

GENERAL

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Avalon Hill Philosophy Part 98

The response to our effort to rate the "adventure" games in our line of titles was less than overwhelming—but more than expected. When concluded, 274 response sheets had been accumulated for our survey (which represents about 1.23% of the total readership base). In comparison with the response to the survey of wargame titles, this was but a third as many. Unfortunately, a number of the titles considered for the ADVENTURE GAME RBG did not amass enough reader ratings to be placed on the ongoing chart; the sample base for these are simply too small to be considered a valid representation. The readers should note that, while these results will be herein reported, they are not to be taken as a true reflection of the game's merits and failings in comparison with the other titles and will not appear on the ongoing RBG. Thus, the readership must look askance at the ratings for *ALPHA OMEGA*, *DOWN WITH THE KING*, *DRAGONHUNT*, *LEGEND OF*

ROBIN HOOD, *MACHIAVELLI*, and *UFO*. An attempt to re-rate these titles will be made at some future date.

A word on the ratings found on the ADVENTURE GAME RBG is in order. As explained in AH Philosophy 94 (Vol. 19, No. 4), these titles are ranked according to the reader-generated **Overall Value**, ranging from the best-accepted downward. In general, the lower the numerical average for a title in a category, the better the cumulative view of the respondents. However, in the case of **Complexity**, the lower values represent games of adjudged ease in mastering; in the **Game Length** category, the lower values indicate shorter periods necessary to play the game to conclusion (in terms of ten-minute multiples; hence, a rating of 9.00 reflects the consensus that an hour-and-

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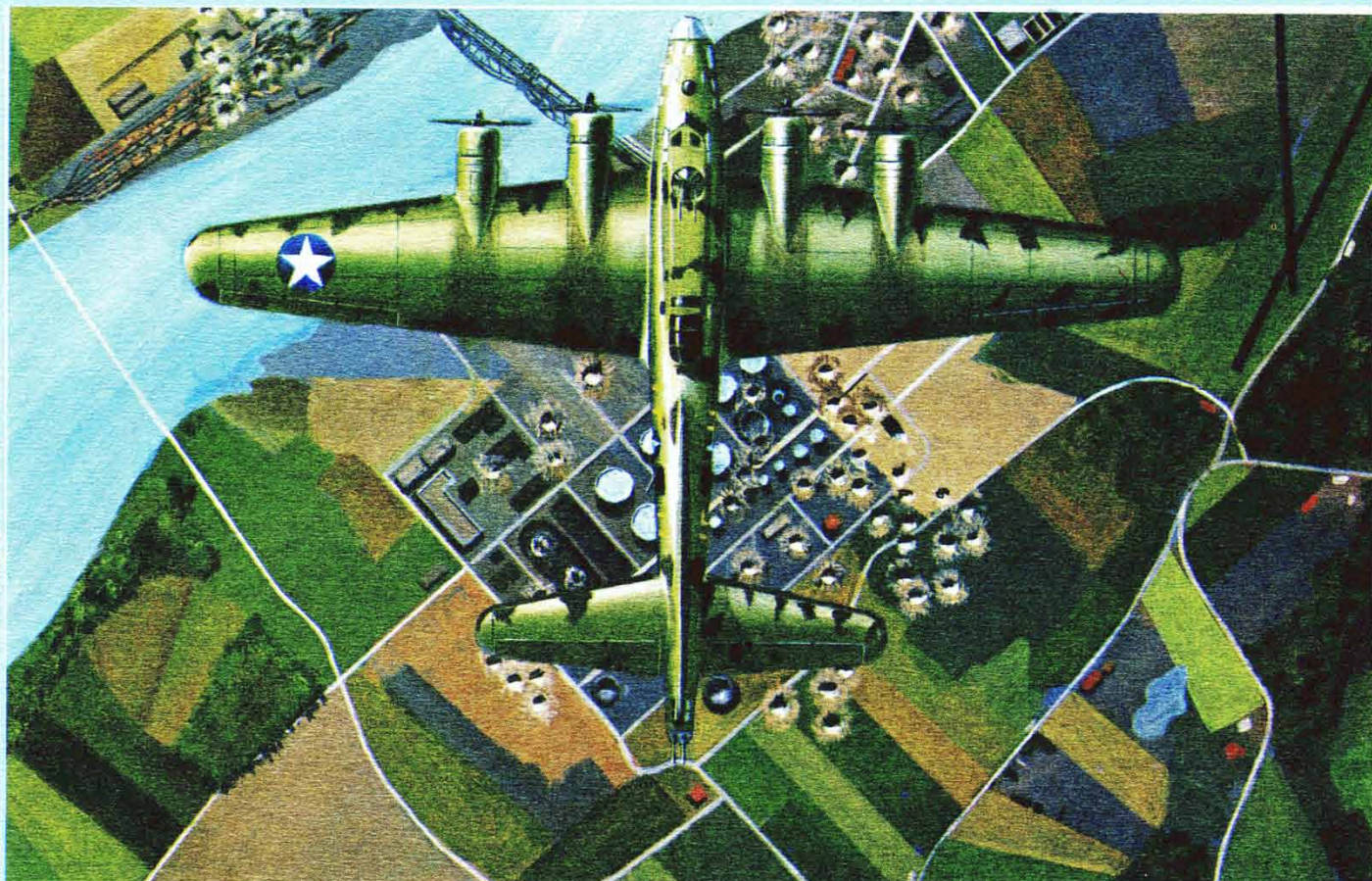
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B-17 Queen of the Skies



"Forget about 25 missions, pal, let's just get home from this one."

A large heavy bomber passes outward bound from England over the French coast through the thin, cold air at 21,000 feet. Inside, the ten men of the crew finger their guns, listen to the roar of the engines, and scan the sky for the small black dots which will bring battle. It is late fall 1942. The plane is a B-17 Flying Fortress, known to those who fly her, defend her, and depend upon her, as the **Queen of the Skies**.

B-17: Queen of the Skies is Avalon Hill's new strategy game which re-creates the bombing missions and aerial combat of the B-17 (model F) bombers of the U.S. Eighth Air Force over Europe between November 1942 and May 1943. This was the critical initial period for the American heavy bombers, when the green crews had to quickly learn their jobs and prove the feasibility of daylight bombing.

B-17 is designed primarily as a **solitaire** game, pitting you and your crew against the German air defenses. (A second player may optionally control the enemy fighters.) Your goal is to complete 25 missions and earn that ticket home.

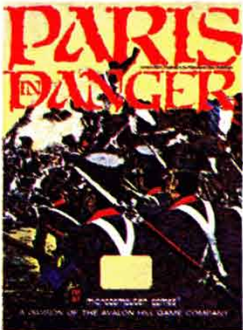
Each mission begins by selecting the target city. The B-17 marker is then moved across the strategic map board, zone by zone, from England to the target and back. In each zone, however, there is the chance that enemy fighters will appear. Die rolls determine the number, type, and position of the fighters. You must allocate defensive machine gun fire, hoping to knock down the fighters or spoil their aim. After the bomber fires, the fighter's get their chance. Charts are consulted to determine if hits are made, where the damage is, and how serious. The Queen is an incredibly tough plane and can take a lot of punishment, but there is always the chance of that lucky hit that will bring her down. As the mission grinds on, you start to sweat—wounded crewmen, low ammunition, burned out engines, oil leaks, and more enemy fighters.

B-17: Queen of the Skies is now available for \$16.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas orders). Maryland residents please add 5% state sales tax.

Wargames

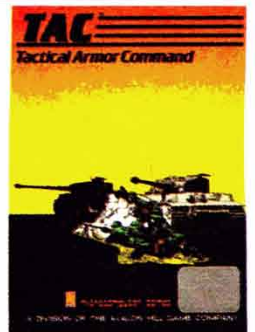
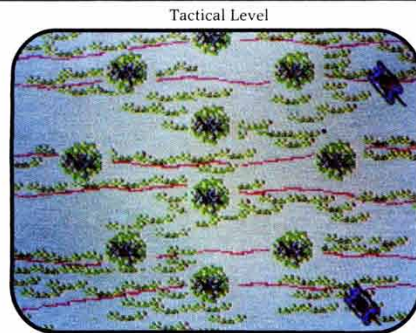
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T.A.C.: Tactical Armor Command during World War II. You control individual tanks, anti-tank guns, and infantry squads. For one or two players featuring outstanding Hi-Resolution graphics, enhanced sound, and stimulating challenge. Five different scenarios are available from Meeting Engagement, Rear Guard, and Static Defense, to Breakout and Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German, British, Russian or American forces.

Atari & Apple Disks (48K): \$40.00



LEGIONNAIRE (by Chris Crawford):

Consumer Electronics Showcase Award for Innovative Programming
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Nominee for Wargame of the Year, Game Manufacturers' Association

"On a scale of 1 to 100, this is a 95" SOFTLINE Magazine, March '83.
"Legionnaire is a wonderful game that combines the graphics and movement of arcade games with the depth of strategy games" BYTE, March '83.
"An entertaining, attractive game in which thinking is more important than fast reflexes" COMPUTE!, July, '83.

For all Atari Home Computers, 16K Cassette: \$35.00

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Of games released in recent years, *TITAN* is the great fantasy game for people who like to play games. The designers played and refined it for several years, then published it in limited numbers — where it immediately drew widespread interest. The rights were purchased by Avalon Hill, who then premiered the game at Origins '82. The AH-revised game's clearer rules have eliminated the few problems that arose with the original rules. The AH artwork is superb, not to be surpassed. In addition, the developer — Bruce Shelley — adjusted unit strengths and abilities to fine tune the balance of the game.

THE GAME SYSTEM

In *TITAN*, players move groups of mythical creatures around the mapboard, mustering their forces and, with some regularity, fighting enemy forces on smaller maps representing the specific types of terrain in close detail. Each player has one counter, his *Titan*, whose death eliminates the player from the game. Play continues until only one competitor survives.

The main mapboard, called the *Masterboard*, is unique among game maps. Though the individual spaces on the map are hexagons, these are shaped so that each touches only two or three others. The 96 hexes (called *Lands*) on the Masterboard are divided among eleven terrain types, each with its own native creatures. Markings on the connected sides of adjacent Lands regulate movement. Taken in toto, it is a beautiful piece of game equipment.

Over 400 *Creatures* operate on the Masterboard. Six sets of twelve counters are used to mark the groups of Creatures (called *Legions*). Varying symbols on these markers help players remember what is in each Legion—their own and those of the enemy. As players cannot examine another player's Legion except when facing it in battle, it is vitally important to remember what is under each of their Legions.

Under the Legion marker will be some of the 24 different Creatures and *Lords* that inhabit the land. Each counter has the unit's type, a picture, and combat values. The pictures of the denizens of *TITAN* are very lively, due to Dave Trampier's fine hand. Different counters of the same Creature have different poses — adding flavor and identity to them.

At the start of his turn, a player will roll a single die. Each of his Legions may move through the number of Lands shown by that die, following in a careful pattern the indicators bordering these Lands. A Legion may have some option in its progress for the first Land or two, but then must follow the set path for the remainder of its movement. Legions move one at a time. They must stop immediately upon entering a Land occupied by an enemy Legion. While a Legion may freely pass through friendly Legions, they may not end their movement in a Land already occupied. And, to add complexity to all this, a player must move at least one Legion every turn — although he may move more. Legions that include Lords (Titans or Angels) among their number have special movement capabilities — *teleportation* — if the controlling player has rolled a "6" on his die. If a Lord's Legion commences its turn in a Tower land, it may move to any unoccupied Land up to six Lands distant, ignoring all movement restrictions and intervening Legions. A Titan that has grown to a strength of "10" may teleport in to attack any Legion anywhere on the Masterboard.

Mustering new Creatures is the crucial element in playing *TITAN* well. Each player begins with but two Lords (his Titan and an Angel) and two each of the three weakest Creatures — Gargoyles, Centaurs and Ogres. These must be divided into two Legions with a single Lord and three Creatures under his command in each. Each time a Legion moves, it may recruit a new Creature at the end of its turn, unless it already includes seven Lords and Creatures and provided certain territorial prerequisites are met. Each type of Creature is "native" to certain terrain types. If a Legion that ends movement in a land contains native Creatures, it may be bolstered with more. A Creature can always muster another of his species in native terrain, while two or more of the same type are necessary to recruit the next higher Creature.

Before rolling for his move, a player may split any of his Legions into smaller ones. Each new Legion must include at least two Creatures. Once divided and moved, Legions may never recombine. At the start of the game, a player is limited to the dozen Legion markers of his color (and therefore to only twelve Legions). However, eliminated Legion markers are reusable (although dead Creatures are

dead for good). The only method in which a player can obtain extra Legion markers is by killing another player's Titan—for the Legion markers of the eliminated player pass to the victor.

When a Legion ends its move in the same Land as an enemy Legion, combat ensues. Each player examines the other's Legion. At this time, either side has the chance to give up without a fight, in which case no one else will view the victorious Legion. If they both desire a battle, they position the appropriate *Battleland* map between them. The defender enters his forces onto the map; the attacker then enters his Creatures and resolves the combat that may result from his move. The play—movement and combat—continues for six more turns or until one force or the other is wiped out. Should both sides survive to the end of the battle, the attacker is eliminated.

Each Creature has two combat factors printed on its counter. The first number represents the number of dice it throws in each attack it makes and the number of hits that kills that Creature. The second number is its movement factor as well as a rating of its combat ability. Some few Creatures have special abilities, flying or the potential to strike non-adjacent enemies, indicated on the counters. Most terrains have special effects which tend to favor native Creatures. Battles, with two to seven Creatures on a side fighting within the limits of a 27-hex mapboard provide a constant test of tactical skill and common sense.

Winning a battle gives the victor points. For each Creature killed on the losing side, the victor receives the product of its two numerical values. If these points raise his game total over one hundred, the victorious Legion receives an Angel. And, the Titan, which starts the game with the values of 6-4, increases its first value by one for each 100 point increment. When a Titan is killed, the victor receives half the point value of *all* the loser's forces. While these may not be used to bring him Angels, killing a strong foe both eliminates competition and strengthens the Titan. Play continues until only one mighty Titan bestrides the board.

THE GAME STRATEGY

TITAN is one of those deceptive games whose mechanics are simple but whose play is different and challenging each time the player faces the

board. A new player can be taught the mechanics in fifteen minutes, but even after a dozen victories he will not be sure that he really knows how to play the game well. There are, however, certain problems and opportunities that a player must be prepared for in every game.

Movement, mustering and the dividing of Legions are tightly related actions crucial to masterful play of *TITAN*. Smart movement brings good recruiting opportunities; intelligent recruiting builds the strongest forces; splitting these forces at the proper moment and in the best possible configurations increases the chances of successful recruiting and the decisions on movement that lead to it. Keep the Mustering Chart handy for the next few moments while reading this.

The first decision the player will face must be how to split his opening forces. A player starts the game with two Ogres, two Gargoyles and two Centaurs. Three of these Creatures must be placed with each Lord at the start of the game, so one pair of Creatures must be split. Splitting all three pairs will probably cause fatal mustering delays. It is best to split the two Gargoyles. The brush Creatures, derived from the Gargoyles, are usually the first types exhausted in the game. Splitting Gargoyles at the start gives two separate Legions recruitment potential in the brush and in the jungle early in the game. Splitting the Gargoyles also gives a slightly better chance of getting two recruits in the first game turn. Finally, a player never needs more than two Gargoyles in one Legion, while in some terrain types he will need three Ogres or three Centaurs. Therefore, if Gargoyles are split, one gets the optimum number of any of these *Tower Creatures* by adding but one of them. If one were to split the Ogres or the Centaurs, he will need to muster that Creature twice to reach the maximum useful number.

Having split the Gargoyles, the first move may well give one a choice between taking a third Centaur or Ogre or the first of the next level Creatures (Troll or Lion). Given this choice, it is better to draft the higher Creature first, thus increasing the number of Lands in which the Legion may muster. If the choice arises a second time (as it will), take another Troll or Lion if adjacent to the center ring (Tundra-Mountain terrain). Otherwise, it is wisest to take the third Tower Creature. A short while later, when faced with the choice of a third Lion or Troll or the ever-present Ranger, take that additional Lion or Troll. It is very important to get to the level of mustering Griffins and/or Wyverns as quickly as possible. The player who starts recruiting the really tough Creatures (Hydras, Giants, Dragons and Colossi) soonest will have the best chance of ultimate victory. A similar decision arises in the first brush or jungle cycle — whether to take the third Cyclops or that first Gorgon. Almost always, the choice should be to take the Cyclops, both to muster Behemoths sooner and because Cyclops are often the first Creature exhausted in the mustering pool. In general, the player does not want a Legion to have more of any Creature than the greatest number needed for mustering the next higher type. With the “top-of-the-line” Creatures, one wants as many as one can get. The main exception to this rule of thumb comes when a type of Creature (especially Cyclops) begins to become scarce. In this case only, taking an extra lower type might keep someone else from getting a recruit he desperately needs, and might well cut him off from ever being able to muster some specific higher type — all to your advantage.

How cleverly one divides his Legions into smaller ones will play a major role in recruitment, as well as in basic survival. The safety of the new Legions must be the first consideration. It is rarely wise to split a Legion if there is a big, mean enemy force waiting to have the fledgling for lunch. Too,

it is desirable to make a split only if the new Legion can make a full (six hex) move without a battle. And it is the height of foolishness to split a Legion in a Land with only one exit unless both new Legions will have time to move out without enemy interference of any sort.

Like any tactical guidelines, there must be exceptions to these rules of thumb. Occasionally a mustering opportunity is so good that risks are reasonable. If there exists a chance that a split will force one section of the old Legion to attack an unbeatable enemy, or will leave a weakened Legion exposed to attack, only two creatures should be sacrificed. Naturally, these will be the least valuable Creatures in the old Legion, in terms of recruitment and combat strength.

When it is safe to split a Legion, the player must decide the most efficient organization of the new forces. First, Creatures of the same type should be kept together if they can muster something higher. Also, the composition of the new Legion will play a major role in its ability to muster. It is helpful if the new Legions can recruit two or more effective Creatures, and can muster in different terrains. The Legion with the best potential should be kept the strongest. The decision whether to divide the seven Creatures of the original Legion two-five or three-four will be simple, based on whether there are two or three of the weakest Creatures to be dropped out. Later in the game, when Legions are quite powerful, it is important to insure that a split indeed has the potential of strengthening the Legion in question.

There are unusual mustering situations that may arise. Occasionally a player may wish to split a Legion that has fewer than seven Creatures; a player should do this only when there is a strong chance that both new Legions will immediately muster with no dangerous enemies nearby. It is legal to divide a Legion into three if each new legion has a minimum of two Creatures. Often this will be done in a situation similar to the splitting of a Legion with less than seven Creatures. There is the clever ploy of splitting a Legion into three when only one movement option from the Land occupies exists. After the die roll, one new Legion moves — the one that will muster a large, powerful friend. The other two cannot move (since they cannot halt in a Land occupied by a friendly Legion) and must therefore recombine in their original location. This tactic is supremely useful for a Legion in the outer circle of the Masterboard being followed by an enemy that would easily roll over any smaller Legion. With the three-way split in an outer hex that does not lead into an inner ring, the enemy will have to fight at least four Creatures if it attacks or pause in its headlong pursuit.

Three factors influence movement decisions — mustering, avoiding threats and damaging enemy Legions. There are few general rules for movement. Lands whose only exit leads to the outer rim of the Masterboard should be avoided. Stop in such Lands only when there is an overwhelming reason to do so (such as recruitment), a highly desirable attack, or a pressing need to simply move that Legion elsewhere. One's Legions should be kept concentrated. The resulting mutual support will often deter the other players. Lands with multiple exits are desirable locations, even if a Legion cannot muster in them. If a Legion is being directed towards one particular type of recruits (say, Hydras), beware of locking expectations for it to the extent that other possible recruitments are ignored. Finally, do not leave a Legion in one spot for long. If the desired roll does not come, make a non-damaging move; an immobile Legion does no good (except to irritate the other players and invite attack). There is a rhythm to each *TITAN* game that a good player will feel instinctively after a few turns. Accept it, fit into the flow, and the game should go well.

Sometimes self-preservation becomes utterly critical in determining a Legion's movement. The first key to survival is rolling big numbers for movement. A second useful technique is to leapfrog one of the bigger Legions so that the stronger may shield the weaker. Too, one may split off a sacrificial rearguard from the threatened Legion, leaving it in place to slow the pursuit. The best method of survival is to utilize the restrictions of movement to the best advantage. Many times a Legion will have options not available to its pursuers. Use these options to duck the coming blow.

However peaceful and cooperative the *TITAN* player, there comes the time when he must make life hard for his opponents. He can do this by beginning to push enemy Legions, forcing the evasive actions just described. With the restricted movement of *TITAN*, it is often possible to position Legions so that the enemy cannot move without attacking. A tough Legion set in place on the outer rim can really tie everyone up, especially in the early game. Similarly, a near-invincible Legion in the middle of any movement loop used by the enemy can knock the opponent out of his rhythm. These blocking techniques often limit the movement and mustering options of all other players. A passive offense results — one that will certainly win no friends despite protests to the contrary.

Of course, in addition to merely threatening the others or blocking them, there are the times when a player will want to attack. First, make sure that the attack is really a good idea. No player should use his best breeding Legions in fights unless they can guarantee an almost instantaneous win. A victory that leaves the Legion crippled — the ability to muster powerful Creatures impaired — is no victory at all. A Legion should not make a profitless attack that takes it out of good territory for defense or mustering. In general, never attack in a Land that is not favorable to the Legion. Never, never make unwinnable attacks. As a corollary, do not attack any strong Legion in a Tower for any reason.

Often a player decides to attack an enemy simply because a vulnerable Legion of his is in the path of advance. Do not make such attacks simply to kill, as too many small annoyance attacks will irritate all and direct their attentions very strongly toward your scattered forces. Do not pick on weak Legions unless these sit in a Land where the attacker can muster or one that significantly improves its movement options (for example, a Land that proves an exit from the outer circle of the Masterboard).

Players will decide that a specific enemy Legion merits destruction and therefore will make special efforts to reach and kill it. This decision arises when one or more have spotted a Legion with a Titan or one with strong mustering potential. The major rule in pursuit is elementary: **KEEP THE ENEMY IN FRONT OF YOU!** Don't let him gain a position with movement options that cannot be followed. Apply continual pressure to make the Legion keep moving so that it cannot wait for its most favorable die roll. When pursuing any Legion, it is helpful to shove another Legion in front of it to limit its options or even block its move entirely. For this blocking force, use an expendable Legion — or one strong enough to win the engagement. Obviously, do not set up the block in terrain where the fleeing enemy would like to stop.

There are three primary situations where suicidal attacks by small, useless Legions are strategically sound. Sometimes it proves necessary to scout out the enemy forces. Should a split force the losing attack of the smaller infant Legion (as described above), accept it. Or, occasionally, it may be clever to launch a Legion whose death will take an opponent over a 100 point scoring barrier

against a seven-Creature Legion and then concede, thus preventing the enemy player from acquiring an Angel.

In much the same way, there are occasions when a defending Legion should flee without a fight. When such flees, the attacker will get only half the points he would have if the defender had made a last stand. When the enemy force looks overwhelming, surrendering can be quite advantageous in terms of the overall game situation. And too, occasionally a player will want to surrender just to avoid the real time delay involved in settling a battle. A player may feel his momentum will be helped by keeping up the constant mental pressure. Of course, if a battle will give an enemy an Angel and fleeing will keep him from getting one, a player may feel justified in surrendering. Finally, if even the smallest Legion's demise would give the enemy Angel points, a defender might well flee if his opponent has made the cardinal mistake of attacking with a seven-Creature Legion — running will cost him his Angel since he has no room to absorb it in his monster Legion.

After this diatribe, it may seem surprising but there are occasions when battles will be fought. With the limited (27 hexes) size of the Battlelands, tactics are based as much on good sense as on arbitrary standards. For the defense, the first key is to utilize the terrain with any Creature native to it. Terrain an enemy cannot enter will tend to channel his attacks and limit the chances that he will gang up on a defending Creature. The most basic defense tenet is the holding of forces together. Enemy forces cannot leave a hex adjacent to a Creature if they start the move next to it, although enemy units can move *past* any Creature if they start in a non-adjacent hex. Therefore, gaps in the line will lead to the surrounding of defending units.

A defender who thinks he will survive to commence the fourth round of the battle will want to hold back Creatures that can muster in the disputed Land, and so bring in the best possible reinforcements at that time. Getting a strong reinforcement at a crucial moment might well turn defeat into victory. Hanging back also makes it easier to use the defensive terrain to its best and to hold the defensive line together.

There are few occasions when the defender will wish to come out and fight aggressively. An over-matched force might jump first and catch and surround one or two valuable enemy Creatures that have advanced too far forward. If the attacker has powerful rangestriking units, the defense will want to advance quickly in order to prevent those unanswerable range attacks. An aggressive defense might also let the defending player concentrate on a Creature he would particularly like to see destroyed rather than the ones the attacker is willing to risk.

Attacking style will vary greatly depending on the future planned for the soon victorious-to-be Legion. Should a Legion have no chance to muster any higher Creatures, it can launch itself all-out in a quick attempt to overwhelm the defense with minimum of loss. It is important to fight with some caution if the attacking force is to be able to muster, however. The key Creatures should hang back if possible, and not fight until the time has come to dispatch the wounded. These Creatures should be positioned so that only one enemy unit can reach them at a time. If at all possible, these should be used against Creatures that can be killed quickly so that the enemy can do as little damage as can be to those important Creatures.

On attack or on defense, there are only a few basic battle tactics. Creatures adjacent to only a solitary enemy should swing first so that Creatures with a choice of targets can carefully judge their potential. Be careful of flying enemy units; tie them down if possible and do not leave openings

for them to fly past your line and attack from the rear. Keep your own flying units free to fly over the melee into the enemy rear and attack a vital unit of his. Use range strikes and terrain to maximum advantage and hit each enemy Creature with the highest possible odds. Concentrate on the most dangerous enemy unit that can be killed in the shortest time. Limit enemy mobility as much as possible and minimize the number of shots that each friendly Creature will have to endure. As a rule of thumb, the player always wants to carry out actions that he would hate to see an enemy use against him.

Within these standards, the care and feeding of the Titan Legion itself is a matter of special concern. Death of the Titan is, by definition, defeat and elimination from the game for the player. Keeping a Titan alive is a simple equation — keeping his location secret as long as necessary, building a strong Legion around him, and shielding him from attack.

A Titan's location can become known in several ways, most of them through voluntary actions of the owner. If the Titan teleports, or if he musters a Warlock, the other players are immediately aware of his presence. The dangerous ones, at least, will keep track of him for the rest of the game — despite your best efforts. Even if his Legion splits, the part with the Titan will probably remain obvious unless one is a very devious and reckless player. A Titan also goes on display for all if involved in any battle. In general, it is wise to keep one's Titan out of battle unless it can win quickly anyway.

Sometimes a Titan will be inadvertently revealed without being put on public display. This will happen when one Legion among the many behaves with constant caution, being unwilling to move in all but the least threatening situations. A player must be careful to keep the Titan out of the sort of box that makes his location obvious. Watch the Titan's position in relation to other Legions with care. Avoid showing off so many of your tough Legions that the Titan's location is shown by the process of elimination. Don't consistently split the Titan Legion five-two when it divides. An occasional four-three split will take some attention away from it, to compensate for the momentary difference in strength and slight risk this entails.

Defense of the Titan involves common sense mixed with luck. It is an excellent idea to never voluntarily involve the Titan in battle, no matter how strong. Any time a Titan fights, he might be killed. Too, the mere presence of the Titan on the Battleland complicates tactics. If the Titan must fight, use the terrain to insure that the fewest possible enemies can reach him. Look for fighting combinations that guarantee the quickest demise of the Titan's personal foes.

The Titan Legion is almost always better off in the neighborhood of other large, friendly Legions. This support can discourage random attacks by the promise of vengeance and actively block attack lanes. Also, the Titan usually wants to stay out of the outer circle, and especially wants to avoid Lands with only one exit.

Perhaps the best protection for a Titan is a good set of bodyguards. In some ways, building a strong Titan Legion is much more difficult than regular mustering. For one thing, the Titan needs to be moved with more care than other stacks. Of course, the presence of the Titan means that only six other Creatures can be involved in the mustering process. When split, it inevitably is harder to form the optimum new Legion. At some point the player will have to direct the Titan Legion into one particular line of recruitment, further limiting movement options. Delay the time to choose which one as long as possible, but hold fast to the decision once made. A Warlock should only be taken by a Titan whose location is already known, or one that desperately needs extra help. Teleportation should be used to

get out of really dangerous traps or to obtain that key recruit that makes the Legion nigh invincible. Build a Titan Legion that can stand toe-to-toe with the fiercest enemy, but try to avoid putting that strength to the final test.

Ultimately, *TITAN* is a game of common sense play — unlike so many others. A player need only use the game system, work carefully and avoid unnecessary risks if he wishes to play well. The best players must feel the flow and momentum of the game. When things are going well, a player must seek to maintain the flow. In bad times — and there will be bad times — it is necessary to know when and how to break the rhythm and adjust the pattern to one's advantage. Finally, relax and enjoy the subtleties and simplicities of one of the best multiplayer strategy games around.



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 142

Total Responses: 718

Rank	Title	Pub	Rank Last Time	Times On List	Freq. Ratio
1.	VITP	AH	—	1	5.5
2.	G.I.	AH	2	5	3.9
3.	Squad Leader	AH	1	15	3.7
4.	Cross of Iron	AH	8	15	3.2
5.	Third Reich	AH	3	15	2.9
6.	TRC	AH	4	15	2.8
7.	Civilization	AH	5	5	2.3
8.	COD	AH	9	15	2.3
9.	Flat Top	AH	—	1	2.0
10.	War & Peace	AH	6	15	1.8
11.	Bulge '81	AH	13	10	1.5
12.	Diplomacy	AH	17	3	1.5
13.	D&D	TSR	7	3	1.4
14.	PanzerBlitz	AH	15	6	1.4
15.	War At Sea	AH	—	1	1.4
16.	Guns of August	AH	11	3	1.1
17.	Gunslinger	AH	10	2	1.1
18.	Afrika Korps	AH	19	2	1.0
19.	SOA	AH	—	1	1.0
20.	Titan	AH	—	1	1.0

Once again a dramatic reshuffling occurs, sparked — as always — by the contents of these pages. *VICTORY IN THE PACIFIC* vaults onto the chart in a convincing manner, claiming the top spot. Its sister, *WAR AT SEA*, along with *FLAT TOP* and *STORM OVER ARNHEM* also appear once more. And *TITAN* nominated for a Charles Roberts Award and our featured title in this issue, returns to the fold. Meanwhile, *DIPLOMACY* continues its steady climb up the ratings. *CIVILIZATION*, winner of a Charles Roberts Award at ORIGINS, proves to be an enduring and endearing phenomena. Alas, *WOODEN SHIPS & IRON MEN*, found on this survey since inception, drops from the listing. Disappearing too are *FORTRESS EUROPA*, *STRUGGLE OF NATIONS*, *PANZER LEADER* and *MIDWAY*.

SECOND EDITION G.I.: ANVIL OF VICTORY

The Second Edition of *G.I.: ANVIL OF VICTORY* is now available, incorporating the errata and changes generated by extensive play since its release. Significant changes were made to the *G.I.* rulebook and the scenario cards, as noted in Vol. 20, No. 1 of *The GENERAL*. Both are priced similar to the original edition: \$4.00 for the rulebook, \$5.00 for the Scenario/CRT Card Pad. Order may be made directly from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% shipping and handling (20% for Canadian orders, 30% for overseas orders); Maryland residents must add the usual 5% state sales tax.

GRAPHIC EXAMPLE OF MOVEMENT AND RECRUITMENT

These moves show the tightly interlocking nature of TITAN movement, where one move forces another Legion to move. Several of the moves above are quite interesting in the choices they present:

For example, on a "3", the Legion of the Dagger can add a Minotaur or a Warbear. With a second Warbear, this Legion can get a Giant as soon as it reaches the Tundra. But with a Minotaur it might eventually reach both Dragons and Giants, although its next move will have it enter the outer rim from which it may have trouble getting back to the Mountain-Tundra circle to take advantage of that chance. Further, the Legion will contain seven after it recruits, and the necessity of splitting further adds complications to the options facing its owner. On a "1" on the die, it will go to the Tower and get a Guardian, thus not forcing the Legion of the Harp to leave the Swamp.

The Legion of the Harp will not move on a "2" or a "3". On a "1" the die gives it two chances to get a second Wyvern on its next roll moving from the Hills. Recruiting the Ranger in the Plains would probably lead to a long delay before it could get back to recruiting Wyverns and then Hydras. Ranger. The third Troll starts it towards Wyverns while another Ranger makes it a more dangerous fighting force. With one Legion already recruiting Wyverns, the Ranger probably would be a good choice for the Legion of the Frog.

The wants of the Legion of the Diamond are fairly straightforward — it wants the Minotaur that will give it the most open path back to the Mountains (for Dragons) based on current enemy positions. The Legion of the Scales has no choice, because of its position. However, as long as the Legion sticks to Brush or Jungle, no other is likely to mess with it.

Sample Legions





Die Roll	Legion	Can Move To (Best Recruit)
3	Dagger	Woods (Warbear), Hills (Minotaur), Desert (-)
	Scales	Jungle (Behemoth)
	Frog	Plains (Ranger), Swamp ¹ (Troll)
	Diamond	Mountain (Minotaur), Hills (Minotaur)
	Harp	Brush (-), Woods (-)
2	Dagger	Plains ² (-), Brush (-)
	Scales	Marsh (-)
	Frog	Jungle (-), Marsh ³ (Ranger or Troll)
	Diamond	Tundra (-), Brush (-)
	Harp	Brush (-), Woods (-)
1	Dagger	Swamp ¹ (Troll), Tower (Guardian)
	Scales	Brush ² (Gorgon)
	Frog	Marsh ⁴ (Ranger or Troll)
	Diamond	Mountain (Minotaur), Woods (-)
	Harp	Hills (-), Plains ⁵ (Ranger)

GRAPHIC EXAMPLE OF MOVEMENT AND RECRUITMENT

¹If the Legion of the Harp moves first.

²If the Legion of the Diamond moves first.

³If the Legion of the Dagger moves first.

⁴Note that the Legion of the Scales and the Legion of the Frog may not change places.

⁵If the Legion of the Frog moves first.

THE GIVER OF THE LAW

TITAN Design Notes

By Jason McAllister

TITAN is a fantasy wargame. Its conception arose from our strong desire to create a game that reflected our interests in myth and mythology. At the time (the early '70s) there were very few games — other than some unsatisfactory entries in the infant role-playing genre — on the market which dealt with such a subject. As we developed our ideas, we moved away from a topical game on any specific mythology or story line and the necessary restrictions of such toward a generic setting in which players could begin on an equal basis and develop their own forces and strategic styles. The trappings of the *TITAN* have remained firmly ensconced in fantasy; its characters have been drawn from several recognizable myth systems and adapted to fit the needs of the unique game system. The "magical" elements — so beloved of most fantasy gamers — are admittedly limited, teleportation and dragonfire being the only obvious examples. But the firm base of our effort rested on the elements of tactics and strategy — military, that is.

The premise of the game is simple — there exists a world where godlike beings gather to raise up armies and do battle in search of victory for their own unknown purposes. The game has no social, economic or political pretenses; the players' only goal is domination of the map by elimination of all opposition. The world of their conflict does not consist of continents or conform to our limited view of geography. Instead, it is but a matrix of lands connected not by mere proximity but by a system of selective gateways which control movement in such a manner that adjacent lands may well be several moves apart. The Battlegrounds (tactical displays) depict each of the various terrains of the world. With hexgrids of only 27 spaces, these may seem small; but in the hundreds of games I have played, I have engaged in or observed thousands of battles and I have never noted one engagement to precisely repeat another. The premise of the game and its mechanics may be simple, but the exponential product of all its elements creates a framework for a nearly infinite cycle of maneuvers and situations.

Aside from being a fantasy wargame, *TITAN* is also a fine multi-player game. The multi-player aspect was decided on very early in the game's long development, but we also wanted a design that would not require more than two players to be challenging. One of the earliest Masterboards had twelve Tower lands (and about half-again as many lands in total) which would have allowed for up to a dozen players, but the problem of boredom while waiting for eleven other people to make their play and the fact that the board was simply too big to force two players into conflict caused us to cut it down to a reasonable size. Six towers fit well within the hex-symmetrical layout we finally arrived at; and six is also about as many people as you can fit comfortably around a card-table without serious overcrowding. Still, some people I play with refuse to play in games of five or six, not liking to wait even that long for their turn; while others I know won't bother to sit down to a game with less than four players. Luckily, *TITAN* accommodates both types.

About half the games I play now have been one-on-one, and I truly feel that two-player play is as enjoyable as multi-play. In fact, the game is the same; there are no rule changes to accommodate a different number of players. Although, certainly, slight differences in play derive from the diplomatic element inherent in any multi-player game, actual diplomacy is restrained by the game itself. Teamwork is limited by the mechanics of play which do

not allow such things as trading units or free passage through occupied lands, and in battle the only help any "ally" can offer is advice. Alliances can occur when some other player gains an advantage, but because there will ultimately be only one winner, a player has little reason to want an ally to succeed to the point of pulling ahead in the game. Alliances tend to be opportunistic and short-lived. More common than formal alliances are the strategic trade-offs (as when a player might offer to move or not move a specific Legion in return for similar consideration from another player on his turn). In developing the game for multi-play, we sought to avoid the abuses of alliances and unspoken truces, so there are no special rules to facilitate collaboration, although limited cooperation is certainly possible. One-on-one play works well; and multi-play tends to be a free-for-all — something for every gamer's taste.

The split level of strategic and tactical play serves the free-for-all nature of the game well and is also an important element in speeding the play. Our earliest attempts at developing a fantasy wargame held to the conventional format of a mapboard on which the players engaged their forces along fronts without the benefit of separate tactical displays. The adoption of the split level system allowed us to represent the world of the game with only a tenth as many spaces and cut the number of units employed in strategic play by that much or more. Game turns were quickened considerably. At the same time, the addition of tactical battle displays introduced a simple yet intricate method of combat that we found to be much more interesting than the odds computation/chart resolution employed in most wargames. The elimination of solid fronts allowed players' (especially in the multi-player version) forces a much higher degree of interaction and got away from the problem of what to do when three opposing players have units mutually adjacent.

The units of strategic play have no zone of control, and being adjacent does not provoke combat; a Legion must advance into an enemy-occupied land to engage in battle, and the battles never involve more than two Legions. Players cannot combine their Legions to attack a stronger foe; they must each wait their turn. And since a relatively large Legion would be necessary to do significant damage to a powerful enemy, a player would be understandably reluctant to waste one of his armies so that another player could reap the fruits of victory (the points accrued by defeating another in battle). In fact, the intricate nature of play can allow a player with a single, strong Legion to survive for some time against two or more foes in better positions — for neither may want to lose what it would cost to eliminate that last Legion and so weaken his position vis-a-vis his stronger opponent. On two occasions I have found myself with a single Legion in the last stage of long games, struggling against opponents with ten or more Legions apiece (on one of those occasions I emerged victorious — proving that there is always hope in *TITAN*). The split-level system of *TITAN* downplays mere numeric advantage and emphasizes the independent action of powerful Legions and aggressive players.

One of the more important elements of play is that a player must be active to improve his position; he cannot merely sit safely in castles or defensive positions and amass great strength. Strategic movement is required to augment one's armies; winning battles is the only method of adding to

one's score. Early versions of the game experimented with Tower Lands that produced a creature on every turn that they were occupied; players did little more than send out scouting parties, and games were interminable (one game spanned many weekends across the space of several months; when we quit, three out of the original four were still in the game). The elimination of such free enlistments was a major improvement in the speed of play. The requirement that a player must move at least one Legion each turn prevents a player from retiring to the Tower with his Titan for the duration; for, unless he has other Legions to move, he cannot long remain there.

Much of the final development of the game centered on speeding play, and requiring activity not only as a matter of mechanics but as a matter of strategic importance served this end well. Still, the most common complaint I hear concerning the game is that it "takes too long"; some people have remarked that they have played for hours on end, yet never completed a game. My only rebuttal to this is that they must either play very slowly or lack aggressiveness. Because the game has no set turn limit, the ending depends on the action of the players. If they refuse to attack, the game will not end. Avalon Hill's rules include two tested methods of speeding play and one of limiting play to a specific time which encourage or ensure a conclusion. Tournaments I have run in the past are limited to a certain time period (generally three or four hours) and lengthy turns are discouraged without resort to timed moves. In our local play, we neither time moves nor games, yet our games usually draw to a conclusion within a few hours (five being about average). It is the actions of the players that determine the quality of their play and the length of their game.

The other prime complaint I have fielded concerning *TITAN* is that it makes too much use of dice — in particular, that the use of dice to determine movement degrades it to a parlor game or, at best, a "beer-and-pretzels" game. The use of dice is endemic to wargames, very few of which make do without recourse to some randomizing element. The use of so many dice in the battle resolution system is, to some extent, a compensation for the small size of engagements, but they more directly serve to leaven the effects of probability. Having at times in other titles lost entire flanks to the roll of a single die, I appreciate rolling a lot of dice to decide my fate. The burden — if it is a burden — of rolling many dice is alleviated by the simple nature of the resolution chart, which can easily be committed to memory. In a later section, I will describe a method whereby dice can be eliminated from combat resolution altogether.

The use of a die in movement on the Masterboard can be compared to the use of a die to determine the effects of weather in other wargames: both affect the distances that units can move. In *TITAN*, the movement roll adds an element of uncertainty to a player's planning, in sharp contrast to the certain element of the signs which proscribe his Legions' motions. He can never be sure how far enemy Legions will move on their turns nor how far his will go on his next turn. But this element of chance does not decrease the importance of his choices (and since the Lands offer more than one direction of movement usually, there are many choices to make), it forces him to choose most carefully. For the first half of the playtest life of *TITAN*, dice were also used to enlist Creatures: when a Legion moved, a die was rolled to determine what was acquired from whatever terrain the

Legion happened to be in, and any Legion could enlist anywhere with the only difference between the Lands being that some offered a better selection of creatures. We switched to the progressive method of recruitment that the game now employs to underscore dramatically the importance of careful movement and long-range planning; Legions now have more character than mere size and they tend to develop as the game goes on into better — rather than merely larger — armies. The *Muster Progression Diagram* (see left) describes how enlistment is a selective process among the various types of Creatures and their respective terrains. Choosing to retain dice for strategic movement and eliminate them from the process of enlistment have both served the same end of forcing players to be more careful in their movements and the choices they make regarding creating new Legions, attacking and enlisting. Like any game that utilizes a random element, a string of luck can ruin a player's chances. But probability has its own laws which tend to even the rolls out. One cannot wait forever for the right die roll; playing the odds is all part of the game of *TITAN*.

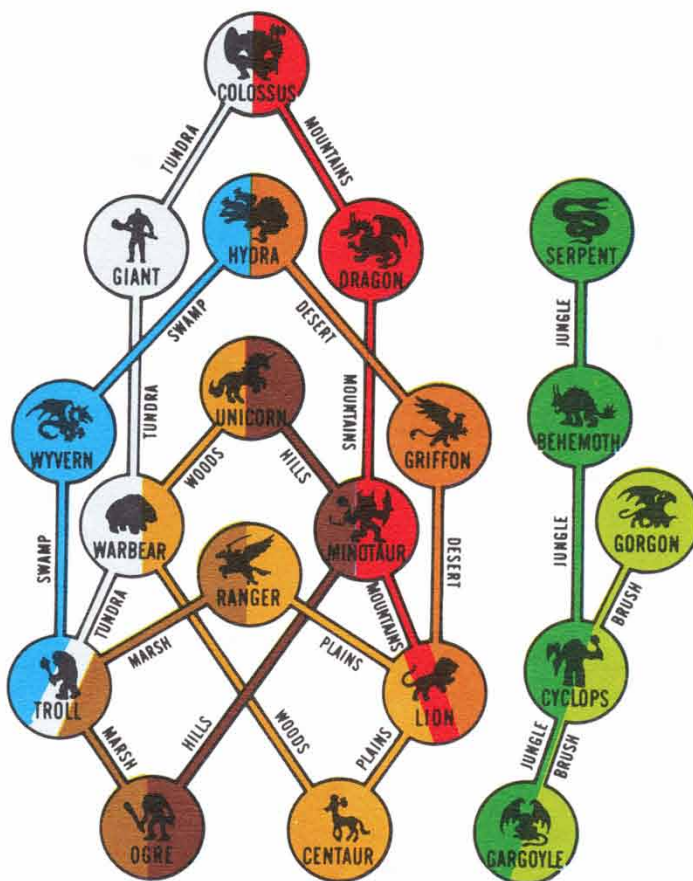
Tips for Strategy

An understanding of the strategy of the game best begins with a clear understanding of the objectives of the game. You want to win; there is no "second place" here, so don't even consider taking the role of a minor ally of the leading player in the hope that he will eliminate you last. The primary objective of *TITAN* is to eliminate your opposition, and a successful strategy leads unerringly in that direction. The secondary objectives of amassing powerful Legions and winning battles are the most important factors in the development of your position, but the most crucial component of your play is the continued existence of your Titan.

Because of the vagaries of dice and the movements of other players, it is not possible to precisely plan the entire game out, although one can work for specific goals within the game which will further chances of ultimate victory. Decide what you want your Titan Legion to eventually be able to muster. If you want Serpents, give your Titan Legion the two Gargoyles at the beginning of the game, for this is its best start along that road. If Colossi or Hydras are wanted, put the Ogres with your Titan, for Ogres are as good a start toward either as Centaurs and have the added benefit of providing the Titan with greater protection along the way. If you want to salt all your Legions with brush/jungle Creatures, split the Gargoyles between your Titan and your Angel. However you split the initial Tower Creatures will influence the composition of your Legions for the rest of the game; it is the first vital step in your strategy.

The best method of ensuring the proliferation of your forces is to develop a territory in which you will be free to operate. Blocking forces of brush/jungle or marsh/swamp Creatures placed in their respective terrains about the perimeter of an area will deny access to enemy Legions and give room for the other Legions to move. Optimally, this territory should encompass at least two Towers and include all the Lands between them, and as many other nearby Lands as possible. Full control of such an area allows Legions on the inner brush, swamp and desert Lands to move full circle on a movement roll of "6", promoting the development of those Legions toward Serpents and Hydras. The area also includes useful loops along the outer ring which allow Legions to move and recruit, yet still stay close enough to the central ring of mountains and tundra and the large Creatures they provide. If, later in the game, the opportunity arises to dominate the central ring, do so; this will deny Giants, Dragons and Colossi to your opponents and increase your own chances of obtaining them. Territories are fluid; each time a component Legion

MUSTER PROGRESSION DIAGRAM



moves, the parameters of the territory are altered. Your movement rolls may draw you in one direction or another, or the advance of enemy Legions into your area may cause you to shift over rather than engage in a costly campaign to hold your position. Conversely, a Legion advanced into an enemy area will disrupt his movement, and leaving a strong stack in the Tower of a territory you depart will hinder an enemy's use of that area and also serve to slow his advance in your general direction. Pressuring enemies with adjacent territories together may not provoke a major conflict, but their Legions will certainly be in each other's way.

Aside from territorial development, players sometimes use the grouping known as the "Caravan". The Legions are bunched on or near the outer ring and advance in almost single file, leapfrogging and snaking their way forward. It is not a desirable position, but it is infinitely better than a wide dispersal of one's forces. It is limited by the more restricted choices of movement and recruiting along the outer ring — and by the fact that the grouping can cause friendly Legions to get in each other's way and can allow the entire line to be held up by a single, strong blocking Legion. The caravaneer may make one or more complete circuits of the mapboard but always with an eye toward ceasing his wandering and establishing an area of his own. If a caravan approaches your territory and you cannot hold it or turn it aside, let it through. If your blocking force can stand up to its best, let him suffer; he may try to batter his way through anyway, and you will benefit from the victory points, although a stalled caravan on the periphery of your territory will pose a potential threat and may restrict your movements along that border. If

you do open the way to him, it will generally entail vacating the outer ring of your area; guard those lands well that connect with that outer ring, for you don't want him setting up shop in your neighborhood. Hurry him through with threats and promises is necessary, for the caravan's presence will impede your own development.

The manner in which you split your Legions will have a significant impact on the success of your strategy. If the position in regard to your enemies assures you several turns of safety at the beginning of the game, split quickly and often; if you divide both Legions on the second turn, you double your potential for immediate recruitment. Those first splits that are taken should cut out whichever pair of Tower Creatures has already recruited the next larger Creature. Don't concern yourself overmuch with the fate of these two Creatures; if they go on to muster other Creatures, fine — if not, almost as good. Since the number of Legion markers are limited, overpopulation can be a problem, and you don't want to breed a horde of weak Legions. Having all twelve Legion markers in play can cost you important recruits if a Legion with seven characters in a good position to muster cannot do so because it cannot split. After you have dispensed with the Tower Creatures, concern yourself more with the contents of the smaller Legions by giving them Creatures from different terrains to increase their opportunities for further recruitment. A Ranger and a Cyclops are the most productive pair possible; they recruit in two-thirds of the lands and can quickly lead to a very powerful force. The development of legions based on squadrons of Gorgons and/or Rangers will give you a potent offensive capability during the development of the game and

allow those of your Legions that are working toward the largest Creatures to concentrate on recruitment rather than "front-line" duty. After a Legion has attained one of the largest Creatures, a good choice would be to split off a pair of the Creatures that spawned it. Two Wyverns may not be much by themselves, and they are very limited in regard to where they can recruit, but they provide the immediate basis for another Hydra Legion. Splitting, as part of your overall recruitment strategy, should promote the development of your best Legions toward the best Creatures: Colossi, Serpents and Hydras.

A special consideration is the development of your Titan Legion. Late in a game, a weak Titan Legion usually ensures doom. It is essential that its growth in power keep pace of the general course of the game. Give priority to your Titan Legion in both movement and recruitment, even if this means passing up a valuable recruit for another Legion to keep it out of the path of your Titan's. If you develop a territory or a caravan, your Titan Legion should be part of it to benefit from their protection. Don't let your Titan Legion become trapped or isolated, for even if it eventually escapes, turns of inactivity will delay the progress of its enlistment. Avoid becoming dependent on Demilords or the secondary "top-outs" (Rangers, Gorgons and Unicorns) for your Titan's strength. Such Creatures lead nowhere in regard to enlistment and lack the power to take on a truly strong Legion; a Titan stuck with six Rangers in the end game has little hope of victory.

Your Titan Legion should always be unerringly aimed toward recruiting the largest Creatures. Serpents are easier to obtain than Colossi and stronger than Hydras, but they run out fairly quickly. By the time all Serpents are gone, the stock of Behemoths will also be depleted, and your Titan will have scant chance for further major recruitment while its best defensive position (in the jungle) will be weakened for want of reinforcements. Hydras may be weaker and Colossi may be harder to obtain and both may well run out, but there virtually always remains a stock of the Creatures that lead up to them. It is a fine idea to concentrate on a specific line of development with all speed.

One manner in which the Titan Legion can gain strength that other Legions cannot is through the growth in power of the Titan itself. A Titan with a strength of "15" or more becomes almost untouchable to any but the mightiest Creature or similar-sized Titans. Gaining victory points to increase the power of your Titan is as important a reason to attack as the diminishment of enemy forces, and your score can be a critical element of the game. If your Titan falls far behind the strength of its foes, its Legion will be outmatched even if its recruitment has been successful. If, in the end, your Titan Legion fails to develop into a strong Legion, try to get it into a Tower and keep it there as long as you can; it is a good defensive position and allows a chance to muster Warlocks by teleporting (Warlocks may be the best characters to be recruited at that point in the game). If your Titan has lost its attendant Creatures in battle, you may have to rely on Angels rather than wait for Warlocks. A strong Titan can risk attacking a small Legion that would allow it to summon or earn an Angel. It isn't the best position to be in, but it may help a desperate situation.

Along with a sound recruitment strategy, one must develop an offensive policy. Too early an emphasis on aggression will deplete the few forces you have at the start of the game; too intense an emphasis in the middle game will distract you from recruitment; too little emphasis at any point will harm your score. Don't simply attack every enemy you can reach—or even all the ones you know you can beat. If you can both win, muster and not be in danger of immediate damaging retaliation, go for

it. Enemy Legions including Creatures with dangerous recruiting potential (such as Griffons or Warbears) are excellent targets; try to destroy them before they become powerful. Even two Tower Creatures can rapidly develop into a force to be reckoned with early in the game, so do not let small Legions pass with impunity. If the owning player complains or swears vengeance, ignore him unless he can offer something concrete and immediate in return for not attacking. (A player willing to start a vendetta over the fate of a puny Legion this early is probably not going to last long anyway.) This is not to say that one should go out of their way to chase down small Legions, for the turns of pursuit may allow it to build and cost your pursuing Legion recruitment possibilities. Blocking forces are instrumental, albeit passive, elements of aggression; by pinning enemy Legions in place, they may allow other of your strong Legions the opportunity for favorable attacks or provoke the enemy into unfavorable engagements.

Avoid attacking into dense terrain; even non-native defenders benefit from the restrictive hazards of wooded or hilly countryside, and Towers can be tough to crack. If the defender is in native terrain, an attacking Legion with a similar affinity will often nullify the hazards. Plains, brush and marsh lands are better locations to attack because their potential reinforcements are less powerful. Unless the defending Legion is in an unfavorable terrain that favors the attacker, the plains are generally the lands most vulnerable to attack; the lack of terrain features gives the defender nowhere to hide and maximizes the attacker's freedom of movement. An attacking Legion may emerge even more powerful from a hard-fought engagement by mustering a Creature or summoning/earning Angels. The best attacks will improve your Legion, your score and your position on the Masterboard. If you don't win battles, you have no chance of winning this game.

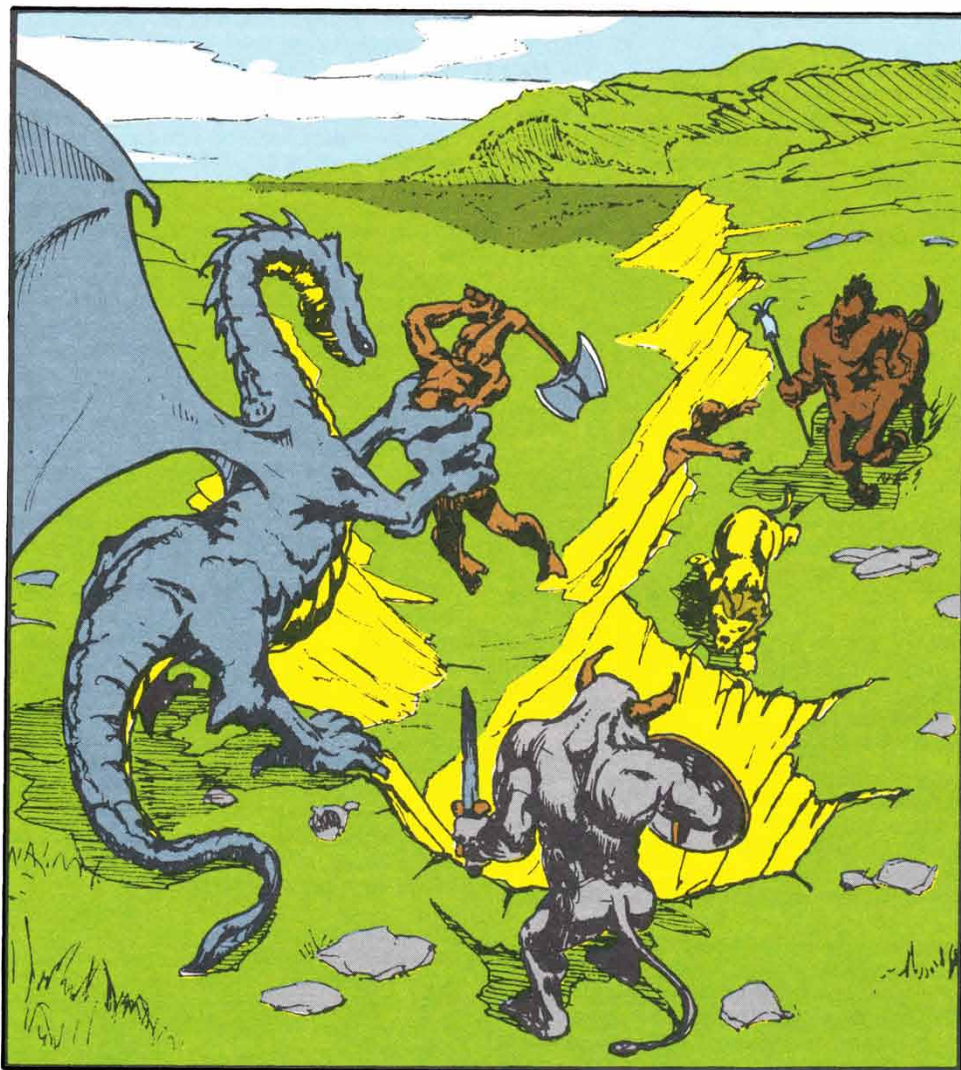
Despite the importance of victories, it will sometimes be to your advantage to involve a Legion in a losing battle. Small, expendable Legions can be used to scout out enemy positions or, by assaulting stacks of seven at the proper moment can cheat your enemy out of an Angel. If all your Legion markers are in play and you have a pressing need to split, have one of your small Legions commit suicide either by direct assault or by moving it into a position where an enemy is likely to attack it. Another case arises when a Legion faces the threat of imminent destruction by an enemy Legion that will be able to muster an important Creature in that land in which the Legion stands. Moving that Legion into certain destruction may give your opponent extra points since attackers cannot flee, but staying would benefit his score and his recruitment strategy. Legions making suicidal attacks should concede immediately so that the defending Legion cannot muster a reinforcement or be given the chance to cast out its weak Creatures. Later in the game, sacrificial attacks are important as a means of weakening large, powerful enemy stacks, especially after the stocks of the large Creatures have been exhausted. Be careful in a war of attrition that such an attack will not leave the defending force even stronger, for by earning Angels and mustering a reinforcement it may more than make up for whatever damage you do.

Some characters are more suited to the attack than others, and the Legions composed of such will form your main offensive arm. Tactics tend to favor fast characters on the attack, for slow Creatures may grant the defender a reinforcement solely due to their lack of speed. Attacking rangestrikers generally benefit from a free shot on their first turn, while defending rangestrikers may not get a chance to shoot at all. A Legion able to put down a curtain of fire can compensate for the detrimental effects of hazards by forcing the

defender into the open. Flying characters nullify many of the movement restrictions of hazards and increase the chances of attacking the enemy from the rear. A Legion composed primarily of Rangers can be significantly more powerful in the attack than in a defensive position; Rangers have speed, rangestrike and flying ability, but their small size lacks staying power. Also, in an attack such a Legion might add an Angel to its tactical strength, but on defense a Ranger Legion will most likely only muster another Ranger. The summoning of Angels is the only counterbalance that attacking Legions have to the defender's reinforcement; a lack of Angels will hinder or cripple your offensive capability. In the final analysis, speed and rangestriking and flying are secondary to simple raw power. If your recruitment strategy succeeds, you will develop Legions that contain the largest Creatures which will become the basis of continuing offensive strategy. Legions of lesser Creatures cannot match the punch or staying power of the major "top-outs", and the Legions which you will most want to defeat will by then probably also contain big Creatures.

The part that your Titan Legion plays in your offensive strategy deserves special consideration. Engagement will reveal the position of your Titan and expose it to the possibility of elimination, but good players will already have an idea of where it is anyway, and careful tactics will avoid exposing it to excessive danger. The fact remains that from the beginning of play your Titan is one of the best characters you have, and should your Titan Legion shun *all* battles, it will limit the flexibility of your offense and impair the strength of your defense. Since your Titan Legion should concentrate on its recruitment, you don't want to use it in expensive battles of attrition, for the loss of even a few Creatures may cause its mustering potential to suffer. A serious reduction in mustering potential may force you to be aggressive with your Titan so that it can be augmented by Angels and Archangels. Early in the game the relative weakness of Creatures makes Legions with Titans and Angels more powerful, you can exploit this by stomping even medium-sized enemy Legions with a well-stocked Titan Legion. If you do take some lumps, the summoning of your Angel should compensate for your losses, whereas early attacks with your Angel Legion will lack this ability.

Later in the game, teleportation makes every enemy Legion on the Masterboard a potential target, and failing to utilize this ability squanders some of the momentary advantage that your scoring has given you. A mighty Titan Legion can be the most potent force on the board at game end (you simply can't have a better Legion than a large Titan surrounded by Colossi). A targeted Legion of sufficient size to damage such a Legion would probably be worth enough points to earn a couple of Angels and add two more points to your Titan's power, so don't worry about combat. But be careful that losses do not expose your Titan to immediate teleporting attack of another large Titan Legion. Games often end in a showdown between two massive Titan Legions. Your recruitment and offensive strategies must prepare your Titan to win this last encounter. If you have other large Legions capable of doing damage to a strong enemy Legion, use these to soften up the enemy Titan for your final attack. If your enemy has other Legions capable of threatening your Titan, avoid them and go straight for the kill. Defensive positions are often weakened in the end game by lack of powerful reinforcements, and the offense is correspondingly stronger. Try hard to hold an Angel or an Archangel in reserve in another of your Legions to augment the attack of your Titan Legion. If a chance arises to



THE TACTICAL TITAN

Lost in the BattleLands

By Jason McAllister

Battles are the hinge-pins of strategy; a successful strategy leads to powerful Legions and engages these Legions in victorious battles. But a successful battle is not merely one in which you simply overwhelm your opponent's Legion; important or climactic engagements often involve evenly matched forces, and it is the finesse of the players' tactics that determine which will win. Sometimes a successful battle will not necessarily involve winning at all; if your strategic aim is to weaken the Legion with which you are engaged, the measure of success will be judged by the extent to which you do so before your demise. Even choosing whether or not to fight an engagement out is a strategic decision—a clear understanding of tactical options is vital to properly assess your chances. A good tactician can win games against superior opponents even if he has been out-recruited on the Masterboard.

The limited size and simple mechanics of the Battlelands belie the intricacy of the tactics evoked. Each player has, at most, seven characters at the start of the engagement and cannot hope to add more than one reinforcement during its play; indeed, the denial of this addition can prove a telling factor. The presence of terrain hazards complicates movement and combat, and a careful utilization of available cover or avoidance of

obstacles will increase the margin of success. The combat resolution system only has five columns on the chart, but it does not provide mundane "A-Elim" or "D-Back" results. Damage is taken in *points* which accumulate to eliminate characters from the battle; an appreciation of how many points of damage your Creatures are likely to deliver will benefit the effectiveness of your maneuvers. Just as battles are the key-points of strategy, so is delivering damage the objective of tactics, since your aim in battle should be to eliminate all (or as many as possible) of the opposing Legion. The basic rules of movement and striking must be known to play the game; comprehending the nuances of those rules, particularly in regard to the chances of your characters inflicting damage, is essential to play the game well.

The formula for determining probable damage is simple. Subtract the strike number of a given creature from seven, divide that by six and multiply by the number of dice of the strike. For example, a Dragon hitting a Giant has a strike number (berift of terrain considerations) of "5". Seven minus five is "2", and $2/6 \times 9$ (the number of dice thrown by the Dragon) equals "3". By the odds, a Dragon can expect to hit that Giant three times with one swing. Hitting one more or less is likely,

but the averages indicate that three strikes will result. On the other hand, a Gargoyle should hit that same Giant one and one-third times ($2/6 \times 4 = 8/6 = 1 \text{ and } 1/3$). When the probable number of hits is a fraction, the actual strike will obviously deliver more or less damage than what is probable, but the fraction is still significant. If the probable number of hits is, say, "1 and 1/3" then the attacker has a surer chance of scoring at least one hit and a better than usual chance of scoring two hits than if the average were but "1". Wide variances are possible, but with several characters striking in the same phase, the odds do tend to even out so that the total damage delivered usually closely approximates the sum of the striking Creatures' probable hits.

If you dislike the vagaries of dice, you can eliminate them from battle by using the probable damage of a strike as the amount delivered. Round all fractions to the nearest whole number. Use inverted "hit chits" to mark the damage. All other rules of battle remain the same, except that Maneuver Phases should be timed when utilizing this diceless system, since it allows players to extrapolate the results of their moves much more precisely and the game may drag along if they are allowed to consider all possibilities. If the players choose to allow this system in the game, it need not be used to exclusion of the dice. The benefit of this system is obvious—the battles become true tests of skill and not of luck. Eliminating the dice from the battle resolution will disturb the flavor of uncertainty, but—for the purists—it is an option to be considered.

Despite the differences between *TITAN*'s combat system and the odds resolution systems used in most wargames, some general principles of maneuver apply in much the same manner. Move to concentrate a maximum amount of force against the weakest spot in the enemy's line of battle. Position units defensively to disallow flanking maneuvers and always take full advantage of terrain features. The complexity of the *Hazard Chart* is lessened by the fact that no Battleland displays more than three types of terrain hazards. What makes the terrains of *TITAN* unique is that they apply much more selectively than the features of most mapboards; some hazards favor certain characters while hampering others. To take full advantage of the available cover, one must be aware of how each hazard affects each character. Develop a working familiarity with the terrain effects, and learn which Creatures are native to each. Understanding the combat system and the terrain effects will provide the expert player with a basis for careful maneuvering.

The initial positioning of the characters should reflect the objectives of the chosen tactics. If you are defending and may be able to muster a reinforcement, your first move should hold your forces back as far as possible to delay contact with the enemy and increase your chances of lasting long enough to be reinforced. Keep the Creature(s) that will allow you to muster the best replacement behind your front line. Position the expendable characters forward. If you are defending in a non-native terrain with a Legion composed of fast characters, advancing immediately to the widest stretch of the Battleland may force the attacker to commit five Creatures against your six. But, if the attacking Legion contains several fast, flying Creatures, they will be able to deploy behind your line on their first move—so consider the situation carefully.

If you are the attacker and the defender has the potential of recruiting a reinforcement that will turn the tide of battle in his favor, you must assault his line with all speed. Move slow Creatures as far forward as possible on their first move so that they can reach the enemy line on your second move. Deploy the flying characters so that they threaten

the enemy rear on the next move. If the defender has no chance of reinforcement, the assault can proceed with more leisure—but the possibility of a “time-loss” still forces the attacker to take the initiative. If the battle is long and the attacker is losing, he can take advantage of the time limit to fall back into a defensive position and, if he can survive his seventh turn, he will at least cheat the defender out of victory points that a win might otherwise allow. In a congested terrain that disfavors a more powerful defender, the attacker may choose to even play for a time-loss from the beginning of the battle by holding back; this may force the defender into an aggressive stance if he wants the victory points and losses since your forces now have the advantage of the defensive terrain.

Even on the assault, the attacker should maintain a defensive line that minimizes the possibility of a damaging counterattack. If a weaker Legion is given the chance to concentrate its strength against a portion of your line, the resulting weakening of your Legion may be unacceptable or even tip the balance of the battle the other way. If your units are too few to form a solid line across the battlefield without exposing characters that you do not wish to place at risk, you can still advance by refusing one of the flanks. Such a position may yet allow the enemy a temporary advantage, but when he commits his forces he will usually expose his own flank. If your force is hopelessly outmatched and the only reason you are pressing the battle is in the hope that you might knock out a vital enemy character, hold back and wait for an opening. If the opening fails to materialize quickly and your only contact proves to be with Creatures that you do not wish to kill, concede immediately. If one cannot do what one wants in a battle, at the very least one need not do what the enemy wants.

The presence of “rangestrikers” allows a degree of flexibility. If the attacker has a heavy preponderance of them, he may be able to destroy an enemy character before it even closes. If the attacker has fast characters that can pin down the enemy’s flanks while a line of rangestrikers does its damage from a distance, the defender may be forced to advance into a salient rather than suffer another ignominious round of rangefire. This drastic maneuver works best in Battlelands which lack hazards that block fire. Even in congested terrain, rangefire can force the defender to advance out of or withdraw from otherwise strong positions rather than be worn down by recurring unanswerable fire. If the defender possesses rangestrikers, he should avoid exposing them to immediate contact since that would negate their special ability. It is much more difficult to force a defender with rangefire capability out of a defensive position, for he can reply in kind. You can engage enemy rangestrikers to curtail their fire, or you can concentrate your fire to knock out the enemy rangestrikers. But if the enemy has more rangefire than you, the first must be the preferred method. Warlocks deserve special consideration—their ability to disregard the obstacles that block most fire should keep them out of the front line. From a central position, they can range-strike at any space on the Battleground. By saving the Warlock’s shot for last in the strike phase, a killing blow may be delivered to any of the enemy’s wounded. The singular ability of the Warlocks to fire on Lords is also an important consideration—useful for “softening up” Archangels or the enemy Titan. Even as flying is a special power of movement, so is rangefire a special power of combat; making best use of the powers your characters possess will maximize your effectiveness.

The order in which your characters strike can increase the damage they inflict dramatically. Strike first with those characters that can reach only one enemy unit; it may be so injured that you will waste points of damage that might have been carried over

to a different character otherwise. Strike next with those characters that can kill or seriously injure enemy Creatures. If you have a line of characters striking and the first in line does little damage, strike with the next at an enemy that is within reach of another of your troops if there is little chance of taking out the original enemy that your first attacker only scratched. Try to concentrate your strikes to eliminate as many enemy characters as immediately possible—although it may occasionally prove a good idea to momentarily avoid slaying a small enemy Creature that can be readily replaced in the enemy line by a more powerful one. When striking after your opponent’s move, always aim at eliminating characters that will open gaps in the enemy line or that will free your Creatures to move. At times you may want to strike at a wounded enemy at a higher strike number than necessary so that excess hits will carry over to an adjacent enemy of higher skill. If possible, arrange your range-strikes to avoid this wasteful effort, since it inevitably lessens your chances of killing the wounded Creature. Try, if forced to carry over damage, to direct it to characters of the same or lower skill level. Similarly, interspersing Creatures of differing skills in your line will hinder the opponent’s carry over damage. Strike last with characters capable of reaching the most enemy Creatures; they can direct the attack at the most profitable targets and increase the chances of killing off some of the wounded opposition.

One nuance of tactical play is that you need not move all your Creatures into battle. You can voluntarily strip the small, weak Creatures from your Legion by leaving them aside, since any character that does not move onto the Battleground on the first move is eliminated. Don’t abandon such Creatures if you may need them to assure the victory, but if your opponent is fighting merely to weaken your Legion, these weaker Creatures will not be his primary targets and he will avoid them in any case. Dumping them immediately is your surest method of getting rid of them and opening up places for better Creatures in your Legion in future turns. Another reason to voluntarily eliminate a Creature at the start of combat occurs when the engagement takes place in congested terrain where your entry of slow characters may force the placement of a better Creature in an exposed position. Exposing a top-out or, God forbid, the Titan to immediate danger is hardly worth the continued existence of a lowly Troll or Cyclops. If you are the attacker and your Legion has seven characters, eliminating some small Creature will assure you room to summon an Angel. The benefits of this, as with all such ploys, must be measured against the costs. Anything much larger than a Tower Creature is usually too valuable to casually throw away. But dumping the lackluster is a good method of avoiding the necessity of splitting off small Legions that will only feed another player’s score. Relatively few battles involve such a drastic measure as dumping; but when the occasion arises, it is well to be aware of all options.

Because of the limited number of characters each player can employ in battle, the addition of a reinforcement or an Angel can be a crucial factor. The methods of assuring or denying reinforcements have already been discussed; since reinforcement takes place at a certain specified moment, it is often a matter of whether or not the battle lasts till the fourth round. The arrival of summoned Angels is less certain, for the Angel arrives on the first round after the attacker has slain one of the defender’s characters. If the attacker still has seven characters in his Legion, he does not receive the Angel; if he had seven initially and did not dump one, he must make sure that one dies before any of the enemy, if he desires the Angel. In this situation, he should advance a fast Creature to its doom. The only advantage this has over dumping one before combat is the

damage it will inflict on the enemy before it dies. On the other hand, the defender might position one of his own pieces far forward where it is certain to be destroyed and then hold back and avoid slaying any of the enemy. If the attacker’s Legion lacks any fast and expendable Creatures, such a maneuver has an excellent chance of success. If the attacking Legion lacks seven Creatures to begin with, there is but one method to deny the Angel—eliminate the entire Legion before the Angel can enter play. Hold back in a position that lessens the likelihood of immediate elimination of one of your Creatures on the first move. On your second move, make contact with as many of the enemy as possible without exposing any of your characters to immediate death. If none of your characters have been killed, you will have the strike phase after your opponent’s second move and the strike phase after your third move to finish him off. It is very difficult to deny the Angel to a fast and powerful Legion, and advancing into contact often sacrifices a better defensive position and abandons the possibility of reinforcement. Don’t try it unless you think you can do it.

While maximizing enemy losses, you want to minimize your own. Holding losses down during the battle improves your chance of victory, of course. Too, the fewer your losses are at the end of the battle, the better the Legion’s chances of surviving the future. As you move your characters into contact, estimate the damage they will take according to the probability formula mentioned earlier; avoid moving any into immediate annihilation unless their sacrifice will serve some useful purpose. A character surviving the first strike phase remaining in contact with the enemy, may strike with its full strength in every subsequent strike phase that it is in contact, regardless of injuries. Because characters that survive a battle regain their full strength after the engagement has ended, you can accept considerably more damage than may be reflected in actual losses. By pulling a sorely wounded character out of the line and holding it back, you can improve its chances of survival. Plan your moves and time your strikes so that the wounded characters can make such escapes.

Once you have played enough that you can estimate an outcome before a battle is fought, you can negotiate the outcome. If both players can quickly agree on which side will win and what losses the victor will likely suffer, a negotiated settlement speeds play by avoiding the time it takes to fight battles. If an agreement cannot be rapidly reached, tactical play remains the final arbiter of the conflict. Battles measure the strengths of Legions and the abilities of their commanders. If you do well in the Battlelands, you should do well in *TITAN*. ★

CIRCUS MAXIMUS 2nd Edition

The rules of *CIRCUS MAXIMUS*, adjudged by the readership of *The GENERAL* one of Avalon Hill’s best games (see the RBG of this issue), have recently undergone a beneficial facelift. A number of rule changes—some merely cosmetic, others quite important—make this classic game of chariot racing even more exciting and complete than before. Henceforth, the second edition rules will be included with current press runs of *CIRCUS MAXIMUS* and will be considered the official rules for all tournament play. For owners of the game who desire the latest edition, copies are available for \$3.00 plus normal shipping and handling costs. Maryland residents please add 5% state sales tax to their remittance.

AVALON HILL'S BEST SELLER LIST

As is our custom, the editors once again present sales rankings for the Avalon Hill line of game titles based on totals for the 1982 Fiscal Year, which began May 1982 and ended April 1983. Figures for the All-Time List include all versions of a title sold to date, provided the game system has not radically changed in any subsequent printing over the years. *D-DAY* and *FOOTBALL STRATEGY*, by way of example, have collectively passed through eight different editions but each retains its original system. *GETTYSBURG*, on the other hand, has changed dramatically in each of its four versions and is therefore omitted from the list—even though the collective totals of its incarnations would normally qualify it for fifteenth place. Note that the entries for *BATTLE OF THE BULGE* on the All-Time List is for the original version, not *BULGE '81*. Titles are placed on the All-Time List only after having sold in excess of 100,000 copies while under Avalon Hill ownership. Sales rankings do not include sales made by a previous publisher.

1982 AH BEST SELLERS

Rank	Title	1981 Rank
1.	G.I.: ANVIL OF VICTORY	—
2.	SQUAD LEADER	2
3.	WIZARD'S QUEST	3
4.	FACTS IN FIVE	9
5.	STATIS-PRO BASEBALL	10
6.	OUTDOOR SURVIVAL	5
7.	THIRD REICH	6
8.	CIVILIZATION	—
9.	DRAGON HUNT	—
10.	PANZER LEADER	4
11.	CROSS OF IRON	16
12.	TACTICS II	1
13.	STORM OVER ARNHEM	—
14.	CRESCENDO OF DOOM	—
15.	TITAN	—
16.	B-1 NUCLEAR BomBER	—
17.	PANZERBLITZ	7
18.	STATIS-PRO FOOTBALL	—
19.	BOOK OF LISTS	20
20.	DIPLOMACY	18

ALL-TIME BEST SELLERS

Rank	Title	1981 Rank
1.	OUTDOOR SURVIVAL	2
2.	PANZERBLITZ	1
3.	FACTS IN FIVE	3
4.	PANZER LEADER	5
5.	TACTICS II	4
6.	LUFTWAFFE	6
7.	THIRD REICH	8
8.	SQUAD LEADER	9
9.	BLITZKRIEG	7
10.	FOOTBALL STRATEGY	10
11.	ACQUIRE	12
12.	MIDWAY	11
13.	STARSHIP TROOPERS	13
14.	AFRIKA KORPS	15
15.	D-DAY	14
16.	PAYDIRT	17
17.	BULGE (old)	16
18.	DIPLOMACY	20
19.	RICHTHOFEN'S WAR	18
20.	TWIXT	19

WHAT AM I BID FOR . .

Varying Prices with a Selling Table

By Edward Connery

On a cool day in the month of Freshet, a battered warrior approached the Chapel. A Knight of the Order answered her knock.

"I am the Amazon," she said. "I seek to hire one of your Knights to do battle with a fearsome dragon on yonder Crag. I have adequate gold to offer . . ."

"A moment," spake the grim Knight. "You are neither friend nor ally to us; we must consider." (A rumble as of thunder shook the air, and a ghostly voice muttered "Six — trouble".) "No," the Knight said, "we really don't like you very much." (Another rumble, and the voice of doom again, "Six again! Blocked!") The other Knights emerged, surrounded the Amazon, and the Head of the Order ordered, "You will remain here in our custody this day throughout." The Amazon fled that eventide, escaping the hostile Order.

A few days later, the bedraggled Amazon approached the Chapel once more.

"You again!" challenged a Knight. "You dare return?"

"I surely do dare!", she sneered. "In fact, I want fifteen gold pieces from you for this Glimmering Ring, which I stole from the dragon while it slept heartily." "Fifteen gold? Certainly! Here is the money." So the Ring was traded for coin, and the Amazon strode away, shouting "Victory!"

As this little fable illustrates, there is an obvious problem here. Under the basic rules, one's worst enemy will automatically hand over the full value in gold of any item presented, and one's best friend will make exactly the same deal. Instead, be it here suggested that characters wishing to sell items roll on the *Selling Table*, which is used in much the same manner as the "Meeting Table".

In conjunction with the *Selling Table*, use the following rule modifications:

41.4 Whenever a character occupies the same Clearing as a native leader, he can attempt to buy or sell cards or counters to or from that leader's group.

41.5 A character must use phases of his turn to buy or sell items to or from a group. These phases are TRADE phases; a character must record "T" to identify each TRADE phase in his turn.

41.51 Whenever a character executes a TRADE phase, he can try to buy one item from any native leader who is in his Clearing; or he can try to sell one item to any native leader who is in his Clearing. If there are no native leaders in his Clearing he can do nothing and loses the phase.

41.52 When a character executes a Trade phase, he announces which group he is trading with and whether he will buy or sell items. Then he specifies which card or counter he would like to buy or sell, rolls two dice and consults either the MEETING TABLE or the SELLING TABLE (depending on the action chosen) to determine the price he must pay or may receive for the item.

The Optional Rules 5.1 through 5.8 are strongly recommended when using the "Selling Table".

Aside from making sale of items more rational, the "Selling Table" provides some opportunities for profitable trading. The would-be merchant prince can now buy an item from one group and hope to make a fair profit in selling it to another (friendly) group. Two players may even combine their efforts to buy from a group friendly to one, and sell to a group friendly to the other—splitting the profits in some equitable manner. Happy Capitalism!



THE SELLING TABLE

DIE ROLL	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	Price X 1/10 OR Block	Price X 1	Opportunity	Opportunity	Price X 3
2	Price X 0 OR Block	Price X 1/2	Price X 1	Price X 1.5	Price X 2
3	Block	Price X 1/2	Price X 1	Price X 1.5	Price X 1.5
4	Block	Price X 1/10 OR Block	Price X 1/2	Price X 1	Price X 1
5	Block	Price X 0 OR Block	Price X 1/2	Price X 1	Price X 1
6	Block	Block	Trouble	Price X 1/2	Price X 1

NOTES:

a) All fractions are rounded up.

b) "Opportunity" and "Trouble": as listed on the MEETING TABLE.

c) On results of "Price X 1/10" and "Price X 0", the character must yield the item for the listed Price (if any), or be Blocked immediately.

d) Items with Conditional Fame can be sold to the named group on the column of the table one level friendlier than normal. If the group is already an Ally, subtract one from the die roll (0 = Price X 3).

e) Visitors buy their listed Artifacts and Spell Books on the Friendly column, using the inflated values from Rule 57.73 as the base price, but each character may roll only ONCE, take or leave it (Opportunity = Price X 2). If the Visitor is Friendly to the character, subtract one from the die roll (0 = Price X 3). If the Visitor is Unfriendly to the character, add one to the die roll (7 = Price X 1/2).

THE DENIZENS OF ROBIN'S WOOD

The Characters and Counters of THE LEGEND OF ROBIN HOOD

By Rex A. Martin

Robin Hood — the mere name conjures up heroic and romantic visions among the young-at-heart around the world. He is, without doubt, the best known and most popular folk hero in England's long and turbulent history. Now, with Avalon Hill's game *THE LEGEND OF ROBIN HOOD*, nominated for a Charles Roberts Award in the fantasy field by the Academy of Adventure Gaming Arts and Design, gamers the world over can live out this engaging, enduring fantasy.

Numerous attempts have been made to prove that there was indeed a historical Robin Hood, though references to the legend by medieval writers make it clear that four ballads of uncertain lineage were the sole evidence for his existence available even to them. [Find, if possible, copies of *The Lytell Geste of Robyn Hode* (Gutch 1847 translation) for a compilation of these four ballads — "Robin Hood", "The Knight and the Monk", "Robin Hood, Little John, and the Sheriff", and "Robin Hood's Death".] A popular "modern" theory that he was of the time of Richard I probably stems from a "pedigree" fabricated by an 18th Century antiquary, Richard Stukely. A more serious view has been advanced that he was one of the disinherited followers of Simon de Montfort, after the latter's defeat in 1265. It was certainly true that in the 13th Century the "Sheriff" was most prominent as the local representative of law and order and that there was a great resentment against those laws of the land that restricted hunting rights, the ostensible flashpoint of Robin's rebellion.

The authentic Robin Hood ballads are the poetic expression of popular aspirations in the north of England during a turbulent era of baronial rebellions and of agrarian discontent, which culminated in the Peasant Revolt of 1381. Although a majority of the best known Robin Hood ballads are post-medieval, there is in *The Lytell Geste* a core that can be confidently attributed to the medieval period. During the 16th Century, and later, the essential character of the legend was distorted by suggestion that Robin was a fallen nobleman — court playwrights, eagerly adopting this new element, increased the romantic appeal of the tales but deprived them of their social bite. Post-medieval ballads [for example — "Robin and the Potter", "Robin and Guy of Guisborne", "Robin and the Monk"] which gave Robin many of his current companions in adventure (number Maid Marion among them) also lost most of the vitality and poetic value found in the original tales. It is on the current Hollywood "version" that Avalon Hill's game is based, a continuation of the romantic ballads.

Since this poor gamesman has always felt that knowing the "history" breathed color and life into the game, I felt that the perfect manner to introduce this fine title to the readership would be to examine the outlaw characters of *ROBIN HOOD*. The game — with its few pieces, each distinctive and crucial — lends itself to this approach. With a touch of legend, a touch of history and a touch of strategy, let us turn now to the denizens of Robin's Wood.



Robin Hood The central character of this entire period piece. Robin was the supposed son of Adam Hoode, a forester in service at Wakefield — a fact historically validated by church records. The boy grew to his young manhood in the woodlands, then fell afoul of established authority which led to his life of banditry. An avowed rebel, many of the tales show him and his companions robbing and murder-

ing the representatives of authority — both secular and clerical. The early ballads, especially, revel in the cruelty that is an inescapable aspect of medieval social relations.

Tales of Robin Hood are endless — some have him a staunch supporter of Richard I, others in service to Edward II as a yeoman, others as a recalcitrant nobleman stripped of his lands. Some common threads remain however. In all, the outlaw treated women, the poor and people of humble status with a courtesy that is lacking in his dealings with the Sheriff and his agents. Too, he did like to admit to his band any and only those who could prove themselves in single combat his superior, not at all a bad tactic when raising a group of adventurers. Much is made of Robin's reputation as a joker, trickster and knave — making sport of friend and foe alike. And, of course, his skill with the good English longbow is unsurpassed in all tales. Surprisingly, all the legends have him meeting an identical end despite the varied adventures — bled to death by Alice de Scriven, prioress of the Kirkles Priory in Yorkshire, and buried in unconsecrated ground nearby. In our version of the tale, Robin faces his greatest challenge in the opening rounds of play. He must raise a force to battle the Sheriff — alone. Thus, recruiting must occupy Robin's attention for some few turns. And, of course, he must run no risk of combat until he has gathered a force of companions — since his *capture* is certain defeat. He can initially reach four potential allies — Little John, Merry Man 3, Merry Man 4 and Merry Man 6. Each has its advantage if brought in on Robin's side, but one only carries no risk whatsoever of running afoul of the enemy. Any attempt to recruit Merry Man 3 or Merry Man 4 allows the Kings Forester the slim chance of catching and engaging Robin (approximately 1% chance of the very worst case — the elimination of Robin and a one turn defeat). And an attempt by Robin to bring John into the fray will see a rapid descent by the Sheriff of a certainty.



Thus, we are left with Merry Man 6 — the "no risk option". On the first turn Robin proceeds to the recruitment of this fine fellow. The Merry Men are the core of Robin's band. Their forte is archery, especially in the woods where not even the Kings Foresters can stand against them. They cannot, however, go the distance against the enemy Men at Arms or the Knights in melee. But then, their loss is rather painless; after all, unlike the King's minions, the Merry Men return to play at random locations unrecruited (which means untroubled by the Sheriff's men until an Outlaw leader can pick them up) on the very next turn. If the sacrifice of a Merry Man can remove a Sheriff's Man at Arms for three turns, or a Kings Forester or Knight permanently, *make it*. Unfortunately, there is one ability they lack; being the unimaginative sort of peasants that they are, it takes the presence of an Outlaw leader for them to do anything.

Assured of the presence of this stout fellow at his back, Robin displays the fact that discretion is the better part of valor and proceeds to recruit Merry Man 3. With two such, there is no risk whatsoever that the Kings Forester, provided that he has been so foolish to pursue Robin thus far, will risk certain death. While Robin can not yet hope to stand against the Sheriff's force, he is on the path. Of course, Robin need not stand against the Sheriff's power to win — merely avoid it. *THE LEGEND OF ROBIN HOOD* is, in essence, a game

of maneuver — not of overwhelming force. (The ability to win with a minimum of bloodshed attracts me; I am — at heart — a pacifist and proponent of the elder arts of war.) Now Robin is ready to find the first of his trusty lieutenants.



Will Stutley With only two passing references to him in the core legends, Stutley remains the "mystery man". We know only that he was with Robin long before Little John, and that his "face [was] as brown as a berry". Obviously an able fellow, it has been proposed that he was an errant serf, escaping a life of bondage in a life of banditry. However, the fact that he carries both a surname and family name indicates him to be a free man — although that may have been mere affectation. Will will serve well as the commander of the reserves, one of the four leaders able to recruit Merry Men for the outlaw band. With a *Command Ability* of only "1", Will will not accomplish much. But by judicious use of him, the clever player can recruit a Merry Man and move him to block a road, or a tunnel, or a river crossing, or perhaps protect a village from the Sheriff's ravages. Once in position, Will abandons the man to his fate and is off and away to find another. Use Stutley in the areas of the mapboard where Robin is not. The harassment he brings to the Sheriff's orderly progression will either distract the enemy from the pursuit of Robin or fill the outlaw coffers with the gold of rich travelers. And one need not fear Will's loss unduly, for it is but a passing regret.

Thus, once recruited Will bids Robin *adieu* and proceeds to his own adventures alone, in search of devilry. Even as Will moves to bring Merry Man 2 to the fold, Robin is ready, at last, to bring on his greatest stalwart.



Little John According to "history", the second son of one George Little, farm laborer of Mansfield, who was raised to the trade of nail-maker. A massive man (210 centimeters, if legend is to be believed), John Little figures as prominently as Robin Hood in the tales; indeed, their names are forever linked. John's adventures are as fantastic and hearty as Robin's — and as well chronicled. He is the hero of the October Fair on Nottingham Green, besting Eric o'Lincoln at staves and thus entering the Sheriff's service — before absconding with the Sheriff's silver plate, and his cook as well. Only a man as big of heart and humor as he could stand in steadfast friendship with Robin, and it was to prove his undoing. With Robin's death, Little John fades into obscurity. He died shortly after at Hathersage, and is supposedly buried in the churchyard in the Peak of Derbyshire.

Little John will prove immensely valuable to the Outlaw player. John should be ever at Robin's side, for their combined command totals "4" — half the possible strength the Merry Men can muster. His *Personal Combat Strength*, unsurpassed in the game among the characters, is a shield for Robin in the tight corners. The constant threat that he may break off and proceed to waylay travelers or lone enemy units on his own will be a sore worry to the Sheriff. And, should the evil day come, only John has any real chance of rescuing captured leaders — notably Maid Marion or Friar Tuck — from the clutches of the Sheriff. A whirlwind raid by John with two Merry Men may save the day without risking Robin (and hence, the game).

By this fourth game turn, the forest is aflame with sedition just as the first travelers near. With Little John and Robin together, and the Merry Men spreading under Will's tutelage, the player must now take advantage of the opportunities of the play that come his way. Specifically, Robin needs to marry Maid Marion, amass wealth at the Sheriff's expense and find King Richard—who enters play on or before Game Turn 25. In the interim, various other characters crucial to the Outlaws may be recruited, to wit:



Will Scarlett Robin's nephew, Will Gamwell of Maxfield Towne who had fled justice after killing an unruly servant of his father's. Will was a member in good standing of the rising middle class, adept at social interplay with the lords of the land or the crude jests of the peasant classes. He proved to be a superior swordsman, and was taken into Robin's band. His nickname comes from John, commenting upon his "red silk coat and stockings, scarlet velvet hat, long golden hair and smelling a rose". Scarlett was certainly the only member of the outlaw leadership with formal schooling, and figures prominently in drafting the articles of the outlaw yeomen. Frequently he was to be found at the Blue Boar Inn, the favorite of Robin's outlaws, taunting the Sheriff's power.

Will Scarlett, with the three mentioned above, is the last of the outlaw leaders to be able to recruit Merry Men. His command abilities are the equal of Robin or John. Certainly, he is a figure of some note in the play of *ROBIN HOOD*. With two good Merry Men at his side, Scarlett serves best by remaining within ready range of Robin and John, able to reach them should the enemy begin to concentrate. He can cover an ignominious retreat or swing the tide of battle. His loss is a blow, but not fatal, to the outlaw's aspirations. Indeed, he has even been used to pre-empt a Sheriff's attack, being sacrificed to eliminate a horde of Men at Arms or even a major leader on the opposite side of the law. Use Scarlett with boldness; it is his best guise.



Munch The Miller of Wakefield's son, met upon the road to market bearing a load of flour by Robin, John, Scarlett and Arthus a'Bland who decided to make sport of the simple miller. However, Munch managed to blind them with flour, and then belabored them with a long staff. The chagrined outlaws were rescued from the none-too-tender mercies of Munch by Stutley. Following Munch's victory over John with quarterstaves (the only man in the legends to best Little John at his chosen weapon), he became a brigand with the others. Munch is certainly a creation of 15th Century minstrels, having no reference in the original tales. One must suspect that, with the rise of the middle class, this was done to curry favor with the merchants found increasingly at the courts.

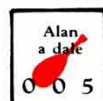
Munch, in the game, has little purpose—serving best in a capacity similar to Stutley, except that he cannot himself recruit Merry Men. He need be recruited only when convenient for Robin. The Mill (in actuality, the King's Mill, taken down in 1931) is off the path of the normal ebb and flow of the play. Often, one may bring Munch into play while on route to find the friar, Tuck.



Friar Tuck The Curtail Friar of Fountain Dale on the bank of the Rain, a small stream in the district. He was doubtless a friar of the Franciscan Order, for they wore a habit of grey worsted reaching down to their ankles, with a cowl of the same material and hue. Finding their habits inconvenient when traveling, these churchmen "curtailed" their garments with a girdle—hence the name. Tuck was likely a renegade from the Fran-

ciscan House of Grey Friars in the Broadmouth, near the Castle Nottingham. In his own words, "my Holy Brethren held a chapter on me, and sentenced me to seven years' imprisonment and privation of wine. I therefore deemed it fitting to take my departure." He is introduced in a lengthy tale—of uncertain lineage—recounting the rescue of Maid Ellen, Alan a'Dale's true love. A brawny fellow, Tuck never shied from a fight. Our perceptions of Tuck are derived in the main from the classic *Ivanhoe*, and from *The Two Gentlemen of Verona*. Once Tuck is recruited, Robin must keep him close at hand for he has but one function in this game—to be present so that Robin can wed Marion (one of the Outlaw Victory Conditions). Unlike Alan, who must be present for the nuptials, Tuck is also a good fellow to have around in the tight spots. His personal combat value is the equal of John's, and he can command Merry Men—although he cannot recruit them.

Once the wedding of Robin and Marion has been consummated, the Friar can be abroad making mischief. Certainly, he serves in this capacity as well as Munch. Indeed, risking the Friar in personal combat at this stage is an excellent way to eliminate the opposition's leaders, if the other player is foolish enough to allow such.



Alan a'Dale Coming from the Dale of Rotherstream, his misery over the loss of Maid Ellen, his true love betrothed against her will by her father to old Sir Stephen of Trent, came to the attention of Stutley and Scarlett. Those two, like all of the times, were romantics at heart and prevailed upon Robin to intercede. Gathering his band, and recruiting Friar Tuck to give sanction to the unorthodox, Robin halted the marriage and saw Alan and Ellen happily paired. In gratitude, Alan served as minstrel for the outlaws—bringing music and beauty to their rough life in the woods. In no other apocryphal tale does the romantic drives of the High Middle Ages come through as strong.

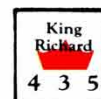
Even more than Tuck, is Alan a'Dale a special case. One would suspect that Alan's role in the marriage of Robin and Marion was contrived by the designer merely to justify his inclusion in the game. Unable to command Merry Men, unable to recruit Merry Men, with no personal combat ability, he is virtually worthless. Unluckily, he usually enters play early in the game—a liability to be borne steadfastly by the Outlaw player. Once the marriage vows are uttered, dispatch Alan to a dark corner of the wood out of harm's way.



Maid Marion And, so at last we come to the fair maid. Several contradictory ballads introduce the lady of the piece, each the product of a different minstrel to be sure. The "historical" Robin did indeed have a wife—one Matilde, who bore him several children and tended their poor lands. Closest to this is the version of the tale that has Marion as a simple village maiden from Blidworth who, when Robin was outlawed, donned male attire and sought him in the depths of Sherwood. They met, each in disguise, and neither recognizing the other, fell to fighting with swords. Finally Robin's voice betrayed him and Marion revealed herself. They were married at the Church of Edwinstowe. Of course, that was not near colorful enough for a fallen lord, so we now have the common assumption by a generation raised on the fantasy of Hollywood that Marion is of noble blood, a fair virgin in love with a wronged man and pursued by an evil knight.

Marion will enter play midway through the game. Oftentimes, the Sheriff will lie in wait, capturing her as she comes onto the board in the hopes of forcing the outlaws to commit themselves to a rescue. She represents but one of the four victory

conditions, and can be ignored by the player intent on plunder and awaiting the arrival of King Richard. Often, this course eases the Outlaw from the necessity of wasting time recruiting Alan a'Dale and Friar Tuck (although in Tuck's case, he can add to the general revenues by waylaying travelers in company with a Merry Man). And, it must be realized that the Maid is a liability—slow of movement and requiring a constant escort. Any impending marriage will certainly draw the Sheriff's men and a battle will mar the festivities. Following the marriage, use her to draw the Sheriff on since he cannot afford her at large with the King soon to come.



King Richard The true King needs no introduction to this readership. Returning to England, he travels in disguise to Sherwood, there to set matters aright and end the game. Richard must travel in disguise for some time, at least until he can make contact with some Merry Men. The King can command three, a healthy force in this game. But, the hue and cry of his return will mean that the enemy will concentrate every resource to stop him—especially if Robin has two of the victory conditions ready to hand. This player prefers that the King traverse the mapboard incognito until he can reveal himself only to Robin. He need but avoid the Sheriff and evil brother John to stand a chance of Outlaw victory. If Robin is not yet ready to win the game, use the King with several Merry Men to add to Robin's treasury or deplete the Sheriff's until the time is ripe for victory.

These, then, are the "heroes" of *THE LEGEND OF ROBIN HOOD*. More colorful a band of rogues one would be hard-pressed to find, on or off any gameboard. (This gamester will leave the villains—Bad Prince John and his minions—to another.) It is hoped that this brief rambling has been insightful or, at the very least, amusing.

Bibliography

For those interested in reading more on the legend and the characters, I would direct you to four fine works:

Rymes of Robin Hood compiled by R.B. Dobson and J. Taylor (University of Pittsburgh Press, Pittsburgh, 1976)

The True History of Robin Hood by J.W. Walker (E.P. Publishing Ltd., Yorkshire, 1973)

The Outlaws of Medieval Legend by Maurice Keen (Routledge & Kegan Paul Ltd., London, 1961)

and my childhood companion:

Robin Hood adapted by Maurice Lapman and edited by Glenn Holder (J.J. Little & Ives Co., New York, 1952).



Loath to fill up all the pages with advertising, yet recognizing that many readers are interested in the latest AH releases, the editors wish to announce that those new titles for ORIGINS mentioned in AH Philosophy 96 are indeed now available for order. Besides *B-17*, advertised elsewhere in this issue, *BULL RUN* retails for \$16.00, *UP FRONT* for \$25.00, *TACTICS* for \$12.00 and *PRO TENNIS* for \$16.00. More extensive information on these will come in following issues. In the interim, all may be ordered from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add usual postage and handling fees for orders (10% US, 20% Canadian, 30% overseas). Maryland residents must add 5% state sales tax.

OPERATION MARSTON

SCENARIO 1000



VICTORY CONDITIONS

Victory is evaluated on the basis of a point differential (see Special Rule 1002, for distribution of victory points). The total number of Axis victory points is subtracted from the total number of Allied victory points. The result is then applied to the following criteria:

-111 points and below	=	Decisive Axis Victory
-61 points to -110 points	=	Strategic Axis Victory
-31 points to -60 points	=	Tactical Axis Victory
-1 point to -30 points	=	Marginal Axis Victory
0 points	=	Draw
+1 point to +55 points	=	Marginal Allied Victory
+56 points to +120 points	=	Tactical Allied Victory
+121 points to +165 points	=	Strategic Allied Victory
+166 points and above	=	Decisive Allied Victory

CATANIA ITALY, 14/15 July 1943: On the morning of 10 July, when the oft-anticipated order came to meet the Allies' first offensive in continental Europe since 1940, General Kurt Student had two battle-ready parachute divisions available—the 1st at Avignon and the 2nd at Nîmes. By an ironic quirk of history, Student's 1st Fallschirm Division was soon to go into action against the 1st British Airborne Division, which its pyrrhic victory in Crete had moved Churchill to create two years before.

The Allied planners had decided that Sicily would be a bolder operation than any ever undertaken by the British Eighth Army. Now under the command of General B.L. Montgomery, it was a well-equipped and confident force which had finally triumphed over Rommel's famed "Afrika Korps". As a result, Alexander and Eisenhower decided that the Eighth Army would conduct its campaign on the Italian island in a fast and furious manner—unlike the pedestrian pace which had characterized it heretofore. The Eighth Army would, after an unopposed landing, drive up the major coastal road, with its right flank on the sea and its left on the impressive bulk of Mount Etna, headed for the city of Messina at the headland of the straits which separated Sicily from the Italian mainland. In order to ensure that rapid progress was made across the "stepping-stone between Africa and Europe", three vital bridges would have to be seized—Ponte Grande, the bridge guarding the approach to the town of Syracuse; dei Malati, northeast of Lentini; and, the third and furthest, the girder bridge spanning the Simeto on the southern outskirts of Catania.

Operation "Marston", as the attack on the Primosole Bridge over the River Simeto was known, was given to the 1st Parachute Brigade of the 1st British Airborne Division to accomplish. It was planned to the last detail: equipment, weaponry, route, tactics, codes, even the type of food the British paratroopers could eat before the drop ("plenty of sugar, but little fat"). It envisaged two platoons of Colonel Alastair's 1st Battalion with the 1st Field Squadron Royal Engineers, commanded by Major C. Murray, landing right on the bridge or as close as possible and capturing the span by a *coup de main*. The rest of the 1st Battalion under Alastair would then drop and organize the defense of the bridge while the 2nd Battalion, under Colonel Pearson, would establish itself in a loop of the river roughly 1000 yards from the bridge. Colonel Frost's 3rd Battalion would seize and hold the high ground to the south of the river.

At sunset on 13 July, the British troops lifted from airfields in North Africa for the long haul to Sicily, being carried to their objectives by USAAF Dakotas. The flight was uneventful until the airborne armada neared the dark coast of Sicily. Then, as the Dakotas passed over the Allied invasion fleet, the anti-aircraft gunners below, inexperienced and nervous, opened fire. Several American planes were hit and went down in flames. Others turned back, while the rest hastily altered course. Thereafter everything went wrong. The men of the 2nd and 3rd Battalions, who had been sent sprawling onto the metal floors by the pilots' evasive action, were ordered to jump while they were still over the sea. And they did. Others dropped to their deaths in the inhospitable hills of the interior, where their skeletons were found even years later. In the case of the 1st Battalion, some distance ahead of the main wave, the pilots ordered the troops to jump when the aircraft were too low, so that the casualty rate from broken bones and twisted limbs shot up alarmingly.

But in spite of the absolute confusion, some fifty men of the 1st Battalion managed to drop in the right area. Soon they were joined by another group under Colonel Pearson, who assumed the command of the defense of the bridge. Swiftly he mustered his few troops to face the inevitable counterattack. Pearson managed to assemble three antitank rifles, two mortars, a machinegun and 250 men. These he deployed on the northern edge of the bridge, facing Catania, a short distance away. Pearson had just completed his dispositions, when an exhausted young paratrooper came hurrying up from the direction of the Italian-held airfield, where he had dropped by error. Excitedly he explained to his CO what had happened and then said that, during the confusion he had bumped into another paratrooper, who had come down close beside him. "But he spoke in German—he asked where his Schmeisser was!" The first troops of Colonel Heilmann's 3rd Fallschirmjaeger Regiment of the 1st Fallschirm Division were landing, ready to seize and hold—or destroy—the bridge. For the first and only time in the Second World War, two brigade-sized combat forces were landing simultaneously from the air. The battle for the Primosole Bridge had begun.

This scenario is intended as a monster game version of a tactical exercise. As such, it will require availability of two complete SL systems (i.e., two copies of SL, COI, COD and GI). This scenario has proven most enjoyable when played by multi-player teams over the course of several days. Rules for command control and communication between players of a team are left to the devising of the readers.

BOARD CONFIGURATION

The compass directions are utilized to indicate the Allied and Axis points of entry (see Special Rule 1005.).



1	NW	14	N	15	NE
	NW	3	C	4	NE
	W	2	C	7	E
7	SW	13	C	8	SE
	SW	4	S	5	SE
6			2	12	

TURN RECORD CHART

Stage I: 0330 Hours, 14 July 1943

Axis sets up first	1	2	3	4	5	6	7	8	9	10
Allies move first										
	11	12								

Stage II: 1550 Hours, 14 July 1943

	1	2	3	4	5	6	7	8	9	10
Axis moves first										
	11	12	13	14	15					

Stage III: 1230 Hours, 15 July 1943

	1	2	3	4	5	6	7	8	9	10
Allies move first										
	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25					

Stage IV: 2010 Hours, 15 July 1943

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



Italian Garrison, Catania sets up as follows:

1NWG3: 3-4-7	1NWJ5: 3-4-7	1NWL7: 3-4-7	1NWU8: 3-4-7	1NWX5: 7-0	1NWAA7: 3-4-7		
1NWF5: 3-4-7	14NI9: 3-4-7	14NL7: 3-4-7	14NL9: 3-4-7	14NL5: 3-4-7	1NWM9: 2-4-7	1NWDD7: 2-4-7	14NI7: 2-4-7
14NK8: 8-1	1NWL9: 2-4-7	1NWE8: 2-4-7	14NI6: 2-4-7	14NJ8: 2-4-7	1NWX6: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7
1NWX6: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7	1NWX5: 2-4-7

Anywhere on Board 1NW and/or Board 14N:

WIRE



Elements 3rd Fallschirmjäger Regiment, 1st Fallschirm Division enter via Parachute Drop (as per 99. and Special Rule 1005.1) on Turn 1, Stage I:

10-2	9-2	9-1	8-1	8-0	8-0	4-6-8	8-3-8	LMG 2-8 B12	MMG 4-12 B12	Mtr 50 #2-13	30 A	20-1 2
2	56					34	6	4	2	4	3	



Elements Special Duties Panzer Regiment, SS Tagdkommando enter via Road Hex I1 on Board 14N on Turn 1, Stage II (see Special Rule 1005.21):

10-2	8-0	CE 9-2 Cpt Whitman	CE 9-1 Cpt Beller	6-5-8	2-4-8	LMG 2-8 B12	HMG 6-16 B12	43a 1	30 A	20-1 2	7 B12
3	4	6	2	2	6	2	2	6	7	2	



Scattered Remnants 1st Parachute Brigade, 1st British Airborne Division enter via Parachute Drop (as per 99. and Special Rule 1005.1) on Turn 1, Stage I:

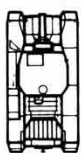
10-2	9-2	9-2	8-1	6-3-8	2-3-8	MMG 4-11 B12	ATR #12 #1-3 B11+	Mtr #1-3 51 2PP	7 B12	42
3	3	3		24	6	2	3	2		

Elements 8th Battalion, Durham Light Infantry enter via Road Hex Y10 on Board 12SE on Turn 1, Stage III (see Special Rule 1005.22):



6-1	5-1	8-1	8-0	8-0	7-0	7-0	4-5-7	2-3-7	LMG 2-7 B11+	MMG 4-11 B12	HMG 6-14 B12	Mtr #1-8 51 S6 2PP
7 B12	Mtr 76 #3-26	AT 57L	Inf 94*	41 1C or 5PP	*25 40L -1/2	20 -4 -5 5PP BATR -1/2	20 -4 -5 XB+(X12) 76 #3-26 -1/2	19 3S/12PP	2 7ML 1S/2PP			
2	2	3	2		2	3	3	6	10			

Advanced Detachment, 4th British Armoured Brigade enter via Road Hex Q1 on Board 2S on Turn 1, Stage IV (see Special Rule 1005.23):



CE 9-1	88* -1/2	75 2/2/4	75
3	10	3	

SPECIAL RULES

1001. The scenario is played in four distinct and separate stages, each of which recreates a historical phase in the battle for the bridge. The periods of relative inactivity between these scenario stages—during which the troops of the opposing sides entrenched, slept, ate, sniped at each other, awaited orders and were redeployed—are handled in an abstract manner.

1001.1 At the conclusion of each scenario stage (*Exception:* Stage IV, 2010 Hours), each player may, within certain artificial restrictions, redeploy all unbroken squads, crews, leaders and snipers and all mobile vehicles. Support weapons may be redeployed but must remain with the unit which had possession of the weapon at the end of the final game turn of the previous scenario stage. Support weapons not in possession of any unit at the conclusion of a stage may not be redeployed; such weapons simply remain where they lay until possessed (164.) or destroyed. All mobile vehicles which are redeployed must still contain all passengers and/or equipment which was being carried at the end of the final game turn of the previous scenario stage. All ordnance 60mm or larger may not be redeployed, unless the gun is being towed by a mobile vehicle at the end of the final game turn of the previous scenario stage or unless the mortar is dismantled (142.8); if ordnance is redeployed, it must be placed in the same hex as the towing vehicle or possessing infantry. Ordnance unable to be redeployed must be abandoned, but may be deliberately malfunctioned if desired by the abandoning player; it may *not* be deliberately destroyed.

1001.11 The “status” of each and every board, for redeployment purposes, must be determined at the conclusion of each scenario stage. “Status” is determined by the ratio of opposing *combat* units on each board. “Combat units” are defined as unbroken armed squads, crews, leaders and snipers and all vehicles with functioning armament of any type; broken units, scouts, heroes, unarmed vehicles, support weapons, aircraft and ordnance are not considered combat units. Units on half-hexes formed by the junction of two boards may be considered to be on either, but not both, of the relevant boards; the owning player must announce to which board each such unit is credited during determination of status.

1001.12 Of each board on which a player has at least *one* combat unit and the opposing player has no combat units, that board is *controlled*. The player may freely redeploy any eligible units on that board into any whole hex on that board no closer than five hexes, inclusive, to any non-hidden enemy combat unit (see *NOTE*—1001.13). Broken enemy units and immobile enemy vehicles—along with all support weapons and/or ordnance in their possession—immediately surrender and are captured should an unbroken *squad* be redeployed into the hex. Mobile enemy vehicles, with all passengers and/or support weapons being carried and/or ordnance being towed, must be redeployed off the “controlled” board. If it is impossible for the opposing player to redeploy these mobile vehicles, these are also captured should an unbroken squad be redeployed into the hex (all passengers of such are automatically broken).

1001.13 Of each board on which a player has at least *four* times the number of combat units than the opposing player, that board is *dominated*. (*Example:* the Allied player has 16 unbroken squads/crews, three unbroken leaders and two AEC I while the Axis player has four unbroken squads and one StuG IIIF on Board 4NE at the conclusion of Stage III; Board 4NE is “dominated” by the

Allied player.) The player may redeploy any eligible units on that board into any whole hex on that board no closer than five hexes, inclusive, to any non-hidden enemy combat unit. (*NOTE:* the five-hex range from enemy combat units is in effect *throughout* the redeployment procedure; further, the five-hex range is not affected in any manner by board edges nor by intervening terrain.) Further, the player may redeploy any eligible units from adjacent boards into any whole hex on that board no closer than five hexes, inclusive, to any non-hidden enemy combat unit. Eligible units redeployed into hexes which contain only broken enemy infantry units or immobile enemy vehicles automatically capture these units, along with all support weapons and/or ordnance in their possession. Enemy units may not be redeployed on any “dominated” board. Further, all unbroken enemy infantry units and mobile unarmed vehicles, with all support weapons and/or passengers being carried and/or ordnance being towed, must be redeployed off that board *unless* in a hex containing a building, entrenchment or woods at the end of the final game turn of the previous scenario stage. (*Exception:* units locked in melee must redeploy regardless of terrain—1001.11.) If it is impossible for the opposing player to redeploy such units, these—along with all support weapons and/or passengers being carried and/or ordnance being towed—must be redeployed into the nearest (in terms of hexes) hex which contains a building or woods containing no combat units of either player.

1001.14 Of each board on which a player has at least *twice* the number of combat units than the opposing player, that board is *influenced*. (*Example:* the Axis player has 12 unbroken squads, one unbroken sniper and two unbroken leaders while the Allied player has six unbroken squads and one unbroken leader on Board 7C at the conclusion of Stage I; Board 7C is “influenced” by the Axis player.) The player may redeploy any eligible units on that board into any whole hex on that board no closer than five hexes, inclusive, to any non-hidden enemy infantry unit or any enemy vehicle (see *NOTE*—1001.13). Further, the player may redeploy any eligible units from adjacent boards into any whole hex on that board, inclusive, to any non-hidden enemy infantry unit or any enemy vehicle. Enemy units may not be redeployed onto any “influenced” board from adjacent boards. However, eligible enemy units on any “influenced” board may be redeployed into any whole hex on that board which contains units of the same side (Axis or Allied). Enemy units need not be redeployed off an “influenced” board.

1001.15 Of each board on which a player has less than twice the number of combat units than the opposing player, that board is *contested*. (*Example:* the Axis player has 17 unbroken squads/crews, three unbroken leaders and four Pzkw IIIE while the Allied player has 16 unbroken squads and three unbroken leaders on Board 14N at the conclusion of Stage II; Board 14N is “contested”.) Neither player may redeploy eligible units from adjacent boards onto a “contested” board. Both players may redeploy eligible units on that board into any whole hex on that board which contains units of the same side (Allied or Axis).

1001.16 Of each board which contains *no* combat units of either side, that board is *uncontested*. Neither player may redeploy eligible units from adjacent boards onto any “uncontested” board. Nor may any eligible units on that board be redeployed on that board.

1001.17 After the status of all boards has been determined, redeployment

occurs. The player whose movement and fire concluded the last game turn of the previous scenario stage must redeploy his eligible units which he controls first (*i.e.*: following Stage I and Stage III, the Axis player redeploys first; following Stage II, the Allied player redeploys first). A player may redeploy as many eligible units as he desires but each eligible unit may be redeployed only once.

1001.18 In all instances, units may be freely redeployed *from* any adjacent board; the sole restriction is that the board such are transferred *to* is legitimate (*i.e.*: is controlled, dominated or influenced). An adjacent board, for redeployment purposes, is any board which connects with any edge or corner of that board. (*Example*: the boards adjacent to Board 2S are Bd. 6SW, Bd. 13SW, Bd. 4C, Bd. 5SE and Bd. 12SE.)

1001.19 No eligible unit may ever be redeployed across the River Simeto (*i.e.*: a unit south of any water hex may never be redeployed into any hex north of a water hex, and *visa versa*). Units eligible for redeployment which are in a water hex or on a bridge counter may be redeployed into a hex on either side of the river. No eligible unit may ever be redeployed into a water hex or onto any bridge counter.

1001.110 Units which are redeployed may utilize Hidden Initial Placement (42.) provided all relevant conditions are satisfied. Note however, that restrictions on enemy redeployment on "influenced" (Special Rule 1001.14) or "dominated" (Special Rule 1001.13) boards are in effect only for non-hidden combat units.

1001.111 Eligible units may not be redeployed into hexes in which opposing forces are "locked in melee" (20.8). Further, all units which are "locked in melee" at the conclusion of a scenario stage *must* be redeployed (in effect, the hex is vacated by both sides). Should a unit "locked in melee" be unable to redeploy, it is immediately eliminated.

1001.112 Should any unit guarding prisoners (89.6) be required to redeploy, the prisoners are not redeployed with it but rather freed (89.9) in the hex vacated. Should any unit with captured enemy support weapons or captured mobile enemy vehicles be redeployed, the weapons and/or vehicles may be redeployed with the unit.

1001.2 Following all redeployment, all unbroken squads may automatically entrench (as per 54.2).

1001.3 Following placement of all entrenchments desired, all broken units, except prisoners (89.4), automatically regain their unbroken status. All stun (64.44) and shock (131.) effects are automatically negated.

1001.4 Following the automatic morale recovery, attempts to repair any and all malfunctioning weapons (as per 18. and 38.) and immobilized vehicles (66.3) may be made. Only a single attempt may be made to repair each malfunctioning weapon or immobilized vehicle.

1001.5 Following the repair of malfunctioning equipment and immobilized vehicles, all unarmed troops (164.3) are considered rearmed from reserve stocks. Replace any unarmed units with an appropriate counter.

1001.6 Finally, each and every squad, half-squad and crew within three hexes, inclusive, and LOS of any enemy non-hidden *squad* must make a single -2 unmodified morale check. Units which fail this morale check must commence the next scenario stage as broken units.

1002. Victory points are awarded to each player for fulfilling certain specific conditions, capture or destruction of certain enemy units and/or occupation of certain hexes, unoccupied by unbroken enemy infantry units or enemy vehicles with functioning armament of any type. Victory points are totaled at the conclusion of Stage IV.

1002.1 German strategic objectives in the region were to seize and defend the Primosole Bridge, hold the Simeto River line and secure the town of Catania. Should defense of the bridge prove impossible, demolition of the vital bridge was to be effected to render it impassable to Allied vehicles. A secondary objective was to take British prisoners in order to determine, by interrogation, the objectives, composition and plans of the British Eighth Army. Axis victory points are predicated on the basis of these objectives.

1002.11 The Axis player is awarded one point for each stone building hex on Board 1NW which is unoccupied by any unbroken Allied unit. Points may not be awarded for hexes which are rubble (58.).

1002.12 The Axis player is awarded fifty points should one or more bridge spans be destroyed (as per 133.7). This condition may be applied once.

1002.13 Should the bridge remain intact (*i.e.*: should Special Rule 1002.12 not apply), the Axis player is awarded ten points for each bridge counter occupied by an unbroken Axis squad.

1002.14 Should the bridge remain intact (*i.e.*: should Special Rule 1002.12 not apply), the Axis player is awarded five points for each of the following hexes occupied by an unbroken Axis squad: hexes 7CR1, 7CP2, 7CR4, 7CP4 and 7CP10.

1002.15 The Axis player is awarded ten points for each of the following boards which is "controlled" (Special Rule 1001.12) or "dominated" (Special Rule

1001.13) by Axis combat units or is "uncontested" (Special Rule 1001.16): Bd. 1NW, Bd. 14N, Bd. 15NE, Bd. 3NW, Bd. 2C and Bd. 4NE.

1002.16 The Axis player is awarded two points for each Allied squad/crew taken prisoner.

1002.17 The Axis player is awarded five points for each Allied leader taken prisoner.

1002.18 The Axis player is awarded five points for each Allied vehicle, of any type, destroyed.

1002.2 Montgomery's plans demanded the seizure intact of the Primosole Bridge and establishment of a secure bridgehead north of the River Simeto. Capture of Catania and rapid thrust to Messina were the ultimate objectives. And, of course, capture of Axis troops and officers would provide Montgomery with intelligence on what his forces would have to contend with further north. Allied victory points are predicated on the basis of these objectives.

1002.21 The Allied player is awarded five points for each stone building hex on Board 1 NW which is occupied by an unbroken Allied squad. Points may not be awarded for hexes which are rubble (58.).

1002.22 The Allied player is awarded 100 points should any route, composed of contiguous road (and bridge) hexes which are neither occupied nor adjacent to any enemy unbroken squads/half-squads/crew and/or AFVs with functioning armament, from the south edge to the north edge be viable. Wire, entrenchments and/or wrecks which occupy a road hex of the route do not negate this condition. This condition may be applied once.

1002.2.3 The Allied player is awarded ten points for each of the following boards which is "controlled" (Special Rule 1001.12) or "dominated" (Special Rule 1002.13) by Allied combat units: Bd. 1NW, Bd. 14N, Bd. 15NE, Bd. 3NW, Bd. 2C and Bd. 4NE.

1002.24 The Allied player is awarded two points for each Allied squad exited off the north edge.

1002.25 The Allied player is awarded ten points for each M4 Sherman or Churchill IV with functioning main armament exited off the north edge.

1002.26 The Allied player is awarded two points for each Axis squad/crew taken prisoner.

1002.27 The Allied player is awarded five points for each Axis leader taken prisoner.

1003. A two-lane, vehicular, stone bridge extends from hex 7CQ3 to hex 7CQ10.

1004. The river is deep, running at normal level, and with a strong current flowing east.

1004.1 Marsh hexes on Board 7C do not exist. Treat all such marsh hexes as water hexes.

1004.2 Although the River Simeto was deep, a relatively shallow area where it was possible for infantry to cross existed west of the bridge. All water hexes on Board 7W between hex line D and hex line P, inclusive, are considered shallow water and infantry units may cross such hexes by fording (126.5), as well as by boat or by swimming.

1004.3 All streams are dry (157.2).

1005. Entry of forces into play must occur on the designated turn of entry and at the designated point of entry, except as follows:

1005.1 Following initial Axis placement but prior to the first game turn of Stage I, the Allied player and the Axis player must each secretly record the point of entry for their respective paratrooper units.

1005.11 All paratrooper units of both players must enter play on the first game turn of Stage I.

1005.12 Each player must record any two boards as the point of entry. (*Example*: "Bd. 7C and Bd. 2C" would indicate that all paratroopers and their support weapons—appropriately separated into plane capacity groups—would select drop points on these two boards only and enter play on the first game turn of Stage I.)

1005.13 Upon the two designated boards, each "plane capacity group" (99.21) may select any whole hex as the "drop point" (99.22). At least one plane capacity group must select a drop point on each of the two designated boards.

1005.2 Units of the Special Duties Panzer Regiment, SS Tagdkommando and the 8th Battalion, Durham Light Infantry and the Advanced Detachment of the 4th British Armoured Brigade must enter on the first game turn of the appropriate scenario stage on the designated road hex *unless* radio contact (46.11) has been established during the initial Rally Phase of that first game turn.

1005.21 Should the Axis player have established radio contact, entry of the Special Duties Panzer Regiment, SS Tagdkommando may be delayed until the Axis Movement Phase of any game turn prior to the last turn of Stage II. Fur-

ther, the point of entry may be shifted to any road hex of the north edge. The new turn of entry and point of entry must be secretly recorded during the Rally Phase of the first game turn of Stage II, (*NOTE:* either the turn of entry or the point of entry may, of course, remain unchanged if desired and so recorded.) All units comprising the SS Special Duties Panzer Regiment must enter, sequentially, upon this road hex commencing that game turn.

1005.22 Should the Allied player have established radio contact, entry of the 8th Battalion, Durham Light Infantry may be delayed until the Allied Movement Phase of any game turn prior to the last turn of Stage III. Further, the point of entry may be shifted to any road hex on the south edge. The new turn of entry and point of entry must be secretly recorded during the initial Rally Phase of the first game turn of Stage III. All units comprising the Durham Light Infantry battalion must enter, sequentially, upon this road hex commencing that game turn.

1005.23 Should the Allied player have established radio contact, entry of the Advanced Detachment of the 4th Armoured Brigade may be delayed until the Allied Movement Phase of any game turn prior to the last turn of Stage IV. Further, the point of entry may be shifted to any road hex on any edge south of the river. The new turn of entry and point of entry must be secretly recorded during the initial Rally Phase of the first game turn of Stage IV. All units comprising the 4th Armoured Brigade detachment must enter, sequentially, upon this road hex commencing that game turn.

1005.3 There is but one involuntary withdrawal imposed upon the play—that of the armor of the Special Duties Panzer Regiment, SS Tagdkommando. At the conclusion of the redeployment of all forces prior to the commencement of Stage III, all surviving Pzkw IIIE and StuG IIIF must be withdrawn for other duties. These units are immediately and simply removed from the mapboard.

1006. The trucks of the 8th Battalion, Durham Light Infantry, regardless of turn of entry or point of entry, must enter play in convoy (84.). The AFVs and jeeps need not be part of this convoy, but may be integrated into the convoy if desired (in which case all rules for convoys apply).

1006.1 All crews, boats and support weapons (with the exception of LMGs) must enter play loaded on vehicles in the convoy; all ordnance must be towed.

1006.2 The convoy may not be voluntarily broken up until the game turn following the turn in which all vehicles of the convoy are in play. (Thus, if four trucks and two AEC I of the convoy enter play on Turn 5 of Stage III, with the remaining two trucks entering on Turn 6 at the end of the onboard elements of the convoy, the convoy may not be broken up until Turn 7.) Further, towed guns may not be deployed, nor passengers and/or equipment be offloaded until the convoy is broken up. The convoy is confined to road hexes only.

1007. Italian troops are represented by the Axis Minor Allies counters and all rules for Allied Troops (74.) apply. (Upon publication of the Italian troops and support weapons counters, players may substitute—on an equivalent basis—these counters for the Axis Minor Allies counters. At this time all rules for Italians will be in force.)

1008. Building 6SWN4, building 6SWK8 and all designated buildings on Board 1, Board 12 and Board 3 are of stone construction. All other buildings are of wooden construction.

1009. The following hexes are third-level building hexes: 1NWK4, 1NWX3, 1NWX5, 1NWAA7, 14NL5, 12SEU5, 12SEV4, 6SWJ8, 8ER9, 8EN2 and 8EM3.

1010. Ignore all shellholes.

1011. The Italian garrison, asleep for the night, was thrown into total confusion by the initial shock of the mass aerial landings. During the first game turn of Stage I, Italian units may not move during their Movement Phase nor fire during their Prep Fire Phase. Further, during the first game turn, each Italian unit must, during the Defensive Fire Phase and the Advancing Fire Phase (99.3), fire upon the nearest parachute unit—German or British—in its LOS and range with its inherent firepower only. Should two parachute units be equidistant, the choice of target falls to the Axis player. All restrictions upon Italian units are negated on the second game turn and thenceforth.

1012. Both sides may generate snipers (174.1).

1012.1 Snipers may be generated from unbroken squads of the following forces only: 1st British Airborne Brigade, 3rd Fallschirmjaeger Regiment, SS Special Duties Panzer Regiment. Up to four snipers may be created from *each* of these forces during the course of the scenario.

1012.2 Snipers may not be reabsorbed. Snipers may only be removed from play by being KIA or captured. They may never be voluntarily removed.

1013. Italian units may not utilize Bore Sighting (78.) initially. Commencing with Stage II, any appropriate weapon (78.1) of either side which has not been redeployed and is crewed by an unbroken infantry unit may utilize bore sighting. The bore-sighted target hex (78.3) must be recorded prior to the first game turn of the upcoming scenario stage.

1014. Field Promotions (115.) are not allowed.

1015. During all game turns of Stage I only, Night rules (49.) are in effect.

1016. The Weather is Clear (111.1); Environmental Conditions (102.3) are Dry. Wind Force (102.6) is Mild Breeze at the beginning of each stage. Wind Direction (102.5) must be determined prior to the first game turn of each stage.

1017. All unbroken British paratrooper squads (6-3-8), German airborne assault engineer squads (8-3-8) and SS squads (6-5-8) may place smoke (24.).

1018. All German AFV crews are SS, with appropriate morale. All SS rules (83.) are in effect except East Front special characteristics (83.5 and 83.6).

1019. Neither player may ever voluntarily eliminate units, broken or unbroken, which are in play (*Exception:* SS units may eliminate captured units—89.3).

1020. Battlefield Integrity (93.) is in effect for the following forces only: Italian Garrison, Catania and 8th Battalion, Durham Light Infantry. Entrance of other forces, including stragglers, and/or losses among other forces have no effect on the battlefield integrity of those two forces (negate 93.4—93.8). Players should note that rules for Surrender (153.) are in effect.

1021. The Axis player enjoys the possibility of air support during Stages II and Stage III.

1021.1 Beginning on the first game turn of each of these scenario stages, should the Axis player have established radio contact, he may roll to receive air support (as per 139.1) during the initial Rally Phase of each game turn.

1021.2 Should the Axis player receive air support, it will take the form of four 1943 fighters, all of which must enter play on the same game turn (as per 139.1).

1021.3 The Axis fighters may not remain in play in excess of six game turns, inclusive of the turn of entry. The fighters may exit play individually. All fighters must exit play prior to the conclusion of the scenario stage.

1021.4 The Axis player may receive air support once during Stage II and once during Stage III.

1021.5 Other than the above, all rules for Air Support (139.) are in effect.

1022. The Kleine Flossack (128.2), part of the equipment of the Durham Light Infantry battalion, must enter play loaded on a single truck (as per 128.9). These pneumatic boats must be “inflated” before being placed in any water hex (128.9). Whether inflated or deflated, these boats may be carried overland (as per 128.4).

1023. Only unbroken British paratroop squads (6-3-8), German airborne engineer squads (8-3-8) and leaders of any nationality with a leadership modifier of -2 or -3 may place Demolition Charges (23.) or effect demolitions (133.7). Note that SS squads/crews may not utilize demo charges (negate 83.4 in relation to demolition charges).

1024. Only unbroken German paratroop squads (4-6-8), airborne engineer squads (8-3-8), SS squads (6-5-8) and leaders of any nationality with a leadership modifier of -2 or -3 may utilize Flamethrowers (22.). Note that British paratroop squads/crews may not utilize flamethrowers (negate 104.22 in relation to flamethrowers).

1025. All wheatfield hexes on all boards are considered vineyards.

1025.1 A vineyard has the same LOS and LOF characteristics as a wheatfield (44.21-44.23).

1025.2 AFVs executing Overrun Attacks in vineyards attack with half Effectiveness (72.4).

1025.3 All paratroop units landing in a vineyard hex must make a normal Morale Check upon landing, even if already broken (99.4).

1025.4 Due to the heavy, tangled vegetation of a vineyard, all unarmored vehicles and light AFVs (*Exceptions:* Pzkw IIIE, StuG IIIF, Bishop, Sherman I and A22 Churchill IV) are subject to Bog (75.8) for each vineyard hex entered.

1026. Throughout the course of the two-day battle for the bridge, stragglers of both sides appeared on the battlefield. To represent this facet of the action, in an abstract manner, the following rules are utilized.

1026.1 Following all mandatory Morale Checks (Special Rule 1001.5) but prior to the first game turn of Stage II, the Axis player may roll two dice. The result of this dice roll (2-12) represents the number of German paratroop squads (4-6-8) which may enter play as stragglers. These squads must be placed by the *Allied* player in any whole hex on any and/or all of the following boards which are “controlled” (Special Rule 1001.12) or “dominated” (Special Rule 1001.12) by Axis combat units or are “uncontested” (Special Rule 1001.16): Bd. 13SW, Bd. 6SW, Bd. 4C, Bd. 2S, Bd. SSE and Bd. 12SE. Such units may not be placed within five hexes, inclusive, of any Allied unit of any type. Should there be no board available for the placement of these units, all such stragglers are considered eliminated and do not enter play at any time. Victory points are not accrued for elimination of such units that do not enter play.

1026.2 Following all mandatory Morale Checks (Special Rule 1001.5) but prior

to the first game turn of Stage IV, the Allied player may roll two dice. The result of this dice roll (2-12) represents the number of British infantry squads (4-5-7) which enter play as stragglers. These squads must be placed by the Allied player in any whole hex on any and/or all of the following boards which are "controlled" (Special Rule 1001.12) or "dominated" (Special Rule 1001.13) by Allied combat units or are "uncontested" (Special Rule 1001.16): Bd. 13SW, Bd. 6SW, Bd. 4C, Bd. 2S, Bd. 5SE and Bd. 12SE. Such units may not be placed within five hexes, inclusive, of any Axis unit of any type. Should there be no board available for the placement of these units, all such stragglers are considered eliminated and do not enter play at any time. Victory points are not accrued for elimination of such units that do not enter play.

1027. In respect to determination of "status" for redeployment, to victory conditions, to occupation of key terrain features, and to all other aspects of the special rules, two half-squads (142.3) are considered the equivalent of a squad. (For example: a captured half-squad is worth one victory point—1002.16 and 1002.26; two unbroken Allied half-squads may claim occupation, even if in different levels, of a building hex—1002.21; a board which contains only a single unbroken half-squad is uncontrolled—1001.12.)

1028. The 4th Armoured Brigade had been largely re-equipped with the American Sherman for the Sicilian campaign. All rules for U.S. Armor (147.) and all Armor Notes relating to the Sherman in British service are in effect.

1029. A small district prison, fortified by German engineers, served as headquarters of the local Fascist commandant. The Axis player may select and secretly record the first level of any single building on Board 1NW as an improved building (161.).

1030. In support of the 1st Parachute Brigade, plans were made to land a number of AT guns by glider at dawn. However, due to the fire over the fleet and adverse winds, the glider train was likewise scattered. Only three came down near the battlefield. Three gliders, carrying a single crew and 40mm AT gun each, may enter play during the first Stage.

1030.1 All rules for gliders (140.) are in play except as noted below.

1030.2 Intended glider landing hexes must be upon *either* one of the British paratroop point of entry mapboards. These gliders must land upon the sixth game turn of Stage I.

1030.3 The AT gun of a crashed glider is assumed to have been permanently and irrevocably damaged. Remove such from play immediately. The crew survives if able to pass a normal MC.

1031. Should a Hero (159.) be generated during any stage, prior to the first game turn of the next scenario stage he must be returned to original form. If generated from a squad, half-squad or crew, he is reabsorbed (simply remove the hero counter from play); if generated from a single-man counter, he reverts to his original role (replace the hero counter with the appropriate counter).

AFTERMATH: But even though the "Red Berets" realized that the German airborne landings were only a prelude, they were still caught offguard by the counterattack. Pearson had anticipated that the Germans would come from the north; but they didn't—they attacked from the south. By mischance the bulk of the troops of the 3rd Fallschirmjaeger Regiment had scattered for miles on the wrong side of the river. The experienced Heilmann, using the forces he could gather quickly, turned the mistake to his own advantage. Under cover of a heavy mortar attack, a thin wave of German paratroopers rushed their British counterparts. However, by this stage of the war the men of the 1st British Airborne were no longer the amateurs that had arrived in Africa in mid-1942. They waited for the barrage to lift and then rose from hastily-dug foxholes and delivered the full weight of their firepower at close range. The Germans simply melted away, leaving the rocky earth and long bridge littered with their dead and dying.

Two hours after the abortive counterattack, near dawn, the only wireless set to survive the British drop came suddenly to life. Its short resurrection lasted exactly four minutes, but in that brief span of time Pearson reported that his force tenuously held the Primosole Bridge and learned that the 4th Armoured Brigade and Durham Light Infantry Brigade of the British Eighth Army were battling along the highway to link with them at all possible speed. But they were meeting very stiff opposition. Then the set went dead—and stayed dead. The hours passed but the promised relief did not come. The Germans and Italians, however, did—time and again. And as the morning passed into a hot afternoon, with the British paratroopers panting like dogs in the bottom of their foxholes, the enemy probing attacks steadily increased in ferocity.

Now it seemed only a question of time before the Axis forces recaptured the bridge. Already the bulk of the British troops defending the northern end had been withdrawn to bolster those at the southern end who were under continuous and increasing small-arms fire, the signal for yet another counterattack. Worse, shortly after, in mid-afternoon on that 14 July, SS armor stationed at Messina arrived from the north with a contingent of SS security personnel which had been ordered to arrest suspected Allied sympathizers behind the front lines. Heilmann immediately demanded—and assumed—command of these unexpected reinforcements, elements of an refitting SS panzer unit.

The German paratroopers started to wade across the river to the west of the bridge in an attempt to turn the British flank. The SS troops managed to get an 88mm gun close enough to the bridge and began to pound away at the powerless defenders at the northern end. In a crump of yellow-red flame, the first British-occupied building was hit and disappeared in a cloud of smoke and rubble. Moments later the second followed it. The bridge itself was swept with machinegun fire, effectively isolating the two battered British positions. And Pearson's main force on the southern bank was locked in a fierce firefight with the German paratroopers surrounding them as the enemy pressed their advantage. Finally, after thirty minutes of intense punishment, Pearson ordered what was left of his forces to withdraw to some high ground to the south of the river in order to make a last stand—fighting through the enemy to reach it. By then the SS armor was crossing the bridge and the British paratroopers were rapidly running out of ammunition.

But the German commanders were satisfied with consolidating their positions along the river; the British survivors were left in peace. Of the defenders thirty-seven were dead, eighty-nine wounded and over fifty missing out of the original force of 250 at the bridge. Now, as darkness fell, Heilmann prepared his defense of the most important bridge in Sicily and waited for the British to try again. In their first action on the continent against the men they would soon rename "the Red Devils", German paratroopers—with some assistance—had won a bitter fight. It appeared that, in spite of the terrible losses in Africa and Russia, Student's "Hunters from the Sky" were still a match for the best the Western Allies could send against them.

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After a forced march of twenty-five miles that morning, the weary infantrymen of the 8th Battalion, Durham Light Infantry reached the area at 1000 hours on 15 July. They were tough—products of the depression and two years of continuous warfare in North Africa with the Eighth Army—but now they were "whacked". Utterly exhausted by the march and the bitter fighting of the previous day, they flung themselves down on the ground and fell asleep.

But the officers, weary as they were, had no time for sleep. A group of them approached the bridge, littered with German and British dead in their camouflaged smocks, and surveyed it in silence. It did not look good. Although the bridge itself was clearly visible, nothing could be seen of the enemy's positions north of the river where the rough, rolling countryside offered excellent cover. For all the British officers knew, a whole German division could be hidden over there. By contrast, the southern approach to the bridge was flat and offered little cover. They turned their binoculars on the bridge. Primosole Bridge was about 900 feet long; built of girders and concrete, it was eight feet above the surging brown waters of the River Simeto. North of the bridge, on either side of the exit road which ran straight to the town of Catania, the officers could see two farms. At present they could spot no movement around the buildings, but even the most inexperienced subaltern knew they would make ideal strongpoints. The British officers crept back to plan their assault on the bridge.

Colonel A. Lidwell, commanding the 8th Battalion, was troubled by the situation report. As the Durham Light Infantry's regimental history recorded, "the prospects looked gloomy indeed for the 8th Battalion." Lidwell could not show his growing unease to his staff as he explained his plan of attack. Thirty minutes before the assault, mortars and light artillery would put down a bombardment on the north bank, moving it slowly to about 500 yards north of the bridge. Then, for the last ten minutes, the gunners would plaster the bridge itself. As soon as the barrage had lifted, the leading company of the 8th Battalion would cross the river and go for the bridge along the far bank. It was a poor plan and Lidwell knew it. Already that morning their running mate—the 9th Battalion, Durham Light Infantry—had assaulted across the river further up and been thrown back with heavy casualties. Another frontal attack looked "suicidal". But Montgomery wanted the bridge and he wanted it quickly; it was holding up the advance of the whole Eighth Army.

It was about noon that a stranger appeared at the entrance of the small cave in which Lidwell had set up his headquarters. As Lidwell recalled: "He was unshaven, his khaki shirt and trousers were covered with stains and grime and he looked dog-tired." All Lidwell could tell was that he was British; who he was and what rank he bore were not apparent. Wearily this stranger walked in and seated himself next to the 8th Battalion commander. "My name's Pearson," he said. "I commanded the paratroopers down at the bridge. I understand you are attacking this afternoon. I think I can help you." Pearson's information was invaluable. He pointed out that a direct attack over the water at the bridge was out of the question; the German officers had concentrated all their firepower for this eventuality. However, he did know of a spot upstream where it was possible to wade across. He offered to guide the assault company at the ford.

At 1250 the barrage opened. The gunners concentrated their fire on a narrow front and the crash of artillery, crump of mortars and chatter of heavy Vickers machineguns was deafening. In the abrupt silence that followed the bombardment, A Company of the 8th Battalion forded the river, guided by Colonel Pearson and his handful of paratroopers. The operation was a complete success. The unexpected direction of the attack caught Heilmann's troops off guard. Under light automatic fire the British infantrymen dashed for the bridge. A few

Germans resisted but, "to the accompaniment of shouts and cheers", these were speedily disposed of with bayonets, grenades and Tommy guns. With the first phase of the battle successfully carried out, the remainder of 8th Battalion could now cross the bridge; B and D Companies moved up the road, marching in single file. As they passed one of the blazing farmhouses, a wag arose and shouted, "Push on B Company! There's only a few Eyties up front!"

The burst of Spandau fire that met them a few moments later proved the wag wrong. They had hit the main line of the German defenses. The British scattered hastily, scrambling into the fields and vineyards and ditches. Lieutenant Jackson, with a few men, rushed the machinegun position; they were all killed, but now others followed and a grim game of hide and seek began in the thick undergrowth on both sides of the road. It was difficult to distinguish friend from foe in the shadows, and it meant every man for himself with no quarter given on either side. Some of the infantrymen were shot down at point-blank range as they blundered into concealed positions. Others stalked the SS and paratroops, shooting them in the back where they lay in wait. To the advancing British infantry, it seemed as if there was a German paratrooper behind every bush. Men on both sides fired at trees, thinking them the enemy. Many flung grenades, though these caused more casualties to their own side than to the other. Most were hesitant to use their automatic weapons at a range of more than a few yards for fear of hitting their comrades. Within twenty minutes—the bloodiest twenty minutes of the entire war for the 8th Battalion—both sides fought themselves to a standstill. The front half of B Company and the SS troops facing them suffered nearly 100% casualties! As if by some form of telepathy, both sides broke off the action and withdrew simultaneously, leaving behind their dead and dying.

But the German paratroopers fixed bayonets and rushed the withdrawing British. The rear platoon, rallied by Sergeant-Major Brannigan and Sergeant Mitchson, turned to act as rearguard. Although overrun and wiped out, their sacrifice allowed what remained of B Company to retreat to the cover of a nearby embankment. By now the British were under heavy counterattack along the entire perimeter of their bridgehead; their losses were mounting dramatically—B Company was already down to thirty effectives. Colonel Lidwell, who had moved his headquarters to a shattered farmhouse, realized his hold on the bridge was momentary. The urgency with which he tried to obtain artillery and armored support from brigade headquarters revealed to his officers the seriousness of their position. Worse, Lidwell, who had lost both his radio sets during the river assault, was unable to contact the 4th Armoured Brigade, whose task was to exploit the infantry gains.

For several hours, Heilmann's forces sniped and launched minor attacks. Luftwaffe fighters strafed the British lines. Lidwell was informed by messenger that the bridgehead was to be enlarged after dark by both the 6th and 9th Battalions, Durham Light Infantry; anxiously he awaited darkness, aware that any concerted, energetic attack could throw him off the bridge. And he was sure that somewhere the SS armor lurked. (It had, in fact, departed before his arrival,

leaving only the security troops to bolster the Italian garrison and German paratroopers.) Instead, shortly before sundown, the lead elements of the 4th Armoured Brigade arrived. Never hesitating, Lidwell ordered an immediate attack to end the threat to the bridge, but the Germans were not unprepared and fought back savagely. In the tangled chaos of the vineyards and woods they stood and fought until, as one British officer wrote, "they either shot down their enemies or were shot down themselves." The Durham Light Infantry crews pushed in their six-pounder antitank guns and began to "winkle out" the enemy at point-blank range; but still the Germans held on.

So the British commander committed the armor. The Shermans plunged into the vines, firing their big guns at everything in sight. At the far end of the bridge, Lidwell himself ordered each tank to deploy left or right off the road to Catania, pointing out enemy strongpoints. After twenty minutes this was too much even for the paratroopers and they began to surrender. A captured 8th Battalion soldier arose with a soiled handkerchief. Behind him rimless helmets could be seen. The British troopers thought this yet another German trick, and kept up their fire. It was with some difficulty that their officers got them to cease. Now makeshift white flags appeared all along the ragged line held by the enemy paratroops. They came streaming in, hands raised above their heads, urged on by the bayonets of the sturdy little men from the north. It was all over. The British had secured the Primosole Bridge and opened the road to Catania.

And what a bitter sight the road made as the infantry viewed it in silence. It was a shambles of abandoned rifles and machineguns, littered with bloody clothing, overturned ammunition boxes, a burned vehicle, a shattered antitank gun, rubble from the farm buildings, all the debris of war—and the dead. Along its whole length lay the bodies of German and British paratroopers, those of the Durham Light and the SS. Now, as the few SS vehicles retreated and the Allied armored forces pushed on, the infantry began to tidy up. As their regimental history records, "Men who had experienced the fiercest fighting of the North African campaign at Alamein and Mareth said they had never seen so much slaughter in such a small area." The Durham Light Infantry had lost over 500 men, killed and wounded. Some 300 German dead were found and another 160 were taken prisoner. And almost 200 British paratroopers still lay where they had fallen the previous day.

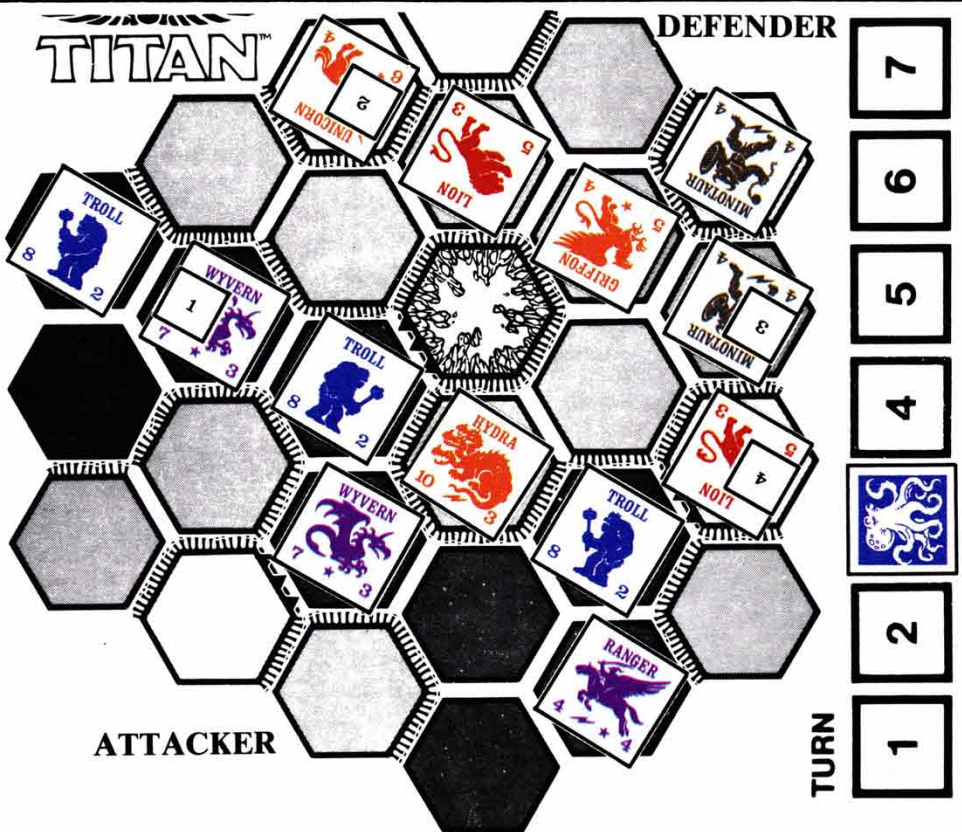
Thus Student's paratroopers had fought and lost their first great battle against the British in Europe. As night fell, Colonel Heilmann rallied the remnants of his staff and a few troops to attempt to elude capture. Even as British tanks rolled over the bridge above Catania, the "Hunters from the Sky" crept in single file under it, leaping from spar to spar, the rattle of tracks drowning the noise they made. Thus, the German paratroopers broke out of the trap. For another day they slipped between the various British formations heading north until finally, on the night of 16 July, they made contact with the Axis troops holding the newly-established line. Heilmann had led nearly 100 men to freedom, to fight again.



CONTEST 114

You are the Defender in a Battle in the Mountains of the Land of **TITAN**. Your Legion consists of two Lions, two Minotaurs, one Griffin and one Unicorn (another Lion has already been slain during the first round). It is the beginning of your third Maneuver Phase. To win the contest, you must make the *best* possible moves for your remaining Creatures. Draw an arrow from the center of a moving Creature's counter on the diagram (found on the contest entry form on the insert of this issue) to the center of the hex to which it moves. Number the arrows in the order of movement (with the first Creature to move being noted by the number "1"). Further, mark and number the direction and target of strikes or rangestrikes of each Creature that attacks with a different colored arrow.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue of *The GENERAL* and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #114 will appear in Vol. 20, No. 3 and a listing of the winners in Vol. 20, No. 4 of *The GENERAL*.



THE ULTIMATE WAS/VITP VARIANT: THE TWO-OCEAN WAR



Few wargames have the playability, excitement and variant potential that *WAR AT SEA* and *VICTORY IN THE PACIFIC* enjoy. While most wargames concentrate on a specific battle, these games have given the game player vicarious control of major fleets over an extended period of time. Since their introduction, many variants have been offered for these two games. Variants have introduced changes to the ship values, new sea areas to contest or the inclusion of other ships.

Now NMS would like to propose the ultimate variant: the addition of every battleship, battle cruiser, pocket battleship, armored cruiser, predreadnought, fleet carrier, light carrier, heavy cruiser, light cruiser and anti-aircraft cruiser of all the major nations that were available through 1945. We have made the actual fleets available to both sides and based the play around total control of the Axis and the Allied navies.

The first item necessary for such a grandiose variant are game counters for all the new ships. NMS, through Avalon Hill, now offers 1" x 1" plastic counters for every applicable ship from the light cruiser to the battleship for each belligerent. These counters come color-coded by nationality and include many ships that never actually saw service due to the priorities of the actual conflict, but were in various stages of construction. These include ships like the German heavy cruiser *Lutzow* which was sold to the Russians incomplete, the Japanese aircraft carriers *Ikoma* and *Ibuki* which were almost completed in August 1945, the many Regolo-class fast light cruisers that were under construction when Italy surrendered in 1943; we even included ships like *Vanguard*, the British battleship that was scheduled to be completed in 1944 using the 15-inch turrets taken off the cruisers *Glorious* and *Courageous* when they were converted to aircraft carriers, but was delayed when landing craft became priority construction. Since the Avalon Hill versions end in 1945, we have included counters for all those ships commissioned in late 1945. Who knows, maybe you will be able to extend the war into 1946. You'll find counters for the British Glory-class light carriers, the many American Essex-class carriers, more Baltimore-class heavy cruisers, and counters for the never-built British *Lion* and U.S. Montana-class battleships for those who wish to add these behemoths to their fleets.

The counters come in die cut sheets ready to snap apart and add to your game. They won't wear out and feature a detailed silhouette of the ship. On each counter you will find the ship's actual designated speed, torpedo tubes, aircraft capacity in the case of the carriers, as well as the ship values for *WAR AT SEA* and *VICTORY IN THE PACIFIC*. We have also included counters for U-boats, submarines, land-based air units, amphibious units and counters for many ships that had major modifications (such as the U.S. Pearl Harbor battleships that were converted to battleship-carriers).

To be able to offer the "ultimate" variant, we have provided counters for the ships of Great

Britain, Australia, New Zealand, the Netherlands, France, Russia, Germany, Greece, Italy, Japan and the United States. To complete the set we have also included the battleships of Turkey, Brazil, Chile and Argentina. At your option, use all the ships in your play—or just use some of them. [Look for other Avalon Hill game counters in styrene plastic from NMS soon.]

Of course, to compliment our new counters, we had to expand the playing area; so, we have developed world sea maps, divided into areas for *WAS* and *VITP*. The naval war was truly a global war with a lot of ocean to control (especially for the Allies with their long and vulnerable lines of supply). Most of the naval engagements during the war were fought by individual or small numbers of opposing ships. To impose this aspect of the war, we have expanded the world's waters to 39 sea areas.

The maps are 21" x 23" and each set includes two Atlantic maps and two Pacific maps so that players may assign their ships secretly, thus creating the "fog of war" if they so desire. The maps themselves are made of a unique plastic-impregnated material that is much more durable and stain-resistant than ordinary paper. Each map is printed in three colors for attractiveness and they are shipped in a tube so that they can be mounted without any creases in the material to spoil their look.

With each set of maps we include our rules variant which expands on the existing *WAS/VITP* systems and incorporates all the new ship counters and sea areas. The length of these rules are modest—forty-eight pages—and come complete with a revised order of appearances for all ships. In this booklet, we have included other aspects of the naval war not covered by the basic AH games: anti-aircraft fire, attack planes and fighters, torpedo attacks and gunfire by cruisers, strategic withdrawals, shore bombardment by battleships, and the island-hopping campaign.

So, there it is, what we think is the ultimate variant for *WAR AT SEA* and *VICTORY IN THE PACIFIC*. You can incorporate every ship available to the combatants or just substitute our counters while playing the basic games. Incorporate only those rules you need or go all out and play *Two-Ocean War* using the greatest navies the world has ever known. Our congratulations to Avalon Hill for two of the best naval board games ever created; now they have been carried to their ultimate climax.

For the variant counters and maps referred to above, the readers are asked to order direct from:

N.M.S. Games
P.O. Box 5069
San Jose, CA 95150

World War II Ship Counters: \$11.50 + \$2.00 postage and handling
Maps & Rules (*Two-Ocean War*): \$13.50 + \$2.00 postage and handling

The above two items must be ordered separately and will be shipped separately. California residents add respective sales taxes.

Recently, the design offices have been plagued by a rash of telephone calls by players with questions on rules of our titles. The readership is reminded that it is Avalon Hill policy not to accept such calls. In all too many cases it is not possible to connect the caller with the person able to best solve his dilemma—hence a waste of time, and money, for the caller. Questions on rules are to be sent by mail only, with appropriate return SASE. Please do not call the design offices for answers to your questions.

AH Philosophy . . . Cont'd from Page 2

a-half is required to complete play). The column headed **Number of Responses** merely lists the total number of readers who rated that particular title. The **Percentage of Total** indicates what fraction of the total 274 respondents considered the game (a barometer of popularity).

Ironically, a glance over the listings on the *ADVENTURE GAME* RBG indicates that seven of the top ten titles are firmly based on historical conflict—though not necessarily military in nature. This is indicative, so far as this analyst views the matter, of the strong historical bent of the readership. Too, a further glance reveals that those titles based on a popular work (or theme) of science fiction fare well; one suspects that many of the readership of *THE GENERAL* are current or latent fans of the genre, and extremely discriminating ones at that. Conversely, with the notable exception of *TITAN*, the fantasy titles appear weak. Perhaps it is true that this readership prefers games based on conflicts past and future—rather than ill-defined "alternative" planes. One last irony for the readers to ponder; *OUTDOOR SURVIVAL*, an uniquely "unclassifiable" game, rates 20th on our listing, yet was Avalon Hill's best seller of the past year (see the "Best Sellers" column elsewhere in this issue).

Moreso than for historical games, components can greatly aid in evoking the aura of magic that is essential for that inherent "suspension of disbelief" found in "adventure" games. At times whimsical, at times haunting, at times evocative of the darker side, the efforts of the artists of Avalon Hill are a prime ingredient in the games here considered. The average for **Components** is a respectable 2.87, noticeably higher than that determined as the average for our "wargames" (3.23) in the last issue. This certainly seems to support the thesis that, for fantasy and science fiction theme games, artwork and component innovation are a vital and integral aspect of the design as a whole. The following ten adventure titles with the best ratings, therefore are truly enhanced by their eye-pleasing components:

Components

1. <i>GUNSLINGER</i>	1.95
2. <i>MAGIC REALM</i>	2.01
3. <i>CIVILIZATION</i>	2.17
4. <i>DUNE</i>	2.23
5. <i>TITAN</i>	2.26
6. <i>DOWN WITH THE KING</i>	2.61
7. <i>FREEDOM IN THE GALAXY</i>	2.63
8. <i>KINGMAKER</i>	2.65
9. <i>GLADIATOR</i>	2.73
10. <i>CIRCUS MAXIMUM</i>	2.88

A strong argument can also be made that rules for ahistorical "simulations" must be much more comprehensive and broad-ranging, taking into account every contingency, than those of historical games. After all, the players cannot simply develop ad-hoc rules, as many do, to cover those situations not explicitly described by relying on their expertise or knowledge of the period. It falls to the designer/developer to paint in fine

detail his alternate "reality", making it internally consistent, and retaining playability at the same time (no small task according to my compatriots here). This seems to be a task that the AH developers understand very well, for seven of the games that follow with excellent **Completeness of Rules** ratings also fare well in terms of **Playability**.

Completeness of Rules

1. <i>UFO</i>	1.91
2. <i>CIVILIZATION</i>	2.17
3. <i>DIPLOMACY</i>	2.41
4. <i>DUNE</i>	2.45
5. <i>OUTDOOR SURVIVAL</i>	2.45
6. <i>TITAN</i>	2.45
7. <i>AMEOBA WARS</i>	2.48
8. <i>CIRCUS MAXIMUS</i>	2.65
9. <i>WIZARD'S QUEST</i>	2.67
10. <i>ORIGINS OF WW2</i>	2.73

Playability

1. <i>DIPLOMACY</i>	1.82
2. <i>CIRCUS MAXIMUS</i>	1.85
3. <i>TITAN</i>	1.95
4. <i>CIVILIZATION</i>	1.96
5. <i>WIZARD'S QUEST</i>	2.21
6. <i>ROBIN HOOD</i>	2.28
7. <i>DUNE</i>	2.30
8. <i>AMEOBA WARS</i>	2.33
9. <i>SOURCE OF THE NILE</i>	2.43
10. <i>MACHIAVELLI</i>	2.47

Playability, that amorphous concept that encompasses—but is not limited to—excitement, enjoyment, mechanics, play balance and many others equally undefined terms. As with the wargames, it seems that a tenuous relationship *can* be drawn between this and the completeness of the written rules. For many, this is the single most important facet of any game—after all, that's what the pastime is all about. And, again, it appears that the playability of an adventure title is a more critical factor than it often is for a wargame. As with the "hardware", there is a significant difference in the average **Playability** rating for our adventure titles (2.76) and for our wargame titles (3.20).

More than a few have questioned the validity of any attempt to rate the **Authenticity** of our adventure titles. To reiterate the point made concerning this aspect in AH Philosophy 94 (Vol. 19, No. 4), this category is intended to represent the readership's judgment on how well a game captures the flavor and "facts" of the subject examined. This need not be limited to the historical or fictional (in terms of previously published literary works) by which the player may measure the "realism". Totally artificial constructs may be "authentic"—that is, may be in-

ternally consistent and logical. Too many of the fantasy/scifi games currently populating the market are not. Surprisingly, only four of the "historical" adventure titles are to be found among the top games in this category; the implications of this bit of trivia are left to the reader. The top ten games in this category:

Authenticity

1. <i>GUNSLINGER</i>	2.01
2. <i>DUNE</i>	2.32
3. <i>CIRCUS MAXIMUS</i>	2.54
4. <i>FREEDOM IN THE GALAXY</i>	2.82
5. <i>GLADIATOR</i>	2.88
6. <i>STARSHIP TROOPERS</i>	3.20
7. <i>MAGIC REALM</i>	3.18
8. <i>DOWN WITH THE KING</i>	3.56
9. <i>CIVILIZATION</i>	3.60
10. <i>ROBIN HOOD</i>	3.64

The time element is becoming an increasingly important factor for many gamers. If there is a trend in the composite formed by those who engage in our hobby, demographics seem to indicate an upward surge in the age of the "average" gamer. While the dedicated few will always find time for serious play, a maturing majority find their hours precious and tend to search for those titles that play quickly. The length of time a game will demand becomes, thus, a vital consideration for designer/developers. The following are perfect for those seeking a fast-paced, quick-playing challenge:

Shortest Game Length

1. <i>GLADIATOR</i>	39 min.
2. <i>GUNSLINGER</i>	50 min.
3. <i>OUTDOOR SURVIVAL</i>	51 min.
4. <i>UFO</i>	54 min.
5. <i>ALPHA OMEGA</i>	1 hr., 7 min.
6. <i>STARSHIP TROOPERS</i>	1 hr., 32 min.
7. <i>MAGIC REALM</i>	1 hr., 36 min.
8. <i>CIRCUS MAXIMUS</i>	1 hr., 37 min.
9. <i>AMEOBA WARS</i>	1 hr., 38 min.
10. <i>ROBIN HOOD</i>	1 hr., 40 min.

And, for those who desire the "most" in adventure gaming:

Longest Game Length

1. <i>FREEDOM IN THE GALAXY</i>	11 hrs., 14 min.
2. <i>DIPLOMACY</i>	7 hrs., 42 min.
3. <i>MACHIAVELLI</i>	7 hrs., 35 min.
4. <i>CIVILIZATION</i>	7 hrs., 25 min.
5. <i>SOURCE OF THE NILE</i>	6 hrs., 46 min.
6. <i>TITAN</i>	6 hrs.
7. <i>KINGMAKER</i>	5 hrs., 1 min.
8. <i>MAGIC REALM</i>	4 hrs., 50 min.
9. <i>STARSHIP TROOPERS</i>	4 hrs., 40 min.
10. <i>DOWN WITH THE KING</i>	4 hrs., 34 min.

As with the wargames, it is handy to have a ready "median game" to compare with our favorites—and to compare to that for wargames (found in our last issue). Obviously, this is but a crude indicator, being that the ratings for this "median game" are simply the averages of all twenty-two responses for each category. These serve quite well to highlight the strengths and weaknesses of the adventure game line. Certainly, these ratings of our hypothetical "median game" represent the *minimum* qualitative values that any new title in the adventure line must strive for. The ratings for our adventure "median game" are:

Overall Value: 3.23
Components: 2.87
Map: 3.01
Counters: 2.96
Player's Aids: 2.93
Complexity: 3.80
Completeness of Rules: 2.97
Playability: 2.76
Excitement Level: 3.13
Play Balance: 2.75
Authenticity: 3.82
Basic Scenario Game Length: 11.79
Advanced/Campaign Game Length: 26.49

The ADVENTURE GAME RBG below brings a number of thoughts to this editor's murky mind. While this issue featuring *TITAN* and the upcoming issue featuring *FREEDOM IN THE GALAXY* will prove of interest to many, it will be some time before another is devoted to a fantasy or science fiction theme. And it would seem that my assumption that the readership looks kindly on the historical man-to-man combat games and the multi-player "political" games is certainly borne out by the ratings, even when compared to the values given to the wargames by the same audience. I hope to encourage more material on these for our pages. These ratings also indicate to our developers a number of weak points in certain titles now undergoing revision; with effort concentrated on these points, their work with *STARSHIP TROOPERS* and *MAGIC REALM* now has direction. This is precisely what was hoped would result by our update of the Avalon Hill RBG—for both war and adventure titles.

With this, the "new" RBG is complete. We'll do it all again in five years; an interesting investigating of changing perceptions should result. Meanwhile, to those among the readership with an inquisitive streak, I'll leave the integration of the two RBGs. Some interesting comparisons might result. Of course, the editors would be interested to hear any insights this exercise might result in.



Title	Overall Value	Components	Map	Counters	Player's Aids	Complexity	Completeness of Rules	Playability	Excitement Level	Play Balance	Authenticity	Game Length Shortest	Game Length Longest	Number of Responses	Percentage of Total
1. Civilization	1.99	2.17	2.71	2.44	2.52	3.00	2.17	1.96	2.50	2.39	3.60	18.43	44.52	126	45.9%
2. Titan	2.22	2.26	2.30	2.22	2.44	3.22	2.45	1.95	2.30	1.85	3.81	16.54	36.30	53	19.3%
3. Dune	2.27	2.23	2.38	2.34	1.85	2.99	2.45	2.30	2.22	2.79	2.32	10.20	16.90	110	40.1%
4. Diplomacy	2.30	3.18	2.71	4.19	3.54	2.70	2.41	1.82	1.93	2.91	4.83	24.46	46.24	117	42.7%
5. Circus Maximus	2.44	2.88	3.32	2.97	2.58	3.37	2.65	1.85	2.02	1.77	2.54	9.71	18.96	99	36.1%
6. Gunslinger	2.48	1.95	1.75	2.11	2.41	5.09	3.04	2.55	2.06	2.20	2.01	4.97	18.22	86	31.3%
7. Machiavelli	2.76	2.91	3.07	2.91	2.84	3.81	2.84	2.47	2.53	2.92	4.40	18.36	45.49	26	9.4%
8. Source of the Nile	2.85	2.98	2.92	3.45	3.35	4.57	3.71	2.43	3.17	1.77	4.35	14.45	40.56	56	20.4%
9. Freedom in Galaxy	3.03	2.63	2.47	3.03	2.66	7.30	3.11	3.83	3.07	3.50	2.82	12.51	67.38	51	18.6%
10. Kingmaker	3.03	2.65	2.96	2.49	2.77	5.44	3.60	3.22	3.07	3.44	3.73	18.66	31.40	147	53.6%
11. Robin Hood	3.06	3.35	3.50	3.13	2.60	3.28	2.78	2.28	2.85	2.92	3.64	9.99	13.41	28	10.2%
12. Starship Troopers	3.21	2.96	3.77	2.53	3.12	4.97	3.14	3.38	3.35	4.22	3.20	9.18	28.03	127	46.3%
13. Down with the King	3.24	2.61	—	3.34	2.09	4.88	3.00	3.14	3.24	1.95	3.56	17.73	27.45	41	14.9%
14. Wizard's Quest	3.27	2.70	1.95	3.35	3.43	2.15	2.67	2.21	2.97	2.04	3.94	10.91	17.53	88	32.1%
15. Gladiator	3.31	2.73	4.80	2.30	2.81	4.06	3.02	2.89	2.93	2.06	2.88	3.90	11.02	65	23.7%
16. Magic Realm	3.42	2.01	1.72	1.97	2.72	7.62	6.01	3.91	2.94	3.15	3.18	9.63	29.02	109	39.7%
17. Dragonhunt	3.49	3.12	2.60	3.15	3.17	2.81	3.12	2.97	3.46	2.24	4.16	12.99	19.40	38	13.8%
18. Ameoba Wars	3.60	3.48	4.03	3.20	3.32	2.71	2.48	2.33	3.68	1.92	5.06	9.82	16.52	50	18.2%
19. Alpha Omega	4.15	3.84	3.59	3.51	2.84	4.74	3.61	3.92	3.45	3.84	3.81	6.68	18.76	26	9.4%
20. Outdoor Survival	4.35	3.28	2.58	3.58	3.20	2.40	2.45	2.79	4.53	2.37	4.24	5.11	11.54	62	22.6%
21. Origins of WW2	5.26	3.84	3.96	3.84	3.92	1.26	2.73	3.96	5.65	6.23	5.27	9.92	15.42	52	18.9%
22. UFO	5.33	3.41	4.25	3.16	4.33	1.25	1.91	2.66	5.01	3.16	6.72	5.41	8.83	24	8.7%

A SOUL FOR WAR AND PEACE

The Game's Designer Presents Random Event Cards For The Campaign Game

By Mark G. McLaughlin

Napoleon lived in an age of revolution in which empires were destroyed, reformed and destroyed again. Nations, countries and individuals performed with an unpredictable penchant for deceit, selfishness, vengeance and imperialism that would have made Machiavelli blush. Napoleon's age was one of upheaval.

WAR AND PEACE, the game of Napoleon's empire, attempts to recreate some of this continually changing situation through special scenario rules, an alliance section and an assortment of options. Although this recreates the undertow of shifting alliances and the pulse of periods of war and peace, the system does not reflect many of the more interesting and important events which occurred during the age of Napoleon. The section on foreign wars does bring into play the major off-board events of the time, but leaves out many uncertainties with which the great kingdoms had to deal. In the last few years of the 18th Century, for example, Turkey fought Austria and French troops landed to support a rebellion in Ireland, events which could easily have recurred in the next decade.

Throughout the Napoleonic era, peoples rose in revolt against one empire or another—Germany rose against Napoleon in 1809, Spain in 1808 and the Royalists were a continual source of agitation, especially in the Vendee area of France. Twice Napoleon faced a coup: in 1812 while in Russia and again in 1814. The latter attempt was forceful enough to convince him to abdicate. France was not the only power which worried about its subjects' loyalty, however; the Poles and Croats were ever ready to revolt against the empires of the east.

These, and a host of other factors, were left out of **WAR AND PEACE** to keep the game simple. Players were left to focus on running a war in which most of the variables could be tracked. The rise and fall of a country's fortunes on the battlefield made similar movements in the Allegiance chart that affected the entrance of neutrals or the reliability of allies. In short, the game system was a straightforward contest between opponents with a minimum of unknown factors to upset the calculated plans of player-emperors. This system does, however, leave all balance to the battlefield and does not offer much in the way of the quick turn of fortunes that affected the Napoleonic Wars and which make gaming more exciting, if less scientific.

The "rich get richer" system of **WAR AND PEACE** rewards success. A less structured, more free-wheeling system could have been adopted, a la **KINGMAKER** or **SAMURAI**. This article offers a variant which is the Napoleonic cousin to those systems.

The Cards of Empire

An ordinary deck of playing cards (4 suits plus 2 jokers) is used to represent the variety of events which did or could have occurred during the 1805-1815 war. Each of the clubs is an event favorable to the French alliance, each spade is favorable to the anti-French alliance, hearts and diamonds are blanks and jokers are wild cards that can be used by either alliance.

The cards are used in addition to the normal Alliance rules, although the section on Foreign Wars (section X.G.2) is slightly modified. Do not roll for the occurrence of foreign wars; the cards take care of these and other offboard events. Each turn, during the Alliance phase, a die is rolled. If the

die roll is a '1', the French player, or a member of his alliance, may choose a card. If the die roll is a '2', one of the anti-French players chooses a card. On a die roll of '3', a neutral player picks from the deck. A result of '4', '5' or '6' means that no card is drawn that turn. In multiplayer games, members of an alliance or neutral group should determine the order in which they will choose a card.

When a card is drawn, a player:

1. Must play the card if the event is unfavorable to his alliance (i.e. A French player would have to play a spade if drawn);

2. May play the card if it is favorable to his alliance or elect to hold it for a later turn;

3. Discard the card, face down, at the bottom of the deck. No other player may see the card.

A neutral player may play, save or discard any card which benefits his country exclusively (i.e.: the Spanish player could hold or keep the Spanish Rebellion card, the Prussian the Landwehr card, etc) or a wild card. Any other card must be played when drawn.

Cards may only be played during the Alliance phase and all results are immediate. Only one card may be played during an Alliance phase, and only by the alliance whose turn it is to draw a card, as determined by the die roll above. A player can hold no more than one card in his hand and can play a card instead of choosing one from the deck; a player cannot both choose a card from the deck and play one from his hand in the same turn.

There are only 26 Event and two Wild Cards in a deck, most of which can only be used once. Some cards are listed as reusable, but all other cards are permanently removed from play once they have been played. The No Effect cards (hearts and diamonds) are reusable. When such is drawn, it is placed at the bottom of the deck, face down. In a normal game, which may last up to 120 turns, there is a chance that most, and possibly all, the cards in the deck will be played. Most often, however, the order of the draw, the timing in which play of the card would be inappropriate and the luck of the die will keep less than half of the cards in play. This allows for a high degree of uncertainty as to when—or if—events will occur and prevents the game from being dominated by the cards.

Effects of the Cards



Clubs (Pro-French)

Ace—Irish Rebellion

Ireland rebels. England must immediately remove 4I and any leader of the English player's choice from play and place them off the board, as if in "Ireland." During each Alliance phase, the English player rolls two dice, adds the value of his leader, and if the result is '12' or more the rebellion is crushed. The 4I are then placed in the Force Pool and the leader in London. France and other naval powers may intervene in the Irish rebellion. Naval units may exit the board via the Atlantic or the North Sea at a cost of one more movement point and unload troops in Ireland. Troops which are placed there may fight the English as if they were in adjacent hexes in Ireland. Such forces may only land in Ireland if it rebels. When the English player rolls to put down the Irish rebellion, he subtracts one from his dice roll for each pro-French strength point in Ireland. If the dice roll is negative, the

English troops and leader in Ireland become prisoners-of-war and Ireland becomes a satellite of the country which aided Ireland. Five militia strength points are immediately constructed in Ireland and it is worth one victory point (the same as a production city on the Continent) to that player *only* (not to England). England can attempt to retake Ireland by moving off the board, landing troops and fighting the pro-French and militia. When all these have been eliminated Ireland is reconquered. All armies take attrition in Ireland as if unsupplied.

King—Turkish War

Turkey declares war on Russia (use rule X.G.2b—Foreign Wars).

Queen—Balkan War

Turkey declares war on Austria. Austria must withdraw ten strength points, two of which must be cavalry, and a named leader from play. These are considered at war with Turkey. Budapest does not count as a production city during this war. During each alliance phase the Austrians roll two dice, if the result is a '12' the war is over and the Austrian forces are placed adjacent to Budapest. If Russia is also at war with Turkey, both Austria and Russia add one to their dice roll to end the war and if either player rolls a '12', both wars are simultaneously ended.

Jack—American War

The U.S. declares war on England. (Use rule X.G.2b—Foreign Wars.)

10—Tilsit Treaty

France may offer Russia a treaty of peace; all French troops withdraw from Russia and Sweden becomes neutral if pro-French. Russian troops that are stationed in a country that is at war with France must be immediately withdrawn to Russia. Troops stationed in neutral countries may remain there, at the Russian player's option. Russia remains neutral for at least 12 turns—unless it, any country its troops are stationed in, or one of its satellites is invaded by pro-French forces. This card *cannot* be played if there are ten or more Russian strength points in France.

9—Polish Uprising

Poland is immediately created. Place Poniatowski and three Po I, three Po C in Warsaw. All non-French forces must immediately withdraw from Warsaw.

8—Saxon Defection

If pro-French forces are in any hex in Saxony, Saxony immediately becomes a French satellite. Replace all Saxon troops with French Saxon satellite forces. If stacked with other player's units, place the Saxons in an adjacent hex of the French player's choice.

7—Swedish Alliance

Sweden, unless ruled by Bernadotte, becomes a French satellite.

6—French Conscription

French cities triple production for this turn only. (Card may be reused if redrawn.)

5—Storms

Violent Atlantic storms force all naval units in the Atlantic or blockading any Atlantic ports to return to a friendly port. No naval units may sail this turn into the Atlantic. This card must be played if drawn. (Card may be reused if redrawn.)

4—Satellite Conscription

The production of any single satellite or pro-French state other than France may be tripled for this turn only.

3—Croatian Revolt

Croatia is created. Place two Da I in Trieste. Anti-French units in Trieste must be moved to an adjacent hex.

2—Marriage of State

Napoleon marries an Austrian princess if Austria is neutral or pro-French. The French may immediately roll on the pro-French Expeditionary Forces rule (X.K.4) and Austria will not become anti-French for at least 12 turns. This card *cannot* be played if Austria is currently anti-French.



Spades (Anti-French)

Ace—Coups in Paris

If Napoleon is not in Paris and at least two major powers are at war with France, a coup takes place in France. Napoleon must return to Paris to put down the coup. Napoleon may move, unaccompanied by any troops, at double his movement allowance to reach Paris. During the coup, no French production (except satellites) is allowed. If there are 20 strength points of anti-French troops in France during a coup, or when the coup card is played, Napoleon *must* abdicate. (This card can be reused, but may not be played twice in the same year.)

King—Royalist Uprising

Place 1M (English) in Tours and 1P within two hexes of Tours. During each English production phase place 1M each in Tours, Nantes and Rochefort if they are not occupied by pro-French forces and there are militia or partisans of the English color in France. The revolt is put down when all three cities are occupied by French forces and none of the militia or partisans remain in France. Eliminated militia are placed in the countermix and can be created as long as the uprising continues. (This card may be played *twice* in one game).

Queen—Marshal Defection

If there are 20 strength points or more of anti-French forces in France, the anti-French players may choose one French one-point leader or zero leader and force him to surrender. Remove the leader and roll two dice: the number is the number of strength points in that hex which the leader occupied which surrender with him. French leaders stacked with Napoleon or a two-point leader cannot be forced to surrender; Guard strength points never surrender.

Jack—Spanish War

If Spain is not already anti-French, Spain immediately becomes anti-French. If there are any French units in Spain, Spain receives an immediate militia build (as per rule X.J.4). These units may be placed in cities with or adjacent to French units. All Spanish units in or adjacent to French units immediately attack those units. Any French ships in ports garrisoned solely by Spanish forces must immediately be placed in the adjacent sea zone. If

blockaded, they must immediately try to evade the blockade. Spain remains anti-French for the rest of the game. The Spanish player may refuse to allow this card to be played if there are no French troops in Spain or Portugal and the French have more points on the Alliance chart than the anti-French. If there is no Spanish player, however, the card is immediately played. If the card is not played, it is returned to the deck and may be drawn at a later date. (Once played it is removed from the deck.)

10—German Rebellion

If Brunswick and/or Cassel have been conquered by the pro-French forces they rebel. Place the Brunswick leader and one BR I in Brunswick and one He I in Cassel. If Innsbruck has been conquered by pro-French forces, place five LW Austrian and a zero leader in Innsbruck. If Prussia/Austria are anti-French, they receive double production for this turn only. The French player must eliminate one Wurtemberg, one Bavarian and one Rhine I as well. This card is not played unless Prussia or Austria is at war with France.

9—Allied Defection

If anti-French forces enter any major city in any pro-French or neutral non-player state, that state immediately becomes anti-French. If they enter a major city in a player-controlled neutral or pro-French country, the player has the option to immediately declare his state anti-French.

8—Holland Rebels

If any major Dutch city (Amsterdam, Brussels, Antwerp) is occupied by anti-French forces, all Dutch troops become English satellites and 1L is placed in each Dutch major city. These forces immediately attack any French units they are stacked with. Holland never becomes a French satellite again, even if conquered.

7—Satellite Defection

Naples, Bavaria, Saxony, Wurtemberg, the Rhine, Portugal and Switzerland, if French satellites, immediately defect. Replace with LW (as per Scenario V, section D.1f). This card cannot be played unless there are at least three major powers that are anti-French.

6—Increased Production

The production value of any state is tripled for this turn only. (Card may be reused if redrawn). This affects one country, not its satellites, for one turn.

5—Prussian Reserves

Prussia may immediately place up to ten LW, if any are in the Force Pool, in Königsberg or Berlin.

4—Hungarian Insurrection

Austria may call up the "Hungarian Insurrection" and place up to ten LW, two C if any are in the Force Pool, in Budapest.

3—Leader Promotion

Unless already in play Schwarzenberg (Austria), Blucher (Prussia) or Wellington (England) are placed in their respective capitals or, if already on the board, are upgraded to their full face value. (This card may be played repeatedly until these three leaders have been put in play at their full value. It may not be used to "resurrect" a leader from the eliminated units.)

2—Bernadotte

If Bernadotte has not already gone to Sweden, replace the Bernadotte counter with the Swedish Bernadotte. Sweden becomes a Russian satellite.

Jokers (Wild Cards)

A joker can be used for any one of the following:

1. The anti-French player can use it to make any non-player neutral major state an anti-French state or any non-player pro-French major state neutral.

2. The pro-French player can use it to make any non-player neutral major state pro-French (although under the restrictions of the Optional Expeditionary Force Rules) or any non-player anti-French major state neutral, except England.

3. Any player can use it to double this production for that turn for his home country (not his satellites).

4. A player can use it to nullify any card played by a member of the opposing coalition or which adversely affects his country by challenging that player to a die roll duel and rolling a higher number. (If he rolls a lower number, the played card takes effect.)

5. A player can use it to raise the morale of the units in one stack by one, for one round of combat; if his forces take any demoralization result at all during that round of combat, however, the entire stack's morale is reduced to zero.

(Jokers can be reused; but after a total of four Jokers have been played, no more Jokers may be played.)



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Another Look

The Early Months in GUNS OF AUGUST

By James Lutz

GUNS OF AUGUST is a game which requires a blend of strategic decisions that are instrumental in the final outcome of the game and the effective tactical implementation of these difficult decisions. In 1914, how heavy should the German troop concentration in the West be at the expense of the East? When should Austria-Hungary attempt to knock out Serbia? Should the Russians undertake an offensive to relieve pressure on the French—where? What role should the Italians play after their entry into the war? Should massive assaults against the mountainous positions in the north take place, or should Italian troops merely serve as reinforcements for the Western Front? These strategic decisions set the tone of the game. How exactly does each alliance plan to win? And, after the decisions are made their tactical implementation, hopefully in a sound fashion, remains.

The discussion that follows will deal with the opening months of the war and the options open for the use of the forces of each country. The emphasis will be on the strategic decisions necessary and their implications, although some comments on tactical considerations will be included. Finally, some brief suggestions on options that can be easily incorporated into the game will be made.

A number of assumptions must be made for the discussion to follow. First, it will be assumed that it is the start of the Campaign Game. The strategic decisions are much different for the shorter scenarios. Secondly, simultaneous setup will be assumed. Third, the automatic victory rule is in effect as an integral part of the movement phase. No longer will the valiant Belgian cavalry corps hold up the entire German advance for two weeks in August or the equally valiant German 1st Cavalry Division effectively postpone a Russian advance towards Königsberg for a month. Finally, the discussion will assume historical entry dates.

Germany

The setup requirements virtually demand that the major German effort be made in the West during the beginning months (although there is a method of getting around this requirement in part). The important question is how large a commitment to make in the East while the assault against the French begins. There are a number of considerations that actually suggest a major emphasis in the West beyond the setup requirements. First, in 1914 an automatic victory can most likely be gained only by the capture of objective hexes on this front. Second, Belgium can be knocked out early and should be, since the buffer of Belgian territory is useful for the French. It also eliminates one opponent, albeit a minor one. Third, given the French offensive doctrine, commitment in the West will force more French attacks and presumably more French casualties, weakening that country for months. Fourth, weather usually becomes a problem in the East before it is a concern in the West. Bad weather slows down all offensives given movement restrictions and the inability to convert rail lines. Finally, the Russian army is so large that no immediate victory can possibly be gained against it. With excellent luck and large-scale commitment, Warsaw, Brest, and Kovno might be captured; but, only one of these is an objective hex, and the loss of even three cities can be borne by the Russians in 1914 or

1915. Major success in the West, on the other hand, will force the Russians to attack German or Austro-Hungarian positions to cause casualties and to threaten objectives. The end result of such an offensive will be a gradual weakening of the Russian army, particularly since the Russian forces are more effective defensively than offensively. Thus, the German offensive push in the West has a much better chance of effectively weakening both the French and Russian armies than does such a push in the East.

The offensive in the West can conquer the Belgian cities by the end of August against virtually any defense. Some examples will suffice. The Germans can mass six 5-7-4 infantry corps, the two siege artillery, two regular artillery, and three 4-4-5 cavalry corps against Liège, assuming that the three cavalry corps, a regular artillery, and the 3-2-2 siege artillery start in M10. The total offensive power is 54 combat factors, to which the fortress engineer can be added (it has no other role until level 3 entrenchments are built) if desired. Against three Belgian infantry divisions in Liège, two separate 5-1 attacks can be launched, assuring elimination of the defenders since the Belgians cannot retreat in August, plus a soakoff against the third. In the second movement phase, the remaining infantry division is AVed (unless there is a very lucky BD die roll despite the -3 DRM on the soakoff), as is the Belgian cavalry unit in Antwerp. If the cavalry unit replaces one of the infantry corps in Liège, the addition of the fortress engineer will provide three 5-1 attacks that clear Liège of Belgian troops. The remaining infantry unit in Antwerp can then be AVed with 40 factors in the second movement. If only two infantry units defend Liège, they are eliminated in two 5-1 attacks, and the remaining infantry and the cavalry unit in Antwerp can be AVed with 48 combat factors. In any case, except when all three infantry units start in Liège, it is essential that the 5-1 attack including the 3-1-1 siege artillery be taken last so that it can advance into Liège and thus be able to move adjacent to Antwerp in the second movement. Also, given possible casualties with AE, AD, or AA results in the soakoff or DXs or BDs in the 5-1 attacks, it is necessary to have reserves available on the Belgian frontier or in Luxembourg to have sufficient troops available for the necessary AVs in the second movement.

The other place where the German offensive can gain ground is against hex L12. With three attack hexes available, good odds can be achieved. If three French infantry corps start in L12 and only one survives, an AV is possible against the survivor in the second movement, leading to German pressure in following turns against L13 and K12. If the French player has been careless enough to leave Verdun unoccupied, it can be captured in August. If nothing else, German units in L12 will force the French units in Verdun to attack in their August turn, leaving them with only a -1 DRM on defense for September.

Other German attacks in August may not be necessary given that the French must counter-attack. Probing attacks from two hexes against Nancy might be useful in conjunction with the assault on L12. If the French have stacked only two corps on a hex further south, a 3-1 and 1-1 (-1 or -2 DRM) might—with luck—create a gap in the

French line. If German units occupy that gap, the French must eliminate them, probably at the cost of achieving good defensive positions further north. Barring an opportunity to create such a gap, low odds attacks hoping for a DX result can more profitably be saved until September when the French army is weaker.

In September and following months the Germans must continue their advance where feasible. If L12 has been occupied, L13 is a possibility and eventually Nancy. An opportunity against Verdun might be present if K12 can be occupied and the siege artillery brought forward. How hard the Germans are able to push will clearly be a function of casualties suffered by both sides. Bad German die rolls and good ones by the French during their August counteroffensive could severely limit German chances for a quick victory. Russian pressure in the East could become a major factor. The German commander may well be faced with a choice of vigorous pursuit of the campaign in the West and sacrificing ground in the East or sending replacements to the East and losing momentum in the West. There is no "right" decision. Much will depend upon chances of success in France, the danger generated by the Russians in the East, and even the progress of the campaign in Serbia.

In the East the German moves will be reactive. Units can be setup one hex from the common border so as not to have units in Russian ZOC at the outset with the resultant possible movement problems. The necessary border hexes can be occupied readily enough since the Central Powers move first. It might even be advisable to occupy forward hexes with single units to slow up Russian advances toward Königsberg, Breslau, or Danzig, provided there is no chance of an AV. Opportunities may even exist to occupy key jumping off hexes on the Russian side of the border. Selective high-odds attacks might be considered to occupy the hexes in question if they are weakly defended. It may be possible to spare a German unit to garrison Cracow for the Austro-Hungarians. Such a garrison will force the Russians to fight for the city with the appropriate commitment of troops—troops that will not be available elsewhere.

A possibility does exist for an offensive in the East, notwithstanding the limited, short-term rewards available. The Germans deploy as strong an initial force in the East as possible, and an appropriate number of German corps and artillery support setup entrained in the West. If the Russian placement leaves openings, these units can move by rail to the Eastern Front (principally to the Polish border areas) and launch an offensive against any exposed Russian units. Even six 5-7-4s and two 3-3-3s can make a big difference in attacks. If the Russian setup is a cautious one, the units simply detrain and join the offensive in the West.

The Western Allies

The options available to the Belgians were detailed above, and all of them are relatively bad. Since Liège and Antwerp can fall to an appropriate German opening, the only choice for the Belgians is how to hurt the Germans the most. Perhaps the best option is placing all three infantry units in Liège. This placement virtually ensures at least one German combat loss in a soakoff and the need to

AV the remaining unit in Liege in the second movement phase. This AV will tie up 40 German combat factors at Liege, preventing them from reaching the front line where French units will now be engaged in the August counteroffensive. Preventing the first movement fall of Liege will also leave the German cavalry corps out of supply, limiting their penetration towards the French border on the second movement phase. These accomplishments are not insignificant ones, and can help contribute to a better Allied turn in August.

The French are in the unenviable position of probably having to bear the brunt of the German offensive in the early months of the war. Thus, their strategy is defensive in orientation, barring the August turn when they *must* counterattack. They are forced to defend Lille and Verdun at all costs, and Nancy and Belfort to a lesser extent, to keep their replacement rate up. It is imperative that the common border with Germany and Luxembourg be garrisoned with three infantry corps per hex. Given the importance of L12, it should get the strongest possible stack—three 4-6-4 infantry corps and one of the artillery units. This garrison will come closest to preventing a German advance into the hex, thus keeping the troops in Verdun safe from the compulsory counteroffensive in August. Verdun itself, of course must have a garrison. The other hexes south of L12 should be garrisoned strongly as well to prevent the possibility of a DE result and a BD opening a gap if only two corps are present. The cavalry corps cannot be used since a bad result against one infantry corp and a BD against an infantry and a cavalry corps in a soakoff will leave the cavalry unit in a position to be AVed, thus opening a hole in the line. Since the French have more than enough units to prevent this possibility, there should be no problem in avoiding this danger. The only other possibility for the Germans to create a hole is if they manage to get a DX at relatively low odds. There is no defense against this possibility; if the Germans want to take the chance of this type of attack, the French will simply have to live with the results.

Whatever troops remain are, of course, placed on the Belgian border to advance in response to the anticipated German invasion. If the Belgians do tie up troops around Liege, the German front lines should be relatively weak, permitting reasonably favorable August attacks. Some of the cavalry corps should be placed in the north since, if the Germans fail to capture Antwerp, they may well be in a position to isolate it. Given their greater speed, these units will be the only ones capable of moving through German ZOC to reinforce Belgian units in the city.

The British forces will simply be adapted to the French strategy. The BEF, when it arrives, will probably reinforce the French in the north. The only real choice for the British is whether to split up the three big infantry corps or keep them as one stack to defend a key hex. If Lille is in danger, for example, the three infantry corps and the artillery unit provide the largest defense factor available anywhere. If such a group is defending Lille in November or December, the best the German can probably hope for is a 1-1 on the 27 combat factors with a +1 DRM if the siege artillery are present as well as two field artillery units. In a 1-1 attack, the German can capture Lille if he gets "lucky" and rolls a DX. Of course, Lille could be recaptured with a French counterattack against the survivors, avoiding the German victory in 1914. Separating the three infantry corps leads to a stronger defense down the line, but the quick disappearance of the 6-8-4s is likely to occur with BD or DD results. Ultimately, the tactical needs of the moment will determine the disposition of the British forces. Also, the British will have to be careful not to lose accumulated replacement points, although the cavalry corps can be ventured in attacks to avoid this possibility. Ultimately, of course, the BEF

units will be lost in combat; therefore, efforts to save them will be temporary in nature. Once 1915 arrives, the British can make exchanges to create new units, or if the draft rule is being used, create new ones.

Austria-Hungary

Of all the major powers in the war, Austria-Hungary has the worst continuing strategic position. There are too many fronts and too few troops available throughout the game. The Austrians are virtually guaranteed of being forced to fight a two-front war, and at times will undoubtedly be involved on three fronts. It is no wonder that the Austrians were in difficulty throughout the war!

In August of 1914, a decision has to be made in terms of how large a force should be detailed to deal with Serbia. If the Central Powers decide to make a maximum effort to win the game in 1914 by capturing eleven objective cities, then Serbia gets only a screening force. The Austrians must concentrate on saving Lemberg. If Lemberg is held, and if the Germans hold on to Konigsberg and Breslau, and if Lille or Verdun is captured, then Serbia does not matter. If the Central Powers do not win by December, however, the situation becomes very difficult for the Austrians. The Serbians will be entrenched with replacement points accumulated and will be occupying mountainous terrain in southern Serbia. The Italians may open a third-front threatening Trieste. The Austrians will be stretched so thin that victory over Serbia will not be achievable until Bulgaria joins the Central powers in 1915 (the historical pattern). In fact, if Serbia stays in the war past early 1915, it is unlikely that the Austrians will be able to defend their extended lines without German help. In effect, the quick victory attempt in 1914 either succeeds or most likely leads to the eventual defeat of the Central Powers as Austria crumbles. The gamble may be worth the effort, but the consequences of failure must be borne in mind.

The other strategic possibility for the Austrians is to try to eliminate Serbia from the war as soon as possible while holding on as best they can on the Carpathian front. The defeat of Serbia will then permit the redeployment of units to Italy in time to meet the attack by the defector from the Triple Alliance (between Austria-Hungary, Germany, and Italy prior to the war). The units stationed on the Eastern Front probably need to comprise roughly 60% of the available Austrian forces and should include the strongest defensive units. In effect, the defensive forces for Lemberg and Przemyśl should be all infantry units, including the big infantry corps. These forces will have to hold against a possible Russian offensive with whatever help the Germans can offer. Cracow could probably be left undefended given its relative unimportance. Of course, if the Russian setup permits, it will be possible for a German unit to cross the border to garrison Cracow, forcing the Russians to at least fight for the city.

The attack on Serbia with the remaining 40% of the Austrian forces does not pose difficulties in terms of ultimate victory, but it must be accomplished as swiftly as possible. Belgrade cannot be defended and will either be occupied or fall relatively easily. The Austrians can concentrate on maneuvering the Serbian army out of successive defensive positions, either by selective attacks or flanking movements. The combination of attack and maneuver will force the Serbs back as their supply line to Skopje is continuously threatened. This constant pressure on the Serbians will make it difficult for them to entrench and gain the additional DRM on defense. Finally, Skopje will be invested. The Austrians do not even need to assault the city since the Serbian defenders will be out of supply. (Skopje and its defenders should probably be con-

sidered supplied until the city can no longer trace a supply line to Salonika or Durazzo. Technically, once Belgrade is captured, Skopje cannot trace supply to another friendly city, unless of course Durazzo is occupied.) With Skopje isolated, the only choices left to the Serbian army are starvation or desperate attacks at half strength. Ideally for the Austrians, the defeat of Serbia can be accomplished with few casualties, permitting replacements and reinforcements to go to Transcarpathia to defend the Galacian cities or to the Italian Front.

The forces attacking Serbia should include the railroad engineers, three of the initial artillery units, and all of the cavalry units. The +1 DRM for the six artillery factors, when they can be brought to bear, will be important for assaults on the Serbian units in the rough terrain of southern Serbia. Their value on defense is relatively limited (two factors often will not be important, particularly if they are included in a soakoff at less than 1-1), so there is little need initially to send them to the Carpathian Front. In any event, the new artillery units that will appear can be built in Lemberg, Przemyśl, or Cracow. The railroad engineers are necessary in the south to open the rail line to the Rumanian and Bulgarian borders as well as to extend the Austrian supply line south into Serbia.

All the cavalry should be on the Serbian front. These units have two important advantages in this area. First, their movement factors will permit them to move two hexes through rough terrain, an impossibility for all but three of the infantry units. With mud, the 4-4-5 cavalry corp is the only unit that can manage two hex movement. Second, these units have attack values equal to the equivalent infantry units, so no offensive punch is lost. Their weaker defensive values are not a great liability, given the weak offensive power of the Serbian army. In fact, if they invite Serbian attack their defensive factors could be an advantage. ADs, BDs, and DXs are almost always more costly for the attacker, and any Serbian units lost in this fashion make the Austrian offensive that much easier. The cavalry units could even be a liability in Transcarpathia since they would offer the Russians an easy target in an assault on a particular hex. It is much easier to achieve a 4-1 against a 3-3-4 cavalry corp than a 3-5-3 infantry corp.

The value of cavalry units in Serbia is such that it would even pay for the Germans to send a cavalry corp to the south. This unit could then free up an Austrian infantry unit to defend Cracow. Again, the Austrian infantry unit will be more valuable in Cracow and the German cavalry corp in Serbia, and every effort should be made to take advantage of the strengths and weaknesses of the units. If a 4-4-5 corp is sent south, it should operate in conjunction with the Austrian 1st Cavalry Corp whenever possible to permit the Central Powers to take a casualty on an AD or BD from whichever army that can best spare it.

Once the offensive shifts to the Central Powers in the East, then the Austrian forces, including cavalry, will have a role to play in the battles to come. But the Austrians will always be stretched thin. There will be more or less continual involvement on the Eastern Front, the battles in Serbia in 1914 and perhaps 1915, the Italian Front from early 1915, the Balkan Front when Greece joins the Allies or is invaded, and the need to confront Rumania in 1916. The Austrians alone will always be hard-pressed, and force deployments after 1914 will be largely reactive. The Austrians will soon be fighting where the danger is the greatest. Thus, it is almost imperative that Austria take advantage of the strategic option available in 1914 to defeat Serbia as quickly as possible.

Serbia

The Serbian army is, of course, in an ultimately hopeless position. Whenever the Central Powers

are truly determined to eliminate Serbia from the war, they can do so. If nothing else, the Bulgarian entrance into the conflict should finish Serbia. Still, for the Allies the Serbs do have a role to play—that of tying up Austro-Hungarian forces for as long as possible. Generally, the Serbian army will setup on the heights overlooking the Danube valley, leaving Belgrade as an open city. A possibility for the initial setup is to leave one infantry corp in Belgrade. Such a placement will force the Austrians to assault the city since the Austrians need to take Belgrade to guarantee supply lines by rail conversion for the push south. The sacrificial unit will delay Austrian penetration to the south, and if delaying tactics are effective the onset of winter snows could prolong Serbia's survival due to supply limitations on the Austrians. The placement of a unit in Belgrade will also guard against the possibility of an Austrian decision to send only screening forces to Serbia. Such forces may not be able to guarantee the fall of the city.

The Serbian forces, in general, need to survive as long as possible to tie up the enemy forces. Thus, they will trade space for time. Only when Skopje is in danger of being invested should the Serbian army consider attacking. Given the advantages to the defense, the Serbian commander should never venture his troops in an offensive in earlier periods unless he has accumulated replacements and the Austrians are passively sitting on the border. In southern Serbia, the weak offensive power of the army and the terrain will make all attacks costly. Let the Austrians suffer the casualties. The longer the Serbs hold out, the weaker the Austrians on other fronts. If the Austrians collapse in the face of a Russian offensive in the East and German forces come to their ally's aid, Serbia can even indirectly aid the French in the West.

The Serbs do have one other card to play. The cavalry corps should be positioned so that it can reach Durazzo in August. Control of the city will give the army another supply source, thus making it more difficult for the Austrians to maneuver the Serbian forces back toward Skopje by threatening to isolate them. Such troops could form a potential threat to the Austrian advance if they can use Durazzo as their supply source while threatening the Austrian line of supply.

Tim Williams mentioned in a letter to the *General* that Montenegro joined Serbia in the conflict after the Austrian declaration of war. Even if Montenegro does join Serbia, its role is very limited. One infantry corp accomplishes relatively little in this war, particularly when it is virtually required to garrison its own capital to prevent a quick conquest of the country. The capital can also be easily isolated; therefore, the effort required by the Austrians is minimal. He also mentioned, correctly, that Serbian-Montenegrin troops continued to fight after the fall of their major cities. The continued activity of these forces consisted of a withdrawal in winter to the Albanian coast to be evacuated by Allied ships. All heavy equipment (artillery) was abandoned on the march, and by the time the survivors reached the coast they were no longer an effective fighting force. The remnants of the two armies were evacuated to Corfu where they underwent extensive refitting. They eventually did reappear as combat formations in 1918 on the Balkan Front. Thus, the removal of all the Serbian forces that remain after the fall of Skopje is both appropriate and in effect historically accurate.

For the purist, any Serbian or Montenegrin formations that can reach the coast in Albania after the fall of Skopje can be exchanged at the rate of two combat units for one 2-4-3 infantry corp, rounding up. These corps will reappear two years after they reach the Albanian coast as reinforcements in Salonika or Durazzo if either is held by the Allies. In order for these formations to reach the coast at all, it should be noted, Durazzo will have to prob-

ably be an Allied supply source.

Russia

Russian options are generally predicated on the actions taken by the Central Powers on the Serbian and Western Fronts. If the Germans mount an offensive in the East, the Russian goal will obviously be to defend its own territory, but the Germans will already have foregone the chance of maximum damage and perhaps a quick victory over the French. If the Austrians concentrate in Transcarpathia, the Russian army can also consider adopting a defensive posture unless or until German successes in the West threaten to bring about an automatic victory for the Central Powers. In either case, the Russians will be emphasizing their strong suit—which is defense. Russian combat units have 156 offensive and 234 defensive factors at the beginning of the game, and by October 1914, assuming replacement of all losses, there are 204 offensive factors and 310 defensive factors. Thus, in a very real sense, the Russian army is 52% stronger when not having to undertake a major offensive to bail out the Western Allies. The Russian artillery, like all other artillery, tend to be more effective on the offensive, but the Russian artillery requires three hex attacks to gain the +1 DRM. If the Central Powers place strong forces in the East in fear of the Russians, troops will be tied up in response to the simple existence of the Russian army. If pressure is kept off France and Serbia without any major offensive, the Allied position is greatly enhanced.

It is more likely, of course, that the Russian army will have to mount an offensive as key objective hexes in the West will be at least threatened. The Russians are almost forced to advance and at the very least inflict casualties. If the offensive either gains ground or inflicts meaningful casualties, troops will be diverted from other fronts. Even an offensive directed only against the Austrians, if successful, should ultimately force a German reaction. The Russians have basically three offensive options available. A major offensive can be launched against East Prussia. Or, the Austrian positions around Lemberg can be the target. Finally, there can be an effort directed against both.

An offensive against the Austrians is inviting. The Austrian army is weaker and more exposed. There are three cities to defend, and Cracow cannot be easily integrated into any defense line. Given the limited number of Austrian units, the offensive will certainly gain ground, and the Austrians have to be careful that their railline to Budapest is not interdicted. Lemberg is an objective hex, and its capture will make a 1914 Central Powers victory unlikely. Finally, a successful offensive could capture three cities and severely limit the Austrian war effort. Other than large numbers of units, the only specific dispositions the Russians need to make for an Austrian offensive is to position a railroad engineer at RR17 to begin to convert the Austrian railline so that south Russia and Rumania are no longer out of rail link with the rest of Russia. Conversion of the railline might also make supply easier when bad weather occurs. Cavalry units should be stationed to the southeast of Lemberg to operate in the mountains. Their greater mobility will make it easier to flank Austrian positions.

East Prussia is a much tougher proposition. German units are stronger. The higher replacement rate for Germany will give the Germans more flexibility in deploying reinforcements. There is even limited sea supply that can prevent units from being isolated in Königsberg if it is cut off (and the unit supplied per turn can be changed each month to prevent any unit's elimination). Königsberg, the key objective hex, is a fortress city, making a successful assault much more difficult than is the case of an assault on a city such as Lemberg. The Tannenberg Lakes break up any offensive into two avenues initially which will limit the number of

three-hex attacks available. An East Prussian offensive does provide a number of positive benefits. It should directly either drain troops from the West or divert replacements. It also directly weakens the more important and more dangerous of the Central Powers. East Prussia is a large salient and can be threatened in two areas. Russian rail communications are better in this area, and thus it is easier to open supply lines and keep them open. Kovno and Warsaw provide nearby replacement centers for new troops, including artillery which could be brought into action the turn after creation. In effect, a Russian offensive can be more readily sustained in this sector, even in the face of casualties. The Austrians will constitute, at best, a minor threat to the south. If highly successful and lucky, such an offensive could capture Königsberg and Danzig and permit the establishment of an excellent forward defensive line along the Vistula. For this type of offensive to be successful at all however, it will need to be a massive one. A major force will have to strike east towards Königsberg and another north from Warsaw (fortunately with better coordination than was the fact in history). A railroad engineer will be needed in the north to advance the railline from Kovno. The offensive will have to be pressed in the face of high casualties. While the chance of success will be somewhat less than is the case of an Austrian offensive, the rewards will be proportionately greater.

A double offensive is going to have the disadvantages of either single offensive without all of the offsetting advantages. Casualties will be heavier and the Russian army will be weaker later on in the game. Neither Germany nor Austria-Hungary will be badly hurt. Still, such a dual offensive could still be effective and draw troops from other fronts. This type of offensive, however, must be primarily designed to inflict casualties rather than capture cities. The cities may be cut off and isolated, but given the costliness of direct assaults on urban positions (particularly fortresses) it would be the troops around the cities that would bear the brunt of the offensive. Casualties to both the Germans and Austrians could well be sufficient to prevent a victory in 1914 for the Central Powers.

Action west and southwest of Warsaw should be limited under any option chosen. Supply lines are extended, particularly southwest of Warsaw. When the snow comes, Russian units in or around Cracow could be out of supply. A push along the Berlin-Warsaw railroad has a long way to go to accomplish anything. Still, cavalry units should be stationed in these areas to take advantage of any opportunities that might open. They can at least stretch the German defensive lines and force the commitment of additional units. The cavalry can also more effectively threaten Breslau and tie up German units there as well. The third railroad engineer should be located on the railline to Berlin. He can extend Russian supply lines, and although he may be eventually eliminated, the Russians are not likely to have great need of railroad engineers in 1916 and 1917 (they went over to the Bolsheviks anyhow). In addition, since the raillines must later be reconverted by the Germans, any eventual counteroffensive will be slowed.

The key dispositions for the Russians are their cavalry and rail units. Regardless of the offensive chosen, the cavalry should be in western Poland and east of Lemberg. The railroad engineers should be respectively near Kovno, west of Warsaw, and east of Lemberg. Of the offensive options, an assault against the Austrians is probably the surest. It will capture cities and, indirectly, draw off German troops. However, no opportunity to inflict casualties on the Germans should be missed. An active defense is possible. And finally, the three crack 4-6-4 corps should operate as a group. Otherwise, they will quickly be attrited by AD, BD, and perhaps even DD results.

Other Countries

When Turkey and Bulgaria have entered the war, they have relatively limited roles to play. Turkey's early role is effectively limited by the fact that it is isolated from Germany and Austria-Hungary by neutral territory until Bulgaria enters the war late in 1915. Turkey must always be aware of an Allied invasion in the Dardanelles. Once both countries are active, they can provide troops against Serbia if that country is still hanging on. They also have forces that will be useful for action against Rumania in 1916 and for service on the Balkan Front in 1917. They might even be able to provide a few corps for duty on the Eastern Front (but, see below for geographic limitations that might be incorporated). Rumania and Greece have similar roles to play when they enter the conflict, although Rumania will be lucky to simply *survive* as a belligerent. The American forces will go where they are most needed at the time that they begin to appear.

Italy, with its early appearance in 1915 has two choices. The Italian troops can be used to attack the Austrians on the Italian Front as they did historically, suffering high casualties against prepared (entrenched) positions in mountainous terrain. Such attacks will gain ground but slowly at best, and they may not even inflict major casualties on the Austrians. If things are going badly on the Western Front, Italian troops could provide badly needed reserves to prevent German gains. Once the Balkan Front is opened, the Italians might find the deployment of troops to this area to be more fruitful than frontal attacks in northern Italy, although the number of units sent will be limited by sea supply capacity.

Some Final Comments

It should come as no surprise that the above comments replicate history in broadest form. The discussion assumed that massive attacks on a front would not all be successful and that cities and fortresses would not fall at the first attack. It will not always be possible to get 5-1 odds on every unit in a stack, and ADs will occur. A major German push in the West and a Russian offensive in the East are the usual patterns that develop in 1914 with these assumptions. To a certain extent this situation results from the game design; but then, the game as a simulation reflects the capabilities and relative positions of the countries involved. The comments also clearly indicated the importance of supply lines and railroad conversions. The Austrians have nothing to fear from a Rumanian offensive (and vice versa obviously) through the mountains east and southeast of Budapest simply because the troops outrun their supply lines very quickly. Thus, offensives, particularly on the Eastern Front, are tied to railines. As a result, single units fighting rear guard actions can effectively slow up advances by preventing for one turn activities by railroad engineers.

The discussion above concentrated on the German, Austrian, and Russian options since there are the countries with flexibility in 1914 and decisions to make. The Western Allies and Serbia basically have to take what is given to them. The most basic decision the Central Powers have to make is whether to seek a quick victory. If so, Serbia is ignored, at least until the Bulgarian entry. Victory through an Eastern offensive, while not as quick, might be preferable to trench warfare in the West. Again, Serbia breathes more easily. If the Central Powers accept the prospect of a long war, Serbia gets more attention. One of the reasons it received so little attention historically was that the Austrians believed Serbia could be quickly defeated with a relatively minor effort. Such was not the case, and in *GUNS OF AUGUST* a flexible Serbian defense

should keep that country in the war at least until December, 1914. If the Central Powers undertake a quick victory attempt in the West, a Russian offensive is forced (historical case). An Eastern offensive by the Central Powers will require Russian defense and Western Allied pressure in 1915, probably including a Gallipoli-style invasion. A long war approach by the Central Powers will give the Russians their greatest flexibility.



Included below are some additional comments on various aspects of *GUNS OF AUGUST*. Basically, they reflect historical conditions and do not add any great complexity. Still, they may be interesting to incorporate into a campaign game.

Geographic Limitations. Some realistic geographic limitations might be placed on some of the participants in the war. Bulgarian infantry appearing on the Italian Front to bolster the Austrians was unlikely. Both the Greeks and Bulgarians had localized interests and attendant territorial demands in World War I, thus their units are limited to the Balkans (defined as Greece, Turkey, Serbia, Montenegro, Albania, Bulgaria, and Rumania). Bulgaria also had a traditional friendship with Russia, thus limiting the likelihood of Bulgarian troops on the Eastern Front. Serbia and Montenegro, as well as Rumania, had claims on Austro-Hungarian territory, so their area of operations can also include the Eastern Front, an unlikely event given the scarcity of units. Turkey, being at war in the Caucasus, can send units to the Eastern Front. [In fact, Dimitry L. Lehovich, *White Against Red: The Life of General Anton Denikin* (New York, Norton, 1974), page 63, mentions that the Brusilov Offensive drew two of the better Turkish divisions from Salonika to the east to help shore up the lines of the Central Powers.] Troops from other countries are free to go wherever they are able.

New Builds. If the geographic limitations are used, new builds can be permitted for the smaller countries that lack the ability to create units by exchanging larger ones. These new builds occur only with a special set of circumstances. First, these countries must have accumulated 20 replacement factors and be in danger of losing the excess that is about to occur. Secondly, the new builds can only be used to the point of avoiding the lost replacement points. In effect, one new unit will be allowed per month until casualties occur. The size limitation on the Bulgarian or Rumanian armed forces, for example, did not reflect a lack of manpower, but a lack of equipment and supply capacities. If one of these countries is left in peace long enough to accumulate such a reserve of replacement factors, it would logically be able to equip some new units for the armed forces. Parenthetically, this option also provides a penalty to the side that decides to ignore a smaller country as a means of keeping its units out of combat. In the case of Serbia, the Austrians have an additional reason not to ignore the country for too long.

International Coordination. Optional Rule 26.2 provides for a -1 DRM for attacks with forces of more than one country and +1 DRM for attacks against hexes defended by units of more than one nation. To some extent, this rule is not particularly reasonable. For the Central Powers, Germany was clearly the major ally and joint formations were common. Austro-German formations were very effective on the Eastern Front and in the quick conquest of Rumania. Turkish troops at Gallipoli were under German command as well. Thus, German troops operating with forces of allies suffer no modifications. For the other allies, however, coordination was not so certain or easy. Turkey and Bulgaria had fought each other in the two recent Balkan wars; and Austrian expansion into the

Balkans had led to disputes with other countries in the area. Thus, troops from these countries do have a DRM when operating jointly without German troops.

For the Russians, Rumania and Serbia should be exceptions to the modifiers. Rumanian corps served under Russian unified command until the Rumanian capitulation. If Serbian troops had ever linked up with the Russians, no major conflicts in coordination were likely. Russian cooperative attacks or defenses with other countries should suffer the adverse DRMs.

The major Western Allies had conflicting goals in the war, and there were constant disagreements over offensive and defensive strategies and command structures. Arguments also occurred in terms of where offensives would be mounted and which country would have the major role (what price glory!). General Pershing, and the Americans in general, resisted efforts to incorporate American regiments into existing British and French units. Thus, British, French, Italian, and American units in joint actions suffer the DRMs. Belgium was suspicious of everyone, thus the DRMs hold for cooperative actions with Belgian troops. In the Balkans, the recreated Serbian army units fought under British and French command with no apparent problems, hence no modified die rolls. Italy, however, had territorial claims, some of them in conflict with Serbian designs, so the DRMs remain. If Montenegrans enter the war, they share the same modifiers as the Serbians, and there is no DRM for their joint attacks or defenses, notwithstanding the dynastic disputes between the two ruling houses.

Greece was in a somewhat peculiar situation during the whole war with a pro-Allied prime minister (who was also a general) and a pro-German king. The Allied beachhead at Salonika actually existed before Greece entered the war with the Greek army functioning in a state of armed neutrality against the Allies for a number of months. (Rule 29.34 with its various possibilities reflects this general situation.) Given the divisions among the political leadership and lack of firm commitment, Greek units have the DRM whenever they are involved with units of any other country. The DRMs (or lack thereof) are summarized in the accompanying table. Any other neutrals or countries that end up on the non-historical side can be assumed to suffer the DRMs.

Die Roll Modifiers for Units in Joint Attacks

Country Pairs	- 1 for Joint Attacks or + 1 for Defending Same Hex	
CENTRAL POWERS		
Germany-Austria	No	
Germany-Turkey	No	
Germany-Bulgaria	No	
Austria-Bulgaria	Yes	
Austria-Turkey	Yes	
Turkey-Bulgaria	Yes	
ALLIES		
France-Britain	Yes	
Belgium-Anyone	Yes	
France-US	Yes	
Britain-US	Yes	
Britain-Portugal	No	
Portugal-Anyone Else	Yes	
Britain-Serbia	No	
France-Serbia	No	
Serbia-Montenegro	No	
Italy-Anyone	Yes	
Russia-Rumania	No	
Russia-Serbia	No	
Russia-Anyone Else	Yes	
Rumania-Anyone Else	Yes	
OTHER		
Greece-Anyone	Yes	
Neutral Invaded-Anyone	Yes	
Country on Non-Historical		
Side-Ally*	Yes	

*Examples would be Bulgaria as an Allied or Rumania as a Central Power.



AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	33	2596YOV	1
2.	B. Dobson	8	2368RJR	2
3.	P. Siragusa	27	2152DGI	5
4.	B. Sinigaglio	18	2150GHI	4
5.	D. Burdick	32	2144GFM	6
6.	T. Oleson	42	2140WXZ	3
7.	D. Garbutt	31	2126FHM	7
8.	E. Mineman	3	2090CEE	8
9.	F. Preissle	30	2052LMX	9
10.	P. Kemp	4	2024EEI	10
11.	J. Kreuz	27	2016FGK	11
12.	J. Zajicek	36	2004HJQ	12
13.	M. Sincavage	22	1991DEI	13
14.	W. Scott	30	1957JHS	15
15.	P. Ford	13	1946GCO	14
16.	R. Leach	35	1944HLR	19
17.	J. Beard	22	1928GHO	25
18.	M. Simonitch	3	1927CDF	16
19.	L. Kelly	26	1916VWZ	23
20.	P. Flory	9	1910CFI	18
21.	F. Reese	13	1898GDF	21
22.	F. Freeman	7	1897EEF	22
23.	R. Phelps	14	1888GIP	26
24.	B. Remsburg	16	1886GIO	17
25.	J. Anderson	9	1876DDE	27
26.	P. Landry	7	1870GHM	28
27.	D. Munsell	28	1864GFK	29
28.	W. Ownbey	2	1862CEI	20
29.	J. Sunde	8	1860KKS	24
30.	R. Beyma	8	1836CCE	31
31.	S. Martin	26	1828GIL	32
32.	N. Cromartie	18	1823GGN	34
33.	C. Wannall	9	1813GKO	30
34.	B. Sutton	1	1806DFE	—
35.	B. Downing	22	1803FHL	35
36.	B. Giodano	1	1802CDG	—
37.	E. Miller	19	1801GJP	36
38.	J. Baker	5	1799CDI	50
39.	R. Hoffman	19	1798EGL	37
40.	B. Armstrong	5	1796EFK	38
41.	F. Ornstein	16	1784FGL	39
42.	B. Schoose	13	1782FHL	33
43.	G. Charbonneau	7	1780DFI	40
44.	D. Greenwood	33	1779FFJ	41
45.	C. Olson	16	1778DEJ	43
46.	P. Gartman	2	1777FDC	44
47.	B. Salvatore	1	1772FJM	—
48.	D. Kopp	5	1770EHL	45
49.	R. Jones	9	1769GJN	46
50.	G. Smith	7	1761EEK	47

MEET THE 50 . . .

Mr. William Dobson is 31, divorced and father of twins, and carries an E-6 rating in the United States Coast Guard.

Favorite Game: TRC and any of the AH classics

AREA Rated Games: % Time PBM: 10%

AREA W-L Record: Play Preference: FTF

Gaming Time/Week: 10 hrs.

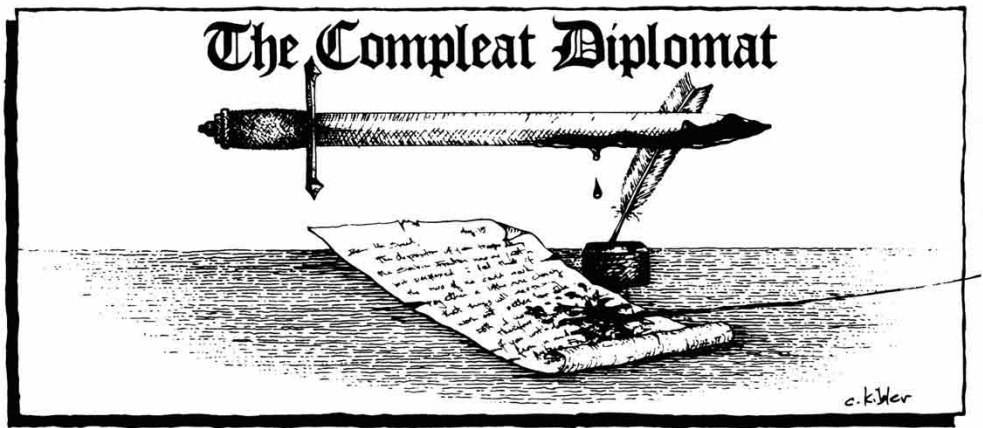
Hobbies: Rebuilding classic automobiles

Pet Peeve: Players who act like they are fighting the war for real.

Mr. Dobson stresses the inventiveness of the superior player and his careful attention to the rules:

"I have found that many play history rather than the game and so lose to the more inventive players. Read your rules! If you can charge across an open field under the rules, do it. Just because such an action was not done historically in that particular battle does not mean you cannot do it. Be inventive. Try different tactics from those used by your real life counterpart. You may find that the side that lost the battle could have won with but a different tack."

The Compleat Diplomat



ENGLAND: WHITHER

by Rod Walker

England's opening army in Liverpool frequently presents a problem: where should it be moved? Given that very little is certain at this stage in the game, the possibilities are still fairly limited. Even so, the English player will want to do some serious thinking before he writes his first order for A Lpl.

The army's order will depend largely on where the English fleets go. There will be times when England will open with F Lon-Eng, F Edi-Nth. This may be interpreted as a defensive measure against an openly hostile France or it may be a massive assault on the Continent. In those instances the army should be ordered to York or Wales, depending on which option the player is about to exercise. Since I plan to discuss this opening in a later column, I will but mention it here—with one additional aside.

If France is hostile, England is in trouble. France is the only nation which can attack England directly in 1901 (although the opening F Lon-Eng prevents this), can sneak into England's rear (F Bre-Mid and then—Iri) in 1901, and can rival England's naval power by 1902. If France isolates England diplomatically (Italy is neutral, Germany is allied with France, Russia is neutral or allied with Germany), the defensive F Lon-Eng only postpones the inevitable—unless England can turn the diplomatic situation around in a hurry.

The majority of English players work out an alliance with France, or an agreement of mutual neutrality, at the beginning. (Whether this is honored is another matter.) England then opens his fleets with F Edi-Nrg and F Lon-Nth. Omitting various useless orders, the alternatives for the Army of Liverpool are movement to Edinburgh or to York. Generally speaking, the former is aggressive and the latter is defensive.

Let's consider the Yorkshire alternative first. There will be times when the English player does not really trust the French . . . not so much that he will want to order F Lon-Eng and wind up antagonizing France needlessly, but enough that he will want to protect London from a surprise attack. A Lpl-Yor is then a fine covering move. If France does not move F Bre-Eng, nobody is offended and England can then see about putting the army into a neutral center . . . Norway if an attack on Russia is in the works, or Belgium if France or Germany wants an English alliance and an extra army to help. (I have seen English diplomacy so adroit that both France and Germany supported A Yor-Bel in Fall 1901).

If France does move F Bre-Eng, then England can order A Yor-Lon. This will keep the French out of London if their fleet moves to the capital or it will go in if the French opt for the tactical advantage of

ARMY LIVERPOOL?

F Eng-Iri. In the latter instance, the English player will then not be able to build in London but, if he gets a build at all, will probably want to build a fleet in Liverpool.

The English fleets, meanwhile, have a number of options:

- a) F Nrg-Nwy, F Nth-Bel (hoping for German support)
- b) F NrgNAt, F Nth-Nwy (hoping to outflank the French)
- c) F Nrg-Nwy, F Nth-Eng (hoping to come in behind the French fleet if it moves to the Irish Sea)
- d) F Nrg-Nwy, F Nth (S) GERMAN F Hol (or A Bur) (or A Ruh)-Bel (Germany may demand something like this as the price of not allying with France against England)

Generally speaking, however, the English player would probably prefer to open with a A Lpl-Edi. This gives him greater flexibility than A Lpl-Yor. It also has a couple of disadvantages, which he should consider before making this choice. First, it will be viewed as mostly anti-Russian, which might antagonize the wrong person. Second, it leaves to the fleet in the North Sea the job of covering London if France does stab with F Bre-Eng. In that event, the English player's options are considerably reduced and he will have a harder time of it. If Russia has ordered Army of Moscow to St. Petersburg also, this means England will probably build zilch and may not survive very long in the game.

So, hoping the roof doesn't fall in, England orders A Lpl-Edi. When 1901's Spring dust settles, he sees no would-be Napoleons in the Channel. Bully. Now he has a fleet in the North Sea, another in the Norwegian and an army in Edinburgh—a position of great flexibility and power. The army is in a position to be conveyed to Norway by either fleet, or to one of the Low Countries or Denmark by the North Sea Fleet while the other takes Norway. At least five major options exist in this configuration:

- a) A Edi-Nwy, F Nth C A Edi-Nwy, F Nrg-Bar (attacking Russia)
- b) A Edi-Nwy, F Nth C A Edi-Nwy, F Nrg S A Edi-Nwy (or vice-versa; if the Russian has ordered A Mos-StP, either will guarantee the capture of Norway)
- c) A Edi-Nwy, F Nrg C A Edi-Nwy, F Nth-Den (or Bel or Hol) (if England is in a position to antagonize Russia plus Germany or France)
- d) F Nrg-Nwy, A Edi-Den (or Bel or Hol), F Nth C A Edi—wherever (hoping to avoid antagonizing Russia and preparing to attack either France or Germany)

e) A Edi-Nwy, F Nrg C A Edi-Nwy, F Nth-Ska (this is the "Pohas Opening", discussed at length in Mark Berch's excellent article in *Diplomacy World* #30).

This spectrum of tactical options gives England enormous diplomatic clout, as well as possibilities for two builds in 1901 (options c & d) or overwhelming positional advantage against Russia (options a & e). England therefore should try to create an optimal diplomatic climate during the Spring 1901 negotiations so he will have the opportunity of moving the Army of Liverpool to Edinburgh with complete confidence that in the Fall he will be able to make use of this highly flexible position. I dubbed this the "Churchill Opening" many years ago because it generally looks toward putting an army in Norway (options, a, b, c, and e) and Winnie's original plan for a "Second front" in WWII was an invasion of Norway. I consider it England's best possible opening. ★



Titan . . . Cont'd from Page 12

attack your final foe in terrain that favors you or at least does not favor him, force the last showdown—it may be the only chance you get.

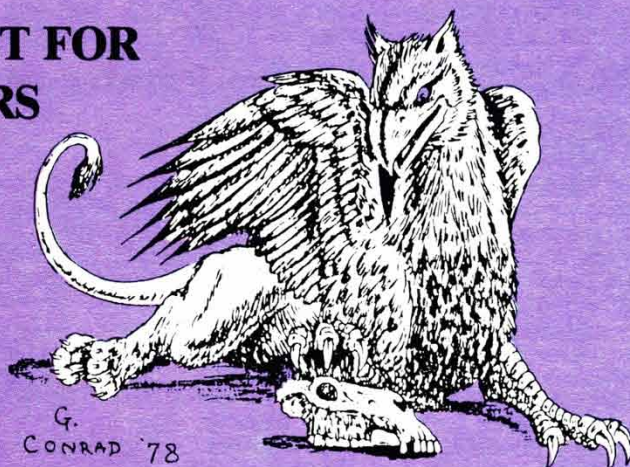
Two other elements of play worthy of mention are secrecy and cooperation. The secrecy of Legions is tempered by their exposure in battles and the revelation of the Creatures they use to muster; but in a game with many Legions on the Masterboard, players are likely to soon forget much of what they see. Players are not allowed to keep records of the other Legions in play, but they may freely reveal what they learn of enemy forces in unfought engagements. Secrecy fosters uncertainty in regard to the composition of other players' Legions, and this allows latitude for bluffing. A stack of seven lesser Creatures looks as imposing as a stack full of "top-outs" to someone who does not know what it contains. A stack that contains very little of worth may serve well as a temporary blocking force, and you may even be able to chase off a much better enemy Legion with little more than a larger pile of Tower Creatures. Purposely not mustering with a Legion that moves into range of an enemy legion can trick him into thinking you non-native and may goad him into a poor attack. Splitting a major "top-out" from one of your best Legions may somewhat weaken that Legion, but it will also surprise the attacker who engages a small force to find a Serpent or Hydra waiting for him. Deception can be a useful tool.

Alliances can also be useful, but remember that any cooperative effort should benefit your position at least as much as your partner's since the arrangement is bound to be temporary. If another player has gained an advantage in the size and number of his Legions, a mutual offensive aimed at eliminating that advantage may well be helpful to all. Allies can also help each other by feeding each other their unwanted Legions, thereby benefiting both of their scores and denying those points to other players. Temporary truces can allow players to get out of each other's way and increase their opportunities to recruit. Game long alliances are undesirable; they detract from the free-for-all nature of play and can seriously impair your freedom of action. Even if you are allied for one reason or another, avoid softening up enemy Legions for the follow-up attack of your partner, especially enemy Titan Legions. You will simply lose a Legion for the benefit of your enemy's and your ally's scores—and even your ally is the eventual enemy.

Much like your Legions in battle, you are on your own in the game; your decisions regarding moving, mustering, splitting, bluffing, cooperating and attacking will determine how well you play. And if you play well enough, you will win. ★

RUNEQUEST FOR NEWCOMERS

By Gred Stafford



RuneQuest is a fantasy role-playing game, different from others on the market and noted for several innovative features. Fantasy Role-Playing—*FRP*—is a type of gaming first introduced commercially about seven years ago. The revolutionary nature of these games is based on the fact that players create individual characters, and that playing the game consists of verbal interaction between the players, who speak for their characters, and the "Game Master" who speaks for the rest of the world. Characters who survive an adventure can be played again, increasing their knowledge and skills and, in effect, "growing up". *RuneQuest* was designed to present a type of *FRP* which is based on simulating fantasy as it is portrayed in literature, both classic and modern, rather than presenting fantasy as something like a comic book. *RuneQuest* is still the acknowledged leader for realism and verisimilitude in *FRP*.

The RUNEQUEST System

Like all fantasy role-playing games, *RQ* uses characters which are generated according to certain rules. The activities of these characters are defined and limited by the rules themselves, which are outlined in the book. *RuneQuest* has a simple system which permeates the entire game structure. This is called the *d100* or "Success Roll" system. Simply put, any character has a percentage chance of success at accomplishing anything the game allows. It may be 0%, such as speaking a foreign language, and range up to 100%. (Let's say your character has the ability to "Climb" at 57%. When you want him to climb something, the Game Master demands a success roll. You roll the dice and, if a "57" or less is rolled, you have been successful and climbed the object; if not, then you failed and either did not climb, or fell.)

In challenging situations, such as lifting a heavy rock, a "Resistance Table Roll" is used. This is a simple formula/chart which tells one what number must be rolled, depending—naturally—on the character's strength and the size of the rock.

Fantasy Realism

Our pride of *RQ* lies in its logical system, which allows things to be extrapolated from known facts within the system. That is, if you don't know what to do, you can ask "What seems right?" With thought, the answer will come. This is because *RQ* has a built-in logic and verisimilitude.

The combat system, for example, is imposing to read at first but very smooth to run. It was written by people with years of actual hand-to-hand combat. Authors include charter members of The Society for Creative Anachronisms. The

magic systems are designed by writers who have studied the subject through reading and field work. The "Creatures" section was written by a zoologist. The entire game's system was organized by professional systems analysts, and then rewritten by professional writers to make it clear and understandable.

Thus, the entire game is sensible and hangs together with an internal consistency which enhances the adventure by making the rules *not* impose upon the play. It all fits; and it works smoothly.

The RUNEQUEST Plan

The Avalon Hill publication will be a revised *RuneQuest*, including many changes to the original edition. We are, in effect, going to iron out the wrinkles we have noticed in the last five years of test playing. It will also allow the incorporation of new material we have since developed.

The modular magic systems of *RuneQuest* will make it adaptable to almost any world of classic or literary origin. For instance, it will allow magic in Ancient Egypt based solely upon "worshipping gods" and "sorcery", eliminating the "primitive magic" altogether. On the other hand, a game based on R. E. Howard's Hyboria would eliminate the section on "divine" magic, but retain the sorcery and primitive magic.

Some supplements will be general purpose types, and include a number of different scenarios. The first will be of this type, including a city scenario, a country scenario, an underground adventure, a solo adventure, a close look at a species, and a special section entitled "How to Use Published Supplements". Other supplements will be world-specific. The second, for example, will be an introduction to *Glorantha*, presenting an overview of a fantasy world popularized by the previous edition of *RQ*. It will have information specific to that campaign, adding what has been left out of *RQ*. The current line of *RuneQuest* supplements will be updated, including some new material and a general re-organization of information. In addition, the many new supplements will expand the borders beyond those we now know.

Conclusion

RuneQuest is a game system which has been carefully designed with certain principles in mind. Those principles are fantasy realism, clarity and ease of learning, internal consistency, and modular formation. The past editions have been noted for these traits. The upcoming edition, the Avalon Hill *RuneQuest*, will improve on the elder editions. It is truly a game for the future.

PARA-LEADER

Adding Paratroopers to PANZER LEADER

By Oscar Oates

World War II saw the first use of large, elite combat forces dropped from the air. Their deployment was both decisive and disastrous, with success and failure on grand scales not confined to either the Allies or the Axis.

General Kurt Student, the founder of the German airborne corps, felt that his *Fallschirmjaeger* were responsible for the quick defeat of Holland and Belgium in 1940. Following their limited role in the conquest of Norway, nearly 4000 men were dropped to capture key bridges in the Lowlands, necessary for the rapid advance of the main invasion force; casualties were light, only 180 paratroopers fell—an auspicious debut. And, in one of the most amazing *coups-de-main* in military annals, a small force of German paratroopers neutralized the Belgian fortress of Eben-Emael. The German parachute corps had no little reason to bask in the honors heaped upon it by Hitler and the Fatherland. The result was far different in the 1941 airborne invasion of the island of Crete. Losses were of such magnitude (over one-third of the 22000-man force) that all future operations were forbidden. Thereafter, the German paratroopers were used in an elite infantry role, with the exception of defensive drops in Sicily and the Balkans and the abortive drop in the Ardennes in December 1944.

The Allies likewise had their coups and misadventures with airborne forces. In July 1943, British and American forces were landed in Sicily to begin the reconquest of the Continent. More than a third of the gliders carrying the British 1st Air Landing Brigade were released too soon, causing them to crash into the Mediterranean with much loss of life. The rest were scattered over southeastern Sicily; only twelve gliders arrived at their objectives. The American landings were likewise widely dispersed; however, the damage and confusion which was created alarmed the Italian and German forces facing the invasion.

The invasion of Italy at Salerno was accompanied by a paratroop of a slightly different nature. On the nights of September 13, 14 and 15, 2200 troopers of the US 82nd Airborne Division were dropped. The first night only one man in 600 dropped was injured; the second night 1000 more were dropped into the same zone without loss. The third night's drop met with less success due to the mountains at Avellino—only fifteen of the forty transport planes found the drop zone. The rest were widely scattered and most of the troopers captured.

The Normandy invasion was to be the "show-piece" of the Allied airborne formations. Approximately 18000 Allied troops dropped into battle. Although many of these drops were off target, most of the forces were able to achieve their objectives and contributed greatly to the success of the D-Day landings.

On 17 September 1944, the largest airdrop to date occurred when three Allied divisions were simultaneously committed to battle from the skies. In an unprecedented daylight assault, an entire Allied airborne army, complete with vehicles and equipment, was dropped behind German lines in occupied Holland. Though well-conceived and planned, a loss of surprise and the presence of unsuspected German forces caused the cancellation of the ultimate objective: the invasion of Germany. Operation Varsity was the last great para-operation of the war; two Allied airborne divisions were dropped into Germany to pave the way for Montgomery's crossing of the Rhine. Thereafter,

the airborne troops of the Allies were used as standard infantry formations, as were their German counterparts.

From this brief history, it can be readily seen that paratroop actions were an important increment of overall military planning, both in the German *Blitzkrieg* and the Allied liberation of Europe. It has often been said that tactical simulation of these actions would be difficult at best. The primary obstacles cited in the "Designer's Notes" section of *PANZER LEADER* center around the fact that most paratroop assaults were made at night and the resultant problems of intelligence (on both sides). Defense commanders had the dual problem of determining that a landing had occurred and, once he had confirmed that it had come to earth, where. On the other side, even with the knowledge that specific enemy units were in an area, their actual deployment—as well as his own—were equally unknown by the paratroop commander. That this confusion would require complicated restrictions to be built into the game's design or that such be ignored was the final avowed reason for not including the actual drops in the game; instead, by simply beginning the parachute scenarios several hours later, both sides were assumed to have been able to become oriented and organized and play could proceed smoothly. However, the basic design of the *PB/PL* family negates this very confusion somewhat since every piece on the mapboard is in open view to both players (unless one of the several variants for "blind" play is opted for) in every scenario anyway. Therefore, this argument is not completely valid. To introduce this important aspect of combat on the Western front is the purpose of the following variant rule format and scenarios, based on the historical operations previously summarized.



Para Units

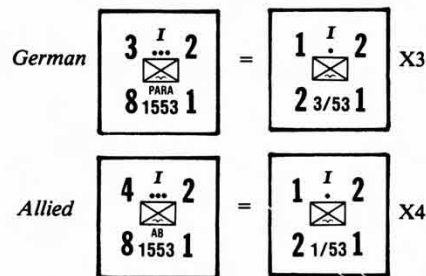
The units of *PANZER LEADER* are in need of only slight modifications for use as paratroop units.

The primary units paratrooped were infantry, so modifications will be made to these to represent the elite status enjoyed by airborne forces. Using the standard values of the attack and defense strengths put forth in *PANZER LEADER* and *PANZER LEADER 1940*, the following platoon configurations would appear to be appropriate:



Artillery support was also provided in the form of various small howitzers, anti-tank guns and other specially-designed light weaponry. Both the Allies and the Germans used gliders; therefore, these units can be assumed to require that mode of transportation in all scenarios.

In addition, to more accurately simulate the paratroops, these units should be further divided into "sticks" or units of ten to twelve men. Christopher Chyba provided a simple method for this (Vol. 11, No. 4). For our purposes, this method would yield the following units:



Finally, the transport of the paraforces must be considered. Two basic game design approaches could have been taken. The first would utilize a highly abstract method of paratrooping units by matching the "sticks" or glider units assigned with hexes landed in successfully. The second method, still somewhat abstract, would introduce actual aircraft counters. The second method was chosen. In the case of the gliders, one concession was made in that it must be assumed that these have been already released by their tow planes at the moment they enter play. Below are the transport units, each of which represents an individual craft:



Each aircraft and glider unit is assumed to have the capacity to carry one full platoon or battery. The glider units represent various types of craft used by their respective sides to transport combat forces.

Special Rules

In a variant such as this, a few new rules and charts are inevitable. Hopefully, those presented here are straightforward and logical. In all other areas, the general rules of *PANZER LEADER* (whether standard, optional or experimental as agreed upon by the players) are the basis for the scenarios.

I. GENERAL RULES

A. Preparation for Play

1. Airborne player selects landing hexes and turn(s) of entry for his forces, secretly noting this information for future reference.
2. Defending player sets up his on-board forces.
3. Paradrops occur in the Air Phase (see Turn Sequence, below).
4. Paraforce units move first, unless otherwise specified by the scenario in play.
5. Turn Sequence (Modified):

a. Wind Direction and Wind Speed Determination

b. Combat Phase (as per *PL* Rules)

c. Air Phase:

1. Movement of all planes to positions over target hexes.

2. Anti-aircraft attacks.

3. Paradrops and glider landings are executed, including resolution of scatter, survival and attacks by enemy units in the same hex.

4. Air-to-ground combat by fighter-bombers.

d. Movement Phase

C. Close Assault Phase

B. Special Unit Capabilities

1. Paratroop units (*complete* platoons only) have all the capabilities of Engineer units. They can remove mines and blocks, demolish bridges and create blocks according to the standard *PL* rules. CAT attack odds and die roll are also modified accordingly.

2. 88mm and 90mm artillery batteries may be used in their anti-aircraft role.

C. Night Modifications (Due to the fact that most of the scenarios take place during the hours of darkness, modifications must be made as below. These will be in effect only when specified by the scenario in play.)

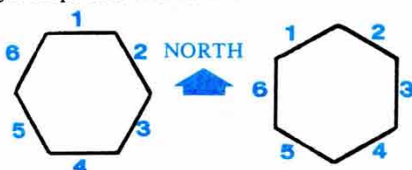
1. Reduce all ranges by half (rounded down).

2. Limit spotting to four hexes.

3. Cut all vehicular movement by 3MP (*Exception: wagons*).

D. Wind Direction Determination

Wind direction is a key element in any paratroop. To simulate this factor, wind direction is randomly determined by rolling a die prior to each turn and consulting the appropriate diagram below according to mapboard orientation:



This gives the players the direction the wind is blowing *from*. For example, a die roll of six indicates, with the second given mapboard orientation, the following wind direction:



E. Wind Speed Determination

As with wind direction, wind speed too is a critical factor. Wind speed is randomly determined by rolling a die and consulting the following chart:

Wind Speed Chart

Die Roll	Low	Gusty	High
1	X		
2		X	
3		X	
4			X
5			X
6	X		

F. Only two platoons (or their equivalent) are permitted to land in a single hex. Likewise, only two gliders may land in a given target hex. When more than these limits land in a hex, due to scatter, all friendly units in the hex are dispersed.

G. Gliders and transport planes may be subjected to anti-aircraft fire in the anti-aircraft phase.

H. Transport planes behave as other aircraft and must conform to standard *PL* rules in all respects.

I. All parachute and glider units need not land during the initial game turn. However, their turn and hex of landing must have been written down prior to the enemy player's initial set up.

II. PARATROOP RULES

A. Paratroops land during the Air Phase segment of the controlling player's turn.

B. Paratroop units are dropped by "sticks", one platoon per plane load. Two full platoons may be targeted for any one hex per turn.

C. Drift Determination

Due to wind speed and direction, all paratroop units are scattered according to the following charts:

Drift Pattern Chart

Wind Speed	Low	Gusty	High
1	A	G	M
2	B	H	N
3	C	I	O
4	D	J	P
5	E	K	Q
6	F	L	R

The letter determined by rolling a die and cross-indexing with the current wind status is then matched with the following drift diagram. The first number indicates the maximum number of "sticks" which may land in the target hex. Further numbers indicate the "sticks" which may land in the appropriate hexes. Sticks always drift downwind. Drift of all units targeted for landing in a given hex in a turn is determined but once.

Paratroop Drift Diagrams

A 8
B 6 2
C 4 2 2
D 3 2 1
E 1 2 2 2 1
F 0 1 1 2 2 1 1
G 0 1 1 1 2 1 1 1
H 0 1 1 1 1 1 1 1 1
I 0 1 0 1 1 1 1 1 1
J 0 1 0 1 1 1 1 1 0 1
K 0 1 0 1 1 1 0 1 1 0 1
L 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1
M 0 0 1 0 0 1 1 0 1 0 0 1 1 0 0 1 1
N 0 0 1 0 0 1 0 0 1 0 0 1 1 0 0 1 1
O 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 1
P 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 1
Q 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1
R 0 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 1

For example: there is a gusty wind and a "3" is rolled on the Drift Pattern Chart, indicating the pattern for the drift would be an "I" pattern. The wind is from the west. The result would appear on the mapboard as below:



Units which land offboard due to the drift are lost. It is possible that sticks belonging to different platoons will land in the same hex; the total number of sticks landing in a single hex may not total more than the equivalent of two platoons. If more than the equivalent of two platoons land in a single hex, all are dispersed.

D. Paratroop Survival

Each paratroop stick is subjected to jump survival according to the following chart:

Paratroop Jump Survival Chart

Die Roll	1	2	3	4	5	6
Terrain						
Sea	X	X	X	X	X	X
Forest	X	X	X	X	D	—
Town	X	X	X	D	—	—
Gully	X	X	D	—	—	—
Swamp	X	X	D	—	—	—
Stream	X	X	D	—	—	—
Slope	X	D	—	—	—	—
Clear	D	—	—	—	—	—

X = Paratroop unit in ELIMINATED

D = Paratroop unit is DISPERSED

— = NO EFFECT

E. Parachute units landing in hexes containing enemy units are subjected to immediate attack by all undispersed units in that hex which have not fired in that turn's anti-aircraft segment.

F. Paratroops may not move in the turn in which they are dropped, but may participate in CAT attacks, albeit without the favorable -2 DRM.

G. Paratroops landing on mines are subjected to minefield attacks at the appropriate time in the turn sequence.

H. Undispersed "sticks" may form whole platoons. Sticks need not combine with sticks of their own plane load to form a complete platoon, but must combine with sticks of their own type. In order to complete the combination, sticks must begin a friendly player turn in a hex free of enemy units. Before any other action, simply replace the appropriate number of sticks with a platoon counter. These newly-formed platoons may move but may not participate in Direct Fire attacks; they may, however, take part in CAT attacks. Units may not form whole platoons on turn of landing. Once formed, whole platoons may not break down into sticks.

III. GLIDER RULES

A. Gliders fly according to the general rules for aircraft. However, gliders must enter the mapboard headed in the direction and hex row in which the target hex is located.

B. As with paratroops, the turn(s) of landing and landing hex(es) must be chosen and written down prior to the defensive player's initial placement.

C. Gliders may carry one fully-formed platoon or artillery battery. Artillery may only be carried in gliders, never airdropped (*Exception: Scenario 10, Groesbeek Heights*).

D. Gliders are subject to anti-aircraft fire during the Air Phase.

E. Only two gliders may land in any given hex in a single game turn. Glider units do count toward stacking limits. As with paratroopers, exceeding this limit causes all friendly units in the hex to become dispersed.

F. Glider Drift and Landing

As they were not powered craft, gliders too are subject to drift. The following procedure is consulted during the landing segment of the Air Phase in determining the landing of gliders:

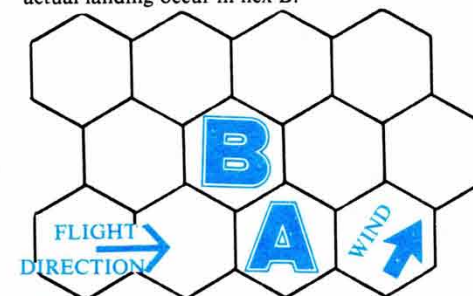
1. Determine, by rolling one die, if the glider lands on target, short or long. "On target" is indicated by a die roll of 3 or 4; "long" by a roll of 5 or 6; "short" by a roll of 1 or 2. This would place the glider in one of three hexes:

DIRECTION OF FLIGHT



2. Check the wind direction and speed for the current turn (as determined during the beginning of the turn) and shift the glider unit one hex in that direction for a low wind, two hexes for a gusty wind, or three hexes for a high wind. This procedure is followed for each glider unit individually.

For example: a glider has been targeted for hex A. A gusty wind is blowing from the number five hex-side. The die roll indicates the glider would land short of hex A. The drift correction makes the actual landing occur in hex B.



G. Glider Survival

Upon landing, the following chart is consulted to determine if the glider unit is lost (crashed) or if it lands without mishap. This is intended to simulate the difficulty and frequent casualties encountered with glider landings in World War II. This procedure is followed for each glider unit individually.

Glider Landing Survival Chart

Die Roll	1	2	3	4	5	6
Terrain						
Sea	X	X	X	X	X	X
Forest	X	X	X	X	D	D
Town	X	X	X	D	D	—
Gully	X	X	D	D	—	—
Swamp	X	X	D	D	—	—
Stream	X	X	D	D	—	—
Slope	X	D	D	—	—	—
Clear	X	D	—	—	—	—

X = Glider unit is ELIMINATED with passengers.

D = Glider unit and passengers are DISPERSED.

— = NO EFFECT.

H. Gliders landing on hexes containing blocks or forts have a -1 DRM applied to the die roll on the Glider Landing Survival Chart.

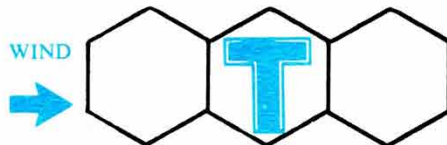
I. Gliders landing on minefield hexes have a -1 DRM applied to the die roll on the Glider Landing Survival Chart. Provided they survive the landing, the gliders and the passengers are subject to minefield attack as per standard PL rules.

J. Units landing in gliders may unload but may not move in the turn they land. They may participate in Direct Fire and CAT attacks.

IV. EXAMPLES OF PLAY

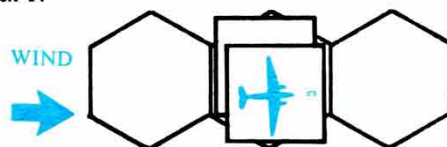
A. Paratroop Sequence

1. The paratroop sequence is executed in the Air Phase.
2. Two platoons of German Fallschirmjaeger are targeted for landing in target hex T during turn 3.



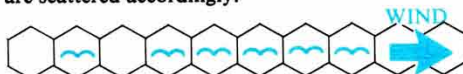
3. A wind speed of gusty from the sixth hexside is determined from the charts.

4. At the beginning of turn 3, all transport planes are moved to their target hexes, including two over hex T.



5. The transports are subjected to AA fire, with no effect.

6. Surviving transports drop their paratroopers in sticks. The drift chart is consulted with a die roll of "3", giving a scatter pattern of "I", and the units are scattered accordingly.



7. After the sticks are placed in the proper hexes due scattering, the Paratroop Jump Survival Chart is consulted for each stick. All sticks land in clear terrain and all survive the landing.

8. This procedure is repeated for each target hex.

B. Glider Landing Sequence

1. Glider landings occur in the Air Phase.

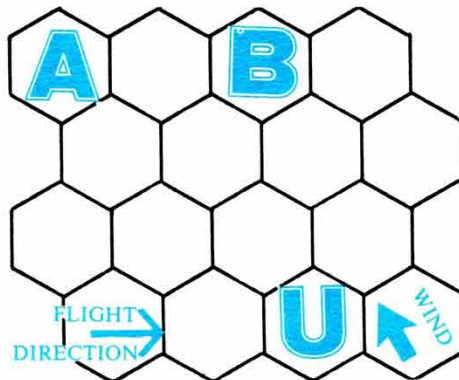
2. Two Allied gliders are targeted for hex U in turn 2.

3. Wind speed is determined to be high and blowing from hexside four.

4. At the beginning of turn 2, all gliders start at the edge of the board in the hex row in which their respective target hex is located—in this case, hex row U.

5. Next, the drift of the gliders is determined; two die rolls bring a short landing and a long landing.

6. The gliders are moved, one to hex A (short) and one to hex B (long).



7. The gliders undergo AA attacks, with no effect.

8. The gliders are then considered landed and the Glider Landing Survival Chart is consulted. Both landed in clear hexes and survived the landing.

9. Units unload from gliders. Note that glider-borne units are not broken down and therefore need not combine in the next turn to be effective.

10. This procedure is repeated for each glider landing.

V. OPTIONAL RULES

The following are some optional and experimental rules which have been suggested through the course of playtesting the scenarios. These were not incorporated into the above "standard" rules as they may alter play and play-balance dramatically. On the other hand, these can add still more realism and variety to the game.

A. Field-of-Fire for Artillery

This rule and its explanation is found in the PL rulebook. Utilization of this optional rule will have considerable effect on the defending player. This restriction will make necessary the careful deployment of all artillery units, especially AA batteries.

B. Opportunity Fire

This rule is also to be found in the PL rulebook. Its purpose is to prevent the phenomenon referred to as "Panzerbush", the unrealistic running of units from cover to cover past enemy units. In this regard, it is highly recommended for these scenarios. [A further modification of the Opportunity Fire rules of PL can be found in Volume 12, Number 2 for additional realism.] The movement requirement for aircraft (as their movement factor is considered infinite in the scale of the game system) in the LOS of an AA unit is satisfied by five hexes.

C. Crash Landings

In some situations, a "D" result on the AA Combat Results Table is not a realistic representation. Rather than add another table to the body of the rules, this optional rule is offered to reflect crash landings necessitated by severe damage, not immediately fatal, to transport aircraft.

1. Transport aircraft, including gliders, which suffer a "D" result on the AA Combat Results Table

are referred to the following procedure. A die is first rolled to determine if the pilot will attempt a crash landing. An even roll indicates that normal glider or parachute procedures are followed for that aircraft. An odd die roll result means that the pilot opts for a crash landing attempt. To determine the success of the attempt, a single die is rolled: an even number means that the aircraft has survived the crash landing; an odd result indicates it has been destroyed and is removed from play along with all passengers.

2. All sticks, if the aircraft survives the landing attempt, land in the same hex; there is no drift.

3. Sticks must still combine to form whole platoons; landing in the same hex does not remove this requirement nor foreshorten it.

4. Surviving sticks and glider-borne platoons are automatically dispersed upon crash landing to simulate the initial confusion of such a landing.

D. Varied Unit Combination

It is easy to foresee that often there will be fewer survivors than the required number of sticks to make up a full platoon. This can result in many scattered sticks, unable to form effective combat units, a frustrating state of affairs. This rule is an alternative reminiscent of "step reduction" in reverse, giving the paraforce commander an option he would not otherwise enjoy.

1. Reduced strength German and Allied platoons may be formed as follows:

$$\begin{array}{c}
 \text{German} \\
 \begin{array}{|c|} \hline \begin{array}{c} 2 \text{ I} \\ \text{PARA} \\ 6 \text{ 1559 } 1 \end{array} \\ \hline \end{array} = \begin{array}{|c|} \hline \begin{array}{c} 1 \text{ I} \\ 2 \\ 2 \text{ 1/55 } 1 \end{array} \\ \hline \end{array} \times 2
 \end{array}$$

$$\begin{array}{c}
 \text{Allied} \\
 \begin{array}{|c|} \hline \begin{array}{c} 3 \text{ I} \\ \text{AB} \\ 6 \text{ 1559 } 1 \end{array} \\ \hline \end{array} = \begin{array}{|c|} \hline \begin{array}{c} 1 \text{ I} \\ 2 \\ 2 \text{ 4/61 } 1 \end{array} \\ \hline \end{array} \times 3
 \end{array}$$

2. The same procedure for forming complete platoons is followed for these reduced strength platoons.

3. These partial or reduced strength platoons have all the capabilities of engineers *except* for the increase in odds advantage in CAT attacks.

4. These units may not combine further, either with sticks or other reduced strength platoons, to form complete paratrooper platoons.

[These units are not included in the counter mix located in the insert of this issue.]

Bibliography

For those interested in reading of the further exploits of the paraforces in World War II and creating more Para-Leader scenarios, the following are recommended:

- Fallschirmjaeger* by R. Boehmler (1969)
Saga of the All-American by W. Forrest Dawson (private printing)
Paratrooper! by Gerard M. Devlin (1979)
Air Assault by John R. Galvin (1969)
The Glider War by James E. Mrazak (1975)
A Bridge Too Far by Cornelius Ryan (1974)
The Longest Day by Cornelius Ryan (1959)
Hunters From The Sky by Charles Whiting (1974)

The Scenarios

The following are scenarios based on various airborne operations of World War II. It should be noted that both standard *PANZER LEADER* and *PANZER LEADER 1940* (Volume 15, Number 2) counters are used, as well as the new paraunits found in the insert of this issue.

SITUATION NO. 31

STAVENGER NORWAY

April 8, 1940: Paratroop units descend upon the airfield to pave the way for the main force.

ALLIED

1 I 2 5 RIFLE 1 X10	3 M 12 81mm 1 0523	8 H 12 42mm 0 0332	5 H 10 25mm 0 1	5 H 6 20mm 0 1
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GERMAN

3 I 2 8 PARA 1 1551 X12	1 C X12
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Reinforcements; enter as per

2 I 2 8 RIFLE 1 X9	1 C X9
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Special Rule, south edge

SET-UP

ALLIED: Set up first, anywhere on mapboard.

GERMAN: Enter as per Paratroops Rules, south edge.

SPECIAL RULES

1. The two town hexes of Sambleau are considered to be the airfield. Treat Sambleau hexes as clear terrain.
2. Reinforcements must land in the town hexes of Sambleau (the airfield) on the turn selected by the German player prior to the initial placement of the Allied player. Planes unable to land must exit and cannot return. All stacking rules do apply to the reinforcements and their transport.
3. Night Modifications are in effect.
4. Defensive DRM for units in Sambleau (the airfield) are not in effect but all other terrain effects are in force for the two hexes.

MAPBOARD ORIENTATION



VICTORY CONDITIONS

GERMAN: The German player wins by controlling both hexes of Sambleau at the end of the game.

ALLIED: Avoid German victory conditions.

TURN RECORD TRACK

GERMANS move first

1	2	3	4	5	6	7	8	9	10	11	12
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SITUATION NO. 32

MOERDIJK HOLLAND

May 9, 1940: Fallschirmjaeger units assault a vital bridge needed for the advancing armored spearhead.

ALLIED

1 I 2 5 RIFLE 1 X13	3 M 12 81mm 1 0523
8 H 12 42mm 0 0332	0 C 0 1 WAGON 3 X3

GERMAN

3 I 2 8 PARA 1 1552 X12	1 C X12
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Main body; enter on turn 5, east edge

6 A 2 6 PZKW III 8 X4	2 A 2 5 PZKW III 10 X4	5 A 2 5 PZKW III 9 X2	2 I 2 4 PZKW I 8 X2	2 I 2 8 RIFLE 1 X9	3 M 12 81mm 1 0523 X2	0 C 0 1 TIGER 12 X11
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SET-UP

ALLIED: Set up first, anywhere on mapboard.

GERMAN: Enter as per Paratroop Rules, east edge.

SPECIAL RULES

1. The only useable bridge for crossing the north/south stream is the main span in hex A-V8. The others are not suitable for vehicles but may be used by non-vehicular units.

VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on the number of combat units exited off the west edge of the mapboard:

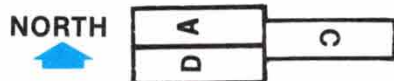
Control bridge hex A-V8 and exit 15 combat units: DECISIVE German victory

Control bridge hex A-V8 and exit 10 combat units: TACTICAL German victory

Control bridge hex A-V8 and exit no combat units: MARGINAL German victory

ALLIED: Avoid German victory conditions.

MAPBOARD ORIENTATION



TURN RECORD TRACK

GERMANS move first

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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SITUATION NO. 33

EBEN-EMAEI BELGIUM

May 10, 1940: Assault Battalion Koch strikes the fortress to open the way for the Blitzkrieg.

GERMAN		3 I 2 10 1171 X6	3 I 2 8 1553 X12	3 M 12 3 052 X2	2 H 12 2 0413 0	STUKA	C X12	GLIDER X9
ALLIED		1 I 2 5 RIFLE X10	5 H 6 1 20 0	8 H 12 2 052 X2	6 A 3 3 07 X3	20(H)32 2 75 X2	X6	40 X5

SPECIAL RULES

- Fort counters must be placed on each of the following hexes: A-T7, A-S6, A-S7, A-R6 and A-R7.
- All Allied units must be initially placed in fort counters.
- Control of a fort is satisfied by sole occupation of the hex containing the fort by a combat unit, regardless of whether such unit is within or without the fort.

MAPBOARD ORIENTATION



TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10
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GERMANS move first

SET-UP

ALLIED: Set up first, see Special Rules.

GERMAN: Enter as per Paratroop Rules, east edge.

VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on his elimination or control of Allied forts:

Eliminate/Control 4 forts: DECISIVE German victory

Eliminate/Control 3 forts: TACTICAL German victory

Eliminate/Control 2 forts: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the number of forts he controls at the conclusion of the game:

Control 4 forts: DECISIVE Allied victory

Control 3 forts: TACTICAL Allied victory

Control 2 forts: MARGINAL Allied victory

SITUATION NO. 34

MALEME CRETE

May 20, 1941: Elements of the German 11th Air Corps assaults New Zealand defenders of the key Maleme airport.

GERMAN

3 I 2 8 1554 X12	C X12	STUKA X5
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Glider Force

2 I 2 8 RIFLE X12	GLIDER X12
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ALLIED

1 I 2 5 RIFLE X18	6 A 3 10 A12 5	5 H 6 1 20 X2	20(H)32 2 75 0
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SET-UP

GERMAN: Enter as per Paratroop Rules, north edge.

ALLIED: Set up first, anywhere on mapboard.

MAPBOARD ORIENTATION



TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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SPECIAL RULES

- The British A12 armor unit may not be placed initially on Board C.

VICTORY CONDITIONS

ALLIED: The Allied player wins by "controlling" the ridge on Board C (hexes D9 through Q3). To accomplish this, the Allied player must have an undispersed unit with LOF to or in occupation of every hex of the ridge.

GERMAN: Avoid Allied victory conditions.

GERMANS move first

SITUATION NO. 35

SYRACUSE SICILY

July 10, 1943: The British 1st Air Landing Brigade assaults the Italian city in advance of the invasion.

GERMAN

2 I 2 8 RIFLE 1 X10	20 A 20 1 88mm 0 0233	4 H 10 1 20mm 0 0314	14 H 10 1 204mm 0 0321	2 H 12 2 75mm 0 0412
3 M 12 3 81mm X2	15 M 20 2 100mm 0 0541	0 C 0 1 200 12 X4	2 C/I 2 4 2403 10 X2	

ALLIED

4 I 2 8 1551 1 X12		2 I 2 6 1519 X6	2 I 2 4 1401 X3	8 H 12 2 40mm 0 0331
		2 C/I 2 2 2221 14 X3	3 M 8 3 70mm 1 0511	9 A 5 2 57mm 0 0213
				GLIDER X12

Glider Force

SET-UP

GERMAN: Set up first, anywhere on mapboard.
ALLIED: Enter as per Paratroop Rules, east edge.

MAPBOARD ORIENTATION



SPECIAL RULES

1. Night Modifications are in effect.
2. Allied scout cars represent artillery transport vehicles, land with the artillery and associate glider and are loaded.
3. Fighters carry bombs.

VICTORY CONDITIONS

ALLIED: To win, the Allied player must have LOF to each hex of the road on Board B extending from A8 to Q8 with undispersed Allied units.

GERMAN: Avoid Allied victory conditions.

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10
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SITUATION NO. 36

GELA SICILY

July 11, 1943: Units of the U.S. 82nd Airborne drop to prevent enemy armor of the 15th Panzer from reaching the coast.

GERMAN

20 A 20 1 88mm 0 0232	14 H 10 1 204mm 0 0322
4 H 10 1 20mm 0 0312	2 I 2 5 1300 1 X3

Reinforcements; enter turn 1, north edge

14 A 8 8 7771 X2	14 H 10 6 5300 X2	6 I 1 6 586 1 0541	3 I 2 8 1524 1 X12	2 C/I 2 4 2403 10 X6
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Reinforcements; enter turn 3, north edge

10 H 12 5 5203 6 X3	4 H 10 1 20mm 0 0313	2 H 12 2 75mm 0 0411	3 M 12 3 81mm 1 0522	15 M 20 2 100mm 0 0543	0 C 0 1 200 12 X6	2 C/I 2 4 2404 10 X4
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ALLIED

2 I 2 6 1518 X10	2 I 2 4 1401 X6	3 M 12 3 81mm 1 0521
2 C/I 2 2 2221 14 X2	8 H 12 2 40mm 0 0332	GLIDER X13

SET-UP

GERMAN: Set up first, anywhere on mapboard; reinforcements enter as indicated.

ALLIED: Enter as per Paratroop Rules, south edge.

SPECIAL RULES

1. Night Modifications are in effect.
2. Use Panther (W) counters to fill out Mk IV units.
3. Allied scout cars represent artillery transport vehicles; land with the artillery and associate glider and are loaded.

VICTORY CONDITIONS

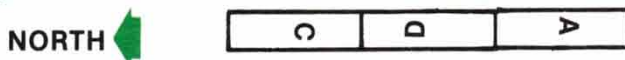
GERMAN: The German player's victory conditions are dependent on the number of combat units exited south off Board A:

Exit 35 combat units: DECISIVE German victory
Exit 25 combat units: TACTICAL German victory
Exit 15 combat units: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the number of German combat units eliminated:

Eliminate 30 German units: DECISIVE Allied victory
Eliminate 20 German units: TACTICAL Allied victory
Eliminate 10 German units: MARGINAL Allied victory

MAPBOARD ORIENTATION



TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10	11	12
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SITUATION NO. 37

SALERNO ITALY

ALLIED

9 A 5 57mm 2 0212 X3	12 A 10 75mm 2 0220 X2	40 (H) 32 105mm 2 0445 0	3 M 8 75mm 3 0212 X3	2 I 2' 152mm 6 1521 X18	2 I 2' 152mm 4 1521 X3	0 C 0 270mm 1 2700 X6
10 A 8 8 1517 X3	11 A 8 9 1521 X6	14 A 10 10 1517 X3		4 I 2 8 1552 X12	12 X12	5 X5

SET-UP

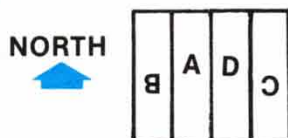
ALLIED: Set up first, anywhere on Board A and/or Board D. Paratroops enter as per Paratroop Rules, west edge.

GERMAN: Set up second, anywhere on Board C.

SPECIAL RULES

1. Night Modifications are in effect.
2. Control of a board or town is defined as having the majority of un-dispersed combat units on the relevant whole hexes.

MAPBOARD ORIENTATION



TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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SITUATION NO. 38

NORMANDY FRANCE, Part I

GERMAN

3 I 2' 8 1512 X7	20 A 20 1 0234 X3	4 H 10 1 0314 X2	14 H 10 1 0322 X2	3 M 12 81mm 3 0523 1	15 M 20 120mm 2 0541 0	0 C 0 1 2201 X6	2 C (I) 2 4 2401 X3	X X10	MINE 2-1 X6
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ALLIED

4 I 2 8 1553 X9	3 M 8 3 0511 X3	12 X12
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SET-UP

GERMAN: Set up first, anywhere on mapboard.

ALLIED: Enter as per Paratroop Rules, west edge.

SPECIAL RULES

1. During the pre-game Allied plot of landing hexes, the Allied player must also select landing hexes for the main body to be used during Part II (Situation 39).
2. Night Modifications are in effect.
3. The selected landing hexes for the main body must be marked by moving a pathfinder (platoon or stick) into the hex, remaining stationary for one full game turn. After this, place a wreck counter in the hex to represent the flares placed for the later landing of paratroops. German combat units may move into such marked hexes—provided no Allied unit remains in the hex—and voluntarily remove the wreck counter, extinguishing the flares. The Allied player is not allowed to set dummy flares.

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8
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September 14, 1943: U.S. 82nd Airborne units land to reinforce the hard-pressed 36th Infantry Division.

GERMAN

4 H 10 1 0311 X4	14 H 10 1 0321 0	3 M 12 81mm 3 0521 1	15 M 20 120mm 2 0541 X2	20 A 20 1 0231 X2
3 I 2' 8 1511 X15	6 I 1 6 1549 X3	40 (H) 32 105mm 2 0442 0	60 (H) 36 150mm 2 0511 X2	10 H 12 5 1502 X3
11 A 8 7 1712 X8	12 A 8 12 1600 X2	0 C 0 1 2202 X6	2 C (I) 2 4 2402 X10	

VICTORY CONDITIONS

GERMAN: The German player's victory conditions are dependent on the areas controlled by German units:

Control Grancelles: DECISIVE German victory

Control Board D: TACTICAL German victory

Control Board C: MARGINAL German victory

ALLIED: The Allied player's victory conditions are dependent on the areas controlled by Allied units:

Control Grancelles, Boards C & D: DECISIVE Allied victory

Control Grancelles and Board D: TACTICAL ALLIED victory

Control Board D: MARGINAL Allied victory

GERMANS move first

June 6, 1944: Pathfinders of the 82nd Airborne land near Ste.-Mere-Eglise to mark the way for the main drop.

MAPBOARD ORIENTATION



VICTORY CONDITIONS

ALLIED: The Allied player's victory conditions are dependent on the number of hexes marked with flares (wreck counters):

31+ hexes marked: DECISIVE Allied victory

21-30 hexes marked: TACTICAL Allied victory

11-20 hexes marked: MARGINAL Allied victory

GERMAN: The German player wins if fewer than eleven hexes are marked. (Note: in order to advance to Part II of the duel scenario, the Allied player must have marked a minimum of 11 hexes.)

SITUATION NO. 39

NORMANDY FRANCE, Part II

June 6, 1944: The 506th Regiment comes to earth near Ste.-Mere-Eglise, to be opposed immediately by elements of the 91st Infantry Division.

GERMAN

3 I 2'	6 I 1	13 A 6	2 H 12	20 H 12	3 M 12	15 M 20	0 C 0	0 C 0
8 1514 1	6 1540 1	2 0223 0	2 0414 0	2 0431 0	3 0523 1	2 0647 0	1 2005 14	1 2104 3
X14	X4		X3		X2	X2	X3	X4

ALLIED

4 I 2	3 M 8	
8 1554 1	3 0512 1	
X12	X3	X15

Glider Force

2 I 2'	2 I 2'	20 H 25	8 H 12	3 M 12	2 C/J 2'	
6 1517 1	4 1401 1	2 0331 0	2 0331 0	3 0523 1	2 2023 14	
X9	X3	X2	X2	X3	X4	X19

SET-UP

GERMAN: German units surviving Situation 38 are placed in the hexes they occupied at the conclusion of that game. All additional German units listed above are placed in Grancelles.

ALLIED: Allied units surviving Situation 38 are placed in the hexes they occupied at the conclusion of that game. All additional Allied units enter as per Paratroop Rules, west edge. Glider units may not enter play prior to turn 8.

SPECIAL RULES

1. Landing hexes and turns must have been recorded for the Allied paratroops and gliders must have been plotted at the beginning of Situation 38. All Allied units entering play must land in "marked" hexes; otherwise they are subject to an additional survival roll with a -1 DRM applied.
2. Complete Allied paratroop platoons surviving from Situation 38 are replaced with standard Allied infantry platoons (2/2/6/1) prior to play

to represent casualties, fatigue, ammunition depletion. Such retain all special paratrooper capabilities.

3. Night Modifications are in effect.

VICTORY CONDITIONS

ALLIED: The Allied player's victory conditions are dependent on control of Grancelles:

Control of all hexes of Grancelles: **DECISIVE** Allied victory
Control majority of hexes of Grancelles: **TACTICAL** Allied victory
Control one hex of Grancelles: **MARGINAL** Allied victory

GERMAN: The German player's victory conditions are dependent on control of Grancelles:

Control all hexes of Grancelles: **DECISIVE** German victory
Control majority of hexes of Grancelles: **TACTICAL** German victory
Control one hex of Grancelles: **MARGINAL** German victory

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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SITUATION NO. 40

GROESBEEK HEIGHTS GERMANY

September 17, 1944: 508th Parachute Regiment and 376th Parachute Field Artillery Battery seize and defend the Groesbeek Heights from a force of low-level infantry composed of OKM, OKL and recently released convalescent personnel.

GERMAN

2 I 2	6 I 1	13 A 6	15 M 20	4 H 10	6 H 12
8 1514 1	6 1541 1	2 0222 0	2 0543 0	1 0312 0	1 0330 0
X18		X2	X2	X3	

ALLIED

4 I 2	20 H 25	
8 1555 1	2 0331 0	
X12	X3	X15

Glider Force

1 I 1	9 A 5	2 C/J 2'	
6 1115 1	2 0211 0	2 2221 14	
X6	X3	X3	X9

SET-UP

GERMAN: Set up first, anywhere on mapboard.

ALLIED: Enter as per Paratroop Rules, west edge.

SPECIAL RULES

1. Glider force must enter a turn *following* the last paratroop drop turn.
2. 75mm Pack Howitzers may also be paraded; however, there is no scatter for landing para-artillery.
3. Allied scout cars represent the transport vehicles for the 57mm AT; land with the artillery and associated glider and are loaded.

MAPBOARD ORIENTATION

NORTH



A	C	D
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VICTORY CONDITIONS

ALLIES: The Allied player wins by establishing an unbroken line of hexes occupied by or covered by the LOF of undispersed combat units from the major east-west stream to the south edge of Board C.

GERMAN: The German player wins by clearing a path 3 hexes wide from the western edge of Board D to the western edge of Board C.

TURN RECORD TRACK

ALLIES move first

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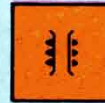
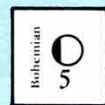
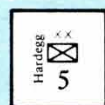
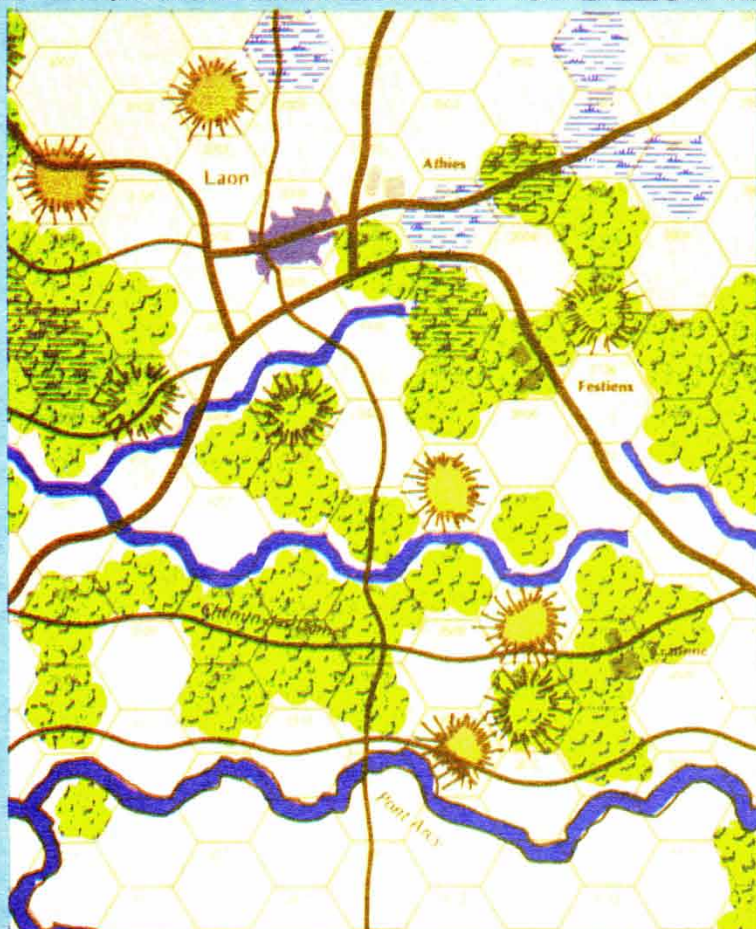


Napoleon at Bay

After the Battle of Hanau, which brought to a close the Campaign of 1813, Napoleon had not even three months to scrape together a new army. The remnant of his army of 1813, decimated by disease and the long retreat into France, was powerless to delay the Allies long enough for the training of the new conscripts; the French economy, stripped of its foreign resources, was unable to equip them. Thus, when the Allied Armies reached the Langres Plateau (which held the sources of the Rive de Marne and Seine), Napoleon was forced to lead an unorganized and half-finished

force of mere 14-year-olds, leavened with depot troops and a few old soldiers from Spain, against them.

The ensuing campaign was one of Napoleon's finest, bearing comparison with his first campaigns in Italy 18 years before. He conducted it with subtlety and lightning speed against heavy odds, attacking isolated enemy forces on advantageous terms, while covering forces on the river lines held off the superior Allied forces. Napoleon displayed all of his skill in a classic use of interior lines, shifting to engage the combined armies of Russia, Prussia and Austria.



Features:

■ The efficiency of the army staffs is quantified in terms of "Administrative Points" which a player uses to create Movement Commands for his leaders, and which determine the strength his forces will lose due to March Attrition each time they move.

■ Hidden movement system allows only leaders on the map, while their strength is revealed only at the moment of combat.

■ Each leader has a display track with portrait, where individual divisions are assigned to track spaces corresponding to their strength. Leaders are rated for Initiative, Command Span and Subordination.

Napoleon at Bay is available for \$22.00 from the Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas orders). Maryland residents please add an additional 5% state sales tax.

Dear Editor:

I'm writing in reply to your comments which appeared after Mr. Glaspey's letter in Vol. 19, No. 6 of *THE GENERAL*. I don't wish to argue with or applaud your decision to delete PBM and solitaire ratings from the new RBG Survey. Rather, I'd like to express a viewpoint which I believe is shared by a vast number of wargamers and has lately been overlooked by Avalon Hill.

You refer in your comments to the distinction between a GAME and a PUZZLE, then denounce solitaire wargaming evidently on the grounds that they are puzzles. This viewpoint is understandable, given the fact that Western civilization puts great emphasis on competition. It's certainly understandable if the only solitaire games you've played are the simplistic sports games, or the many card games known collectively as "solitaire", or the "puzzles" published as afterthoughts by Avalon Hill in such games as *GUNSLINGER* and *SUBMARINE*. Having enjoyed solitaire wargames for about twelve years now, it's clear to me that there is a lot more to me than you're aware of. If you'll kindly bear with me for a few pages, I'd like to offer you some insight into the real solitaire phenomena which might help you to understand the "silent majority" of the wargaming world.

First of all, the essential nature of games in the modern world is not competition, but *escapism*. That may sound cynical, but I'm quite sure that it's true. A game reduces conflict to manageable proportions, thus diverting the players' attention from the nagging *unmanageable* conflicts they face each day on a psychological level. For some, that's enough; they're contented with simple "beer & pretzels" games to pass the time and take their minds off their troubles. Others, with more aggressive, success-oriented natures require a tense, highly competitive, tournament-type game to satisfy their needs.

But wargames have always served the needs of a third type of "escapist"—the type who wants to escape into something, as a sort of *alternative reality*. Compared to most games on the market, the typical AH wargame is intricate and complex; this demands a player's undivided attention and compels him to get thoroughly involved with the game. Moreover, as a miniaturization of a real-life military situation, the wargame stirs the player's imagination, inviting him to consider "what it would really look like on the battlefield". The complexity and imaginative involvement are what provide the *alternative reality* that this third type of escapist is seeking. It is also what has been selling Avalon Hill games all these years; and the lack of these elements in some of the newer games is what has prompted a sudden wave of complaints.

Before getting back to the subject of solitaire wargames, I want to point out that "escapism" can, of course, be unhealthy if carried to an extreme. Such was the basis of Alan Moon's column "The Asylum". What I've been discussing are not the abnormal cases of escapism, but the socially-accepted ones. And when I refer to the idea of a *alternative reality*, the behavior I'm speaking of is every bit as "normal" as the high-tension tournament competition which Avalon Hill seems to be pushing.

The role-playing appendices to *GSL* constitute an obvious Avalon Hill concession to this *alternative reality* phenomena. But wargamers, by and large, don't want to be mere actors—they want to be the directors. The so-called solitaire rules in that game constitute a feeble concession to a large, "offbeat" group of gamers (FRPs), and reveals that the R&D team knows very little about why people want to play wargames *alone*.

The solitaire wargame is like the conductor of a Beethoven symphony. Like two conflicting strains of music, the two opposing "sides" are played against each other; there's counterpoint, dissonance, crescendo and diminuendo—all finally brought together in a grand finale. Were he playing against a live opponent, in head-to-head competition, his opponent would most likely simply spoil the effect. It would be like having two conductors, each directing half of the orchestra.

So you ask: Why would a person want to take a game designed for two-player competition and treat it instead like an "orchestra"? Isn't there clearly a distinction between a wargame and a symphony? Well, sure there is! But we're back to *escapism* again. In response to the rhetorical questions above, I'll ask another: Why would anyone who wants to temporarily *escape* the nagging frustration of psychological (and social) conflicts want to play a *competitive* game? Doesn't that put him smack-dab in the middle of yet another conflict?

The point is moot perhaps. Extroverts play

Letters to the Editor ...

competitive games against each other to escape boredom—to find some sort of diversion from the increasingly dull, repetitive nature of modern life. Introverts, on the other hand, play wargames (and fantasy games and what-have-you)—often solitaire—to escape the increasingly stressful internal conflicts which are also a characteristic of modern life.

If you had included "Suitability for Solitaire" as a category in your survey, what criteria would you have used? My guess is that *GSL* would emerge from the readership survey as an ideal solitaire game, while the *SL* series would rate rather poorly. In point of fact, exactly the opposite is true. Solitaire wargamers don't want "puzzles" (as you call them); they want *alternative realities* (as I do). And to provide a good *alternative reality*, as I mentioned earlier, a game must be complex and realistic. The game-mechanics are incidental. While it's true that a game involving simultaneous movement is difficult or impossible to play solitaire, I'd much rather put up with the "interactive" *SL* sequence-of-play than match skills against an "automatic" character in *GSL*. (Isn't that what video games are for?) As a matter of fact, the *SL* series is the best solitaire wargame ever—add that to its long list of kudos. Game mechanics are its only drawback, and that difficulty can easily be overlooked. As an *alternative reality*, it's fantastic.

In summary, I feel that Avalon Hill has begun to neglect the *alternative reality* factor in its efforts to emphasize competition. I'm speaking mainly for myself, but I've also been to various wargame conventions and met a lot of others who share my views. They're the quiet ones—the onlookers at conventions, whose non-competitive natures make them inconspicuous. It would be well for Avalon Hill—and the hobby at large—to be cognizant of their needs and wants as well.

Patrick Carroll
Redwood City, California

Dear Mr. Martin,

First of all, let me thank you for replying to my letter about Solitaire Ratings. I realize your work at AH keeps you extremely busy, and I am impressed that you would take the time not only to send me a reply, but to write such a long and thoughtful letter. Before I start, let me also make clear that I don't expect any further replies; if you choose to do so, you are most welcome to; but please don't feel you have established a precedent by doing so once. As I say, the time taken to reply once is deeply appreciated.

I merely wish to re-state at least part of my position—not to re-open argument, but to clarify some of the points I think we missed each other on. This may help us both.

I like your comments very much about the change in wargaming now that the video explosion is upon us. I hadn't really thought about the concept of the "elite" coming into wargaming, but I think (and hope) that you're right. We have indeed shaken out the less steady areas of the hobby (as role-playing must now do, as you suggest), and some of the best games and gaming events are likely still to come. Perhaps two recent occurrences point this out as well as anything else. The first is the increasingly prolific acquisition of old titles by Avalon Hill; what AH is doing, it seems, is weeding out what was good from what wasn't good, all of which is part of this move out of "faddish" wargaming. The second is the creation of Victory Games, which promises to continue the top-notch quality of which SPI was occasionally capable (and I emphasize the "occasionally"). SPI, after all, did as much as anything to turn wargaming into a fad (of sorts), and it is only natural that its true successors un-fad (?) it. Thanks for your suggestions here.

Now to clarify some of my points. Or perhaps, re-argue against some of yours.

I am not suggesting in any way that Avalon Hill is an unfeeling "corporate entity"; my statement was that you, as editor of *THE GENERAL*, represent AH for a substantial number of your readers. This is not to imply that you are under the guidance of AH or that you must run the magazine by their rules, or anything of that sort. It is merely an obvious suggestion that identity with Avalon Hill comes through *THE GENERAL*, at least for most of us. You've suggested yourself that the upswing in the play of *CIVILIZATION* may have been partially the result of the superb article on it in *THE GENERAL* (which it was); I am suggesting, in turn, that *THE GENERAL* does

influence sales, whether it means to or not. As only one example, I have purchased *FLAT TOP* and *GUNSLINGER*, and will shortly purchase *CIVILIZATION*, on the basis of the coverage in your magazine. Therefore, if I as a buyer depend even to a minuscule extent on *THE GENERAL* as a purchasing indicator, it is your responsibility to give me as much to go on as I can use. Of course, all this assumes that you believe the magazine should have an unstated mandate of aiding sales.

As far as the time I spend "learning" a new game is concerned, you have, I think, slightly misunderstood my intent. You say, "I fear you confuse the devising of strategy/tactics for a game with this study, an activity most players engage in during long hours alone." Actually, I don't. Frankly, I can't think of anything more boring than trying to figure out a more effective strategy or more decisive tactics while sitting by myself. No, I mean exactly what I said: I spend my solitaire "gaming" hours simply discovering how a game "works". What you do clarify for me, I think, is that what I am now doing is studying *game systems*—that is, how the game and history mesh, and how successful the game is as a playable entity. Perhaps, under all these gaming hours, is a latent designer. But it is true that my friends and I will often spend an evening simply learning the system ("doping out the rules", if you prefer) in a wholly non-competitive environment, and then never return to the game simply because we have now some idea how it works and some other game is more of interest. This, from my experience, is not that unusual. To return to my topic sentence, let me repeat that I do not use my strategies while playing against an opponent—not while engaging myself solitaire.

You're very right about not being able to tell a gem from a turkey game by solitaire play; but I will persist in suggesting that it's possible to weed out a few gobblers (and discover a few sparklers) in this manner. To do so, of course, requires a fairly extensive gaming background (i.e., a wide basis for comparison), but it's not a wholly fruitless exercise. True, it is possible to miss a good one that way, but usually the hobby press will tell me that I've erred. And, yes, the interaction of the players is indeed the "key to the whole exercise". That's why I want to make sure that the limited time I have to play against a real live opponent is spent playing the best possible games.

To return to "the interaction of the players": I never meant to even remotely suggest—I really didn't—that solitaire play is actually preferable to play against an opponent. I'm sorry if my letter sounded that way. Occasionally, given the end of a trying weekend with two sick pre-schoolers and a restless brain that wants to quietly absorb something new in the hobby, I will sit down and do some solitaire "systems learning". Aside from this, I never solitaire at all, since I find that after about an hour I'm bored silly. Yes, the interaction of the players is what it's all about—the sweat of wondering if your opponent will intercept in *THIRD REICH* or *CIVIL WAR*; the hoping that the fine brain on the other side of the table doesn't realize the potentially devastating error you've just made or the clever plan you've just decided upon; the quiet resolution of a rules problem over yet another cup of coffee; the excitement-cum-horror of discovering what's really in that small stack—all these things, to which you are obviously no stranger. That is what it is all about, and I never meant to deny it.

I suppose what turned me away from your original comments, and what makes me cringe a bit at your current comments, is the frequent use of the word "competitive". Now, I am not a non-competitive, or anti-competitive, person by any means—so it isn't the current lack of vogue in the word that I object to. But it seems to me that you are advocating competitive play above all else, and I'm not sure what you mean by "competitive". Do you mean an overwhelming desire to defeat your opponent, or do you mean an enjoyable—even if intense—session with winning as a spur but not an obsession. I've played with both types of players, and I hope never again to play against that first type. I want to win, yes, but I want my opponent to play as well, and to get as many or more breaks as I do. If he wins, I want to enjoy the pleasure of losing gracefully after a hard fight. If this is competitive play, then I agree with you wholeheartedly. But if you're advocating hard-nosed victory-seeking, then I shall look elsewhere. We are none of Chess, Checkers, Bridge or Go, Backgammon or any other game; we are too diversified to become that sort of

"elite". My idea of competitive play does not include the concept of playing *one* game—or perhaps even two—until I have figured out *the* best moves and strategies. It consists, rather, of playing every game you play as well as you can, with the victory conditions firmly but never foremost in mind, and of playing many different games within these guidelines. That, it seems, is what our hobby is all about.

But—yes, it must be done with another or it is ultimately worthless.

Thanks again for your time,

Niel Randall
Bramalea, Ontario

These two letters represent the most cogent and literate on the subject of solitaire gaming I've received thus far. Certainly both are compelling explanations for why so many play games designed for the pleasure of competition as idle solitaire exercises. To summarize—Mr. Carroll sees such play as a form of convenient "escapism", and gives voice to the "loner" syndrome in our hobby; Mr. Randall, on the other hand, views the activity as a study of intriguing game mechanics (a view I, of course, have a strong affinity with). While I continue to have reservations about the matter, I have come to see that the topic of solitaire gaming has many facets I had not before considered. Certainly, I prefer an enjoyable, challenging contest against an equal—with winning as only the "spur" to excellence. (Heaven knows, I've lost too many games by this stage in my life for "fleeting victory" to be any type of obsession. When faced with such a player, I usually concede as quickly as possible to be done with him.) But . . . perhaps . . . solitaire has its place.

So, to return to the original point of all this, I will undertake an informal survey of the readership on their collective views of the suitability of our titles for solitaire and, since we're at it, for play-by-mail. For readers interested in contributing to the input, simply list the AH titles you own; using the usual numerical system (1-9, with "1" equating excellent and "9" equating terrible), rate each title for its "Suitability for Solitaire" and for its "Suitability for PBM". I won't even attempt to provide guidelines for your evaluation, since I've made my views clear enough. Send your ratings sheet to my attention at *THE GENERAL*. As soon as I've collected enough to give a valid sample base, I'll report the results in these pages.

★★★★★

Dear Readers:

Somewhere along the line, a mistake crept into one of the historical introductions of the scenarios found in *SOVIET SUBMARINE* (Vol. 19, No. 6). For the record, I'd like to set this straight and clarify a couple of other points:

Scenario S-3: L-25 did not sink from the damage received when her last torpedo exploded against the L-16. She was badly damaged, and could not safely submerge; but she did manage to reach her base to be repaired. Further, in all but one source I've access to, she is listed as having only one torpedo. Her official history states her as having but one. I purposely allowed two torpedoes for better playability.

Scenario S-5: The Soviet submarines are not allowed to surface for play balance reasons. The *R 201* was added to allow the German player a chance to fight back, making a true two-player game. For those who may desire a solitaire version, delete all references to the *R 201* and make the movements of the refugee ships individually random.

It must be remembered, for those frustrated by playing the Russians in my scenarios, that Soviet submariners were the pick of the Russian Navy. And they were amazingly smart sailors. But, they had no background of naval tradition. Commanding officers had not the slightest idea of submarine tactics—for example, how to fire a spread salvo. Their shore facilities were akin to a cross between a pig-sty and a junkyard, although the boats themselves were well-kept. The Soviets did not utilize recognition signals. A unit was ordered to a specific section of the sea for a specific duration. If it did not comply and crossed the path of another, it was treated as a hostile contact. More than one Russian submarine was sunk by its own navy. With all this, it is amazing to this reader that the Soviet submariners managed to perform at all. Keep this in mind—that you've not these problems when moving around your cardboard boat.

Michael Lee Merritt
Eliot, Maine

TITAN

Q. May an Angel be summoned to another Legion in battle even if it is the only member of its Legion, thereby causing its complete evacuation?
A. Yes.

Q. In reference to the Hazard Chart, Effect of Rangestriking on Dune, shouldn't the first sentence read "A rangestrike may cross a single Dune only if the rangestriker or target occupies the hex . . .", rather than "of"?
A. Yes.

Q. After a three-way split of a Legion, a player moves only one. Must the two remaining in the same land reform back into one Legion or may they remain separate?
A. They must reform into one Legion.

Q. Can a player voluntarily eliminate his own Legions or Creatures?
A. No (Exceptions: see the first question above; see Rules Section 20.4; see Rules Section 10.1).

Q. Do all of the Angels in the game begin in the Caretaker's stack (except those starting in play), regardless of the number of players?
A. Yes.

Q. Do Creatures killed by a Rangestrike still get to strike defensively if they are adjacent to an enemy character?
A. Yes.

Q. Can three Warlocks muster a Guardian in a Tower?

A. No (see Rules Section 18.5, only Guardians and groups of three identical Creatures may muster a Guardian).

Q. Are Guardians special to individual Tower Lands, i.e. only one can be mustered from each Tower?

A. No, all six Guardians could be mustered from the same Tower.

Q. May a player choose not to have a character strike?
A. No.

Q. May a player elect to have a character strike with a higher number than necessary (in a manner similar to that shown in 12.4), in order to reduce its chance of killing an enemy?
A. No, except under the conditions of Rules Section 12.4.

UP FRONT Errata

The Marsh Cards' "+1" modification for defense should actually be "-1". The rules for Marsh are correct; the cards are in error.

Two of the ATMM counters are misprinted; they should read "6-0 is EL", not "1-6 is EL".

THE QUESTION BOX

The M24 tank card should have "CE:9" where "Button Up" is presently on the front face of the card.

Scenario B: Replace German Card #16 with #22.

Scenario C: Replace German Card #16 with #9.

Scenario D: Replace German Card #16 with #22.

B-17 Errata

Table BL-3 should read "Roll 10 per attempt to extinguish fire."

Although there are six fire extinguisher counters provided, only five should be in play.

Table M-2, under Note a, "FE 190" should read "FW 190". Also add:

2 or more FCA = FBOA
2 or more FBOA = Destroyed
FCA + FBOA = FBOA

Recovery from frostbite is correct as shown in Note b to Table BL-5, not as shown in Rules Section 11.0.

On Table G-3, both Brest and St. Nazaire should be marked with an asterisk for "increased flak occurrence".

In the Rules Section 18.0, Random Events, the Random Events Table is incorrectly listed as "G-11", when it should be "B-7".

GUNS OF AUGUST

Q. May German combat support units be moved during the August 1914 Special Movement Phase?
A. No.

Q. A RR engineer unit "enters" a rail hex in enemy ZOC. At the beginning of the next turn, the enemy ZOC is gone. If the RR engineer then moves two hexes, are all three hexes the unit occupied that turn repaired?
A. Yes, the 2nd Edition rules clarify this point.

Q. May a unit entrain in a hex being repaired by a RR engineer in the same movement phase?
A. No.

Q. Is the Variable Entry Table used before or after units are placed on the mapboard during the Reinforcement Phase?
A. Before.

Q. May isolated units advance after combat?
A. Of course.

Q. When a unit is reformed to produce a stronger unit and a time delay is involved, must the exact unit to be converted be specified when the personnel and supply points are expended? If the answer is YES, may the unit to be converted remain in play?
A. Yes. No, the unit is removed from play for "refitting and training".

TITLE: NAVAL WAR

\$6.00

SUBJECT: WWII Naval Combat Card Game

The first survey of a recent release for the revised RBG was less than auspicious. Only sixteen readers contributed to the rating, too low a figure to warrant inclusion on the ongoing chart (found on this page). This means that *NAVAL WAR* will be re-evaluated by the readership at some future date.

Given this apathy, the Overall Value is a surprisingly respectable 2.75. This is attributable, no doubt, to the fact that this is a game of enjoyment rather than skill, fun for the entire family, and a rarity in this hobby of ours. Its ratings for Complexity (1.63), for Completeness of Rules (1.75) and for Playability (1.87) seem all to support this observation. And, it is quick playing, a decided asset for the family looking for an evening's cordial entertainment. Exciting and relatively well-balanced too, it is the perfect diversion, as Mr. Dotson (Vol. 19, No. 6) pointed out. Of course, it is axiomatic that—given the above—

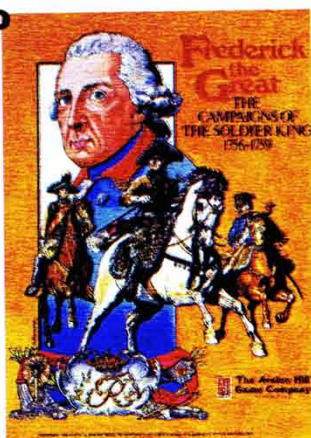
Overall Value: 2.75
Components: 3.87
Mapboard: —
Counters: 4.01
Players' Aids: 2.00
AH Complexity: 2.00
Complexity: 1.63
Completeness of Rules: 1.75
Playability: 1.87
Excitement: 2.55
Play Balance: 3.12
Authenticity: 6.12
Game Length
Shortest: 6.15
Longest: 10.75
Year: 1983
Sample Base: 16

AVALON HILL RBG RATING CHARTS

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length Shortest	Game Length Longest	Year	Sample Base
1. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
2. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
3. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
4. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
5. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
6. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
7. WS&M	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
8. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
9. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
10. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
11. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
12. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
13. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
14. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
15. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
16. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
17. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
18. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
19. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
20. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
21. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
22. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
23. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
24. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
25. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
26. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
27. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
28. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
29. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
30. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
31. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
32. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
33. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
34. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
35. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
36. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
37. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
38. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
39. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
40. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
41. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
42. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
43. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
44. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
45. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
46. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
47. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
48. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
49. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

COMING UP
NEXT TIME

In the view of the collective readership, an excellent mix of articles highlighted the latest issue and brought a cumulative rating for Vol. 19, No. 6 of 3.19 in its wake. Notable was the favorable response to our feature on PBM *VITP* and the accompanying Series Replay utilizing Mr. Lutz's innovative system (which ironically was rated better than the feature article). Too, it seems that one man's views on the historical aspects of our title line intrigued and involved many, bringing Mr. Owen the distinction of a popular piece that was also well-crafted. The ratings of the individual articles are as follows:

VITP SERIES REPLAY	274
A HISTORIAN'S GUIDE TO	
AH WARGAMES	209
VITP PLAY BY MAIL	198
DIPLOMACY IN THIRD REICH	108
SOVIET SUBMARINE	104
SQUAD LEADER CLINIC	90
FLATTOP GAMEMASTERED	65
NAVAL WAR	53
THE COMPLEAT DIPLOMAT	38
UP-SCOPE	35
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Once again, Avalon Hill's best are well-represented among the nominations for the awards presented by the Academy of Adventure Gaming Arts & Design. The Charles Roberts Awards (named after the father of modern board wargaming and founder of Avalon Hill) are annually presented at ORIGINS for excellence in board-gaming. In twenty-five years, the talents and technical abilities of the designers, artists and developers who comprise this hobby have come to such a peak that to select one from the five nominated in each category is a difficult choice. To be nominated is high honor, to be selected the best is an unsurpassable compliment. Avalon Hill's nominees: in the realm of Best Pre-20th Century Boardgame, 1982 — *CIVILIZATION* and *STRUGGLE OF NATIONS*; Best 20th Century Boardgame, 1982 — *GI: ANVIL OF VICTORY* and *STORM OVER ARNHEM*; Best Fantasy Board Game, 1982: *TITAN* and *LEGEND OF ROBIN HOOD*; Best Adventure Game for the Computer, 1982: *LEGIONNAIRE*; and, of course not to be forgotten, Best Professional Boardgaming Magazine: *THE GENERAL*. Of these, both *CIVILIZATION* and *STORM OVER ARNHEM* carried away the award in their respective categories.

In these days of recovery, it appears that Avalon Hill is able to — not just hold the price line — but roll it back. The most recent AH Price List notes retail price decreases for *SOURCE OF THE NILE*, *BUREAUCRACY*, *DRINKERS WILD*, *GOLD*, *HEXAGONY*, *IMAGE*, *INTERN*, *MOONSTAR*, *OH-WAH-REE*, *PETER PRINCIPLE*, *POINT OF LAW*, and *SMOKERS WILD*. Readers should note that, due to a typographical error, there is errata for the Price List; the retail price of *EXECUTIVE DECISION* is \$11.00. Available for the first time is the *SQUAD LEADER Trilogy*, a boxed set of *SL*, *COI* and *COD* in an elegant library pack. And, *ALPHA OMEGA* has been moved to the discontinued list, thus retailing for \$50.00 as a collector's item.

In response to a number of overseas readers who have expressed an interest in obtaining copies of the original 3M versions of a number of our fine Leisure Time titles, we are pleased that a source of such has been located. Those interested in purchasing out-of-print Leisure Time games are urged to contact Mr. DiTullo, CODACO S.P.R.L., 1072 Chaussee de Ninove, 1080 Bruxelles, BELGIUM.

Infiltrator's Report

The *Collector's Guild* is a dedicated group of gamers given to a rather odd pastime: the collecting of games. An active and able organization, it endeavors to, at long last, bring some sense and control to this neglected aspect of the hobby. Co-sponsors of the recent auction of Charles Roberts' private collection of games, highly visible at ORIGINS '83 with displays of Charles Roberts and H.G. Wells award winners of yesteryear and a "1950's AH tournament" (remember *VERDICT*, *U-BOAT*, and *DISPATCHER*), the members are to be commended. The future of the Collector's Guild holds promise of a comprehensive price guide and game exchange. Those interested in making contact with the Guild are encouraged to write Mr. William Jaffe, P.O. Box 2675, Washington DC 20013.

Speaking of the auction of Mr. Roberts' collection, the readership might note that an investment in pleasure occasionally leads to more substantial rewards. Among the fifty items auctioned at the ORIGINS auction are some less-than-memorable Avalon Hill titles, whose chief claim to fame may be the prices they commanded at this auction:

<i>U-BOAT</i> (\$4.95 original price)	\$110.00
<i>AIR EMPIRE</i> (\$4.95)	\$150.00
<i>CIVIL WAR</i> (\$2.95)	\$75.00
<i>DISPATCHER</i> (\$4.95)	\$185.00
<i>DOLL HOUSE</i> (\$.98)	\$108.00
<i>TRUCKS, TRAINS, BOATS, PLANES</i> (\$.98)	\$103.00
<i>IMAGINATION</i> (\$1.25)	\$125.00
<i>TACTICS</i> (\$4.95)	\$1200.00
<i>TACTICS II</i> (\$4.95)	\$85.00

The 1984 "National DipCon Champion", determined in a rigorous and ruthless tournament at the National Diplomacy Convention held in conjunction with ORIGINS, is Joyce Singer. Our congratulations are extended to Ms. Singer, a female, non-household name in a male-dominated hobby where egos occasionally crowd out the fun. She bested six others in a final tense game of the classic to prove that there are no sexual limits on ability here.

Among the many who responded to Contest #112, some 41 agreed with our concentration of effort on the Aleutians. From these, ten were selected at random: Edwin Bandy, Paulding, OH; Wayne Borkowski, Parlin, NJ; Dave Brandon, Citrus Heights, CA; Staffan Carlson, Vasteras Sweden; Gordon Davies, Austin, TX; Jerry Hall, Wichita, KS; Dennis Nicholson, Pawlins, NY; J.D. Poorman, Ogden, UT; Philip Rennert, Houston, TX; Roger Stierman, Dubuque, IA.

According to Jon Mishcon and Joe Suchar, craftsmen of the challenging Contest #113 and both readily recognizable to *SL* aficionados, the latest contest utilized a number of obscure rules. Principal among these were: 1) that LOS of entrenched units behind a hedge is limited to hexes adjacent to that hedge; 2) that defenders in buildings behind walls allows attackers wall benefit when moving; 3) that WP grenades may be used in advancing fire; 4) that WP grenades may cause critical hits; and 5) that there is a one turn delay before an undeveloped fire consumes a hex. With these facts firmly in mind, the American player performs the following:

Rally Phase: no activity

Prep Fire Phase: no activity (anyone placing smoke loses if they move through it!)

CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

AUGUST 31, SEPTEMBER 1

2ND ANNUAL SQUAD LEADER OPEN,

Charlotte, North Carolina

Contact: D.R. Munsell, 6101 McBride Street, Charlotte, NC 28205.

NOTE: Five round, round robin tournament featuring *SL*, *COI*, *COD* and *GI* solely.

SEPTEMBER 3-4-5

GATEWAY 1983, Anaheim, California

Contact: STRATEGICON PR Dept., P.O. Box 2577, Anaheim, CA 92804.

SEPTEMBER 24-25

NOWSCON, Brookpark, Ohio

Contact: Northern Ohio Wargaming Society, P.O. Box 29116, Parma, OH 44129.

SEPTEMBER 24-25

THE EMPEROR OF BUFFALO WARGAMING & MODELING CONVENTION, Buffalo, New York

Contact: Chuck Gilbert, Wargamers of Western New York, 30 Rosedale Blvd., Eggertsville, NY 14226. (716) 834-5236.

OCTOBER 14-15-16

SUNCOAST SKIRMISHERS GAMING SHOW, Tampa, Florida

Contact: Joe Brimer, Suncoast Skirmishers, 4006 Wallace Avenue, Tampa, FL 33611. (813) 831-1762.

JANUARY 13-14-15

CRUSADER CON III, Denver, Colorado

Contact: Stephen Stein, Auraria Gamers Club, Metropolitan State College, 1006 11th Street, Box #39, Denver, CO 80204.

NOTE: Tournament events will include *DIPLOMACY*, *KINGMAKER*, *SQUAD LEADER* and *CIVILIZATION* among other Avalon Hill titles.

JANUARY 14-15

CHIWAUKEE CAMPAIGN '84, Kenosha, Wisconsin

Contact: Thomas A. Beach, 1465A Sheridan Road #2, Kenosha, WI 53140.

NOTE: Tournaments include *WS&IM*, *SQUAD LEADER*, *GLADIATOR*, *STORM OVER ARNHEM* and *STARSHIP TROOPERS* among many others.

MARCH 17-18

CENTCON 84, New Britain, Connecticut

Contact: Ronald Vincent, 471 Commonwealth Avenue, New Britain, CT 06053. (203) 225-0763.

Movement Phase: 6-6-6 in V3 assault move to U4; 6-6-6 in W5 to T4 via V5 and U5

Defensive Fire Phase: immaterial

Advancing Fire Phase: squad in U4 throw WP into T3, follow-up dr is a Critical Hit and the 4-6-7 breaks; an undeveloped fire occurs. Meanwhile, the squad in T4 performs the same by throwing WP into S5 with the same results there.

Rout Phase: German squads rout away

Advance Phase: Fairly obvious; squad in U4 to T3 and squad in T4 to S5.

And with this elegant (albeit tricky) solution, only the best of would-be squad leaders should remain to collect the accolades. The winners will be announced in the next issue.

OPPONENTS WANTED

Are there no adult gamers in the Birmingham area? Desperate for fit with competent opponents. Role players need not reply. Isaac West, P.O. Box 66424, Birmingham, AL 35210

Need fit for fit, AIW, PB, PL, FE, or RW in Achorage, 8941. Also pbn for PB anywhere. David Brown, 282-G Dye Ave., Ft. Richardson, AK 99505, 426-2080

Tired of losing to myself. Desperate! Want fit for fit, ST, COI, COD, Russell Cuddeback, P.O. Box 1108, Eagle River, AK 99577, 694-5170

Two Orange County gamers need fit opponents for fit. Wish to play as teams. Have plenty of space to play. Scott Jensen, 1900 E. Almont #64, Anaheim, CA 92805, (714) 776-5152

Need opponents for FITG, GSI, MR, DUNE, CIV and CM. Call 828-8496. Lynn Radaka, 1505, Magnolia #168, Anaheim, CA 92804

Noire Damer. I'm moving there in Aug. for 4 years of graduate study. I like fit play for half of AH's games. Mike Sanchez, 1052 Burlewad, Anaheim, CA 92807, (714) 637-1322

Experienced sixteen year old needs opponents for DIP, 3R, W&P, GOA, 1776, FITG, DUNE, MR, WSIM, VITP, SL, Ser, and others. Steve Wain, 144 Rock Way, Anaheim, CA 92801, (714) 533-0345

STAL Tournament. Area only, limited entries, no entry fee, trophy, turn by turn newsletter, all opponents play Russia vs. Provisional. 1600+ opponents. All Russians apply. Dr. Kucenka, 1100 Ming #87, Bakersfield, CA 93309, (805) 977-9022

Adult wargamer seeks opponents for fit; VITP, WAS, CIV, am willing to learn older. Will play all games during week. Robert Roushier, 9023 Rose St. SE, A-10, Bellingham, WA 98206, (815) 920-3587

SL, COI, GSI, FG, soon to get COD, GI, and others? D40 scenarios for SL etc. Will answer letters. No pbn! Todd Bissell, P.O. Box 917, Camano, CA 95709, (917) 644-3610

Opponents wanted for ST, COI, COD, GI, 3R, FG and CIV. Any age ok, rated or not. Steve Weibach, 961 Brighton St., La Habra, CA 90631, (213) 697-1196

Need opponents for a 14 yr. old player. Will play all ST, COI, COD, SL, 3R, STAL and others. Mario Dierberger, 1720 Lechna Rd., Malibu, CA 90265, (213) 457-4725

Pair of self-taught gamers seek fit opponents for SL, COI, want to learn COD, GI, No "assassins," prefer "historians." Rip Smith, 6433 Kanam Dune Rd., Malibu, CA 90265, (213) 457-5413

Fit opponents wanted for SL, GSI, GI, AK, VITP. Will learn others. Any clubs in area? Steve Mueller, 8941 Bourbon St. #B, Orange, CA 92665, (714) 637-2499

SL enthusiasts wanted in Oroville area. Rated or not. Will pbn but need system. Hank Ball, 18 Sabine Rd., Oroville, CA 95965, (916) 533-3028

Interested in multi-player GSI? I will GM. Also looking for pbn W&P, TRC. Dirk Sauer, 3244 Libbyway, Sacramento, CA 95821

Wanted fit play, any 25, own 22 AH games. TRC, VITP, SST, SLB, AK, many others. Am flexible with time. Steve George, 621 W. Sycamore Dr., San Gabriel, CA 91776, (213) 282-4325

Veteran gamer seeks want for TRC, either fit or pbn. Prefer Axis for pbn. Will travel reasonable distance on reciprocal basis for fit. Gary C. Dickson, 3312 W. Alpine Ave., Stockton, CA 95204, (209) 465-4570

Fit anything as long as you are willing to teach. Know and will pbn W&P, TRC. (Area 1500 pbn) 3 Dkr Sauer, 3244 Libbyway, Sacto, CA 95821, 917-9398

32 yr. old experienced gamer wants 3R opponents. Any clubs? Just moved into town! Paul Clough, 5960 Turret Dr., Colo. Spgs. CO 80907, (303) 594-1284

AL, BIS, FT, JU, W&P, WSIM, 1776. Steve Mavret, P.O. Box 144, Sioux, CT 06268, (203) 429-5289

Rated play of TRC desired. I am about 1400+ Area games only. Also rated pbn of BB&I and FE. Albert Miller, 305 S. Shore Dr., Dover, DE 19901, 697-2519

Adult gamer seeks fit opponents for STAL, SOA, PB, PI, BB&I, BB&S, AZ. All letters answered. Will learn other games. J.P. Kelly, 1909 Wells Rd., Apt. 284, Jacksonville, FL 32073, (904) 269-0458

Reliable adult Area 1400 Pbn, seeks same for pbn. BL 75 ed. David Perry, 2001 SW 84th Ave., Miami, FL 33189

Looking for wargamers, SL, ST, FE, 3R. Will pbn TRC or BL rated or unrated. Any clubs nearby? L. Daniel Ward, 534 Sea Hawk Dr., Milton, FL 32570, (904) 626-0562

Anybody in Idaho pbn or fit FE, MD, VITP or other games. Getting desperate. Stuart Fuller, 1910 Ray, Caldwell, ID 83605, 495-9538

Adult gamer needs fit opponents. Will play all games. I am experienced player, own many AH titles. Carl Amelio, 1467 Forest Ave., Calumet City, IL 60409, (312) 862-0393

Wanted: fit or pbn (your system). SL, COI, COD, FE, W&P, DIP, AW, PI, ST. Will take on anyone. Mike Rhive, 5542 Lakewood, Chicago, IL 60640, 334-1042

Area 1600+ wants rated pbn VITP, TRC, PB, BB&I, DD77, Luft, FE. Code of conduct necessary. Steve Resman, 2713 S. 58th C., Cicero, IL 60610

D-Day pbn opponents. Adult 1500+ pbn, seeks 1400+ adult players for rated games. Prompt moves, friendly competition promised. Away All Board! Steve Larson, 122 E. Lincoln, Petersburg, IL 62675, (217) 632-7668

Adult (39 yrs.) old who is tired of solitary wants to start active gaming. Needs adult opponent for friendly fit in SL, COI, TRC, others. Jeff Howell, 852 C Colonial Dr., Wheeling, IL 60090, (312) 541-5323

Rated approx. 1000, looking for 800-1200 pbn in AK, DD, WAT, STAL, or BB&I. Your choice of sides. John Ellsworth, 7353 S. Woodward Apt. H112, Woodridge, IL 60537, (312) 968-7649

Area rated 1600+ seeks rated pbn, AK, STAL, DD77, PB, with 1400+ opponents. Jack J. White, 883 Melody Oaks Box 11, Missouri Valley, IA 51555, (712) 642-4129

Area 1500 will pbn PB, W&P, BB&I, AZ, FE, TRC, VITP, fit only GI, W&P, BIS, FT, 3R. Jarred Crider, 2452 Riverlawn, Wichita, KS 67204, (316) 838-6505

Seeking pbn VITP, fit SL, Ser, fit Computer Code Assault, FE, SOTN, RB, Carl; McGinnis, 10330 901, Grapewind, NY 41143, 474-4211

New Orleans area wargamers, we meet every Wednesday night. Richard Cuccia, 4725 Chastant St., Metairie, LA 70002, 504-454-3847

Adult Baltimore fit for CL, CAE, W&P, 1776, Victory Games' Civil War. History oriented. Reliable. Louis J. Sheehan, 1430 Levee Ave., Baltimore, MD 21224, (301) 522-9535

Looking for adult fit wargamers in the eastern shore area. Like to play 3R, W&P, TRC, BB, GOA, 1776, PL, Rob Beyma, 407 Walnut St., Pocomoke, MD 21851, (301) 957-3541

Adult novice age 33 would enjoy fit with adult counterpart in classic only. AK, BL, BB, DD, STAL, WAT, John K. Modugno, 23 Albany Cir., Beverly, MA 01915, (617) 921-0633

SL, COI, COD, GI. Looking for fit, play anybody? TRC pbn rated want to learn R. J. Perruzzi, 197 Hamlet Rd., Ft. Boston, MA 02122, (617) 825-5289

Seek highly rated Allies for BB&I or BB&S, rated pbn. 1970. Scenarios or Tournament game. I supply pbn games. Joseph Cornier, 45 Grant St., Gardner, MA 01440, (617) 632-1509

16 yr. old, area 1500, seeks rated game of BIS, also need pbn system. Steve Berube, 50 Howe St., Methuen, MA 01844, (617) 686-9274

Fit opponents for SL, PL, BI, FE, 3R. Will consider pbn. John Loney, 3829 Bress Rd., Newport, MI 48166, (313) 289-2583

Adult gamer seeks fit opponent in Detroit Downriver area or Toledo area for SLB, PB, PI, VITP, AIW, FITW, I-W, Michael Yentzer, 1707 Ranch Rd., Temperance, MI 46182, (313) 856-6296

Conflict gamers of Western Mich. wants you. Looking for wargamers in Grand Rapids vicinity. No FRP. Mature gamers only. Wayne Ertelche, 4236 Stonebridge, Apt. 1, Wyoming, MI 49099, (616) 531-9212

Schools out 6/11. Looking for new gamers. Like DIP, MID, BIS, WAS, VITP. Will learn new games. Can travel some. Paul Kasco, 8308 34th Ave. No., New Hope, MN 55427, (612) 444-2257

Area 1500+ seeks 1400+ pbn opponents for PB (1-25), PL (940 or 440), SL or COI. Pick game/scenario if you like. Anthony L. Gray, P.O. Box 376, Buffalo, MO 65622, (417) 345-7223

I will moderate Area (only) games of postal FT and GI. Each interested player must submit victory slip prior to start of game. Opponents will be matched according to current ranking and modifiers. Each player turn must be accompanied with SASE. Bill Miligan, R.R. Box 211 A, Percy, MO 63070

Are there any SL players in the Ozarks? Handful of hardcore SL players interested in fit play. SL thru GI. David Poole, 312 E. Morningside, Springfield, MO 65807, (417) 881-3892

Wanted: pbn GOA. Prefer 1776 and others. All replies answered promptly. Vince Rapini, 820 Mark Sharon Ct., St. Louis, MO 63125, (314) 721-2002

Looking for adult gamers in Reno-Carson city area for fit SL, COI, COD, GI, GSI, and many others. New to area and need opponents. Michael Roberts, 909 Rolando Way, Carson City, NV 89701, (702) 883-8107

Wanted: opponents or clubs to play historical, sci-fi or fantasy games including: AK, PL, SL, FE, DH, DWTR, MR, WQ and others. Fit only! Bob Provender, 18 Rodney Rd., E. Bruns, NJ 08816, 254-6322

18 yr. old looking for fit opponents for SL, COI, W&P and others. Will play anyone in my area. Jim Hand, 51 Browning Ave., Moorestown, NJ 08057, 234-3624

Two-sty. gamer seeks pbn opponents for TRC and would like to try FE. I am Area rated 1265. Michael H. Chris, 612 S. Maneta Dr., Point Pleasant, NJ 08742

PB, PL, SOA, BB, BIS, I-W, SL, SUB, 3R, FE, TRC, PAA, AOC, TB, Dwight McMahon, P.O. Box 291, Trenton, NJ 08611

Area 1200 prov. 1 seeks opponents for rated pbn RW, PB. Will take first 3 in each, answer all letters. My frankhauser, I'll pick side. Ted Kury, 511 Frankhauser Rd., Amherst, NY 14221, (716) 633-4249

Adult gamer seeking fit opponents for SL through GI, VITP and TRC. Non-rated. Tom Distro, 27 Ely St., Binghamton, NY 13904

Looking for opponents: pbn or fit for BIS, FE, FT, I-W, PB, PI, SUB, TAC, TRC, VITP, WAS, Learning SL. Robert Sienel, Gunter Rd., Brewster, NY 10509 (914) 278-9557

Pbn opponents desired for SL, COI, and COD. I am a beginner, but will answer any challenge. Richard N. Landowski, 1277 Aracord Rd., Cortland, NY 13845, (613) 466-2278

Mid Hudson Valley wargamers are you interested in forming a club? Reply with ideas please. Timothy Darcy, 22 Phillips Ave., Highland, NY 12528

OPPONENTS WANTED

Veteran gamer needs a "fit." Pbn (fit TRC, BB&I, FE, GOA, AOC, Have and will learn others. Any gamers around Jamestown? John Blau, 283 E. Terrace, Lakewood, NY 14750, (716) 763-4809

Adult gamer looking for reliable opponents for 1776, W&P, CIV and Victory's Civil War. Fit or FRP. Mature gamers only. Wayne Ertelche, 4236 Stonebridge, Apt. 1, Wyoming, MI 49099, (616) 531-9212

Area 1545 AAAA desires Area rated pbn for PB situation 1-25 or SL Ser. Have excellent SL system. All letters answered. Alan Lipka, P.O. Box 176, Prospect #77 13475, (315) 496-2560

Area 1500+ seeks 1400+ pbn opponents for PB (1-25), PL (940 or 440), SL or COI. Pick game/scenario if you like. Anthony L. Gray, P.O. Box 376, Buffalo, MO 65622, (417) 345-7223

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Area 1500+ seeks 1400+ pbn opponents for PB (1-25), PL (940 or 440), SL or COI. Pick game/scenario if you like. Anthony L. Gray, P.O. Box 376, Buffalo, MO 65622, (417) 345-7223

OPPONENTS WANTED

Dallas area gamers? SL, COI, COD, GSI spoken here! Need fit players, veterans preferred. Call after 6:00 pm. Tonight! Joe Zapolski, 311 Valley Park, Garland, TX 75043, (214) 840-3649

Area pbn opponents or fit for GE77, AZ, AK, CH, AOC, BL, I.R.T. I'm 32 yrs. old rated 1200 pbn. Michael Vey, R. 5 Box 178, Jasper, TN 37591, (409) 384-2191

Desperate! Need opponents for MD, VITP. Willing to learn others. Young, but don't be fooled. Want old issues of General and games. Darren McPherson, 915 Dogwood, Katy, TX 77449, 391-3640

Central Texas Gamers' Competitive adult pbn fit anywhere. Bell Co. SL Ser, 3R, TRC, PAA, others. Pbn SL, 3R, 3rd Area. Call 3-5 pm. Brian Nolen, 19 N. 403, Temple, TX 76701, (817) 771-1769

Area 1200 Gamer wants rated or unrated play in Ogden area. SL, COI, 3R, VITP, SOA; pbn FE, BB&I, Mark Greenman, 1502 Tartan Wy., Layton, UT 84041, 444-0375

Fit wide variety AH games. Club with over 15 members meets every Friday night. New members welcome. Area rated available. Bill Scott, 2317 Barracks Rd., Charlottesville, VA 22901, (804) 293-9265

Looking for fit DIP opponents in MD, VA, DC? Write for a free sample of Politese. Also want fit RB players. Ed Wibel, 3923 S. Forestdale Ave., Dale City, VA 22191, 670-3489

Opponent wanted pbn BB&S, WAT, also fit DIP, MD, FE, TAC. J. Ringhofer, 1916 Park Rd. N., Richmond, VA 23229

Wanted: GI level players/states to played scenarios for possible publication. Send SASE if willing to devote plenty of time and effort. Raymond Andrews, 1615 W. Smith St., KC-202, Kent, WA 98002, (206) 852-2142

Tired of waiting for AH. Does anyone have WWI or WWII scenarios for WAS or VITP? Michael Knorr, 1011 South 56th St., Apt. 11, Milwaukee, WI 53219

G.I. expert player wants opponents for pbn. I have pbn system. Owen Walters, 6 Hallcroft Rise, Ratho, mid Lothian, EH288BN, Great Britain, (031) 333-1557

Wanted area opponent for the following games. AK, BB&I, BB&S, WAT, Pietro Cremona, VIA CAMP48, Modena, Italy 41100

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Wanted area opponent for the following games. AK, BB&I, BB&S, WAT, Pietro Cremona, VIA CAMP4

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL*'s version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

MYSTIC WOOD

\$11.00

Avalon Hill's Game of Romantic Adventure

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

1. Overall Value

2. Components

2a. Mapboard

2b. Counters

2c. Player's Aids

3. Complexity

3a. Complexity

4. Completeness of Rules

5. Playability

5a. Excitement Level

5b. Play Balance

6. Authenticity

7. Game Length

7a. Basic/Shortest

7b. Advanced/Longest

8. Year of Publication

1983

\$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 plain 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 different 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

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncanceled U.S. postage stamps.
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, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, 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, Civilization—CIV, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Dragonhunt—DH, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Freedom In The Galaxy—FG, Fury In The West—FITW, Gettysburg—GE, G.I.: Anvil Of Victory—GI, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Jutland—JU, Kingmaker—KM, Legend Of Robin Hood—LRH, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Origins—OR, Outdoor Survival—OS, PanzerArmee Afrika—PAA, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle Of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trirreme—TR, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

_____	_____	_____	_____
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NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Contest No. 114



TURN



Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____




























ADDRESS _____

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PanzerLeader Variant Counters

[illegible][illegible]

These variant counters are intended for use in conjunction with the article "Para-Leader" found in Vol. 20, No. 2. They are compatible with all previously published counters for *PANZER LEADER*.

GLIDER	GLIDER	GLIDER
		
GLIDER	GLIDER	GLIDER
		
GLIDER	GLIDER	GLIDER
		
GLIDER	GLIDER	GLIDER
		
GLIDER	GLIDER	GLIDER
		
C	C	C
		
C	C	C
		
C	C	C
		
C	C	C
		
C	C	C
