to use the attack on P15 as a springboard towards Moscow. If the conclusion of turn one finds Moscow weakly defended, the German can make a first impulse turn two attack as indicated in figure WF-2. The German lowers the odds of the attack to 1:1 and on either an A1 or AR result, retreats the panzers to O12. On the second impulse, the German can attack Moscow from Q9 at 2:1—an attack that has a 50% chance of ending the game on the second turn! The defense depicted by WF-1 is very sound if the German is out of position and thus unable to attack it effectively on turn two, but if he can divert his panzers to attacking the Smolensk area and still attack the Dvina line effectively with infantry and stukas, the Russian position is worse than if he adopted either of the other two defenses.



A second method of constructing the Western Front defense is pictured in WF-3. This defense is a very radical change from those shown in figures WF-1 and WF-4. The idea behind it is to trade territory for units because the former is easily recoverable during the Russian winter offensive whereas the latter is not. Because of the great distance that Russian units on the Western Front

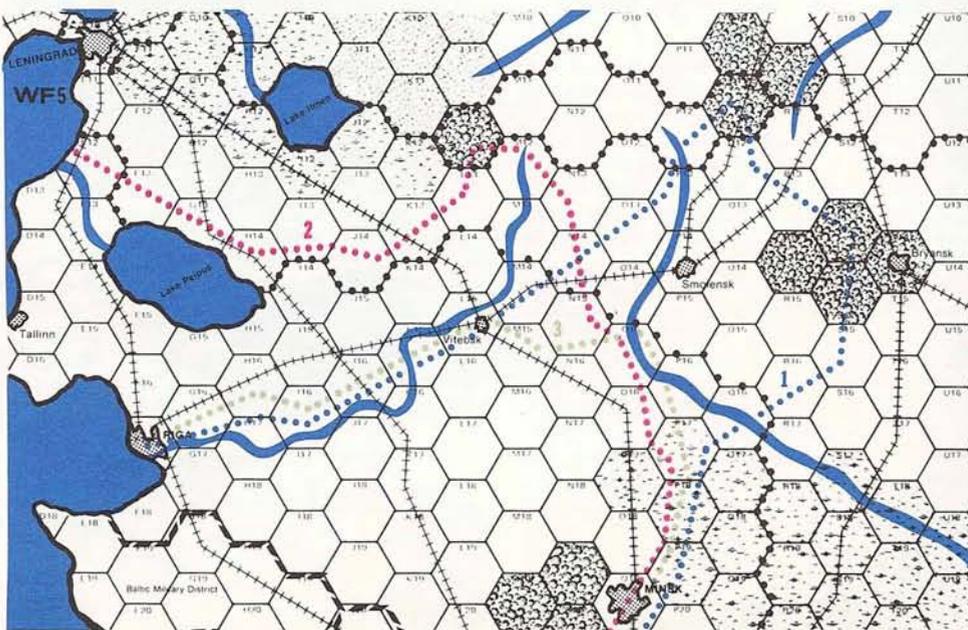


are removed from the Russian border, the German may find himself unable to attack a single unit on the Western Front on the first impulse on turn two. Only panzers have large enough movement allowances to reach any Russian unit in this defense and unless the German has positioned them wisely on turn one, he may be unable to make even a 4:1 stuka attack against P15—the only available target he can reach on the first impulse. If, on turn two, the German hesitates to make an all panzer 3:1 or 4:1 attack on P15 or that attack is repulsed, the Russian can reinforce the position around P15. Now if the Russian gets a little help from the weather, he may still retain control of Smolensk on the Jan/Feb 1942 turn. Now, the German must fall back to Vitebsk and consequently, will be no closer to Moscow beginning the 1942 clear weather turns than he was on the second turn of the game. Furthermore, if the German has stationed two headquarters units on the Western Front, one has nothing to attack on turn two.

Although there is a corridor to Moscow between the 22nd and 19th Inf, an apparent glaring weak

spot in the defense, the German really cannot just go charging forward into it without getting his panzers caught in surrounded counterattacks. If the Russian adopts this defense, he must prevent Axis units from retreating from combat to either R16 or R17 from the attack on P15. If the German can break the Smolensk River defense by retreating in this manner, the German breakthrough attempt of the defense is greatly facilitated. The 6th Armor in R16 eliminates this potential problem. The real disadvantage of this defense is that it leaves the path to Leningrad wide open, making it very difficult to keep control of that city. I covered the merits of giving Leningrad up on turn two in my section on Phase II of the Finnish front. In conclusion, this defense is also very sound and offers interesting tradeoffs to either player.

The third strategy uses units to block the open terrain south of a line running between Riga and Smolensk (as shown in figure WF-4). Since the Russian will be trying to stop almost the entire weight of Army Groups North and Center, he must expect to lose around 30 combat factors on the Western



Even if the 2:1 attack against W24 (shown in K-5) is an A1, by retreating the 41st panzer to X23, every unit in the Kiev Military District is now out of supply. In order to save those units, the Russian must weaken his defenses on the eastern half of the Bug River line (hex rows X to DD) because neither the 3rd, 4th, and 11th Armored nor the 6th Inf (if it survives the 4:1 surrounded attack) can assist in the breakout attempt. This scenario needs a stuka and risks losing a panzer to an exchange result in the attack against the 5th Cavalry, but the gains are great and a bold German may seize upon the chance.

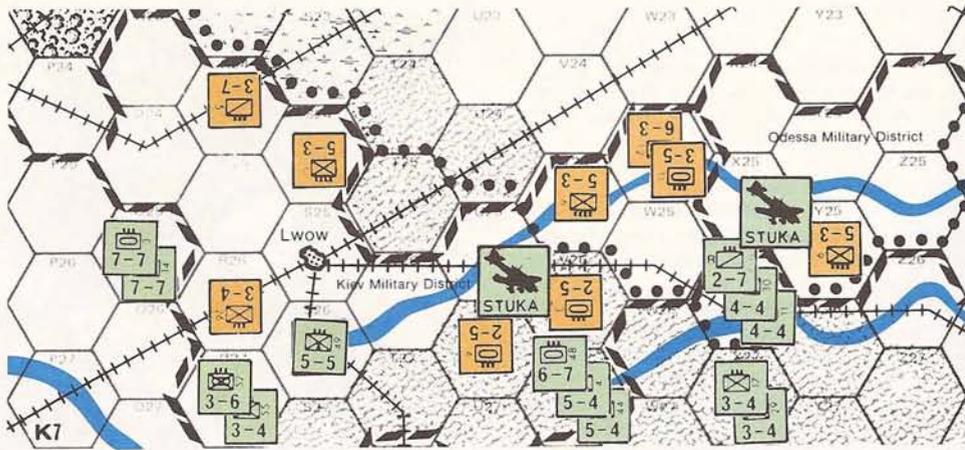
To lessen the probability of the German performing the above maneuver, one can simply switch the positions of the 5th Cav and the 6th Inf. Although the German can repeat the maneuver shown in K-4, the probability of success now drops from 83.3% to 50% since the odds of the attack against S24 are 2:1 instead of 4:1. Furthermore, the risk of losing a panzer by attacking by this method doubles (from 16.7% to 33%). Because the attacking strategy depicted by K-4 and K-5 is much more risky with the 6th Inf at S24, the use of thirteen combat factors appears to contain the German advance through the middle of the Kiev District. The next question is whether the western edge of the District is secure or not as it is defended by a single cavalry unit.



It would seem that the Russian need not pay too much attention to the western flank because the German won't concentrate too much there since he will not get anywhere trying to punch north due to the depth of the marshes dominating the center of the board east of Minsk. For example, suppose the German overruns the Brest defender and the 5th cav and makes the move shown in K-6. On the second impulse (assuming no contact result against the 6th Inf), the panzers move to T24 and the infantry stands at S24. As you can see, even if the entire might of Army Group South is brought to bear on the western flank, the German is denied penetration to U24. Hence, forces in the Kiev District are neither isolated nor prevented from assisting in the defense of the Bug River because the pass (hexes T26 to V25) was closed.

Should the Russian choose to defend the middle with the 5th Inf at R26, 5th Cav at R24, and 6th Inf at S24, I doubt seriously if the German would attempt either of the above mentioned attacks because of the large number of Russian units of the Kiev District that would be able to escape on turn one. Furthermore, if either attack against the 6th Inf fails to dislodge it from S24, the positioning of almost the entire Army Group South makes them impotent for the first impulse of the second turn because the Russian can delay their rush north by occupying U24 on turn one.

Having shown that the center of the Kiev District can be defended by as few as thirteen combat factors, I shall move on to the flanks of the District. There is little that can be done to the flank bordering the Western District because any help would have to come from that District's forces and there just aren't any to spare. Besides, as I showed in figure K-6, that flank can be weak and still be an effective defense. In regards to the eastern flank, the Russian should attempt to accomplish two things. First he should try and keep a line of communication open to Kiev so that as many Kiev

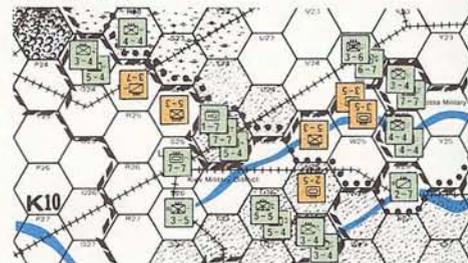


District defenders as possible can be extracted safely on turn one. In addition, he should try and prevent the defenders in W24 from being surrounded. With these points in mind, let's examine the defense shown in figure K-7.

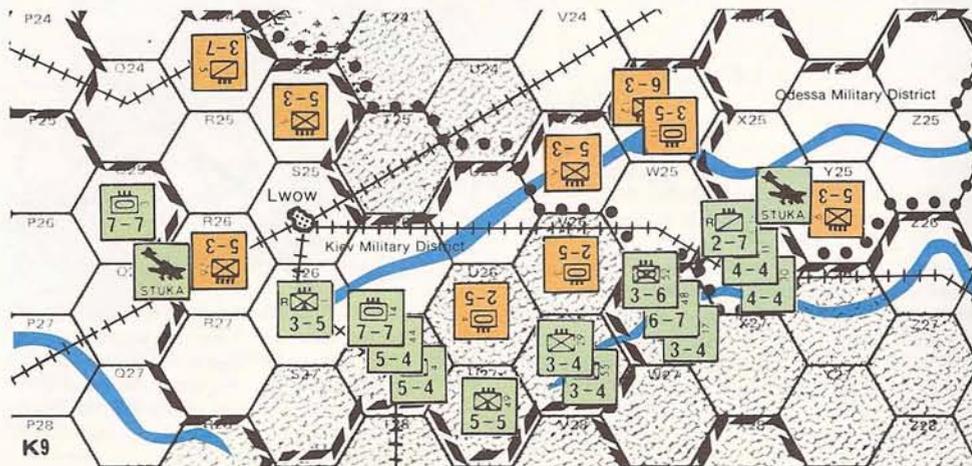


The 3rd and 4th armors are adjacent to one another because if the German makes the attack shown in K-7, on any DR, EX, or D1 result (from the 5:1 attack against them), at least one of the armors will be retreated into a position blocking the forces attacking the 6th inf on the following impulse. Instead of making a single 4:1 stuka attack against the 3rd and 4th (as in K-7), the German could make separate 5:1 attacks against each armor unit. This lessens the probability of either being retreated to a position assisting V25 which is important if the positions of the 11th Armor and 6th Inf (in K-7) are switched. Without assistance from the 3rd or 4th Armored, the 11th Armor could be overrun on the second impulse and W24 could be surrounded by attackers from V25, W25, X24, and X25. Defending V25 with five combat factors prevents this. Looking at the attack in K-7, it appears that the 4th armor should be moved to T27 in order to prevent the 26th Inf from being surrounded and one stuka from attacking two units. In this case, the German borrows one unit from Rumania (remember rule 3.4—most people don't realize that "Rumania" forces can do this) and makes the attacks shown in K-8. As I indicated in the table under the Western Military District, the odds of one or both armors surviving drops

substantially if separate 5:1 attacks are made (which naturally also decreases the chance of one of these armors being an additional obstruction to German second impulse attacks). To lower the probability that the 26th will die on the 5:1 attack from 100% to 83.3%, the Russian is forced to give up too much. Consequently, the armors are better off adjacent.



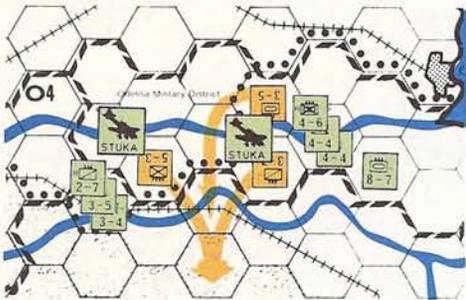
Returning to the defense shown in figure K-7, since V25 can't be overrun, the obvious way to surround W24 is to move the South HQ to W23. I will cover the implications of this strategy in my section on stukas and paratroopers. There is another way to "do in" W24. Look at figure K-9. By borrowing the Rumanian Mt. unit (it moves from W27 again), attacking the 4th armor at 5:1 and lowering the odds on the attack on the 3rd armor from 3:1 to 1:1, there is a 50% chance that the 52nd Pz Gr and 48th Panzer can retreat into Y25 (after the 5:1 attack dislodges the 9th Inf). Now the German makes the attacks shown in figure K-10. As you can see, with a little help from units from Army Groups Center and North, the Russian suddenly is in very deep trouble in the Ukraine. If the combat result against V26 is either a DR (retreat 3rd armor to V24) or EX, the German attacks the 6th at 5:1 and the 5th Inf and 5th Cav at 4:1 (as in K-10). If the result (against V26) is a contact, the German has 5:1's against the 3rd Armor and 5th Inf and a 4:1 attack against the 5th Cav. Furthermore, a Contact, DR, or EX result on the 3rd armor still does not preclude



possible, but the subsequent options are just as dangerous for the Russian (see my section on the Kiev District) as the overrun of Y25 and the 4:1 attack from W25.

To anchor the right end of the Kiev District from a first impulse attack, the 9th Inf must be placed on Y25. This leaves the smaller units, the 12th Armor and 4th Cav, to fill the gap between the 9th and Odessa. There are three alternate methods of doing this: one unit each at AA24 and AA25; one unit each at BB25 and BB24; and one unit each at AA25 and BB25.

Since these two units are working together, the German can't make the breakthrough indicated in figure O-1. Thus the merits of each setup would be determined by how well it contains the German advance at the least possible loss of Russian units. In this light, any units retreated north by first impulse combat form an additional line of defense against second impulse attacks which probably won't be at high odds because of the limited force available to the German commander.



This is the main defect in placing the smaller units in AA24 and AA25. If the German attacks this defense from the flanks, any DR results are into the mountains (see figure O-4). The German only has to move behind the Dnestr River and block the path to Bucharest. Whatever units survived the first impulse attacks are out of supply and must attack units in doubled positions to regain a line of supply. Furthermore, if the units are on AA24 and AA25, German panzers can end the first impulse in CC25. From there they can move into either AA22, BB22, or CC22 thereby breaking the defensive benefit of the Bug River.

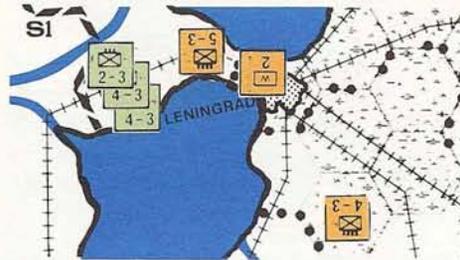
If the units defend from AA25 and BB25, panzers are prevented from penetrating to CC25, but the stuka aided 5:1 attack from BB26 has the same devastating effect. On a DR result, the 4th Cav goes to Z27 and the 12th Armor to DD25. Since a single unit in AA25 prevents units in Z27 from escaping, the German doesn't have much difficulty attacking both Odessa and the 12th Armor at 4:1 surrounded.

The last defense places the smaller units at BB24 and BB25. Now, it does not do the German any good to attack Y25 and BB25 from the flanks and make all retreats into the center (as in figure O-4) because both Odessa and the unit in BB24 have doubled defenses (against second impulse attacks) and neither can be surrounded. If the retreats from Y25 and BB25 are northward, either unit will interfere with the German attempted breakout on the second impulse. Finally, even though the German can place panzers on AA26 on the first impulse, they can only break the Bug River line if the defender in BB24 is overrun on the second impulse. An unlikely occurrence because of the thirty combat factors required to complete that maneuver.

The real question behind choosing how to fill the gap between Y25 and Odessa narrows down to whether you want to force your opponent to use two of his May/June 1941 stukas in the Odessa District. If not, defend in BB24 and BB25. If so, the choice is between placing the two units in AA24 and AA25 or AA25 and BB25.

THE ETERNAL SEA

Since no invasions are allowed in the Baltic and only the German can move by sea, this aspect of the game in the Baltic Sea is very quiet. I have already shown that it may be advantageous to the German to transfer the 52 Pz Gr to Helsinki on turn one. There are three other situations that may also tempt the German to use Baltic sea movement.



First, because the Finns do not have any second impulse movement, they cannot follow-up a good first impulse combat result with second impulse movement. This is the situation at the end of the first impulse move (see figure S-1). The 2:1 attack against the 23rd Inf is a D1. On the second impulse, the German can't attack Leningrad from either the South (because the 7th Inf blocks all movement) or the north (no Finnish second impulse movement). If there was a German infantry unit in C10, then a 1:1 second impulse attack on Leningrad could be made.

The second occasion where Baltic Sea movement might be advantageous is during the Nov/Dec 1941 turn. If the German has not been able to move his Finns from the Leningrad area by this time, the Russian can keep them bottled up there until the first winter's snow turns are over by blocking the rail lines with his partisans. Because the rail lines are so long and so many units would be required to keep them open, it would be senseless for the German to even try. If the Russian does block the Finns, the German could always move them by sea to either Königsberg or Riga.

The last situation arises if on the first 1942 clear weather turn the German has a headquarters entering as a replacement and he wants to move that HQ quickly north. By sea moving it to Leningrad, stuka attacks are automatically provided on the next turn all the way east to hex row M.

Because both sides can make invasions, transfers, and evacuations in the Black Sea, the strategy is entirely different from that used in the Baltic. Complications start on the initial turn when the Russian has four places he must guard from a possible German sea invasion on turn two—Rostov, Sevastopol, Dnepropetrovsk, and Stalino. Unless the German has had terrible combat results on turn one, the Russian will only be able to spare enough units to guard a couple of those cities. The question becomes one of priority. In my estimation, Rostov is the most important city. If the German successfully lands the Hungarian 1st there on turn two, the heart of Russia is open to him. Since the odds of the German being able to move at least six unimpeded hexes on turn three is 83.3%, the Russian must detour at least two units to the Rostov area to contain the invader. The Russian really can't spare these units and he will pay heavily somewhere else. Therefore, even if the Hungarian 1st does nothing but occupy Rostov, it has achieved a great deal.

It is difficult to determine which of the three remaining cities (Stalino, Dnepropetrovsk, and Sevastopol) should be garrisoned next. Each is important in their own right so instead of attempting to rate them as to degree of importance, I will discuss the special qualities of each location.

If the Hungarian 1st successfully invades at GG19, it can capture Dnepropetrovsk on turn two by moving to EE18. This is important for three

reasons. First, the rail line between Sevastopol and Dnepropetrovsk is broken and if Sevastopol wasn't garrisoned on turn one, the only way for the Russian to occupy it on turn two is a sea move. Secondly, and more important, after the Bug River defense is broken, the next natural barrier is the Dnepr River between Kiev and Dnepropetrovsk. By occupying EE18, the Russian must drive the Hungarian 1st away in order to secure the east end of that line and if that attack fails, the path to Stalino is always open. Another reason for occupying Dnepropetrovsk is if the Hungarian 1st attacks Stalino, it can retreat into an unoccupied Dnepropetrovsk on an AR result. Because of this, the probability of something good happening for the German's Stalino attack rises to 66.7%.

Much can be said for augmenting the Stalino worker unit by the addition of another unit. By landing at HH18, the Hungarian 1st can attack Stalino at 1:1 on the second impulse. Besides the obvious DR or EX result which eliminates the worker, an AR or Contact is equally good as the Hungarian 1st ends the turn either behind the Dnepr River defenses or occupying Dnepropetrovsk. Obviously, the additional Stalino unit should be at least three combat factors so that the Hungarian 1st can't attack Stalino at 1:2. At those odds, the Hungarian 1st has the same 66.7% chance of success as at 1:1 odds.

The last city I mentioned was Sevastopol. Sevastopol has little importance until late 1942. If the German has not captured it by then, the Russian can reinforce there and charge into the rear of the German lines (from GG21) in 1943. As there is no natural barrier to assist him, the German will have to plug that hole with at least three units. The reason I suggest that the Russian not show as much interest in Sevastopol until late 1942 is that by waiting until the German only has one stuka attack per turn, the odds are very slight that the stuka will be used in the Crimean Peninsula. If Sevastopol is built up while the German has two stukas, there is much greater chance that he will make a stuka attack against Sevastopol and blow everything away.

In regards to Sevastopol, I want to make one more point. If Sevastopol is to be defended at all, it should be done from JJ22 instead of JJ23; the reason being that if JJ23 is attacked from one hex, there is no defender retreat possible. If Sevastopol is defended from JJ22, it cannot be captured until JJ22 is cleared and in order to eliminate all retreat routes from JJ22, it must be attacked from two hexes instead of only one. A minor point, but it greatly complicates the German's attempt to capture Sevastopol.

In conclusion, I feel that the Russian must garrison Rostov and Dnepropetrovsk on turn one. Sevastopol can be left open until the next turn, during which time the German must decide whether it is a Russian bluff or not. If the Russian has no intention of garrisoning Sevastopol on turn two, then the German wastes a sea invasion capturing something he can easily move into on turn three. On the other hand, if Sevastopol is important to the Russian and if it is not invaded, the Russian can sea move into it a garrison on turn two and force the German to fight for it on subsequent turns. Prior knowledge will be the deciding factor on whether the German invades Sevastopol or not. If the player has gotten stung in a previous game by the Crimean Peninsula, you can be sure he will go for the sea move. If not, the Russian bluff will succeed.

Until your opponent has used his allotted two invasions, be very careful about placing units either in a coastal hex or a hex adjacent to a coastal hex along the Black Sea. Nothing is more painful than losing a big stack of units because you neglected to prevent a sea invasion in your rear which cut off your retreat from combat. As in the case of paratroops, try to delay using up both your inva-

sions as long as possible. As long as the threat is present, your opponent must always be wary of hexes near the Black Sea.

Before concluding this topic, there is one gambit the Russian may find useful if at the end of the German's Nov/Dec 1941 turn there is only one unit defending Bucharest and the German has lost a panzer to combat. It doesn't matter where the German defender is, the Russian invades with an armor near FF28 and moves inland on the second impulse. He also blocks the rail line to Bucharest at either T26, U25, S25, V26, or W25. Now the German has two assets (Bucharest and the oil well at AA29) and only one unit to protect them. On the Jan/Feb turn, if he occupies Bucharest, the armor unit captures the oil well. If he defends outside of Bucharest, the armor can maneuver around it and capture Bucharest.

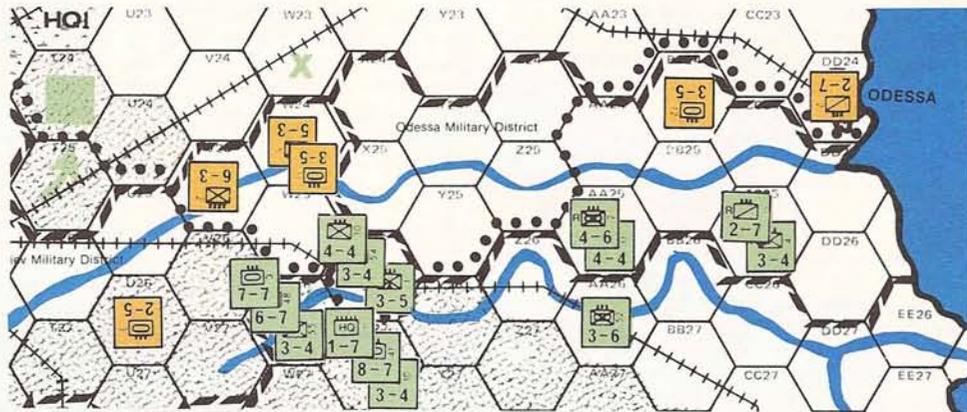
To protect both objectives, the German must evacuate by sea a unit from somewhere else on the board. First, let's assume that the sea evacuation failed and the German chose to protect Bucharest with his single unit at either BB31 or CC30. This permits the Russian to move into either BB29 or AA29 on his Jan/Feb 1942 turn. If the weather in March/April is clear, the German does not get his panzer replacement. Even if the weather that turn is not clear, in order to reestablish control over the oil well, the German must wrestle control of AA29 from the armor unit. If the German still cannot get an additional unit to the Bucharest area by either rail or sea, the German has to concede control of the oil well to the armor because he can't keep the armor out of Bucharest and contest the oil well with just one unit. If, on the other hand, the German can send help to Bucharest such that he can attack the armor on the second impulse, he may be able to get that panzer replacement after all. Either a Contact, DR, or EX result would capture the oil well. The reason a Contact works is that unless the armor can obtain a line of supply by the end of the March/April turn, it dies of starvation. Even if the armor is adjacent to the oil well when it starves to death, once it dies, control of the well reverts back to the Axis.

To prevent all these complications, keep two units at Bucharest until the March/April 1942 turn. The easiest way to do this is by bringing the 50th Pz Gr into the game at Bucharest instead of at Berlin. Keeping the SS unit south of Kiev so that the rail line into Bucharest remains open is another way (if the SS unit can be spared to do so). Either method is a small price to pay for getting that panzer replacement in 1942.

ON STUKAS AND PARATROOPERS

The basic function of the HQ units in the game is to provide stuka attacks (for the German player) and paratroop drops (for the Russian). Because of the power that they impart, positioning of the three German and the one Russian Headquarters units on the board is a very critical aspect of the game. On the first turn, the German player makes it quite evident where he will make his main thrust into Russia. If he places two HQ's with Army Groups North and Center, then the Russian can expect the main push to go towards Moscow. If on the other hand, the HQ's end turn one with Army Group South, the main push is in the Ukraine.

For the first four game turns, the best placement of the HQ's lies somewhere between the two above mentioned extremes. The distance between Minsk and hex row W is eight hexes. Since the Russian is assured of making his turn one defensive stand behind the Bug River and his turn two stand in Kiev, a HQ unit in Minsk would be able to provide a stuka attack at either location. Furthermore, a HQ at Minsk also puts any Russian defenders behind the Dvina River within range of its stuka. Thus, if the



German has excellent die rolls in the Ukraine such that two stuka attacks are not necessary, these stukas are available against almost any logical defense the Russian constructs on the Western Front on either turns one or two.

The disadvantage of this strategy is that although the German is (or can be) making stuka attacks in the Ukraine on the first three turns, the HQ unit is really committed to the push towards Moscow because of its position west of the marshes dominating the middle of the board. This means that if the weather is clear on turn four, and the Axis wants to make two stuka attacks in the Ukraine, he can't because there is no target in range of the HQ near Minsk. Given clear weather in November/December 1941, I believe the Axis player would surely attempt to capture Moscow rather than grab a few more hexes of Ukrainian soil. Thus, the potential value of locating the HQ at Minsk through 1941 is unquestionable. Prior to the first clear weather turn in 1942, if the German decides he wants two stuka attacks available in the Ukraine, the HQ located at Minsk can easily skate to Kiev over the frozen swamps during the January/February 1942 snow turn.

Due to their importance, the HQ units' relatively weak combat strength may cause a player to put them aside in favor of other more powerful combat units. In doing so, their ability to perform other vital functions in movement and combat situations is overlooked. First, because they can move up to seven hexes (depending on terrain) on the second impulse, they can either complete key encirclements of second impulse attacks or run through holes in the enemy line to capture a key city or objective. Secondly, since the German's HQ units have automatic replacement, they are a relatively painless combat casualty. Thirdly, the German HQ units provide a cheap ZOC, preventing the unwelcome intrusions of a paratroop drop behind German lines.

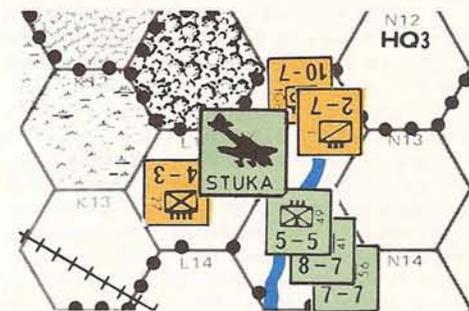
I have pointed out the maneuverability of the HQ units which enables them to complete encirclements. When used in this manner however, they are out in the open and because of their weak combat strength will be subjected to a high odds attack on the upcoming Russian turn. Since the unit will most likely be lost, one must decide if the ends justify the loss. The following situation, usually occurring on turn one (see Figure HQ-1), demonstrates such a situation.

The Germans have succeeded in removing the Russian units defending Y25, BB25, and V26 on the first impulse. Their next objective is to weaken the Russian defense behind the Bug River. This would be accomplished by: preventing the remainder of the Kiev Military District from being able to obtain the benefit of the defensive doubling of the Bug on turn two, and/or by placing a unit at some point on the Bug River or crossing the river itself. Because of excellent results in the western section of the Kiev District, the Axis is able to move into T24 on the second impulse. If he can now place a unit into

W23, the net is closed and the entire remainder of the Kiev District is out of supply. Unfortunately, only the South HQ is capable of this.



If the German makes the move indicated in Figure HQ-2, the South HQ will probably be lost on the first turn. Along with its demise, the German loses a stuka attack on turn two and possible stuka attacks on turns three and four. What effect does the loss of these attacks so early in the game have on the German blitzkrieg? To determine this, I will make several assumptions. First, each stuka attack raises the odds of a normal attack to at least 4:1 and more likely to 5:1. At these odds, the Russian will lose on the average of one unit per attack. Secondly, stuka attacks are usually against units in doubled positions so that the German can obtain the most value for his stuka. This means that the average unit lost will not have a very high combat value. Sometimes, though, the stuka attack may be something like that shown in Figure HQ-3. This will



substantially raise the average Russian loss if the result is a DE or DS. Given either type of attack and odds of either 4:1 or 5:1, it is safe to assume that each stuka attack will cause, on the average, about eight combat factors of Russian casualties. Therefore, if the HQ unit is lost on the first turn, about 14 combat factors of Russian casualties will be foregone in 1941 (8 factors in July/August, 4 in September/October (8 factors times 50% chance of clear weather that turn), and 2 in November/December (8 factors times 16.67% chance of clear weather). The Russian losses will be only approximately two factors if a HQ is lost attempting this type of maneuver on turn three.

Two other points further complicate the decision as to whether to risk losing the HQ in the attack depicted by figure HQ-2. First, eight combat factors lost per attack does not include casualties resulting indirectly from the stuka. Obviously, if a key position is opened by a stuka attack, that opening can now be exploited by followup second impulse attacks. Some of those losses should be added to our average loss of eight. Second, and more intangible, the threat of being able to use a stuka is almost as important as the stuka attack itself. If the possibility of a stuka attack doesn't exist along a portion of the Russian's lines, the Russian defenses can be weaker in that sector and stronger where the German is more threatening. In this case, the overall Russian casualties for the turn will be less than if the stuka attack must be guarded against.

In conclusion, using HQ units as an encirclement tool is not necessarily bad and in some situations it is definitely the correct strategy. Obviously, the less likelihood of a pre May/June 1942 clear weather turn, the better this strategy is for the Axis. In evaluating each situation, consider the points I have just mentioned before making your decision.

Like the German HQ units, Stavka is of the most value if it projects the widest possible airdrop range for the Russian paratroopers. For example, if Stavka is in Bryansk, paratroops can be dropped anywhere from Vitebsk to Kharkov. It is unlikely that there would be enough Russian troops along such an extensive front to take advantage of the airdrops blocking retreat routes to make enough effective attacks. But assume that the Russian has enough troops to attack seriously along half such a front. In order to protect his rear from paratroops being dropped behind his lines, the Axis player will have to drop several units off from the front lines. Thus, the threat of dropping paratroops may weaken the German front enough to let the Russian attack effectively during his winter offensive.

Unlike the German HQ's, Stavka is not replaced automatically on the first clear weather turn of each new year. Thus, if Stavka dies with paratroops still in the reserve box, those paratroops cannot be airdropped. This is not too serious since there remains two other functions that those paratroops perform most ably. First, in an obvious overrun situation, one can use a paratroop unit rather than another combat unit as the cannon fodder. Since paratroops can't be taken as replacements, a surrender result is really not detrimental. Secondly, in setting up the Russian defenses, one can defend with a paratroop stacked with a Guards infantry instead of with two infantry of combined comparable combat value. On either a D1 or EX result, the paratroop can be taken as the loss instead of a much larger infantry unit.

In using his paratroops, the Russian must decide whether or not he will drop all three units during the first winter. The advantage in doing so is that since German combat strengths are halved unless the unit is either in or adjacent to a city during the first snow turns, the Russian offensive can be very nasty. If some are not dropped, every subsequent snow turn the German must drop units off the front line to prevent the paratroop blocking his alleys of retreat from any adverse combat result. My own recommendation is not to drop all the paratroops the first winter; the threat they project in later winters is much more important than a mediocre attack at present.

In conclusion, I would like to add something about paratroops and the clever usage thereof. Although paratroops can't be airdropped into enemy ZOC's, they can be dropped into or adjacent to unoccupied enemy controlled cities. This can be most embarrassing. Assume for the moment that the turn is Jan/Feb 1942, that Stavka is in Bryansk and that the German controls Minsk but has no unit either in it or adjacent to it. If a paratroop drops

either into or adjacent to Minsk, this establishes it as a Russian city. The next turn the Russian can place a March/April worker reinforcement there. This worker unit then generates a replacement unit in Minsk which smashes into the rear of the German units defending behind the river running between Smolensk and Kiev. Ouch!

PARTISANS

Beginning on the Nov/Dec 1941 turn, the Russian player has three partisans available to inhibit German rail movement and supply. Because of the marshes dominating the middle of the map, quick shuffling of units between the Western Front and the Ukraine is almost entirely dependent on rail movement. With only three partisans, the Russian is capable of severing this rail movement and splitting the game into two parts.

While the German can't prevent this from happening without extracting an exorbitant number of units from the front lines, there is something he can do to mitigate the partisans' influence. The German must capture Bryansk in 1941. Because of its strategic location, I place the capture of Bryansk in '41 along side the taking of Leningrad. Besides its obvious value as a badly needed shelter for German forces during the 1941/42 winter, it provides an additional corridor for rail movement between the Western Front and the Ukraine. With the rail line between Kiev and Bryansk secure, it is very difficult for the Russian, with only three partisans, to stop the east-west rail movement of German units.

At the end of every Axis movement phase, any partisan adjacent to an Axis unit or within five hexes of a SS unit is removed from the map. According to the second edition rules, these are the only ways to remove the partisans and if neither condition is met, the partisans remain on the map throughout the Russian turn. Since the partisan exerts a ZOC in the hex it occupies, that partisan blocks retreat routes either through or into its hex. This could become a very important factor in the Russian player's attack strategy. In conclusion, if the Russian places a partisan close to the front lines, remember that said partisan is not automatically removed at the end of the German turn and that it could play an important factor in the Russian's turn.

SUNDRIES

In conversations with Rich Hamblen, the following clarifications to the second edition's rules were made and are offered here for reader assistance in playing the game.

Partisans

Partisans are also removed from the map if during either German combat phase, an Axis unit is retreated adjacent to a partisan, or a SS unit is retreated within five hexes of a partisan.

Partisans cannot be placed between an Axis controlled city and the railroad marker. For example, if the Axis control Leningrad and the rail line between E10 and L9 (and there are no Axis units either adjacent to or on the line, nor is there any SS unit within five hexes of the line), a partisan can't be placed on that rail line.

Sea Movement

If a unit does not have second impulse movement, it cannot move by sea on that impulse. Since no unit has second impulse movement during mud turns, there is no sea movement allowed except for the HQ units.

Even though Hungarian and Rumanian reinforcements/replacements are required to enter from Hungary or Rumania respectively, as an alternative they could enter the game via sea movement in either the Baltic or Black Seas.

Combat

Rumania is considered to have surrendered the instant that the Russian captures Bucharest. Thus, any attacks against Rumanian units that have yet to be executed that combat phase, do not have to be made at all. For example, if a Rumanian unit is adjacent to Bucharest and the Russian moves into Bucharest, that Rumanian unit does not have to be attacked in the Russian combat phase.

If an exchange combat result eliminates all attackers and defenders of the battle, control of the hexes involved reverts back to the instant before combat. For example, assume that a single German unit occupies Gorki and it is attacked by a single Russian. On an exchange result, the German still controls Gorki and the Russian cannot use rail movement through Gorki until such time as he reestablishes control over it.

According to the rules, Hungary surrenders once five Russian units penetrate her borders. Although the chance of this situation arising on the first turn is very slight, it is not impossible. If the German attacks the Kiev Military District from the flanks and retreats all defenders south, the Russian may be able to move five units into Hungary, in which case, Hungarian units would be prevented from ever entering the game.

On an exchange combat result, a unit from each side is eliminated and then the remaining defending units are retreated one or two hexes. Thus, if the defender is surrounded before the attack is made, but when one attacking unit is eliminated by the Ex a retreat route for the remaining defenders opens up, those defenders can retreat through the newly created hole.

Movement

No German unit can move during the second impulse if it starts the second impulse in an enemy unit's ZOC even if that enemy unit is subsequently overrun during the second impulse movement phase.

Having Bucharest fall does not prevent Axis units from either entering Rumania voluntarily or retreating from combat into Rumania on subsequent game turns.

Reinforcements

The Bucharest and Warsaw garrisons always enter the game even if the Russian captures their respective cities before the date of their scheduled appearance. If this happens, the garrisons enter from the west edge instead of from their appropriate city. If the Russian moves within five hexes of either Warsaw or Bucharest prior to the turn the garrisons are available, but is not within five hexes when the garrisons are available, the garrisons cannot enter the game. The garrison must be available and the Russian must be five hexes or less away (from the appropriate city) before the garrisons can be played.

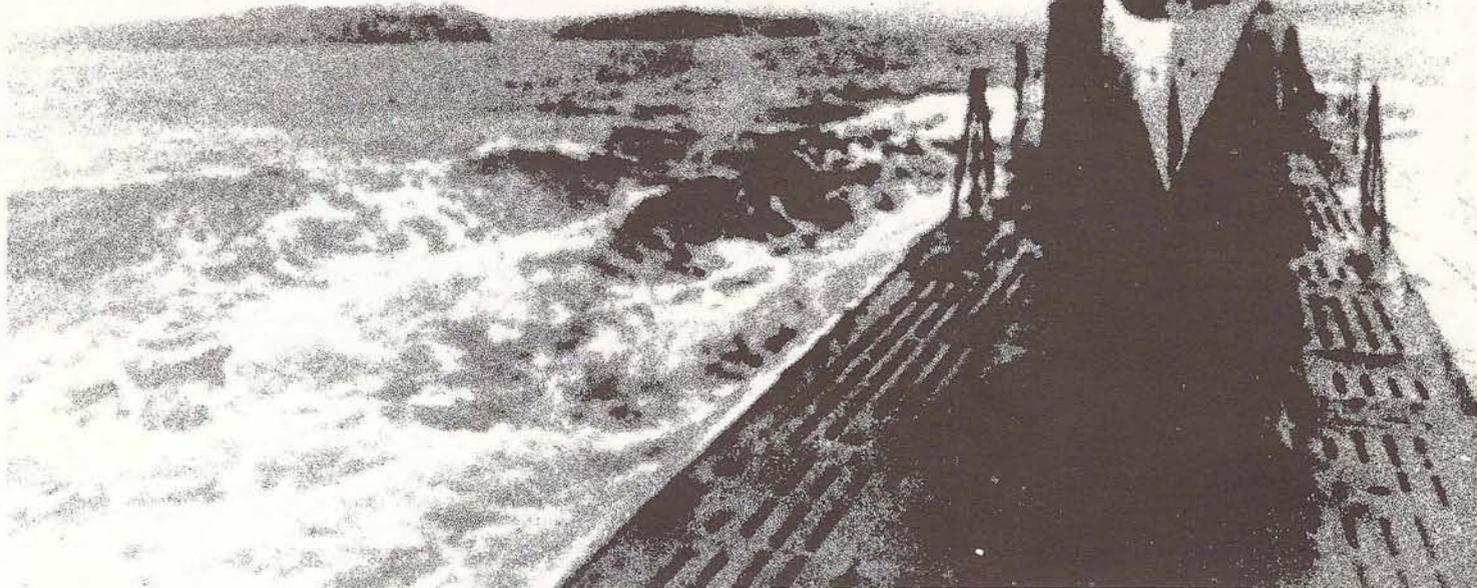


RUSSIAN CAMPAIGN PBM KIT

Each kit comes with full instructions for both pbm in general and *RUSSIAN CAMPAIGN* in particular. A kit includes 4 pads—two each for Russian and German moves, and includes everything necessary to record movement, combat, and retreats plus special functions like rail movement, sea movement, weather and replacements. A complete kit sells for \$6.00 plus postage. A half kit with only two pads costs \$3.00 plus postage. Maryland residents please add 5% sales tax.

U.505, ODYSSEY OF A SUBMARINE

by Dave Hable



Chicago is a place of great attraction. A ride southbound on the Lake Shore Drive Expressway can really put one in touch with many of the varied features the city has to offer. Start at Lincoln Park in the north and pass Navy Pier, the skyscrapers of John Hancock and Prudential Insurance companies, Standard Oil, Wrigley and Playboy Enterprises. Drive further south past Grant Park, Soldier Field and McCormick Place. The museums on the lake shore are as diverse in their exhibition as is Chicago in its attraction. The Field Museum of Natural History recounts man's environment on earth. The Shedd Aquarium and Adler Planetarium explore man's final frontiers, the sea and cosmos. At one of Chicago's more popular sights, the Museum of Science and Industry, any visitor can step into a freight train, walk through a coal mine, fly a Boeing 747, or peer into the cramped quarters and gaze at the mass of gauges, switches and instruments belonging to, of all things, a submarine.

A submarine, right here in the middle of the heart of the midwest, "Unterseeboot" to be a bit more exact, "U.505" to be a bit more precise. Not a replica, not a mock up, not an American surplus issue painted to look German, this is an actual U-Boat. Like much of the jargon derived from modern warfare, the distinctly German term "U-boat" is the epitome of that separate class of weapons called submarines, and comes to mind as does "Panzer", "Blitzkrieg", "Stormtrooper", and "Stuka", all noted for coining the term or for perfecting its terrible process . . . and Chicago has one. The circumstances surrounding the life of this Unterseeboot and its strange odyssey to Chicago form a fascinating tale, one which deserves air here in the framework of Avalon Hill's rerelease of *SUBMARINE*.

SUBMARINE is one of that family of games which simulates the close one-on-one machine versus machine battle much like *RICHTHOFEN'S WAR*. One of its stronger points is the so-called open ended design which allows the gamer to invent

his own engagements should the given scenarios prove to be too routine after constant play, or are simply not to his liking. It has the special facility of enabling a player to reenact all the battles in which a particular submarine took part, or to restage any contests which otherwise typify the submarine to surface action that took place at any point of the Second World War at sea. Utilizing this concept to advantage, we can retrace the wake of the *U.505* from first mission almost to museum lawn. *U.505* survived three extended combat cruises. Herein are presented three scenarios, each of which either simulates a *U.505* cruise, or an otherwise typical engagement in which a German submarine took part. The first scenario simulates a U-Boat commander's stalking tactics while lying outside a shipping lane; the second scenario simulates penetration of a Caribbean harbor by a German submarine (while *U.505* did operate in the Caribbean, it never penetrated a harbor); the third scenario recreates the end of the *U.505*.

THE SUBMARINE

U.505 was a type IXC U-Boat. The type IXC was a comparatively large craft, 252 feet long weighing 1,100 tons fully loaded for combat. It carried up to sixteen torpedos of whatever type depending on the period, stored forward and aft and fired from four bow and two stern tubes. Above decks, early in the war, it was armed with a four inch surface gun which was originally designed to finish off crippled merchant ships caught by torpedos, or for actual attacks to save torpedos. Later, as the U-Boats went onto the defensive, the surface guns were replaced with anti-aircraft guns of various calibre. By far the submarine's finest weapon was its ability to submerge. The boat was not initially designed to operate underwater, rather as a small surface commerce raider with the ability to lie undetected until prey was within firing range. This ability also served it in good stead when being pursued by enemy surface warships.

Above water the type IXC could make nineteen knots on two side-by-side mounted diesel engines, each geared to its own screw. Two similarly geared electric motors which derived power from a huge storage battery weighing about one hundred tons were mounted for sub surface running. The battery could supply almost sixty hours of economical submerged running, less time with emergency running. It took about two to three hours to recharge and the process had to be completed on the surface with diesels running at maximum if possible. The demand for air by the diesels was so great it would not permit their running underwater lest they consume all the breathing air from the crew's pressure hull in an instant. The less powerful electric system employed under the surface cut speed possibility appreciably. It would not be until much later in the war with the invention of the "Schnorkel" that submarines were given a consistently powerful means of underwater propulsion.

The *U.505* was built in Hamburg and commissioned on August 26, 1941. Her first commander was Kapitän Leutnant zur See, Axel Loewe. Loewe was an able leader coming from a naval family. His father served aboard *S.M.S. Seydlitz*, one of the German battle cruisers at Jutland during the First World War. Loewe's shakedown in *U.505* was in the Baltic, and by early 1942 the submarine and crew were past operational testing and ready for their first combat tour.

Ordered to the Second Flotilla based at Lorient on the Bay of Biscay, Loewe pulled anchor at Kiel, sailed through the Skagerrak on a heading into the North Sea. Though his crew of fifty-six seamen and four officers, averaging twenty years of age, was eager for combat, the submarine did not take the most direct course to the coast of France, instead the route north of the Faeroe Islands was used to avoid the narrow confines and tricky waters of the English Channel, not to mention the guns of the R.A.F. and Royal Navy. The two week trip to Lorient passed in uneventful drill. Except for three

FIGURE #1, U.505'S GAME CHARACTERISTICS EXPRESSED ON THE SUBMARINE LOG SHEET. SUBMARINE, like RICHTHOFEN'S WAR, uses data for all submarines on nationality charts. The player disseminates what information is necessary for him to play his given scenario, extracts the information from the

Name and Class	Def. Type	Max Sur Spd	Nor Sub Spd	Max Sub Spd	Sint Ring	Srnt Spd	Dive Rate	Rise Rate	M.D.	Gunnery Fwd	Bde	Aft	Crew Rt	Visibility 0'	25'	50'	+	V.P.
U.505(IX)	2	3	1	3			50	25	600	2	2	-						37

EMERGENCY POWER									
6	5	4	3	2	1				

DAMAGE, Surface									
5	4	3	2	1					

TORPEDO RELOAD 67E-SPD 5 DAMAGE 11									
Type	FWD	8	7	6	5	4	3	2	1
Tube	5	1	2	1					

LOCATION-HEX									
1									

DEPTH									
1									

BOW TUBES								STERN TUBES			
1	2	3	4	5	6	1	2	3	4		
1											
2											

of his crew and himself, Loewe knew that none of his crew had any combat experience and liked to drill his men at every spare moment for what he knew was to come later.

THE SCENARIOS

A general word about all three scenarios is in order here before the specifics of each scenario are discussed. The three are attempts to recreate the "feel" of the engagements without necessarily recreating the historicity of the times. Not all German submarines operated in the open oceans, many preyed upon shipping close in to shore in narrow and confined waters that often did not allow the U-Boat skipper much room for maneuver and submerging. This is simulated in the mapboard configuration for two of the scenarios. Scale is notably lacking but play will prove that the "feel" of the operation is present. Further, in an attempt to use existing game components, no real effort is being made here to narrow the orders of battle to a specific encounter's order of battle, beyond what is known to have been available in the given time frames. Nor has any attempt been made to completely verify the ship data on the nationality cards as it relates to the scenarios depicted. Basic game rules are applied for simplicity, advance and optional rules can be thrown in as the players desire. Some of the special rules are obviously contrived to add an element of suspense, but no submarine action was simply cut and dried. The intent is to play a game about submarines with rules that give the flavor of the engagement and not to boggle the mind with immediate proximity to total realism.

SCENARIO ONE—THE FREETOWN SHIPPING LANES, MARCH AND APRIL 1942

I. Introduction

Second Flotilla ordered *U.505* south to patrol Atlantic waters off the important British port of Freetown on the west coast of Africa just above the equator, and it was in the shipping lanes to and from Freetown that *U.505* engaged in first combat, sinking two unescorted British freighters of 6,000 and 8,000 tons respectively on successive days, February 2nd and 3rd. Later in the month she was depth charged for the first time by escorts operating from Freetown, probably tipped off by patrol aircraft. Still later, Loewe and *U.505* scored a "probable" on an American freighter inbound, but couldn't stay around to confirm one way or the other because the American ship was escorted by two British destroyers and again depth charges had to be dodged. Finally, almost by chance, Loewe happened upon a "sitting duck", a Dutch light freighter, and downed it with one shot. This

chart and enters it onto the handy submarine log, which serves to keep track of current movement and depth changes, damage received, ammunition left and has handy playing aids. It also serves as a time record.

scenario is a simulation of what could have been a typical stalking engagement off the lanes. It simulates the necessity of a U-Boat skipper to stalk his victim while remaining out of sight and submerging and firing at the right moments and angles. The scenario gives the German player a chance to rack up three merchantmen kills while affording the British player a viable reaction force in the form of escort vessels and aircraft for reconnaissance based in Freetown. One of the cargo ships is also escorted. The scenario, using weapons available through winter 1942, begins with *U.505's* approach to the lanes, with the British moving first.

II. Order of Battle

- German Submarine *U.505*, type IXC
- British forces: Three C2 Merchantmen: *Lark*, Class Black Swan; *Wren*, Class Black Swan; *Berkeley*, Class Hunt; *Harvester*, Class Havant; one aircraft (use a starshell counter).

III. Starting Locations

Refer to the mapboard in figure #2 for orientation.

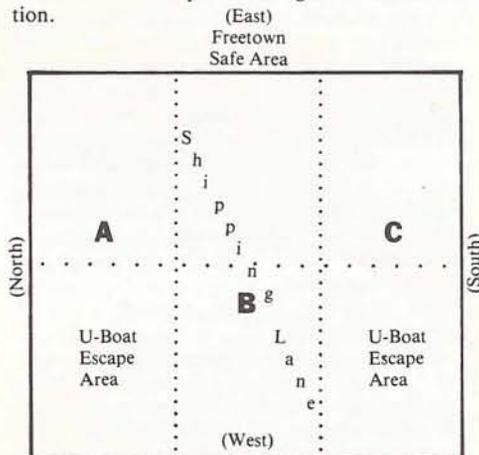


FIGURE #2 FREETOWN MAPBOARD CONFIGURATION AND DELINEATION

British ships are allowed on board B, the shipping lane, enclosed in the dotted lines. *U.505* is allowed on the entire board.

- U.505* starts on board A, bow hex C56, direction 1, speed 3, on surface.
- Only one British merchantman starts on board. Its location is board B, bow hex compass point IV, direction 6, speed 2. The two Black Swan class sloops and the aircraft are placed in the "Freetown Safe Area" and the remaining merchantmen and escorts placed off the west edge of board B. Both sets of counters are used as the scenario progresses.

IV. Victory Conditions

1. The German player wins by accumulating 31 victory points (VP) through sinking British merchantmen and/or escorts and exiting board B into the "U-Boat Escape Area."

2. The British player wins by avoiding the German player's conditions or by sinking the German submarine.

V. Game Length

The scenario ends when the last merchantman is sunk or has entered the "Freetown Safe Area" and the submarine has exited board B into the "U-Boat Escape Area", or when the submarine is sunk, regardless of whether the merchantmen have been sunk or entered the "Freetown Safe Area". Note that even if the German fulfills his conditions in terms of VP, he must get the submarine into the "U-Boat Escape Area" to end the scenario (and win).

VI. Special Rules

All basic game rules apply, except where noted.

1. Cargo Ships—

Only one cargo ship is allowed on board at a time. Each cargo ship must remain on board B, the shipping lane, and each can head only in directions 1, 5, or 6. Plotting is done normally for cargo ships, three turns in advance, so the British player should plot his first three moves before beginning. Each cargo ship can travel two hexes per turn. One torpedo hit, regardless of severity, forces a cargo ship to stop dead in the water to put out boats. Once hit by torpedo, the cargo ship is allowed to continue impetus and move as it was plotted for that turn only. Thereafter, once dead in the water, it can no longer move nor change facing. If the U-Boat uses surface gun only, the cargo ship is stopped dead in the water when within one damage point of sinking. As each cargo ship is sunk or removed from play by exiting the east edge of board B into the "Freetown Safe Area", the British player readies the next cargo ship to enter the west edge of board B, plotting where he will enter and the first three moves.

Prior to the start of the scenario, in a variation of optional rule #60, the British player secretly consigns a specific cargo to each merchantman, making the necessary notations on his plotting sheet. One of his ships must carry explosives, worth 18 VP, (note that rule #60 states that a ship laden with explosives doubles the amount of damage with each hit). The remaining two vessels must carry military stores, worth 15 VP each. The consignments are revealed to the German player at scenario's end. It is a good idea for the British player to make actual plots on a piece of theme paper since there are three independently moving cargo ships in this scenario and the plotting sheets will not contain enough space for an entire game.

2. Freetown Aircraft—

Use a spare counter to represent the aircraft, a starshell will do nicely. The aircraft is not an offensive weapon, it is used only for reconnaissance work on board B. The counter is an abstraction of actual patrol aircraft that ranged from Freetown to scout for submarines and search for survivors of sunken ships. Additionally, it serves as a time record to simulate the necessity of a U-Boat to dive and leave an area once a kill is made. The aircraft cannot be shot down and consequently is worth no victory points. The aircraft is moved in the escort movement segment. It must move only in hex row 0 on board B at the rate of 15 hexes per turn, no more or less. Its movement need not be plotted and it begins movement on the east edge, runs down board to the west edge and returns, flying only the straight line in hex row 0. If *U.505* is surfaced or within 25 feet of surface on board B at the time the aircraft is flying, regardless of distance between the two, the aircraft "spots" the submarine and radios for release of the Freetown escorts for pursuit.

The aircraft is automatically and immediately put into the air in the second escort movement phase after a merchantman sends an "S.O.S.". It cannot enter under any other circumstance. Once launched, it continues patrol regardless of the fate of the cargo ship that gave the "S.O.S.", and regardless of the situation as it develops on board B. Should an aircraft already be on patrol on board B when another merchant ship gives an "S.O.S." (not the ship that gave the original "S.O.S."), another aircraft counter is launched as above, and follows its own course down hex row 0 regardless of the first aircraft's progress.

3. Freetown Escorts—

The two Freetown escorts are released for operations only after *U.505* has been "spotted" by patrol aircraft. They enter the east edge of board B during the first escort movement phase after the "spotting". Neither may leave board B, the shipping lane. They remain in play until either the current merchantman, if still afloat, reaches the "Freetown Safe Area", or until the submarine exists board B and enters the "U-Boat Escape Area". Even if the merchantman is sunk, the escorts remain on duty until the submarine leaves the shipping lane for the "U-Boat Safe Area." On the third escort movement phase after either of the above occurs, the escorts turn for and proceed directly to Freetown, there to wait until the submarine is "spotted" again.

4. Sending an "S.O.S."—

Only merchantmen send "S.O.S." with the only purpose being to call out the patrol aircraft in an effort to locate the submarine's whereabouts and radio for the release of the Freetown escorts. A merchantman automatically sends an "S.O.S." under the following circumstances:

- damaged by torpedo or surface gunnery even if immediately sunk,
- missed by surface gunnery, (note, *not* missed by torpedo),
- within 15 hexes of the submarine which is on surface or within 25 feet of surface.

In the second escort movement phase after the "S.O.S." is sent, the aircraft is released. Each merchantman can send only one "S.O.S."

SCENARIO TWO— PENETRATION OF PORT OF SPAIN HARBOR, TRINIDAD, EARLY 1942

I. Introduction

On June 7, 1942, *U.505*, her kapitan, and crew, all veterans now, sailed from Lorient for their second operational tour, bound this time for the Caribbean Sea. As the Americas entered the war, they did so unprepared for unrestricted submarine warfare. Coastal city and harbor lights were left blazing as beacons and perfect illuminating backdrops for the multitude of unescorted and unconvoyed cargo ships plying the waters of the Western Hemisphere. Shipping was at a feverish pace and the hunting was good. The Americans had not yet perfected their anti-submarine tactics which would eventually put the U-Boats on the defensive, the jeep carrier task forces and coordination of airpower and surface power being nonexistent, so the broad mid-Atlantic housed no enemy for German submarines. Running on the surface all the way, Loewe's lookouts spotted their first victim while still 300 miles away from their destination, the 6,900 ton Liberty ship *Robin Hood*, unescorted. He closed as much as he dared on surface, submerged, plotted the freighter's course and stopped her with a double bow shot. Loewe waited until the crew was in boats and well away from the stricken ship and finished the *Robin Hood* with one more torpedo from the bow, resurfaced and continued on his way. The next day, June 29, *U.505* stopped another ship with the well used double bow shot tactic, the

7,400 ton American freighter *Thomas McKean*, also unescorted and bound for Africa. This time Loewe surfaced and finished her with his deck gun. There the good hunting ended. All Loewe and *U.505* could salvage within the next thirty days was the three masted Columbian schooner *Roamar* which they finished on surface after the bark refused to heave to with a warning shot. *U.505* broke off the tour prematurely as Loewe fell ill to appendicitis. After he returned to Lorient, he had the tube surgically removed. His combat days at sea were over. *U.505's* luck went sour with Loewe's departure.

U-Boats in the Caribbean, in early 1942 during what was known as the "second happy time" often operated close in to shore, at times actually penetrating harbors whose lights and state of disconcert made it easy. Lying undetected by day, they would surface at night and wreak havoc in the harbor with shipping at anchor or ships entering and leaving. *U.156* under commander Hartenstein even shelled on-shore installations at Aruba after having loosed torpedos at unsuspecting tankers, all while operating on the surface. Besides Aruba, the harbors of Port of Spain on Trinidad, Port Castries on Santa Lucia and Curacao were similarly penetrated by various U-Boats with nearly the same results. This scenario depicts the penetration of Port of Spain's harbor, an engagement that would have taken place before *U.505* was operational in the Caribbean. Within the harbor are docked American Liberty ships and cargo vessels in and outbound. At the far approaches are two subchasers returning from patrol. The submarine has crawled along the harbor floor to the position it now occupies. As the scenario opens, it is rising to torpedo depth. Weapons available through Winter 1942 are used.

II. Order of Battle

- German type IXC submarine.
- American forces are: 5 Class EC2 Liberty ships, (note that these are incorrectly listed as IC2 on the American data card); Sub-Chaser #1 and Sub-Chaser #2.

III. Starting Locations

Refer to mapboard figure #3 for orientation.

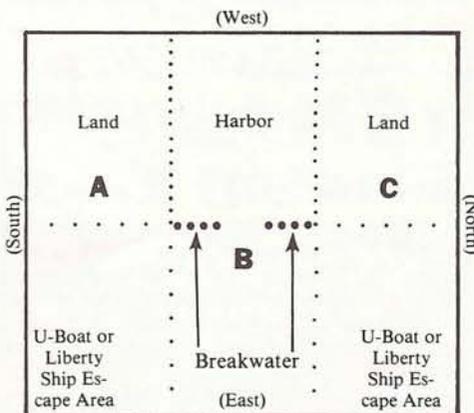


FIGURE #3 PORT OF SPAIN MAPBOARD CONFIGURATION AND DELINEATION

Use the box cover and bottom to block off the upper halves of map sections A and B. Half hexes bordering the land areas are prohibited. Use spare counters to set off the breakwater and harbor mouth per Special Rule 3. Escape routes for the submarine and Liberty ships are the entire east edge, and the south and north half board edges.

- German submarine starts on board B, bow hex compass point III, direction 6, speed 0, submerged at any torpedo depth (25-100 ft.).
- The American ships are placed as follows:

Ship	Board	Bow Hex	Direction	Speed
EC2 #31	B	E2	5	0
EC2 #32	B	O2	5	0

EC2 #33	B	W2	5	0
EC2 #34	B	I10	3	2
EC2 #35	B	U23	6	2
Sub-chaser #1	B	H47	6	3
Sub-chaser #2	B	H51	6	3

IV. Victory Conditions

1. The German player wins by accumulating 33 Victory Points (VP) through sinking merchantmen and/or escort vessels and by entering the "U-Boat and Liberty Ship Escape Area".

2. The American player wins by avoiding the German conditions.

V. Game Length

The game ends when the last ship is off the board by sinking or entering the "U-Boat and Liberty Ship Escape Area", and the submarine is also off board by sinking or entering the "U-Boat and Liberty Ship Escape Area".

VI. Special Rules

1. Liberty Ships—

Using a variation of optional rule #60, the American player secretly consigns a specific cargo of his choice to four of his five cargo ships, (the remaining ship will be "empty" and worth only 4 Victory Points (VP)), making the appropriate notations on the plot sheet. The "empty" ship must be one of the docked ships. Two of the Liberty ships will be consigned a cargo of sugar, worth 10 VP each; one Liberty ship will be consigned a load of iron ore, worth 12 VP; the remaining Liberty ship will be consigned a load of timber, worth 8 VP. Note that optional rule #60 states that a ship loaded with timber requires three times the number of damage points to sink as is required by a normal vessel.

Additionally, each of the three docked Liberty ships will be in a varying degree of readiness to sail expressed in "turns to sail" after the submarine is "detected". Again, the American player secretly assigns this degree to each of his docked ships making the necessary annotations on his plot sheet. One of the ships of his choice will be able to sail in two turns, i.e., on the second convoy movement phase after the submarine is "detected"; one will be able to sail in three turns and the third in four turns. The two Liberty ships not docked are already moving, and can continue to do so. None of the docked ships may move until the pre-set turn after the submarine is "detected". Each Liberty ship moves at the speed of two and each is dead in the water with the first torpedo hit or when within one damage point of sinking if hit with surface fire. Once a ship is "dead in the water", it may move no further than the plotted move for that particular turn (impetus). Each ship moves independently and need not convoy with other ships. This will require the American player to note his movement plots on a piece of theme paper rather than the movement plot sheets since the sheets cannot facilitate more than a single merchantman or convoy movement. Otherwise movement plotting for the Liberty Ships is normal, three turns ahead, so the American player should plot the two moving Liberty ships for the first three turns before beginning. Note that the three docked ships are considered "dead in the water" with respect to the torpedo hit chart, until each moves, if capable. A docked ship hit by torpedo may never move.

Each Liberty ship is given a surface gunnery factor of two. This factor is lost immediately when the ship becomes dead in the water.

Liberty ships may move out of danger by exiting the harbor beyond the breakwater and entering the "U-Boat and Liberty Ship Escape Area", from where they are removed from the game. This area represents the open seas.

2. Subchasers—

The subchasers must move in-line in a direction that would eventually lead them to the dock. When the submarine is "detected", the subchasers are allowed to move and pursue it normally. However to reflect the heightened alert status of the harbor, the necessity to pick up survivors and the general uncertainty caused by U-Boat penetration, one sub-chaser must always remain within the confines of the harbor, west of the breakwater after the submarine is "detected". The other is free to pursue beyond the harbor entrance.

3. The Harbor—

As can readily be seen with a glance at map-board figure #3, Port of Spain, Trinidad's harbor is a confining place in which to operate ships. The exact restrictions are as follows:

- no movement on half hexes that touch land
- no movement in any row 1 hex (B1-Z1)
- hexes B29-G29 inclusive and U29-Z29 inclusive on board B are prohibited hexes (they form the breakwater).

Spare counters may be used to represent the breakwater.

Besides the confines in the width of the harbor, its floor is of varying depth, limiting the submarine's ability to submerge. Each hex row number is multiplied by 10 and advanced to the next 25 foot depth increment to determine that row's actual depth. The submarine can never be submerged deeper than the limit within each row. Examples of computing depth are as follows:

hex W2 \times 10 = 20 feet advanced up to 25 feet

hex L11 \times 10 = 110 feet advanced up to 125 feet

hex H20 \times 10 = 200 feet advanced up to 225 feet

hex P21 \times 210 = 210 feet advanced up to 225 feet

*Even a multiple of 25 feet is advanced to the next 25 foot increment.

If a submarine moves from one depth to the next more shallow depth, it must adjust its current depth to allow for the hex row sea floor. If it is revealed that the German player's plotting sheet shows a deeper current depth than is allowed for the hex row, the submarine is deemed to be at the hex row's maximum depth.

4. "Detected"—

The submarine is detected under the following circumstances:

- when any ship is hit by the submarine using gun or torpedo
- whenever the submarine surfaces
- when the submarine is at 25 foot depth and within 5 hexes of land or an American ship
- regardless of depth, when a sub-chaser passes within 5 hexes of the submarine.

All the "Special Rules" are designed to force the submarine into attacking as quickly and as fiercely as possible if the German player has any hopes of winning the engagement. In addition, the German player must get his submarine to the "U-Boat and Liberty Ship Escape Area", i.e., save his vessel to win. In the unlikely event that the German player allows the submarine to lie "undetected" with the intent to wait until the subchasers are themselves docked, a playability rule is given here. Should the subchasers pass through the harbor into the dock area, and the submarine remains undetected, the subchasers are reset at harbor mouth and the entire process repeated until the submarine is "detected". The merry-go-round this creates is highly unrealistic and undesirable. This rule shouldn't have to be invoked and is included only to foil the would-be rules lawyer who looks for just such an opening. The German submarine offensive was against shipping and cargo carriers, not against escort vessels. Any submarine

commander worth his salt always passed up an escort ship in favor of a merchantman unless the escort were a capital ship or aircraft carrier.

SCENARIO THREE—

CAPTURE OF THE U.505, JUNE 4, 1944

I. Introduction

With Loewe out of the picture, a new commander was appointed to U.505, Kapitän Cszzech. Were it not for their final outcome, the next series of events were to make Cszzech and U.505 the laughingstock of Lorient and Second Flotilla. After one abortive outing in late 1942, U.505 was laid up for over six months for repair of damage sustained during an aircraft attack. By the time the submarine sailed again, the tide of the Battle of the Atlantic had turned in favor of the Allies. In the two and a half month period from early June to late August 1943, Cszzech sailed from Lorient no less than seven times, returning after short cruises with minor damages all attributed to sabotage by French dock workers. With "loser" as his sobriquet, Cszzech finally committed suicide during a depth charging in his eighth effort to sustain operations. First Mate Oberleutnant Paul Meyer took command of the situation and brought the crippled boat home.

Not until March 1944 did U.505 sail again, commanded by Oberleutnant Harald Lange with an almost entirely different crew than was present at commission three years earlier. U.505 was, so far, not better than an average submarine in terms of tonnage sunk, but average submarines don't end up on museum lawns. Lange's destination was Freetown where he prowled unsuccessfully for a month and headed for home in early June. His course ran smack into the heading of the American Jeep Carrier Task Force 22-3. Commanded by Captain D.V. Gallery, the task force was composed of the escort carrier "Guadalcanal" and five destroyer escorts. On June 4, about 150 miles west of Cape Blanco French West Africa, Gallery's aircraft (FM.2 Wildcats) spotted U.505 submerging and called the destroyer escorts in for the attack. Escort "Chatelain" began the engagement with depth charges and hedgehogs forcing a nervous Lange to the surface to save his crew. The destroyers used

small calibre fire to keep the surfaced U-Boat's deck armament quiet while one by one the crew slipped into the water. Suddenly the small arms fire stopped, and incredibly . . . a boarding party from one of the escorts raced to the abandoned and slowly sinking submarine, righted her, and U.505 changed sides, the first foreign man of war captured on the high seas by the United States Navy since 1815.

Actually the capture was less spontaneous than it appeared. Gallery was an extremely able ASW commander. His capture technique was only the finale to much thought, planning, and training. His keen observation and experience correctly evaluated that a U-Boat skipper's first real concern was his crew, and that given the chance, he would surface, put his crew over the side, and scuttle the ship rather than ride out certain death under depth charges. Gallery reasoned that quick action might get to the submarine and reverse the scuttling process. Special "boarding parties" were picked from the escort's crews and plans were laid. The next submarine he encountered would test his theory.

This scenario recreates the capture and opens as the five destroyer escorts are closing in on the located submarine. The entire mapboard is used with no confinements as in scenarios 1 and 2. The objectives are simple but strange. The American player must save the submarine, the German must sink it. Weapons available through Spring 1944 are used.

II. Order of Battle

- German U.505 type IXC Submarine.

- American forces: Pillsbury, Class Edsall, Wyffels, Class Everts, Fair, Class Everts, Herzog, Class Canon, England, Class Buckley.

Note: The actual DE's involved were Pillsbury, Chatelain, Flaherty, Jenks, and Pope. To simplify play and instructions, the above DE's will be substituted so that existing game components can be used. The degree of difference is minimal.

III. Starting Locations

- U.505 starts on board B, bow hex M27, direction 6, depth 25 feet, submerged speed 1.
- The American DE's start as follows:

CONVOY ZIG-ZAG MANEUVER CHART FOR SOLITAIRE PLAY IN "SUBMARINE"

Die Roll	1	2	3	4	5	6
Maneuver	L2(c)	R2(c)	2	2	2L(c)	2R(c)

The solitaire play convoy movement chart given on page 12 of the rules to *SUBMARINE*, is a bit unrealistic. It allows convoys to turn complete circles as if no port or destination was ever intended by their captains. No merchant skipper in his right mind would backtrack course in dangerous waters, rather, he would attempt to keep as constant a heading as possible, using a zig-zagging maneuver in an effort to throw off anyone drawing a bead on his vessel. The less time spent in submarine-prowled waters the better, hence the course was always in a constant or nearly constant direction. Even when convoys scattered due to attacks, none of the ships would turn around. Submarine commanders knew this and took it into account in stalking convoys for the purpose of measuring range and bearing, the entire process becoming a tense guessing game. The above chart accurately simulates zig-zagging in a random manner.

To use the chart, a course must first be established. For example, the convoy in scenario one is heading in direction 6 at start. This establishes 6 as the main course to be followed at all times if possible. It represents the general direction from which

only minor derivation should be permitted, to direction 5 (left) and/or direction 1 (right).

Roll the die each turn to determine if the convoy changes course, any number rolled other than 3 or 4 will alter its present path. If already traveling in the main course direction (6 in the example), simply turn the convoy whichever direction indicated by the die roll, left or right. If already traveling to the left (direction 5) or right (direction 1) of the main course (6), "correct" the heading back to the main course. For example, a convoy is traveling in direction 5 which is to the left of the main course, 6, and rolls a 1 on the zig-zag chart which calls for a left turn (L2(c)). Instead of turning further left into direction 4 and heading effectively away from the main course, "correct" the course back to direction 6. A convoy already moving to the right of the main course (direction 1) which rolls for a left turn simply turns left, effectively correcting the course again back to the main course, 6.

The idea behind the chart is to alleviate the ridiculous situation of a mass of ships in the solitaire scenarios wandering aimlessly in the middle of the board while the submarine picks them off. The submarine commander must stalk his prey much more carefully, picking his shots knowing that chance won't turn the convoy back

Ship	Board	Bow Hex	Direction	Speed
Pillsbury	A	Z16	1	3
Wyffels	A	Z26	1	3
Fair	A	Z36	1	3
Herzog	A	Z44	1	3
England	B	H46	1	3

IV. Victory Conditions

1. To win, the German player must "save the crew" of the submarine and allow it to sink or he must sink three escorts, without himself being sunk.

2. To win, the American player must "capture" the German submarine, while losing no more than two escorts.

3. Any other result is a draw.

V. Game Length

The game ends when the submarine is sunk or captured. There is no land in this scenario, and as a consequence, the board represents a small patch of Atlantic Ocean. Should the submarine move too close to the side of the board to allow the American player freedom of movement, all the ships are reoriented toward the center an equal number of hexes.

VI. Special Rules

1. The Submarine Crew—

The German player must save what he can of his crew in order to have a chance to win the scenario. To "save the crew", he must surface and put his men over the side. For purposes of playability, he cannot attempt to "save the crew" until having sustained at least one damage point via depth charging. The German player is never forced to surface, but must do so in order to "save the crew". Once on the surface, the crew is instantly deemed over the side and "saved".

2. Board and Capture—

The German player must immediately inform the American player when he surfaces. Once the submarine is surfaced, the American player must board and capture the submarine no later than the second escort movement phase after the submarine is surfaced. If the American player cannot board and capture by the end of the second escort movement phase after the submarine has surfaced, the submarine sinks due to its own scuttling process.

To board the submarine, the American player must pull alongside the submarine the DE containing the boarding party (see below) so that the two ships, U-Boat and DE are adjacent and parallel, running in the same direction.

Prior to the start of the scenario, the American player secretly assigns one DE to contain the "boarding party", making the appropriate annotation on his plotting sheet. This DE can move and maneuver normally and fire surface gunnery but may not launch any ASW attacks during the game. The "boarding party" is made up of key personnel who are on boarding alert status rather than at combat posts.

* * *

The United States Navy accomplished the near impossible by keeping the capture of *U.505* secret throughout the rest of the war. Her code books and data gleaned from her instrumentation and construction proved very valuable to the American effort. After the war, the victorious powers agreed to divide the German Navy among themselves and to dispose of it through target practice and the like. *U.505's* last battles were yet to come. Gallery, its captor, argued convincingly that the boat was not a "surrendered" craft and not, therefore, subject to the spoils accord, since it was a "captured" vessel and now bore U.S. Navy title. The War Department agreed, and allowed the stripped out boat to lie for years in the Navy Yard at Portsmouth, New Hampshire. Gallery's brother, a Roman Catholic Priest and ex-navy chaplain initiated the idea to erect a naval monument in his home city of Chicago. He

mentioned the idea to the director of the Museum of Science and Industry and the ball was rolling, slow, but rolling. Packed in dry-dock, the sub touched shore in Chicago across Lake Shore Drive from the museum on August 13, 1954. On the night of September 3rd, the *U.505* was dragged slowly across the closed expressway at the majestic rate of eight inches a minute. A sign was placed on the expressway in typical Chicago style to warn motorists, "Drive Carefully — Submarine Crossing."

Since having arrived at the museum lawn, all of *U.505's* machine and instrument components have been restored to working order. Except for the cut-away through the pressure hull to permit tourist access, the entire boat is as it was at commission in 1942. It makes for a most enjoyable visit. Simply enter the Lake Shore north at Lincoln Park and pass Navy Pier. Then head south past the skyscrapers of . . .



★★★★★

STAFF BRIEFING . . . Cont'd from page 42

AM Do you enjoy playing fantasy games, and if so, can you give us some specific titles?

RH About the only one is *WIZARD'S QUEST* and that not so much because it is a fantasy game as that it is a fast, fun, beer and pretzels game that you can play with a wide range of opponents. I should add though, that I do enjoy playing *MAGIC REALM*.

AM Do you enjoy playing other games you've worked on?

RH The only other real design I have is *VICTORY IN THE PACIFIC* and I do enjoy that. Of the other games I've worked on, I enjoy them but don't get much chance to play them.

AM How much time do you spend off work in hobby related matters or playing games for pleasure?

RH As much as I can squeeze out. It varies quite a bit with my schedule.

AM Do you enjoy non-wargame, non-fantasy games?

RH Generally, yes, but not as much as I enjoy wargames. I go through cycles. I don't know how you'd classify *GO*, but I enjoy that. I also enjoy chess, bridge, *FACTS IN FIVE*, and *BUSINESS STRATEGY*.

AM Are there any special moments that stand out in your mind about working for AH; any special triumphs?

RH It was surprising, amusing, and gratifying when *VICTORY IN THE PACIFIC* won the Charlie Award for best strategic game, but actually I find it more gratifying and enjoyable when we get letters from appreciative customers. Customers who have bought and enjoyed games I've worked on. I like to see people enjoy themselves.

AM Any regrets?

RH Professionally, I regret all of the things that I have later thought of a better way to do.



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Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but

that still leaves them with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip.

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BLOOD & GUTS STARSHIP TROOPERS

by Vern Paxon

This article makes mention of pieces and rules introduced in four other GENERAL articles, and not part of the game. They are "STARSHIP TROOPERS: Digressive Examination" (Vol. 13, No. 6), "Saga Of The Bug War" (Vol. 13, No. 6), "Of Bugs, Beams and Breaches" (Vol. 14, No. 5), and "Mission Scenarios" (Vol. 15, No. 1). Back issues containing the latter two articles are still available for \$2.00 each. The other two articles are available in the form of xerox copies from our customer service dept. for \$5.00 each. Address your inquiries to Ron LaPorte, c/o customer service.

This article is on advanced strategy. There has already been an article on the game as a whole (Starship Troopers: Digressive Examination, Vol. 13, No. 6), one on early strategy (Of Bugs, Beams and Breaches, Vol. 14, No. 5), and several variants.

To be blunt, this is strategy to win . . . not for fun. That's not to say that you can't have both. I certainly find winning to be fun.

Protected Breaches. This tactic is a must for good Arachnid play. As a matter of fact, I've played many full games with every single breach protected, whether they were hidden or not. And I'm not even technically paranoid.

How do you protect breaches? It works like this. Instead of using demo to blow away Terrans, it's used to collapse breaches and tunnels. When a demo blows (no matter what type), it automatically destroys the tunnel beneath it as well as any breach in the hex.

The Arachnid player places a demo adjacent to his initial tunnels. On subsequent turns, he digs through the hex with the demo to the hex on the other side. See figures 1 and 1b. This hex is now safe from Terran meddling. The Arachnids can breach in the hex, and if Terrans come down into the tunnel system, the Arachnids can detonate the demo, isolating the breach hex from the main tunnel system and the brains. Furthermore, any tunnel dug from the safe hex is also safe, allowing the establishment of a large tunnel network with little threat of a Terran invasion.

Protected breaches can also be lifesavers if Terran engineers start to place a demo on brains and no beams are available. If a protected breach is made adjacent to the brains, the Arachnids can safely pour out the warriors after he runs out of beams. Three warriors attacking an engineer guarantees the engineer will drop his equipment.

There are generally enough demo points for every breach to be protected. So, why take a risk? The idea is to let the Terran player dig his own grave.

A scale six demo can protect seven breaches from Terran intervention with its lethal rad, but those breaches become risky to use, not to mention the fact that it will also blow any Bugs near it off the map. Instead of HE, scale ones should be used, because no annoying die rolls are necessary to see how the stack of Terrans on the hex fare.

The sample Bug hive (figure #2) shows some potential protected breach areas.

The Campaign Simulation. The campaign game, appearing in *The General* (Vol. 13, No. 6) is a decent simulation, and is fun to play. Watching a platoon struggle to make it through can be very exciting. As for the advanced rules . . .

Recruits are not that bad, just don't give them any equipment. Generally, they are either 4-6-6 (full strength) or 3-6-5. It's the "5" movement rate that can be dangerous, especially during retrieval and in rough terrain. Recruits usually produce more recruits, namely their successors.

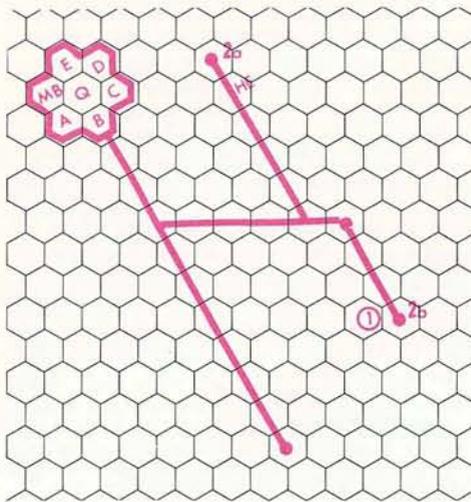


Figure 1: Protected Breach Generation. The engineer has constructed a two hex extension to the tunnel system, through the HE demo. He may now either be positioned at 2A, and next turn create a protected breach, or could move to 2B, to dig through the scale one demo in preparation for another protected breach.

Incompetent leaders are hardly any problem. They should be given good equipment because the Bug player will prefer to attack effective leaders and get the non-movement rule.

To balance the immobilization rule and recruits, the Terran player is given Neodogs, the Heavy Weapons Brigade and spaceship passes. Neodogs merely waste Terran tax money on dog food. They are simply slow (3 movement points) reconnaissance units, whereas scouts can reconnoiter much faster (10 movement points). If I was the Terran high command I'd strap H-bombs to the 'dogs and send them into swarms of aliens, even though it would break their partners' hearts. The only good thing to do with Neo-dogs is send them into the Skinny city. Inside they move six hexes, and the fastest Terran unit, with extended jump, moves four. It's also fun to send them onto breaches suspected to have protective demo.

A problem I have found with the Heavy Weapon Brigade is its slow movement rate. I doubt if many SST enthusiasts have ever had their tanks see much combat. They are simply out of place with the Mobile Infantry. The other units are much better though. The artillery unit needs no movement rate when it can peg something 15 hexes away (covering a total of 720 hexes; about half the map-board). And it has a nice attack strength. The borer and breacher can be very useful, but they are also limited by their relatively slow speeds. The landing boat must come down in just the right area. If, however, a breacher or borer does get into action, the Bug player is in trouble. A double strength engineer unit makes it tough to insure the failure of a Terran breach. And the borer can be used to open up protected, collapsed-tunnel hexes, ruining one of the primary Arachnid defense strategies.

The spaceship passes are interesting, and the Rodger Young is truly an asset for the Terrans, even if only in its reconnaissance role. But, while it may be fun and megalomaniacal to splatter the surface with scale sixes and threes, it is rarely profitable because the Bugs usually aren't on the surface that often, and it makes more rad for the Troopers to avoid. Radiation is a constant problem and other means should be carefully considered before ending that stray worker's life in a flash, especially if it is near the retrieval location.

The Bug spaceship is hardly an asset to the Bugs and proves very clearly that the Arachnids are

tunnel-dwelling creatures. The reconnaissance does them little good except in scenario four (against the skinnies). Overkill is the problem with the scrambler missiles as they tend to gang up on one target. The time to use them is during scenarios two and four. They should be dropped the first turn, which will make the M.I. drop later. The missiles can spend the one turn they must remain immobile without the threat of being blown away. Then, when the M.I. appear, SWOOSH!, they sweep in for the attack. Don't let them be killed off by skinnies in scenario four.

Play Balance. It took me a long time to realize that SST is a balanced game. At first I thought the Troopers had the advantage because of their mobility! Later, I reversed my opinion, and decided the Bugs were favored because of their tunnel system. Then it was the Terrans again with their various engineer demo strategies. And so on. Recently, I played the campaign game with one of my regular opponents. I took the Troopers, thinking they would kick the Bugs all the way to Klendathu with all their new stuff.

We tied and I put it down to my misconception of the Terran strength or his sickening luck. But, after reversing roles, we tied again.

This convinced me that the game is, on the whole, balanced. I do have a gripe with 5A. I really don't see how the Terran player is ever supposed to win without a Special Talent. Scenario seven is tough for the Terrans to win because the Arachnids have all that demo. He'll usually stick them in the form of scale sixes, two hexes away from his linear hive (see figure #2). Then, when an engineer squad sails over to where the Bug brains are, the Bugs blow the demo (a 6-1 attack) and the engineer with it. Most likely it will also destroy the air car, and it can be a lonely walk back when you move two hexes a turn.

Scouts. "Starship Troopers: Digressive Examination" claimed that scouts are there to be sacrificed. I disagree. Scouts are part of your fighting force.

Granted, scouts lack a lot. A 2-3-10 is just asking for trouble. The article alleged that a trigger-happy Bug player might pop up and cook one. That's true, but if you're playing Blood & Guts Troopers, a trigger-happy Bug player is a very short-lived Bug player. The Bug arsenal shouldn't be invoked just to kill a scout. They're not worth it. Very few units are. Don't use a nuke demo to take one out, and think twice before blowing a scout away with an HE. Sure, the odds are higher than an attack against a normal Trooper, but scouts are worthless units, and there are many other units worth more.

All this argues that the Arachnids won't attack scouts. But the crafty Terran platoon leader realizes that the Bug player thinks that scouts are useless. So what does he do? He gives his scouts some SW&E. Ah hah! he thinks. Now he's turned a useless unit into a useful unit that the Bugs won't bother with. Of course, Combat brain D thinks this through and brings it up at the next council meeting. Scouts are now worth pegging. Well, maybe the platoon leader won't realize this, after all, he's only a paper counter, but the Terran player will. So he tones down his scouts. And, of course, the Bug player figures this out.

Where do you draw the line?

I don't. I vary the amount and type of equipment I give my scouts from game to game. Generally, I give them HNG and DAPs. The HNG because scouts can move, and the DAPs because they are a

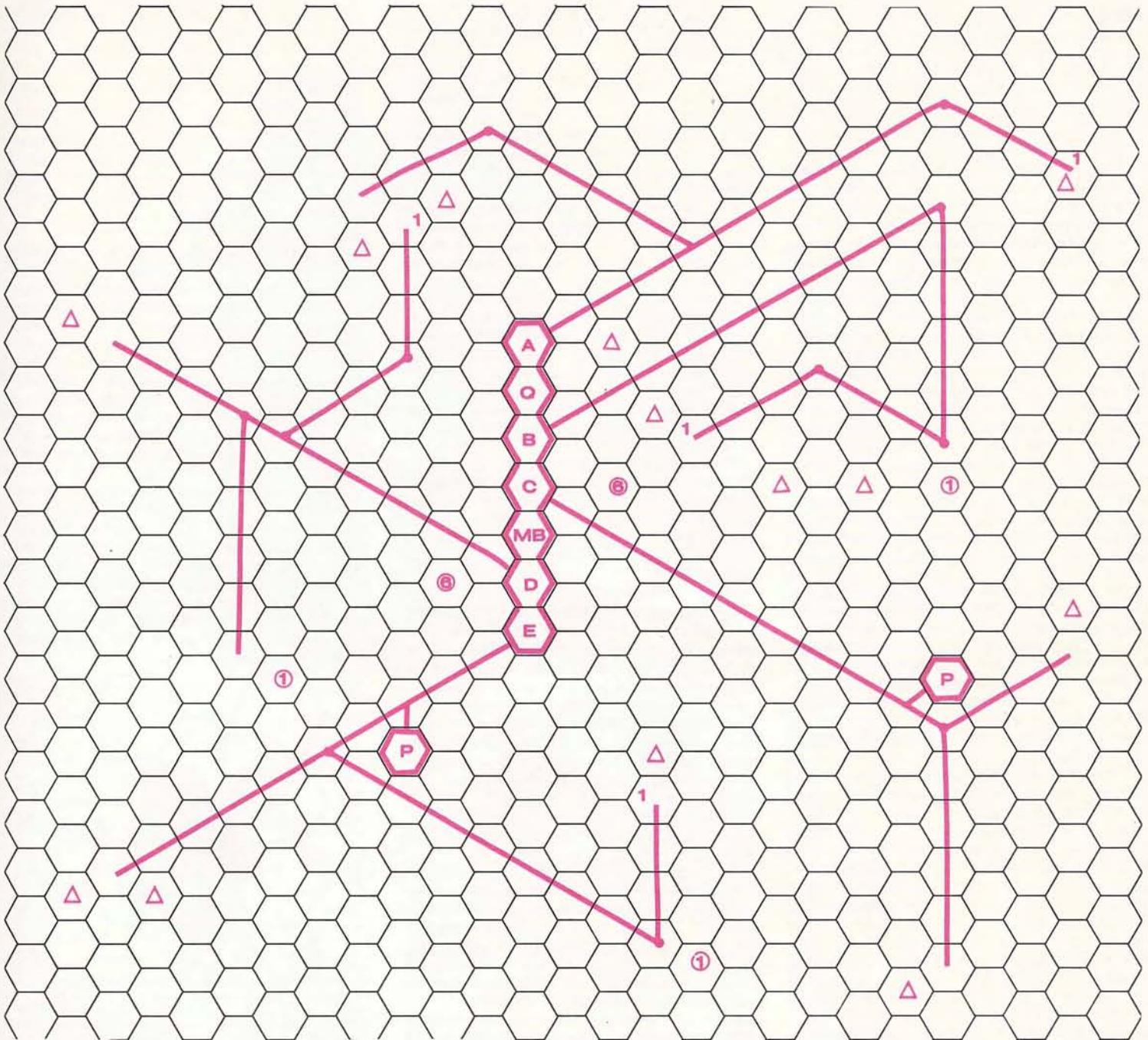


Figure 2: Sample Bug Hive. Possible hive set up for scenario 7. Note scale six demos near brains, frequent use of HE, demos in position to be dug through to create "safe" breaches and initial position of engineers.

good surface weapon. I also give them listening devices, again because of their mobility. They can fly around the map with them. I rarely give scouts DARs, because I don't like losing a DAR if some scout panics or needs a little extra muscle. A DAR isn't a little extra muscle, it's a lot of extra muscle. I don't give HEs to scouts often, because the ranged weapon tends to draw preferred fire, and the scouts don't need the extra mobility. And it is very rare indeed that I give nuke to a scout. Very, very few scouts with nuke last beyond the first shot.

The gist of this particular spiel is that scouts are human too, and can fight. Just not too well.

Engineer Tricks. There's a lot that can be done with Engineers. One important fact is that there are usually six engineers to the Arachnid's five beams. With 1:1 losses (frequently the case), after five encounters there will be one engineer squad to zero beams left. This changes the odds and greatly

favors the Terrans. So, the Terran shouldn't be discouraged if a beam crisps an engineer.

Another point is that only a WIA or KIA eliminates an engineer unit. A HVY simply stuns him and makes him drop his equipment. STUN and LIGHT damage don't merit discussion because an engineer is rarely attacked by a beam at lower than 6-1 odds. Engineers who have lost their equipment are useless unless the Terran player gives one or two engineers a lot of of the SW&E and gives the others just one NUC charge each. Then the engineers with the extra gear stay clear of the battle, while the engineers with a single demolition charge move in. When they are hit, and drop their stuff, they get into their aircar and fly back to the area where the gear-stuffed engineers are being held. The next turn the engineer with the extra demos gives one to the engineer who dropped his. This, in effect, creates a new engineer unit, and that can be crucial. If the beam that Heavied the engineer was eliminated, the

Terrans are now up two engineers. And often the game boils down to an engineer versus beam/demo war.

Observant readers will have noticed a problem with this strategy. While the engineer may only be stunned, the aircar he was riding in could easily have been destroyed. The odds of both surviving an encounter are one out of nine, which is very poor. There is a way to avoid this. When I drop off an Engineer squad, the air car takes off again and moves several hexes away. Then, when it is time to retrieve the engineer, the air car peacefully glides over and makes the pickup.

Swapping Gear. I have already covered swapping gear for the engineers, but not for the Troopers themselves. Swapping can be a very good tactic, but is risky. To safely swap, assemble a gang of Troopers in rough terrain, at least two hexes from the nearest tunnel. At the beginning of the next turn, everyone trades gear. Then they all depart in

different directions. This maneuver is especially nice in scenario three. The two nukes can be traded around at the Terran's leisure without fear of any Bugs popping up and cooking the whole stack. And believe me, it can totally demoralize an alien player when the trooper he had marked as carrying nuke no longer has it.

Sympathetic Detonation. Whenever any type of nuclear device is detonated in a hex, it automatically detonates any other type of SW&E in the hex. If the Terran player knows exactly where an Arachnid demo is, he can fire a nuke shot into the hex and explode it, depriving his opponent of any selective use of his demolition. This considerably weakens the overall defense of the Arachnids. Demos are key weapons. Although it seems unlikely that the Terran would have precise knowledge of the Arachnid demo outlay, the sympathetic detonation tactic is useful if you know your opponent's general habits. For example, my opponents (and myself) almost always place several scale six demos two hexes away from our brain cells (see figure #2). If I know this, and if I have a special talent map, I can estimate the position of these demos. Given enough nuke launchers, I can fire at all the potential hexes until I hit one containing a demo. The demo detonates, and I smile because I've robbed my opponent of five demo points and a major defensive emplacement.

Arachnid Engineers. Engineers (both Bug and Combat) are key units for their respective sides. Bug engineers should be used every turn. If there's nothing for an engineer to do, the engineer should tack on a two hex segment to the tunnel system. The extension can't hurt and makes a tunnel system a lot more confusing if the Terrans come hopping down. If a tunnel system is protected, (i.e., a demo further down the line to seal it off) then the engineer should also breach.

Breaching is done for one of two reasons. Either the breach is needed that turn or the breach is put in a spot for future use. In the latter case, a hidden breach is best. Little demoralizes a Terran commander more than seeing the Bugs reveal a whole bunch of breaches in one turn, with Bugs swarming out of all of them. One place a hidden breach is not desirable is above a sizable demo, because the Arachnid player wants to involve Terran interest there. Hidden breaches shouldn't be left unprotected. It's too easy for a Trooper to stumble across one.

You should dig like mad. Quite a bit of the map can be covered by digging, digging, digging. Place engineers in a position to maximize tunneling ability. The best places are those from which the engineer can tunnel through demo (making all segments on the other side of the demo protected) or extend already protected tunnels nearer to the action. If possible, an engineer should not be left in a breach hex (a Terran could drop HNG down and kill the engineer) or in a tunnel hex that contains demo (because the demo can't be blown without killing the engineer). And of course, engineers should be kept away from those nasty Terran tunnel expeditions.

Bug Capture of WIAs. A scenario rarely goes by without a WIA unit, and the Bugs ought to take advantage of this. In my games, the Terran usually leaves WIAs strewn across the mapboard until the end of the game, for they have no combat value. If that's the case, then the Arachnid player should seize the opportunity and grab these easy victory points. If he has a free engineer (one that is not desperately digging for his life), all he has to do is spend a few turns digging until he's sitting right under the WIA. He breaches, pops up a beam, fires it, and then uses it to take the WIA downstairs dur-

ing the subsequent turn before the close combat. The WIA, needless to say, protects the beam from ranged weapon attack.

Heavy Nerve Gas (HNG). HNG is a nice weapon below ground. No time consuming die rolls are needed to see how the Bugs did. The Terran just plucks them off the mapsheet and snickers. I have a more or less set pattern of handling tunnels when I know I'm up against some muscle (not just workers).

I'm generally forced to stack a couple of guys on a breach. That always bugs me because I know a competent opponent has demo underneath his unconcealed breaches, or at least will be able to seal my Troopers off once they go down below. Don't trust any breach not made by Combat Engineers.

One of the guys drops a HNG into the breach to make sure no unfriendlies pop up. Then, once down, they move, one man at a time, along the tunnel, with a leader or scout leading. Picking the best path varies with the individual game. In general, try to avoid frequent turns. A thorough map of the tunnel system isn't needed to go below, just an armful of HNG.

The scout or leader drops a HNG at the end of his move. This tactic cuts off the tunnel and makes it safe from Arachnid meddling. The HNG is used like this until the supply runs out after which the Terrans must rely on sheer numbers to make it through. The safest position possible is in a HNG-filled hex.

Doomed Brains. If a brain is doomed (there's a demo above it or a breach on the first hex of its primary) and the Terran knows it's doomed then the Arachnid player should panic. He should blow all the nuclear demo that is adjacent to its tunnels. The rad is desirable even if the explosion doesn't kill or attack anyone. More rad renders more hexes lethal to the Terrans. The HE demo shouldn't be blown, however, unless someone's above it. There's no reason to simply tell the Terran how many demo points are left. Another panic move is to pop up everything the doomed brain has, if only to confuse the Terran. All possible attacks should be tried.

But, if the Terran doesn't know whether or not he will destroy a brain (as can often happen when he has to guess where the brains are) a different tactic is in order. Blowing demo can still be done, but don't blow any that can't conceivably harm someone (by shockwave or such) because it's a good tipoff if demo starts blowing without any purpose. Breaching is an entirely different matter. If the Terran is unsure whether or not he'll kill a brain nothing will confirm his hopes quicker than seeing all the Bug counters that popped up the previous turn being plucked off the mapsheet by the gloomy Arachnid player. Breaching should be avoided, and if possible, any units on the surface should be pulled down.

Nuke. Nuke is a good weapon, but it does have three drawbacks that come to mind. One, it creates rad, making its hex inaccessible. Two, it generates a shockwave that attacks adjacent hexes at six. While this is nice for taking out formations of Bugs, it also guarantees a 1-1 attack on the guy who fired it if he fires it in rough terrain or in the city. This effect can be avoided by using HE launchers. HE should never go to waste. If there's a target for it, shoot! Three, nuke has a four shot limit. While usually not a real headache, most nukists don't get off all four rounds, this can be deadly if there are very few nuke launchers. An example is scenario three, where there are only two nuke launchers against an armada of skinny beams and missile racks. You should conserve.

On the other hand, in scenario seven there are a total of 18 nuke launchers, more, almost, than can be used.

Guaranteed Bug Safety. The major threat to any Arachnid units on the surface is ranged weapons. A bunch of HE launchers attacking together, or a sole nuke shot, can destroy a whole expedition. Close combat is not nearly as lethal. Ranged weapons, however, cannot be fired into a hex containing a non-KIA Terran unit. Consequently, an Arachnid unit on the surface is relatively safe any turn it ends in the same hex as a stunned or WIA Trooper. The Trooper will not be able to leave the hex during the Terran player segment, and therefore keeps the hex safe from ranged weapon attack.

If a surface Arachnid unit can get any combat result except for KIA on a Trooper in its hex, the Arachnid is safe. Note that four warriors (a 4-1 attack on a marauder or leader) will always get a combat result. There is a snag, however. If the unfortunate Bug player should roll a six, he will KIA the Trooper, killing his protection with the Terran, and the next Terran Ranged Weapon Phase will see a mass of broken tentacles, exo-skeleton and bug juice splattered about the hex. On the other hand a 3-1 attack (by either three warriors or one beam) will never yield a KIA yet may bring about a miss. The odds of failure are the same.

There is a better approach. See figure #3. Breach adjacent to a Trooper. Bring up a beam and three warriors. The beam fires during the Ranged Weapon Phase. Everyone moves on the hex. If the beam missed, the warriors attack at three to one. If the beam inflicted damage, then no one attacks or an attack at lesser odds (depending on the Trooper's damage) may be made. The odds of a screwup become one out of 36, much more preferable than one out of six.

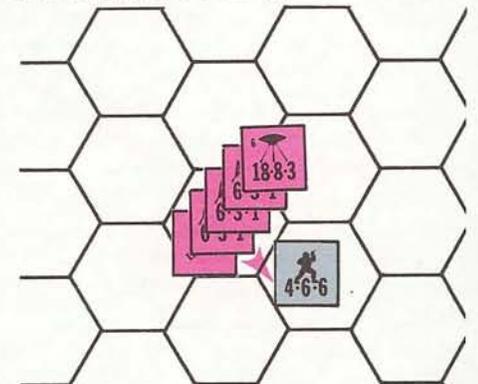


Figure 3: Guaranteed Bug Safety. The Arachnid player pops up three warriors and a beam adjacent to the unsuspecting Trooper. The beam fires, the whole collection of Arachnids move onto the Trooper's hex, and further close combat attacks may be made, depending on the Trooper's condition. If the Trooper is disabled (Stunned or worse) he cannot leave the hex during the next Terran player segment. Consequently no ranged weapons may be fired into the hex, due to the presence of a non-KIA Trooper.

What is the advantage of this position? Well, each turn the beam gets to take a shot at anyone within six hexes. Unless the Trooper was WIAed, he will no longer be stunned at the end of the Terran turn, and the Bugs will no longer be safe. In this case, he should be attacked again by the warriors (at 3-1) in an effort to stun him once more. Of course, this attack could fail (a MISS), but the odds are equal that the attack will end up with a WIA, eliminating any further risk. Once the Trooper is WIA he can be carried over to the breach and captured, tripling the points he's worth.

When this type of position develops, the Terran player has three options. One is to abandon the poor Trooper and move everyone seven hexes away, out of range. This handcuffs the beam, but provides no relief for the Trooper.

The second option is to pile everyone in sight on the hex and close combat the Bugs. Usually this type of combat is first directed toward the beam, with the hope of disabling it. Then the warriors are attacked. After close combat, the Terran has to make

a decision. Either he extended jumps everyone off the hex (eliminating the possibility of another beam popping up and cooking a fat stack of men) or he stays on.

If the Bug player can't disable more than half of the Troopers during his turn, then it's okay to stay on the hex. The next Terran turn, the unstunned, undisabled men perform a one-man-carry on the disabled ones to get them off the hex. Since no Terrans are now in the hex, it is vulnerable to ranged weapons. A nukist moves into range and . . . POOF!, no more Bugs to worry about. The decision whether to stay on or leave depends on the situation and status of the beam. If it is functional, I'd stay on the hex. Anyone extending off will be in range, just asking to be disabled, providing the Bugs with yet another position. If the beam is disrupted or dead, then jump off. The three remaining warriors shouldn't even make the M.I. work up a sweat. (Remember: M.I. SW&E Kills Bugs Dead—On Contact!)

The third option is the infamous Nuke Overkill Shockwave Gambit, employed in the later scenarios when the M.I. are drowning in nuke launchers. A good amount of nuke, six if possible, is fired into one hex adjacent to a stack of Arachnids. The shockwaves are totalled (as are the Bugs) producing a 6-1 attack on the disabled Trooper (see figure #4). If that, with the plus to the die roll due to his disabled condition, doesn't kill him, well that's too bad, but there's always the next turn. The shockwave can blow away the Bugs just as easily, solving the problem that way. And if the shockwave does kill the Trooper, then the Terrans are in business. Another nukist fires, wiping the hex clean.

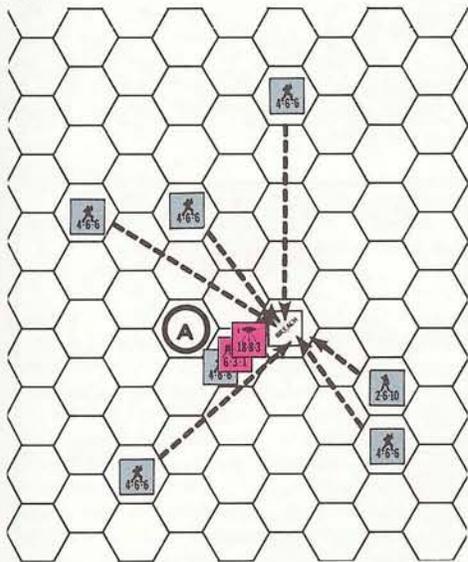


Figure 4: The Nuke Overkill Shockwave Gambit. At the hex southeast of breach A is a WIA marauder, a warrior and a beam. The assorted Troopers all with nuke fire together into the hex northeast of the hex containing the WIA marauder. This produces a shockwave of 36 factors, probably enough to kill the marauder and maybe wipe the Bugs. As long as the marauder is in the hex in a non-KIA condition, ranged weapons cannot be fired into the hex. If he is rendered KIA, the Troopers can fire into the hex, eliminating the Bugs.

Air Cars and Bugs. It's not a bad idea to attack air cars with spare combat units which have nothing else to do. It's rather hard to retrieve an Engineer squad if it has to walk to the retrieval area, and an unretrieved unit is worth three times its KIA value.

Selecting Demo. One question the Arachnid player always ponders over while setting up the Bugs is what type of demo to buy with his demo points. Here's my philosophy.

I don't usually plant demo as mines (i.e. to kill Troopers who happen across them.). I use them to create rad, seal off tunnels and blow engineers off the map. Scale six creates the best rad and is the only

demo that can easily blow an engineer off a brain hex. Any demo will close off a tunnel, so HE is the best to use, being the cheapest. I prefer scale one over scale three because they both make the same amount of rad, and scale ones are cheaper. The only advantage of scale three is its higher shockwave coverage. And that's hardly an advantage, since those extra hexes rarely contain enemy units.

I like rad because of its instant annihilation. Not only does it avoid die rolls, but it's the only way a demo will take out a boat. You haven't really lived, or rather your opponent hasn't really died, until he's piled all his guys into a boat which you then blow up.

Hive Types. There are two different hive types; Linear and Circular. They both have their advantages and drawbacks. I generally prefer linear. In many games the victor is the one who protects or destroys the Arachnid brains. One nuclear charge in the center (on the Queen) of a circular hive will kill every blessed brain inside, racking up a lot of victory points, not to mention slowing down the Bug's momentum. With a linear hive only three brains can be "brained" at once. See figure #5. Furthermore, a scale six which is two hexes (the minimum legal distance) from a linear hive hits an Engineer squad on the complex at 6-1 odds, guaranteeing failure of his demo emplacement. A scale six two hexes from a circular complex (three hexes from the center) hits at 4-1, a one out of three chance of missing. And when dealing with the lives of seven brains, everything shouldn't come down to a lousy die roll. Suicidal Arachnids really do blow their brains out, just not with a pistol. Be secure.

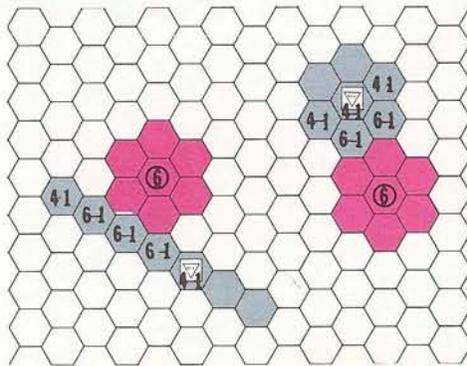


Figure 5: Contrast between linear and circular hives. Blue areas indicate brains destroyed by the detonation of a nuclear demo. Odds numbers (6-1 or 4-1) indicate the strength of attack upon detonation of the scale six demo against an engineer squad on the given hex.

The advantage of a circular hive is that it can cover more hexes than a linear, given a standard setup. Such coverage is desirable in, say, scenario two, when it's important to be able to easily get within the Terran perimeter.

Terran Counting. The Terran player has to realize that his military intelligence is very limited. The Arachnid can invert his units, make hidden breaches, and use his unknown tunnel system. The M.I.'s only defense is to count, count, count! The Terran player should count how many warriors, beams and workers are left in each hive, and count the number of blown demo points. He should also write down the composition of a Bug stack if the Arachnid player insists on re-inverting them after they have been revealed. Finally, he should write down the letter corresponding to the brain of each breach. In short, he should gather as much information as possible.

The same applies to the Bugs. A good Arachnid player writes down who's got the nuke, who's got the HE, and so forth. Few things are more infuriating than frying a guy who didn't have any SW&E when that same beam could have cooked a nukist.

When playing an open, friendly game, writing down everything is unnecessary. The Terran player can simply make a checkmark by those Troopers who have fired, and the Bug player can keep units face up once exposed and tell the Terran which breach is from which hive.

Retrieval and Landing Boats. Retrieval is one of the most important aspects of Terran play in the majority of scenarios. Any unit not retrieved is worth three times its KIA victory point value, which is too much of a loss to be sustained. Retrievals should never be messed up. The Terran should count the hexes to the beacon site for each man, and plan ahead. He should add six hexes for unfavorable drift and another nine or so for unplanned occurrences. A good Bug player will realize that the M.I. can't do much damage during the turns they are moving for retrieval, and can take advantage of this by popping up and getting any sort of reasonable attack. A Stunned unit loses nine movement points towards being retrieved. A unit stunned two turns in a row can easily miss the boat, Troopers with Heavy damage have to take into account the fact that they have no extended jump.

The Terran should start moving toward the beacon site even before the beacon comes down. A good plan is to get the men within nine to twelve hexes of the site. That way, they can move into the boat with little danger of being too far away, but still have some mobility and aren't too cramped. If the beacon scatter is really bad, it is possible (though not always wise) to nuke the beacon. This destroys it and forces the boat to scatter on its own. While this is an extreme tactic, it should be considered if the beacon position is going to leave you with a lot of men unretrieved.

Beacons should come down two turns before the game is over, so the boat will come down and make it back up before the scenario ends. When picking the landing hex keep the following in mind: the terrain type within six hexes of the site, where the majority of the fighting is expected, and the possibility of the beacon drifting off the map.

As soon as the boat comes down, the Terrans should move into it. It offers the maximum protection.

If a unit will not make retrieval by a few hexes, bear in mind the possibility of a one-man carry, by a scout or command unit. Such a move must be done carefully, in order to get both men back inside the boat safely. If there's no other option, the Terran can try to kill a non-retrieved man by the Nuke Overkill Shockwave Gambit, and therefore only suffer the KIA point loss instead of the tripled value.

The Bug player should exercise some restraint if the beacon lands on top of one of his demos. He should wipe the smug grin off his face and not blow the demo until the boat comes down. A destroyed beacon does not guarantee a destroyed boat.

Landing boats are subject to the same standards as retrieval boats, with a few exceptions. Landing boat beacons should drop on turn one. The sooner the special operations units get down, the quicker they can be put to work, and with air cars they can easily seek the safety of the corners of the map. The Bugs defense is weakest on the first few turns. It's safest for the boat to come down then. The beacon should land close to an edge of the map, where it is less likely to encounter Bugs and demo, but should be placed where it can't drift off the map. The engineers scurry off to safety as soon as they are down, and the special talent . . .

Special Talents. Due to the rules concerning landing boats, a special talent will be unable to function until turn three, assuming the beacon is dropped on turn one. He should be used that turn, to make sure that he gets his chance. Waiting longer

may get him fried by a beam since he doesn't have the protection of the boat. Don't delay.

Transport the Special Talent in an air car with an Engineer squad that has little demo, as it is quite possible that the air car may be destroyed. Why throw away more than necessary? On the other hand, I wouldn't give the Talent an air car to himself, for that means that an engineer squad will be "on the ground" and it may not last long.

Good places to drop off the Talent are near the center of the board, any recent breach, enemy units, or blown demo. Exact placement should be done at random. Predictable tactics can be planned against. The aircar should fly a few hexes away.

Once on the ground, the Talent is guaranteed his map, no matter what happens. With good extrapolation a poor map can be turned into a good one. If the map was made during the first few turns, look for primaries. A good way to find them is to find the secondaries, and the recently dug two-hex segments, and then, by process of elimination, the primary. The Terran should count it out to its full ten hexes and guesstimate the position of the complex. Next, he should send engineers before the Bugs have a chance to prepare. Engineers shouldn't be sent over in droves. One or two at a time is enough. There's too large a risk of miscalculation or being taken out by a large demo. Another fun thing is breaching into the primary. It can be a real kick to watch the Arachnids struggle to protect a vital "hole" in their defense. And then, when there's time and nothing else pressing to do, the Terrans pop some HNG in the hex and leap down to go exploring.

If by some fluke a Talent survives his one turn in the open, he should be whisked away and stuck in a corner. It's wise to unload him so that he'll be warned if anyone tries to sneak up on him. He should be kept there until, for some reason, there's a need to draw Arachnid fire. Then, the Terran should fly him into the combat zone to take that last fatal look and kiss his victory points goodbye. A Special Talent rarely lives, and his loss should be anticipated. He's expendable.

Prisoners and Prisoner cells. Has anyone out there really retrieved a prisoner? If so, how did you slip the rule infractions past your opponent?

Prisoners are hard to retrieve. It takes a lot of turns to even get to them, and they move so slowly that it takes a lot more turns for them to get out of the tunnel system, yet alone to a retrieval boat. The best bet, for those really intent on recovering one of them, is breaching right into the prisoner cell. It's guaranteed that there's no demo within two hexes. Of course, there are always the high energy beam projectors. And any warriors from nearby cells. All I can say is "start early."

Secondary segments. Would-be Arachnids should realize that secondary segments aren't mandatory. All that's required is a primary. In some scenarios when as little coverage as possible is desired it can be a good tactic to omit secondaries.

Optional Rules. Unfortunately, *STARSHIP TROOPERS* comes with only two optional rules. I use both of them.

The defender disorientation makes for more blood, and I'm all for that. The added damage makes for more damage, and again I'm all for that, even though it favors the Bugs.

The Rules Themselves. As previously stated in a *GENERAL* disclaimer, the examples of play are hilariously inaccurate. Scale two demo? In an example in the rules for scenario one, a die roll of 3 on the 4-1 odds (Terran Attack Table) yields an ELIM result. Funny, on my CRT it yields a DISR. And the optional rules are placed so as to indicate that prisoners and combat engineer breaching are optional too. They aren't.

Otherwise, the rules are good. I like the programmed instruction very much, and find that it makes learning the game a lot easier. The odds and ends, and bits and pieces in the back are very nice indeed, especially the quip "reprinted courtesy of Our Boys Against The Bugs, copyright, 2160, Boston."

Mission Scenarios. Mission Scenarios is an article by Arnold Hendricks, printed in *THE GENERAL*, Vol. 15, No. 1. The scenarios are very good, and I devote much of my playing time to them. The only problem I've found with mission scenarios is that both sides tend to arm themselves to the teeth. I once brought down three squads (the maximum as dictated by the scenario) where every man had 4 DARs except for the men who had HNG; they had only 3 DARs. Every man either had nuke or HE, with a squad having five nukes and four HE. It gets messy.

Offensive demo is a bit too powerful, and therefore probably balances Trooper overkill. The Arachnid either sticks it beneath retrieval boats or engineer squads. I've yet to have a boat come down that couldn't at least be threatened by demo emplacement.

All in all the article and scenarios are very good. I agree with the air car rules too. The limited intelligence makes things surprising.

The Scenarios. And now, a brief glossing over of the scenarios with addendum. Don't play them any other way.

Contrary to all logic and gut feeling, scenario one can be won by the skinnies. They just have to be damn lucky. The skinnies should try to stay inside the city and shield their precious beam and missile racks from those nasty Terran nuke launchers. The best way to rack up points is to attack Troopers while they are moving toward their retrieval site, in hopes of stunning them and leaving them unretrieved. This is an optimistic strategy, however, because it assumes there will be some skinnies left at retrieval time. As for Terran strategy, the best is to sit back and watch the points roll in. Though I must warn even the most skilled Terran commander that if luck turns against him, he can perish. One game I played ended with the skinnies having either WIAed or KIAed every single Trooper, while sustaining a loss of three warriors.

Scenario two is an open brawl which can be won by either side. The main problem is that the M.I. are forced to remain static and the Bugs must go mobile. As for strategies, I refer you to "Of Bugs, Beams and Breaches", by Jim Stahler, *THE GENERAL*, Vol. 14, No. 5.

"Invasion of Skinny 5" is an interesting title for the third scenario since the Terrans have to retrieve. This scenario is definitely the best one for skinny combat and can get quite tense if the Terran loses both nukes. Six beams and six racks can bring quite a bit of firepower to bear on a nukist. In general, the Terran tries to keep his nukists hidden until the time is ripe, whereas the skinny player blasts away, inflicting damage while slinking about in the city.

Scenario 4 presents the skinnies as revolting creatures. The odds are slightly worse than one out of seven that the Troopers come down on turn 10, with only five turns of fighting left. This scenario can be won or lost by a good or bad die roll for Trooper entry.

Scenario 5A I've already discussed. It's rather difficult to isolate tunnel hexes when an engineer can just repair collapsed tunnels, or dig around them if they've been HNGed. It's easy to see why 5B is called "Retreat and Evacuation" after looking at scenario 5A. My suggested Terran strategy for 5A is to mark it down as a loss and go on to the next scenario.

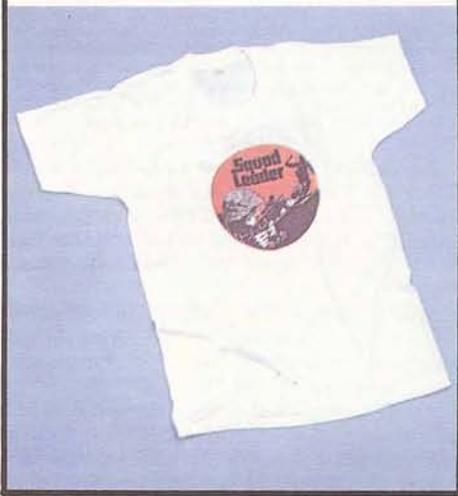
Scenario 5B never appealed to me, because I hate retrieving WIAs. I have played it twice. The Terrans won close games both times. The experience I picked up from my brief encounter with the scenario demonstrated that the position of the Terran perimeter is crucial to victory. While the barren terrain is most favorable to the Troopers, the Bugs will know this and concentrate their tunnel system there. The savannah is next best, but triples Bug mobility. This again is a situation where predictable tactics can be effectively planned against. The Terran should one-man-carry the WIAs as soon as possible in an effort to remove them from any possible Arachnid meddling. Get them near your retrieval site and have that boat come down quickly. Don't waste time with two-man-carries. You can afford a victory point here or there from the loss of a WIA in exchange for the greater mobility. The Bug player needs to have a large, encompassing hive so he can get inside the perimeter and get to the WIAs before it's too late.

Scenario six (Operation Royalty) is a good battle but tends to degenerate into a quest to destroy three brains. Rarely can a brain be captured. It's about as tough as retrieving a prisoner. The Bugs should try to keep the fighting in an area where both hives can participate. And the Terrans, of course, should try to avoid allowing the Bugs to get together by choosing one hive to attack and then fighting there with all their strength.

Klendathu: The Last Battle (scenario 7) can be one general melee, or simply an Engineer vs. Beams and Demo battle, depending on the style of the opponents. I favor the Bugs because they can bring 63 demo points (12 scale sixes! or 21 scale threes!) to bear in a small area. If they can keep the game to Engineer against Beams and Demo, they can eradicate any Engineer foolhardy enough to approach the complexes. But the game isn't an Arachnid pushover. It can come down to the luck factor (i.e. die rolls), especially if played within the campaign game.

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MONTGOMERY AT SEA

OR HOW TO PLAY THE ALLIES IN WAR AT SEA

by Joe Pelliccia

Probably the reason most gaming articles pertaining to strategy fall short of the mark and become prey to the derisive label "perfect plan" is that they assume too much. Nothing galls a reader more than having an author tell him that such and such a strategy will force a side to react in some precisely defined manner when the reader knows full well that he would react differently. This is especially annoying to an editor who has to sit in judgement of article submissions while disagreeing with the proposed strategy. The error is compounded whenever the author carries his treatise past the opening move for if he has wrongly assumed the opposition's reaction to the opening move, that which follows will be garbled beyond use. Despite his presentation of a three turn Allied opening, Joe Pelliccia for the most part, avoids the latter sin by presenting a strategy which truly does force an obvious Axis reaction and channels play along the lines he has set forth. Nevertheless, your pesky editor provides a taste of the devil's advocate to balance the presentation in the accompanying module.

A successful Allied player in *WAS* should always keep in mind the philosophy of the famous English desert general, Sir Bernard Montgomery. This philosophy can be paraphrased as, "Never give battle with the enemy unless you can bring to bear overwhelming force." The results of this strategy for the Eighth Army in North Africa could be seen in the impressive string of victories they achieved. This strategy, however, can be equally effective for the Allies in *WAS*. The basic tenets of the strategy are:

1. Keep your forces concentrated. Therefore, stay out of the Mediterranean.
2. Avoid combat early in the game unless you possess superior firepower and numbers of ships.
3. Establish an early and complete blockade of Germany.
4. As a consequence of #3, force the Kriegsmarine to give battle under unfavorable conditions . . . i.e., on your terms, not his.
5. Secure the convoy route to Russia and send all three convoys there.

Many first time players of *WAS* make the mistake of trying to engage the Kriegsmarine in an early battle before it is strengthened by the heavy battleships *Bismarck* and *Tirpitz*. This often takes the form of a first turn raid into the Barents Sea, thereby inviting a massive German counterthrust. The qualitatively superior German ships with their awesome firepower bonus (die roll addition) can usually inflict heavy casualties on the Royal Navy and, should the battle turn against them, they have the speed to disengage rather easily. Oftentimes, the fastest British ships (*Hood*, *Repulse*, and *Renown*) are lost in an early battle in the Barents and the subsequent turns in the game are definitely an uphill struggle for the Allies. An example of this type of game can be seen in the Series Replay in Vol. 13, #4 of the *GENERAL*.

I would suggest that a better Allied strategy would be to follow Montgomery's advice. That is: be patient, avoid battle, and set up the solid blockade, even at the cost of giving up a large early POC lead. The rest of this article will deal with a specific way of implementing what I call the Montgomery strategy in *WAS* as exemplified by the five principles listed above.

GENERAL STRATEGY

First, as in all wargames, the Allied player must be constantly aware of the victory conditions and should fashion his whole strategy around them. In *WAS*, this is simply to have one more POC at the end of the eighth turn than the Axis player. Higher levels of victory can be gained by increasing the risks you take in the game but given the play balance of *WAS* they occur only rarely for the Allies. POC can be gained by the Allies in two ways: by control of sea zones, or by successfully running their three convoys from the US into England or Russia. A quick glance at the POCs allotted to these objectives shows the importance of the Allied convoys reaching Russia. These convoys are worth 3 POC each while control of a sea zone or a convoy entering England are only worth one POC. Thus, the Russian convoys represent a rich source of 9 POC which not only can offset an early Axis POC lead, but can also make up for losing sea zone control POC due to the presence of U-boats. Full implementation of the Russian convoy strategy absolutely requires that the Royal Navy contest and firmly control the Barents Sea for the majority of the game's eight turns. This must be done even at the cost of temporarily losing control over other sea zones as will be discussed below.

The Allied strategy (which until the third game turn with the entry of the Soviet Baltic Fleet, means the Royal Navy's strategy) begins by completely ignoring the Mediterranean Sea and the Italian Fleet. Thus, the Allies concede 16 POC to the Regia Marina and the Axis. The Allies should not enter the Mediterranean unless the Axis has suffered extensive losses elsewhere, in which case the game, for all intents and purposes, is already over. This completely ahistorical strategy is necessary to allow the British to concentrate their forces in the North against the Germans in order to establish their blockade. Since the capital ships of the Regia Marina can't leave the Mediterranean, the Allied player will then only have to contend with the marauding Italian cruisers.

TURN ONE PLACEMENTS

One possible way of implementing the Montgomery strategy is shown in Figures 1-3 which describe the Allied placements for the first three

turns of the game. On turn one, the Allies load the North Atlantic, South Atlantic and the North Sea with overwhelming force so as to discourage the Axis from combat. In addition, by keeping the Germans out of the Atlantic their oiler edge is neatly voided. Since the Kriegsmarine only has five capital ships at this point with three of them being the relatively weak pocket battleships, the Axis player will be forced to decline battle, especially as he cannot be aided by the Luftwaffe in the sea zones where the Allied fleets are placed. The antisubmarine warfare (ASW) strength in each zone is at least 10 factors which should also discourage the Axis U-boats from sallying forth. The Allied airstrike is placed in the Mediterranean or in Italy itself to sink or cripple as many of the Italian cruisers as possible. Most Axis players will probably accept the POC from the Baltic, Barents, and the Mediterranean and thus end the first turn with a two POC advantage.

NORTH ATLANTIC GAMBIT—TURN TWO PLACEMENTS

The second Allied turn, shown in Figure 2, then implements the blockade which is at the heart of the Montgomery strategy. Many Allied commanders who take a conservative first turn approach often try to hold the very same three sea zones on the second turn while also trying to seize the Barents Sea. This violates principle #1 as the Allied fleets become spread out and are susceptible to a strong German attack. The Kriegsmarine now has been strengthened by the addition of the *Bismarck* and *Prinz Eugen* and with the Luftwaffe in support, is a formidable force with which to contest the Barents. The Montgomery strategy relies in its second turn on what I call the North Atlantic Gambit. The Allies "offer" the Germans assured control of the North Atlantic with its 3 POC while they set up an iron clad blockade of Germany in the North Sea and the Barents. The South Atlantic cannot be reached by German ships and can only be contested by U-boats and Italian cruisers. These forces will rarely be able to seize control of the South Atlantic but may deny the Allies control for a further loss of 1 POC. Due to the presence of two carriers, some attrition of the U-boats could be expected.

FIGURE 1

TURN 1		ALLIED AIRSTRIKE—MEDITERRANEAN OR ITALY (3)			
		SEA ZONE			
NORTH SEA		NORTH ATLANTIC		SOUTH ATLANTIC	
BB Nelson	5-5-3	BB Barham	4-4-4	BB Revenge	4-4-3
BB Rodney	5-5-3	BB Warspite	4-4-4	BB Ramillies	4-4-3
BB Royal Sovereign	4-4-3	BB Valiant	4-4-4	BB Resolution	4-4-3
BB Queen Elizabeth	4-4-4	BB Malaya	4-4-4	BB Royal Oak	4-4-3
BC Repulse	3-3-6	BC Renown	3-3-6	BC Hood	4-4-7
CA Dorsetshire	1-1-7	CA Kent	1-1-7	CA Devonshire	1-1-7
CA Exeter	1-1-7	CA Cumberland	1-1-7	CA Suffolk	1-1-7
CA Sussex	1-1-7	CV Glorious	0-1-6 (2)	CV Courageous	0-1-6 (2)
CA Norfolk	1-1-7				
CV Eagle	1-2-4 (1)				
CV Ark Royal	0-2-7 (3)				

Probable POC Awarded on Turn 1:

Axis	Allies
Barents	North Sea
Baltic	North Atlantic
Mediterranean	South Atlantic
	+ 2 AXIS

Number of Airstrike factors in parentheses

FIGURE 2 TURN 2 ALLIED AIRSTRIKE—MEDITERRANEAN OR ITALY (3)

NORTH SEA			NORTH ATLANTIC		BARENTS SEA	
BB Nelson	5-5-3		CA Kent	1-1-7	BC Hood	4-4-7
BB Rodney	5-5-3				CA Dorsetshire	1-1-7
BB Ramillies	4-4-3				CA Exeter	1-1-7
BB Royal Sovereign	4-4-3				CA Sussex	1-1-7
BB Royal Oak	4-4-3				CA Norfolk	1-1-7
BB Resolution	4-4-3				CA Cumberland	1-1-7
BB Queen Elizabeth	4-4-4				CA Devonshire	1-1-7
CV Glorious	0-1-6 (2)				CA Suffolk	1-1-7
			SOUTH ATLANTIC			
			BB Revenge	4-4-3	BB* Prince Of Wales	4-5-6
			CV Courageous	0-1-6 (2)	BB* King George V	4-5-6
			CV Eagle	1-2-4 (1)	BC* Renown	3-3-6
					BC* Repulse	3-3-6
					BB* Barham	4-4-4
					BB* Warspite	4-4-4
					BB* Valiant	4-4-4
					BB* Malaya	4-4-4
					CV Ark Royal	0-2-7 (3)
					CV Formidable	0-2-7 (2)
Probable POC Awarded on Turn 2:						
Axis	Allies					
North Atlantic	North Sea					
Baltic	Barents					
Mediterranean	South Atlantic?					
AXIS	+ 4	AXIS TOTAL	+ 6	*Requires a speed roll to arrive.		

The muscle of the Royal Navy is deployed into the North Sea and the Barents. Seven heavy British capital ships backed up by *HMS Glorious* defends the North Sea. This force has ample firepower to seriously cripple any attempt by the Axis to enter the North Sea. In the Barents, the seven heavy cruisers, both carriers, and *HMS Hood* all can reach their station without a speed roll. The four speed 6 British capital ships should also survive their speed rolls while two of the speed 4 battleships should also reach. The North Atlantic must be left open in order to insure that enough slower British ships can reach the Barents to force the Germans to attack at unfavorable odds. Facing the maximum German commitment of six capital ships, three cruisers, and a three point land based airstrike (which would concede POC in the Baltic and North Atlantic) is an Allied fleet which should contain seven capital ships, seven cruisers, and five airstrike points.

The North Atlantic gambit is designed to implement items 2, 3, and 4 of the Montgomery strategy. The German should think twice before deploying into the Barents, particularly if the Allied player obtained good speed rolls. It also is psychologically difficult for the Axis to turn down 3 "free" POC

offered in the North Atlantic. The Axis player doesn't have the strength to garrison the Baltic, ensure control of the North Atlantic and still contest the Barents. If he does commit all his forces to the Barents, he is faced with a numerically superior enemy whose airstrike superiority could seriously deplete his surface combat strength. The German faces the prospect of many of his ships becoming disabled by airstrikes, and thus being left out of the surface engagement to follow. Or, his units might possibly become damaged in which case they lose the firepower bonus which the German needs to even any surface combat against greater numbers. The surplus of British ships ensures the safety of the carriers and allows the British to concentrate their fire on the easier to sink ships such as the pocket battleships and heavy cruisers. Oftentimes, the number of ships deployed in a sea zone is more important than the quality of ships available. The Allied commander can concentrate on the more powerful German ships first with his airstrikes and in later rounds of combat, after inflicting as much damage as possible on the weaker German ships in the initial round of surface combat.

Heavy German losses on the second turn of the game will probably end any chance the Axis has of

winning the game. Even if only some German ships are damaged in an unsuccessful attempt to seize control of the Barents, they will have to repair in port next turn and will undergo an assured RAF airstrike. Any turn in which the Kriegsmarine must sit in port repairing is also a turn in which the Allied player can tighten his blockade, free from a threat of combat. If, on the other hand, the Axis accepts the North Atlantic Gambit, he will realize a 3 or 4 POC gain (depending on the outcome in the South Atlantic) for a two turn advantage of 5 or 6 POC. The Montgomery strategy is designed to make this gambit an attractive alternative to an unfavorable battle in the Barents in order to complete the blockade.

THIRD TURN PLACEMENTS

Figure 3 shows the Allied third turn placements assuming the Axis accepted the North Atlantic Gambit. Since the Kriegsmarine is now at almost peak strength with the addition of the *Tirpitz*, the Allied player must put all his effort into holding the Barents and North Sea in order to maintain his blockade. This turn holds the greatest danger for the Allies as the German Navy is now as strong as it will ever be (with the exception of the *Graf Zeppelin*) while the Allied fleet will grow stronger every turn. In addition, the Russian port on the Barents is now opened and the slower British battleships will not have to make further speed rolls to reach station in the blockade. The British also receive some possible help from the Soviet Navy which now can sally into the Baltic to irritate the Axis and perhaps divert enough German strength into the Baltic to prevent the Axis from contesting the Barents. Note, in Figure 3, the overwhelming Allied airstrike capability in the blockade sea zones (4 vs. 0 in the North Sea, 7 vs. 3 in the Barents).

The German player must now seek battle in one of these two sea zones in order to break the blockade. Condition #4 of the Montgomery strategy (force the enemy to attack where and when you want him to and under unfavorable conditions) has been accomplished. The British battleships in the North Sea present a formidable fleet as they can absorb a great deal of punishment while dealing out lethal amounts of fire. Remember, a hit on a typical British battleship (4-4-4 or 4-4-3) has only a 33% chance of sinking it with a 50% chance of not even affecting the ship's next turn salvo (as 1, 2 or 3 damage points don't affect the ship's firepower). The 4 to 0 airstrike advantage may also leave the German fleet seeking combat with several of its heaviest elements damaged or disabled.

The situation in the Barents is little better for the Axis. The British 4-5-6 battleships often take 2 hits to sink and the sheer number of British ships makes the Axis task difficult. Again, the Axis is faced with a large number of cruisers and a massive airstrike capability complementing a growing surface combat potential. Only a disastrous series of die rolls on the Allied speed rolls can give the Axis anywhere near even odds.

Yet the Axis must do something as the blockade will begin to strangle his sources of POC. The Royal Navy will receive reinforcements in upcoming turns, and the American Navy begins to make its appearance beginning on turn 4. If the Kriegsmarine's surface fleet is either heavily damaged or sits out the war in port (as the Kaiser's Navy did 30 years before) the Axis will then be forced to rely on their U-boats and the Luftwaffe to try and interdict the Russian convoys. The massive ASW strength which the Allies can bring to bear in the Barents makes the U-boats powerless while the Luftwaffe's chances of stopping the convoys alone are slim.

FIGURE 3

TURN 3 ALLIED AIRSTRIKE—MEDITERRANEAN OR ITALY (3)

NORTH SEA			NORTH ATLANTIC		BARENTS SEA	
BB Nelson	5-5-3		CA Cumberland	1-1-7	BC Hood	4-4-7
BB Rodney	5-5-3		IA Convoy	1-3-3	CA Dorsetshire	1-1-7
BB Royal Sovereign	4-4-3				CA Exeter	1-1-7
BB Ramillies	4-4-3				CA Sussex	1-1-7
BB Royal Oak	4-4-3				CA Norfolk	1-1-7
BB Resolution	4-4-3				CA Devonshire	1-1-7
BB Queen Elizabeth	4-4-4				CV Ark Royal	0-2-7 (3)
CV Glorious	0-1-6 (2)				CV Formidable	0-2-7 (2)
CV Courageous	0-1-6 (2)				CV Victorious	0-2-7 (2)
			SOUTH ATLANTIC			
			BB† Revenge	4-4-3	BB* Duke of York	4-5-6
			CA Suffolk	1-1-7	BB* Prince of Wales	4-5-6
			CV Eagle	1-2-4 (1)	BB* King George V	4-5-6
					BC* Renown	3-3-6
					BC* Repulse	3-3-6
					BB* Barham	4-4-4
					BB* Warspite	4-4-4
					BB* Valiant	4-4-4
					BB* Malaya	4-4-4

Russians sortie into Baltic on roll of 5 or 6

† If Italian cruisers were destroyed on turn 2 or by Airstrikes, the *Revenge* could be added to the North Sea and the *Queen Elizabeth* could be shifted to the Barents Sea.

The last five turns of the game should see the Allies sail three convoys into Russia and control a minimum of three sea areas each turn (North Atlantic, North Sea, and Barents) for a total of at least 24 POC. The Axis may prevent control of the South Atlantic but the Italian cruisers don't have the strength to seize control by themselves. Unless the Axis wins a major surface battle against overwhelming odds, or the Allies receive abysmal speed rolls, the Montgomery strategy will succeed in strangling Germany and force a narrow Allied POC edge.

SUMMARY

WAS is a balanced, exciting, quick game which offers the players a wealth of tactical and strategic options within a relatively simple game format. Unlike many players and reviewers, I feel the game

is not excessively slanted towards the Axis. If you feel this way, play balance can easily be restored by using the Origins tournament rules which award a POC draw as an Allied victory and allows the US Navy to enter the game more easily (on turn 5 with a roll of 5 or 6, on turn 6 with a roll of 4, 5, or 6 . . .). Finally, Richard Hamblen's excellent variant in volume 13 #3 of the *GENERAL* provides a whole new set of strategic choices within a more historical framework, particularly with respect to the Mediterranean. The variant includes, among other things: more convoys, the French Navy, the port of Gibraltar, and Italian Frogmen.

So, when you next want to play a fun, fast paced game of *WAS*, remember that one of the best Allied strategies may be that of the hero of El Alamein!



AND RIPOSTE . . .

My objections to the strategy presented here are based primarily on my experiences with essentially the same strategy in my earlier days of *WAR AT SEA*—a strategy I had long since abandoned as one which led more frequently to defeat than victory. I too once followed an "abandon the Med" strategy but have since returned to do battle with the Italians as the best overall chance for an Allied victory. Why is another article in itself but before leaving this subject let's try out some simple long range arithmetic. By the author's own admission, the Axis will enter turn 3 with a 6 POC lead and little or no material ship losses. Add to these POC coffers an uninterrupted revenue of 3 POCs per turn for the Mediterranean and Baltic which can only be nullified, not reduced, by Allied controls of 3 of the remaining 4 areas (in my experience, a conservative German can rarely be prevented from breaking Allied control of the weakest held area after turn 3). This leaves only the convoys to bridge that 6 POC gap. The law of averages dictates that one of the three convoys stands to be repulsed by even the most minimum Axis resistance (land based air). Given these assumptions, we are left with a POC tie on the 8th and final turn—and this presupposes that the Axis will lose any surface battle they attempt. Thus, a conservative Axis player taking no risks could very well be assured of no less than a tie on turn 8 when he finally ventures forth to do battle. This is why I seek combat with the Axis in the early turns in contrast to Mr. Pelliccia's elaborate means of avoiding it.

However, having embarked on this course, we find that Mr. Pelliccia has accurately charted the Axis response on the first turn. It would be folly for the Axis to attempt anything other than taking what is given to them by forfeit, being careful to split the Italian cruisers between Italy and the Mediterranean so as to deny more than two prime air targets for the RAF.

The Axis reaction to the turn 2 disposition is also accurately predicted . . . up to a point. The German really has no other choice than to take the North Atlantic (the 'trap' is hardly subtle enough to be called a gambit), but now the black and white of Mr. Pelliccia's plan turns a bit gray. It is not at all clear that the South Atlantic is safe. Although the law of averages is easily broken it nonetheless says that four U-Boats should break the Allied control at a cost of 1.16 boats sunk and a like figure disabled. This means that an average 1-2 U-boat attacks can be launched. This makes a raid into the S. Atlantic with the Italian cruisers a tempting proposition. Falling back on averages again we find that the carriers should only remove one cruiser before the surface engagement. If the *Revenge* has been dispatched earlier by the

U-Boats the British are in *big* trouble. They stand to lose two carriers, three POC and the game in rapid succession. Granted, this is a gamble. The loss of the Italian threat to the S. Atlantic is meaningful and the unlikely decimation of the U-Boat flotilla catastrophic but the rewards far outweigh the penalties. If the Italian cruisers are kept in reserve too long their value as a fleet in being is gradually reduced by constant RAF attacks and with a sortie now they gain the added plus of leaving the RAF with no targets. Lastly, if the battle goes poorly the remaining Italians can run away to preserve a southern front threat, albeit a weakened one.

In the North Atlantic we find a better reason for the U-Boat concentration in the South. The lopsided win here will allow nearly 2/3 of the German Navy to roam at will on turn 3 thanks to the Oiler rule. The Oiler option is too dangerous if the British control the South Atlantic thus enabling them to trap all German ships failing their Oiler rendezvous roll, but all controls will be decided before the German has to declare for the Oilers. The effect of all this is to negate the British blockade to a considerable extent and completely discredit his plan of action for turn 3. A cautious German may leave all his 2-2-5's in the Baltic to lessen the chances of a speed roll failure providing the RAF with a target of opportunity. In the meantime, the Luftwaffe has its pick of prime targets in the Barents, and because Murmansk is not open yet, the British battleships will have to chance speed rolls again on turn 3. The Barents is not worth the price on turn 2.

For the sake of argument let's assume I was too timid to do any of the above, the Luftwaffe has been unsuccessful, and that Mr. Pelliccia's plan is working true to form, with the only loss to date to either side being the *Kent*. I now have only a 5 POC lead (not 6 or 9 because I stayed out of the South Atlantic and conserved my forces) and the British blockade is in full swing. Contrary to Mr. Pelliccia's theory, however, *my* Germans will *not* come out to break the blockade. My five U-Boats will continue to conserve their strength by attacking the North Atlantic which is protected by only four ASW factors. The averages dictate I should lose .67 U-boats and have 3 to 4 unmolested shots at Convoy 1A—a prime target if ever there was one. The German fleet will polish off anything foolish enough to venture into the Baltic while it bides its time waiting for a maximum size U-Boat flotilla to break the Allied blockade. The Axis player can pick the spot for his all out battle—he needn't be in a hurry. Every turn which passes is one more free shot at three British carriers in the Barents.

AREA TOP 50

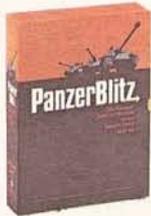
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		on List	Rating	
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9.	P. Kemp	6	2034EEI	9
10.	P. Siragusa	6	2012CEF	10
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13.	L. Newbury	15	1964EGK	13
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29.	J. Gardner	3	1734CFI	30
30.	N. Cromartie	9	1725FFM	38
31.	W. Letzin	9	1720DDG	33
32.	P. Dobson	11	1718DEF	32
33.	T. Slafka	8	1706FFK	34
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35.	D. Wilcox	2	1704HJQ	43
36.	D. Munsell	8	1698FDH	35
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38.	T. Baruth	9	1693CDF	37
39.	S. Martin	6	1668DFH	40
40.	F. Sebastian	8	1661FHM	46
41.	W. Scott, Jr.	9	1656GFL	47
42.	F. Small	13	1650FFJ	44
43.	P. Carson	6	1650ECE	45
44.	R. Zajac	2	1635CEF	39
45.	I. LeBouef, Jr.	1	1627FHM	—
46.	J. Uram	5	1627FBJ	41
47.	B. Hayden	6	1624HIN	48
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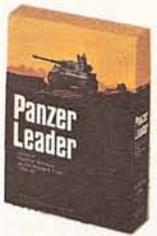
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MORE BANGS PER BUCK

Unit Effectiveness Ratings for Panzerblitz and Panzer Leader

by Gene Boggess



PANZERBLITZ and PANZER LEADER can probably lay claim to the title of "World's Most

Popular Board Wargames." One thing that contributes to the immense popularity of this game system

is that it is a *system*, not just a couple of good games. This means that you can easily create your own scenarios and battles to satisfy your own requirements, without being restricted to the situations provided in the game. While additional structured scenarios are published in *THE GENERAL* from time to time, currently the most frequently played scenario appears to be the abstract "buy-your-own-units" version, using the unit cost formulas presented by Tom Oleson in his "PANZERBLITZ Situation 13" article in *The Wargamer's Guide to Panzerblitz* and Robert Chiang in his "Abstract Panzer Leader" article in *THE GENERAL*, Vol. 14, No. 6.

PANZERBLITZ Unit Effectiveness Ratings

German Units	Combat Point Value	Offensive Effectiveness Rating	Defensive Effectiveness Rating	Average Effectiveness Rating
Towed Guns				
50mm AT	9.5	1.2	3.2	2.2
75mm AT	11.5	0.9	5.8	3.4
88mm AT	21	1.1	21.0	11.1
20mm FK	8	2.0	8.0	5.0
20mm Quad FK	13	0.9	13.0	7.0
75mm HW	9	4.5	4.5	4.5
150mm HW	18	0.9	9.0	5.0
81mm MR	11.5	3.8	3.8	3.8
120mm MR	19.5	1.3	9.8	5.6
Infantry				
Engineers	18	6.0	1.8	3.9
Security	9	4.5	1.8	3.2
Rifle	13	4.3	1.6	3.0
SMG	14	2.3	2.3	2.3
Command Post				
CP	5	-	5.0	-
Transport				
Wagon	4	-	4.0	-
Truck	7	-	7.0	-
SdKfz 251	14	7.0	3.5	5.3
Armored Cars				
Puma-SdKfz 234/2	28	4.7	9.3	7.0
SdKfz 234/4	38	2.9	12.7	7.8
SdKfz 234/1	23	11.5	7.7	9.6
SPA				
Maultier	70	1.4	17.5	9.5
Wespe	69	1.7	13.8	7.8
Hummel	86	1.4	14.3	7.9
Assault Guns				
GW 38(M)	27	2.7	5.4	4.0
Wirbelwind	33	2.4	5.5	4.0
Stu H 42	40	2.9	3.3	3.1
Tank Destroyers				
Marder III	35	2.9	5.0	4.0
StuG III (75mm)	40	3.3	3.3	3.3
Hetzer	38	3.2	3.2	3.2
JgdPz IV	45	2.8	5.0	3.9
Nashorn	54	2.7	9.0	5.9
JgdPz V	56	2.8	3.7	3.3
JgdPz VI	57	2.6	3.2	2.9
Tanks				
Lynx	22	11.0	3.7	7.4
PzKpfw IV	38	2.7	4.8	3.8
Panther	50	3.1	4.2	3.7
Tiger I	47	3.1	3.9	3.5
Tiger II	54	2.7	3.4	3.1
Positional Defenses				
Fortification	30	-	0.8	-
Mine	35	*	-	-
Block	12	-	-	-

* 2-1 on any unit

While the situations provided with the game are good, they can become predictable and stale when played frequently. In addition, since you have no choice of units or victory conditions, you are often forced to adopt a style of play which may not correspond to your own playing philosophy. The ability to choose your own units therefore gives you a relatively large amount of freedom to employ your own methods of accomplishing your goals, plus the flexibility to assemble a force adapted to your own style of play. However, along with these benefits can come some problems: since you will be building your own force, you need to know *which* units to choose. But how do you figure out which ones?

As an example of the problem, and to illustrate the use of the Unit Effectiveness Ratings which provide a solution, let us consider the following scenario:

You have just sent in your \$3.00 game fee to your favorite gamemaster for a game of Blind Panzerblitz. His version of the game is a "buy-your-own" Situation 13 scenario, and you have 1000 "credits" to spend in creating your force. You are ready to sit down and calculate the cost of each unit and assemble your force, but you are wondering which would be the "best" units to buy.

One way of choosing the best unit is to use your own experience and personal preference. You have always had good luck with the SdKfz 234/1 armored car, and you love the mystique of the 88mm anti-tank gun and the Nashorn, so you talk the gamemaster into letting you create as many of these units as you want and squander 500 to 600 points on them.

Another, more methodical, way of trying to insure that you get the best force you can buy is simply to load up on the cheapest units. This gives you a plethora of towed guns and transport units, with perhaps a few infantry, but little else. This type of force might be good for some purposes, but it may not be adequate for the task assigned in this situation.

A third way of trying to make sure you get the best set of units you can is to compare the units against each other, and to choose primarily those units which come out on top. While there are many possible methods of comparison, one of the most useful and most convenient is the Unit Effectiveness Rating, presented in the tables below. These ratings are based on a computation of the cost-effectiveness for each unit; they enable you to accurately compare the offensive and defensive capabilities of each unit against those of any other unit in proportion to how much each unit costs.

The formulas used to determine the cost-effectiveness of each unit are fairly simple: to get the Offensive or Defensive Effectiveness Rating of a unit, just divide its total cost by its attack factor or defense factor, respectively. The Average Effectiveness Rating is simply the average of the Offensive Effectiveness Rating and the Defensive Effectiveness Rating.

The Offensive Effectiveness Ratings give you some idea how much bang you get for your buck. As you can see from Table 1, the 75mm anti-tank gun, the 20mm Quad light flak gun, and the 150mm howitzer are the most cost-effective attack weapons the German has. Conversely, the Lynx tank, the SdKfz 251 halftrack, and the SdKfz 234/1 armored car don't give you very much offensive punch for their price.

While the towed guns, as a class, have the highest Offensive Effectiveness Ratings, you obviously cannot fight a mobile war with static units; as Oleson suggests, it usually turns out best to field a well balanced force consisting of a variety of unit types. Thus you will need to select some units which are not the highest rated *overall* in offensive cost-effectiveness, but, by selecting the most cost-effective from *within each category*, you can build an excellent offensive force as cheaply as possible, and you can use the credits you save to buy a larger force than you might otherwise get.

A second factor, which might be the primary consideration in some scenarios, such as a delaying action or a static defense, is the Defensive Effectiveness Rating of each unit. This represents the relative ability of a unit to absorb punishment without losing its ability to function as required. In both the Russian and German Orders of Battle, the best defensive unit is the fortification. Unfortunately, it is totally defensive; but combine it with the most effective offensive weapon and you have an almost unbeatable combination. For example, put a Russian 122 mm howitzer (with the absolute *worst* Defensive Effectiveness Rating of any unit in the game) in a fort, with an SMG unit on top or nearby, to discourage close assaults, and you can blast away to your heart's content. Infantry units are the next best defensive units, with the JgdPz VI and SU-100 having the highest Defensive Effectiveness Ratings of the German and Russian armored units. Unfortunately, your favorite unit, the Nashorn, turns out to be the least cost-effective of the German armored units defensively.

The best trick of all is to find a unit, especially an armored unit, that can take it as well as dish it out. These are the units with the best Average Effectiveness Rating. For the German this is the JgdPz VI, which is the best in its class in both Offensive and Defensive Effectiveness Ratings. The Russian, on the other hand, has the JSU-122, with a slightly higher Average Effectiveness Rating than the JgdPz VI.

So now that you have figured out the Average Effectiveness Rating of each unit, all you have to do is buy as many of the most cost-effective units as you can afford, right? Wrong. In some situations, the Offensive or Defensive Effectiveness Rating of a unit may be more important than its Average Effectiveness Rating. In addition, you will often need to take into consideration other factors such as the range of the unit or how far the unit can move. Perhaps the twenty-hex range of the Nashorn, for example, will be important enough to you to make up for its inferior Defensive and Average Effectiveness Ratings. Or maybe the extremely high movement factor of the SdKfz 234/1 armored car will make it valuable enough to you as a recon vehicle that you are willing to disregard its terrible effectiveness ratings. The point is that the effectiveness ratings of these units can make you aware of their shortcomings with respect to the other units; if

their other capabilities persuade you to buy them anyway, fine—the effectiveness ratings should be used only to advise, not dictate.

The most important additional factor to consider is probably your style of play. If you are basically an attacking, offensively-minded blitzzer, it won't do you any good to stock up on towed guns, no matter how cost-effective they are; what you need are tanks, tank destroyers, and assault guns, with a sprinkling of infantry and other units to hold what you take. On the other hand, if you are primarily a careful, methodical, defensive-minded player, you still need at least a few armored vehicles to serve as a mobile defense to prevent or patch up a breakthrough, in addition to your massive defensive line of towed guns in forts, mines and blocks, and infantry. In either case, the Unit Effectiveness Ratings can serve as a guide to help you select the "best" among the units most suited to your playing philosophy, the requirements of your strategic goals, and the tactics you intend to employ to achieve them.



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Russian Units	Combat Point Value	Offensive Effectiveness Rating	Defensive Effectiveness Rating	Average Effectiveness Rating
Towed Guns				
12.7mm MG	8	1.3	4.0	2.7
45mm AT	8	1.1	2.7	1.9
57mm AT	9.5	1.0	3.2	2.1
76.2mm AT	10.5	0.9	5.3	3.1
76.2mm HW	8.5	2.8	4.3	3.6
122mm HW	31	0.8	31.0	15.9
82mm (MOT.) MR	11	5.5	3.7	4.6
82mm MR	11.5	3.8	3.8	3.8
120mm MR	24	1.0	12.0	6.5
Infantry				
Engineers	16	5.3	2.0	3.7
Reconnaissance	9	3.0	2.3	2.7
Rifle	23	4.6	1.4	3.0
Guards	26	4.3	1.4	2.9
Submachinegun	22	2.8	1.8	2.3
Command Post				
CP	5	-	5.0	-
Cavalry				
Cavalry	20	2.0	2.5	2.3
Transport				
Wagons	4	-	4.0	-
Trucks	7	-	7.0	-
Halftrack	12	6.0	6.0	6.0
Assault Guns				
SU-152	68	1.7	6.8	4.3
Tank Destroyers				
SU-76	35	3.0	3.9	3.5
SU-85	45	3.2	3.8	3.5
SU-100	47	3.0	3.1	3.1
JSU-122	49	2.3	3.3	2.8
Tanks				
KV85	46	3.1	3.5	3.3
T-34c	38	3.2	4.2	3.7
T-34/85	44	3.0	4.4	3.7
JS-11	46	2.6	3.8	3.2
JS-III	52	2.9	3.7	3.3
Positional Defenses				
Fortification	30	-	0.6	-
Mine	35	*	-	-
Block	12	-	-	-

* 2-1 on any unit

PANZER LEADER Unit Effectiveness Ratings

German Units					Allied Units				
	Combat Point Value	Offensive Effectiveness Rating	Defensive Effectiveness Rating	Average Effectiveness Rating		Combat Point Value	Offensive Effectiveness Rating	Defensive Effectiveness Rating	Average Effectiveness Rating
Towed Guns					Towed Guns				
75mm AT	11.5	.9	5.8	3.4	57mm AT	9	1.0	4.5	2.8
88mm AT	21	1.1	21.0	11.1	76mm AT	13	1.1	6.5	3.8
20mm Flak	5.25	1.3	5.3	3.3	90mm AT	18.5	1.2	18.5	9.9
20mm Quad Flak	10.25	.7	10.3	5.5	17 lbr AT	14	1.0	7.0	4.0
37mm Flak	7	1.2	7.0	4.1	40mm Flak	13	1.6	6.5	4.1
75mm Inf. Gun	6	3.0	3.0	3.0	25lbr Howitzer	28.25 (37)	.8 (1.1)	14.1 (18.5)	7.5 (9.8)
75mm Howitzer	19 (26)	1.0 (1.3)	9.5 (13.0)	5.3 (7.2)	105mm Howitzer	30 (38)	.8 (1.1)	15.0 (19.0)	7.9 (10.1)
105mm Howitzer	30 (38)	.8 (1.0)	15.0 (19.0)	7.9 (10.0)	155mm Howitzer	41 (50)	.7 (.8)	20.5 (25.0)	10.6 (12.9)
150mm Inf. Gun	15	.8	7.5	4.2	8 In. Howitzer	52 (62)	.7 (.8)	26.0 (31.0)	13.4 (15.9)
150mm Howitzer	41 (50)	.7 (.8)	20.5 (25.0)	10.6 (12.9)	76mm Mortar	9.5	3.2	3.2	3.2
170mm Howitzer	47 (67)	.9 (1.3)	23.5 (33.5)	12.2 (17.4)	81mm Mortar	11.5	3.8	3.8	3.8
81mm Mortar	11.5	3.8	3.8	3.8	107mm Mortar	15.5	1.6	7.8	4.7
120mm Mortar	19.5	1.3	9.8	5.6					
Nebelwerfer	35 (39)	.6 (.7)	35.0 (39.0)	17.8 (19.9)	Infantry				
Infantry					Infantry				
Engineer	18	6.0	1.8	3.9	US Engineer	10	10.0	1.7	5.9
Security	9	4.5	1.8	3.2	UK Engineer	18	6.0	1.8	3.9
Rifle	13	4.3	1.6	3.0	Scout	6	6.0	2.0	4.0
Submachinegun	14	2.3	2.3	2.3	Machine Gun	8	4.0	2.0	3.0
					Rifle	10	5.0	1.7	3.4
					Armored Infantry	16	4.0	1.6	2.8
Transport					Transport				
Wagon	4	-	4.0	-	Truck	8	-	8.0	-
Truck	7	-	7.0	-	Scout Car	9	4.5	4.5	4.5
Halftrack	14	7.0	3.5	5.3	Bren Carrier	12	6.0	6.0	6.0
					Halftrack	13	6.5	4.3	5.4
Armored Cars					Armored Cars				
SdKfz 234/1	25	12.5	8.3	10.4	M20	11	5.5	3.7	4.6
SdKfz 234/2	28	4.7	9.3	7.0	M8	16	5.3	5.3	5.3
SdKfz 234/4	38	2.9	12.7	7.8	Daimler	16.33	5.4	5.4	5.4
SPA					SPA				
Wespe	57	1.4	11.4	6.4	Sexton	54.75	1.6	7.8	4.7
Maultier	65	1.3	16.3	8.8	M7 Priest	59	1.5	8.4	5.0
Hummel	76	1.3	12.7	7.0	Recon HQ	16.5	4.1	4.1	4.1
Assault Guns					Assault Guns				
GW 38(M)	27	2.7	5.4	4.1	M16	14	1.8	4.7	3.3
Wirbelwind	34	2.4	5.7	4.1	M4/105	33	2.4	3.7	3.1
					Churchill	54.5	1.4	6.0	3.7
Tank Destroyers					Tank Destroyers				
Hetzer	38	3.2	3.2	3.2	Achilles	36.5	2.3	6.1	4.2
StuG III	40	3.3	3.3	3.3	M10	34.5	2.5	5.8	4.2
					M18	34	2.4	8.5	5.5
					M36	37.5	2.5	6.3	4.4
Tanks					Tanks				
Lynx	22	11.0	3.7	7.4	M5 Stuart	20.5	4.1	4.1	4.1
PzKw III	30	3.8	4.3	4.1	M24	31.5	2.9	4.5	3.7
PzKw IV(W)	34	3.1	4.9	4.0	Cromwell	31	3.4	3.9	3.7
PzKw IV (SS)	38	2.7	4.8	3.8	Sherman (UK)	30	3.0	3.8	6.4
PzKw V(W)	46	3.5	4.2	3.9	M4/75	32	2.9	3.6	3.3
PzKw V(SS)	50	3.1	4.2	3.7	M4/76	38.5	2.8	3.9	3.4
PzKw VIa (Tiger I)	47	3.1	3.9	3.5					
PzKw VIb (Tiger II)	54	2.7	3.4	3.1					

Combat point values in parenthesis represent the value of howitzer artillery when employed as offboard units.

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RAIL BARON

by Gary Charbonneau

The Short Game and the Two-Man Game

In the two years since its first publication, *RAIL BARON* has become something of a cult game among the initiated. It's not much of a simulation of railroad "strategy" (if indeed there is such a thing), but it certainly is fun to play, and that really is the bottom line where games are concerned. I have actually seen fiercely-contested micro-armor games come to a screeching halt as the participants scrambled to find a place around a *RB* board which someone has just set up. *RAIL BARON* definitely has a number of things going for it. How many other games do you have in your private arsenal that you can teach to a friend—even one who has never seen a wargame—in under ten minutes? How many have you got that you can set up or put away in sixty seconds flat? How many that you can get your wife to play?

However, I come not to praise *RAIL BARON*, but to improve it. Although it is a great game, it also has its flaws. First, it takes too darn long to play for a beer-and-pretzels type activity. You should count on having four hours free before you open the box. And second, it is pretty much a multi-player affair. Playing a two-man game of *RB* is about as exciting as sitting through the same sermon for the second time on a Sunday morning.

Fortunately, because *RAIL BARON* is not really a simulation, it lends itself admirably to fiddling with the rules. You don't have to worry that you might be sacrificing "realism". I have done some experimenting, and so, without further ado, I offer my suggested rules for . . .

The Short Game

1. In the Short Game, you do not pay anything to ride your own railroads. The net effect of this change is to enable players, by riding their own lines, to save money quickly with which to buy still more railroads. This altered rule is so sensible that I recommend its adoption even when you are otherwise playing the standard game. Paying to use your own property is somehow un-American, rather like having to pay to stay in one of your own hotels in *MONOPOLY*. Unfortunately, it is also one of the major premises upon which strategy can be based—Ed.

2. There is a time limit on the game of thirty (30) turns. After the completion of the thirtieth turn, no player may roll for or proceed to a new destination. However, any player who has not arrived at his final destination by the end of the 30th turn must continue moving in a normal fashion until that destination is reached, taking as many additional turns as required.

3. The winner of the game is the player who has the most cash on hand when it is all over. There are no "home cities" to return to. Now you might well ask what incentive there might be to buy railroads if accumulating cash is the sole criterion by which performance is to be judged. Shouldn't you just collect your just rewards for reaching the destinations you have rolled and sit tight? Not really, at least not during the first twenty turns or so of the game. Remember, now you can save money by riding your own lines. But just in case this is not incentive enough, the following end-game sequence is suggested:

4. After all players have reached their final destinations, they each in turn use the destination chart to roll up five "industrial sites" on the board. These represent hypothetical enterprises owned by the players which must be linked by a rail network. If you roll a site on one of your own railroads, it is free. However, if any site is not on one of your own

railroads, you must pay to link it up to your network. For each stretch of track between two dots which you must use to link up your sites, you must pay the owner of that track (or the bank, if the railroad in question is still unowned) \$2000.

For example, suppose that at the end of the game you owned only the Union Pacific and the Baltimore & Ohio. The five industrial sites you rolled on the destination chart were (to take the statistically most probable cases) New York, Los Angeles, Chicago, Boston, and Philadelphia. You have factories in each of those cities, and you must pay to link them up or lose money. LA, Chicago, and Philadelphia are all on your lines, so they are basically "free". However, New York is two dots up the Pennsylvania from your railroad at Philadelphia, and Boston lies another three dots up the New Haven from the city of New York, so the owner of the Pennsy gets \$4000 from you, and the owner of the NYNH&H gets \$6000. You have one more problem. If you look carefully, you will note that your UP and your B&O don't connect. There is a yawning gap between the UP's eastern terminus at Kansas City and the western end of the B&O in Chicago, so you will be out of pocket another ten thousand bucks to the owner of the Santa Fe to supply the missing link. Otherwise your industry in LA remains short of spare parts. Total cost: \$20,000. Total cost to link up the same industries at the end of the game if you owned *no* railroads: a cool \$84,000.

You are under no obligation when connecting industries to use the shortest possible route. If, in the above example, the owner of the Santa Fe were your chief rival in the game, you might prefer to link Kansas City and Chicago via the GM&O, even though it would cost you an additional \$2000 because of the extra dot.

The order of play in the industry determination phase is the same as it was during the regular game, i.e., the player who moved first in the regular game rolls up his five industrial sites first and pays any fees thus engendered immediately. If, during this phase, a player does not have enough money to meet all his obligations, he may not sell any railroads in order to raise the necessary additional cash. Instead, he is immediately bankrupted and removed from the game; he pays no money to *anybody*, but instead returns whatever remaining cash he might have over to the bank, along with his railroads.

If you roll the same industrial site two or more times during the end-game phase, roll over until you have determined five *different* sites.

That's it for the Short Game. At this point, a few comments on Short Game strategy might be in order. First, you have to realize that victory depends on having the most cash on hand at the end of the game. So although you want to buy railroads early on so you have some lines to ride free, you have to know when to get out of the market so you can start saving. Second, you have to put together a truly coherent pattern of lines across the country so you can ride as far as possible without paying, and so that the industrial site phase doesn't catch you with your ashpan down. Your foremost aim should be to build a good transcontinental run. In his article in the July/Aug. 1978 *GENERAL*, Michael L. Gray suggested that the acquisition of the Western Pacific and the Rio Grande would be a good alternative if you could not get one of the western Big Three. (Why Mr. Gray goes on to recommend that the WP/D&RGW be connected to the \$29,000



Rock Island and the \$17,000 Great Northern rather than to the \$20,000 Burlington is beyond me, but that's another matter.) In the Short Game, a WP/D&RGW/CB&Q route would be not merely an alternative, but perhaps the very best strategy, since it gets you all the way from the West Coast to Chicago for only \$34,000. The Santa Fe would cost you \$6000 more. Of course, you could get to Chicago from the West Coast for a mere \$18,000 aboard the Milwaukee Road, but that's a northern line. Rolling up an industry in, say, San Diego, could be rather embarrassing if your nearest connection were in Seattle. The "Feather River" route, on the other hand, is centrally located. A trip from the WP terminal in Oakland down to San Diego would be painful, all right, but perhaps not a mortal wound.

One other thing about the Short Game is that it doesn't really last long enough to make a \$40,000 Super Chief a good buy. If you bought one early, it *might* just pay for itself in extra destinations by the time the thirtieth turn rolled around, but in the meantime you would have passed up an opportunity to buy a really good railroad. To remedy this, I suggest the following optional rule:

5. In the Short Game, the cost of a Super Chief is \$25,000. Using the above rules, you can get through a game of *RAIL BARON* in 1½ to 2½ hours, depending on the number of players. This 50% time savings may well increase your enjoyment of the game by 100%, so go ahead and try it.

The Two-Man Game

The problem with the two-man game under the regular rules is that there is not enough uncertainty involved. It also takes too many turns before enough lines are bought up to have much of an impact on routing choices. The best solution to the tedium of the two-man game is—*isn't it obvious?*—to add extra men. Try adding a dummy player or two (and no, I don't mean your kid brother). In the Two-Man Game, I recommend two dummies. They would move in all respects like regular players, except that they would be controlled by each of the "live" players alternately, with control switching each turn. The purpose of the dummies is to provide "spoilerm" who can jump in and break up any neat little combinations of lines your opponent might have in mind before he can put them together. To answer your question, yes, a dummy can win, although it would be unlikely.

The only restriction on moving a dummy is that, in moving him, he must be sent over the route *most advantageous to the dummy*. If a dummy has to move from Baltimore to Cincinnati, and the dummy owns the B&O, you can't send him down the Pennsylvania just because you happen to own it and want to collect a fat fee. Although the "most advantageous route" is open to occasional dispute, such disputes are surprisingly rare, and can be settled quickly with even a minimum of good will. One other thing: If the dummy is in a given region and rolls up a destination which is also in that

region, the dummy *must* accept that destination; the player controlling the dummy that turn may not select another region.

You might wish to use a single dummy to provide additional spice to a three-man game.

I have one additional rule to suggest which does not fit into the context of either the Short Game or the Two-Man Game. I have not usually found routing decisions in *RAIL BARON* to be as interesting as they might be. The best route from one city to another is ordinarily quite obvious. To add some pizzazz to routing choices, try the following:

If you have to ride on a line which is already occupied by another player's piece, you must pay the owner of the line twice as much as otherwise called for; if the line is occupied by two other pieces, the cost is tripled, and so forth. To "occupy" a line for the purposes of this rule means to have actually passed over a stretch of track between two dots on that line during the preceding turn. A player would not be considered to occupy the line just because he happened to be on a junction which included that line if the railroad in question were not actually used. Another interesting variation is to allow an opponent's piece on a line (not a junction) to block all movement past the piece.

Under this rule, you may find it advantageous to go out of your way to get on a railroad which one of your opponents needs to use. The decision will doubtless cost you both time and money, but it might inflict grievous financial harm on the opponent. Anyway, it makes for an interesting experiment in sado-masochism.

All aboard, and don't get sidetracked!



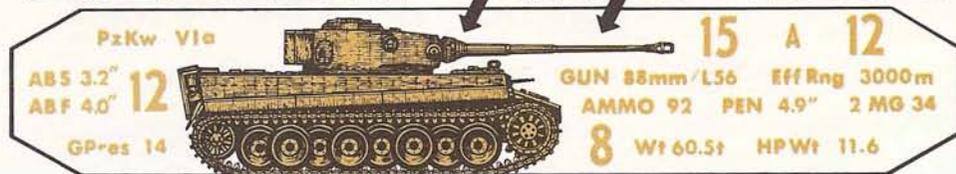
THE WARGAMER'S GUIDE TO MIDWAY

Containing thirty-six pages of the best of *THE GENERAL* articles on the game plus previously unpublished material as well, this guide is a must for every fan of the game. Several official rules changes update the game and erase its few minor flaws. A tribute to one of the hobby's eldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by getting better.

Almost all of the reprinted articles are from unavailable issues of *THE GENERAL*, many from volume 9 or earlier. Included is the first major variant, "Leyte Gulf", and the most in-depth article on the game to date "The MIDWAY Thesis" by two of the game's experts, Harold Totten and Donald Greenwood. "The Pacific Theatre Via MIDWAY", the other major variant that spawned the MIDWAY Variant Kit, has been expanded to include many more optional rules (some applicable to the MIDWAY game as well) and an additional scenario. "The Battle For Australia", a previously unpublished article adds the ultimate with a hypothetical monster scenario using the components of both the game and the variant kit. Other articles deal with strategy, analysis, variants, and other hypothetical situations. The best of three Series Replays that have appeared in *THE GENERAL* is also reprinted, useful in itself as a fine example of the subtle strategies involved when experienced players meet.

THE WARGAMER'S GUIDE TO MIDWAY sells for \$4.00 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% sales tax.

DESIGN ANALYSIS



A Method For Resolving Fractional Odds

By Steve List

One of the points that has grated on game grognards since Avalon Hill first unveiled the hexagon and the "standard" Combat Results Table has been that when reducing unit strength ratios to "odd", many times valuable combat factors would be wasted. Pity the poor soul who needs but a single additional factor to obtain a coveted "3:1 Surrounded" but must utilize an entire panzer division to supply it. Even more pity to the player who needs the factor but cannot supply it at all! Such is the implacable cruelty of the dictum that "even odds of 29:10 round down to 2:1."

Well, take heart. Presented herein is a relatively easy method of taking into account all those leftover combat factors which would otherwise have no effect on a battle. It requires no change to the CRT and is usable with virtually any odds-based CRT. It does require some talent for arithmetic and a bit of extra die rolling. The system as described is for a CRT using a six-sided die (or for that matter more than one) as they are by far the commonest. The principle is easily applied to other shape dice as well; for instance, with a decimal die, the arithmetic is easier.

First, consider odds of 1:1 or greater. When determining the actual ratio of attacker to defender, determine how many increments, or multiples, of 1/6 are in the remainder. Alas, here I must reintroduce rounding down; a remainder of .5 is exactly 3 increments of 1/6, but .49 represents only 2 increments. For the purposes of this system, I define these values: 1/6 = .167, 2/6 = .333, 3/6 = .500, 4/6 = .667, and 5/6 = .833. The number of increments of 1/6 in the remainder is the "Residual". Thus, 29:10 is considered 2:1 with a Residual of 5. 36:12 is 3:1 with a Residual of 0, and because of rounding, so are 37:12, 31:10 and 22:7. To resolve combat, roll the die normally to obtain the "die roll" which will be matched with the proper odds on the CRT. But then roll a second die and compare the number rolled, the "Bias", to the Residual. If the Bias is less than or equal to the Residual, use the next higher odds column. The case of 29:10 requires a Bias roll of 1 through 5 in order to be treated as 3:1 rather than 2:1. The greater the Residual, the more likely one is to achieve higher odds, while for a Residual of zero there is no chance. The Bias die roll should not be made until after the CRT die roll, (so as to add a bit of suspense to the proceedings) and in that way do away with the need for an extra die roll for those CRT's with the same result for different odds (a "1" is DELim at both 1-1 and 2-1 in *STALINGRAD*).

When using decimal (ten-sided) dice, the arithmetic is even easier as the increments used to determine the Residual are multiples of 1/10. However, it must be remembered that a Bias roll of zero is to be considered a ten. It is also possible to use a decimal die for Bias die rolls even if the game being played uses some other types of dice, to take advantage of the easier calculations of Residuals. And, treading into the lair of the real diehards (pun intended), Residual increments could be based on 1/100 or 1/1000 or even smaller values, with a

corresponding number of decimal dice rolled to determine the Bias. This would remove the "inequity" of giving .49 a Residual of 2 (as in a previous example) down to a level too small to care about. I do not seriously propose that anyone roll more than one die to determine the Bias, but hobby computers are becoming more and more common, and efforts are being made to sell commercially computer programs as playing aids for games. It would be easy to program a routine for calculating odds and Residuals, and generating results and Bias rolls, removing the delays of hand computation and dice rolling from the game mechanics.

Odds of less than 1:1 must be handled a little bit differently to preserve symmetry in the system. Whenever the attacker is weaker than the defender, reverse the order of the odds ratio, reduce it to x:1, calculate the Residual and finally reverse the odds again. However, when calculating the Residual, round *up* to the next increment. For example, 8:10 is reversed to 10:8, or 1.25:1, which is 1:1 with a Residual of 2 due to rounding up. The 1:1 is reversed again, but of course stays at 1:1. Odds of 4:10 become 10:4 or 2.5:1 and end as 1:2 with a Residual of 3. In all cases where the original raw odds are less than 1:1, if the Bias is less than or equal to the Residual, the next *lower* odds are used. So 8:10 has a one-third chance of being treated as a 1:2 rather than a 1:1 due to its Residual of 2. Odds of 10:19 are automatically treated as 1:2 because the Residual is a 6, as .9 would round up to 1.0 = 6/6. Odds of 4:10 have a 50-50 chance of being resolved as 1:2 or 1:3.

Admittedly, calculations for odds less than 1:1 in this manner is not as accurate as computing actual ratios and making a linear interpolation between the values of the integral ratios, but the arithmetic is far easier. (For those who were snobbed by the language I just used, here is an example of the computations involved: odds of 4:10 reduce to the decimal fraction .400. The "integral ratios" 1:3 and 1:2 are .333 and .500 respectively, and they are separated by a "distance" of .167. The fraction .400 is .067 more than .333 but .100 less than .500, so it is $67/167 = .461$ of the "distance" between .333 and .500. Strictly speaking, there should thus be a probability of .461 that odds of 4:10 will be resolved as 1:2 rather than 1:3. As even this method is constructed to favor the defender, it in practice boils down to saying there is a 1/3 chance of being 1:2. The Residual method given above makes it an equal chance either way, so there is some inaccuracy in the method. But the arithmetic of the Residual method is far easier to do by hand or on a calculator, let alone in your head, than is a linear interpolation.)

The next to last word on all this is that players could avoid the whole mess by not bothering to apply Residuals on odds less than 1:1, or perhaps 1:2, as not being worth the effort. Of course, the *last* word is to not bother with them for any odds, but if I believed that, I would not have written this article.



A PRIMER ON FRENCH STRATEGY

ELEMENTS OF FRENCH STRATEGY IN NAPOLEON

By Rev. Sam Catlin

NAPOLEON is rated "Introductory I" by Avalon Hill. The rule system of the game is relatively simple. The movement rules are extremely simple and the mechanics of battle are not terribly complex, although they do manage to create a discrete function for each of the four types of units—infantry, cavalry, artillery, and horse artillery. The major departure from the "classic" wargame is in the thick wooden unit counters which stand on edge, concealing the type and strength of unit from the opponent until battle is forced. Do not let the "easy" rating fool you. An easy rating does not necessarily mean a game is a poor simulation or that it is not challenging to play. *NAPOLEON* simulates many aspects of Napoleon's final campaign rather well. As for challenge in play let us just note that chess would also rate "Introductory I" on the basis of a fairly simple rule system. French strategy in this game is a particularly interesting challenge. This article will indicate some elements which can contribute to a winning French strategy.

First we need to examine the situation the French player is faced with. There are some immediate problems. The most obvious is the balance of forces. Anglo-Dutch and Prussian forces begin with a total Combat Value (CV) of 78 as opposed to 60 CV in French forces. The Allies are stronger. Next, the "burden of victory" is upon the French. The French must defeat both Allied armies in the twelve complete game turns or they lose. (This, by the way, is the easiest way to adjust "play balance" in the game—more turns favor the French, less turns the Allies.) Finally the French must defeat both Allied armies with at least half of the French units still intact. When an army is reduced to half its units it is defeated. The French must knock off at least 15 Allied units while losing no more than eight of their own.

There are some compensating advantages which the French possess. First, the Allies have supply centers they need to protect under penalty of losing units: Ghent, Brussels, and Liege. The necessity of covering these centers tends to stretch the Allied forces and complicate concentration. Second, the French are more mobile. The French are allowed to move two groups per turn, the Allies move one Anglo-Dutch and one Prussian group per turn. If the Allies are approached one at a time they can be outmaneuvered. Finally, the French have an advantage in the initial set up. The Allies set up first and are limited in the number of units per town: three for the Anglo-Dutch, four for the Prussians. The French are allowed to see the Allied deployment before they set up and are allowed up to twelve units per town. From these factors some general principles of French strategy can be developed.

The first principle of French strategy is *speed* of development. Slow development increases the French "time problem" and works to reduce the initial advantage of sparse Allied deployment by giving the Allies time to concentrate. They must not be given this time. Make them choose between concentrating and reacting to your advance. With their limited movement they will only be able to do one or the other if the proper French plan is executed rapidly enough. Speed of development is probably the most important element of a good French strategy.

The second general principle is to maintain the early concentration of force. River movement rules which restrict the number of units which are allowed to cross will complicate this task. This principle does not simply mean that the French forces should attempt to stay massed in one big "hunk." Superior

concentration relative to the opponent might involve dividing French forces to achieve several local superior concentrations. Superior concentration in itself does you no good. It is superior concentration upon the enemy which is to be maintained.

The third principle of French strategy is a particular version of the "defeat in detail" principle. The French must attempt to deal with the Allied armies separately. There is simply not enough muscle to meet the combined armies and do anything other than repeat history. This principle does not exclude a French drive at the center towards Brussels if the Allied deployment allows it. Normally the French should decide from the start which army they will attempt to defeat first.

The final principle of French play is to formulate an initial strategic plan and to stay with it. The Allies possess interior lines. Any major change in French goals in midstream will surrender both speed and concentration. There is no time to march half way to Liege and then turn and march on Ghent. The French should carefully examine the initial Allied deployment and formulate their basic strategy at that time. This strategy should be pursued immediately and ruthlessly. Do not waste moves in feints. Instead of reevaluating basic strategy evaluate the means by which that strategy should be implemented each turn. Leave the philosophizing to the Prussians and the English—they are notoriously bad at this and might throw a mistake your way in the process!

To summarize there are four general principles of French strategy in *NAPOLEON*:

1. Speed of development is essential.
2. Concentration of force should be maintained.
3. Deal with each enemy separately.
4. Continue to pursue the initial strategic goals.

These are the parameters within which French strategy ought to develop. They are deduced from the actual situation confronting the French player and are invariable. They might be stated differently but the basic principles are these. To properly handle the French forces in this game you will have to begin with something like these principles rather than a "package" strategy because there is no "package" strategy. For each different Allied deployment the actual shape of the French approach will differ. No given "package" would be consistently successful against the proper Allied deployment. It might be that an "ideal" Allied deployment will be evolved for this game and, if so, a corresponding "ideal" French strategy could be devised. Look carefully at the Allied deployment and only then begin to plan your offensive. There is a little flexibility as things unfold but not near as much as, for example, *STALINGRAD* or *WATERLOO* where the offensive player has similar victory conditions. In *NAPOLEON* you just don't have the time to wait and see what happens. You have to make it happen.

There are some particular comments on French play that might be helpful. These should be treated as "tools" which might be useful depending upon what "job" the French set out to do. There is not a whole lot of room in *NAPOLEON* for "tricky moves," the rule system doesn't have many loopholes for tactical lawyers. All of these suggestions should be subordinated to the grand strategy.

The French player might consider forming a cavalry group. The group should have at least three units. The group can be used for flanking actions and for attacking Allied groups of less than three units. He must retreat if he can't fill three columns and the retreat attrition is pretty good, especially if you catch unmounted units. The disadvantage of the cavalry group is that there are fewer cavalry units left with the main body and that its speed gives its composition away and contributes to enemy intelligence. Even so, rapid advances of cavalry groups can waste valuable moves for the Allies in trying to react to the threat.

Forced marching has some obvious applications in the mid and late game, but the French ought to at least consider the judicious use of forced marches even on the opening move. Forced marches reduce your CV level so the loss must be balanced by what you stand to gain. This is one way the French can magnify their advantage in maneuverability and force the campaign in their direction.

In formulating your initial plan, do not be too shy of the Prussians. They look harder to handle than the Anglo-Dutch but they are not. They have more units but add up the total strength—both Allies have the same 39 CV. This means the Prussian might even be a little easier to tackle because his individual units are weaker and easier to eliminate.

One cheap way of extending movement is to use the reinforcement rule which allows units in adjacent towns to move to the site of a battle. This can also help concentrate a disbursed army. Be careful in trying this tactic in reverse—that is, risking an attack thinking that you will be able to move units to your forward position. The defender must wait until the end of the second battle turn before reinforcements can arrive. If your forward group is too thin it can be routed before you bring your strength to bear. Can you hold out for three turns?

As the campaign unfolds keep a good count on units. If your opponent is close to defeat he will be looking for weak units to pick off. Keep them the same place he keeps his—in reserve. If one Allied army is only one or two units away from defeat start thinking about approaching the other one. Don't get stuck way over in Liege with only three turns to defeat the English. Can you pick off any "strays" of the beaten army while moving towards the next victim?

When the enemy is divided into two equal groups in neighboring towns, consider attacking one with your main force and one with a smaller force. The attack on his flank will "freeze" those units and prevent reinforcements. Be careful with this because a rout on your wing puts you where you wanted him to be—divided.

Do not relax if you manage to grab a supply center. This is going to speed his attrition but it does not automatically win the game for you. Let us assume the Allies allow you to take Ghent in two turns with no opposition. Let us further assume that you simply sit in Ghent prepared for a counter attack that never comes. You watch the Anglo-Dutch forces melt away at one unit per turn due to the loss of the supply center. The Anglo-Dutch army will suffer defeat and vanish from the field on June 20th. You now have four turns to defeat the entire Prussian army. It takes just about that long to get to them. They will win. Taking supply centers, especially Brussels, can help but it will not guarantee a win. Stay on the offensive.

A final suggestion is to leave the artillery units behind in the initial phase of the campaign. They are less useful in the smaller early engagements and can be brought up later as the "big ones" shape up. You can save some movement this way and advance a bit faster. Speed is important, remember? He probably won't have the time to chase them with his cavalry but be aware that he might.

NAPOLEON is a fine little game. I have not found myself so intrigued by a military game since 1960 when I opened up my copy of *TACTICS II* and began to realize what was there. It is a much better simulation than you might think. Look back over the principles of French play and you will see that they are the same dynamics that were operative in the historical campaign. Violations of the first three principles led to the French defeat. *NAPOLEON* is not a remake of *WATERLOO*, it is a different game and it will expand rather than duplicate a library that contains the latter.



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BLITZKRIEG PROPAGANDA

by Early Thomas

Some players I know criticize *BLITZKRIEG* because they cannot relate it to any historical battle! Actually, though, in variety and scope *BLITZKRIEG* is one of Avalon Hill's greatest, especially with rules such as propaganda, from Vol. 12 #5 of *THE GENERAL*. To those unfortunate souls suffering a paucity of imagination, the following scenario is dedicated. The minor country names are those from the *S & T* module and earlier articles in *THE GENERAL*.

Initial Set Up Blue mobilizes and places his units. Red sends ten units to sea plus the 14th TAC, places three fighter units in NN48, and a few ground units on ANTI-INVASION DUTIES, then issues the following bulletin:

RED STAR PREVARICATOR

Disturbing reports have been received that Count Von Mayhem, tyrant of the Blue Empire, is mobilizing his Bluebelly legions and has sent a vast armada to Sea. Our peerless leader, El Supremo—Comrade Mischeveitch, has summoned an emergency meeting of the World Council and sent a personal message to the Blue tyrant warning him that dire consequences will result from embarking upon Qixotic military adventures.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 1. Blue conquers all six cities of Nord Walkurie in the usual manner and replies:

DAILY BULLENSPIEL

Subversive elements, terrorists, and bandits in the employ of the Red dictator of Krasynorad are attempting through rioting and assassination, to subvert the government of Nord Walkurie. Patriotic elements, our cousins in whom flows the same blut as we uns, have called upon us for assistance. In a splendid outpouring of solidarity, soldiers, sailors and student volunteers have rushed to assist patriotic elements restore law and order. The citizens of Nord Walkurie watched our brave soldiers and tanks with tears (sic) of joy. Maidens strew their path with flowers and offered other tokens of affection. Das Fuhrer, the Magnificent Count von Mayhem, has proclaimed Nord Walkurie a Protectorate of the Blue Empire and vowed to exterminate the enemies of the people.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED TURN 1. There is only minor shifting of Red Units at sea, no further placement, but another issue of the:

RED STAR PREVARICATOR

Bluebelly goons have stormed across the border of the peaceful Republic of Nord Walkurie. Abetted by fascist fifth column elements they have instituted a campaign of rape, pillage and terror amongst the freedom loving populace. Panzer Leader von Stomponem has cut a swath of destruction across the Central Plains. Col. General of Artillery Boomboom Blam has virtually obliterated the vacation resort of Extuseven on the Sud Walkurian Sea. Northern cities have been occupied by the undisciplined legions of General of the Armies von Brutalberg. All the above crimes against humanity have been supported by bombers under command of Air Marshall Dropemharder.

Our noble leader, Comrade Mischeveitch, has offered aid to the other freedom loving peoples threatened by war. Unfortunately, Calaedia futilely expects that its perpetual neutral status guaranteed by the Treaty of 1725 be respected. Timid councils have prevailed in New Endor and Sud Walkurie. Not only have they refused assistance but have thus far even refrained from mobilizing for self defense.

Subversive voices of caution justify this course of action lest they provoke the new and dangerous neighbor on their borders.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 2. Blue at sea forces combine with armor and infantry and completely occupy all cities of Sud Walkurie and announce:

DAILY BULLENSPIEL

Rumors of a large Red Invasion Force in the Southern Seas has alarmed our kinfolk in Sud Walkurie. In reply to their cries for assistance, El Supremo has sent Soldiers and Marines to protect the borders and beaches of our cousins. Our peerless leader, Count von Mayhem, has extended his protectorate over all the Walkurian herrenvolk! We are now One Fatherland and no alien interference will be tolerated.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED TURN 2. A few small detachments appear in some cities subject to the threat of paratroops. A third bulletin is issued:

RED STAR PREVARICATOR

The mad ambitions of the Bluebelly tyrant are limitless. The helpless Republic of Sud Walkurie has been invaded and devastated. Another light of freedom is extinguished. Still the Parliaments of New Endor, San Estadoes and Calaedia continue their futile debate. Not one has yet accepted the generous unselfish offer of assistance from our peerless leader, Comrade Mischeveitch. The peoples of the Blue Empire are warned to pull back before it is too late. Overthrow your insane leaders. Execute your war criminals. Rejoin the peace loving nations.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 3. Spearheaded by armor and paratroops, Blue captures and occupies all the cities of the central country of Calaedia, from where we have only silence.

RED TURN 3. Red units in small numbers appear in a few more cities threatened by paratroops from 0030. But if Red has mobilized, he has kept it secret for most of his available units have failed to appear. However, unfailingly we hear from the:

RED STAR PREVARICATOR

This day will live in infamy. Napoleon, the Kaiser, even Hitler respected the perpetual neutrality of Calaedia signed by all nations. This has not deterred the Bloody Blue Tyrant who has violated this two century old treaty. Neutral observers have reported widespread and unspeakable atrocities against a people with the greatest traditions of peace. The World Council was forced to flee and take refuge in Krasynorad. Yet New Endor and San Estadoes refuse assistance and continue to procrastinate.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 4. Blue units from Calaedia and Sud Walkurie combine to capture all the cities of San Estadoes. (Authors comment: Blue has established the requirements for victory if he can hold them until the 15th turn. However he is vastly over-extended, has lost approximately 10 units in casualties and his home guard is very thin. He will receive no reinforcements on the fifth turn.)

DAILY BULLENSPIEL

The ever victorious troops of our Blue Empire have freed San Estadoes from the perfidious influence of the Red tyrant of Krasynorad. Das Fuhrer has warned Comrade Mischeveitch against

any interference with the great crusade to free and unite all the peaceloving peoples. Indeed the long suffering peasantry of Krasynorad itself cry out to be relieved of the tyranny of their red masters. A new empire has arisen! Greater than Rome! Our Peerless Leader Count von Mayhem has promised it will last fifteen turns!!! In another vein, El Supremo has bestowed a great honor upon your correspondent by awarding him The Supreme Order of the Flapjaw, Second Class, for his efforts in inspiring our troops to their great victories.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED TURN 4. 0030 and CC39 are bombed, C30 invaded by several Infantry and Paratroop units; Q16 invaded by Rangers supported by TAC. Massive counterattacks take place in the vicinity of JJ46 and VV42 and, as usual, we have:

RED STAR PREVARICATOR

All efforts at peace have failed. Krasynorad declares war upon the Blue Empire. With these words our Supreme Leader called upon all citizens to unite and repel the invader. Marshall Krushem has led his Armored Armies across the Witz and inflicted heavy casualties upon the Bluebellies in the vicinity of Vee Vee Fortoo. Field Marshall Rascalveitch has led another Army Group against the criminal aggressors near JayJay Foresix liberating that port. Meanwhile, Admiral Sinkem-deeper has won a great victory in the Western Sea. Marines and paratroopers have captured the Great Blue industrial city of Seathurty. Commandoes, assisted by partisans and carrier aircraft, have a tenuous hold upon another center of industry at Quesixteen. Resistance forces are surfacing throughout the Blue Empire. This disastrous news from the home front has destroyed the confidence of the Bluebelly Legions.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 5. With no reinforcements, Blue is unable to regain full control of Q16 or C30. With only one Industrial city, Blue is unable to attack effectively and retreats and assumes a defensive stance. We now hear:

DAILY BULLENSPIEL

Without provocation, waves of Red barbarians have streamed across the border and attacked our civil administration troops in San Estadoes. El Supremo, our peerless leader, has promised them reinforcements and supply. The orders are to stand and die. Yield not one inch to the cruel barbarians of the Steppes. In wanton disregard for international law and without warning, murderous commandoes were loosed on our shores, slaughtering women and children in their sleep, defiling places of worship and committing crimes too abominable to mention. Das Fuhrer has vowed the annihilation of Krasynorad and its treacherous tyrant, Comrade Mischeveitch.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED MOVE 5. The Units near Calaedia are threatened with encirclement, and pressure is maintained on Blue units retreating towards the St. Lawrence River. Reinforcements from sea and paratroops supported by TAC maintain their grip on Q16; other paratroops gain a foothold in the Blue Capital. Again the two neutral industrial cities are bombed. Control of C30 is tightened. Now Blue has no industrial cities and his units are paralyzed for lack of movement and attack factors.

RED STAR PREVARICATOR

Airborne forces under General Dropemded have captured the Blue capital and the tyrant Count von Mayhem is even now swinging at the end of

ropes from parachute harnesses. A NEW GOVERNMENT HAS SUED FOR PEACE. Revolt against the fascist tyrants is spreading across the land. Whole armies are surrendering rather than face the might of our brave comrades. THE WAR IS WON!!!

In scenarios like the above lies the fascination of Blitzkrieg. How many times does it appear like clear sailing and easy victory, and then suddenly your opponent lowers the boom? I know of no other game but *BLITZKRIEG* where a moment's carelessness can result in such dramatic turn of fortune. Truly *BLITZKRIEG* is the name of the game.



★★★★★

A.H. PHILOSOPHY Continued from Pg. 2

We feel the added space will allow us to offer you a lot more variety while increasing our opportunities for visual enhancement throughout. The inclusion this time of the long-sought Table of Contents is a case in point.

Getting back to the bottom line again, subscriptions will now sell for \$9.00. A two year subscription will go for \$14.00 and offer a 29% savings over the annual rate and a 53% savings over the cover price. You can avoid these increases altogether by resubscribing now using the special LAST CHANCE SALE order form included with this issue. Any purchase not using the LAST CHANCE SALE order form and quoting old prices will be treated as a five (\$7.50) or eight issue (\$12.00) subscription instead. Please note that First Class postage for domestic subscriptions and all Canadian/Mexican subscriptions have been increased to \$9.00 per year. Overseas postage charges have increased to \$12.00 per year. There is no grace period for postage charges. The current rate must accompany all subscriptions. We have found through painful experience that the only way to guarantee delivery of Canadian/Overseas subscriptions is to use first class/airmail rates. There are no exceptions to this postage charge, which is why we suggest foreign readers go through their country's exclusive Avalon Hill importer for more inexpensive service.

We do have good news for Canadian and foreign readers on a related matter however. To help these customers with the double and triple shipping charges they pay on mail-order game purchases we will now accept the *GENERAL*'s postage coupons towards the postage charges of non-domestic orders. Furthermore, this change will be retroactive so that coupons from past issues may be used. See this issue's letter page and insert for details. Note that these coupons cannot be applied to *GENERAL* postage charges.

As you might expect, inflation has hit game and parts prices too. For the most part, however, we countered Mr. Carter's 12.5% inflation line with a 9% boost of our own. Some of the less costly ones held their own, while others whose profit margin was wearing thin went up as much as 25%. As is our custom we are granting all our readers one last chance to order at 1979 prices. By placing your order before May 1st on this issue's LAST CHANCE SALE order form you can avoid the price increase and order at last year's prices. The savings on the fourteen titles which experienced \$3.00 price increases is considerable and should merit your attention, but if it doesn't the next bit of news should really make you sit up and take notice. To help take the sting out of inflation we are unveiling a Factory Rebate program which will make Avalon Hill games a bet-

ter buy than ever before. This program is somewhat similar to the very popular Elite Club offer made in 1974 but is far more grandiose. For starters, you can qualify for this rebate with your local dealer. Just purchase six Avalon Hill games at his store, have him sign the affidavit which we'll provide him with, and send it to us with the sales receipt. We'll then mail directly to you a free set of unit counter storage trays (a \$3.25 value), a free subscription or renewal to *THE GENERAL* or *ALL-STAR REPLAY*, and an Elite Club Membership card with dollar-off coupons applicable to future purchases for life. If you can't afford six new games all at once, buy three and qualify for a smaller rebate—a free one year subscription or renewal to *THE GENERAL* or *ALL-STAR REPLAY*. The only requirements are that the six (or three) game assortment must be made up of six (or three) different titles and that four of the six (or two of the three) titles selected must be from the following group: *PAYDIRT*, *TITLE BOUT*, *WAR & PEACE*, *INTERN*, *WIZARD'S QUEST*, *FOREIGN EXCHANGE*, *CRESCENDO OF DOOM*, *DUNE*. Between our three new releases (advertised in this issue) which we are all very pleased with and the acquisition of the Battleline series, there are plenty of goodies for even the most ardent Avalon Hill devotee to select from.

So much for the dreary business of money. My scheduled Philosophy section this time around dealt with Avalon Hill's publishing rate and will now have to be cut short. Put simply, we've been accused in some quarters of disappointing our customers by our slow production rate. While it is true that we've been grievously over-optimistic about release dates in the past and far less efficient than I would like, I can't believe that ignoring deadlines for the sake of a more highly polished product is other than in the best interests of the consumer. It is doubtful that the hobby will ever suffer again from a paucity of new titles. One only has to survey the veritable sea of games currently available to locate virtually any subject imaginable. Not only are all the battles and wars long since covered; they are now being *recovered* in every scale from man-to-man to Grand Strategic. While some companies pursue a comparative racehorse pace in pursuing a "more is better" philosophy; Avalon Hill, despite an ever growing staff seems to be advocating "less is best" with what appears to be the slowest publishing rate in the Hobby. Leaving the matter of which philosophy is correct to cooler heads than mine, we are still left with an inescapable conclusion. As the number of titles proliferates, the amount of time we each have to play and master each one that interests us declines. Indeed, while the number of gamers has increased to the point where almost everyone has a wargamer acquaintance with which to play, the probability of that gamer knowing the rules to a game you want to play has actually declined. In essence, we are becoming a group who knows more and more about less and less (or is it the other way around)? The pride of achievement in gaining a mastery over a game universally accepted by one's peers as a test of skill is rapidly going the way of the dinosaur as we abandon one half-learned game for the anticipated, but untasted, thrills of the next. How many clever design subtleties have we left undiscovered on a shelf while we rush off to experience yet another new game?

Conversely, this state of affairs must certainly influence designers. Why labor for years fleshing out the bones of a design when most players will never get past the bare essentials anyway? If I can sell 1,000 copies of title X with one year of input and only 1,500 copies with two years development, doesn't it make more sense to design two games in the same time period it would take me to

create the 1500 copy version? The point of diminishing returns; i.e., the point at which additional input or polish does not generate correspondingly greater sales, seems to be moving ever closer to the point of origin. Indeed, how many games have we already seen which were never playtested on a battlefield more stringent than the designer's own mind? There is a law in economics that states that bad money drives out good. In essence, it means that cheap money stays in circulation while coins with actual silver content are hoarded. The same principle may eventually apply to wargames. If top quality games with a great deal of polish and post-design development do not enjoy correspondingly greater sales they will simply disappear in a sea of good but untested ideas. I do not mean to imply that today's games are inferior to yesteryear's—the state of the art has never been higher. Nor do I insinuate that Avalon Hill enjoys immunity from these pressures. To the contrary, they affect us also. Fortunately, our larger marketing clout gives us a bit more leeway in resisting these pressures than some of the smaller companies might have, but there is no escaping the inevitable vortex of a glutted market. As more and more titles flood the market place, the audience for each becomes correspondingly smaller. To take up the slack, many companies will be tempted to increase production and further constrict the market as the vicious circle tightens. The end result is that we'll be seeing even more "weeding out" as companies drop in and out of the hobby. A gloomy scenario and one, which is admittedly, adhered to only by pessimists such as myself. Nonetheless it is one of the reasons why Avalon Hill tries to be more than just a manufacturer of games. We try to take an active part in the hobby and provide services to those who use our products. This is why we've devoted so much time to losing financial ventures like AREA, PBM activities, and promoting ORIGINS—both as a national con and a site for championship competition; to give the hobby a framework on which members could sustain their interest. Next issue we will expand this philosophy one step further when we announce our long-planned Avalon Hill postal championships to be run in connection with AREA. Here's hoping there's enough dinosaurs left to make it interesting.

We'll wrap up this too long session with a brief progress report on games in progress. *THE LONGEST DAY* is currently in by-mail playtest under the developmental direction of Bruce Milligan. No promises but we're making progress. The price has been set at \$45.00 but it is rumored to come complete with a truss for the older set who are not accustomed to lifting such heavy objects. *THE RISING SUN* is still in the hands of the original designer who is doing a lot of trimming to get it down to more playable dimensions. Frank Davis is working on a strategic WWI game tentatively titled *GUNS OF AUGUST*. Richard Hamblen has *GUNSLINGER* back in motion again and it should see print this year, but his *TRIEMER* game will likely be abandoned so as to leave the field to our Battleline acquisition of the same name. *SOURCE OF THE NILE* has been delayed until *ORIGINS*, by developer Mick Uhl, where it will hopefully be joined by our four-years-in-the-making revision of *BATTLE OF THE BULGE*. The latter is shaping up as a real gem. By *ORIGINS*, Kevin Zucker should have the finishing touches completed on the Avalon Hill version of *AIR FORCE* and Alan Moon should make his professional debut with a revision of John Edward's *FORTRESS EUROPA*. Me? I'll be recovering from writer's cramp.



STAFF BRIEFING

An Interview with Richard Hamblen

Little did I know when Alan Moon hired on as my assistant that I was getting the new Rona Barrett of the wargame scene. Alan strikes me as typical of the new breed of gamer who is a jack of all games and master of none. He flirts from one newly published game to another, proclaiming them good or bad after a single reading of the rules, and actually plays only a small percentage of his purchases. Indeed, I suspect that he and others of his ilk are responsible for the daily bread of more than a few game companies who depend heavily on the collector's impulse for their livelihood. It should not be surprising then that Alan's forte lies not in the area of specific game analyses, but rather in the recently chic realm of "soft" or "people" oriented journalism. His attempts at satire in 'THE ASYLUM,' both good (Moratorium) and not so good (Der Fuhrer), have no doubt given the reader an inkling of his own approach to the hobby. Therefore you can join me in mock amazement at the start of yet another regular feature in which we parade our cast of unseemly characters before you one at a time in the months to come. Alan, you see, feels that you folks are interested in what people who work on games for a living think about games and gamers. He sure is. In fact, he's the downright nosiest guy I've ever come across. Alan has other interests though including long distance running. That's fortunate because when he unveiled his plans for this interview column our entire staff took off for parts unknown whimpering and hollering for all they were worth. Richard Hamblen is our first 'celebrity' only because he proved to be the slowest runner. As was the case with the 'THE ASYLUM' the survival of this column will depend largely on your reactions to it. Drop us a line and let us know what you think about the column and perhaps pose a few questions of your own to Rona, err Alan, for his next victim. Excuse me, I have to run now.

AM First Richard, why don't you give us some of the basic facts about your AH background, your present duties, and what you did before coming to AH?

RH To handle your question in chronological order, before I came to AH I was a computer programmer of the scientific variety. I worked on programs dealing with earth satellite modeling. At AH my responsibilities are to design games, do some game evaluation and development, and to write occasional articles for *THE GENERAL* on various topics.

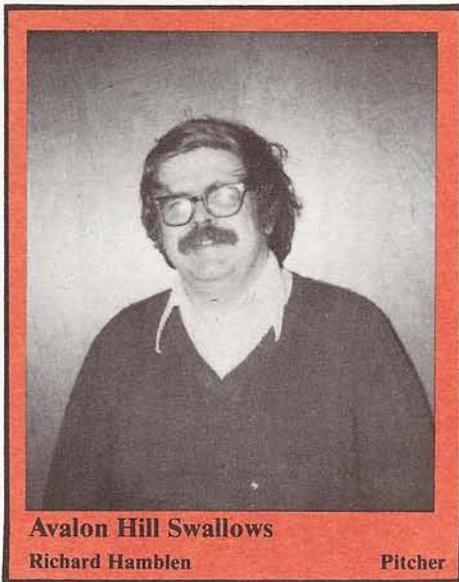
AM What games have you worked on for AH?

RH Let's take them in the order they were published. I helped with the montage and some other work on *STARSHIP TROOPERS*, sort of as an assistant to the designer. I was the final developer on *ARAB-ISRAELI WARS*. I did the development on the antique collecting game we have called *COLLECTOR*, which you may never have heard of, which is a shame because it is a damn fine little multi-player game. Short and simple but extremely challenging. A good 'party' game. I did the updated revisions of the rules for *THE RUSSIAN CAMPAIGN* and the development for *RAIL BARON*. I designed *VICTORY IN THE PACIFIC* which was based on the *WAR AT SEA* system. Most recently I assisted with the development of *WIZARD'S QUEST* and then designed *MAGIC REALM*.

AM It might be worthwhile to digress a little here and have you explain the difference between a designer and a developer.

RH The designer starts with nothing and creates the game and all its concepts himself, except

for those he steals, of course. The developer takes a game that has been designed by someone else, a game that has already been published or is in more or less publishable form and refines it, although this can sometimes be a lengthy procedure.



A. R. Hamblen
 Born: 2/2/45, Albuquerque, NM
 Started Wargaming: 1958
 PBM Experience: No
 First Wargame: Tactics II
 Favorite Wargame: Russian Campaign
 Favorite Non-Wargame: Bridge
 Outside Interests: science fiction, mystery, history, writing, sports
 Employed by AH: 1976
 AH Designs: Victory in the Pacific, Magic Realm
 AH Developments: Arab Israeli Wars, Collector, Rail Baron
 Awards: 1978 CR Best Strategic Game—Victory in the Pacific

AM Which do you think is harder; designing or developing? Are there different problems involved in each?

RH Designing is unquestionably harder because it involves an entire extra dimension of creativity and problem solving. A game consists of game systems that have been polished and refined to create the desired effects; recreating the historical period, illustrating the decisions the commanders faced, etc. A designer faces the problem of coming up with these systems. This involves defining what needs to be presented, searching out the systems that will present what needs to be presented, and putting them together so they work. It is very easy for a designer to make a mistake in this process. The developer, on the other hand, starts with a game that works to some degree. The game system and subject matter have already been integrated successfully (at least partially, or why would he be working on the game at all?). The developer needs only to polish the game and make it work better. In practice, however, the games that are developed at AH usually go through a lot of redesign and a developer winds up doing a fair amount of design work too.

AM What are you working on now?

RH At present, I am putting most of my effort into *GUNSLINGER*, a role-playing game of the old west. As a game, it is half way between the history of the period and the way the period is represented

in books and films. I am also working on the second edition of the *MAGIC REALM* rulebook and evaluating *TRIREME*. Since we acquired Battleline I have been looking at their *TRIREME* to see how much development it will need for conversion to the AH line.

AM We all know AH's somewhat dubious record with deadlines, but when can we expect to see the three things you've mentioned; *GUNSLINGER*, the *MAGIC REALM* rulebook, and *TRIREME*?

RH To take the easiest one first, *TRIREME* will depend entirely on how the game mechanics interact and so can't be predicted right now. *GUNSLINGER* should be ready for Origins and the *MAGIC REALM* rulebook should be ready sometime this Spring.

AM Are you definitely going to use parts or most of the Battleline *TRIREME* and drop the idea of doing your own game, or is there still a chance you will go with your own ideas and throw out the Battleline game altogether?

RH It's too early to say right now. We would like to use the Battleline version, but like I said, that depends on how the game interacts. At the time we acquired the Battleline version, I already had a game designed which had certain advantages over the Battleline system. The question is whether the Battleline system has advantages, enough advantages, over the system I was working on to make it worthwhile keeping. I can't give you a definite answer at the moment.

AM Would you give us a little overview of what you're doing with *GUNSLINGER*?

RH What I'm working with is the tactical gunfight system, trying to find the best of three alternative ways of approaching the same subject. I've got a basic system down and a method of hit determination. I'm trying to come up with a method of implementing this into the game as a whole in the way that will be the least expensive, the most enjoyable, and the easiest for the players.

AM Will the game be tactical, strategic, or both?

RH It will be primarily tactical. The strategic element will be reflected in the effects of one game on the next, one game to another. Hexes are six feet across so you can see that the game will really represent only one town, and a fairly small one at that.

AM Will there be historical characters and/or characters from movies, or will the system be strictly a design-your-own gunfighter?

RH All three. The game is based on the popular perception of the cowboy, i.e., what you get from books and films. This makes a difference in things like the probabilities of getting hits, etc. Thus, a lot of the more famous characters from novels and films will be present, though thinly disguised. In addition, historical characters will be represented with modifications for lowering the hit probability to reasonable levels. Of course, it is always possible for the players to design their own cowboys and have them interact in the game. The guidelines, the rules, will provide the way to do this and not destroy the game's playability.

AM What types of games do you like?

RH Peculiarly enough, my favorite kind of games are old classic type games. Not necessarily the old classics that spring to mind like *STALINGRAD* and *D-DAY*, although I do like both of those games, but clean-playing strategic or operational level games that you can play in three or four hours. Games that are a good test of skill and foresight.

AM Can you give us some specific titles?

RH The one that comes quickest to mind is *THE RUSSIAN CAMPAIGN* which I enjoy enormously. The latest edition of *D-DAY*, although the rules are historically inaccurate in such things as the counter mix, is very enjoyable along the same lines. One of our latest games, *WAR AND PEACE*, also looks like a winner along these lines, and I'm very happy about that.

AM As a game player in general, what is it about a game that specifically appeals to you?

RH There are three things I like to look for. First, there is the tactical interaction of the game. I like a game where it is possible to do something tactically that is locally significant, to a degree controllable although partially random (the good old die roll), and requires some thought and foresight about its effects in the game. The second thing I like to see is a strategic dimension where the individual tactical actions have to be assembled in some form to lead to a final result. In *THE RUSSIAN CAMPAIGN*, for example, you might want to follow an attrition policy so the individual tactics you use will be attrition oriented, but they must be implemented constantly across the board over a period of time before they become effective. The third thing I like to see is a certain amount of historical authenticity. In particular, I like to see the game recreate the kind of decisions that were faced at the time the event was taking place. This goes somewhat deeper than recreating the combat strengths of the units, although I like to see that too. It's more a question of how the game interacts. For example, if supply was an important consideration in the campaign I would like to see a supply problem in the game that limits play but can be overcome by foresight the same way it happened in history. One final note; I like to see a game convey some information. In one form or another, just being able to see the forces available, how they interact, where they are located, or even just the location of important places on the mapboard is something I get enjoyment out of. The historical appearance of the units in the game, the order of battle, interests me by itself.

AM Where does play balance enter into this?

RH On yes, let's not forget play balance. Both (or all) of the players in a game should be able to affect the tactical outcomes and the strategic direction of the game, and both players should have an equal chance of winning. This ensures that the game is interesting and challenging for both players. I also prefer a game that is a test of offensive and defensive skills for both players; both players having to attack and defend successfully to win. I like this attacking/defending quality extended as far as possible into the game. *THE RUSSIAN CAMPAIGN* is a good example of a game that requires good offensive and good defensive play from both players throughout the game. The extinct *GUADALCANAL* is an unfortunate example of a game that suffers because one of the players, the Japanese side, is totally overwhelmed late in the game almost regardless of how well he has done earlier. Assigning victory points to define a winner in an unbalanced situation is not very satisfactory to me.

AM So, let's make it perfectly clear, are you a playability or a realism freak?

RH Both. A game has got to be playable enough so you can appreciate the interactions that simulate the history. At the same time though, the history should be present.

AM Does a game that has this perfect blend of playability and realism really exist?

RH Not perfect. Historical details are always multitudinous and diverse, while playability always stems from simplicity, so they are conflicting aims. Any game is a compromise of the two. Some of one is sacrificed for some of the other. Therefore, since the history is imperfect and the playability is im-

perfect, the result can hardly be perfect. About the best a game can do is maximize its blend of history and playability through efficiency and clarity in its concepts and execution. Games that do this could be termed successes and there are a number of such games; *THE RUSSIAN CAMPAIGN* and *DIPLOMACY*, for example.

AM Do you have a favorite historical period?

RH Yes, the Civil War.

AM Is this also your favorite historical period in games?

RH No. There are very few good games out on the Civil War and none that I find completely satisfying, except of course, my own home grown designs. As far as successful games that are out I think WWII is my favorite period. I am interested in the subject and there are a lot of good games on it.

AM. You've mentioned several games you like already. How do these games fit into your idea of what a good game should be?

RH *THE RUSSIAN CAMPAIGN* is a good game because it offers you alternative strategies that you can pursue using a multitude of tactics. At the same time, the initial setup, the mapboard orientation, and the mechanics of the game recreate a good deal of the feel and information of the period. *WAR AND PEACE* has a nice little system that requires a certain amount of foresight to implement and you find yourself being led into patterns that are surprisingly similar to history. The mapboard, counters, and rules are also a good source of information on the period. In *D-DAY*, the supply restrictions and the limitations of the invasions convey a lot of information and lead to interesting situations in the game. *D-DAY 77*, like its predecessor suffers from poor historicity in the makeup of the combat units and the simplification of the mapboard. Those are the negative points in an otherwise enjoyable game.

AM In our discussion of playability and realism, have we kind of summarized your basic design philosophy, or is there something else you'd like to add or explain further?

RH The only thing we haven't really mentioned is my love of innovation. Both as a designer and as a player, I like to see new ideas used skillfully. Particularly when they reflect formerly unappreciated aspects of history or gaming. *1776* is a good example—the tactics and strategy that are forced on the revolutionary player in dealing with a superior British battle capability.

AM Where do you think wargaming as a hobby is headed in the 80s?

RH Diversification. We're getting such a multitude of products both in this company and amongst our competitors that it's becoming impossible to even know of all the games on the market—let alone know them in a competitive sense. As a result I would expect to see a reorganization in the hobby with more emphasis on designing games that are aimed at a particular part of the gaming population. More attention being paid to publishing games that appeal to people with a definite taste. A diversification and a stratification of the field.

AM Where does Richard Hamblen, the designer and developer, fit into this?

RH I hope to continue designing games and carving out a niche in the segment of gaming I find interesting.

AM Do you have a free hand concerning what you work on at AH?

RH Not a totally free hand, no. But, by the same token, I am not totally limited either. It's really a question of being constrained by market considerations, what people are interested in, and by the other people who make the decisions in the company. I suppose you might say I have a limited amount of freedom.

AM Getting into another field, what's your feeling about fantasy and science fiction games in the hobby today?

RH I think there's a real problem with games capturing the elements that make fantasy literature so enjoyable. There are some attempts that seem nice, but they are really not very satisfying. There are some attempts that capture the flair of fantasy literature but they have the problem of not being enjoyable as games. At the opposite extreme, there are some fine fantasy games that don't really capture the spirit of fantasy literature. It's a real problem that has not been solved in the field as yet.

AM So do you think a good fantasy game or science fiction game is more likely to come from literature than it is from nothing, that is, without a literary source?

RH I think that fantasy and science fiction can be treated separately. As far as fantasy goes, I don't think you'll ever see a game that's based on an existing work that is going to be completely satisfying. The closest you might come is with a Tolkien-like world where he defines an entire world, enabling the players to have a lot of adventures within that world. A simple adventure narrative or a limited description of a world does not have the flexibility to create a game that is both enjoyable and faithful to the literature on which it is based. Science fiction, on the other hand, makes a policy of defining complete worlds, that are off-shoots of our world. As a result, you usually have a complete universe assumed in a book and you can just do a game about that universe. I find science fiction games much more satisfying than fantasy games. The final solution, especially with fantasy, might be to have one person write a book and design a game on the same subject.

AM What are your impressions of *MAGIC REALM*, six months after its release?

RH As far as the elements of the design are concerned, I'm happy with everything except the combat system, which I think is merely adequate. I'm not satisfied with the rulebook and we are redoing it.

AM What parts of *MAGIC REALM* do you think are particularly innovative?

RH The isomorphic hex tiles and the detailed combat system.

AM Are these the parts you consider the best parts of *MAGIC REALM*?

RH The hex tiles, yes. The combat system could be improved and simplified, though I still like the scale and approach. The artwork, ambience, and overall game mechanics also seem to work well. The players are offered a wide range of fantasy adventures from which to choose and this is the essential part of the game.

AM Can we expect to see more *MAGIC REALM* in 1980?

RH As far as *THE GENERAL* is concerned, as long as we don't receive too many threatening letters, we'll probably see some *MAGIC REALM* material. As far as expansion kits, ala *SQUAD LEADER*, it's far too early to tell. I would like to do some, to polish up the system as it is now, but as to what we will actually do I can only repeat that we are constrained by market considerations and what people think of the game.

AM How did you get involved with *MAGIC REALM* in the first place?

RH Fantasy became a very big part of the gaming industry recently, primarily due to the success of *D&D*, and we wanted to do a fantasy game to get into this market. I was the only one at AH who was well read in fantasy.

AM How do you think *MAGIC REALM*, particularly some of the problems you've had with it, has influenced your design philosophy or how you will work on games from now on?

RH Simplify . . . simplify . . . simplify.

WAR AND PEACE

The Game of The Napoleonic Wars

From the mountains of Portugal, to the endless Russian steppes, *WAR AND PEACE* traces the rise, fall, return and final defeat of history's greatest soldier, Napoleon Bonaparte.

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From the autumn of 1805 through the climactic summer of 1815, the entire ten year conflict between France, England, Austria, Prussia, Russia, and Spain, is recreated in ten separate scenarios. Each historical campaign is presented as a separate two-player game with an average playing time of 2-3 hours.

The first scenario, *Austerlitz-1805*, is a short introductory game pitting France against the combined armies of Austria and Russia. The next pair of scenarios, *Jena to Friedland: 1806-1807*, and *Wagram-1809*, recreate the campaigns during which the French army and Empire reached the dominant position among the major European powers. *Napoleon in Russia-1812*, and *The War of Liberation-1813*, are finely balanced, massive campaigns for the control of eastern and central Europe. *Napoleon at Bay-1814*, and *Waterloo-1815*, are scenarios that depict Napoleon's desperate efforts to stave off total defeat. *The Peninsular War: 1808-1814*, recreates the six year conflict for control of the Spanish peninsula. A shorter scenario entitled, *Spain: 1811-1814*, focuses on the decisive period of Wellington's victorious campaign which drove the French back across the Pyrenees. The final, *War and Peace: 1805-1815 Grand Campaign* game (suitable for up to six players) is undoubtedly the ultimate game of Napoleonic strategy.

THE GAME SYSTEM

Recreating this classic military era, *WAR AND PEACE* is designed as a classic, competitive wargame. Highly innovative, the game system is remarkably easy to learn. The basic rules encompassing normal movement, forced marching, attrition, supply, field battles, sieges, political alliances, and the important influence of leadership and morale, can be read in less than an hour—and most of the scenarios require only a few minutes to setup.

But ease of play, alone, is hardly commendable. Like any wargame, the core of *WAR AND PEACE* is the combat resolution system. The typical Napoleonic battle often evolved from a small meeting engagement into a massive contest involving up to a quarter million opposing troops. Although the vast armies often suffered heavy losses, leadership and morale rather than numbers were the two key factors which determined victory on the battlefield. The entire *WAR AND PEACE* combat system emphasizing command, troop morale, initial concentration and the ability to reinforce a battle during multiple rounds of combat, faithfully recreates the "feel" of massive battles such as Borodino and Leipzig.

Brilliantly capturing all the color and elan of the Napoleonic era, the components include a 16" x 44" four section mapboard, and more than 1,000 historically colored unit counters, including a separate named counter representing every major military leader, as well as the naval fleets, infantry, cavalry, cossack, landwehr, militia and guard troops of more than twenty European powers.

Altogether, *WAR AND PEACE* demonstrates that elusive, classic quality which induces the "cut-throat player" and the "historical buff" to meet each other face to face, across a common mapboard.

WAR AND PEACE is available now by mail-order from Avalon Hill for \$15.00 plus 10% postage. Maryland residents add 5% state sales tax.



THE LEADERS



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Emperor of France



Kutusov:
Prince of Smolensk



Charles:
Archduke of Austria



Blucher:
Marshal of Prussia



Wellesley:
Duke of Wellington

THE ARMIES



French Guard



Russian Cossacks



Austrian Landwehr

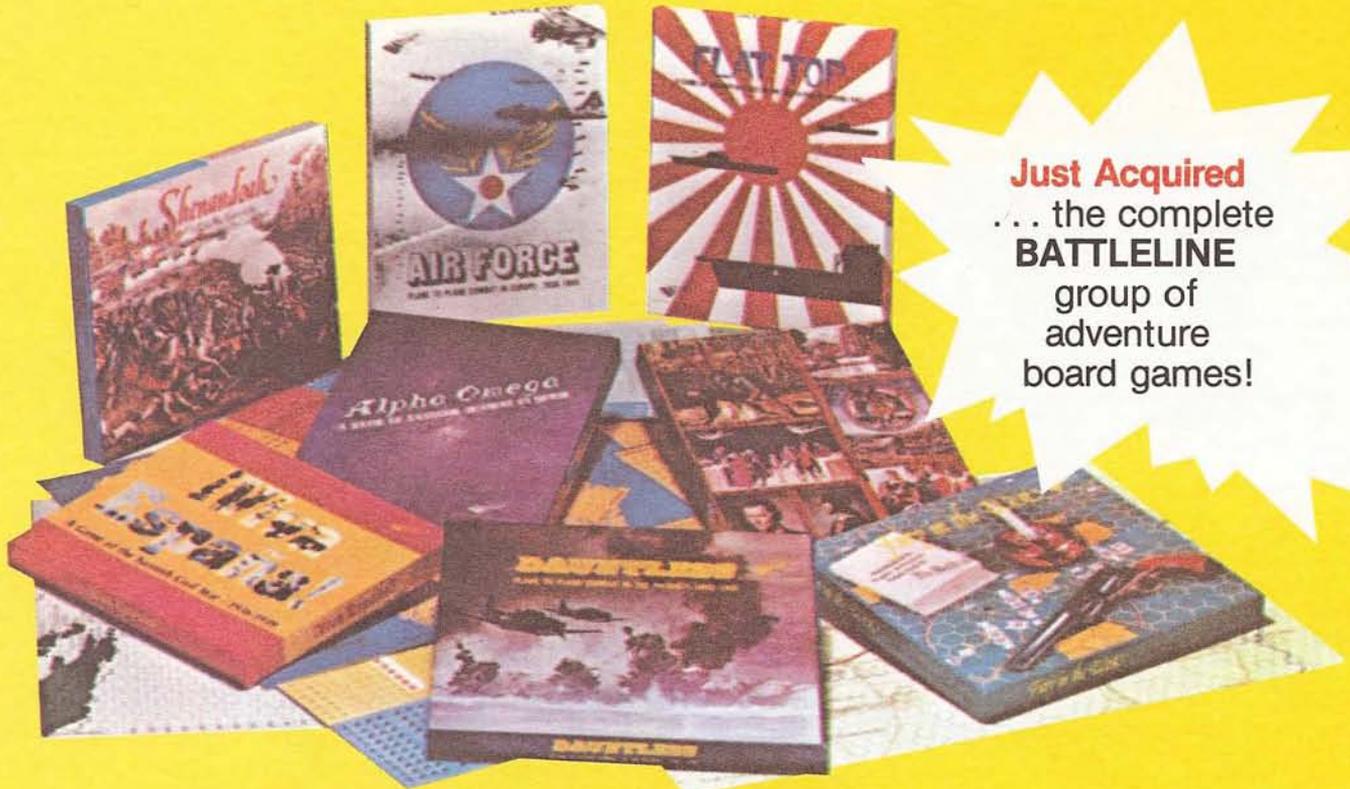


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It is with pride that we include this separate sheet describing Avalon Hill's very latest (and BIG, BIG) game acquisition. Simply put, when your competition gets too good to ignore, you find it more expedient to "join 'em rather than fight 'em." We have formally taken over this impressive line of games—lock, stock and barrel—and are including them in our factory rebate program. At the store, just ask for the **Battleline Games**.

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Letters to the Editor ...

Gentlemen,

This is the Road to Victory? Robert Beyma's article, "British Victory In Third Reich" in Vol. 16, No. 1, is by far one of the most interesting examinations of British strategy in Third Reich. Unfortunately, however, the article relies excessively on assumptions. Beyma assumes that certain things will happen this or that way, and then proceeds to give detailed advice on what to do. But if his initial assumption of what will happen is incorrect, all that detailed advice is useless.

To begin with, Beyma advises the British to send two armor 4-5's and four infantry 3-4's into France. But to enable the British to send such a large force into France, Beyma is obviously presuming that there will be no other land threat against Britain. Beyma also presumes that Italy will not declare war until 1940. But what if the Italians enter the war on the first turn? In the strategy section of the first edition rulebook it advises the Italians to declare war in 1939, and it is quite probable that this will happen frequently. Beyma then goes on to say "... if Italy has no offensive prospects she will likely transfer her 10 air factors to Germany." Beyma here is assuming that the Axis will take a "hit'em where they are" approach to attack the Allies. But suppose the Axis decides to "hit'em where they're not"? Beyma also underestimates the ability of the Italians to attack Egypt. The Italians, by Spring 1940, can attack Egypt with a force of two 5-4 air units, two 3-3 infantry units, four 2-3 infantry units, and two 2-5 armor units. The British are defending the mideast with a total of six ground units, two of which must defend against amphibious assault. He also posts a pathetically weak front line of only two 1-3 infantry units, and he positions his air unit in Palestine, giving up the air to the Italians. In the spring of 1940 the Italians could destroy the 1-3's, then, with the exploiting 2-5 armor unit, and the two 5-4 air units, they could attack the British 2-5 armor unit at 3-1 odds. The end result is that the British player would be left with two rather dismal choices: pull his forces out of France and send them to Egypt, or risk losing Suez, and with it 50 BRP's.

Beyma also seems to ignore the fact that from the period between the fall of France to the entry of the US, the Axis has the same naval capability as the British. It only takes one swift attack to greatly alter this parity in naval force. For instance, in Beyma's plan for the defense of England, he has positioned four naval fleets in Portsmouth, with no air units in the same hex. If the German player positions his 30 air factors in northern France, he can attack the fleet in Portsmouth and eliminate 10 British naval factors. That would mean the British have 26 naval factors in the West, compared to the German 36. In order to prevent a German amphibious assault the next turn, the British would have to withdraw at least 10 naval factors from the Mediterranean, giving the Italians naval control over that important sea area.

From 1942 onward, Beyma recommends that Britain throw everything it has into the Mediterranean. Invading Italy is a very difficult and lengthy task due to the small amount of land. The Italians can often prevent the British from taking Rome the first turn of an invasion, thus allowing the Axis time to collect reinforcements from Germany and Africa.

Although invading Italy may appear to be the natural thing to do, the Allied player must ask himself exactly how it benefits his position against Germany. At this point in the game, a stalemate has descended on the East, with both Russia and Germany capable of offensive action. But the Russians cannot even effectively defend themselves if the Germans are allowed to position a large section of their air force against them. The goal of Allied offensives in the West, then, is not only to gain as much territory as possible, but also to force Germany to withdraw large forces from the East. This can best be done by threatening Germany itself. By sending everything the British have into Italy, the Allied player will be wasting a large number of units, as well as a large amount of time, without directly threatening Germany, and also without forcing the Germans into seriously weakening their Eastern front. The obvious advantage of invading Italy is knocking Italy out of the war. But by this time, Italy's impact on the war is minimal. In fact, by invading Italy the Allies are allowing the Germans to make full use of the Italians as a delaying force which will divert the main weight of the Allied military potential away from Germany and into Italy. Even though Rome will eventually be captured, the British forces in Italy cannot be described as a major threat to the Axis due to the fact that the Germans can easily prevent massive exploitation breakthroughs.

That leaves the Allies with two other areas for invasion, the Balkans and France. There are two advantages in invading the Balkans:

- 1) German forces in Russia will be out-flanked.
- 2) The German Minor Allies can be conquered.

Another good point about invading the Balkans is that it is often very easy to get ashore. The drawback is that it is a very long road from Bulgaria to Germany. Invading the Balkans, then, should be seen as a method of saving Russia, should that be necessary, rather than conquering Germany (which is, after all, the key to the entire problem).

This leaves France. The major advantages of invading France are:

1. The initial front will be very close to the Allied home base.
2. Allied forces in France are a direct threat to Germany.

The turn on which the Allied invasion of France is launched is by far the most important turn of the game, at least as far as the Western Allies are concerned. Whether or not this invasion is capable of having the devastating impact upon Germany that it is quite capable of having, is dependent upon how far the Allies get the first turn of the invasion. This of course means exploitation, and exploitation means armor. But according to Beyma's plan, all five British armor units, along with the entire British army, navy, and airforce, would be slowly slugging their way up "the boot", just as the real strike on Germany is about to begin. The Americans, with only five armor and five air units, can hardly be expected to conquer France, much less Berlin. The summer of 1945, according to Beyma's plan, would see the British in the Alps, the Americans along the Rhine, and the Russians on the Oder.

The problem with Beyma's plan is that it divides the forces of the West. Berlin might be taken, but it will not be the West who does the taking. Neither drive, the British through Italy or the Americans through France, can go on to Berlin because each has been robbed of the cutting edge of any offensive in *THIRD REICH*—armor. The most spectacular offensive of the game, the Germans in Russia in 1941, is successful primarily due to the very heavy concentration of armor that the Germans throw against the Russians. What Mr. Beyma has failed to perceive is that five armor units on one front, and five armor units on another, are not as effective as ten armor units on the same front.

★★★★★

Dear Don,

I thought the readers might be interested in the following "errata" to my *PANZERBLITZ SITUATION X* article which appeared in Vol. 15, No. 4 of *THE GENERAL*. Although nothing major, the following clarifications brought out by my continued postal playtest may be of interest to potential situation X enthusiasts.

Rule 7—Reinforcements may be kept off the two side edges of the home board. In this case, the owning player must make a written record of which such reserve units are located off which of the two edges. Only on the scheduled entry turn, may reinforcements enter from either of the two external home board edges.

Rule 8—Units entering the board from reserve, on a turn subsequent to the turn they were originally permitted to enter, may enter via the board edge adjacent to which they ended their last turn; or enter via either board adjacent to it; or be divided among the two or three adjacent edges.

Scenarios in general—A number of scenarios refer to occupation of certain hexes for a certain period:

A. The period specified must be uninterrupted. For example, a unit which starts the enemy turn at a certain hex, and is destroyed during that enemy turn, is not counted as having occupied the hex for that enemy turn. Also, a unit which arrives at a hex during its own turn, is not considered to have occupied that hex during the entire turn. It would have had to start its movement phase, and end the turn, at that hex.

B. Where occupation of adjacent hexes is specified, they need not be the same adjacent hexes. For example, in a three-hex town, during the first turn required, the occupation could be of hexes A and B, the second turn, B and C.

C. Nor need the continuous occupation be by the same units. Example: turn six, hex A is occupied by unit one. During the movement phase,

unit one moves away, and is replaced by unit two. Occupation is continuous for that turn.

Except where specifically excluded, dispersed units count the same as undispersed units for victory conditions.

Scenario #10—The reference to turn 10 should read turn 9.

Scenario #14—The units referred to must have a clear LOS, as well as range. If the players wish to use them, the LOS may be defined as per the Optional and/or Experimental rules.

Tom Oleson
Madrid, Spain

★★★★★

Dear Editor,

I hope you read further than my pro/con statement. I am vehemently opposed to the publishing of fantasy and/or sci-fi articles in *THE GENERAL* which makes Wargaming take a back seat. It didn't upset me terribly in Volume 15, Number 1 where you featured *STARSHIP TROOPERS*. However, Volume 16, Number 4 looks like you're trying to sideline wargames and push Fantasy/SF on the history buffs.

Since the Fall of 1975 I have added 852 dollars worth of military history books to my shelves. Since May of 1977 there are twenty new wargames with those books. I am a subscriber of *CIVIL WAR TIMES ILLUSTRATED*, *S&T*, and *THE GENERAL*. I am a member of both the Military and the History Book Clubs. So you see, sir, the last thing I care for in my wargames, periodicals, or books is fantasy or science fiction. Wargaming is a fantasy in itself, but it is militarily oriented and historically based.

If it is your choice to supplant wargaming features with dominant fantasy/sf articles then it is my choice to sever ties with you. If this is just a rare (very rare I hope) occurrence then you shall see me renewing my support to the General's wargaming ideals.

J. Howard Reddick
Mendota, IL

We have no plans to replace our wargaming emphasis with a Johnny-come-lately attempt to cover the recent sf/fantasy craze in a big way. Yet, there is no denying the place in the AH line of such games as MAGIC REALM and DUNE. As such, they deserve coverage in the same manner as a SQUAD LEADER or ANZIO. Many of our readers enjoy both the fantasy/sf games and the more traditional military wargames. THE GENERAL will endeavor to cover both types in proportion to the interests of the readership. To that end, the recent increase in size to 48 pages allows us to cover both types of games with more material on each than was previously the case. Given our current blend of military/non-military games it seems safe to assume that wargame coverage will far outweigh fantasy/sf coverage in the foreseeable future. Our schedule for the balance of 1980 shows only the upcoming DUNE feature representing more than a modicum of sf/fantasy material in the coming year, and even that issue will have a preponderance of wargaming material despite the sf feature.

★★★★★

Dear Editor:

Why do I feel that I am being discriminated against simply because I am a Canadian? Enclosed with this letter is a money order for *WAR AND PEACE*. Even though I have been a subscriber to *THE GENERAL* for over four years, I am not allowed to use the postage coupon which could save me as much as 10% of my order. Instead you charge me 20%. Why? How can it possibly cost you any more in postage or handling to send something to me as versus another customer in Pembina, N.D., only 75 miles south of me? Having ordered games before, I know that I pay the duty at Customs here in Winnipeg. I can afford it. Wargaming is a hobby for me and I've received many hours of enjoyment from it. Actually this four or five dollars extra that the postage costs me gets lost down the road when I have to pay 18% exchange to U.S. funds. I would appreciate it if you could throw some light on this subject.

Tony Karpinsky
Winnipeg, Manitoba

Yours is not an uncommon complaint among our Canadian customers. However, we do not feel

we are discriminating against our Canadian customers; we are simply charging somewhat less than it costs us to get the merchandise to you. The simple fact of the matter is that it costs us more to send a package to Canada than to a United States address. Having served an apprenticeship in our mail room I know this to be an economic fact of life, but let's delve into specifics.

To use your own example, I found that it costs us \$1.54 to send our TITLE BOUT game to Pembina, ND by UPS. The same game sent to your address, 75 miles away, by Parcel Post costs us \$3.50 in postage alone. In addition, we have to take the time to individually tie each Canadian package with twine and affix a customs statement—two time-consuming tasks not required for domestic packages. Finally, because we can't use UPS delivery to Canada we must bear the expense of lost packages; a problem which doesn't arise with the guaranteed, proof of delivery service offered by UPS. Thus, if we peg the extra cost of twine, labor, and non-insured losses of a Canadian package at, say, 25¢ we find that Avalon Hill pays a delivery cost to a Canadian address 2.44 times that of a shipment to Pembina, ND. And this is not the worst of it. Your example of Pembina, ND was one of the more favorable you could have named, because domestic UPS charges are based on a combination of weight and distance. Therefore, a UPS delivery to upstate New York or New Hampshire would cost even less due to their relative close proximity to Baltimore while a Parcel Post delivery just 75 miles further north to Ontario still costs \$3.50 because, in the eyes of the Post Office, Canada is Canada whether it be near or far. I think you'll agree with me that, population densities being what they are, we get far more orders from the Ontario/New York area than from the Manitoba/North Dakota region.

Thus, we find that we are undercharging Canadian customers for postage rather than ripping them off. I hope this detailed example shows why our charges for Canadian delivery must, by necessity, be higher than domestic prices. Yet, there is good news for Canadian subscribers in this issue's Philosophy relative to the postage coupon so cheer up.

★★★★★

Dear Don:

In response to your comments on the absence of a published alternative to J.R. Jarvinen's "Viipuri defense" (RUSSIAN CAMPAIGN Series Replay, Vol. 16, No. 4), the following initial Russian set-up is humbly submitted.

Finnish Border: 4-3 at B9; 5-3 at C10.

Baltic: 6-3, 5-3 at G19; 3-5, 2-5 at I20.

Western: 2-5 at J20; 3-5, 2-7 at K20; 5-3, 3-7 at K21; 5-3, 3-3 at N22.

Kiev: 3-7 at Q24; 5-3 at S25; 2-5 at U26 and V27;

3-5 at W25; 5-3 at V25; 6-3 and 5-3 at W24.

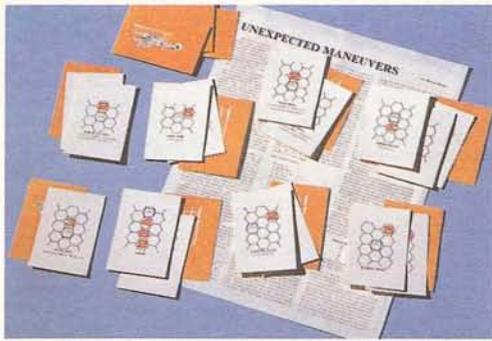
Odessa: 3-7 at Y25; 3-5 at Z24; 5-3 at AA25.

The intentions here are to reduce Russian first-turn casualties and allow the strong Kiev group units to escape. The two 8-point stacks in the Western district are AV-proof; 7-1 gives a 1/3 chance the 5-3 in either stack will live to fight another impulse. Maximum possible odds (with Stuka) on the heavy Baltic stack are 4-1. A Contact here can drive the Fascists bananas; the 6-3 has a 2/3 chance of escaping immediate destruction.

Additionally, the big stacks help make the German decision on Stuka deployment more difficult. The "correct" targets are too cut-and-dried in the Viipuri set-up (c.f. Beyma's commitment of all three to the south in the Series Replay). Finally, the Axis team is unlikely to gain much yardage on their first play; on their second they will be looking at 4-1/5-1 armor attacks on the central front (Russians stay out of Stuka range), with concomitant chances for Panzer losses in exchanges, maybe the Russians' best friend. In the south, the Russian can sometimes manage to delay the link-up between the Lwow and Rumania forces, given moderately good luck.

Probably the biggest question mark in this plan is the lack of backstop behind the big Baltic stack. If the Huns roll anything but a Contact on their 4-1, the Panzers can blast through and break the Dvina at H17. However, a number of considerations temper the adverse consequences of such an event: 1) the armor unit(s) which do so are not available for mop-up of the Russian survivors; 2) said units may be vulnerable to Russian counterattack—loss of Axis armor at this stage of the game is very bad; 3) the Dvina line should not be regarded as a sacrosanct Russian second-turn defensive position.

Mark Brazas
San Francisco, CA



RICHTSHOFEN'S MANEUVER CARDS

Vol. 14, No. 4 of the *GENERAL* printed a variant for *RICHTSHOFEN'S WAR* which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element, use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel

Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for \$4.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.

THE QUESTION BOX

CRESCENDO OF DOOM

13.41 May a unit rout towards an enemy unit providing it is not within the LOS of that unit?

A. Yes, but it must stop in its present hex as soon as it comes into the LOS of an enemy unit and if that hex is open ground the unit is eliminated if without an alternate rout route.

Q. Re: Passenger Capacities listed on Pg. 61, may one leader still ride in addition to the listed squads/crews?

A. Yes.

138.4 May mounted armament (such as an ATR) be removed from a carrier and replaced by another type (such as a mortar)?

A. Not in a mounted firing position. In a portaged position any weapon may be loaded into a carrier provided there is sufficient portage capability. Removal of mounted armament does *not* increase a carrier's portage capability. Armament can only be remounted into a firing position if it is the same type of armament removed, and it can only take place during an Advance Phase assuming the vehicle/crew has neither moved or fired from the vehicle hex during that player's turn.

139.152 When a player withdraws aircraft must he withdraw them all simultaneously?

A. No.

139.2 If a player has the possibility of air support which cannot be used because of limited visibility weather, must he still roll for its appearance and chance losing it before the weather clears?

A. Most scenarios calling for possible air support assume good visibility. If however, you elect to use the foul weather rules or design such scenarios

of your own the answer would be yes. Arriving aircraft may circle overhead waiting for the weather to clear until their "time on board" expires.

140.4 & 139.51 Do AA guns get multiple shots vs gliders or only one?

A. Only one. However, if the AA does not fire at an aerial target during that fire phase it would have its normal rate of fire vs ground targets in its LOS. Once landed, however, the glider is removed (140.8) and is therefore not considered a vehicular target, so any TO HIT rolls must be attempted on the basis of its contents.

140.41 If a glider must check morale twice, is it eliminated if it breaks twice?

A. No, but the amount by which the MCs are failed is cumulative for crash determination (140.6) purposes.

140.42 May a glider move more than the "number of hexes" error to increase its chances of a good landing?

A. No.

140.6 Does the facing of a glider in respect to the wall or hedge make any difference?

A. No, any hex containing a wall or hedge hexside qualifies.

140.6 Is there any crash DRM for flying through a smoke hex?

A. No.

140.9 Can infantry broken as a result of an off-board crash ever reenter play.

A. Only if they crashed with a leader who can attempt self-rally and then try to rally the rest normally. Once all concerned are rallied, the dice roll for reentrance (99.5) can be attempted.

Contest 92 Solution

The solution to Contest No. 92 was as follows:

Character:	White	Berserker	Black
Attacker:	Knight archer	goblin archer	Swordsmen Knight Dragon
Target:	Troll	Dragon	Bashkar archer
Attack:	Fight T6* in Thrust	Fight T5* any dir.	Fight L4 in Thrust
Maneuver:	none	Move H5* in Duck	Move L2** in Charge any dir.

The Black Knight's Shield can be put in any direction.

The Berserker will place the goblins in separate boxes so that only one of them can match his direction and hit him, destroying his helmet.

The archer is the most dangerous opponent, since when he attacks he will always attack first and will always kill any unarmored target (assuming maximum damage on the MISSILE TABLE). Therefore he must always be assigned to attack an armored target and a FIGHT with a speed of '3' must attack him, to ensure that if he does get a hit he will not survive until the next Round. This forces the Black Knight to attack him on the first Round, since the Swordsman's attack time is automatically '4' due to his weapon time on the first Round.

Assuming the worst placement each turn, the Tremendous Dragon will land a Tremendous blow each Round with no damage to himself, so he must be dispatched as soon as possible; this requires a Tremendous strength FIGHT and an attack speed of '5' or less, and only the Berserker can make such an attack (the White Knight is limited to a speed of '6' because of the Great Sword's Weapon time when unready). Since the Dragon's head will attack before the Berserker's Great Axe (greater weapon length on the first Round), the Dragon must be assigned to a character who can survive the inevitable Tremendous damage—which means the Dragon must be assigned to the other armored character.

The Troll threatens to hit, flip and kill quickly on the following Round. He has minimum weapon length and will attack last on the first Round, so all that is needed is to ensure that he cannot hit without being hit himself. It takes a 'T' FIGHT and a heavy weapon to kill him, so the White Knight must attack him with a speed of '6' with a THRUST in case this is the turn the Troll charges. Then the Troll must be assigned to attack a character who cannot be undercut; since all of the other characters have played at least one FIGHT asterisk they cannot avoid the undercut, so the Troll must be assigned to attack the

Swordsmen. The Swordsman must CHARGE to ensure that the Troll cannot match directions without being struck by the White Knight's attack.

The next most dangerous attack is the Bashkar 'B 5', who can inflict Heavy damage with a speed of '3' as long as he misses armor. Since the armored characters can lose their armor and this speed automatically undercuts anyone but the Swordsman, he too must be assigned to the Swordsman; the Swordsman must attack him with a THRUST while he charges with a speed of '2', so he ensures he cannot be undercut and he guarantees the first kill in case the leader matches directions.

The goblins are left over and cannot be prevented from attacking, so they must be assigned to a target that can survive their attack. The Black Knight cannot play better than a MOVE '6' since he must play two FIGHT asterisks, so they cannot attack him (they would undercut him after his armor was destroyed by the Dragon). Similarly they cannot attack the White Knight, whose armor stands to be destroyed. They cannot attack the Swordsman because they cannot be prevented from matching directions. Thus they must attack the Berserker—the only armored character they cannot undercut—and they must be separated so only one can hit by matching directions, and the Berserker must Duck so that the one who matches will destroy only his helmet.

At the end of the first Round the Dragon at least will be gone. On subsequent Rounds the Black Knight will continue to attack the archer, the archer will continue to attack the White Knight, the White Knight will continue to attack the Troll and the Troll will continue to attack the Swordsman until the archer stays dark side up, destroys the White Knight's armor and is killed. Meanwhile, the goblins attack the Black Knight, who is protected by his shield (or his armor, depending on what the Dragon's head destroyed) on the second Round; the Swordsman uses his alerted weapon to kill the Bashkar. On the third Round the Berserker and Swordsman protect the Black Knight, who is now shieldless, by attacking in the same direction that he maneuvers with attacks that will get the first kill; on the fourth Round the Swordsman kills a goblin, etc. Eventually the goblins will be gone and the Berserker, Swordsman and Black Knight will attack the archer from three directions, killing him. As long as the White Knight keeps thrusting, eventually the Troll will charge, ending the problem.

STILL MORE SQUAD LEADER BOARDS



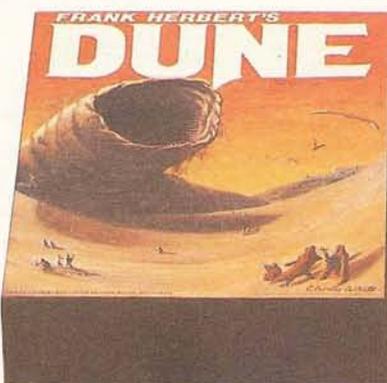
For those of you interested in adding to your possible terrain configurations for the *SQUAD LEADER* system we offer four additional boards not yet included in any of the *SQUAD LEADER* gamettes. Those who can't wait for additional terrain can purchase these games separately from our Mail-Order Dept. for \$2.00 each plus the usual postage charges for parts orders (10% of the dollar amount for U.S., 20% for Canadian, and 30% for overseas customers). The boards should be ordered under the title *SQUAD LEADER* boards 8, 9, 10 or 11.

The boards will not come with any directions pertaining to the new terrain types nor will any questions pertaining to them be answered. They are offered strictly on a "as they are" basis for

those individuals who can't wait to add new terrain to their *SL* gaming and don't mind making up their own rules as they go along. Note that the various shades of color on these boards do not necessarily match exactly with earlier boards of the series.

Board 8 features a wide river in an urban setting. Board 9 is the "mountain" board and introduces 4th level hills and crags. Board 10 represents an old French village with an "urban" feel and also introduces a new type of building and a pond. Board 11 is intended to represent the Normandy hedgerows. All the boards maintain the "geomorphic" feature which allows them to be butted together to form an ever growing number of possible terrain configurations.

COMING UP NEXT TIME



Jeffrey Paul Jones' PANZER LEADER: AN OVERVIEW led the ratings for Vol. 16, No. 3 of *THE GENERAL* with 362 points in our 1200 point scoring system. The issue as a whole was the poorest received of the past year with a 3.33 overall rating. The complete balloting breakdown for best article was as follows:

PANZER LEADER: An Overview	362
CROSS OF IRON Series Replay	227
The Ships of WAR AT SEA	176
Sneak Attacks	91
Panzer Dreamer	86
Tanks For the Memories	83
American Strategy in 1776	56
Advanced Level Midway	55
Avalon Hill Philosophy	27
The Asylum	25
Off the Shelf	12

We note with sorrow the passing of another amateur fan 'zine: *The History of Wargaming Quarterly*. Under the aegis of respected veteran gamer George Phillis this publication had served as an index so that one could rapidly find all of the articles which had ever been published on a particular game. George undertook this project nearly 6 years ago and has since indexed virtually all wargaming literature of the past 10 years. The publication was born out of George's affection for the analysis of game tactics, but as he laments "articles proposing tactics for board games were followed by a period in which military history articles were dominant and that was followed by fantasy and variants. Most recently, we seem to have entered a period in which articles on board games are almost all capsule reviews, with even less staying power than the games they discuss." So ends the labor of love of another member of the old school. We don't know whether George has any back issues to dispose of, but this is certainly the last chance to avail yourself of this type of service. Inquiries should be directed to 1225 Island Dr. #204, Ann Arbor, MI 48105. Be sure to enclose a stamped, self-addressed envelope if you expect a reply.

Avalon Hill garnered several honors recently from Games Workshop in Great Britain which annually sponsors a series of awards for the wargaming hobby. Voting for the awards was handled through numerous British magazine inserts as well as mail order and retail outlet sources. The honors won included: Best Games Publisher, Best Boardgame (*KINGMAKER* followed by *SQUAD LEADER* and *DIPLOMACY*), Best Wargame (*SQUAD LEADER* followed by *THIRD REICH*) and a second and third place finish in Best Game (*DIPLOMACY* and *SQUAD LEADER*).

The scoop on ORIGINS 80 is that it will be held at Widener University in Chester, PA on June 27, 28 and 29. The hoped-for change of site to the University of Delaware had to be cancelled due to a new university program for incoming freshmen which would have conflicted with the planned July date, and thus deprived the convention of any food services on campus. Things have improved somewhat at Widener in the meantime. Due to recent construction, a new classroom building has been opened to the convention with an additional 75,000 square feet of gaming space and a new dormitory will increase available on-campus beds by 300—all of which are supposedly air conditioned. All tournaments, demonstrations and seminars will be held in air-conditioned buildings within a three minute walk of the main exhibit area as the convention restricts itself to the upper end of campus. We'll have the complete info including registration forms in the next issue, but if you can't wait for details, write: ORIGINS '80, P.O. Box 139, Middletown, NJ 07748.

Infiltrator's Report

THE CITADEL, a hobby store in Groton, CT is sponsoring its third consecutive charter bus to ORIGINS in as many years. The bus will leave the New London, CT train/bus station on Friday morning (June 27) and will make one stop at a commuter parking lot in the New Haven/Bridgeport area. Those interested should contact: The Citadel, 171 Bridge St., Groton, CT 06340.

Congratulations to Joe Reynolds whose Houston franchise won the 7th Annual Avalon Hill FOOTBALL STRATEGY Super Bowl with a convincing 38-13 trouncing of John Armstrong's L.A. Rams. Reynolds completed the regular and play-off season with a 14-5 record in posting the league's best mark in 1979. The win over charter member Armstrong was worth \$100 plus a plaque and possession of the league's rotating Super Bowl trophy. Not bad for a rookie.

Further details on NAN CON have been forthcoming. Among the many planned events are a two day KINGMAKER tournament on Friday and Saturday and a one day AFRIKA KORPS competition on Sunday. Registration is set at \$10 before June 1st and \$15 thereafter. See the convention calendar for further details.

The *BISMARCK/SEARCH FOR THE GRAF SPEE* variant search boards which were temporarily out of stock shortly after their initial use in the Vol. 16, No. 2 issue of the *GENERAL* are now back in supply. Those whose orders were not filled previously may resubmit them now. The unmounted mapsheets sell for \$1.00 each.

There has been quite a bit of mail about CONTEST NO. 91, so an explanation seems appropriate. The objections have been along the lines that the contest was unsolvable except by using Russian paratroopers, and there was no mention of their availability in the contest. The bottom line is simply that if the only way to achieve the results specified by the contest was to use paratroopers, then it should have been obvious that they were available. Why else would the Stavka unit have been part of the contest? Stavka was the tip-off to the solution. The date of the turn was specified on purpose. It was supposed to be a 'Snow' turn. Two of the units shown on the map could not take part in the combat. This was done on purpose. It's called deception. While it is true there have been occasional flaws in past contests, you should not assume the contests are flawed, but should search for clues in the text which will give you further information needed to solve the contest correctly.

The solution printed last issue to Contest #91 was not completely correct. A paratrooper unit was also needed in hex W14, W15, or V16 to prevent the retreat of the Axis units in hex U14, because the Russian Cav unit in hex V14 was eliminated in the exchange and did not block their retreat route. Solutions that were incorrect in this manner were counted as correct solutions though. There were 135 correct solutions nonetheless. The ten winners, chosen at random are: Barry Haak, Sacramento, CA; Mark Simonitch, Concord, CA; Robert Wharton, Salisbury, MD; Kevin McCarthy, South Euclid, OH; Charles Ward, Hinsdale, IL; Charlie Farnum, Holt, MI; Ronald Elsner, Huntsville, AL; Charles Afonso, Ludlow, MA; Philip Rennert, Houston, TX; and Ken Ellis, Peoria, IL.

CONVENTION CALENDAR

The following list of gaming conventions is made strictly on the basis of the presentation of a date to us by the convention publicity chairman. Avalon Hill does not necessarily attend or endorse the gatherings listed below, nor do we mean to suggest that events using Avalon Hill games will be held there, although it is likely that at least casual, open gaming with AH games will be present. Readers are urged to contact the sources listed for further information before making plans to attend.

MARCH 29-30

SPRING REVEL, Lake Geneva, WI
Contact: P.O. Box 756, Lake Geneva, WI 53147
NOTE: Fantasy emphasis

MAY 2-3-4

WV U-CON II, Morgantown, WV
Contact: Bryan Bullinger, 240 McLane Ave., Morgantown, WV 26505

MAY 16-17-18-19

CAN GAMES '80, Ottawa, ON
Contact: Can Games '80, 201-360 Dundas St., Vanier, Ontario K1L 7W7. NOTE: SL, RB, KM, WAS, VITP, WS&IM

MAY 23-24-25

GENGHIS CON II, Denver, CO
Contact: Denver Gamers Association, 2527 Gaylord St., Denver, CO 80205

MAY 25-26-27-28

GRIMCON II, Oakland, CA
Contact: William Voorhees, 1749 Sonoma Ave., Berkeley, CA 94707

JUNE 6-7-8

MICHICON IX GAMEFEST, Detroit, MI
Contact: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099

JUNE 20-21-22

STRATACON ONE, Vancouver, B.C.
Contact: Allan J. Wotherspoon, 326 Greensboro Place, Vancouver, B.C. Canada V5X-4M4
NOTE: Miniatures emphasis

JUNE 27-28-29

ORIGINS VI, Widener, PA
Contact: ORIGINS '80, P.O. Box 139, Middletown, N.J. 07748

JULY 4-5-6

NANCON 88-III, Houston, TX
Contact: Nan's Toys, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056
NOTE: AK, KM tournaments

JULY 4-5-6

EMPIRICON II/ConSpiracy, New York, NY
Contact: POB 682, Church Street Station, New York, NY 10008 NOTE: SF emphasis & DIP

JULY 11-12-13

GLASC V, Los Angeles, CA
Contact: L. Daniel, 7048 Keokuk Ave., Canoga Park, CA 91306

AUGUST 1-2-3

CWA CON '80,
Contact: Tony Adams, 3605 Bobolink, Rolling Meadows, IL 60008. NOTE: SL, AH Classics, TRC, WS&IM, AF/DL.

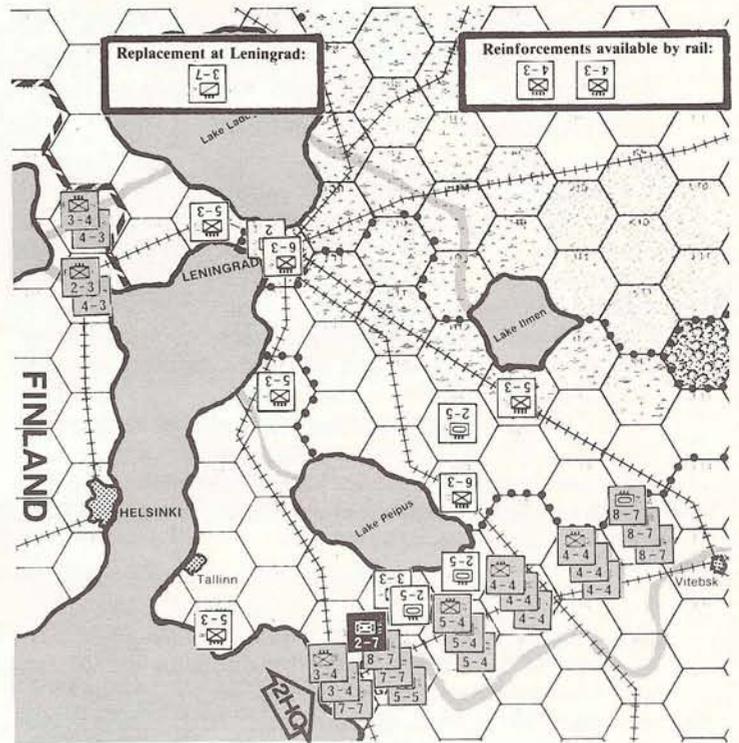
AUGUST 2-3

BANGOR AREA CON, Orono, ME
Contact: Ed Stevens, 13 South St., Rockland, ME 04841

Contest No. 93

It is the Russian September/October turn in 1941 in a game of *RUS-SIAN CAMPAIGN*, and the Russian player faces the task of protecting Leningrad with the minimum possible forces. The Russian and Axis deployments at the start of the Russian turn are pictured above; the Russian task is to use the fewest possible number of points to protect Leningrad from any possibility of being attacked and to send the rest of his units south to help in the defense elsewhere. The Russian player must find a defense that will protect Leningrad from any attack regardless of what is rolled for weather and regardless of what the Axis player rolls on his attacks next turn.

The Russian player has the units, reinforcements and replacements pictured, and he is facing only the Axis units (including two Headquarters, with Stukas) that are pictured. To win the contest you must specify the final location of each Russian unit, recording each unit's final hex location on the chart below and recording 'rail' for those units that are being sent away by railroad. The entry that sends the most points south while making it impossible for the Axis to attack Leningrad will be the winner. Remember that the Russian defense must be invulnerable against all possible weather and against the worst possible die rolls. Good Luck!



Unit:	Final Position:	Unit:	Final Position:	Unit:	Final Position:
4 Inf.	_____	20 Inf.	_____	1 Arm.	_____
8 Inf.	_____	23 Inf.	_____	3 Arm.	_____
9 Inf.	_____	30 Inf.	_____	4 Arm.	_____
11 Inf.	_____	31 Inf.	_____	Total points sent	_____
16 Inf.	_____	6 Cav.	_____	by rail:	_____

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)

Best 3 Articles

1. _____
2. _____
3. _____

NAME _____
 ADDRESS _____
 CITY _____ STATE _____ ZIP _____

READER BUYER'S GUIDE

WAR & PEACE Multi-Player Grand Strategic Game of the Napoleonic Empire

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5 average; and 9 terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality _____
2. Mapboard _____
3. Components _____
4. Ease of Understanding _____
5. Completeness of Rules _____
6. Play Balance _____
7. Realism _____
8. Excitement Level _____
9. Overall Value _____
10. Game Length _____

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

\$1.00

\$1.00

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or phone kit orders. Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering off-ferent values may be used as the equal of this coupon. Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15; or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

Opponent Wanted 25¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 25¢ token fee. No refunds.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a \$1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Anzio—AZ, Arab-Israeli Wars, AIW, Armor Supremacy—AS, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Insurgency—INS, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Naval War—NW, Objective: Atlanta—OA, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Shenandoah—SH, Stalingrad—STAL, Starship Troopers—SST, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, Viva Espana—VE, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Avalon Hill Takes Over Battleline Games

“. . . they are much too fine a line of games to disappear from the market . . . I can think of no better 'home' for them than Avalon Hill," John T. Ratzenberger, Lansing, Kansas, speaking of Battleline Games!

We have, indeed, done just that. Avalon Hill is proud to announce the acquisition of Battleline games from Heritage Models, themselves #1 in the military miniatures field.

Those of you already familiar with Battleline will assuredly concur with Mr. Ratzenberger. Chances are, however, that Heritage's limited distribution in game stores precludes public

FURY IN THE WEST

FURY IN THE WEST is a brigade level game on the Civil War Battle of Shiloh. FURY IN THE WEST is a unique game in several ways. First, this is a very accurate game using a relatively simple game system. It is both fun to play and not too demanding. Rules cover straggling, leadership, bayonet charges, gunboats, artillery, cavalry, formations, and much more. Second, FURY IN THE WEST makes use of large hexes, as well as rectangular shaped counters. Third, unlike any game you have played in the past, FURY IN THE WEST also allows you to adopt several different strategies in these three scenarios. Priced at **\$10.00**

ALPHA OMEGA

ALPHA OMEGA is a big game, making use of two 26x21 inch mapsheets. This unique tactical space game uses giant hexes on its geomorphic board. It also makes use of uniquely shaped counters with each class of ship having its own distinct shape and size. Classes included are: battlecruisers, cruisers, destroyers, carriers transports, interceptors, fighters, scouts, assault ships, star bases and more. ALPHA OMEGA allows you to pit three different races and various stages of technology. Twenty scenarios cover a great many tactical situations and make use of multitudes of innovative weapon systems. Using our much lauded simultaneous move-

knowledge of this fine line of battle games.

We therefore think it incumbent upon us to make this announcement of their availability to you, *a preferred mail-order customer*, ahead of the general public which will be so informed next Spring.

Here, then, are the games you can purchase **NOW . . .**

ment system, ALPHA OMEGA provides players with a fast paced and exciting game of tactical space combat. Priced at **\$13.00**.

MACHIABELLI

The Italian peninsula of the Renaissance was the home of intrigue, back-stabbing and double dealing. Capturing the full flavor of this exciting era, MACHIABELLI is a game for people who do not wish to gain new friends and don't mind losing the ones they have. Although the military operations of the mercenary armies, fleets and garrisons are of prime importance, these often take a back seat to the random results of plague, famine and the constant dastardly plots of bribery, revolt and assassination. The players move through a web of intrigue and are ensnared in a world where honor is a weakness to be exploited, every man has his price and any means are justified by the ends.

Players claw and scheme their way to power on an attractive five-color 21½ by 27½ inch map of Renaissance Italy using over six hundred extra-thick die-cut counters that attractively represent the eight ruling houses which vie for the unification of the peninsula. The game also includes a rulebook with basic, advanced and optional rules, plus scenarios and an informative historical summary, a well-organized simultaneous movement pad, game cards, and plastic trays for unit separation and storage. Available for **\$13.00**.

You may place your mail orders for Battleline games just as you normally do when ordering Avalon Hill merchandise. Use the postage-paid order-form envelope. For QUICK service, use our TOLL FREE number to order by credit card. The toll free number can be used only for credit card purchases; no other type inquiries can be accepted at

800-638-9292

American Express, Master Charge, VISA only!

OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1979, to be presented at
ORIGINS '80

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 committee of independent hobbyists administers the combined awards system. They will tabulate and validate the ballots and act as liaison with the Origins sponsors.

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 December 1979 to mid-March 1980. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Gaming Fans are encouraged to vote!

DEADLINE – March 31, 1980

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES.

Best Historical Figure Series: _____

Best Fantasy/SF Series: _____

Best Vehicular Model Series: _____

Best Miniatures Rules: _____

Best Role Playing Rules: _____

Best Role Playing Adventure: _____
(Dungeons, Campaign Modules, Scenarios, etc.) _____

Best Professional Magazine covering Miniatures: _____

Best Professional Magazine covering Role Playing: _____

All Time Best 20th Century Naval Rules: _____

All Time Best Ancient or Medieval Land Rules: _____

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

INCLUDE A STAMPED, SELF-ADDRESSED ENVELOPE when sending in this ballot if you wish to vote on the final ballot and will not be attending Origins '80. Final balloting will be by mail and by those attending Origins '80, where the awards will be presented.

Nominations should be based on products produced during the Calendar Year 1979. Miniature figure series' nominations should be for product lines which are either new or which have been substantially expanded in 1979. Naturally, all time best nominations are not restricted to 1979. The Hall of Fame Category will not appear on the final ballot since the winner will be determined by the nominating ballots.

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

Best Pre-20th Century Boardgame: _____

Best 20th Century Boardgame: _____

Best Science Fiction _____
or Fantasy Boardgame: _____

Best Initial Release of a Boardgame: _____
(This refers to the first release by a new company.) _____

Best Professional Magazine covering Boardgames: _____

Best Amateur Magazine covering the hobby in general: _____

(Amateur magazines being defined as non-profit efforts not of professional quality which do not provide income for their staff nor pay for contributions.)

Hall of Fame: _____

Name _____

Address _____

Signature _____

Send in your Ballot by March 31st, 1980 to one of the following addresses:

Origins Awards
46 Carleton Street
Oromocto, NB
Canada E2V 2C8

Origins Awards
10 Waterside
Woodburn Green
Bucks, United Kingdom

Origins Awards
P. O. Box 787
Troy, MI 48099
U.S.A.

THE GENERAL

1979 LAST CHANCE SALE

LAST CHANCE TO ORDER AT 1979 PRICES

OFFER VOID AFTER APRIL 30, 1980

LAST CHANCE SALE prices do not apply to phone orders—you must submit this order form to qualify for the prices shown here.

New Titles for 1980 Factory Rebate Program shown in bold face

The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214

Game Title	Quantity Ordered	1979 Price	1980 Price	You Save
Gettysburg		12.00	15.00	25%
Tactics II		6.00	7.00	17%
D-Day	✓	12.00	13.00	9%
Waterloo		12.00	13.00	9%
Afrika Korps		12.00	13.00	9%
Midway	✓	12.00	13.00	9%
Battle of the Bulge		12.00	13.00	9%
Blitzkrieg		12.00	15.00	25%
War at Sea		6.00	7.00	17%
Caesar Alesia		12.00	13.00	9%
Submarine		12.00	15.00	25%
Alexander the Great	✓	12.00	13.00	9%
Wooden Ships		12.00	13.00	9%
Victory in Pacific		12.00	13.00	9%
Magic Realm		15.00	15.00	—
Russian Campaign	✓	12.00	13.00	9%
Bismarck	✓	12.00	13.00	9%
Foreign Exchange		15.00	15.00	—
Shakespeare		12.00	13.00	9%
Word Power		12.00	13.00	9%
Tuf Math Game/Kit		15.00	15.00	—
Tufabet Game/Kit		15.00	15.00	—
Stock Market		12.00	13.00	9%
Panzerblitz		12.00	15.00	25%
Business Strategy		12.00	13.00	9%
Luftwaffe		12.00	13.00	9%
Richthofen's War		12.00	13.00	9%
Panzer Leader		12.00	15.00	25%
Third Reich		12.00	15.00	25%
Kingmaker		12.00	13.00	9%
Diplomacy		15.00	15.00	—
Starship Troopers		12.00	15.00	25%
Arab-Israeli Wars		12.00	15.00	25%
Squad Leader		12.00	15.00	25%
Cross of Iron		12.00	13.00	9%
Crescendo of Doom		—	15.00	—
Assault on Crete		12.00	13.00	9%
Dune		15.00	15.00	—
Wizard's Quest		12.00	15.00	25%
Napoleon	✓	12.00	13.00	9%
War & Peace	✓	—	15.00	—
Tobruk		12.00	13.00	9%
Outdoor Survival		12.00	13.00	9%
Chancellorsville	✓	12.00	12.00	—
Stalingrad	✓	12.00	12.00	—
Jutland		12.00	12.00	—
Anzio	✓	12.00	12.00	—
Caesar's Legions		12.00	12.00	—
Witchcraft		10.00	10.00	—
Black Magic		10.00	10.00	—
Origins of WW II		12.00	12.00	—
1776		12.00	15.00	25%
France 1940	✓	12.00	12.00	—
Contigo		12.00	13.00	9%
Twixt		15.00	15.00	—
Oh-Wah-Ree		12.00	13.00	9%
Ex. Decision		12.00	13.00	9%
Chess		24.00	24.00	—
Go		17.00	17.00	—
Point of Law		12.00	15.00	25%

Game Title	Quantity Ordered	1979 Price	1980 Price	You Save
Acquire		15.00	15.00	—
Stocks & Bonds		12.00	13.00	9%
Facts in Five		12.00	13.00	9%
Feudal		12.00	15.00	25%
Image		12.00	13.00	9%
The Collector		12.00	13.00	9%
Rail Baron		12.00	15.00	25%
UFO		6.00	6.00	—
Book of Lists		10.00	10.00	—
Intern		15.00	15.00	—
Chall. Bridge		20.00	20.00	—
Venture		6.00	6.00	—
Stac-Tac-Toe		4.00	4.00	—
Class Struggle		—	15.00	—
Deluxe Tripples		10.00	10.00	—
Perplexus		9.00	9.00	—
Tripples		4.50	4.50	—
Totally		6.00	6.00	—
Bali		3.00	3.00	—
Fury in the West		—	10.00	—
Dauntless		—	15.00	—
Air Force		—	15.00	—
Flat Top		—	15.00	—
Alpha Omega		—	13.00	—
Viva Espana		—	9.00	—
Machiavelli		—	13.00	—
A.F./Daunt. Exp. Kit		—	8.00	—
Samurai		—	13.00	—
Trireme		—	14.00	—
Armor Supremacy		—	7.00	—
Naval War		—	9.00	—
Baseball Strategy		12.00	13.00	9%
Football Strategy		12.00	13.00	9%
Basketball Strategy		12.00	13.00	9%
Paydirt		12.00	15.00	25%
Bowl Bound		12.00	13.00	9%
Superstar Baseball		12.00	13.00	9%
NBA Basketball		15.00	15.00	—
Go for the Green		12.00	12.00	—
Speed Circuit		12.00	13.00	9%
Win, Place & Show		12.00	13.00	9%
Chall. Football		12.00	13.00	9%
Challenge Golf		12.00	13.00	9%
Major League Bas'l		15.00	15.00	—
Regatta		15.00	15.00	—
Title Bout		—	15.00	—
USAC Auto Racing		12.00	13.00	9%
*The General 1 yr.		7.50	9.00	17%
*The General 2 yr.		12.00	14.00	17%
Guide to Diplomacy		3.00	3.00	—
Guide to Panzerblitz	✓	3.00	3.00	—
Guide to Midway	✓	—	4.00	—
All-Star Replay 1 yr.		5.00	5.00	—

*New Postage Charges remain in effect:
\$9.00/yr. for First Class, Canada/Mexico
\$12.00/yr. for Overseas

FACTORY REBATE PROGRAMS

6 Games: including at least 4 from the group listed below in bold print earns the purchaser a set of free storage trays (\$3.25 value), free subscription to *THE GENERAL* or *ALL-STAR REPLAY*, and an Elite Club Membership with dollar-off discount coupons applicable to future mail-order purchases for life!

3 Games: including at least 2 from the group listed below in bold print earns the purchaser a free subscription to *THE GENERAL* or *ALL-STAR REPLAY*.

NOTE:

1. First class or foreign subscription postage charges are not included.
2. To qualify for the factory rebate program you must order at least 6 different titles for the 6 game plan, or 3 different titles for the 3 game plan. You cannot order several copies of the same title to make up your 3 or 6 game minimums.

1. Total Game Purchases	\$ _____
2. Minus Elite Club Discounts (current members only with attached 1980 coupon stubs \$1.00 per game ordered)	— _____
3. Sub-Total	_____
4. Plus Total Parts Purchases (from attached Parts List)	+ _____
5. Sub-Total	_____
6. Plus 10% postage charge	+ _____
7. Sub-Total	_____
8. Minus <i>GENERAL</i> Postage Coupons (\$1.00 per coupon not to exceed 10% of line 3 for US customers, 20% for Canada & Mexico, or 30% for overseas shipments)	— _____
9. Sub-Total	_____
10. Plus Subscription Purchases	+ _____
11. Sub-Total	_____
12. Plus Foreign Subscription Postage Charges (Canada & Mexico = \$9.00/yr; Overseas = \$12.00/yr)	+ _____
13. TOTAL	\$ _____

Maryland residents add 5% of line 5 for state sales tax.

I qualified for the 6 game Factory Rebate Program. Don't forget to send me my free set of storage trays, Elite Club Membership Card, and free subscription to:

- THE GENERAL* new renewal
 ALL-STAR REPLAY new renewal

I qualified for the 3 game Factory Rebate Program. Send me a free subscription or renewal to:

- THE GENERAL* new renewal
 ALL-STAR REPLAY new renewal

ORDER DATE _____

SHIP TO: _____

CHECK ENCLOSED

BILL: American Express BankAmericard
 Master Charge

Account No. _____

Inter-Bank No. _____

Expiration Date _____



June 27, 28 and 29, 1980

Widener University, Chester, Pa.

Schedule and

Pre-Registration

ORIGINS '80

This year Origins '80 is sponsored by the Eastern Gaming Association which is a group of gaming clubs stretching from Washington D.C. to Boston, Mass. Origins offers a larger program than ever before (220 events) starting on Friday morning and ending Sunday afternoon. Plan to stay the entire weekend and enjoy the activities.

THE CONVENTION SITE

Origins '80 will be held at Widener University in Chester, Pa. Because of expanded facilities the entire convention will be held on the upper end of the campus. WE WILL NOT BE USING THE WIDENER FIELDHOUSE so shuttle buses between event sites will not be necessary. The dealers will be housed in MacMorland Center as will all miniature events. Role playing and board games will be held in Kapelski, Kirkbride and ROTC buildings. Registration will be in Alumni Auditorium. Every event is within a three minute walk of MacMorland. All events in air-conditioned classrooms, none in the cafeteria.

LODGING

Dorms are available on campus for \$10.00 per night (guaranteed double occupancy) plus a \$10.00 key deposit returnable when you check out. Check out will be handled within your dorm so there will be no inconvenience. Dorms are available from Thursday evening to Monday morning. Ten dollars a night gives you one bed, plus linen.

ADMISSION AND HOURS

Pre-registration is available only to those who register for the weekend. The cost is \$10.00 until June 1. You will be informed of your registration through the mail. After June 1 you can still pre-register, but it costs \$12.00 and you can pick up your registration material at the door. In all cases tickets, dorm keys and the program will be waiting for you at the registration desk. Registration will begin at 6 PM Thursday. A daily ticket will be \$5.00.

EXHIBITS

Every major manufacturer will be attending Origins '80. These include: Avalon Hill, SPI, Game Designers Workshop, TSR Hobbies, Inc., Grenadier Models, Ral Partha, Chaosium, Fantasy Games Unlimited, Miniature Figurines, Heritage Models, People's Wargames, Metagaming, and many, many more. The exhibit area is air-conditioned.

OPEN GAMING

There will be expanded open gaming space available on a 24 hour basis. Bring your favorite game or army and be prepared to play throughout the convention.

HOTELS

- The following hotels have been reserved for Origins '80:
1. Ramada Inn, 76 Industrial Highway, Essington, Pa. (215) 365-1600. S: \$31, D: \$37, Triple: \$43, Quad: \$49. 15 minute drive from campus.
 2. Howard Johnson's, I-95 & Providence Rd., Chester, Pa. (215) 876-7211. S: \$23, D: \$28, Triple or more, add \$3 per person. Two blocks from campus.
 3. Holiday Inn, 45 Industrial Highway, Essington, Pa. (215) 521-2400. S: \$33, D: \$37, \$6 fee for additional people.

For your convenience there will be a shuttle bus from the hotels to the campus throughout the weekend.

SCHEDULE OF EVENTS

Please bring a copy of all games that you wish to enter unless otherwise indicated in the event description.

EVENT NOTES

- A. **EVENT CODES.** All pre-registration for events will be by event code. Example: AH-S.1-1. 1st two letters are the "givers" code, middle section between dashes is the event type, number after last dash is the number of "givers" type event. The example is for Avalon Hill's first seminar: AH-S.1-1. The only other event code used is a suffix (#1), (#2), etc. which is used when different sessions (not rounds) of an event are given. Example: SP-T.2B-1 (#2) is the second session of SPI's one-round role-playing game "Dragonslayer".
- B. **Abbreviations:**
Alumni Auditorium: "Aa" or "Alumni"
Louis Kapelski Learning Center: "Ka" or "Kapelski"
Kirkbride Hall of Science & Engineering: "Kb" or "Kirkbride"
MacMorland Center: "Mm" or "MacMorland"
Lecture Hall (Auditorium-type): "LH"
- C. To avoid overcrowding at "FREE" events, sign-up and an admission slip will be required. Fire Codes do exist.
- D. Later rounds of many tournaments given by one manufacturer or club may be held in one room. 4 or 5-2-player final rounds will not crowd a room designed for 12 2-player games.

E. Players must bring with them all necessary Material necessary to play any tournament entered—including games, rules, dice, etc. This is required unless the event description for a tournament specifically tells the gamer not to bring certain Material. Miniature gamers have additional, specific requirements. They must bring pencil or pen, dice for the rules used, a set of rules, tape measure or ruler and the figures for their army. Miniature games bring these items unless specifically told not to in the event description.

F. **REFUND POLICY.** To stop the practice of signing up for dozens of events and then demanding refunds when a win in a tournament changes a person's schedule, the Origins '80 Committee will allow refunds under two circumstances only: #1: Pre-registrants who choose a "full" event will have their fee returned via Origins '80 check with their pre-registration receipt. #2: If a scheduled event is not given at Origins '80, refunds will be made to pre-registrants/registrants at the "problems" desk in the registration area. This is being done to avoid the premature "filling" of events by "no-shows" and thereby allowing more gamer participation. The times of all rounds/sessions are printed in the event descriptions.

G. **PRE-REGISTRANTS.** Pre-registrants will receive a combined receipt which will show their pre-registration number, dorm room (if any) and event code of any events entered. At Origins '80, they will go to the special "Pre-registration" desk, hand in their receipt, and will be given an envelope containing their admission badge, room key, and tickets for all events entered.

SPECIAL EVENTS

SOFTBALL RIVALS. Once again Avalon Hill & Simulations Publications clash in their annual life-or-death battle for supremacy on the diamond. Come and see the thrill of victory and the agony of defeat. Unticketed. 8 AM Sunday. FREE. AH/SPI

FOOTBALL RIVALS? It is rumored that the intrepid Avalon Hill crew, led by the indomitable Tom Shaw, have been challenged by a group of Ruggers from across the seas. If the rumor is true, the challenge takes place at: 8 AM Saturday. FREE. Unticketed. AH/?

ORIGINS '81 BUSINESS MEETING. Business Meeting for receiving bids for Origins '81. The general public is invited. Unticketed. 7:45 PM Friday, 108 Kirkbride. O-81

GAME MANUFACTURERS ASSOCIATION. Closed Meeting. 7 PM Saturday, 3rd floor Lounge, Kapelski. GMA

GAME DESIGNERS GUILD. A meeting of the Guild will be held at 9 PM Friday in the 3rd floor Lounge, Kapelski. Not open to the general public. GDG

MOVIES. Jay Hadley once again selects feature films for the edification & entertainment of weary conventioners. FREE. 9 PM Fri. & 9 PM Sat., Alumni Auditorium. Unticketed. MOVIES

AWARDS. Origins awards will be given out starting at 5 PM Sunday in Alumni Auditorium. It is, of course, free to all. The list of awards will be published in the Origins booklet. Unticketed. AW

HOBBY CENTER. Multi-media presentation of the Strategy Game Hobby. Besides the popular Time-Line of Board & Miniature gaming, the center will have a series of slide shows, displays of various miniatures and board games covering all periods, demonstrations of the early H. G. Wells games and of other games and "An Introduction to Role-Playing, Board Gaming and Miniature Gaming for the Uninitiated. Bob Beattie. FREE. UNTICKETED—WALK IN! Open throughout Origins '80. HC

PAINTING COMPETITION. A wide variety of categories will be judged not only on "Artistry" but also on imagination, organization & quality. \$1.00 entry fee unless the entry is an army being used in the WRG Ancients Tourney. Unticketed. Write for Details: R. Beattie, 1516 Montclair, Ann Arbor, MI 48104. PC

DEMONSTRATIONS

NEW AVALON HILL GAMES. Three 2-hour demonstrations by the Avalon Hill staff. The staff will explain the play of new Avalon Hill games. Frank Davis/Alan Moon. Entry: FREE. Sessions: #1—3:30 PM Fri.: 225A Ka, #2—9 AM Sat.: 339A Ka, #3—10:45 AM Sun.: 213 Kb. AH-D.1A-1

DEMONSTRATION? Eon Products will demonstrate their latest release at Origins '80. They are keeping the subject & title secret for competitive reasons. Ned Horn. 2 hours. Entry: FREE. Time: 11:15 AM Sat.: 339A Ka. EO-D.1A-1

SPI PLAYTESTING. SPI will be playtesting some of their smaller unpublished games throughout the Origins '80 weekend, starting Friday afternoon. An SPI R&D Staffer will be in attendance at all times. Sign up for one or more

morning, afternoon, or evening sessions. Entry: FREE. Continuous sessions, 1:30 PM onwards Fri., 9 AM onwards Sat., 9 AM onwards Sun.: 136 A Ka. SP-D.1A-1

TUNNELS & TROLLS FOR BEGINNERS. Flying Buffalo hosts this unique learning demonstration. A entry fee—of sorts—of \$8.00 is charged, but each participant receives a copy of Tunnels & Trolls worth \$8.00, in effect playing free. Limited to 10 players per demonstration. 3 hours. Entry: SPECIAL. Sessions: #1—2 PM Fri.: 339A Ka., #2—1:30 PM Sat.: 339A Ka. FB-D.2B-1

SKULL & CROSSBONES. Scott Bizar & the FGU staff host this hands-on demonstration of FGU's role-playing game of piracy and skullduggery on the Spanish Main. 3 hours. Selected participants will receive FGU products. Entry: FREE. Time: 1:30 PM Fri.: 325 Kb. FG-D.2B-1

CHIVALRY & SORCERY. Scott Bizar & the FGU staff present this 3 session hands-on demonstration of FGU's FRP. 3 hours. Selected participants will receive FGU products. Entry: FREE. Sessions: #1—6 PM Fri.: 425 Kb., #2—7 PM Sat.: 500 Kb, #3—1 PM Sun.: 118 Ka. FG-D.2B-2

OGRE. Martian Metals presents a demonstration on how to use their OGRE miniature line to play the popular microgame. 1½ hours. Entry: FREE. Time: 5:30 PM Fri.: 339A Ka. MM-D.3-1

15MM FANTASY MASS ACTION. Martian Metals hosts this demonstration on how to use 15mm fantasy figures to depict the mass action so often lacking in an adventure. 1½ hours. Entry: FREE. Time: 7:30 PM Fri.: 339A Ka. MM-D.3-2

RIVETS. Martian Metals gives a demonstration on how to integrate their miniatures into games using Metagaming's popular microgame. 1½ hours. Entry: FREE. Time: 9:30 PM Fri.: 339A Ka. MM-D.3-3

THE ANATOMY OF GLORY. Operational Studies Group hosts this demonstration of the tactics of the Age of Napoleon. 2 hours. Entry: FREE. Time: 6 PM Sat.: 208 Kb. OS-D.3-1

THE WORLD TURNED UPSIDE-DOWN. Sponsored by Historical Research Publications. Will the militia stand this time against the British regulars? Join and find out how you fare. Limit of 15 players. 5 hours. Entry: FREE. Time: 7 PM Fri.: entry hall Mm. HR-D.3-4

... AND PASS THE AMUNITION. Sponsored by Historical Research Publications. Individual ship command in the South Pacific. A new set of rules in the Fletcher Pratt tradition (range estimation). Command a ship on the 40' x 40' playing area. Limit of 15 players. 5 hours. Entry: FREE. Time: 9:30 AM Sun.: red lounge Mm. HR-D.3-5

COLUMN, LINE & SQUARE IN 15MM. Sponsored by Johansen Miniatures. Try your hand in one of the premier sets of Napoleonic tactical rule sets. Limit of 12 players. 4 hours. Entry: FREE. Time: 2 PM Fri.: entry hall Mm. SJ-D.3-1

EMPIRE, EAGLES & LIONS. Napoleonic rule demonstration by Napoleonic period expert Jean Lochet and sponsored by the magazine Empire, Eagles & Lions. 3 hours. Entry: FREE. Time: 3 PM Sat.: entry hall Mm. EE-D.3-1

WRG NAPOLEONIC RULES (1685-1845). Participatory demonstration of these popular English rules sponsored by The Courier. 15mm. Limit of 10 players. 4 hours. Special certificate awarded. Entry: \$1.50. Time: 4 PM Sat.: 21 Mm. TC-D.3-3

WIZARD WARS. Jim Arnold presents a new game system for fantastic table top battling involving generals and their armies supported by wizards armed with spells. Limit to 16 players. 3 hours. Special certificate awarded. Entry: \$1.50. Time: 10 AM Sat.: 22A & 22B Mm. JA-D.3-1

FICTIONEER. Sponsored by Johansen Miniatures. 25mm science fiction man-on-man gaming. Limit of 16 players. 3 hours. Entry: FREE. Time: 10 AM Sun.: 21 Mm. SJ-D.3-2

GUNSHIP 2000. Sponsored by Johansen Miniatures. WWII with 1/300 scale war vehicles of the future. Limit to 16 players. 2 hours. Entry: FREE. Sessions: #1—4 PM Sat.: entry hall Mm, #2—6 PM Sat.: entry hall Mm. SJ-D.3-3

GENERSHIP NAPOLEONIC—GRAND TACTICAL GAME. Jim Arnold presents a new game system design to provide realistic resolution of Napoleonic battles in 3 to 4 hours. This battle provides opportunities to demonstrate tactical and grand tactical generalship ability. Limit of 16 players. 5 hours. Special certificate awarded. Entry: \$1.50. Time: 9 AM Sun.: 12A & 12B Mm. JA-D.3-2

GENERSHIP NAPOLEONIC—MAIDA I & II. Jim Arnold presents two simultaneous games designed to challenge battalion level tactical generalship in a new game designed to provide realistic resolution of Napoleonic battles in 3 to 4 hours. Limit of 8 players in each game (16). 3 hours. Special certificate awarded. Entry: \$1.50. Time: 2 PM Fri.: 22A & 22B Mm. JA-D.3-3

BOOT HILL DEMONSTRATION. Sponsored by TSR and The Triangle Simulation Society. Joel Haas leads this participatory demonstration of the "Boot Hill" rules. Join Hawley Smoot, Pyrite Pete, Silver Jasmine and other residents of Mulespit Arizona in the Cap'n Ball Saloon. Try your hand at supporting your local sheriff (Justin K. Smith) or join the Black Hat Gang (led by Ray Zinkane). A maximum of 10 active players at a time but others will be accommodated as casualties occur. Participants will keep the figures they use. 2 hours. Entry: 50¢. Time: 2 PM Fri.: 12A & 12B Mm. TN-D-3-1

ANCIENT AND MEDIEVAL WARFARE RULES. Arnold Hendricks demonstrates Heritage Models new ancient rules for 15mm. 2 hours. Entry: FREE. Time: 10 AM Sat.: entry hall Mm. HM-D-3-1

PAINTING DEMONSTRATION. Sponsored by Heritage Models. Duke Seigfried repeats his popular demo of Heritage Colors and quick shading techniques. A new line of science fiction and fantasy colors are introduced. 2 hours. Entry: FREE. Time: 4 PM Sat.: entry hall Mm. HM-D-3-2

PAINTING WORKSHOP FOR BEGINNERS. Sponsored by The Courier. Bring your own figures to paint (or they will be provided). A hands-on learning of painting techniques under the tutelage of Rob Mosca. Limit of 10 participants. 1 hour. Entry: \$1.50. Time: 12 noon Sat.: 21 Mm. TC-D-3-1

PAINTING WORKSHOP FOR INTERMEDIATES. Sponsored by The Courier. Bring your own figures to paint (or they will be provided). A hands-on experience with advanced techniques under the tutelage of Joe Miceli. Limit to 10 participants. 2 hours. Entry: \$1.50. Time: 1 PM Sat.: 21 Mm. TC-D-3-2

COLONIAL WARGAMING. Sponsored by Yaquina Publication with Hinchcliffe Models and the Triangle Simulation Society. Larry Brom demonstrates his Sword & Flame rules. For those who cherish the poems of Rudyard Kipling and the adventures of Gunga Din, Four Feathers, and Zulu. Limit to 10 players. 2 hours. Entry: \$1.50. Sessions: #1—7:30 PM Fri.: 12A & 12B Mm, #2—9 AM Sat.: 12A & 12B Mm, #3—11 AM Sat.: 12A & 12B Mm. TN-D-3-2

BUCCANEER. Sponsored by Historical Research Publications. Capture Spanish treasure on the Spanish Main with HR's new buccaneer rules. Limit to 15 participants. Special certificate awarded. 4 hours. Entry: FREE. Time: 6:30 PM Fri.: entry hall Mm. HR-D-3-1

FOLLOW ME. Sponsored by Historical Research Publications. 15mm WWII man-on-man role-playing. Leap into the dark over normancy—can you survive? Limit to 15 participants. 4 hours. Special certificate awarded. Entry: FREE. Time: 1:30 PM Sat.: 22A & 22B Mm. HR-D-3-2

KNIGHTHOOD AND THE MIDDLE AGES. Sponsored by Historical Research Publications. Be a Baron when Knighthood was in flower. Limit of 15 participants. 5 hours. Special certificate awarded. Entry: FREE. Time: 12:30 PM Fri.: entry hall Mm. HR-D-3-3

SEMINARS

AH: Avalon Hill

SQUAD LEADER: WAHT'S LEFT? Don Greenwood leads a discussion of the SQUAD LEADER series to date with emphasis on audience participation and discussion of those games still to be produced. 2 hours. \$1.00. 11:15 AM Sun. Alumni Auditorium. AH-S-1-1

NAPOLEON'S SYSTEM OF MANEUVER. Principles of Napoleonic Strategy: The Central Position and The Maneuver Against Enemy Communications, with Historical Examples. A discussion of how these principles have been included—or avoided—in published wargames, and how they might be effectively employed by the player in both solitary study and in competition. Frank Davis, Mark McLaughlin & Keven Zucker. 1½ hours. \$1.00. 4:00 PM Sat. LH#1 Kapelski. AH-S-2A-1

AVALON HILL STAFF MEETING. Q&A WITH THE ASSEMBLED AH STAFF. Ask any question you want of the assembled members of the AH R&D Staff. 2 hours. FREE. 9:00 PM Sat. LH#1 Kapelski. AH-S-3-1

CH: The Chauseum

RUNEQUEST SEMINAR. The Chauseum hosts a question and answer session on their popular Fantasy role-playing game. Learn from the source. Greg Stafford & Company. 2 hours. FREE. 6:45-8:45 PM Fri. LH#1 Kapelski. CH-S-1-1

CS: Clifford Sayre Jr.

NAVAL MINIATURES FOR NOVICES. Clifford Sayre hosts an introductory session on Naval Miniatures including techniques, use of equipment, etc. 2 hours. \$1.50. 9:00 AM Sat. LH#2 Kapelski. CS-S-1-1

HIDDEN MOVEMENT IN NAVAL BOARDGAMES. Clifford Sayre presents a discussion of several techniques for implementing hidden movement in tactical and strategic naval boardgames. The methods are basically "hand" methods although they can be implemented on a home computer. The methods include a technique for "double blind" hidden movement which can be used to play ASW games PBM. Fee includes a booklet on the subject. 2 hours. \$1.50. 3:15 PM Fri. LH#2 Kapelski. CS-S-1-2

DP = Diplomacy

DIPLOMACY OPEN BUSINESS MEETING. The Diplomacy Hobby will hold an open business meeting. The meeting will start at 8 PM Fri. in 500 Kb. FREE. DP-S-1-1

DW: Different Worlds

FANTASY GAMING IN PRINT. The Editors of Different Worlds, The Dragon and possible others discuss the philosophies that help make the magazines different from each other, and their plans for the coming year. Hear their views on the relationship between the magazines and the hobby of role-playing games. Meet your favorite Editor: Tadashi Ehara, Jake Jaquet, Tim Kask, John Sapienza and, hopefully, Ian Livingstone of White Dwarf. 2 hours. \$1.00. 1:45 PM Sat. Alumni Auditorium. DW-S-4-1

FANTASY FANZINE PANEL. Editors and contributors to the APAs and other fanzines dedicated to role-playing gaming discuss the hobby of amateur writing—how it got started and why, what it is doing for the hobby of adventure gaming, and where it is going. John Sapienza hosts this panel of rugged individualists. 2 hours. \$1.00. 1:45 PM Sun. Alumni Auditorium. DW-S-4-2.

EE = Empire, Eagles & Lions

NAPOLEONIC MINIATURE RULES—HOW REALISTIC? Sponsored by Empire, Eagles & Lions. Jean Lochet leads a discussion on Napoleonic Rules. 2 hours. 50¢. 4 PM Sat. LH#2 Kapelski. EE-S-1-1

EG = Empire Games

DEVELOPMENT OF EMPIRE—3RD EDITION. Sponsored by Empire Games. Seminar & demonstration by authors Scott Bowden & Jim Getz. Further improvements in this most popular set of Grand Tactical rules are described & demonstrated. Rules questions will be answered. 2 hours. \$1.50. 1:45 PM Sat. LH#2 Kapelski. EG-S-1-1

NAPOLEONIC TACTICS AND GRAND TACTICS. Sponsored by Empire Games. Jim Getz repeats his very popular seminar of Origins '78 & '79. A discussion of the Napoleonic method and how it applies to wargaming. 2 hours. \$1.50. 9 AM Sat. Alumni Auditorium. EG-S-1-2

ARMIES OF THE NAPOLEONIC WARS. Sponsored by Empire Games. Scott Bowden's presentation of his new Napoleonic War research series. An in-depth look at the volumes to be released. 2 hours. \$1.50. 6:45 PM Fri. LH#2 Kapelski. EG-S-1-3

CIVIL WAR TACTICS FOR MINIATURES. Sponsored by Empire Games. Mark Abrams discussed Civil War tactics and how to use them on the miniature battlefield. 2 hours. \$1.50. 6:30 PM Sat. Alumni Auditorium. EG-S-1-4

STARS & BARS. Sponsored by Empire Games. Mark Abrams discusses ACW tactics and how STARS & BARS simulates them in miniature. Open to all but particularly recommended as a review to everyone participating in the SHILOH game. 2 hours. \$1.50. 11:30 AM Sat. 3rd floor lounge, Kapelski. EG-S-1-5

EN = Enola Games

THE THIRD WORLD WAR. Enola Games hosts this session of discussions on the Third World War. A Preview—Simulations and Reality. 2 hours. \$1.00. 9 AM Sun. 108 Kirkbride. EN-S-1-1

EO = Eon

COSMIC ENCOUNTERS: ITS ORIGINS AND DIRECTION. Bill Eberle hosts this presentation and discussion on Eon's popular game. 1 hour. \$1.00. 5:30 PM Fri. Alumni Auditorium. EO-S-1-1

FB: Flying Buffalo Inc.

PLAY-BY-MAIL GAMES. Anyone who runs them is crazy. Rick Loomis, well-known play-by-mail impresario, gives an interesting insight into this growing section of the hobby. 2 hours. FREE. 11:15 AM Sun. LH#2 Kapelski. FB-S-1-1

FS = Fairmount Simulations Gaming Co.

PLAYING ON THE RAILROAD. John Desmond leads this seminar on the theory and practice of hobby gaming in the field of business and economic conflict. "Railway Rivals", "1829" and C&O/B&O will be discussed. 2 hours. 50¢. 3:15 PM Fri. LH#1 Kapelski. FS-S-1-1

MARCHING ON MOSCOW. Albert Brown talks about designing his new game on the German invasion of Russia in 1941. 2 hours. FREE. 9:00 PM Fri. LH#1 Kapelski. FS-S-1-2

THE NEXT GENERATION IN FANTASY ROLE-PLAYING GAMES. Eric Raymond will conduct an open workshop for designers, referees and players of FRPs. This philosophy and mechanics of his forthcoming FRP from Fairmount Simulations, *Starships & Sorcery*, will be featured. 2 hours. 50¢. 3 PM Sun. LH#2 Kapelski. FS-S-1-3

GDW: Game Designer's Workshop

PHILOSOPHY & TECHNIQUES OF GAME DESIGN. Frank Chadwick of GDW discusses various aspects of game design based on his experience of seven years designing of 30+ games. 2 hours. FREE. 1:00 PM Fri. 108 Kirkbride. GD-S-1-1

WARGAME GRAPHICS FOR THE AMATEUR DESIGNER. Rich Banner of GDW discusses specific techniques for designers to use in producing professional quality game components. 2 hours. FREE. 9:00 AM Sun. LH#2 Kapelski. GD-S-1-2

"TRAVELLER". A discussion of GDW's "Traveller" role-playing system; hosted by Marc Miller and Loren Wisman, editor of the "Journal of the Travellers' Aid Society". 2 hours. FREE. 3:15 PM Fri. 108 Kirkbride. GD-S-4A-1

SYSTEM 7 NAPOLEONICS. Rich Banner & John Harsman of GDW discuss the armies and battles of System 7 Napoleonic. 2 hours. FREE. 11:30 AM Sat. LH#1 Kapelski. GD-S-4A-2

"EUROPA". GDW's mega-Monster of World War II in Europe, "Europa", is the topic for this discussion and Q&A session. Hosted by the designers and developers of "Europa". 2 hours. FREE. 4:00 PM Sat. Alumni Auditorium. GD-S-4A-3

MEET THE WORKSHOP. The entire design/development/art staff of GDW assembles to field questions concerning new, old and forthcoming Workshop games. 2 hours. FREE. 6:45 PM Fri. Alumni Auditorium. GD-S-3-1

GT: Glenn Taylor

REFEREEING LARGE FANTASY ROLE-PLAYING CAMPAIGNS. Drawing from experiences in DM-ing both face-to-face and by-mail games, Glenn Taylor will discuss a variety of topics such as time-scale synchronism, group-run campaigns and differing levels of complexity. 1 hour. \$1.00. 12:30 PM Sat. Alumni Auditorium. GT-S-1-1

HE = Hero

MUSCOVITE ARMY & THE RUSSIAN ARMY OF THE 18TH CENTURY. John Sloan hosts this discussion of Muscovy in transition. HERO. 2 hours. \$1.50. 4:30 PM Sat. 3rd floor lounge, Kapelski. HE-S-1-1

RENAISSANCE TACTICS. Kurt Johns of HERO hosts his session on the period that saw the rebirth of Infantry. 2 hours. \$1.50. 2 PM Sat. 3rd floor lounge, Kapelski. HE-S-1-2

HM = Heritage Models

FUTURE TRENDS IN THE HOBBY. Where the Hobby is going, what products do and don't sell, who's selling and making the most—and why. Howard Barasch. 2 hours. \$1.00. 9 AM Sat. LH#1 Kapelski. HM-S-1-1

MINIATURE RULES WRITING. Arnold Hendrick hosts this session on the latest trends in rules for the hobby. 1 hour. FREE. 3 PM Sun. LH#1 Kapelski. HM-S-1-2

NEW MINIATURE RULES FROM HERITAGE. Sponsored by Heritage Miniatures. A discussion of their soon-to-be-released Napoleonic rules: "The Napoleonic Wars" (working title) and their new 15mm Ancient Rules: "Ancient and Medieval Warfare, 2900 BC—1450 AD." 2 hours. \$1.00. 1 PM Fri. 3rd floor lounge, Kapelski. HM-S-1-3

JP: John Prados

MODERN GAMES AND REALITY. A presentation/Q&A session on games of the contemporary period and how they model real combat forces, tactics and capabilities. A number of popular games will be used as illustrations, with diagrams and handouts. John Prados. 2 hours. \$2.00. 1:00 PM Friday. LH#1 Kapelski. JP-S-1-1

LIMITED INTELLIGENCE IN 19TH & 20TH CENTURY GAMES. John Prados leads a presentation/Q&A session on how "Fog of War" factors have been incorporated into games, with reference to specific land combat and naval games, and including a discussion of design techniques for achieving limited intelligence effects. 2 hours. \$2.00. 1:45 PM Sat. LH#1 Kapelski. JP-S-1-2

GAME THEORY AND DESIGN PRACTICE. A presentation/Q&A on how a game is designed and then produced, the distinctions between game theory and game design as reflected in the history of an actual game (1975) during its development. John Prados. 2 hours. \$2.00. 12:30 PM Sun.: LH#1 Kapelski. JP-S-1-3

MG: Metagaming

MEET METAGAMING. Here's the chance a lot of gamers have been waiting for, a chance to engage Metagaming in a Q&A session and to find out what's what, what's happening and what's planned. 2 hours. FREE. 9:00 PM Fri. LH#1 Kapelski. MG-S-3-1

NP = Northwestern Pennsylvania Wargamers Association)
THE TSS GAMES SYSTEM. Craig Brocius of the Northwestern Pennsylvania Wargaming Association hosts this in-depth analysis of the "Terrible Swift Sword" games system including new rules, optional scenarios and tactical considerations. Both Northern and Southern considerations are covered in some detail. 2 hours total. \$1.00. 2:15 PM Fri. 3rd floor lounge, Kapelski. NP-S. 2A-1

OS: Operational Studies Group

TACTICS FROM THE AGE OF MARLBOROUGH TO THE AGE OF NAPOLEON. Brent Nosworthy hosts this seminar on the evolution of battlefield tactics during this era. 1 hour. \$1.00. 12:15 PM Fri.: Alumni Auditorium. OS-S-1-1

THE USE OF BOARDGAMES IN MINIATURE CAMPAIGNS OF THE NAPOLEONIC ERA. A seminar on how to combine boardgames, specifically OSG's "Napoleon at Bay", with miniature campaigns. Brent Nosworthy. 1 hour. \$1.00. 1:30 PM Fri.: Alumni Auditorium. OS-S-1-2

MODERN AIRMOBILE OPERATIONS. Tony Meridy hosts this seminar on the effect of helicopters and airmobility on the modern battlefield. 2 hours. \$2.00. 5:30 PM Fri.: 108 Kirkbride. OS-S-1-3

THE ANATOMY OF GLORY—TACTICS IN THE AGE OF NAPOLEON. A study of a tactical level game system that emphasizes the role of tactics in 18th and early 19th century battlefields. Brent Nosworthy. 2 hours. \$1.00. 11:30 AM Sat.: LH#2 Kapelski. OS-S-1-4

PW: People's Wargames

THE KORSUN POCKET. The designer will discuss the battle and the game and will answer questions. Questions about Afghanistan will be answered after the seminar, preferably over beer. Jack Radley. 2 hours. Donation. 9:00 PM Sat. LH#2 Kapelski. PW-S-1-1

RP = Rail Partha

NAPOLEON'S CLASSIC CAMPAIGNS. Mark Rubin hosts this historically oriented session on the reality of the campaigns of Napoleon's greatest years. 2 hours. FREE. 9 AM Sun. LH#1 Kapelski. RP-S-1-1

RR: Randall C. Reed

RANDALL C. REED ON DESIGN. The World-Famous Designer spills his gut on the secrets of the universe, names names, calls spades spades and lets chips fall where they may. 2 hours. \$2.00. 6:30 PM Sat. LH#1 Kapelski. RR-S-1-1

SI = Signal

THE INDEPENDENT MAGAZINE—A THREATENED SPECIES? Charles Vassey & John Mansfield host this session on the survival of the independent gaming magazine. 1 hour. FREE. 4:00 PM Sat. 339B Kapelski. SI-S-1-1

THE HOBBY SHOP. Pat Fryer updates his session on the running of a hobby shop. 1 hour. FREE. 2:00 PM Fri. 222A Kapelski. SI-S-1-2

WOMEN IN WARGAMING. A view from the underrepresented half of the population. This interesting session will be hosted by Linda Ross-Mansfield. 1 hour. FREE. 3:00 PM Fri. 224B Kapelski. SI-S-1-3

SPI: Simulations Publications, Inc.

BASIC DESIGN TECHNIQUES. Jim Dunnigan, SPI's Senior Game Designer (over 100 games produced) discusses his experience. 1 hour. FREE. 9:00 PM Fri. 108 Kirkbride. SP-S-1-1

THE 1918 PROJECT. Jim Dunnigan talks about his forthcoming game concerning the last German offensive of WWI (to be published in S&T 82). 1 hour. FREE. 10:30 AM Sat. 108 Kirkbride. SP-S-1-2

RULES SYSTEMS & RULES EDITING. Eric Goldberg outlines the methodology for coping with incomplete rules. A Q&A session follows on anything from "lost Battles" to the most current S&T releases. 1 hour. FREE. 3:00 PM Fri. Alumni Auditorium. SP-S-1-3

HOW GAMES ARE PRODUCED. Redmond Simonsen, SPI's Art Director traces the "life cycle" of an SPI game from Feedback suggestion to delivery of the finished components to the warehouse. 1 hour. FREE. 3:30 PM Sat. 108 Kirkbride. SP-S-1-4

COMPUTER GAMES. Jim Dunnigan discusses the future of computers & computer games in the hobby. 1 hour. FREE. 11:15 AM Sun. LH#1 Kapelski. SP-S-1-5

REALISM IN DESIGN. Jim Dunnigan discusses the issue of "realism" from the perspective of the historian-game designer. 1 hour. FREE. 4:45 PM Sat. 108 Kirkbride. SP-S-1-6

GAME DEVELOPMENT. SPI R&D Department Manager Brad Hessel discusses the techniques that produced 40

games in 1979. 1 hour. FREE. 1:45 PM Sun. 108 Kirkbride. SP-S.1-7

AIR DEFENSE IN THE YOM KIPPUR WAR. SPI Technical Director John Jessup discusses one of his areas of expertise—the 1973 Arab-Israeli War. 1 hour. FREE. 2:15 PM Sat. 108 Kirkbride. SP-S.1-8

SPI ROAST. The staffs of the SPI R&D and Art Departments plus President Jim Dunnigan will dodge brickbats (and take bows) for your gaming pleasure. Refreshments. 1 hour. FREE. 9:00 PM Sat. 108 Kirkbride. SP-S.3-1

"SPIRIT" MEETING. Members of the SPI Research, Intelligence and Testing group will meet with R&D staffers to discuss blind testing, out-of-house research and other topics. 1 hour. FREE. 12:30 PM Sun. 108 Kirkbride. SP-S.3-2

"ARES" SUBSCRIBER SEMINAR. A give and take session concerning the future of SPI's new Science Fiction & Fantasy magazine. "Ares" editor Redmond Simonsen ad one or more contributing editors will be present. 1 hour. FREE. 11:15 AM Sun. 108 Kirkbride. SP-S.4A-1

S&T SUBSCRIBER SEMINAR. S&T editors and subscribers will discuss their magazine; past, present & future. Jim Dunnigan, Brad Hessel, John Butterfield & Bob Ryer. 1 hour. FREE. 6:00 PM Sat. 108 Kirkbride. SP-S.4A-2

"MOVES" SUBSCRIBER SEMINAR. SPI's Redmond Simonsen, Eric Goldberg & Bob Ryer will lead a discussion on SPI's gaming magazine. 1 hour. FREE. 5:30 PM Fri. LH#2 Kapelski. SP-S.4A-3

SF GAMES IN PROGRESS. SPI's SF game designers discuss what is in your future. Eric Goldberg, John Butterfield & Greg Costiyan. 1 hour. FREE. 9:00 AM Sat. 108 Kirkbride. SP-S.4A-4

MODERN PERIOD GAMES IN PROGRESS. Joe Balkoski ("Upscope" & "Cityfight") and David Ritchie ("Berlin '85" & "Air Cav") talk about what's doing at SPI these days. 1 hour. FREE. 1:00 PM Sat. 108 Kirkbride. SP-S.4A-5

WORLD WAR II GAMES IN PROGRESS. SPI WWII Game Designers talk about games currently in progress. Joe Balkoski & John Butterfield. 1 hour. FREE. 1:30 PM Sun. LH#2 Kapelski. SP-S.4A-6

CIVIL WAR GAMES IN PROGRESS. SPI Civil War Game Designer talk about their work. Rich Berg, Eric Smith & Tom Hudson. 1 hour. FREE. 7:30 PM Sat. 108 Kirkbride. SP-S.4A-7

PRE-19TH CENTURY GAMES IN PROGRESS. Can there be happiness without Panzers? SPI's Pre-19th Century Game Designers explain how. Rich Berg, Greg Costiyan & Fred Schachter. 1 hour. FREE. 7:45 PM Fri. 108 Kirkbride. SP-S.4A-8

NAPOLEONIC GAMES IN PROGRESS. Two of SPI's Napoleonic Game Designers discuss future projects. Joe Balkoski & David Ritchie. 1 hour. FREE. 11:45 AM Sat. 108 Kirkbride. SP-S.4A-9

"DRAGONSLAYER". Eric Goldberg discusses the ideas behind SPI's new fantasy role-playing game. Eric Goldberg & David Ritchie. 1 hour. FREE. 7:30 PM Sat. Alumni Auditorium. SP-S.4A-10

NUTS & BOLTS. OPERATIONS OF SPI'S NON-R&D DEPARTMENTS. SPI's operating departments—Production, Processing, Marketing, Finance & Wholesale—are explained and discussed. A rare opportunity to find out what makes SPI tick—and why it sometimes doesn't. Brad Hessel and John Greer. 1 hour. FREE. 5:30 PM Fri. LH#1 Kapelski. SP-S.4A-11

TN: Triangle Simulation Society

AGE OF FIGHTING SAIL SEMINAR. A brief explanation of the evolution of sailing warships and the tactics of the period will precede a short survey of a few of the significant naval actions of the period 1760-1815. Following this discussion, a demonstration game using "Ship of the Line" rules will be run. The majority of the demo will be "scripted" (pre-planned), but a few fast frigates will be available to the attendees for supervised play. Those in the "free play" portion of the demo will be allowed to keep their ship models as inspiration. R. Hines. 2 hours. FREE. 1:00 PM Fri. LH#2 Kapelski. TN-S.1-1

25MM FIGURE PAINTING FOR BEGINNERS. Sponsored by Triangle Simulations Society. Joel Haas presents a beginners seminar in the painting of 25mm or smaller figures of fantasy or wargame armies. Topics will include selection of oil, acrylic or water based paints, selection and care of brushes & preparation of figures for painting. Available products will be briefly surveyed with the Pros and Cons of each being noted. 2 hours. \$1.00. 9 AM Sat. 3rd floor lounge, Kapelski. TN-S.1-2

WD = Wilmark Dynasty

DESIGNER'S FORUM—EPIC CAMPAIGNS. John Corridan of Wilmark Dynasty will show how to turn the drudgery of "Hack & Slash" into a fantasy of epic proportions. A must for GM's who want to add meaning and history to their campaign. 2 hours. \$1.00. 5:30 PM Fri. 3rd floor lounge, Kapelski. WD-S.1-1

EMPHASIS: ROLE PLAYING. Lee McCormick of Wilmark Dynasty will show the importance of promoting characterization in campaigns and the added pleasure it brings. GM's and players can add color and life through simple techniques. 2 hours. \$1.00. 3 PM Sun. 108 Kirkbride. WD-S.1-2

THE SECRETS OF MELANDA. John Corridan and Lee McCormick of Wilmark Dynasty advocate a unique approach to medieval gaming and introduce their new FRP. A complete explanation of gaming with advice on combat, character generation and magical phenomena. 2 hours. FREE. 10 AM Fri. Alumni Auditorium. WD-S.1-3

THE SECRETS OF MILANDA. Wilmark Dynasty presents a multi-media treatment of their medieval role-playing game. The designers will use slides, costuming, music and sound effects plus audience participation in their presentation. 3 hours. \$2.00. 9:30 PM Sat. ROTC classroom #1. WD-S.5-1

WG: Washington Games Association

DESIGNING A DUNGEON. An experienced Dungeonmaster with over 6 years' experience in Fantasy role-playing will share some of his ideas and concepts as used in his campaign. Tom Filmore. 1 hour. \$1.00. 9:00 AM Sun. Alumni Auditorium. WG-S.1-1

FROM DUNGEON TO CAMPAIGN. How to carry your Dungeon over into a full campaign will be the topic of this

talk by the experienced Dungeonmaster, Tom Filmore. 1 hour. \$1.00. 10:15 AM Sun. Alumni Auditorium. WG-S.1-2

THE WILDERNESS. Ted McDonald gives methods and ideas for handling the wilderness in this session. 1 hour. \$1.00. 11:15 AM Sat. Alumni Auditorium. WG-S.1-3

STALINGRAD STRATEGY. An open discussion of the popular boardgame classic, with some approaches and variants to its play. Don Day. 1 hour. \$1.00. 4:15 PM Fri. Alumni Auditorium. WG-S.1-4

TOURNAMENTS

AH: Avalon Hill

AVALON HILL CLASSIC 500. 7 rounds of 3 hours each. Players may play Afrika Korps, Waterloo, Stalingrad, Midway, Anzio (basic Game), Alexander, Chancellorsville or Invasion of Malta. Afrika Korps must be played if no alternate can be agreed on between players. Bruno Sinigaglia. Prizes—1st: Plaque + \$100, 2nd: \$50, 3rd: \$35, 4th: \$25, 5th-8th: \$15 AH merchandise certificate, 9th-16th: subscription to the "General" (\$9.00 value). If all 128 tournament positions are filled, prizes will be awarded to 17th-32nd place finishers. An additional prize will be given to the highest ranking player under 18 years old. Entry: \$5.00. Rounds: R1—6 PM Fri.; 216 & 217 Kb, R2—9 PM Fri. 216 Kb, R3—9 AM Sat.; 217 Kb, R4—4 PM Sat.; 211 Kb, R5—9 PM Sat.; 217 Kb, R6—10:30 AM Sun.; 215 Kb, and R7—2 PM Sun.; 215 Kb. AH-T.1A-1

RUSSIAN CAMPAIGN. 6 rounds of 3 hours each. The Scenario to be played is BARBAROSSA with sudden death victory conditions and the game ending in July/Aug. '43. Dale Garbutt. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate, 5th-8th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—6 PM Fri.; 211 Kb, R2—9 PM Fri.; 211 Kb, R3—9 AM Sat.; 217 Kb, R4—4 PM Sat.; 211 Kb, R5—9 PM Sat.; 217 Kb and R6—10:30 AM Sun.; 215 Kb. AH-T.1A-2

FOOTBALL STRATEGY. 6 rounds of 1½ hours each. Tom Shaw GMs the AH classic sports game. Prizes—1st: Plaque, 2nd: \$15 AH merchandise certificate, 3rd: \$10 certificate, 4th: subscription to "All Star Replay". Entry: \$1.00. Rounds: R1—6 PM Fri.; 210 Kb, R2—7:30 PM Fri.; 210 Kb, R3—9 PM Fri.; 210 Kb, R4—4 PM Sat.; 210 Kb, R5—6:30 PM Sat.; 210 Kb, R6—2 PM Sun.; 210 Kb. AH-T.1A-3

WOODEN SHIPS & IRON MEN. 6 rounds of 2 hours each. Wes Coates oversees this single elimination tournament where each player will command several ships against a matched opponent. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate, 5th-8th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—9 AM Sat.; 210 Kb, R2—2 PM Sat.; 210 Kb, R3—4 PM Sat.; 210 Kb, R4—6:30 PM Sat.; 210 Kb, R5—11 AM Sun.; 210 Kb, R6—2 PM Sun.; 210 Kb. AH-T.1A-4

WAR AT SEA. 6 rounds of 2 hours each. Alan R. Moon GMs this standard AH WWII naval game. Prizes—1st: Plaque, 2nd: \$20 merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate, 5th-8th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—11:30 AM Sat.; 210 Kb, R2—2 PM Sat.; 210 Kb, R3—4 PM Sat.; 210 Kb, R4—6:30 PM Sat.; 210 Kb, R5—11 AM Sun.; 210 Kb, R6—2 PM Sun.; 210 Kb. AH-T.1A-4

DUNE. 2 rounds of 3 hours each. Mick Uhl leads this excursion into the world of Muad'Dib, the Fremens and the Sandworms. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—6 PM Fri.; 215 Kb, R2—9 PM Fri.; 215 Kb. (Note: 6 players/game). AH-T.1A-6

KINGMAKER. 3 rounds of 4 hours each. Players will be matched 4, 5 or 6 to a board (depending on entries) with only the winner advancing to the next round. Mick Uhl. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate. If sufficient entries are received; 5th-8th place prizes will be awarded (1 year subscriptions to the "General"). Entry: \$1.00. Rounds: R1—6 AM Sat.; 211 & 212 Kb, R2—8 PM Sat.; 213 Kb, R3—10:30 AM Sun.; 215 Kb. AH-T.1A-7

RAIL BARON. 2 rounds of 4 hours each. 6 players per board with only the winners advancing to the final round. Richard Hamblen. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—12:30 PM Sat.; 215 Kb, R2—10:30 AM Sun.; 215 Kb. AH-T.1A-8

WIZARD'S QUEST. 2 rounds of 3½ hours each. Six players to a board with only the winner advancing to the final round. Richard Hamblen. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—2 PM Sat.; 213 Kb, R2—10:30 AM Sun.; 215 Kb. AH-T.1A-9

CRESCENDO OF DOOM. 4 rounds of 3 hours each. NOTE: Entry limited to 16 players. Don Greenwood leads this single elimination contest based on knowledge of all rules through #25 except Battlefield Integrity. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: 1 year subscription to the "General". Entry: \$4.00. Rounds: R1—9 AM Sat.; 215 Kb, R2—4 PM Sat.; 211 Kb, R3—9 PM Sat.; 217 Kb, R4—2 PM Sun.; 215 Kb. AH-T.1A-10

MAGIC REALM. 2 rounds of 4 hours each. Up to eight players per board with only the top eight players advancing to the second and final round. Jim Stahler. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—7 PM Fri.; 208 Kb, R2—8 PM Sat.; 213 Kb. AH-T.1A-11

AIR FORCE. 3 rounds of 2 hours each. Players each control three aircraft on a board in balanced allies/opponents scenarios using 20 turn rounds. Only those players with surviving planes and kills to their credit advance to the next round. A player receives a \$1.00 credit for AH merchandise for each kill scored during the tournament. Final victory is determined by being the last plane to survive or by total kills in case of ties. Dale Wetzelberger. Prizes—1st: Plaque, 2nd: AH merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate, 5th-8th: 1 year subscriptions to the "General". These prizes are in addition to the bounties to all who score kills. Entry: \$2.00. Rounds:

R1—1:30 PM Sat.; 211 & 212 Kb, R2—3:30 PM Sat.; 212 Kb, R3—6:30 PM Sat.; 210 Kb. AH-T.1B-1

RICHTHOFEN'S WAR DEMO DERBY. At least 3 rounds of 1 hour each—time is available for more rounds if entries warrant. Entrants are divided into teams of three and loosed onto a board from which there is no escape where they compete against a similarly matched team. Only one team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way so as to be able to gain ace status in the later rounds. Kevin Zucker. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate. If entries warrant, 5th-8th place prizes will be awarded (1 year subscriptions to the "General"). Entry: \$1.00. Rounds: R1—9 AM Sun.; 211 & 212 Kb, R2—10 AM Sun.; 211 & 212 Kb, R3—11 AM Sun.; 211 & 212 Kb. If additional rounds are required, they will start on the hour in 212 Kb, with R4 at 12 Noon. AH-T.1B-2

WAR & PEACE. 3 rounds of 3 hours each. During each tournament round, each pair of players will play two games of the 1815 scenario with each player competing as the French player in one game and as the anti-French player in the other game. The French player will receive points for controlling Paris and preserving his army. After each pair of games is concluded, the player who achieved the higher total of French victory points will be considered the victor and will compete in two additional identical rounds. In the final round, overall winner will be by points. Frank Davis. Note: Players should know game rules. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—6 PM Fri.; 213 Kb, R2—9 PM Fri.; 213 Kb, R3—9 PM Sat.; 217 Kb. AH-T.1B-3

SPEED CIRCUIT. 3 rounds of 2 hours each. 6 players per game. Initial rounds will be run on a special variant track provided by the gamesmasters, with 6 cars per board. Best finishers will qualify for later rounds. Final round will be played on a variant 3-lane track with 12 cars—each car being represented by a scale model racer on an enlarged track. All finalists (either 6 or 12, depending on the total number of entrants) will receive their model car mounted on a plate (suitable for engraving) as a trophy. Bruce Milligan (Jim Maticek). Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$15 certificate, 4th: \$10 certificate, 5th-8th: 1 year subscription to the "General". Entry: \$2.00. Rounds: R1—1 PM Sat.; 217 Kb, R2—11 AM Sun.; 210 Kb, R3—2 PM Sun.; 210 Kb. AH-T.4-1

WIN, PLACE & SHOW. 2 rounds of 3 hours each. 6 players per game. Ride your thoroughbred to victory as jockey, make the shrewdest buys as owner and the best wager as the fan in the grandstand. The winner of each game (as determined by which player has the most money) moves into the final round. Bruce Milligan. Prizes—1st: Plaque, 2nd: \$20 AH merchandise certificate, 3rd: \$10 certificate, 4th: 1 year subscription to "All Star Replay". Entry: \$2.00. Rounds: R1—4 PM Sat.; 215 Kb, R2—9 PM Sat.; 217 Kb. AH-T.4-2

CC = C in C

TRACTICS—1/285. 3 rounds of 4 hours. Team elimination. Register as three man teams. Sponsored by C in C and Interest Group Baltimore. Limit to 8 teams. Prizes—1st: Plaque with other prizes to be announced. Entry: \$6.00/ team. Rounds: R1—7 PM Fri.; gallery Mm. R2—11 AM Sat.; gallery Mm. R3—6 PM Sat.; gallery Mm. CC-T.3A-1

CM = Cliff Mertins

SEAPOWER. 1 round of 3 hours. Cliff Mertins gamesmasters this naval miniatures tourney using the popular Seapower rules. Prizes—1st: to be announced later. Entry: \$2.00. Time: 10 AM Fri.; gallery Mm. CM-T.3B-1

DD = Dreadnought Demolition Derby

DREADNOUGHT DEMOLITION DERBY. A fun miniatures event. Can you be the last to survive? Panzerschiffes TG-2 modified will be used. Limit of 24 players. 1 round. Prizes: To be announced later. Entry: \$1.50. Time: 7 PM Sat.; gallery Mm. DD-T.3B-1

DP = Diplomacy

DIPLOMACY TOURNAMENT. Lee Kindter & Robert Sacks host this tournament of 2 rounds of 5 hours each. In addition, the open business meeting for the Diplomacy Hobby will be held. See DP-S.1-1. Prizes: 1st, 2nd, 3rd and best performance in each of the 7 countries. Details will be announced at the tournament. Entry: \$2.00. Rounds: R1—1 PM Sat.; 500 Kb, R2—10 AM Sun.; 500 Kb. DP-T.4-1

EG = Empire Games

STARS N' BARS ALL NIGHTER. Empire Games runs this tournament for those with a lot of stamina or insomnia. Game ends when the last player collapses. Limit of 12 players. 1 round of many hours. Prizes—to be announced later. Entry: \$1.50. Rounds: R1—6 PM Fri.; 22A & 22B Mm. EG-T.3B-1

EMPIRE II ALL NIGHTER. For those with a lot of stamina or insomnia, Empire Games runs this tournament. Game ends when the last player collapses. Limit of 12 players. 1 round of many hours. Prizes—to be announced later. Entry: \$1.50. Rounds: R1—6 PM Sat.; 22A & 22B Mm. EG-T.3B-2

SHILOH—THE FIRST DAY. 1 round of 4 hours. Empire Games runs this tournament for those familiar with the Stars N' Bars rules. (Note: a seminar will be given in Stars N' Bars at 11:30 AM Sat. in the 3rd floor lounge, Ka, for those who wish to participate. See event EG-S.1-5). Limit of 20 players. Prizes—to be announced later. Entry: \$1.50. Rounds: R1—2 PM Sat.; 12A & 12B Mm. EG-T.3B-3

SHILOH—THE SECOND DAY. 1 round of 4 hours. Empire Games runs this tournament for those familiar with the Stars N' Bars rules. See EG-T.3B-3. Limit of 20 players. Prizes—to be announced later. Entry: \$1.50. Rounds: R1—9 PM Sat.; 12A & 12B Mm. EG-T.3B-4

EO = Eon

DARKOVER. 3 rounds of 1½ hours each. Eon Products hosts this science fiction political game set in Marion Zimmer Bradley's World of Darkover. 4 players per game. Prizes—1st: \$20 certificate. Entry: \$1.00. Rounds: R1—9 PM Sat.; 208 Kb, R2—10:30 PM Sat.; 208 Kb, R3—9 AM Sun.; 213 Kb. EO-T.1A-1

LAKE OF PARITY EXPEDITION. 1 round of 4 hours. 12 players. John Corridan of Wilmark Dynasty. Succeed where others have failed. Join a band of mercenaries attempting to free a Dwarf King from an Elven stronghold. Prizes—1st: \$15 certificate, 2nd: \$5 certificate. Entry: \$4.00. Time: 8 PM Fri.: ROTC classroom #2. WD-T.2B-1

THE BURGUNDY PIT: A QUEST FOR THE WIZARD'S CROWN. 1 round of 4 hours. It was too much for finalists at PennCon '78. Pit your skills against the ultimate pit. John Corridan of Wilmark Dynasty. 12 player limit. Prizes—1st: \$15 certificate, 2nd: \$5 certificate. Entry: \$4.00. Time: 12:30 PM Sat.: ROTC classroom #2. WD-T.2B-2

JOURNEY TO THE CENTER OF THE CIRCLE. 1 round of 4 hours. Miceala Corridan of Wilmark Dynasty leads a party of handicapped adventurers who encounter riddles, puzzles & tests on an intellectually stimulating quest. 10 player limit. Prizes—1st: \$8 certificate, 2nd: \$4 certificate. Entry: \$3.00. Time: 8 PM Fri.: ROTC classroom #3. WD-T.2B-3

DESTRUCTION OF THE DRAGONLORDS. 1 round of 4 hours. Only recovery of the Dragonlords' treasure will forestall the destruction of the Kingdom of Harmony. Jean Jaques Records of Wilmark Dynasty. 12 player limit. Prizes—1st: \$10 certificate, 2nd: \$5 certificate. Entry: \$3.00. Time: 1 PM Sun.: ROTC classroom #3. WD-T.2B-4

A VISIT TO JESTERHAUZA. 1 round of 4 hours. For less experienced players. Bring your favorite 8th-12th level character. Characters may have up to four magic items if approved by Wilmark Dynasty's GM. Kent Aist. 10 player limit. Prizes—1st: \$10 certificate, 2nd: \$5 certificate. Entry: \$4.00. Time: 5 PM Sat.: ROTC classroom #3. WD-T.2B-5

"A VISIT TO JESTERHAUZA". 1 round of 4 hours. For very experienced gamers only. Bring your best 8th-12th level character. Characters may have up to 4 magic items if approved by the Wilmark Dynasty GM. Kent Aist. Prizes—1st: \$10 certificate, 2nd: \$5 certificate. Entry: \$4.00. Time: 8 PM Fri.: ROTC classroom #1. WD-T.2B-6

TRAVELLER CHALLENGE: THE JOHNSTON DEVICE. 1 round of 4 hours. Recover an alien artifact from its resting place of many millenia and return it intact to your em-

ployer. Kan Warren of Wilmark Dynasty. Prizes—1st: \$5 certificate. Entry: \$3.00. Time: 1 PM Sun.: ROTC classroom #1. WD-T.2B-7

RUNEQUEST EXPEDITION. 1 round of 4 hours. Wilmark Dynasty leads this expedition with a reward of 10,000 wheels. Prizes: 1st: \$5 certificate. Entry: \$3.00. Time: 1 PM Sun.: ROTC classroom #2. WD-T.2B-8

GLADIATORIAL COMBAT. Tom Filmore hosts this Fantasy Games Unlimited-sponsored tournament on gladiatorial combat in the Roman arena. 6 rounds of 2 hours each. Prizes—1st: \$15 certificate, 2nd: \$10 certificate, 3rd: \$5 certificate. Entry: \$2.00. Rounds: R1 through R6 run sequentially, starting at 1 PM Sun. All rounds in 213 Kb. WG-T.1B-1

THE MAZE OF KARTI. 2 rounds of 3 hours each. Test your skill at fantasy role-playing in this two round dungeon adventure. 10 players per game, the two best players in each first round dungeon will go to the final. Tom Filmore, Tim Welsh, Ted McDonald, Bob Giglio & Tom Doughtry. Prizes—1st: \$30 certificate, 2nd: \$20 certificate, 3rd: \$10 certificate. Entry: \$3.00. Rounds: R1—9 PM Sat.: 324A, 324B, 332A, 332B & 337 Ka, R2—1:30 PM Sun.: 224A Ka. WG-T.2A-1

THE RUINS. 2 rounds of 3 hours each, with the first round in 2 session. 10 players per game. Dave Simmons leads this two round tournament based on AD&D rules. Prizes—1st: \$30 certificate, 2nd: \$20 certificate, 3rd: \$10 certificate. Entry: \$3.00. Rounds: R1, first session—4 PM Fri.: 222A, 222B & 224A Ka; R1, second session—5 PM Sat.: 222A, 222B & 224A Ka, R2—9 PM Sat.: 325 Kb. WG-T.2A-2

BOOT HILL. 2 rounds of 3 hours each. 25 players per game with the best five in each game advancing to the finals. 50 player limit. Bob Giglio leads this two round competition using the TSR "Boot Hill" rules of the Old West. Prizes—1st: \$30 certificate, 2nd: \$20 certificate, 3rd: \$10 certificate. Entry: \$3.00. Rounds: R1—9 AM Sun.: 339A & 339B Ka. WG-T.2A-3

THE CRYPTS OF CLAZAR. 1 round of 3 hours. Ted McDonald leads a group of ten players through the crypt, searching for individual glory. Prizes—1st: \$15 certificate. Entry: \$3.00. Rounds: R1—1 PM Sun.: 339A Ka. WG-T.2B-1

THE CRYPT OF COTHAN. 1 round of 4 hours. Come join veteran Dungeonmaster Bob Giglio as he leads a group of ten players through his world. Prizes will be awarded to the top two players. Entry: \$4.00. Rounds: R1—8 PM Fri.: 324A Ka. WG-T.2B-2

YA = Yaquinto
HERO. 4 rounds of 1 hour each. 3 players per game. Single elimination. Mike Metheny leads you into the catacombs to fight monsters & win glory in this new Yaquinto game. Prizes will be announced at the tournament. Entry: \$1.00. Rounds: R1—11:30 AM Sat.: 118 Ka, R2—1:30 PM Sat.: 118 Ka, R3—9 AM Sun.: 218 Kb, R4—3 PM Sun.: 218 Kb. YA-T.1A-1

MARINE 2002. 6 rounds of 2 hours each. Mike Metheny hosts this tournament covering the First Lunar War. Prizes will be announced at the tournament. Entry: \$1.00. Rounds: R1—1:30 PM Fri.: 217 Kb, R2—3:30 PM Fri.: 217 Kb, R3—7 PM Sat.: 216 Kb, R4—9 PM Sat.: 216 Kb, R5—12 Noon Sun.: 218 Kb, R6—3 PM Sun.: 218 Kb. YA-T.1A-2

SWASHBUCKLER. 5 rounds of 2 hours each. George Petronius leads this tournament on Yaquinto's new game of buccaneers & pirates. Errol Flynn would feel at home in this game. Prizes will be announced at the tournament. Entry: \$1.00. Rounds: R1—9 AM Sat.: 213 Kb, R2—11 AM Sat.: 213 Kb, R3—9 PM Sat.: 216 Kb, R4—9 AM Sun.: 218 Kb, R5—3 PM Sun.: 218 Kb. YA-T.1A-3

TIME WAR. 3 rounds of 2 hours each. 4 players per game. Yaquinto's game of Time Travel & Conflict is hosted by Steve Peek. Try to change history—successfully. Single elimination. Prizes will be announced at the tournament. Entry: \$1.00. Rounds: R1—8 PM Sat.: 211 Kb, R2—10 PM Sat.: 211 Kb, R3—1 PM Sun.: 218 Kb.

IRONLAD. 6 rounds of 2 hours each. John Fuseler controls the popular Yaquinto tactical level game of naval and riverine combat in the American Civil War. Co-sponsored by TRS Periodicals. Prizes will be announced at the tournament and will include a special trophy. Entry: \$1.00. Rounds: R1—4 PM Fri.: 136B Ka, R2—8:30 PM Fri.: 118 Kb, R3—7 PM Sat.: 216 Kb, R4—9 PM Sat.: 216 Kb, R5—9 AM Sun.: 218 Kb, R6—12 Noon Sun.: 218 Kb. YA-T.1A-5

PANZER88. 6 rounds of 2 hours each. Craig Taylor hosts this expanded version of Yaquinto's tactical game of armored combat. Prizes will be announced at the tournament. Entry: \$1.00. Rounds: R1—8:30 PM Fri.: 118 Kb, R2—8:30 PM Fri.: 118 Kb, R3—7 PM Sat.: 216 Kb, R4—9 PM Sat.: 216 Kb, R5—9 AM Sun.: 218 Kb, R6—12 Noon Sun.: 218 Kb. YA-T.1A-6

DIRECTIONS

FROM WESTERN PENNSYLVANIA
Pennsylvania Turnpike to Downingtown Interchange, Exit 23. Route 100 south to Route 322 at West Chester By-Pass. Follow Route 322 east, to intersection with Interstate 95, northbound, at Chester. Get off 95 in Chester at Edgmont Avenue exit. At first traffic light turn left over bridge. Bear right at fork on other side of bridge. Go one short block and turn right on 13th Street to dead end (Chestnut Street). Main campus is left one block.

FROM PHILADELPHIA
Take Schuylkill Expressway south. Follow signs to Interstate 95 south. Proceed on 95 for approximately 5 miles to Edgmont Avenue exit (Route 320). Turn right at dead end. Go one block to 14th Street and main campus.

FROM WILMINGTON, DEL., AND WASHINGTON D.C.
Take Interstate 95 northbound and get off in Chester at Edgmont Avenue Exit. At first light turn left over bridge. Bear right at fork on other side of bridge. Go one short block and turn right on 13th Street to dead end (Chestnut Street). Main campus is left one block.

FROM METROPOLITAN NEW YORK, LONG ISLAND AND NORTHERN NEW JERSEY
Take New Jersey Turnpike south to Exit 2. Proceed on Route 322 west across Commodore Barry Bridge. Coming off the bridge, proceed straight ahead onto Interstate 95 north. Get off in Chester at Edgmont Avenue Exit. At first traffic light turn left over bridge. Bear right at fork on other side of bridge. Go one short block and turn right on 13th Street to dead end (Chestnut Street). Main campus is left one block.

AIR
Philadelphia International Airport is located approximately five miles east of Chester on the Industrial Highway, Route 291.

RAIL
Persons traveling from the north or west can make connections with suburban trains at the 30th Street Station in Philadelphia. Take the train to Chester.

Travelers from the south may make connections in Wilmington, Del. to Chester (about 25 minutes). The Chester station is located near the center of the city at 6th & Welsh Streets and taxi service is available.

