GENERAL

★ AVALON HILL

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TALBOT 87

BATTLE OF THE BULGE

The American History Series
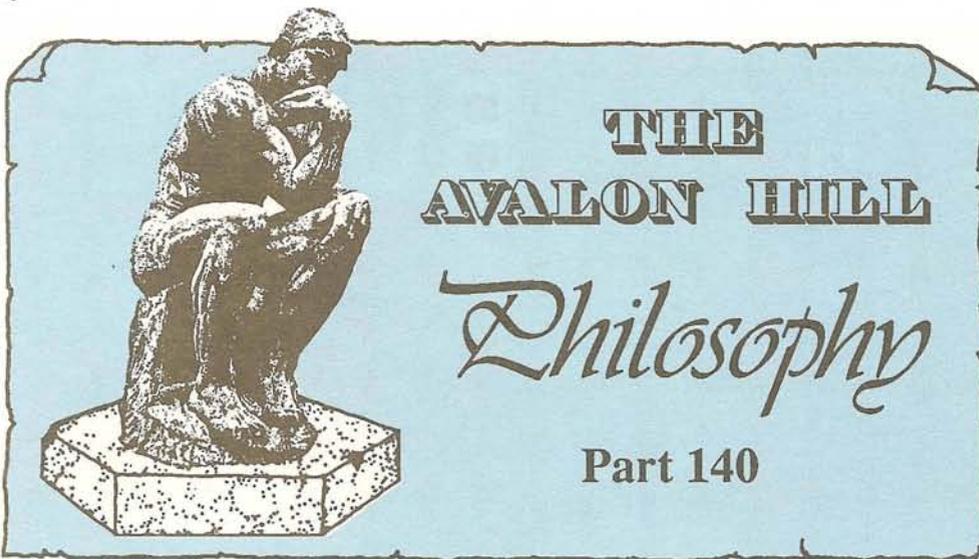
THE AVALON HILL

Philosophy

Part 140

First, let me apologize for the extreme delay in this issue seeing print. Then promise that, if all goes according to plan, the pace of publication of The *GENERAL* should pick up to the point where we are back on track very soon. You see, we've finally caught up to the 21st Century.

Some months ago, the decision was made to accept the rather stiff investment in converting Avalon Hill's production to the MacIntosh. A number of Macs, laser printers, and programs were purchased. Each of the designers, artists and typesetters were outfitted with the hardware necessary to produce high-quality, print-ready material. Scanners to input graphics, and photographs, were acquired. Eventually, an image-setter will take its place in the Camera Department. Over the past few weeks, both Charlie Kibler and I have labored to become proficient with the new system. Much material in other format needed to be converted (and much remains still to be downloaded or scanned). Indeed, this issue is the first result of our recent "practice".

Thus, as of now, The *GENERAL* will be produced wholly upon the computer, using "Word 4.0" and "QuarkXPress". After articles have been keyed in (in Word 4.0), they will be laid out using the powerful Quark program. The black/white graphics will be added to the stew. And 64 pages of the best of wargaming will roll off my printer. The disc on which the final layout is stored will then be turned over to Charlie Kibler, who will add the color, using specialized programs on his machine. The now-complete issue will next be sent on to the Camera Dept on disc, where the image-setter will produce four-color separations for proof, and the plates will be made from these. In effect, we will be sidestepping the typesetting chores, and much of the work that heretofore fell upon the broad shoulders of Lou and his fellows in Camera.

Long-time readers will notice some changes immediately. Instead of 8-point and 6-point type size, we are now using 9-point and 7-point respectively (a boon to these tired eyes). Point size for titles, subtitles and headers will be modified accord-

ingly. As will pica, leading and other concerns. Justification of text should be better. And, with the "spell-checker" in operation, typos should be reduced to a minimum. We will be more flexible in our usage of color and graphics. Use of formatting templates will insure uniformity in presentation (most helpful when offering scenarios and the like). Yet we will be able to experiment with new layouts, wrap-around text and such. Fewer errors in color coordination (as, for instance, the Russian counter in hex AA25 in Figure 1 in last issue's "The Offensive Approach" being mis-colored) will creep in. In fact, the entire appearance of the magazine should be crisp and clean.

Perhaps most important, the pace of publication should pick up. With so much of the effort now done by these machines rather than by hand, razor blade and ruler, the time span from raw submission to final layout has been reduced to a minimum. By side-stepping much of the production effort, we should be able to return The *GENERAL* to its bi-monthly schedule in short order. Currently, we are hoping to turn out the next several issues at one-month intervals, until we have regained our avowed mailing schedule (a volume-year should span a calendar-year). Once on track, the decreased time of production will allow us to concentrate on the content of the submissions moreso than has been the norm in the past.

For would-be authors, the new production offers some notable improvements as well. To those able to submit their work in disc-format, we would be grateful. Obviously, submissions in MacIntosh Word 4.0 can be sped through without hitch. But we are able, thanks to conversion programs devised by John Huff, to now accept article submissions in ASCII form for most any type of PC. Further, it is now feasible to accept submissions over GEnie, downloaded directly into our hardware via modem. If an author wishes to follow this course, I would ask that you Email me a precis first to alert me to the coming item. However, in all cases, I would ask two things: do not complete Quark layout of your submission (if you have the capabil-

ity), and please send a hardcopy draft of your material still.

This is not to say that we will not accept submissions "the old-fashioned way". However, it should be noted that use of electronic format will ease our burden of review, speed our response to you, and may even keep my red pen at bay (much of the editing I engage in comes about as I key in the articles for each issue for typesetting). As before, if you plan on map illustrations for your piece, please also include a text rendering with both hex-by-hex and unit-by-unit listings.

Nor is The *GENERAL* the only product to be improved by our new system. The *ASL Annual*, game rulebooks, special publications and various catalogues will all be produced with Word 4.0 and Quark. The new *Advanced THIRD REICH* and *Advanced CIVILIZATION* were both laid out, from start to finish, on the MacIntosh. Playtest copies of works in progress are being converted over (something sure to please our playtesters, who for years have made do with much-marked photocopies). Computer files of the base art of counters, map sections, and photographs are being constructed. The counters for the new *BATTLE OF THE BULGE*, for instance, are the work of Charlie Kibler on his computer. Our efforts to come to grips with this electronic revolution are the stuff of legends (not a day goes by that Craig Taylor does not vent his spleen upon his machine at least once), and my vocabulary has been much broadened by my co-workers. But the end result will be, I believe, a better product offered in half the time.

We will be most interested in hearing any comments readers may have. In the meantime, I continue the pleasant struggle to master all the possibilities this system offers. The "New Age" beckons. ☆

THE PROBLEM OF SEQUENCE
InterActive THIRD FLEET
By Thomas Dworschak

With the recent release of *3rd FLEET*, Victory Games has completed (?) its series of modern naval warfare simulations. When added to its predecessors (*6th FLEET* - 1985; *2nd FLEET* - 1986; *7th FLEET* - 1987; and *5th FLEET* - 1989), wargamers can now vicariously control virtually any vessel of any navy located anywhere in the world. And in many ways, *3rd FLEET* is the crowning touch to this popular series. With three separate maps covering the waters of the sunny Caribbean, the harsh Atlantic and the icy north Pacific, and counters depicting the fleets and air forces of the two superpowers, their major allies and the non-aligned countries, *3rd FLEET*'s twelve scenarios are as diverse as those of any game in print. More importantly, the game itself represents an impressive quantification of the major attributes of contemporary warships. Vessels and aircraft of 22 nations are rated on their ability to move and to detect and attack enemy subs, aircraft, surface ships and bases (the submarines are also rated for their "stealth"). For those aficionados desiring even greater realism, there is a plethora of optional rules ranging from simple changes (such as in-flight refueling and variable torpedo damage) to more complicated provisions to enhance realism (logistics, weather and nuclear weapons, for instance). In all respects, the research for this game is superb.

Unfortunately, mere interpretive excellence does not a great game make, and *3rd FLEET* and its brethren all suffer from a wooden game system which wrecks the brilliance that each individual counter represents. The essence of each eight-hour game turn lies in the six Action Segments, during each of which one side of the other chooses to move and/or fire all of its ships, all of its subs, or all of its planes; players randomly determine who gets to go first in each of these Action Segments, and then that player can decide which of the three arms he wishes to activate. And after one player moves and resolves his combat, the random selection process is repeated. So it is entirely possible that one side could move and fire two or three times in a row before the other gets to respond in any fashion.

A second problem I find is that every unit, including submarines, is on the mapboard in full view at all times. Although only enemy units which have been detected through a variety of well-designed systems may be attacked, simply knowing where the enemy is - and, more importantly, is not - gives both players far too much information. Consequently, the game is placed in a highly artificial environment.

The true "realism" of a wargame cannot be measured by the amount of chrome packed in the rules or the number of counters. Instead, realism is assessed by how well a game pun-

ishes players who adopt ahistorical or absurd strategies or tactics. By this standard, the entire *FLEET* series fails miserably. The strictly sequential steps of play produces an ocean full of stationary targets which are unable to avoid onrushing enemy forces or defend themselves from enemy attack. This flaw is evident in a summarized replay of one of the more common and most crucial situations: the battle between Soviet submarines and NATO surface units.

Either side has a 50% chance of making that crucial first move, and on this occasion fortune has smiled upon the NATO player. Across the entire Northern Pacific, NATO anti-submarine task forces blast through the waves at 30+ knots, traveling as much as 270 nautical miles in eight hours to attack enemy submarines. No actual ASW commander would dare undertake this naval equivalent of "Pickett's Charge", because such speeds would mask his own sensors while telegraphing his own location to enemy subs for the entire duration of his mad rush. Yet in *3rd FLEET* these ships are impervious to enemy fire during their charge. Because there are no provisions for attacking even detected enemy units as they move past or even through your location, warships move with impunity through wolfpacks of enemy subs. Once the ASW force arrives at its destination, it is guaranteed to find that enemy submarine sitting motionless right where it was eight

hours ago; in the ensuing combat the hapless submarine cannot fire back but can only hope to survive the fight and so be able to retaliate in its own turn.

However, if the Soviet player gets lucky and moves first, equally absurd tactics furnish his best chance for victory. Throughout the hundreds of thousands of square miles of ocean depicted on the map, Russian subs rush at flank speed towards their targets, confident in the knowledge that every NATO vessel at sea will remain motionless and defenseless during these eight hours.

In addition, players often can acquire crushing advantages as a result of blind luck. A player who gets the first two moves - a 25% chance - can unleash the two most powerful arms of his sub/surface/air triad, battering the poor player who has done nothing wrong other than have the misfortune of accidentally angering the God of Dice. Having the "skill" to go last also bestows obscene benefits on a player, for he is now free to deploy his units with the full knowledge that no enemy will be able to react until next turn (and then there is that 50% chance that friendly units will again move before the enemy).

Despite these grievous flaws (at least for me), there is hope. The rest of the *FLEET* game system is so solid that some simple redesign of the sequence of play produces a superb simulation for naval buffs. The thrust of the following suggested changes is to make the game "interactive" - that is, a little less consecutive and a little more concurrent - as well as to add some elements of the "fog of war". Of course, the ultimate solution would be completely simultaneous and hidden movement, but without the assistance of a computer (or a GM with the patience of a saint) that isn't possible. Until that day, I would hope the following serve.

I. ACTIVATION

1. To determine which side may activate units, roll one die. On any die roll which is even (except "0"), the Soviet player has the initiative and may activate any single sub unit or single stack of surface or air units, or may declare a "pass". On any odd die roll (except "9"), the NATO player has the initiative and may activate any single sub unit, air stack or surface stack - or "pass". On a die roll of "0" or "9", the player which did not have the initiative last now has the advantage and may activate a sub or stack of surface/air units (or may "pass" of course). If a player elects to "pass", the opposing player then automatically has the initiative. If both sides pass consecutively, the game turn immediately ends.

2. If the side with the initiative elects to activate a stack of air units, the other side may simultaneously activate an air stack. If the non-active opponent does elect to launch a simultaneous air mission, both players execute their attacks simultaneously and at the conclusion of both missions roll the die again to determine which side has the initiative. If using the Coordinated Air Strike optional rule, more than one air stack may activate at the same time so long as all air units are using the same rendezvous hex (see XIII below). If the opposing player

declines to simultaneously activate an air stack, this does not count as a "pass".

3. After the active unit has completed its movement and/or combat, roll the die again using the above procedure. Each unit may be activated once in a game turn. Continue this process until all units have been activated or both players have passed consecutively.

Comment: It would be best if all units could move simultaneously, as they do in the real world, but that is a practical nightmare for boardgame designers. Instead, players alternate back and forth as much as possible using the above system, minimizing the abstract advantage of going "first". Opposing air forces, however, can perform missions simultaneously without much in the way of additional rules. The concept of initiative has been borrowed from *KOREAN WAR* and allows players to hold some assets back, at the risk of the enemy passing to end the turn before they can be employed. The provision for "0" and "9" has been placed to reduce the chance of one side enjoying a prolonged series of activations.

II. DUMMY COUNTERS

1. All submarine units should be covered with a marker to hide the true identity of the counter; a second marker will be used to disguise whether it is in Deep or Search Mode (see XIV).

2. For every friendly submarine counter in play in the scenario, the player may also deploy one set of dummy counters. A dummy consists of a marker identical to those used for the "real" submarine. Beneath this marker is any unit clearly not in play in the scenario.

3. Dummies may move as many as four Movement Points per turn, and may increase this allowance by using "High Speed". Dummies may enter Deep Mode.

4. Dummies may not, however, attack, search, shadow, serve as spotter, or in any manner perform combat or reconnaissance. Their sole use is to deceive the enemy player.

5. Use the "SN" column of the appropriate nationality to resolve detection attempts against dummies. If a dummy is detected, it is immediately removed from the map. If a dummy is successfully located via Strategic Reconnaissance, the detecting player may designate another enemy submarine in that area for Strategic Detection until either a non-dummy is detected or the detection is unsuccessful.

6. Spotted dummies may not be returned to the mapboard.

7. In order to deceive the enemy, players may voluntarily forego detection attempts by their own actual submarines.

Comment: This simple system allows submarines to be a little more stealthy without encumbering the game. Experienced players will discover that, as in real life, distant enemy submarines will be confused with false contacts. But as friendly forces investigate the area, contacts can be verified.

III. OPPORTUNITY FIRE

There are three kinds of "Opportunity Fire". "Basic" Opportunity Fire is combat performed by the non-active player against an enemy attack. "Simultaneous" Opportunity Fire and "Return" Opportunity Fire are combats performed by friendly units in response to enemy "Basic" Opportunity Fire.

1. There are three situations which permit "Basic" Opportunity Fire:

a) At the instant any enemy unit with any kind of detection marker activates;

b) At the instant any kind of local detection marker is placed on an enemy unit in an Action Segment, or a Strategic Detection marker is placed due to a submarine using full speed (under 5.3);

c) At the instant any active enemy surface unit possessing any kind of detection marker enters any friendly detection zone,

Launching of the USS *Atlanta* at Newport News VA, 1980.
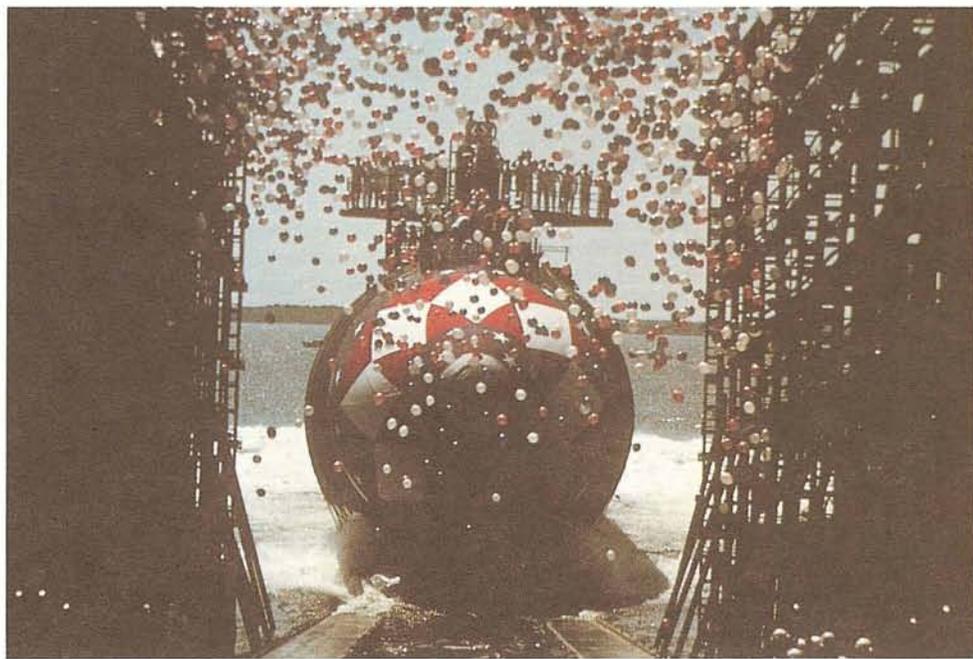
or any enemy submarine possessing any kind of detection marker enters the limited detection zone of any friendly units with a combined ASW ratings of "6" or greater (exception: Shadowing).

2. "Simultaneous" Opportunity Fire: If any unit executing a Basic Opportunity attack has a detection marker on it, the activating unit may make a "Simultaneous" Opportunity attack on one of the units performing that Basic Opportunity Fire. An activating unit must announce whether or not it will simultaneously attack prior to resolving the Basic Opportunity Fire. In a Simultaneous Opportunity attack, losses are not assessed until after all fire by both sides is completed.

3. "Return" Opportunity Fire: If an undetected enemy unit performs a Basic Opportunity attack, it is subject to detection by the active unit regardless of the active unit''s ASW value if that active unit survives the Basic Opportunity attack. Enemy surface units occupying any detection zone are automatically detected, and enemy submarines occupying limited detection zones are detected using the "Sub Detection" Table using all ASW-related modifiers found thereon. If the enemy unit is detected after performing a Basic Opportunity attack, it may be fired upon by the active unit through Return Opportunity attack at a cost of one movement point, although damage which may have been suffered by the active unit from the Basic Opportunity attack is assessed prior to attacking the now-detected unit.

4. Opportunity Fire is always optional.

5. Subject to ammunition restrictions and movement point limitations, units may make an unlimited number of Opportunity attacks. However, no submarine or surface stack may be attacked more than once during its activation by the same enemy stack. Active units may be attacked by numerous Opportunity Firing units, so long as no enemy stack employs such fire more than once at the same active unit.

6. Opportunity Fire does not count against a unit's per-turn attack limits.

7. Units may perform any kind of Opportunity Fire regardless of whether they have already been activated that turn.

8. Non-active units performing Opportunity Fire do not expend movement points to fire (exception: Shadowing).

Comment: It is imperative that non-active units be able to attack moving enemy units; this system is an attempt to permit this sort of interaction. Just as important, combat involving detected units on both sides needs to be executed simultaneously; the current system whereby almost all combat is sequential is the design's biggest flaw.

IV. SHADOWING

Any time any detected enemy submarine activates within a friendly limited detection zone, or any detected enemy surface unit activates within any detection zone, after resolving all Opportunity Fire, friendly units may follow the enemy units as they move by shadowing them. Enemy active units are said to be "shadowed"; non-active friendly units are "shadowing".

1. At the conclusion of Opportunity Fire and prior to the activating units beginning their movement, friendly units have the option of announcing that they are "Shadowing" the active detected unit. Any number of units may shadow an active detected enemy unit. (Note that announcement of "shadowing" does not by itself trigger any form of Opportunity Fire, although the movement of the shadowing unit may itself trigger Opportunity Fire by enemy units other than the active unit - see 5. below).

2. As the active unit expends each movement point to attack or move, shadowing units also expend one movement point at a time to attack or move, entering the hex just exited by the unit being shadowed. Surface units which are shadowing opposing surface units two hexes distant move so as to retain the same relative position, deviating only to avoid prohibited hexes and blocked hexsides.

3. As the shadowed active unit expends each movement point, the shadowing unit(s) has the option to continue or cease shadowing. Note that if the shadowed unit expends a movement point to perform combat, this may allow a slower shadowing unit to keep pace with a faster enemy unit. Once a unit ceases to shadow, it may not resume shadowing during the current turn.

4. As both units move, all aspects of Opportunity Fire apply, and for purposes of Opportunity Fire both the shadowed units and the shadowing units are considered to be "active". However, except for the exceptions noted in 7. below, the shadowed unit itself may not perform any kind of Opportunity Fire against the shadowing unit. In other words, as the shadowing unit tracks the shadowed unit, such movement does not trigger Opportunity Fire from the shadowed unit; however, the movement by both shadowed and shadowing unit may trigger Opportunity Fire by other non-active units on either side.

5. A shadowing unit may make only Opportunity attacks. In practice, this means that a shadowing unit may conduct Opportunity Fire when the unit it is shadowing first activates and may then make Simultaneous Opportunity and/or Return Opportunity attacks in response to enemy attacks as it moves during the shadowing. If a shadowing unit makes any Opportunity attack on any unit other than the unit it is shadowing, it must immediately cease shadowing.

6. There are only three instances when the shadowed unit may use Opportunity Fire against the shadowing unit:

a) A Simultaneous Opportunity or Return Opportunity attack in response to a Basic Opportunity attack launched by the shadowing unit prior to the beginning of movement;

b) At the conclusion of the shadowed unit's movement, the active unit (regardless of its ASW strength) may attempt to detect any shadowing unit which occupies either detection zone of the shadowed unit. If the detection is successful, the shadowed unit may then launch a Basic Opportunity attack. This detection attempt costs the shadowed unit one movement point. Shadowing surface groups are automati-

cally detected if, at the end of the shadowed unit's movement, the shadowing unit occupies either detection zone of the shadowed unit. Shadowing enemy submarines which end their shadowing in the limited detection zone of the shadowed unit may be detected by using the "Submarine Detection" Table. Each shadowing submarine is checked individually. Detecting a previously undetected shadowing unit gives the shadowed unit the option of executing a Basic Opportunity attack at no extra movement cost (although this will usually trigger a Simultaneous Opportunity attack). If the shadowed unit begins the game turn detected, or is detected by other friendly units during the shadowing process, this option does not apply; instead, normal combat provisions are in force (keeping in mind the per-turn attack limitations and the prohibition on attacking the same unit more than once during the same activation).

c) If the shadowing unit uses full speed (under 5.3) to acquire one extra movement point, place the Strategic Detection marker on it after it has completed movement. This will give a shadowed submarine the option of executing a Simultaneous Opportunity attack on the shadowing unit when it moves adjacent.

7. Shadowing counts as the turn's activation for the shadowing unit, regardless of the duration of the shadow. Therefore, units which have already activated may not shadow.

8. Any shadowed or shadowing unit expends one movement point to execute each ASW or torpedo combat, including any kind of Opportunity Fire.

9. If, when an active surface unit finishes its movement, it no longer occupies the limited or extended detection zone of any enemy unit, remove any local detection marker. If, when an active submarine unit finishes its movement it no longer occupies the limited detection zone of enemy units with a combined ASW value of "6" or more, remove any local detection marker. This may require the enemy player to reveal the identity of hidden submarines to prove that a unit is not a dummy and has sufficient ASW strength to qualify.

Comment: Throughout history, every admiral's foremost concern has been finding the enemy and keeping track of him until firepower could be brought to bear. While modern technology is such that the time between detection and combat is often measured in seconds, making and maintaining "contact" remains a crucial concern. In *3rd FLEET*, the concept of Local Detection should be an ongoing proposition. Contact must be maintained constantly, or enemy forces (especially subs) will soon disappear into the great expanse of ocean. Consequently, a portion of one's forces will always be tied up just keeping tabs on the enemy, as this rule simulates.

V. SPECIAL PROVISIONS

1. Every active unit must expend one movement point to perform each torpedo or ASW attack, including all types of Opportunity Fire.

2. Non-active units do not expend any movement points to execute any attacks. (Exception: shadowing units expend one movement point to execute each Opportunity attack involving ASW or torpedoes).

Comment: Attacks against and attacks by submarines are a cat-and-mouse game. Both sides listen for the other, moving at low speeds to reduce their own noise level while deploying towed sonar arrays to locate the enemy. The expenditure of one movement point for such attacks reflects the fact that attackers are moving well below maximum speed for at least part of their move as they stalk the target. In addition, because of the comparatively limited range of torpedoes and ASW weapons, the attacker is launching his attack more from inside the defender's hex than an adjacent hex, necessitating that extra movement point to close the range. (For those wishing to better reflect the concerns of submarines, I offer the "Composite Submarine Detection Table" below.)

VI. RETREAT BEFORE COMBAT

1. Each time a detected enemy submarine enters a friendly limited detection zone, or a detected enemy surface unit enters any detection zone, all friendly units may immediately expend one movement point to move one hex in any direction before combat against it is attempted. An enemy unit shadowing a friendly unit does not trigger retreat before combat as it moves past, since shadowing units may only launch Opportunity attacks. Resolve all Opportunity Fire caused by an enemy unit entering a hex before announcing the intent to retreat. However, a unit which wishes to retreat before combat may not make any Opportunity attacks against the unit which is triggering the retreat.

2. A unit which has already been activated during the turn may not retreat before combat.

3. After the enemy unit which triggered the retreat before combat finishes its move, the retreating unit may expend its remaining movement factors as if it were an active unit.

Comment: A primary attribute of naval warfare, from the days of the triremes to the nuclear submarines, has been the ability of an opponent to decline combat by the judicious use of flight (unless surprised or appreciably slower). This is especially true in combat involving submarines, for once spotted, their targets can remain outside effective torpedo range. This rule also keeps spotted enemy task forces from sprinting next to friendly task forces and unleashing devastating SSM attacks. However, as can be expected, once a force has committed itself to a course of action, it may not then voluntarily retreat.

VII. SHIP DAMAGE

1. When using the logistics rules, keep track of every hit suffered by friendly surface ships; when accumulated damage equals or exceeds half a ship's defense factor, flip the counter over to its damaged side. For example, when a surface ship with a defense value of "9" suffers a result of "3" in combat resolution, place three tally marks next to the ship's name on the Logistics log; a future result of "2" would erase these tally marks on the log but cause the ship to flip over to its damaged side. A ship with a defense factor of "8" which suffers five in combat would be flipped over and a single mark placed next to its name on the log pad; any combination of attacks resulting in three more damage points would sink this ship.

2. Surface units with damage points less than half of their defense value function normally.

3. At the beginning of each turn, reduce the damage level of each ship at sea by "1"; reduce the damage level of each ship docked in a port of its own nationality by "2" - so long as it does not activate that turn. Once damaged, no ship may have its damage tally reduced to zero unless it is docked, and no flipped-over ship may have its damage reduced below the level originally needed to flip it regardless of whether docked or not.

Comment: A ship's defense factor is an evaluation of how much damage it can take before it sinks - not how hard it is to hit in the first place. Therefore, ships should be able to take partial damage which does not immediately cause a loss of combat ability; simply stated, there's no reason why two little hits shouldn't have the same effect as one big hit. And if the logistics option is in effect, the amount of additional record keeping required is minimal. In addition, ships now have the ability to effect some repairs at sea and even more while in port, thus encouraging players to withdraw ships from combat. This concept doesn't apply to submarines, however, which if hit may well be destroyed instantly (see below).

VIII. CATASTROPHIC SUBMARINE DAMAGE

1. Any time a submarine takes enough damage to flip it over to its damaged side, roll a second die. For non-Soviet subs, an odd number on this roll has no additional effect while an even number means that the sub has suffered catastrophic damage (a breach of the pressure hull) and is destroyed. For Soviet subs, only a die roll of "0" or "9" results in immediate destruction.

2. Whenever a submarine suffers a hit result equal to one-third or more of its defense factor, roll another die. If the die roll is even, it has suffered excessive flooding; flip the counter over to its damaged side. If a submarine is damaged under this provision, then roll again to check for the above Catastrophic Damage result as well.

3. *Optional:* After a submarine is flipped to its damaged side, a second die roll of "0" means that the sub has suffered sufficient damage to prevent it from submerging. For the rest of the game, treat the sub as a surface unit in all respects (although all values except movement and defense are reduced to zero).

COMPOSITE SUBMARINE DETECTION TABLE

	Noisy Chinese & Soviet SS/SN[1]	Double-Shaft Soviet SS/SN[2]	Single-Shaft Soviet SS/SN[3]	Soviet Oscar; Old US SS/SN[4]	FR SN; All other UK SS/SN	All others not listed	Quiet Soviet & UK SS/SN[5]	All other US SS/SN	UK TFLGR; US SWolf
0	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	--
2	D	D	D	D	D	D	--	--	--
3	D	D	--	--	--	--	--	--	--
4	D	--	--	--	--	--	--	--	--
5	D	--	--	--	--	--	--	--	--
6+	--	--	--	--	--	--	--	--	--

--: No Effect.   D: Detected.

Notes:
1: Charlie I/II; Echo II; November; Alfa
2: Yankee; Whiskey; Juliett; Foxtrot
3: Victor I/II/III; Kilo
4: Permit; Sturgeon; Narwhal; Skipjack; Barbel; Lafayette
5: UK - Upholder; USSR - Sierra; Mike; Akula; Tango

Modifiers:
+3: Detection attempt against Deep Diver in Deep Mode.
+2: Detection attempt against all others in Deep Mode.
+1: Detection attempt against submarine in Search Mode (+2 for *Ohio & Narwhal*).
-1 and up: Detection attempt by submarine in Search Mode.
-1: Detection attempt against submarine during Activity Cycle or Action Phase while submarine is situated in Limited Detection Zone exerted by units whose combined ASW value is between *10 and 17*; or detection attempt against submarine during Strategic Detection Phase by air units whose combined ASW value is *4 or 5*.
-1: Detection attempt against *Seawolf* that just executed Torpedo or ASW combat.
-2: Detection attempt against SN (except *Seawolf*) that just executed Torpedo or ASW combat.
-2: Detection attempt against any damaged submarine.
-2: Detection attempt against submarine during Activity Cycle or Action Phase while submarine is situated in Limited Detection Zone exerted by units whose combined ASW value is between *18 and 25*; or detection attempt against submarine during Strategic Detection Phase by air units whose combined ASW value is *6 or 7*.
-3: Detection attempt against any submarine in fjord or restricted water hex *or* against SN in shallow water hex.
-3: Detection attempt against submarine during Activity Cycle or Action Phase while submarine is situated in Limited Detection Zone exerted by units whose combined ASW value is between *26 or more*; or detection attempt against submarine during Strategic Detection Phase by air units whose combined ASW value is *8 or more*.
-4: Detection attempt against SN that just executed SSM or Cruise Missile combat.
-4: Detection attempt against SS that just executed any form of combat.
-5: Detection attempt against submarine that just executed SSM combat with SS-N-3a (SSG *Juliett*).

Comment: The combat charts are designed such that it is almost impossible to destroy an enemy submarine in a single attack. Instead, in almost every case the sub is first damaged, and then attacked again in a future turn and destroyed. Since no nuclear submarine has yet to be destroyed in combat, and given the catastrophic consequences which even a single hit could cause the hull of a submerged submarine, it is impossible to state that a sub cannot be sunk unless it has received two hits. My system allows roughly half of all hits on US submarines to be immediately fatal. Russian-built subs are more resistant to Catastrophic Damage because on average they have twice as many watertight compartments as do American-built boats and because Soviet double-hull construction provides two to three times more reserve buoyancy than single-hull American design. Finally, in some ASW combats it is currently impossible for one of the subs to suffer any damage (i.e., no Russian sub except the *Akula* has any chance whatsoever of damaging the *Sea Dragon*); the "one-third" rule changes that dramatically.

IX. SSM COMBAT

1. If a submarine is spotting for a friendly SSM attack to eliminate the negative die roll modifier of Rule 10.4, the target gets to roll for detection of that sub with a "-2" modifier prior to resolution of the attack. Discovery of that spotting sub exposes it to Opportunity Fire, but such an attack is not conducted until after the SSM attack is completed and damage from it is assessed.

2. If the target is Strategically Detected, there is no die roll modifier due to range.

3. When rolling for target selection, a roll of "0" or "9" no longer means a complete miss. Instead, one-half of the SSM factors are lost and the remainder all attack a single ship picked at random from the stack.

4. Once it has been determined that the target is either from the top or bottom of the stack, only a certain percentage of the SSM factors - which varies with range - may be allocated against a single target. At one-hex range, the maximum is 90%; two-hex range, 80%; three-hex range, 70%, four-hex range, 60%; at five or more hexes, 50%. The attacker may voluntarily attack only a single target within the above restrictions in order to limit the defender's anti-aircraft fire.

5. If the target group has three or fewer ships, the attacker may select his target(s) without rolling for "top half" or "bottom half"; however, the point allocation restrictions above based upon range still apply.

6. Make a separate defense die roll calculation and separate defense die roll for each target.

7. If an SSM attack inflicts one or more damage points, increase the damage by one if the SSM attack was launched at a range equal to or less than half its maximum range. This reflects the additional destructive power of an SSM with the bulk of its fuel still aboard.

Comment: The whole concept of using submarines to spot for friendly SSM attacks is a little bizarre to begin with. It is hard to believe that a friendly sub is even going to be aware that an SSM attack is taking place, and it is even harder to imagine what sort of information the submarine officers will be able to transmit to friendly forces in time to assist the SSM attack. This rule simply insures that subs which perform this questionable role in the game are subject to detection (alternately, the players may simply wish to prohibit subs from spotting for SSM attacks). SSMs fired at strategically detected enemy units are more accurate since the spotting aircraft can provide some midcourse correction to the missiles. Selecting a target for a SSM attack is a very imprecise business, since the targets are usually quite distant, are in motion, are taking evasive action to decoy incoming missiles, and that targeting information is often minimal.

X. BASE DAMAGE

1. An airbase consists of two separate and distinct targets: the runways and flight facilities, and the SAM site (batteries and other AA weapons and targeting systems). A port also consists of two distinct targets: the port facilities and the SAM site. When attacking a port or airbase, the attacker must specify whether he is attacking the base facilities or the SAM site. (A single air unit may split its bomb or missile factors between the two targets if desired.) Ports and airbases which occupy the same hex share a common SAM site. Cruise missile attacks must be preceded by a die roll: on an even-numbered roll, the base facilities are the target; and on a odd-numbered roll, the SAM site is the target.

2. Runways are damaged as in the original rules. For each point of damage an airbase suffers, immediately reduce by one the number of combat aircraft which may activate from that base. When an airbase has three damage points accumulated, no air units may activate from it; when the damage level reaches four points, the base and all aircraft there are destroyed.

3. For each point of damage a port suffers, immediately reduce by one the number of ships which may replenish at that port.

4. Resolve a bombing attack against the SAM site as a normal bombing mission; the point total the bombers inflict is the number of hits sustained by the SAM site. Each hit reduces the base's anti-aircraft fire by 10%. The first, and every second hit thereafter, is permanent damage which may not be repaired during the course of the game; every even-numbered hit is a "temporary" hit which may be repaired at the rate of one per game turn, with damage being removed at the start of each turn. A SAM site which, at any given moment, has a total of ten hits is destroyed and may not be repaired.

Comment: The ability of carrier-based airpower to neutralize air bases is grossly overrated. Keeping in mind that each naval air counter represents (at most) twelve planes, it is far too easy for a dozen A-6 Intruders to put a one-level damage marker on an airbase, completely knocking out the base and grounding all of its aircraft. The numbers are gruesome in the *FLEET* games: an A-6 with EW support has a 65.5% chance of inflicting one or more damage points on a size "40" enemy airbase, and has a 62.5% chance of suffering no damage from AA in the process. If the target is a size "20" airbase, the chance of inflicting one or more damage points on the base rises to an incredible 78.8%, while that of AA fire inflicting losses on the attackers is only 25.0%! Considering that these 12 A-6s are probably carrying 20 500-pound iron bombs apiece, this means that roughly 48 bomb hits is sufficient to KO the entire base for as long as 24 hours by grounding every aircraft stationed there and disabling half of the SAM batteries protecting it. This is quite a prodigious accomplishment, since the larger Soviet installations are massive establishments with multiple runways and expansive facilities.

Worse still, in the game most US airstrikes are preceded by a series of cruise missile attacks. A Los Angeles class submarine has a 40% chance of damaging a Soviet airbase, and the possibility of inflicting damage rises to 50% for a single B-52 strike or a tandem *New Jersey/Ticonderoga* attack. The patient American admiral in *3rd FLEET* can assure himself that no Russian aircraft will be able to fly CAP and intercept his carrier airstrikes. My new rule reflects the fact that as damage to runways and other base facilities accumulates, capacity is indeed reduced - but since the planes themselves are not being destroyed, the owning player should be the one to determine which are still flying.

XI. STRATEGIC AIR PHASE

1. The Strategic Air Phase is performed normally in the AM turn, with the following changes:

2. Players simultaneously announce in which zones air units are performing strategic missions. If both sides have air units in the same zone, resolve the missions normally; if only one side has units in a zone, the number and types of missions are not revealed until the owning player wishes to execute/resolve a mission.

3. Air tankers may be used to increase the range for strategic missions; simply use the modified range when determining how many zones a unit may fly. If the zone that an air unit is occupying contains either an enemy base or carrier, the air refueling bonus is reduced by 25%. Air tankers which are used for strategic missions may not be used for any other purpose that turn.

4. Air units flying Interception missions may increase their movement allowance by 25%, although their anti-air value is halved in they do so.

5. Air units with a movement factor over "100" may fly four areas on strategic missions.

6. The Strategic Detection Removal Phase now takes place every activity cycle, immediately after the Local Detection Removal Phase.

7. The Strategic Air Phase is again repeated in the PM and Night turns. Units already performing strategic missions repeat their mission from the AM turn, and may not terminate or change missions. However, new units may be deployed on strategic missions. Units performing Recon missions which successfully detected an enemy submarine may repeat that detection without rolling on the Sub Detection Table so long as they survive "Bounce Combat" and the spotted sub is still in the same zone. Units performing Mining missions must

mine the same hex for three consecutive turns in order to place a mine. Units which have suffered a "Return to Base" result may, in the ensuing PM and Night Strategic Air Phases, either repeat the same strategic mission or stay on the ground.

Comment: No US admiral would ever sail deep into enemy waters without CAP, but you do so fearlessly in *3rd FLEET* once you survive the Strategic Detection Phase. Too often, US carriers will start the turn undetected inside a friendly sea zone under a protective umbrella of land-based CAP, and then remain undetected as they cross into a new sea zone to launch air strikes (covering as much as 900 miles without having to worry about Soviet reconnaissance). All the US player need do is steer clear of enemy subs and surface ships and he can remain undetected; this negates his need for CAP over his carriers and allows him to throw all his F-14s against the Soviet airbase, annihilating whatever enemy CAP may be present and allowing the A-6s to deliver the crushing attacks outlined in the section above. Players may wish to perform a complete Strategic Air Phase every turn, but in most scenarios this slows the game to a crawl. Using air tankers in the Strategic Phase also puts a little more variety in the game, since as things now stand it is far too easy to calculate the few zones where Soviet interceptors can operate.

XII. BASE AA FIRE

1. If the base AA fire defense die roll results in a defense modifier of exactly "3", roll a second die once for each bombing unit. On an odd-numbered roll, proceed normally. On an even-numbered roll, the AA fire is sufficiently heavy to disrupt the attacking bombing unit, halving its bombing factor but inflicting no permanent damage. However, before rolling for any other bombing units, the owning player may announce that the bombing unit is "pressing home" its attack, in which case the bombing factor remains normal - but at the conclusion of the attack, a full-strength unit is now damaged, and a damaged unit is now destroyed.

2. If base AA fire inflicts a damage result between "4" and "6", roll a second die for each bombing unit. On any even-numbered roll except "0", the unit is damaged as per the original rules; on any odd-numbered roll except "9", the unit is unharmed as per the original rules. On a roll of "0" or "9", the unit is disrupted as above, with the attacker again having the option of pressing home his attack.

3. If base AA fire inflicts a damage of "7" or greater, roll two dice for each bombing unit. On an even roll except "0", the unit is damaged as per the original rules; on an odd roll except "9", the unit is unharmed as per the original rules. On a result of "0" or "9", the unit is disrupted as above, and has the option of pressing home the attack. A unit which is disrupted twice is automatically damaged.

4. No more than one bombing unit per attack may be involuntarily damaged by AA fire; treat additional damage results as disruption. However, more than one bombing unit may be voluntarily damaged if the attacker elects to press home an attack.

Comment: There may not be much empirical support for this adjustment to the rules, but it "feels" right. Besides, the whole point of any game is to force players to make decisions, and this does do that upon occasion.

XIII. RENDEZVOUS POINTS

1. When using the Coordinated Air Strikes optional rule, any hex can be designated as a "rendezvous point" for air units from different air bases. At the conclusion of the attack, air units are free to return to their bases by any route.

The Soviet Ivan Rogav-class amphibious landing ship. One of these is assigned to each of the four Soviet fleets, each capable of carrying an entire battalion of infantry.

2. Air units from off-map bases may rendezvous with air units from on-map air bases.

Comment: Why not?

XIV. SUBMARINE SEARCH MODE

1. At the start of any Local Detection Phase, submarines may enter Search Mode. Units in Search Mode are designated by an "Out of Fuel" marker, which is concealed on top of the sub. Subs in both Deep Mode and Search Mode should be designated by a concealed enemy "Deep Mode" marker.

2. Subs in Search Mode receive their full movement allowance. However, subs in Search Mode may only move one hex, with the remaining movement points usable only to launch attacks.

3. When a sub in Search Mode attempts to detect an enemy submarine, subtract one from the die roll for each hex the enemy sub has entered up to that point in the game turn.

Comment: This rule reflects how submarines will creep about at five-six knots (the maximum at which they can employ their towed sonar array, and listen for enemy submarines. The faster a sub moves, the more noise it generates, making it easier to detect.

XV. MISCELLANEOUS

1. *Sub Detection:* Whenever the Submarine Detection Table is used, apply the Activity Cycle modifiers whenever there is sufficient ASW strength, regardless of the current phase.

2. *Mines:* Mine counters should not be used. Instead, players should secretly record the location of all friendly mines, and should disclose their location only when an enemy unit attempts to exit the mined hex. Players may not voluntarily attempt to attack an enemy unit as it exits the mined hex in order to keep the location of the mines secret, or if the owning player thinks the enemy unit is only a dummy. In addition, at the discretion of the player who owns the mines, these may attack enemy AA units at the moment of docking or the moment the AA unit attempts to leave the hex (but not both).

3. *Tankers:* Land-based air tankers may be freely and secretly deployed at the start of any scenario. At the end of each mission, the tanker may land at any base.

4. *Damaged Air Units:* Damaged non-combat air units have limited abilities. AEW units provide a CAP modifier equal to the mean between the EW and non-EW rating. EW units provide only a "+1" modifier. Tactical Coordination units provide only a "+1" modifier. Units performing Strategic Reconnaissance of surface units successfully detect their target only on an even die roll. Units performing Mining missions successfully lay mines on an even-numbered die roll only.

5. *Soviet Sub Doctrine:* Because Soviet submarines are usually deployed in pairs to make up for their qualitative inferiority, Soviet subs which begin the turn together may activate as part of a single activation and conduct combat together so long as they remain stacked together throughout the entire turn.

EXAMPLE OF PLAY

This is an unusually complicated series of moves, taking place in an unusually crowded ocean, and as such serves only to demonstrate these variant rules. The "Sov Sub 2", and US TFs "A" and "E", have been locally detected; "Sov TF 4" has already been activated and is rotated ninety degrees. (The moves here do not reflect the best strategy. For purposes of this example, assume all units have a movement allowance of four. Step-by-step, the action in "Inter-Active 3rd FLEET" could be as follows:

1. The initiative die roll is "4", giving the Soviet player the initiative. He elects to activate Sov Sub 2, which already has a local detection marker on it.

2. US TF E, which has a local detection marker on it, delivers an Opportunity attack (which it can do regardless of its ASW strength since a detected Soviet unit has activated within its limited detection zone). This is a Simultaneous Opportunity attack, since both units have a detection marker. Before the US player rolls, the Soviet player announces that Sov Sub 2 will not return fire at US TF E, thereby saving ammunition and one movement point. The American attack has no effect, and costs US TF E one of its four movement points if it elects to shadow the target.

3. US Sub C has not been detected by the enemy, so it still has a concealment marker on top of it, preventing the Soviet player from knowing what kind of sub it is (or if it is merely a dummy). The US player now elects to have US Sub C deliver a Basic Opportunity attack (which it can do regardless of its ASW value since a detected enemy unit has activated within its limited detection zone). This attack also has no effect, and costs the US submarine one of its four move-

ment points if it elects to shadow the target. Replace the concealment marker after combat resolution.

4. As per the original rules, Sov Sub 2 now has the chance to detect US Sub C on the Submarine Detection Table, regardless of its ASW strength, with a "-2" modifier due to the immediately preceding torpedo attack. The Soviet detection attempt is unsuccessful. (Had the detection been successful, Sov Sub 2 could have made a Return Opportunity attack at a cost of one movement point.)

5. The Soviet player announces that he is now ready to move his active submarine, at which point the US player announces he will shadow with US Sub C only. US TF E could have shadowed as well, but since it will not be shadowing, it will have all four movement points available when it later activates.

6. Sov Sub 2 moves to hex 1640, expending its first movement point. US Sub B has the option of conducting a Basic Opportunity attack if its ASW strength is "6" or greater, but the US player doesn't wish to reveal it. He also has the option of retreating US Sub B before combat because it has not activated this turn, but since it has not been detected feels no compulsion to do so.

7. US Sub C, shadowing the Soviet, enters hex 1740 (which has just been vacated), expending its second movement point. If US Sub C had a detection marker upon it, Sov Sub 1 would have the option of making a Basic Opportunity attack (provided its ASW was "6" or greater). Sov Sub 1 does not have the option of retreat, since the American sub does not have a detection marker (however, since shadowing units can only make Opportunity attacks, there would be little reason to do so anyway).

8. Sov Sub 2 goes next to hex 1539, expending its second movement point. Again, US Sub B elects to do nothing. (If it had made an Opportunity attack last time, it would not now be able to launch a second attack against Sov Sub 2, because a unit may never fire twice at the same target during a single activation.) Now, however, US TF A, which has not yet been activated this turn but has a local detection marker on it, elects to retreat one hex (to 1441) before Sov Sub 2 can attack.

9. US Sub C expends its third movement point by moving into the hex just vacated by the Soviet sub. As per the standard rules, Sov Sub 1 can now try to detect US Sub C, since it has moved from one limited detection hex to another. However, Sov Sub 1 is just a diesel submarine, does not have an ASW strength of "6+", and the player elects to keep its identity secret by passing up this option. Sov TF 3 is not eligible to be retreated because US Sub C has not yet been detected.

10. Sov Sub 2 continues to pursue US TF A, expending its third movement point as it moves into hex 1440. At this point, US Sub B reveals itself to be the Santa Fe and launches a Basic Opportunity attack, which has no effect. Sov Sub 2 rolls for detection of US Sub B on the Sub Detection Table, with a "-2" modifier due to the immediately preceding attack, but fails again to detect. (Had the attempt been successful, Sov Sub 2 could have expended its last movement point to make a Return Opportunity attack.)

11. US TF A retreats before combat again, expending its second movement point by moving into 1442 before the enemy can attack.

12. US Sub C, although it could opt to cease shadowing at any point, uses its fourth and final movement point to enter the hex Sov Sub 2 just left (1539). Sov TF 3, formed around the Kiev and possessing an ASW rating of "26", can now attempt to detect US Sub C, benefiting from a "-3" modifier due to its ASW value. The detection is successful, permitting the Kiev group to launch a Basic Opportunity attack, which it does. The attack damages US Sub C; a second die roll is odd, so the American submarine is only damaged and not destroyed. A local detection marker is placed on Sov TF 3, as per the original rules.

13. US Sub C must cease shadowing at this point (since its movement allowance when damaged is only "3"). If it had escaped the attack undamaged, it could have gone to high speed to acquire an extra movement point. If it had that fifth movement point, US Sub C could have made a Return Opportunity attack on Sov TF 3, using its now reduced torpedo strength; performing this attack would have required US Sub C to break off its shadow of Sov Sub 2, regardless of how many movement points it had remaining.

14. Sov TF 4 is not eligible to retreat (due to the movement of US Sub C) as it has already been activated this turn. Regardless of its ASW strength, it could have also conducted a Basic Opportunity attack on US Sub C, since that submarine was detected by Sov TF 3. However, at the conclusion of this attack a local detection marker would have been placed on Sov TF 4, making it susceptible to Return Opportunity Fire.

15. Sov Sub 2 is now down to its last movement point. The Soviet player had originally intended to use this last MP to attempt to detect and then attack the shadowing American submarine, but the Kiev's successful attack handled that concern. Sov Sub 2 has the option of expending its last movement point to attack US Sub C without having to roll for detection (since the Soviet sub was not launched an attack this turn). Instead, the Soviet player elects to move it to 1430, adjacent to US Sub D. This American sub could launch a Basic Opportunity attack, but elects to pass.

16. Sov Sub 2 could go to full speed to pick up a fifth movement point, but the player elects not to do so.

17. The Soviet player declares Sov Sub 2's activation completed. Unless the American player reveals US Sub D to have an ASW strength of "6" or better, Sov Sub 2's local detection marker will be immediately removed. The US player announces that his sub's ASW strength is insufficient (thus keeping its actual identity secret). Therefore the local detection marker is removed, a concealment counter is placed on Sov Sub 2, and it is rotated 90 degrees to signify that it has already been activated.

18. US Sub C is rotated 90 degrees as well, since its shadowing activity counts as its activation for this turn.

19. US TF 4, which retreated before combat, now has the option of using its remaining movement points to move and execute combat as if an active unit. The US player elects not to move US TF 4 any further, and rotates the unit 90 degrees.

20. The players roll the die to see who has the initiative. A "0" is rolled; since the Soviets had the initiative last, the US player now has the initiative.
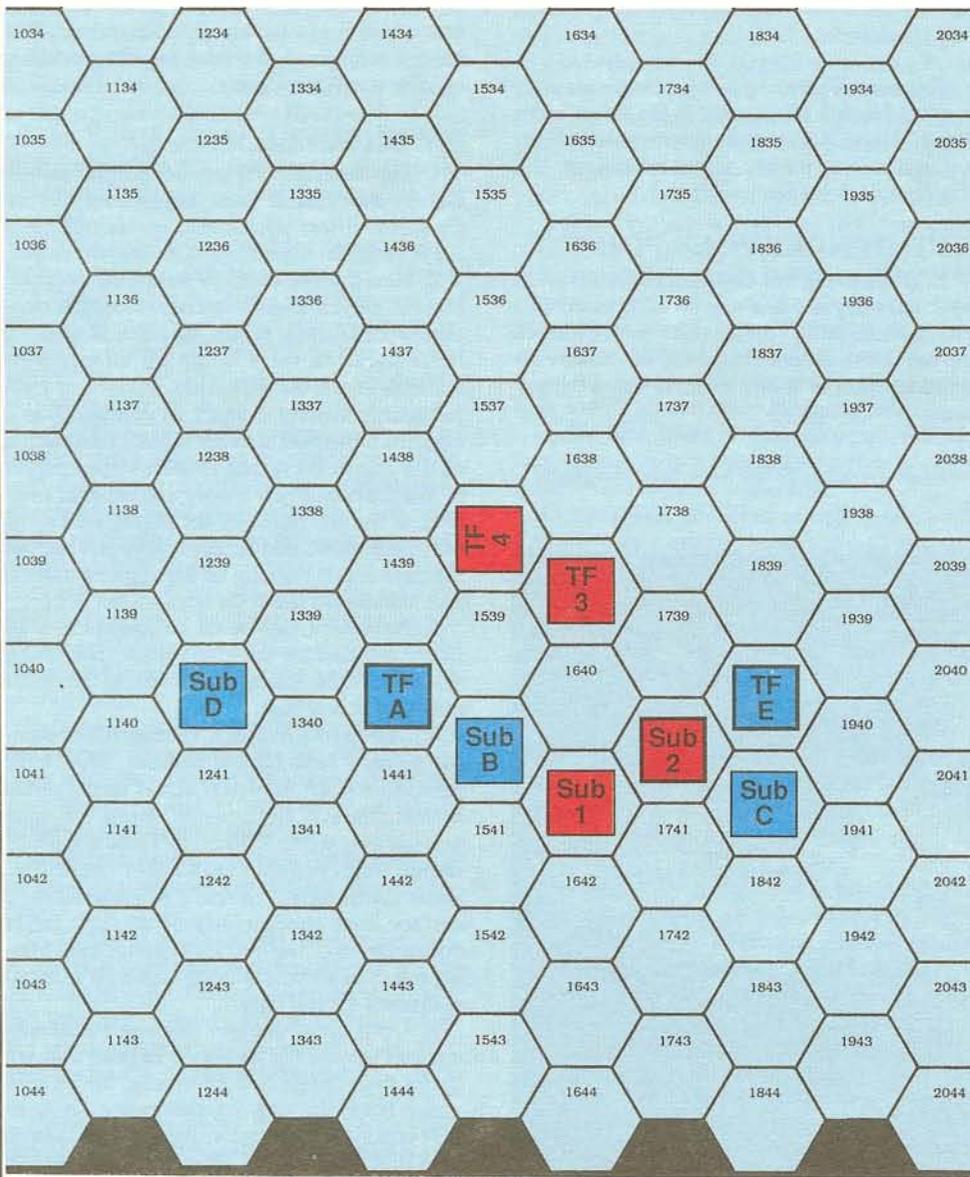
6. *Towing:* A ship which is dead in the water may be towed at the rate of one hex per turn by any ship or combination of ships with a defense factor equal to or greater than that of the damaged ship. Ships which are towing another may not perform combat, have all SSM and ASW values reduced to zero, all AA values halved, and Defense values reduced by one (to a minimum of "1".

7. *Scuttling:* At the beginning of any phase, a player may voluntarily eliminate any of his own ships. Reduce the VP value of any scuttled ship by 10%.

8. *Logistic Ships:* Always use logistical ships regardless of whether or not the Logistics option is being used; they make important targets.

9. *Stealth Missions:* CAP missions have a range of only one hex against enemy Stealth Bomber attacks.

10. *Stacking:* Units may end their movement stacked with enemy units. Treat all combat between units in the same hex as occurring at a range of one hex. This rule is required to prevent players from using dummy counters as shields.

11. *High Speed:* All US CT units, like FF and CO units, have their movement allowance increased by only one at high speed (20.2). No unit may move at high speed if it has been flipped to its damaged side. All surface units using high speed have their ASW values halved; submarines using high speed may not perform any type of combat. For added realism, both players should announce during the CAP Phase all units which will be using fast/full speed.

12. *CAP Combat:* If no INT unit is present with enemy units being attacked by a CAP mission, the CAP units ignore all step losses and "r" results. (Taken from *7th FLEET*.)

13. *New Random Events:* On a die roll of "3" or "4", the result is "Possible Hull Breach (Soviet)". Roll one die for each Soviet submarine in Deep Mode. The sub with the highest die roll has suffered hull damage and is flipped to its damaged side; a damaged sub is destroyed. Ignore this event if no Soviet subs are in Deep Mode. On a die roll of "5", the result is "Possible Hull Breach (Allied)"; follow the same procedure described above for Allied submarines.

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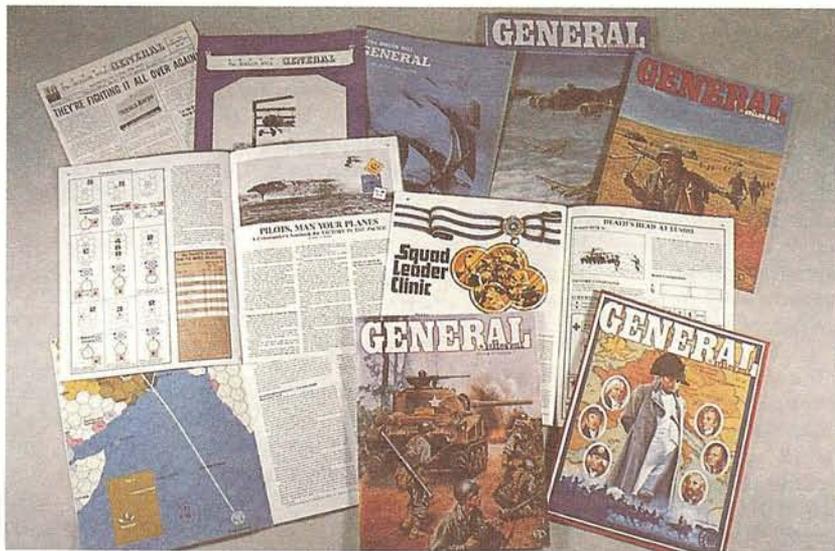
14-5: *SL* - H, A, DN, Q; *WS&IM* - A; *TRC* - S; *MD* - S; *SST* - S; *3R* - S
17-4: *FE* - S, P, DN, V; *MD* - V, Q; *COI* - SR; *VITP* - S; *1776* - Sc; *WQ* - A; *SST* - V; *NAP* - S
17-5: *CM* - S, V, Q; *RW* - V; *SL* - V; *STAL* - S; *PL* - S; *3R* - S, SR; *CAE* - V; *KM* - S; *MR* - S
17-6: *STAL* - S; *WS&IM* - V, Sc; *WAS* - V; *3R* - SR; *SL* - S; *CL* - S; *VITP* - S; *TRC* - S
18-1: *FITW* - A, Q; *BIS* - S; *SL* - S; *DUNE* - V; *DIP* - S; *AK* - A; *PB* - SR; *AL* - S; *W&P* - S
18-2: *AF* - A, Sc, Q; *AK* - V; *3R* - DN; *TB* - V; *SL* - S; *AIW* - V; *VITP* - S; *DIP* - S; *DD* - S
18-3: *GOA* - S, DN, V, Q; *AOC* - V, Sc; *AK* - S; *VITP* - V; *SL* - S; *WS&IM* - SR, P; *DIP* - S
18-4: *GL* - H, V, A, Q; *SL* - A; *LW* - V; *W&P* - SR; *AOC* - S, P; *FE* - V; *WAS* - S; *AK* - S
18-5: *3R* - S, A, V, DN, Q; *SL* - S, A; *TRC* - V; *TB* - V; *RW* - V; *CL* - A; *DUNE* - V
18-6: *FT* - A, Sc; V, DN; *VITP* - V, Q; *MD* - S, Q; *SOTN* - A, Q; *SUB* - Sc; *BL* - V
19-1: *SOA* - A, V, DN, SR, Q; *TLD* - A, Q; *3R* - S, Q; *DWTK* - DN; *TB* - A
19-2: *BB'81* - H, Sc, S, DN; *TLD* - A, Q; *SL* - V; *3R* - S; *SOA* - SR
19-3: *GSL* - A, Sc, V, SR, Q; *DIP* - A; *RW* - Sc; *1776* - Sc; *LRT* - V, Q; *SL* - A
19-5: *SON* - A, S, H, Q; *W&P* - S, Q; *DIP* - A; *WAT* - V; *WS&IM* - Sc; *SL* - A
19-6: *VITP* - P, SR; *3R* - V, Q; *DIP* - A; *FT* - V; *BIS* - V; *NAV* - A; *SL* - A, Sc; *SUB* - V, Sc
20-1: *GI* - S, A, DN, V, Q; *VITP* - SR
20-2: *TT* - A, DN, S, Q; *MR* - V; *LRH* - A; *SL* - Sc; *W&P* - V; *GOA* - S, Q; *DIP* - A; *PL* - V
20-3: *FRED* - S, V, Sc, Q; *PB* - A; *1776* - Sc; *DWTK* - S, V, Q; *DIP* - A; *CONQ* - V, S
20-5: *BR* - SR, S, H, Q; *LRT* - S; *DIP* - A; *GSL* - Sc; *GE* - A; *WS&IM* - Sc
20-6: *B-17* - A, V, SR, Q; *AF* - V; *LW* - S; *DL* - S; *FE* - S; *DIP* - A; *MD* - S; *BR* - SR; *GOA* - Sc; *SL* - A; *PL* - Q
21-1: *UF* - S, A, SR, DN, Q; *SOA* - S; *GI* - H, S; *TRC* - S; *DD* - S
21-2: *NAB* - S, DN; *W&P* - S, A, Q; *NAP* - S, Q; *DIP* - A; *FR* - S; *FE* - S; *3R* - S; *BFI* - S; *1776* - S; *SL* - A
21-4: *PGG* - S; SR; *PB* - A; *3R* - S; *TRC* - S, V, Q; *DIP* - A; *STAL* - V, S; *SL* - Sc
21-5: *HW* - S, V, A; *MR* - S, Q; *OR* - A; *DIP* - A; *3R* - A; *RB* - S; *CONQ* - V; *CIV* - S; *SL* - A
21-6: *FP* - H, V, SR; *AIW* - S, Sc; *BL* - V; *TAC* - V, Q; *SL* - A
22-1: *PAA* - A, S, Q; *TB* - A, V; *DWTK* - DN; *TR* - V; *GSL* - P; *DIP* - A; *AOC* - S; *WAS* - S, Q; *AK* - V; *CIV* - S; *3R* - S, Q
22-2: *BANZ* - A, SR, Q; *FT* - A, S; *SUB* - Sc; *VITP* - S, Q
22-3: *PB* - SR; *PL* - Sc, V, Q; *SOA* - S; *3R* - V; *DIP* - A; *CIV* - A; *UF* - Sc, Q; *AIW* - S; *GOA* - A, Q; *TLD* - A
22-4: *RF* - A, V, S; *TRC* - V; *PK* - S, Q; *DIP* - A; *3R* - V; *SUB* - V; *PGG* - S
22-5: *DEV* - S, A, Q; *GSL* - Sc; *BR* - S; *DIP* - P, A; *SC* - V; *FITG* - A; *ASL* - Sc, Q
22-6: *ASL* - A, Sc, DN, Q; *FP* - Sc; *FE* - S, Q; *WAS* - A; *DIP* - A; *SL* - S; *TLD* - S
23-1: *FL* - A, V; *DL* - V, *B-17* - V, DN; *HW* - S, Q; *VITP* - V; *3R* - S; *TT* - V; *LW* - V; *SST* - V; *RW* - V
23-2: *ASL* - A, S, Sc, Q; *BV* - SR; *UF* - S; *DIP* - A; *PL* - A
23-3: *SUB* - V, Sc; *ASL* - S; *BV* - SR; *HW* - V; *BL* - V, Q; *BB'81* - A
23-4: *EIA* - S, DN; *W&P* - V, S; *WS&IM* - Sc; *SC* - V; *NAP* - S; *YS* - S; *3R* - S, Q
23-5: *KOTA* - DN, Sc, Q; *WAT* - V, *B-17* - V, Q; *3R* - S; *RW* - V; *ASL* - S; *VITP* - S
23-6: *1830* - DN, S, V, Q; *FP* - Sc; *RB* - S; *DEV* - P; *CIV* - S; *MR* - S
24-3: *DIP* - A, S, H; *HW* - V; *EIA* - S; *DE* - S
25-3: *PAT* - S, H, V, Sc; *TPS* - DN; *AK* - V; *3R* - Sc, Q; *ASL* - S; *PGG* - P; *PB* - A; *UF* - V; *SOA* - V; *PL* - S; *BB'81* - S
25-4: *EIS* - S, H, V, Sc; *WS&IM* - V, P, Sc; *EIA* - V, Q; *VITP* - S; *NB* - DN; *1776* - V
25-5: *GE'88* - SR, V, H, Q; *1776* - S; *ASL* - H; *FP* - Sc; *RB* - V; *OS* - V; *DEV* - S; *GOA* - DN, Q; *W&P* - S, Q; *BR* - DN
25-6: *ASL* - H, S, V, A, Sc, Q; *PAA* - S; *RSN* - V; *UF* - S; *FP* - Sc
26-1: *MOV* - S, DN, V, SR, Q; *DE* - V; *DUNE* - V; *DLW* - S; *KM* - S; *SC* - S; *ASL* - A, Q; *KR* - V, Q; *ROR* - DN; *CIV* - V
26-2: *TPS* - DN, SR, Q; *PB* - Sc; *ASL* - H, A; *3R* - S, Q; *HW* - S, Q; *UF* - V; *RF* - S
26-3: *MBT* - H, S, SR, Q; *FL* - V, Sc; *FP* - Sc; *ACQ* - S; *TA* - S
26-4: *SOJ* - H, DN, S, Sc, Q; *KM* - V; *TT* - V; *CIV* - S; *DIP* - S; *MR* - A; *ASL* - A
26-5: *UF* - S, V, SR; *AF* - V; *FT* - Sc; *B-17* - V; *FP* - V; *ASL* - H, Q
26-6: *NB* - DN, S, H, Sc, Q; *EIA* - Sc, V; *1830* - S; *WS&IM* - Sc; *DEV* - S; *W&P* - Sc
27-1: *TRC* - S, H, V; *ASL* - H, Q; *KR* - V, Q; *RF* - S; *TPS* - S

FLEET ARCHITECTURE
DYO for THIRD FLEET
By Thomas Dworschak

One of *3rd FLEET*'s limitations as a game is a shortage of scenarios. Other tactical/operational wargames overcome such a shortcoming by offering a system for designing your own (DYO) scenarios. But, for that one needs some manner in which to compare the units of the game. The following is an approximate valuation for each unit in *3rd FLEET* based upon relative "combat power", allowing players to customize their own fleets for additional scenarios.

These "purchase points" are given per-unit; the number in parentheses is the number of such counters provided in the game's countermix. If nuclear weapons are to be used, pay the cost to the right of the slash mark. Players may also purchase damaged units at half-cost. Each player may purchase mines for placement before the start of the match for five points each.

Before the game, the opposing players should agree upon the purchase level for each side, with each side getting the same number of points to work with. Roughly speaking, use 400-1000 points per side for a low-complexity scenario; 1000-3000 points for a scenario of medium length/complexity; and 4000+ points for an advanced scenario. A detailed breakdown of the point values of existing scenarios is provided for comparison purposes in the first sidebar.

VICTORY POINTS

Players receive the following victory points (VP) for damaging or destroying enemy forces:

1) Air Units: Full purchase points value if destroyed (even if unit began scenario damaged); half-value if flipped to damaged side during play.
2) Vessels: Twice purchase points value if sunk (thrice for MP/SC/FC/AA ships sunk prior to docking); half-value if flipped to damaged side during play.
3) Bases: 10 times printed base AA factor, with points awarded separately for ports and airfields. One need only destroy the base - not the associated SAM site - to receive these points. No points are awarded for partial damage.

Players receive the following VP for accomplishing certain missions:

Non-use of Nuclear Weapons: 1000 VP are awarded to the side which does not initiate use of nuclear weapons. Award 500 more VP to that side if no nuclear weapons of any kind are used by it for the duration of the scenario.

Amphibious Invasion: VP value printed on counter at time of landing times 25, but deduct 5% for each damage of "softening-up" less than "10". (For full explanation of "softening-up", see SSRs of accompanying new scenarios.) In addition, if the invasion hex does not contain an enemy port, deduct 25%; if the invasion hex does not contain nor is adjacent to a hex containing an enemy port; deduct 50%. Any enemy port, regardless of state of damage (even

destroyed), will suffice. After all calculations, at the end of the game reduce the VP award by 50% if the amphibious unit was destroyed after docking.

Convoys: Fifteen times VP value printed on the counter for landing at a primary objective; ten times VP for landing at a secondary objective. After reaching the objective, the convoy must remain on the board docked for the remainder of the scenario in order to gain these VP; if it is destroyed after docking, reduce the VP award by 50%.

Latin Surrender: 100 VP per country.

Finally, add to each side's VP total all unused purchase points, up of a maximum of 100.

VICTORY CONDITIONS

To calculate the winner of a DYO match, add up each side's VP level, with the side having the most points declared the victor. Should a player earn twice as many VP as his opponent, the result is a "substantial victory"; three times as many, a "decisive victory".

Maximum Commitment: After both sides have agreed to the force levels for the coming scenario, either of both may secretly declare "Maximum Commitment". This allows a player to increase his total pool of purchase points by 25%. A player does not reveal Maximum Commitment until the end of the game. Any side which declares Maximum Commitment must score twice as many VP as his opponent for a victory (three times as many for a substantial victory; four times for a decisive victory). If both sides should choose Maximum Commitment, the game is a draw unless one side scores at least twice as many points as the other.

THE FORMULAE

Surface Ships: MA times 30; DV times 50 (Decoy, +30); ASW times 15; CLAA times 10; AAA times 20; LRAA times 25; SSM AV times Range, times 2 for "fast", times 2.5 for "sea skimmers", times 3 for "fast sea skimmer"; CCV times 1; Cruise Missiles (US) AF times 5 times number of reloads or (SOV) AF times 4 times number of reloads. -50 for FF/CO/CT; -100 for PC. Additional costs: Carriers times 125 per fixed-wing aircraft capacity, times 100 per VTOL aircraft capacity, times 50 per helicopter capacity (the aircraft themselves must still be paid for separately); Transports are 20 times VP value; Minesweepers are 50 times MS value; Logistical ships are 5 times Number of boxes.

Submarines: As above, plus add 200 for "Deep Diving", subtract 100 for "noisy" Soviet submarines, and subtract 100 if ASW value is less than "6"; add torpedo value times 5.

Air Units: MA times 5 (maximum 500); ASW x 100; AA times 50. Compare bomb times 5 and SSM AF times Range (times 2 for

"normal", times 3 if "fast", times 4 if "sea skimmer", times 5 if "fast sea skimmer", halved if "limited ammo") and take greater of two, disregarding the other. Cruise Missiles: 5 times AF times number of reloads (both US and SOV). Additional costs: F14 +100; F117 +450; AEW or EW +400; TKR +300; MSW +300; Fr ATL, US E2 and USSR T95D +50.

Finally, for all units, divide by ten (rounding up). Note that with the exception of cruise missiles and air units with limited SSM, no adjustments are made for amount of ammunition available.

If using the nuclear weapons optional rule, increase unit cost by ten per number of nuclear-capable weapons categories (use value to right of slash). If UK or French weapons are purchased when using nuclear weapons, add a one-time cost of 100 points for each of the two nations.

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EAST BLOC:

1. Union of Soviet Socialist Republics
Surface Combat units: 1365 points
Surface Support units: 476 points
Submarine units: 749 points
Air Combat units: 1261 points
Air Support units: 784 points
Total Purchase Points: 4635 points

Surface Units:

Unit	Points
CV Svdsk	147/167
CV Kiev	114/144
CG Kirov	100/130
CG Slava	75/95
CG Tmshk	52
CG Svtpl	50/60
CG Kerch	56/66
DD Sovrm	70
DD Budny	70
DD Gremy	70
DD Kulkv	55/65
DD Lvcko	55/65
DD Vgrad	55/65
DD Ognvy	45
PC PCS1	31
PC PCS2	25
CO Flot (4)	40 each
FF Ltiya	37
FF Dzhsk	37
FF Dzghi	37
MS Eltrk	32
MS Rshal	32
CS Chlkn	36
OL Dubna	24
AM Onda	24
SC Convoy (8)	49 each

Submarine Units:

Unit	Points
SN Trpyn	109/119
SN Zimin	77/87
SN Yakim	64/74

SN Kptnt	64
SN Mrnko	53/63
SN Lpshn	43
SN Bneva	131/151
SN Dnets	39/59
SS Voron	48/58
SS Ytreb	48
SS Krshn	35
SS Albts	32

Air Units:

BMB T26 (2)	122 each
BMB T16G	83
BMB T95H	103
BMB T16C	65
INT Y38	23
INT S20 (3)	47 each
INT M23	47
INT M31	61
INT S27B (2)	42 each
INT M29B	44
INT S24	74
INT S27 (2)	72 each
INT M29 (2)	74 each
RCN T95D	55
RCN T16D (2)	35 each
RCN I38	60
RCN B12	38
RCN T142	90
EW T16E (4)	75 each
EW S27E	55
AEW Helix (2)	43 each
AR T16A	30

2. Cuba
Surface Combat units: 92 points
Surface Support units: 30 points
Submarine units: 128 points
Air Combat units: 331 points
Air Support units: 0 points
Total Purchase Points: 581 points

Surface Units:

CO Flot1	29
MS Banes	30
PC PCS (3)	21 each

Submarine Units:

SS Cstro	32
SS Gvara	32
SS Gsens	32
SS Guzmn	32

Air Units:

INT M23 (2)	54 each
INT M21 (4)	50 each
INT M19	23

3. East Germany
Surface Combat units: 66 points
Surface Support units: 70 points
Submarine units: 0 points
Air Combat units: 107 points
Air Support units: 0 points
Total Purchase Points: 243 points

Surface Units:

PC PCS1	30
CO Flot1	36
MS Zeitz	35
MS Robel	35

Air Units:

INT S22	47
INT M21 (2)	30 each

4. Poland
Surface Combat units: 31 points

Surface Support units: 62 points
Submarine units: 48 points
Air Combat units: 154 points
Air Support units: 12 points
Total Purchase Points: 307 points

Surface Units:

PC PCS1	31
MS Orlik	31
MS Dzik	31

Submarine Units:

SS Orzel	48

Air Units:

INT S20 (2)	47 each
INT M21 (2)	30 each
RCN I28	12

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WEST BLOC:

1. United States of America
Surface Combat units: 1980 points
Surface Support units: 1409 points
Submarine units: 643 points
Air Combat units: 1941 points
Air Support units: 729 points
Total Purchase Points: 6702 points

Surface Units:

CV GWash	212/222
CV Amrca	203/213
BB NJrsy	101
CG HueCy	104/114
CG Gtsbg	104
CG Prctn	101/111
CG Engld	64/74
CG Stdly	65/75
DD Wilbr	83/93
DD Clhan	59
DD Fostr	78/88
DD Rdfrd	72
DD Fltch	60/70
DD Dlgrn	56
DD Hoel	41
FF Curts	53
FF Udrwd	52
FF Grove	52
FF Tdale	42
FF Cplnd	42
FF Cnole	41
FF Rthbr	41
FF Mnstr	41
FF Ptrsn	36
CT Chase	35
CT Munro	35
CT Rush	35
PC PCS (2)	31 each
AA Crndo	48
AA Krsge	75
AA Peliu	73
AA Gdcnl	59
AA Cmstk	46
AA Anrge	39
AA Blder	34
AA Rcine	34
AA BrbCy	34
FC Convoy (2)	52 each
SC Convoy (7)	49 each

3rd FLEET Scenarios
Purchase Point Totals

Scenario 1: Allies - 1155 (689 Surface Combat; 466 Surface Support)
Scenario 1: Soviets - 427 (427 Surface Combat)

Scenario 2: Allies - 631 (445 Submarine; 186 Air Support)
Scenario 2: Soviets - 694 (506 Submarine; 188 Air Support)

Scenario 3: Allies - 582 (482 Air Combat; 100 Air Support)
Scenario 3: Soviets - 1672 (999 Surface Combat; 480 Surface Support; 107 Air Combat; 86 Air Support)

Scenario 5: Allies - 900 (380 Surface Combat; 253 Surface Support; 184 Air Combat; 83 Air Support)
Scenario 5: Soviets - 1066 (547 Surface Combat; 308 Air Combat; 211 Air Support)

Scenario 9: Allies - 3234 (996 Surface Combat; 1065 Surface Support; 224 Submarine; 626 Air Combat; 323 Air Support)
Scenario 9: Soviets - 2558 (979 Surface Combat; 84 Surface Support; 278 Submarine; 641 Air Combat; 586 Air Support)

Scenario 10: Allies - 4898 (1791 Surface Combat; 962 Surface Support; 347 Submarine; 1212 Air Combat; 586 Air Support)
Scenario 10: Soviets - 4040 (1256 Surface Combat; 540 Surface Support; 603 Submarine; 895 Air Combat; 746 Air Support)

Scenario 11: Allies - 4599 (1628 Surface Combat; 708 Surface Support; 298 Submarine; 1356 Air Combat; 609 Air Support)
Scenario 11: Soviets - 3285 (1230 Surface Combat; 508 Surface Support; 411 Submarine; 795 Air Combat; 341 Air Support)

Scenario 12: Allies - 7045 (2266 Surface Combat; 1671 Surface Support; 524 Submarine; 1603 Air Combat; 981 Air Support)
Scenario 12: Soviets - 5060 (1462 Surface Combat; 608 Surface Support; 749 Submarine; 1445 Air Combat; 796 Air Support)

MP All (3)	59 each			
MS Dfder	36			
CS Qrtms	64			
CS Svnah	45			
AM SRBCI	39			
AM Butte	36			
OL Kshwi	36			
OL Grman	37			

Submarine Units:

SN Sdrgn	149/159
SN Phila	114
SN Hlulu	110/120
SN SntFe	121/131
SN Hwkbl	77
SN Grnlg	72

Air Units:

INT F14A (2)	64 each
INT F14D (2)	76 each
INT F18C (5)	65 each
INT F111E (2)	85 each
INT F111F (2)	105 each
INT F15C	112
INT F15E	99
INT F18D	60
INT AV8	62
INT F16 (2)	100 each
INT A7	39
ATK A6 (2)	64 each
ATK A10	28
BMB B52G	118
BMB F117	110
EW EA6 (3)	55 each
EW EF111	60
AEW E2 (2)	58 each
RCN S3 (2)	66 each
RCN P3 (2)	83 each
MSW RH53	30
AR KA6	30
AR KC135	30

2. United Kingdom

Surface Combat units: 1104 points
Surface Support units: 531 points
Submarine units: 425 points
Air Combat units: 649 points
Air Support units: 546 points
Total Purchase Points: 3255 points

Surface Units:

CV Iltrs	83/93
CV Invcl	83/93
DD Nwcst	47
DD Sthmp	47
DD Ntham	47
DD Endbr	43
DD York	43
FF Argyl	51
FF Lncst	51
FF Mlbor	51
FF Brlnt	41
FF Beavr	47
FF Brave	47
FF Cvnty	47
FF Btaxe	41
FF Cptwn	48
FF Chthm	51
FF Ambsc	32
FF Alcty	32
FF Avngr	32
FF Juptr	36
FF Chyrb	36
FF Scyla	36
FF Argnt	32

OL Oleaf	38
OL Bleaf	37
OL Oglef	37
CS Ftgrg	48
AM Regnt	36
AA Ferls	43
AA Intpd	43
AA Sglhd	40
AA Sgrnt	33
AA Sprcv	33
MS Whltn	36
MS Quorn	36
MS Bretn	35

Submarine Units:

SN Tless	86
SN Tncht	86
SN Splnd	77
SS Useen	69
SS Ucorn	69
SS Otune	38

Air Units:

INT Shar (2)	50 each
INT TorF (3)	95 each
INT TorG	78
INT Phn (2)	60 each
ATK Buc (2)	58 each
RCN Nim (4)	83 each
EW Can (2)	39 each
AEW SKng (2)	33 each
AR Vict	30

3. Netherlands

Surface Combat units: 529 points
Surface Support units: 130 points
Submarine units: 70 points
Air Combat units: 150 points
Air Support units: 75 points
Total Purchase Points: 954 points

Surface Units:

FF Tromp	46
FF Hmskr	46
FF Wdewt	46
FF Drman	44
FF Amstl	44
FF Wzaan	44
FF Hides	44
FF Ksbrg	43
FF Crjsn	43
FF Amnde	43
FF Brakl	43
FF Florz	43
MS Dlfzl	35
MS Urk	35

Submarine Units:

SS Dlfin	65
SS Brnvs	65

Air Units:

INT F16 (2)	75 each
RCN P3	75

4. Denmark

Surface Combat units: 64 points
Surface Support units: 30 points
Submarine units: 0 points
Air Combat units: 212 points
Air Support units: 0 points
Total Purchase Points: 306 points

Surface Units:

MS Alsnd	30
PC PCS (2)	32 each

Air Units:

INT F16 (4)	53 each

5. France

Surface Combat units: 394 points
Surface Support units: 72 points
Submarine units: 67 points
Air Combat units: 0 points
Air Support units: 164 points
Total Purchase Points: 692 points

Surface Units:

DD Prmgt	50
DD Pquet	50
DD Trevl	50
DD Csard	43
DD Dgrse	49
DD Viene	46
FF Invle	26
FF Dtryt	26
FF Mlher	27
FF Bouan	27
MS Ceres	36
MS Aigle	36

Submarine Units:

SN Ayste	67

Air Units:

RCN ATL2 (2)	82 each

6. West Germany

Surface Combat units: 585 points
Surface Support units: 197 points
Submarine units: 0 points
Air Combat units: 412 points
Air Support units: 130 points
Total Purchase Points: 1324 points

Surface Units:

DD Ltjen	45
DD Romel	45
DD Bayrn	36
DD Hesen	36
FF Pfalz	46
FF Emden	46
FF Koln	46
FF Krlsr	46
FF Bremn	46
PC PCS (5)	30 each
OL Rhon	26
AM Cobrg	23
MS Cstor	37
MS Ariad	37
MS Kblnz	37
MS Frnlb	37

Air Units:

INT TorG (4)	77 each
INT F4F (2)	52 each
RCN ATL1 (2)	65 each

7. Canada

Surface Combat units: 310 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 0 points
Air Support units: 61 points
Total Purchase Points: 371 points

Surface Units:

DD Algqn	56
DD Atbsk	56
FF Trnto	45
FF Rgina	45
FF Sktwn	26
FF Yukon	26
FF Roche	28
FF Tnova	28

Air Units:

RCN C140	61

8. Norway
Surface Combat units: 42 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 180 points
Air Support units: 0 points
Total Purchase Points: 222 points
Surface Units:

PC PSC (2)	21 each

Air Units:

INTO F16 (2)	70 each
INT F5	40

9. Belgium
Surface Combat units: 37 points
Surface Support units: 35 points
Submarine units: 0 points
Air Combat units: 0 points
Air Support units: 0 points
Total Purchase Points: 72 points
Surface Units:

CO Flot1	37
MS Aster	35

10. Spain
Surface Combat units: 184 points
Surface Support units: 30 points
Submarine units: 0 points
Air Combat units: 0 points
Air Support units: 65 points
Total Purchase Points: 279 points
Surface Units:

FF Sofia	37
FF Andlu	38
FF Ctlna	38
FF Astrs	38
FF Ctina	33
MS Duero	30

Air Units:

RCN P3	65

11. Portugal
Surface Combat units: 80 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 0 points
Air Support units: 65 points
Total Purchase Points: 145 points
Surface Units:

FF Creal	40
FF Vcama	40

Air Units:

RCN P3	65

12. Sweden
Surface Combat units: 75 points
Surface Support units: 37 points
Submarine units: 0 points
Air Combat units: 524 points
Air Support units: 38 points
Total Purchase Points: 674 points
Surface Units:

PC PSC (3)	25 each
MS Lndst	37

Air Units:

INT Grip (2)	66 each
INT VigS (2)	48 each
INT VigJ (4)	55 each
INT Drak (2)	38 each
RCN C212	38

LATIN BLOC:

1. Venezuela
Surface Combat units: 236 points
Surface Support units: 96 points
Submarine units: 96 points
Air Combat units: 161 points
Air Support units: 58 points
Total Purchase Points: 647 points
Surface Units:

FF Sucre	39
FF Brion	39
FF Udeta	39
FF Sblte	39
FF Salom	39
PC PSC1	21
PC PSC2	20
AA Cpana	24
AA Esqbo	24
AA Gjita	24
AA Lanos	24

Submarine Units:

SS Sablo	48
SS Cribe	48

Air Units:

INT MIR50	55
INT F16	63
INT F5	43
RCN C212	58

2. Columbia
Surface Combat units: 96 points
Surface Support units: 0 points
Submarine units: 96 points
Air Combat units: 97 points
Air Support units: 12 points
Total Purchase Points: 301 points
Surface Units:

FF Cldas	32
FF Antqa	32
FF Indpd	32

Submarine Units:

SS Pijao	48
SS Tyrna	48

Air Units:

INT MIR5	49
INT Kfir	48
RCN MIR5	12

3. Brazil
Surface Combat units: 131 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 0 points
Air Support units: 0 points
Total Purchase Points: 131 points
Surface Units:

DD Mdias	34
FF Frntn	31
FF Ntroi	33
FF LBral	33

4. Argentina
Surface Combat units: 148 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 0 points
Air Support units: 0 points
Total Purchase Points: 148 points
Surface Units:

FF Srndi	42
FF Espra	31
FF Parkr	34
FF Argta	39

5. Honduras
Surface Combat units: 0 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 40 points
Air Support units: 0 points
Total Purchase Points: 40 points
Air Units:

INT F5	40

6. Nicaragua
Surface Combat units: 0 points
Surface Support units: 0 points
Submarine units: 0 points
Air Combat units: 45 points
Air Support units: 0 points
Total Purchase Points: 45 points
Air Units:

INT M21	45

Future articles by Mr. Dworschak will carry the point values for units found in 5th FLEET and 7th FLEET. In the meantime, readers are urged to make use of the formulae given in this piece to calculate values for their own use in DYO scenarios.

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Special Scenario Rules

Commandos: The Soviet player, at a cost of ten purchase points per submarine, may equip any Russian submarine(s) with Spetsnaz commandos. These commandos may then be landed on any night turn that the transporting sub occupies an enemy base hex. The commandos then immediately attack the base, using the Base Attack chart, with the following modifications: -1 if the base has a printed AA factor of "20"; -2 if a printed AA factor of "30"; -3 if a printed AA of 40+. Transporting submarines may only carry one ammunition factor of torpedoes, and no SSMs; cruise missile loads are unaffected. The US player may equip his Sturgeon-class submarines with SEAL commandos for the same cost, and the same rules affect their use.

Pre-positioned Mines: Mines which are placed before the start of the game in a friendly port hex affect only enemy units; friendly units ignore them for all purposes.

Soviet Amphibious Invasion Forces: In scenarios where the Soviet player is making an amphibious assault, he may purchase the odd-numbered Slow Convoy units to serve as AA units (at a cost of 52 points each). The units use their printed values, except that they have a Close Anti-Air value of "3" ("2" if damaged) and a VP value of "6" ("3" if damaged). These counters now represent a mix of Ivan Rogov LPDs, Ropucha and Alligator LSTs, and Polnocny LSMs.

Sea Lance: Although the "Sea Lance" standoff ASW system has been cancelled by the US Navy, players may allow individual US submarines to employ the weapon - at a cost of 10 purchase points each.

22.4 SCENARIO 13: Cuba Libre!

BACKGROUND: The new post-Castro regime in Havana has demanded the immediate closure of the Guantanamo Bay facility. The American President has steadfastly ignored the Cuban ultimatum, and has warned that force will be used if necessary to protect the base. As tensions gradually rise, Moscow continues to back Cuba - first flooding the Caribbean with submarines and then basing a large contingent of Soviet aircraft on the island to bolster the Cuban Air Force. After discovering that two strong Russian surface action groups are bound for the area, and that they are escorting a convoy carrying munitions for the Soviet air units based on Cuba, the President decides to invade Cuba before they arrive. A Marine amphibious assault force is dispatched from Camp Lejeune to establish a beachhead near a major Cuban port, while another convoy (from Camp Pendleton) is en route to Guantanamo Bay via the Panama Canal carrying reinforcements to that base.

DEPLOYMENT

Soviet Player (set up first)		Any combination of Cuban coastal hexes.	
Any sea hex of any type, not stacked with or adjacent to an enemy base. No more than 2 of the following submarines may be deployed per zone.		Soviet Minesx9	
		Enter together anywhere on East boardedge on Turn 1 as Surface Group 1.	
BNeva	(SO/SN)	Kiev	(SO/CV)
Dnets	(SO/SN)	Kerch	(SO/CG)
Kptnt	(SO/SN)	Tmshk	(SO/CG)
Ytreb	(SO/SN)	Slava	(SO/CG)
Yakim	(SO/SN)	Vgrad	(SO/DD)
Zimin	(SO/SN)	Lvcko	(SO/DD)
Typyn	(SO/SN)	Ognvy	(SO/DD)
Voron	(SO/SS)		
Cstro	(CU/SS)	**On *Kiev***	
Cvara	(CU/SS)	Y38	(SO/INT)
Gsens	(CU/SS)	Helix	(SO/AEW)
Guzmm	(CU/SS)		
		Enter together anywhere on East boardedge on Turn 1 as Surface Group 2.	
Any airfield in Cuba, including Nueva Gerona (0507). From 0 to 4 air units may deploy per hex.		Kirov	(SO/CG)
S27	(SO/INT)x2	Svtpl	(SO/CG)
M31	(SO/INT)	Burny	(SO/DD)
S24	(SO/INT)	Gremy	(SO/DD)
M29	(SO/INT)x2	Sovrm	(SO/DD)
T26	(SO/BMB)x2	Kulkv	(SO/DD)
T16G	(SO/BMB)		
T16C	(SO/BMB)	*Enter together anywhere on East boardedge on Turn 1 as Convoy.*	
T95H	(SO/BMB)		
I38	(SO/RCN)	Flot1	(SO/CO)
T95D	(SO/RCN)	Flot2	(SO/CO)
T142	(SO/RCN)	Flot3	(SO/CO)
T16A	(SO/AR)	Flot4	(SO/CO)
T16E	(SO/EW)x2	CON2	(SO/SC)
M23	(CU/INT)x2	CON4	(SO/SC)
M21	(CU/INT)x4	CON6	(SO/SC)
M19	(CU/INT)	CON8	(SO/SC)
Any port or ports in Cuba.		*Enter together anywhere on East boardedge on Turn 1 as Replenishment Group.*	
Flot1	(CU/CO)		
PCS1	(CU/PC)	Dzghi	(SO/FF)
PCS2	(CU/PC)	Dzhsk	(SO/FF)
PCS3	(CU/PC)	Ltiya	(SO/FF)
Banes	(CU/MS)	Onda	(SO/AM)
		Chlkn	(SO/CS)
		Dubna	(SO/OL)

MAP
Use the Carribean map

SPECIAL RULES

1. *Neutral Countries:* All Latin countries, including Honduras And Nicaragua, are neutral. Their ports and bases are ignored for all purposes, but units of both sides may freely transit their air space.

2. *Cuban Bases:* Soviet land-based aircraft, regardless of their printed values, may make only two SSM attacks apiece, the T95H may make only one cruise missile attack, and Soviet surface ships and submarines may only replenish fuel (not ammunition) in friendly ports. At the beginning of the turn after at least one SC unit safely docks at a Cuban port, these restrictions are modified. For each undamaged SC unit that docks, two air units may make unlimited SSM attacks, the T95H may make one more cruise missile attack, and that port occupied by the SC may now replenish both fuel and ammunition for Soviet ships. If the SC unit is damaged, one air unit only may make unlimited SSM attacks (there is no further effect of the damage). Finally, at the beginning of the second turn after an SC unit docks at a Cuban port, two non-destroyed Cuban airfields and/or ports per SC may increase their printed AA strength by "10".

U.S. Player (set up second)			
Together in any hex in the Bahamas or Atlantic sea zone ending in 01, 02, 03, 04 or 05, not adjacent to any enemy or friendly unit.		**3214: Roosevelt Roads**	
		NJrsy	(US/BB)
		HueCy	(US/CG)
		Fltch	(US/DD)
GWash	(US/CV)	Rdfrd	(US/DD)
Gtsbg	(US/CG)		
Stdly	(US/CG)	**0726: Panama Canal**	
Clhan	(US/DD)	F15E	(US/INT)
Wilbr	(US/DD)		
Fostr	(US/DD)	**3114: Muniz AFB**	
		A7	(US/INT)
On *GWash*			
F14D	(US/INT)x2	**3214: Roosevelt Roads**	
F18C	(US/INT)x2	F18D	(US/INT)
EA6	(US/EW)		
A6	(US/ATK)	**1711: Guantanamo Bay**	
E2	(US/AEW)	F18C	(US/INT)
S3	(US/RCN)	A10	(US/ATK)
KA6	(US/AR)		
		0902: Homestead AFB	
Any hex west of hex row 3200, inclusive, not adjacent to any enemy or friendly unit or base.		F16	(US/INT)x2
		EA6	(US/EW)
		F111E	(US/INT)
SntFe	(US/SN)	KC135	(US/AR)
Hlulu	(US/SN)		
		0703: Key West	
Together in any hex in the Bahamas or Atlantic sea zone ending in 01, 02, 03, 04 or 05, not adjacent to any enemy or friendly unit.		F15C	(US/INT)
		Eglin AFB (off-map airfield)	
		F117	(US/BMB)
Prctn	(US/CG)		
Grove	(US/FF)	**Bermuda (off-map airfield)**	
Rthbr	(US/FF)	P3	(US/RCN)
Munro	(US/CT)		
Chase	(US/CT)	*Appear together on Turn 3 at Panama Canal.*	
Anrge	(US/AA)		
Rcine	(US/AA)	Hoel	(US/DD)
Gdcnl	(US/AA)	Udrwd	(US/FF)
Krsge	(US/AA)	Cnole	(US/FF)
Peliu	(US/AA)	Tdale	(US/FF)
Dfndr	(US/MS)	Mnstr	(US/FF)
Qrtms	(US/CS)	Curts	(US/FF)
On *Peliu*		Alice	(US/SC)
AV8	(US/INT)	Flcon	(US/SC)
On *Gdcnl*		Green	(US/SC)
RH53	(US/MEW)	Vivan	(US/SC)
		Butte	(US/AM)
		Kshwi	(US/OL)

3. *Objective Hexes:* The primary objective for all four Soviet SC units is any Cuban port(s); there is no secondary objective. The primary objective for all US SC units is Guantanamo; there is no secondary objective. The US AA units perform an Amphibious Assault (only) in any hex in Cuba (as outlined below).

4. *Amphibious Assault:* US AA units are luanching an amphibious assault on hostile territory in this scenario. Any coastal hex(es) in Cuba may be chosen as the site for the invasion; the invading player must write down the assault hex(es) at the start of the game.

4a. The AA units performing the amphibious assault enter the invasion hex normally, paying two MP to "dock"; all dock combat modifiers apply for the rest of the game. An unlimited number of AA units may use the same invasion hex. At the moment of "docking", the AA task force is subject to attack by any enemy mines present in the hex.

4b. An amphibious assault may not actually be launched until the invasion hex has been "softened up." To soften up the hex, perform an air strike or close combat against the hex, declaring the target to be the invasion "beaches" and ignoring any other possible targets in the hex. A hex cannot be softened up until there is a docked landing force in the hex. Although the hex itself does not have any inherent AA strength, any base in the hex may fire normally. So long as any damage is inflicted upon the hex, the amphibious assault may proceed (although if the damage is less than "10", fewer VP will be awarded to the player, as outlined in the Victory Conditions). The attacking player may soften up the invasion hex as many times as he wishes once there are docked landing ships in the hex; all damage is cumulative.

4c. Once the hex has been softened up, the invasion may proceed. At the conclusion of any turn after docking has taken place, the invading player may declare the invasion underway. The AA units must remain docked for the duration of the scenario (do not remove them from the map). An invasion does not affect any enemy bases present in the hex.

5. *Weather & Random Events:* Skip the Weather Phase in this scenario; the weather is always Clear. Consult the Random Events Table normally.

6. *Maximum Commitment:* If the US player elects "Maximum Commitment", he may only use ships and submarines from the US, France, Canada and the UK. The Soviet player may only use Soviet units, and he must use all Cuban units.

7. *Nuclear Weapons:* Nuclear Weapons may not be used in this scenario.

GAME LENGTH

9 Game Turns
(The game may be extended to 15 turns upon agreement that the logistics option is to be used.)

VICTORY CONDITIONS

Use the system described in "FLEET Architecture" to determine victory (Soviet point total - 3997; Allied - 3999). In addition to the VP awarded as per that system, if no US AA unit successfully conducts an amphibious assault and no US SC unit successfully docks at Guantanamo, the Soviet player is awarded an additional 1000 VP.

22.5 SCENARIO 14:
Melee in the Caribbean

BACKGROUND: In the days immediately preceding the outbreak of world war, both superpowers race to launch a pre-emptive strike in the Caribbean. A Soviet/Cuba force sails from Havana to invade Panama, while a U.S. Marine amphibious force - after passing through the Canal and linking up with an American carrier battlegroup - simultaneously takes aim at Cuba. Only now doe the respective commanders realize that their plans will result in the two invasion forces meeting head on.

MAP

Use the Carribean map

SPECIAL RULES

1. *Neutral Countries:* All Latin countries, including Honduras And Nicaragua, are neutral. Their ports and bases are ignored for all purposes, but units of both sides may freely transit their air space.

2. *Cuban Bases:* Soviet land-based aircraft, regardless of their printed values, may make only two SSM attacks apiece, the T95H (if in play) may make only one cruise missile attack, and Soviet surface ships and submarines may only replenish fuel (not ammunition) in friendly port. At the beginning of the turn after at least one SC unit safely docks at a Cuban port, these restrictions are modified. For each undamaged SC unit that docks, two air units may make unlimited SSM attacks, the T95H may make one more cruise missile attack, and that port occupied by the SC may now replenish both fuel and ammunition for Soviet ships. If the SC unit is damaged, one air unit only may make unlimited SSM attacks (there is no further effect of the damage). Finally, at the beginning of the second turn after an SC unit docks at a Cuban port, two non-destroyed Cuban airfields and/or ports per SC may increase their printed AA strength by "10".

3. *Objective Hexes:* The primary objective for all four Soviet SC units is any Cuban port(s); there is no secondary objective. The US AA units perform an Amphibious Assault (only) in any hex in Cuba (as outlined below).

4. *Amphibious Assault:* US AA units and odd-numbered Soviet AA units are launching an amphibious assault on hostile territory in this scenario. Any coastal hex(es) in Cuba may be chosen as the site for the invasion by US forces; and any coastal hex in Panama may chosen as the assault hex for invading Soviet forces. Each invading player must write down the assault hex(es) at the start of the game.

4a. The AA units performing the amphibious assault enter the invasion hex normally, paying two MP to "dock"; all dock combat modifiers apply for the rest of the game. An unlimited number of AA units may use the same invasion hex. At the moment of "docking", the AA task force is subject to attack by any enemy mines present in the hex.

4b. An amphibious assault may not actually be launched until the invasion hex has been "softened up." To soften up the hex, perform an air strike or close combat against the hex, declaring the target to be the invasion "beaches" and ignoring any other possible targets in the hex. A hex cannot be softened up until there is a docked landing force in the hex. Although the hex itself does not have any inherent AA strength, any base in the hex may fire normally. So long as any damage is inflicted upon the hex, the amphibious assault may proceed (although if the damage is less than "10", fewer VP will be awarded to the player, as outlined in the Victory Conditions). The attacking player may soften up the invasion hex as many times as he wishes once there are docked landing ships in the hex; all damage is cumulative.

4c. Once the hex has been softened up, the invasion may proceed. At the conclusion of any turn after docking has taken place, the invading player may declare the invasion underway. The AA units must remain docked for the duration of the scenario (do not remove them from the map). An invasion does not affect any enemy bases present in the hex.

5. *Weather & Random Events:* Skip the Weather Phase in this scenario; the weather is always Clear. Consult the Random Events Table normally.

6. *Maximum Commitment:* If the US player elects "Maximum Commitment", he may only use ships and submarines from the US, France, Canada and the UK. The Soviet player may only use Soviet units, and he must use all Cuban units.

7. *Nuclear Weapons:* Nuclear Weapons may not be used in this scenario.

GAME LENGTH

9 Game Turns
(The game may be extended to 15 turns upon agreement that the logistics option is to be used.)

VICTORY CONDITIONS

Use the system described in "FLEET Architecture" to determine victory (Soviet point total - 3997; Allied - 3996). In addition to the VP awarded as per that system, if no US AA unit successfully conducts an amphibious assault, the Soviet player is awarded an additional 1000 VP. If no Soviet SC unit successfulyy conducts an amphibious assault, the US player is awarded an additional 1000 VP.

DEPLOYMENT

U.S. Player (set up first)

Together in any hex in the Panama sea zone, not adjacent to any enemy or friendly unit or base.

GWash	(US/CV)
Gtsbg	(US/CG)
Stdly	(US/CG)
Clhan	(US/DD)
Wilbr	(US/DD)
Fostr	(US/DD)

On *GWash*

F14D	(US/INT)x2
F18C	(US/INT)x2
EA6	(US/EW)
A6	(US/ATK)
E2	(US/AEW)
S3	(US/RCN)
KA6	(US/AR)

0726: Panama Canal

Prctn	(US/CG)
Grove	(US/FF)
Udrwd	(US/FF)
Cnole	(US/FF)
Mnstr	(US/FF)
Munro	(US/CT)
Chase	(US/CT)
Rush	(US/CT)
BrnCy	(US/AA)

Crndo	(US/AA)
Anrge	(US/AA)
Cmstk	(US/AA
Gdcnl	(US/AA)
Krsge	(US/AA)
Peliu	(US/AA)
Dfndr	(US/MS)
Qrtms	(US/CS)

On *Peliu*

AV8	(US/INT)

On *Gdcnl*

RH53	(US/MEW)

3214: Roosevelt Roads

NJrsy	(US/BB)
HueCy	(US/CG)
Fltch	(US/DD)
Rdfrd	(US/DD)

Any hex west of hex row 3200, inclusive, not adjacent to any enemy or friendly unit or base.

Hwkbl	(US/SN)
Phila	(US/SN)
SntFe	(US/SN)
SDrgn	(US/SN)

0726: Panama Canal

F15E	(US/INT)

3114: Muniz AFB

A7	(US/INT)

3214: Roosevelt Roads

F18D	(US/INT)

1711: Guantanamo Bay

F18C	(US/INT)
A10	(US/ATK)

0902: Homestead AFB

F16	(US/INT)x2
EA6	(US/EW)
F111E	(US/INT)
KC135	(US/AR)

0703: Key West

F15C	(US/INT)

Eglin AFB (off-map airfield)

F117	(US/BMB)
B52G	(US/BMB)

Bermuda (off-map airfield)

P3	(US/RCN)

Soviet Player (set up second)

Any sea hex of any type, not stacked with or adjacent to an enemy base. No more than 2 of the following submarines may be deployed per zone.

BNeva	(SO/SN)
Dnets	(SO/SN)
Kptnt	(SO/SN)
Yakim	(SO/SN)
Zimin	(SO/SN)
Typyn	(SO/SN)
Ytreb	(SO/SS)
Albts	(SO/SS)
Cstro	(CU/SS)
Cvara	(CU/SS)
Gsens	(CU/SS)
Guzmm	(CU/SS)

Any airfield in Cuba, including Nueva Gerona (0507). From 0 to 4 air units may deploy per hex.

S27	(SO/INT)
M31	(SO/INT)
S24	(SO/INT)
M29	(SO/INT)x2
T26	(SO/BMB)
T16G	(SO/BMB)
T16C	(SO/BMB)
I38	(SO/RCN)
B12	(SO/RCN)
T95D	(SO/RCN)
T16A	(SO/AR)

T16E	(SO/EW)x2
M23	(CU/INT)x2
M21	(CU/INT)x4
M19	(CU/INT)

Any port or ports in Cuba.

Svdsk	(SO/CV)
Kirov	(SO/CG)
Svtpl	(SO/CG)
Burny	(SO/DD)
Gremy	(SO/DD)
Sovrm	(SO/DD)
Kulkv	(SO/DD)
Flot1	(SO/CO)
Flot2	(SO/CO)
Flot3	(SO/CO)
Flot4	(SO/CO)
CON1	(SO/AA)
CON3	(SO/AA)
CON5	(SO/AA)
CON7	(SO/AA)
Flot1	(CU/CO)
PCS1	(CU/PC)
PCS2	(CU/PC)
PCS3	(CU/PC)
Banes	(CU/MS)

On *Svdsk*

S27B	(SO/INT)x2
M29B	(SO/INT)
S27E	(SO/EW)
Helix	(SO/AEW)

Any combination of Cuban coastal hexes.

Soviet Minesx9

Enter together anywhere on East boardedge on Turn 1 as Surface Group 1.

Kiev	(SO/CV)
Kerch	(SO/CG)
Tmshk	(SO/CG)
Slava	(SO/CG)
Vgrad	(SO/DD)
Lvcko	(SO/DD)
Ognvy	(SO/DD)

On *Kiev*

Y38	(SO/INT)
Helix	(SO/AEW)

Enter together anywhere on East boardedge on Turn 2 as Replenishment Group.

Dzghi	(SO/FF)
Dzhsk	(SO/FF)
Ltiya	(SO/FF)
Onda	(SO/AM)
Chlkn	(SO/CS)
CON2	(SO/SC)
CON4	(SO/SC)
CON6	(SO/SC)
CON8	(SO/SC)
Dubna	(SO/OL)

22.6 SCENARIO 15:
Assault on Jamaica

BACKGROUND: A pro-Soviet regime has seized power in Jamaica. The Marxists immediately sign a mutual-defense pact with Cuba, and are on the verge of granting the Soviet Navy basing rights in Kingston. An American task force has been deployed to land Marines on the island and install a more "moderate" govenment. However, in the hopes of avoiding a wider conflict, American forces have been ordered to proceed caustiously.

MAP
Use the Carribean map

SPECIAL RULES

1. *Belligerency:* As the scenario opens, only the US and Cuba are belligerents. However, the US may attack only Cuban units at sea and Cuban air units flying non-CAP missions; no attacks on the Cuban mainland are allowed. Once the Cuban player launches any form of attack on US forces or territory, these restrictions are lifted. In addition, the Cuban player also controls all Soviet units, which begin the game neutral. While neutral, Soviet units may move, detect US units for Cuban attacks, be detected normally - but may not themselves attack nor be attacked. At any point in any turn, the Cuban player may declare the Soviets to be an active belligerent, at which point Soviet units are treated normally. The Cuban player need not commit the Soviet forces, and if he does not he receives bonus VP.

2. *Trailers:* During initial deployment, the Soviet player may set up a maximum of one SN next to each US surface task force. Place a Strategic Detection marker on both the sub and the task force prior to start of the game.

3. *Neutral Countries:* All Latin countries, including Honduras And Nicaragua, are neutral. Their ports and bases are ignored for all purposes, but units of both sides may freely transit their air space.

4. *Cuban Bases:* Soviet land-based aircraft, regardless of their printed values, may make only two SSM attacks apiece, the T95H (if in play) may make only one cruise missile attack, and Soviet surface ships and submarines may only replenish fuel (not ammunition) in friendly ports.

5. *Objective Hexes:* The US AA units perform an Amphibious Assault (only) in any hex in Jamaica (as outlined below).

6. *Amphibious Assault:* US AA units are luanching an amphibious assault on hostile territory in this scenario. Any coastal hex(es) in Jamaica may be chosen as the site for the invasion; the invading player must write down the assault hex(es) at the start of the game.

6a. The AA units performing the amphibious assault enter the invasion hex normally, paying two MP to "dock"; all dock combat modifiers apply for the rest of the game. An unlimited number of AA units may use the same invasion hex. At the moment of "docking", the AA task force is subject to attack by any enemy mines present in the hex.

6b. An amphibious assault may not actually be launched until the invasion hex has been "softened up." To soften up the hex, perform an air strike or close combat against the hex, declaring the target to be the invasion "beaches" and ignoring any other possible targets in the hex. A hex cannot be softened up until there is a docked landing force in the hex. Although the hex itself does not have any inherent AA strength, any base in the hex may fire normally. So long as any damage is inflicted upon the hex, the amphibious assault may proceed (although if the damage is less than "10", fewer VP will be awarded to the player, as outlined in the Victory Conditions). The attacking player may soften up the invasion hex as many times as he wishes once there are docked landing ships in the hex; all damage is cumulative.

6c. Once the hex has been softened up, the invasion may proceed. At the conclusion of any turn after docking has taken place, the invading player may declare the invasion underway. The AA units must remain docked for the duration of the scenario (do not remove them from the map). An invasion does not affect any enemy bases present in the hex.

7. *Weather & Random Events:* Skip the Weather Phase in this scenario; the weather is always Clear. Consult the Random Events Table normally.

8. *Maximum Commitment:* If the US player elects "Maximum Commit-

DEPLOYMENT

U.S. Player (set up first)			
Together in any hex in the Panama sea zone, not adjacent to any enemy or friendly unit or base.		BrbCy	(US/AA)
		Blder	(US/AA)
		Gdcnl	(US/AA)
		Krsge	(US/AA)
Amrca	(US/CV)		
Prctn	(US/CG)	**On *Krsge***	
Eglnd	(US/CG)	AV8	(US/INT)
Fltch	(US/DD)		
Hoel	(US/DD)	**On *Gdcnl***	
		CH53	(US/MEW)
On *Amrca*			
F14A	(US/INT)x2	**0726: Panama Canal**	
F18C	(US/INT)x2	F18D	(US/INT)
EA6	(US/EW)	EF111	(US/EW)
A6	(US/ATK)	KC135	(US/AR)
E2	(US/AEW)	P3	(US/RCN)
S3	(US/RCN)	F15C	(US/INT)
KA6	(US/AR)		
		Any hex west of hex row 3200, inclusive, not adjacent to any enemy or friendly unit or base.	
0726: Panama Canal			
NJrsy	(US/BB)		
HueCy	(US/CG)	Hwkbl	(US/SN)
Dlgrn	(US/DD)	Phila	(US/SN)
Rdfrd	(US/DD)	SntFe	(US/SN)
Ptrsn	(US/FF)	Hlulu	(US/SN)
Cmstk	(US/AA)		
Rcine	(US/AA)		

Soviet Player (set up second)			
		I38	(SO/RCN)
Any sea hex of any type, not stacked with or adjacent to an enemy base. No more than 2 of the following submarines may be deployed per zone.		T142	(SO/RCN)
		T16A	(SO/AR)
		T16E	(SO/EW)
		M23	(CU/INT)x2
		M21	(CU/INT)x4
BNeva	(SO/SN)	M19	(CU/INT)
Lpshn	(SO/SN)		
Kptnt	(SO/SN)	*Any port or ports in Cuba.*	
Yakim	(SO/SN)	Flot1	(CU/CO)
Zimin	(SO/SN)	PCS1	(CU/PC)
Typyn	(SO/SN)	PCS2	(CU/PC)
Ytreb	(SO/SS)	PCS3	(CU/PC)
Voron	(SO/SS)	Banes	(CU/MS)
Albts	(SO/SS)		
Csiro	(CU/SS)	*Enter together anywhere on East boardedge on Turn 1 as Surface Group 1.*	
Cvara	(CU/SS)		
Gsens	(CU/SS)	Kirov	(SO/CG)
Guzmm	(CU/SS)	Slava	(SO/CG)
		Kerch	(SO/CG)
Any airfield in Cuba, including Nueva Gerona (0507). From 0 to 4 air units may deploy per hex.		Svtpl	(SO/CG)
		Burny	(SO/DD)
		Gremy	(SO/DD)
S27	(SO/INT)	Sovrm	(SO/DD)
M31	(SO/INT)	Kulkv	(SO/DD)
T26	(SO/BMB)x2	Lvcko	(SO/DD)
T16D	(SO/RCN)x2		

ment", he may only use ships and submarines from the US, France, Canada and the UK. The Soviet player may only use Soviet units, and he must use all Cuban units.

9. *Nuclear Weapons:* Nuclear Weapons may not be used in this scenario.

GAME LENGTH
9 Game Turns
(The logistics option may not be used.)

VICTORY CONDITIONS

Use the system described in "FLEET Architecture" to determine victory (Soviet point total - 2500; Allied - 2498). In addition to the VP awarded as per that system, if no US AA unit successfully conducts an amphibious assault, the Soviet player is awarded an additional 1000 VP.

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22.7 SCENARIO 16:
Red SeaLion

BACKGROUND: NATO, amid much fanfare, disbands on 8 May 1995 - the 50th anniversary of the surrender of Germany in World War II. Less than a year later, President Gorbachev, while reviewing a May Day parade from a balcony shared with his high-ranking military officers, mysteriously plummets to his death in a fall. Hours later, Soviet ground forces, aided by parachute drops, marine landings and Spetsnaz raids, sweep into Norway and swiftly subjugate the nation. Russian air units quickly relocate to Norwegian bases. As a Soviet invasion fleet departs from Murmansk and rounds the North Cape, the Soviet plan becomes clear: the Russians intend to invade England and isolate the continent before attacking in Central Europe. Meanwhile, an isolationist United States and cowed continental Europe watch from the sidelines. Only Canda, which embarks a troop convoy for England in borrowed American shipping, and tiny Denmark come to Britain's aid. After dispatching a contingent of Royal Marines to Copenhagen to bolster Danish defenses, the British Isles brace for the Soviet onslaught.

MAP

Use the Atlantic map

SPECIAL RULES

1. *Initial Set-Up:* Before deploying his units, the Allied player rolls one die. The die roll, divided by two (rounded down) is the number of damage points to Allied player must distribute among the Norwegian bases. No more than two damage points may be allocated to any single port or runway. In addition, the printed CloseAA Defense Values of all Norwegian bases is halved. Swedish units are set up by both players; starting with the Allied player, each side alternate placing one unit in Sweden.
2. *Neutral Countries:* All European countries, except Denmark, are neutral. Their ports and bases are ignored for all purposes, and neither side may transit their air space. Sweden is also neutral; while neutral, all Swedish air units are considered to be flying CAP missions. If either side transits its airspace or attacks any of its units or bases, Sweden immediately joins the other side.
3. *Norwegian Bases:* Soviet land-based aircraft stationed outside of Russia, regardless of their printed values, may make only two SSM attacks apiece, the T95H may make only one cruise missile attack, and Soviet surface ships and submarines may replenish fuel (not ammunition) in Norwegian ports. In addition, during the Repair Phase, Norwegian bases reduce their damage level by one only on an even die roll. At the beginning of the turn after at least one SC unit safely docks at a Norwegian port, these restrictions are modified. For each undamaged SC unit that docks, two air units based within three hexes may make unlimited SSM attacks, the T95H may make one more cruise missile attack if it is based within three hexes of the port, and that port occupied by the SC may now replenish both fuel and ammunition for Soviet ships and may repair base damage normally (as may any airfield within three hexes). If the SC unit is damaged, one air unit only may make unlimited SSM attacks (there is no further effect of the damage). Finally, at the beginning of the second turn after an SC unit docks at a Norwegian port, two non-destroyed Norwegian airfields and/or ports within three hexes regain their printed AA strength (less any damage already suffered).
4. *Objective Hexes:* The primary objective for all four Soviet SC units is any Norwegian port(s). However, only one SC unit may claim each port as primary objective; any further Soviet SC unit which uses the same port must treat it as a secondary objective. The Soviet AA units perform an

Amphibious Assault (only) in any hex in England (as outlined below). The primary objective for all UK AA units is Copenhagen; there is no secondary objective. The primary objective for all Canadian/US SC units are London and/or Rosyth; their secondary objectives are Falsane and/or Portsmouth.
5. *Amphibious Assault:* Soviet AA units are luanching an amphibious assault on hostile territory in this scenario. Any coastal hex(es) in England may be chosen as the site for the invasion; the invading player must write down the assault hex(es) at the start of the game.
5a. The AA units performing the amphibious assault enter the invasion hex normally, paying two MP to "dock"; all dock combat modifiers apply for the rest of the game. An unlimited number of AA units may use the same invasion hex. At the moment of "docking", the AA task force is subject to attack by any enemy mines present in the hex.
5b. An amphibious assault may not actually be launched until the invasion hex has been "softened up." To soften up the hex, perform an air strike or close combat against the hex, declaring the target to be the invasion "beaches" and ignoring any other possible targets in the hex. A hex cannot be softened up until there is a docked landing force in the hex. Although the hex itself does not have any inherent AA strength, any base in the hex may fire normally. So long as any damage is inflicted upon the hex, the amphibious assault may proceed (although if the damage is less than "10", fewer VP will be awarded to the player, as outlined in the Victory Conditions). The attacking player may soften up the invasion hex as many times as he wishes once there are docked landing ships in the hex; all damage is cumulative.
5c. Once the hex has been softened up, the invasion may proceed. At the conclusion of any turn after docking has taken place, the invading player may declare the invasion underway. The AA units must remain docked for the duration of the scenario (do not remove them from the map). An invasion does not affect any enemy bases present in the hex.
6. *Weather & Random Events:* Consult the Weather and Random Events Tables normally.
7. *Maximum Commitment:* If the Allied player elects "Maximum Commitment", he may use units from any European country. The Soviet player may only use Soviet units.
8. *Nuclear Weapons:* Nuclear Weapons may not be used in this scenario.

GAME LENGTH

9 Game Turns
(The game may be extended to 15 turns upon agreement that the logistics option is to be used.)

VICTORY CONDITIONS

Use the system described in "FLEET Architecture" to determine victory (Soviet point total - 3994; Allied - 3999). In addition to the VP awarded as per that system, if no Soviet AA unit successfully conducts an amphibious assault, the Allied player is awarded an additional 1000 VP. If no British AA unit successfully docks at Copenhagen, the Soviet player is awarded an additional 500 VP. If no Canadian/US SC unit successfully docks at a primary or secondary objective, the Soviet player is awarded an additional 500 VP.

DEPLOYMENT

Sweden (set up last)	
Any airfield in Sweden. From 0 to 4 air units may deploy per hex.	
VigJ	(SW/INT)x4
VigS	(SW/INT)x2
Grip	(SW/INT)x2
Drak	(SW/INT)x2
4118: Karlskrona	
PCS1	(SW/PC)
PCS2	(SW/PC)
PCS3	(SW/PC)
Lndst	(SW/MS)
4514: Stockholm	
C212	(SW/RCN)

Allied Player (set up first)

Any sea hex of any type, not stacked with or adjacent to any enemy or friendly unit or base. No more than 2 of the following submarines may be deployed per zone.

Tless	(UK/SN)
Tncnt	(UK/SN)
Splnd	(UK/SN)
Useen	(UK/SS)
Ucorn	(UK/SS)
Otune	(UK/SS)

Any airfield in England. From 0 to 4 air units may deploy per hex.

TorF	(UK/INT)x3
TorG	(UK/INT)
Phn	(UK/INT)
Buc	(UK/ATK)x2
Nim	(UK/RCN)x4
Can	(UK/EW)x2
Vict	(UK/AR)

Any airfield or port in Denmark.

Alsnd	(DN/MS)
PCS1	(DN/PC)
PCS2	(DN/PC
F16	(DN/INT)x4

Together in any port in England.

York	(UK/DD)
Argyl	(UK/FF)
Beavr	(UK/FF)
Brave	(UK/FF)
Cvnty	(UK/FF)
Scyla	(UK/FF)

Chyrb	(UK/FF)
Alcty	(UK/FF)
Ferls	(UK/AA)
Intpd	(UK/AA)
Sglhd	(UK/AA)
Sgrnt	(UK/AA)
Sprcv	(UK/AA)
Whltn	(UK/MS)

Together in any sea hex not adjacent to any enemy or friendly unit or base as Surface Group 1.

Invcl	(UK/CV)
Nwcst	(UK/DD)

Sthmp	(UK/DD)
Lncst	(UK/FF)
Chthm	(UK/FF)
Argnt	(UK/FF)
Ambsc	(UK/FF)
Btaxe	(UK/FF)

On *Invcl*

Shar	(UK/INT)
Sking	(UK/AEW)

Together in any sea hex not adjacent to any enemy or friendly unit or base as Surface Group 2.

Iltrs	(UK/CV)
Ntham	(UK/DD)
Endbr	(UK/DD)
Mlbor	(UK/FF)

Avngr	(UK/FF)
Juptr	(UK/FF)
Cptwn	(UK/FF)
Brlnt	(UK/FF)

On *Iltrs*

Shar	(UK/INT)
Sking	(UK/AEW)

Enter together anywhere on West boardedge on Turn 1 as Surface Group 3.

Algqn	(CAN/DD)
Atbsk	(CAN/DD)
Trnto	(CAN/FF)
Rgina	(CAN/FF)
Sktwn	(CAN/FF)
Yukon	(CAN/FF)
Roche	(CAN/FF)
Tnova	(CAN/FF)
Alice	(US/SC)
Green	(US/SC)
Vldez	(US/SC)
Flcon	(US/SC)
Vivan	(US/SC)
Lykes	(US/SC)
Ftgrg	(US/CS)
Bleaf	(UK/OL)

Keflavik (off-map airfield)

C140	(CAN/RCN)

Soviet Player (set up second)

Any sea hex of any type, not stacked with or adjacent to any enemy or friendly unit orbase. No more than 2 of the following submarines may be deployed per zone.

BNeva	(SO/SN)
Lpshn	(SO/SN)
Zimin	(SO/SN)
Typyn	(SO/SN)
Mrnko	(SO/SN)
Yakim	(SO/SN)
Ytreb	(SO/SS)
Krshn	(SO/SS)
Albst	(SO/SS)

Any airfield in Norway or the Soviet Union. From 0 to 4 air units may deploy per hex.

S27	(SO/INT)x2
M31	(SO/INT)
M29	(SO/INT)x2
S24	(SO/INT)
T26	(SO/BMB)x2
T16G	(SO/BMB)
T16C	(SO/BMB)
T95H	(SO/BMB)
T16E	(SO/EW)x2
T16D	(SO/RCN)x2
T142	(SO/RCN)
B12	(SO/RCN)
T16A	(SO/AR)

Together in any hex in the Norwegian Sea Zone ending in 01, 02 or 03, not adjacent to any enemy or friendly unit or base as Surface Group 1.

Svdsk	(SO/CV)
Kirov	(SO/CG)
Slava	(SO/CG)
Svtpl	(SO/CG)
Lvcko	(SO/DD)
Sovrm	(SO/DD)
Gremy	(SO/DD)
Ognvy	(SO/DD)

On *Svdsk*

S27B	(SO/INT)x2
M29B	(SO/INT)
S27E	(SO/EW)
Helix	(SO/AEW)

Together in any hex in the Norwegian or Scotland sea zones ending in 01, 02 or 03, not adjacent to any enemy or friendly unit or base as Surface Group 2.

Kiev	(SO/CV)
Tmshk	(SO/CG)
Kerch	(SO/CG)
Burny	(SO/DD)
Kulkv	(SO/DD)
Vgrad	(SO/DD)

On *Kiev*

Y38	(SO/INT)
Helix	(SO/AEW)

Enter together on North boardedge within the Norwegian Sea Zone on Turn 1 as Invasion Fleet.

Ltiya	(SO/FF)
Dzhsk	(SO/FF)
Dzghi	(SO/FF)
Flot1	(SO/CO)
Flot2	(SO/CO)
Flot3	(SO/CO)
Flot4	(SO/CO)
SC1	(SO/AA)
SC3	(SO/AA)
SC5	(SO/AA)
SC7	(SO/AA)
SC2	(SO/SC)
SC4	(SO/SC)
SC6	(SO/SC)
SC8	(SO/SC)
Rshal	(SO/MS)
Chlkn	(SO/CS)
Dubna	(SO/OL)
Onda	(SO/AM)

OPERATION CRIMSON SKY
Soviet Strategy for SIXTH FLEET
By Tim Earl

SIXTH FLEET is definitely one of the most exciting naval wargames ever published. The campaign game allows players to develop grand strategies and set them into motion. However, the Soviet player will soon find his resources dwindling, victim of the Americans and their allies in the Mediterranean. It would appear that the only way to beat the US player is to strike first and strike hard while you still have most of your assets intact. Russian ships and subs often find their way to the ocean floor quite early in the match, and don't possess much strike capability anyway. So it appears that your air units are most suitable for striking. Soviet T16s and T26s can reach virtually any point on the mapboard due to their high Movement Allowance (although they may have to land at a different base). No task force is safe from these predators, and it is clear that they will spell the difference between victory and defeat.

The American carriers, with their powerful air wings aboard, pose the major threat to your air arm as well as to your ships. So, in order to defeat the US player in *SIXTH FLEET*, you should sink his carriers. This may seem like a difficult task, but if properly executed, can be successful with only minimal loses among your own aircraft. The following points are some Soviet players must consider when planning to sink each of the three American carriers in the Med.

But first, for those who may not own the latest of the series of *FLEET* games, it is necessary to update the rules, particularly the ones regarding "air activation". These two following, first presented in *THIRD FLEET*, should be incorporated in your play:

4.3 Restrictions On Air Unit Activation: A player can activate up to four INT, ATK and/or BMB air units along with any number of RCN, AEW or EW air units that are stacked together in the same hex. A player can activate fewer than four INT, ATK or BMB air units within a stack, but never more. Friendly air units of different nationalities can activate together without restriction.

20.5 Coordinated Air Strikes: If an active air unit or stack enters a hex with an airfield or a carrier containing friendly air units that have not yet activated in the current segment, the air units on the airfield or carrier can join the active force and move and attack with it as long as the addition of these units does not enlarge the active force to more than four INT, ATK or BMB units. The new Movement Allowance for this force is either the lowest Movement Allowance of the air units just added to the force or the remaining Movement Allowance of the original active force - whichever is lower.

When returning to an airfield, an active stack can "drop off" some units in eligible airfields and continue moving back to another airfield. However, air units returning to an airfield different than the one in which they started the segment suffer penalties. (See 5.4 of the *THIRD FLEET* rules or the *SIXTH FLEET* errata.) After returning to base, the air units that participated in a coordinated strike are not allowed to activate for the rest of the segment.

These two rules not only add to the realism of the game system, but also make *SIXTH FLEET* more enjoyable and allow for operations such as those described below.

In order to augment your chances of success, I suggest that Soviet players use Tactical Coordination whenever possible. Most opposing players will place Interception missions in the zones their carriers occupy, so you might not be able to use Tactical Coordination in those zones. However, if you plan ahead, you can still succeed. Remember that your air units will be on Tactical Coordination missions for three full turns, and a carrier might enter a new zone in that span of time. For instance, the USS *Forrestal* starts the game in hex 1726 in the Tyrrhenian Sea Zone. But, as early at the second turn of the game, it could enter the Central Mediterranean Zone; any Tactical Coordination missions targeted there could then be used in an attack against the carrier. Similarly, in three more turns, it could enter the Aegean Sea Zone. If you think you know where the enemy might be moving, you can - with some care and foresight - allocate your Strategic Air missions this way and so increase your odds in the actual strike.

US Combat Air Patrol (CAP) is designed to protect American carriers, and will be your biggest problem in any strike at the ships. If the enemy places two F14s and one E2 on a CAP mission, his anti-air value will be "19"! It is impossible to achieve decent odds against this, even if you commit M23s. So the Soviet player must find a way to reduce this AA value. If you look at the Aircraft Carrier CAP Chart, you will soon see that the AA value decreases as you move farther away from the target. A T16 ATK unit has SSMs with a range of four hexes. At that distance, the CAP AA value is reduced to one-fourth of its original strength, thus making it "5" (or less if no AEW is used). An attacking force of three M23s, one T16 ATK and one T16 EW would have an AA value of "20", thus gaining a four-to-one advantage on the Air-to-Air CRT. On a die roll of less than "6", you have defeated the American CAP and can continue the attack with your T16. Now let's look at each of your targets in turn; in each case, the CAP anti-air value is assumed to be "5" (although it may in practice be lower).

Target One: USS Forrestal

The *Forrestal* projects US air power into the Central Mediterranean. Its destruction is the key to your success in the game. USS *Forrestal* begins the game in Naples (hex 1726) and will most likely head towards the Central Mediterranean Zone, where it can be intercepted by air units from Odessa, Yevpatoria, Tripoli and Darnah. One T16 ATK unit (and an EW if you like, but it won't increase the odds against the CAP) leaving Yevpatoria can pick up an M23 and a S20 from Tripoli, then continue on

American F-14 Tomcats pass over the USS *Nimitz*.

towards the target. You should have three-to-one odds against the CAP, and your chances of getting at the *Forrestal* are quite good. If this carrier moves farther east, you may be able to reach it with a M23 from Darnah instead of the S20 from Tripoli, increasing your odds to four-to-one (with an EW) against the CAP.

Once you have penetrated the CAP, your T16 ATK can fire SSMs at a target. Good candidates for this attack include the CG *Ticonderoga* (with its high AAA value) and the CS *Detroit* (which provides fuel and ammunition for the task force). After this launch, you can now send all of your remaining aircraft to attack the *Forrestal* itself. My playings indicate that, with Tactical Coordination and EW, the chances of the Soviets sinking the carrier are a bit greater than 50%. If you dispatch only two or three air units on each mission and concentrate on the *Forrestal* alone, you will have more chances to sink it and can keep your own losses down to one step per attack. Then, if you wish to attack the rest of her task force, it would be wise to wait until after you have targeted the *Nimitz* and/or *Kennedy*, since heavy Soviet air losses are probable in these strikes.

Target Two: USS Nimitz

Since the *Nimitz* is a "free set-up" unit, the Soviet player doesn't know where it will begin the game. If the American places it on the western half of the map, you can use the procedure described for the *Forrestal*. However, if the *Nimitz* starts the game in the Aegean or Eastern Mediterranean zones, it will be necessary to modify your plans.

The US player may wish to place the *Nimitz* in the Aegean Sea, in the hopes of entering the Black Sea to attack your bases in the Crimea. If so, you can engage it with aircraft garnered from those very bases. A force of three M23s, one T16 ATK and one T16 EW units will give you four-to-one odds on the Air-to-Air CRT. (In this case, you do indeed need the EW to achieve a 4-1 advantage.) After succeeding against the CAP, you launch your attack with the T16 ATK. Possible first targets include the CGs *Biddle* and *Texas* - and the CS *Wabash* if it is deployed with the *Nimitz* task force. Successive waves of bombers can then attack the *Nimitz* itself, although your odds won't be as good as they were against the *Forrestal*. Unless you use Tactical Coordination and EW, your odds of success are somewhat less than 50%. Therefore, you must closely watch the *Nimitz*, so as to divine the sea zone it will be entering in order to allocate your Tactical Coordination missions accordingly.

If the *Nimitz* is placed in the Eastern Mediterranean Zone (out of range of your M23s in the Crimea), you must use Syrian aircraft to defeat the CAP. A Soviet M23 from Tartus, two M21s from Latakia and one T16 ATK will be able to achieve three-to-one odds against the American CAP. With the forces available to you in this area of the mapboard, you simply cannot gain better odds against the American CAP. However, if you do blow through the CAP, your T16s and T26s (and possibly the T22s as well) will be able to reach the target. Destruction of the *Nimitz* is not only a military victory, but a psychological one as well. Your opponent's pride will be most cer-

tainly bruised, and he may try bolder, less profitable gambles to redress the balance.

Target Three: USS Kennedy

The *Kennedy's* air wing (with A7s instead of F18s) poses a definite threat to your fleet units. However, since it begins the game in the Strait of Gibraltar (hex 1505) and doesn't see much action, it should be considered as a target only if both the *Nimitz* and *Forrestal* have gone down - and even then only if you can afford to tie up your air units and suffer some significant losses among them.

If the *Kennedy* is to be attacked before it reaches hex 1419, Soviet T16s will have to land at Annaba or Benghazi and suffer the penalties for transferring bases. However, if you wait until it reaches that spot, they can return to Yevpatoria without penalty. Using air units from Tripoli and Yevpatoria alone, you can achieve only two-to-one odds against the CAP. But, if you can be patient until the *Kennedy* enters hex 1025, you can send in your M23 from Darnah instead of the S20 from Tripoli, increasing your odds to three-to-one. Suggested targets for your first strike with one T16 include the CG *Yorktown*, the CR *Algol* and any replenishment ships that may have joined the task force. Further attacks are similar to those against the *Forrestal*, with approximately the same odds of success.

However, the *Kennedy* is probably not worth the effort (unless you are really desperate for the victory points), and your air assets may be spent more profitably against other targets.

Other Targets

After the destruction of the American carriers, you can use remaining Soviet air units to attack other important surface targets. The remnants of the carrier groups may seem like tempting targets, but they can still be quite dangerous to attack - and can't do much damage to your own fleet anyway. Much better targets include the AAs and replenishment ships. Destroying the former will save you many victory points by preventing the US Marines from landing, and sinking the latter will cripple the enemy fleet and aid you in the long run. Remember too that allied ships are much more vulnerable than the American ones and carry the same VP value in most cases, so they make nice potential targets (especially their lesser carriers, which lack good interceptors for CAP duty).

In all of this, the Soviet player must consider the cost. For every attack against a surface unit by air, you can expect to suffer one step loss. Deciding which units to damage is almost as important as deciding how to allocate fire. This decision will affect your air operations for the remainder of the game, after all.

The first units to be allocated damage should be your EW craft, since their effectiveness is not diminished. The Soviet player has three Libyan and two Syrian S20s, so you can afford to sacrifice one or two of each nationality without hindering operations (since only three interceptors participate in each attack). Always elect to damage the units with lower AA values first. Once you have assessed damage to all

your EW planes and have the minimum number of interceptors required to continue effective operations, you will be forced to accept damage to your attack jets during the first strike. (You will always have to damage them during successive waves once you've damaged all of your EWs.) If it comes down to deciding to damage a T16 or a T26, you must know which advantage you value more - the longer range of SSMs or the greater Movement Allowance and higher SSM ratings. You should always consider the T22s expendable due to their short range and lack of SSMs.

To minimize losses, try to take out the enemy ships with the highest AAA values, and sink all three carriers before going after their escorts.

Finally, we should touch upon the actions of your own ships and subs, for *SIXTH FLEET* stresses integrated strategy. If the American player has many allies in the Mediterranean, your naval assets will disappear quickly . . . even after the destruction of his carriers. Thus, an early and active offensive campaign by these units is your best bet. This allows you to gain some VPs while you still have those assets afloat. However, if the American has few allies in the scenario, it might be wiser to have those units lie low, so your opponent won't gain more in the exchange than you. In that case, resign yourself to not picking up many of the enemy allied ships for victory.

Either way, so long as your Soviet air units continue to conduct an aggressive and successful offensive, a Soviet victory in the Mediterranean Theater is practically guaranteed. The victory points for sinking the carriers (62 points each, including the air wing) is almost alone enough to insure victory.

However, let me offer one caveat. It might be wise to test this strategy for yourself a few times (either in solitaire play or in a friendly game) to determine how you can best implement it. This will allow you to refine your air tactics, and consider all the possible actions by the Soviet fleet units. Once you've gained some experience from that, you can expect to shock your next opponent by aiming your efforts directly at his pride - the American carriers. ☆

WAR UNDER THE MIDNIGHT SUN
Variants for the Advanced Game of 2nd FLEET
By James P. Werbaneth

The one feature that contributes most to *2nd FLEET*'s attractiveness as a game of strategy is its excellent playability. The sub-systems work very well together, and play flows smoothly - even in the Advanced Game. The optional Logistics rules are the worst impediment to playability, but even these manifest themselves only at the end of every third turn; experienced, well-organized players can cope with these readily enough.

As with all "modern" wargames dealing with hypothetical conflict, *2nd FLEET* shares the problem that it must amount to an "educated guess". There is no history against which its accuracy can be closely measured (the recent Gulf War notwithstanding). This situation is especially acute for naval games, as there has yet to be a conflict encompassing all the elements embraced by the *FLEET* series. For example, although guided missiles, airpower, submarines and surface vessels all took part in the Falklands War, there was no simultaneous use of all four elements of naval power in a coordinated manner by both sides in any single engagement. If *2nd FLEET* must be an educated guess, however, then it is a *very* educated one. Another expert might argue with Joe Balkoski's systemic forecast of modern naval warfare, but until the awful day that the real world provides a real standard to judge by, *2nd FLEET*'s accuracy stands to be as good as that of any other game on the subject.

There are some areas in which players can afford to experiment with the rules, however. One lies in force deployment. The Readiness Level selected for the Advanced Game scenarios and subsequent die rolls for reinforcement can accelerate or decelerate the arrival of units, but the general pattern of disposition remains the same. As warships and air units can move faster than the political events leading to a superpower conflict, this pattern should not be viewed as rigidly unalterable.

Another field of speculation for we "tinkerers" is the possibility that the USSR might be able to seize NATO bases in the first hours of such a war, then put them to use (now prohibited in *2nd FLEET*'s rules). This is, in large part, a question of the efficiency of Soviet special operations, and in the murky world of special forces surprising results should, ironically, never come as a total surprise. That *Spetsnaz* units could take NATO ports and airbases through *coups de main* before their defenders could effect widespread demolitions should not be dismissed as impossible. Furthermore, the possibility exists that Soviet military engineers could repair minor damage or even improve facilities quickly enough for their use, albeit limited, by Soviet forces.

DEPLOYMENT OPTIONS

Both sides must set up according to the standard guidelines for the Preparedness Level chosen, except for changes due to options selected from the following rules. If both Deployment and Captured Bases options are used, variant deployment must be completed *before* implementing the capture of NATO bases. All aircraft carriers enter play with their standard air wings aboard, as listed on the deployment cards.

NATO

1) Forward Deployment of US Carrier Groups: For Preparedness Level Low, add the Rsvlt (US/CV), Vrgna (US/CG), Cnoly (US/DD), Msbr (US/DD), Luce (US/DD), Cmdn (US/CS) to Reinforcement Box #7, entering at hex 1343; only Phenx (US/SN) remains in Reinforcement Box #14. If Preparedness Level Moderate or High, freely deploy the above named ships together anywhere in the North Atlantic, Iceland or British Isles sea zones.

2) Iowa accompanies USMC Amphibious Force: Preparedness Level Low - Add Iowa (US/BB) and Burke (US/DD) to Reinforcement Box #4. Preparedness Level Moderate or High - deploy these two ships at hex 1830 (Reykjavik). Regardless of preparedness level, Inpdn (US/CV) enters without a die roll with Reinforcement Box #35.

3) Advanced Deployment of Submarines: If Preparedness Level Low, freely deploy the Olypa (US/SN) and Lpcmb (US/SN) anywhere in any sea or drift ice hex in the Labrador Sea Zone, and the Uphld (UK/SS) in the British Isles Sea Zone - deleting them from Reinforcements Boxes #20, #37 and #38. If Preparedness Level Medium, freely deploy these three subs

anywhere in Labrador, North Atlantic, Iceland and/or British Isles zones (deleting them from Reinforcement Boxes). If Preparedness Level High, freely deploy these three subs in any sea or drift ice hex in any sea zone except the Barents Sea.

SOVIET

1) Maximum Aircraft Carrier Commitment: All Preparedness Levels - deploy the Krmln (SO/CV) in place of Kiev (SO/CV) with Frnze (SO/CG), Tula (SO/CG), Tmshk (SO/CG), Udloy (SO/DD) and Osmtr (SO/DD). Also, for Preparedness Level Low, add Kiev to Reinforcement Box #5; for Preparedness Levels Medium or High, deploy Kiev with Nkylv (SO/CG), Ottuk (SO/DD), Vslyv (SO/DD) and Sprnv (SO/DD).

2) Advanced Deployment of Submarines: For all Preparedness Levels, all SNs usually allowed to freely deploy in the Norwegian Sea and Iceland zones may also deploy in the British Isles and/or North Atlantic sea zones.

SOVIET BASE CAPTURE OPTIONS

Prior to play, both sides deploy their forces normally. Upon the agreement of all players, the Soviet Base Capture option may now be instituted. Such a variant can be chosen only if the invasion of the base(s) named is permitted by the original scenario rules. The Soviet player then deploys parachute, commando and/or marine units as specified by the variant selected (see below). The NATO player can immediately relocate air units from airfields so invaded

The business end of a "boomer": the *Ohio*, a Trident-class SSBN, displays its ICBMs.

according as per Rule 18.1. At the NATO player's option, submarine and surface units present in a pre-game invaded port may freely move to the limits of their movement allowance. Allied task groups and task forces may be formed at this time from such moved surface units. Following this, the Soviet player may activate up to two INT and/or ATK air units and/or four RCN units, along with one EW unit, whose movement allowances permit them to fly one-way to the captured airfield - thus transferring them there before play of the scenario commences.

All NATO bases captured before the game retain their intrinsic defense strength. Close anti-air strength is halved (fractions rounded down), but now benefits the Soviet player. Though not considered destroyed, such bases are of only limited use to the Soviet player. Soviet surface units may refuel at a captured port, but may not replenish ammunition of any kind. Airfield capacity is limited to two INT/ATK, or four RCN, and one EW air units.

The NATO player recaptures a port or airfield lost prior to the game start when NATO ground strength (including the hex's intrinsic defense strength) is equal to or greater than Soviet ground strength. The base is then considered destroyed and of no further use to either player.

The Soviet player can invade and capture bases normally beginning with the first game turn. Objectives captured during the normal course of the game are still treated in accordance with Rule 18.5

Note: Parachute units placed before the start of the game cannot be intercepted, nor does the Soviet player have to place submarines or amphibious warfare ships adjacent to bases to capture them with marines or commandos. Such units are assumed to have debarked from special-ops submarines, bogus merchant ships (ala *Red Storm Rising* and other sensationalist fiction) and the like not represented by counters in the game. Further, if the Soviet player rolls for commando points and receives less than the amount required to implement a variant, he is allowed to take the minimum necessary for the option, but no more.

1) **Coup-de-Main on the Norwegian Coast:** The Soviet player captures Andoya (hex 3313) and Narvik (3412) with four commando points each.

2) **Spitsbergen:** Place two commando points at Longyearbyen (2106). This base functions as a pre-game captured airfield, not a landing strip; Soviet engineers are assumed to have hurriedly completed improvements begun by NATO to upgrade it to a military airfield.

3) **Red Storm over Iceland:** The Soviets invade Reykjavik (1830) and Keflavik (1831) with one eight-point parachute unit each, and two points of Marines are placed each at Akureyri (1928) and Hofn (2229). Furthermore, ignore all SOSUS hexes for the duration of the scenario, regardless of NATO recapture of any base in Iceland. *Note:* this variant will shift play balance markedly in favor of the Soviet player - especially if the Soviet Maximum Aircraft Carrier Commitment variant option is also in play (see above).

CONCLUSION

The variants presented here are by no means mutually exclusive, although use of more than one Base Capture option should not be allowed for the sake of balance and veracity. Even though the prospect of such cannot be dismissed, it is doubtful that the stealth, deception, careful timing and sheer luck needed to execute a special forces seizure of objectives in one place would hold if two divergent efforts were undertaken by the Soviet High Command. The success of one would inevitably undermine the success of the other, as the resulting alarm throughout NATO would bring forces to a high state of readiness and so deprive the attackers of the crucial element of surprise. However, the deployment options can be used in any combination. Too, they may be used in concert with a Base Capture option or, in the case of NATO, to offset one.

For best effect, the rules for Logistics should be enforced if any of the Captured Base variants are used. With furl available from sources besides the Kola Peninsula ports and a few vulnerable supply ships, the Soviet naval forces will be able to cruise farther, presenting the NATO player with new difficulties to overcome.

I would hope that players of 2nd FLEET accept these variants in the manner in which they are presented - to heighten the challenge and enjoyment of the game by allowing varied situations to arise in what may have become over-formalize play. Readers should, of course, be encouraged to experiment with their own versions of these variants. Perhaps some day their own efforts will appear in print here. Variety is, in wargaming as all else, the best spice.

SOME SUBMARINE SECOND-GUESSING
Soviet Subs in the FLEET Series
By Thomas Dworschak

Trying to decipher the characteristics of modern Russian submarines and their weapons is a tricky proposition. Unlike Soviet-built tanks and aircraft, no Russian first-line submarine has ever been exported to an ally - so no one has ever been captured and analyzed by the Western Powers. And since no Soviet nuclear sub has ever fired a shot in anger, their weapon systems have never been observed under combat conditions. These factors combine to make anyone's conclusions about the capabilities of Russian submarines subject to considerable debate. Here is an attempt to inflict mine upon the *FLEET* system.

American submarines have for some years enjoyed a reputation as being markedly superior to the Soviet subs. But in his book *Running Critical: The Silent War, Rickover and General Dynamics*, author Patrick Tyler chronicled the mismanagement which plagued the design and construction of the vaunted Los Angeles-class nuclear attack submarines. When the *Los Angeles* was conceived in 1969, the U.S. Navy's overriding concern was to produce a submarine which could again break 30 knots, a capability which had been lost when the Sturgeon-class replaced the Permit/Thresher boats. This emphasis on speed became paramount when a Soviet November-class submarine successfully kept pace with the nuclear-powered carrier *Enterprise* on a trans-Pacific deployment in January 1968.

The Navy based the Los Angeles design around the new S6G reactor compartment, a more powerful powerplant than the Sturgeon's S5W reactor, but one which also added 60 feet and 400 tons to the boat. Because of corresponding weight increases in other systems, including the sonar and various quieting features, achieving 30 knots would be impossible

unless the hull itself was reduced in weight. The resulting thinness of the steel hull limited the Los Angeles boats to an operational depth of only 950 feet, some 350 feet less than that of the Sturgeon it was replacing and barely one-third of the depths at which current Soviet boats could operate.

Besides the inherent depth limitations, the Los Angeles-class boats encountered some massive production problems. In 1971, the Electric Boat division of General Dynamics was awarded contracts to build seven of the first dozen Los Angeles-class subs. As the yard doubled its workforce, skilled welders became scarce, and many of those available were diverted to the more profitable work of overhauling existing submarines - not building new ones. Shoddy workmanship was the result. For example, the forward weapons loading hatch on the *New York City* was so misaligned that Mark 48 torpedoes could not be loaded through it; an engine room foundation on the *La Jolla* was built backwards but installed nonetheless, and later had to be removed; and workmen at the yard claimed that the *Philadelphia* was literally built twice because almost every part of her was improperly constructed and eventually had to be ripped out and replaced. Finally, in December 1979, a welding inspector found that Electric Boat employees had certified welds that didn't even exist; this breakdown in quality control forced General Dynamics to crack open six nearly-completed hulls to verify every weld!

Few would argue that whatever qualitative advantages US submarines once enjoyed over their Soviet counterparts are rapidly disappearing. American subs still possess a sizable edge in sonar and electronics systems. Most importantly of all, US subs remain quieter than the

Russian nuclear boats, although recent Soviet acquisition of precision propeller manufacturing equipment from Toshiba has narrowed this gap. However, in virtually every other category, Soviet hardware is equal or even surpasses its American counterparts. The following variant rules reflect this transformation:

Deep-Diving Ability: Currently the Soviet boats with the deepest diving abilities are (in meters) the Sierra (910), Mike (1200), Alfa (1160), Akula (910) and Oscar (830) classes. All these should be treated as "Deep Divers" for game purposes. These boats have been specifically designed to operate and fight at these tremendous depths, and here they acquire two important advantages. They can hide from enemy ship-based sonar under the thermal layer, and they can move faster than submarines at shallower depths without cavitating their propellers and so revealing their location. As a result, all Deep Diving boats should be allowed to use their full movement allowance when in Deep Mode. However, no damaged boat of any kind may enter Deep Mode, and a Deep Diving boat which is flipped o its damaged side is no longer a Deep Diver.

Double Hulls: Soviet submarines are constructed with double hulls - an outer casing lined with free-flood holes which allow the water to enter when the submarine submerges, and an inner pressure hull. This configuration will probably not appreciably improve the survivability of any Russian sub, however, except the Oscar-class, which has a gap of between two and four meters betwixt the two hulls. This stand-off distance will make it extremely difficult for a single torpedo to penetrate both, so the Oscar-class does not have to check for

Catastrophic Damage. However, because there are 24 volatile liquid-fueled SS-N-19 missiles stored between the two hulls, this exception applies if the Oscar has all its SSM boxes checked off. Mark these counters by underlining the hull silhouette.

Titanium Hulls: Two classes of Soviet submarines - Alpha and Mike - have hulls made of titanium, the hardest metal known to man but one which cannot be welded in the presence of oxygen. To build these vessels, the Russians erected a special construction hall, removed the natural atmosphere and replaced it with inert argon gas, and used welders wearing spacesuits. Because titanium has a tensile strength 43% greater than the HY80 steel used to construct US submarines but only 57% the weight, titanium boats are both lighter (hence, faster) and can dive deeper than conventional steel boats. In addition, because titanium is not magnetic, these boats cannot be detected by MAD (Magnetic Anomaly Detector) instruments, the primary method used by ASW aircraft to pinpoint targets for attack. When defending against air-launched ASW attacks, subtract one from the damage result, in addition to any benefit from "Clusterguard" (see below). Tactical Coordination missions against a titanium-hulled submarine produce only a +1 modifier. Finally, add +1 to any die roll for mine attacks, to simulate the degraded performance of magnetic mines against titanium. Players should mark these counters by placing an "X" through the "N" which denotes Anti-air Factors.

Clusterguard: Virtually all Soviet boats are equipped with a special anechoic coating. Known by the NATO code-name "Clusterguard", this coating marginally increases speed by reducing drag and quiets the boat somewhat, but is specifically designed to minimize return from active sonar. While this coating does not make the sub that much more difficult to detect (most acquisitions are the result of passive sonar), it has complicated the task of the ASW weapons, which rely primarily upon active sonar to home in on their target. It has been estimated that Clusterguard reduces the acquisition range of US torpedoes by up to 50%. There have been some problems for the Soviets however; the coating is applied via individual tiles (much like those of the Space Shuttles) and there have been difficulties with adhesion. For our purposes, in ASW combat, any Clusterguard-equipped submarine has one subtracted from its damage result. This is in addition to any benefit from titanium hulls (see above). Players should mark these counters by circling the Defense Factor.

Torpedoes: Any Soviet sub with 650mm torpedo tubes (easily identifiable as having a printed ASW of "6" or more and a Torpedo Factor of "22" or more) may fire two special types of weapons: the Type 65 anti-ship torpedo and the SSN-16 ASW torpedo.

Type 65 Torpedoes: The Type 65 is a massive wake-following torpedo which packs a warhead three times the size of an American Mark 48. It is believed to have a range of 27 nautical miles at 50 knots, or 54 miles at 30 knots. If the Soviet player wishes to use this weapon, he first picks his target by rolling a die. On an even die roll, the target must come from the top half of the stack; if odd, from the bottom half. There is no defensive die roll; instead, when resolving the torpedo combat, the attacker must subtract three from his die roll. There is no die roll modification in the ensuing Sub Detection attempt. Due to the limited number of Type 65s carried on board, each Soviet sub may make only one Type 65 attack per game, and no Intensive or Maximum attacks are allowed. (Adapted from *7th FLEET*.)

SSN-16 Torpedoes: The Soviet SSN-16 is a stand-off anti-submarine missile with a maximum range believed to be between 30 and 50 nautical miles. The missile is launched from a 650mm tube, breaks the surface of the water, flies to its target area, descends back into the water, then releases a 450mm torpedo. Each such equipped Soviet sub may make only one SSN-16 ASW attack per game. The attack is resolved as a normal ASW attack, except that in the resulting detection attempt there is no die roll modification. Because of the smaller warhead, if a hit is obtained, do not roll again for Catastrophic Damage. After resolving the attack, mark the ammo box with an "S" to designate the SSN-16 use.

Movement Allowances: Ton-for-ton, Soviet nuclear submarines are usually faster than American ones, primarily because the Soviets use less shielding in their reactor compartments and are therefore significantly lighter. This makes for swifter boats at the expense of the crewmen who operate the reactor. The latest classes of Russian submarines are powered by exotic liquid-metal cooled reactors, a substantial accomplishment.

As the accompanying chart indicates, there is no justification for giving the USS *Sturgeon* three movement points while the equally-swift Soviet Echo, Charlie and Yankee classes only have two. The Sturgeon-class was heavily criticized when it entered the fleet, for it was powered by the same S5W reactor as the Permit/Thresher-class it was replacing, but the newer boat's additional weight caused a loss of

five knots of speed. Consequently, reduce the Sturgeon-class boats" movement allowance by one (to "2"). Similarly, the proposed 35-knot *Seawolf* gets "4" movement points, while the 35-knot *Oscar* and 36-knot *Sierra* only get "3"; increase the movement allowance of both the Sierra and Oscar classes by one. (A minority of commentators credit the Oscar-class with only 27 knots, which if true means that the printed movement factor is correct.)

Finally, the game system currently underestimates the ability of nuclear-powered subs to keep pace with surface ships. Nuclear submarines of all nationalities should receive a total of two additional movement points when operating at high speed (except the Alfa-class, which should receive three additional MP at high speed).

Torpedo Factors: There is little to justify the fact that US submarines have immensely large torpedo factors in the game system. The US superiority in acoustics, electronics and fire control systems fully supports their large ASW factors, but these elements are far less crucial when the target is a noisy surface vessel. The American Mark 48 wire-guided torpedo is arguably the best in the world, but the Soviet boats have many more torpedo tubes and their non-homing torpedoes carry warheads a third larger than those of the Americans - so the two sides come out roughly equal. Consequently, try the following standardization in your next game:

Soviet Torpedo Tubes	Factor
6x533mm	18 (12 damaged)
8x533mm	20 (14 damaged)
10x533mm	22 (16 damaged)
6x533mm & 2x650mm	22 (16 damaged)
US Torpedo Tubes	Factor
4x533mm (non-LA class)	18 (12 damaged)
6x533mm (Barbel)	20 (14 damaged)
4x533mm (LA class)	22 (16 damaged)
8x762mm	30 (22 damaged)

Miscellaneous Changes:

1. The Victor II *Merenko* has an ASW of "5" in *7th FLEET* and "6" in *3rd FLEET*. The lower factor is correct, since the Victor II lacks a towed sonar array.

2. The Oscars are huge boats (14000 tons versus the 6900 tons of the *Los Angeles*) and, as such, are too big to be first-rate ASW platforms. Therefore, they should use the *3rd FLEET* ASW of "6" rather than the "8" from *7th FLEET*. Also, these vessels are not equipped with SSN-21 cruise missiles.

3. The *Juliett* and some older Echo II boats are equipped with ancient SSN-3a Shaddock SSMs, which must be fired from the surface. Consequently, after these boats launch their missiles, subtract "5" from the detection attempt.

4. The Mike class lacked a towed sonar, so its ASW value should be "5".

5. Tango-class conventional boats are extraordinarily quiet, and are able to remain submerged for up to a week before having to use their tell-tale snorkel. Thus, use the "US SN" table when attempting to detect.

6. Check off only two torpedo boxes when a submarine lays a mine.

SOVIET SUBMARINES BY CLASS:

Alpha: Ksbkv
Akula: Trypn
Charlie I: Dnets; Sura; YzBug
Echo II: Dkbst
Foxtrot: Regul; Srius; Ypter; Albts
Juliett: Ob
Kilo: Shtrm; Voron; Ytreb
Mike: Sdorv
Oscar: BNeva; Ynisy
Sierra: Khvrn; Zimin
Tango: Mlnya; Krshn; Serp; Zrnta
Victor I: Kdlkn; Lpshn; Nfdov
Victor II: Mrnko
Victor III: Sorkn; Yakim; Kptnt; Mkhky; Ygrov
Whiskey: Glbus; Satrn
Yankee: Arksk

Note that all Cuban submarines are Foxtrot-class; Polish is Kilo-class.

SOVIET SUBMARINES

Name (tonnage)	Maximum Depth	Submerged Speed/MF	HP	Torpedo Tubes	Old Torp Factors	New Torp Load	Torp Load
Whiskey (1350 tons)	340m	13/1 HS:2	2500	6x533mm	12	18	12
Foxtrot (2500 tons)	500m	15/1 HS:2	5300	10x533mm	9	22	22
Tango* (3700 tons)	500m	16/1 HS:3	6000	8x533mm	12	20	18
Kilo* (3143 tons)	650m	24/2 HS:4	5000	6x533mm	18	18	12
Victor I* (5300 tons)	600m	32/3 HS:5	30000	6x533mm	22	18	18
Victor II* (5700 tons)	600m	31/3 HS:5	30000	6x533mm 2x650mm	22	22	18
Victor III* (6300 tons)	600m	30/3 HS:5	30000	6x533mm 2x650mm	22	22	18
Sierra* (8060 tons)	910m	36/3 HS:6	37500	6x533mm 2x650mm	30	22	24
Mike** (6290 tons)	1200m	38/4 HS:6	24000	6x533mm 2x650mm	22	22	24
Alfa** (3860 tons)	1160m	45/4 HS:7	45000	6x533mm	12	18	18
Akula* (7860 tons)	910m	35/4 HS:6	37500	6x533mm 2x650mm	22	22	24
Juliett (3750 tons)	500m	12/1 HS:2	3500	6x533mm 2x406mm	4	18	18
Echo II (6000 tons)	500m	25/2 HS:4	30000	6x533mm 2x406mm	8	18	22
Charlie I* (5500 tons)	600m	27/2 HS:4	22000	6x533mm 2x406mm	12	18	12
Charlie II* (5500 tons)	600m	23/4 HS:4	22000	6x533mm 2x406mm	12	18	12
Yankee* (10000 tons)	600m	27/2 HS:4	44000	6x533mm	18	18	18
Oscar* (14000 tons)	830m	35/3 HS:6	75000	6x533mm 2x650mm	22	22	24

HS = High Speed Factor
* - Clusterguard
** - Titanium Hull & Clusterguard

The U.S. Navy's SSBN *Henry L. Stimson* takes on a harbor pilot as it moves into King's Bay GA for a crew turnover.

7. Submarines that have been flipped to their damaged side may not use Full Speed (under rule 5.3), nor may they enter Deep Mode; if in Deep Mode when damaged, immediately remove the Deep Mode marker.

8. *The One-Third Rule*: In any ASW combat, if the damage result is greater than or equal to one-third of the target's Defense Factor, but not one-half, roll the die again. On an odd-numbered die roll, there is no effect; but on an even-roll, the target is damaged. If damaged, check for Catastrophic Damage. This rule became necessary because in many ASW combats - particular against Seawolf-class subs - it is impossible for many Russian nuclear-powered attack subs to inflict any damage, which is surely unrealistic. Moreover, with the increased lethality and accuracy of modern naval weapons, if a submarine is detected the chances are pretty good that it's going to get hit - a fact which the current combat system does not reflect.

9. The *Seawolf* is engineered to fire the quieter Mark 48 Swimout torpedo, so after it performs ASW or torpedo combat, reduce the detection modifier by "1".

10. The proposed "Sea Lance" stand-off ASW weapon carries a lightweight torpedo with a minuscule warhead; subs damaged by it do not check for Catastrophic Damage.

11. Sturgeon-class submarines can carry Navy SEAL teams, which have the same capabilities as Soviet Spetsnaz commandos.

12. Each US submarine carries a limited number of the new Mark 48 ADCAP (Advanced Capability) torpedoes. Add one to the die in all ASW combat using exclusively Mark 48 ADCAPs. Assume each US SN carries two ammunition boxes of Mark 48 ADCAPs.

13. Extended Task Forces: Any submarine which has not yet activated and is within two hexes of a surface unit or stack may, at the time the surface unit activates, form a task force with the surface unit. All declared units then move simultaneously as part of the same activation, but must keep their same relative positions to one another during the course of and at the end of the move. This permits submarines, which often accompany surface units at extended distances, to move in conjunction with ships without enemy submarines unrealistically slipping in between activations. ☆

Sports Special

SEASONAL SPORTS LEAGUES
By James C. Gordon

In an earlier installment of the "Sports Special" (Vol. 25, No. 4), Jim Burnett addressed the issues of administrating a baseball league season at a macro-level, outlining appropriate rules for manager participation, personal commitment (the financial stake) to complete the season imposed on the players, and some other related matters. Here I would like to discuss the micromechanics of a *STATIS-PRO* sports league, once the basic rules of participation are established.

Team selection depends on the number of managers (read "head coach" for football or basketball) in the league; ideally, each participant in the league will manage one team. When fewer managers are available than historically exist, team selection should alternate by league, conference or division, to allow a fair disbursement of teams of differing quality, depending on the number of managers and the season being recreated.

The most exacting replay season would recreate the actual schedule of games for every team, in the correct sequence, time between the games and the home-visiting team distinctions. A baseball league could incorporate the actual rain-out games as they actually occur, or rely on rain-outs generated within the system (which force make-up games) to add some variety to the schedule. Barring a strike or natural disaster, football and basketball incur no interruption of the season.

Historical recreations can extend as far as starting line-ups for each game (subject to injury impediment from previous games). In baseball, for instance, the teams would use the appropriate starting pitchers in proper rotation. The use and timing of relief pitchers taking the field is tied more closely to the changing situation in a given contest, and could not be linked to the sequence of events in the actual game in any logical fashion; this would be left to the gamer-managers. Also, the endurance factor which forces starting and relief pitchers to rest for varying periods of time (depending on the amount they pitch) should take precedence over a strict recreation of history. In all sports, of course, the plague of injuries will necessitate periodic changes from the historical line-ups, but those are the "breaks" of the game.

Sports fans like sports statistics; each manager should be required to keep his own stats, and those of his opponents. Statistics can impose limits on player usage, with the requirement that all players match the key statistics accumulated in real-life before any player on the team is allowed to go beyond those limits. Thus, perhaps, baseball fielders would be limited to the total "At Bats" during the season, possibly in combination with the number of games played. For pitchers, the benchmark might be either total innings pitched, or the number of appearances (either starting or in relief). In football, *STATIS-PRO* offers a player an endurance rating to regulate usage of the ball handlers. In addition to that, I would limit players by the number of pass attempts, rushing attempts, or receptions (with some flexibility in the latter because the Pass play resolution often changes the actual receiver on a given play). For basketball, the limits are imposed by the number of games or total minutes played in a season, as well as the total number of shots taken from the floor. However, a *STATIS-PRO BASKETBALL* league should have less rigid rules because the teams are small and a single player can have a greater impact than in the other sports.

Injuries are generated within the game systems, that can be accepted as they occur and are even desirable (much as rain-outs in baseball can put variation in the season schedule). Otherwise, injuries can be factored into your recreation as the actual number of games or minutes of play missed, if such information can be located for all involved. Too, managers may wish to enforce the rules strictly for injured reserve status (such as the 21-day disabled list) to regulate a player's opportunity to return to active duty. At times, managers must then use players out of position to fill in for injured players, or he may do so for some tactical reason.

Trades which actually took place during the historical season may be made mandatory, using the exact timing and composition of the trade, even if a player is injured at the time of your trade. Players who performed for more than one team should comply with the separate statistical limits for each team. Additionally, voluntary trades can be made during the season at the discretion of the team managers. Any rules governing these voluntary trades (allowable timetable, limitations on negotiations, allocation of excess players to an inactive roster, recall of such reserves, etc.) should be estab-

lished and understood before league play begins.

One last area for consideration by the organizer(s) must include the extra-curricular events which affect professional sports. A Random Events table can be created to simulate the possibility and timing of players' strikes, individual player holdouts, suspensions for infractions (unsportsmanlike conduct, league drug violations), or even the sudden death of a player. Prior to the start of the season, managers might have to contend with salary arbitration and free-agency for individual players.

The *STATIS-PRO* line of games presents a wealth of detail; the administration of a full season schedule is an ambitious project. Replaying an entire season requires a level of devotion, sacrifice and endurance on the part of the player-managers almost equal to their real-life counterparts. But all those sports fans who have enjoyed the countless hours of satisfaction know that it's worth the effort. And they have come to better appreciate the joys and frustrations of guiding a big-league sports team, something very few in this world have the chance to experience.

☆

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 124   Total Responses: 354

Rank:	Title	Pub	Rank Last Time	Times On List	Freq. Ratio
1.	Advanced SL	AH	1	28	5.6
2.	Up Front	AH	2	15	3.6
3.	Diplomacy	AH	6	29	2.8
4.	Russian Campaign	AH	13	2	2.3
5.	B-17	AH	9	2	2.0
6.	Kingmaker	AH	--	1	1.9
7.	Russian Front	AH	20	3	1.8
8.	Civil War	VG	--	1	1.7
9.	Third Reich	AH	3	8	1.7
10.	Gettysburg '88	AH	5	2	1.6
11.	Merchant of Venus	AH	--	1	1.5
12.	Napoleon's Battles	AH	--	1	1.5
13.	Republic of Rome	AH	7	2	1.4
14.	Squad Leader	AH	8	57	1.3
15.	TP: Stalingrad	AH	--	1	1.2
16.	VITP	AH	--	1	1.2
17.	Civilization	AH	--	1	1.1
18.	Empires in Arms	AH	17	3	1.0
19.	Panzer Leader	AH	--	1	1.0
20.	Cassino	AH	--	1	1.0

If ever there was any doubt about coverage in these pages generating interest in an older game, the examples of *AMBUSH* in the last installment of this quasi-popularity poll, and of *CIVIL WAR* this time, should serve to settle the matter. And quite a few of the other titles which appear here for the "Times on List" value is "1" have received recent coverage. (On the other hand, there is no explanation for the appearance of such as *MoV, PL* and *CASS* - other than the fact these are damn fine designs.) Of course, the old favorites continue to dominate the polling, with no title yet showing signs of usurping *ASL* in the hearts of its large following (although *COB* did miss the cut after its single showing last time).

CAMPAIGNING IN ARMS
Guidelines for Emperors
By Phillip Hanson

The game *EMPIRES IN ARMS* maintains its fascination because so much happens within such a simple framework. Guiding the destiny of a nation successfully through this turmoil requires patience and planning on a scale seldom heard of in wargaming. It is not unusual to be terribly concerned about events which will occur 12, 18 or even 36 turns in the future. Furthermore, events conspire to make drastic revisions in plans necessary, so that flexibility is also vital to success. The player which sticks to an outmoded plan will lose as surely as one with no plan at all.

When thinking on the game in progress, you must avoid the common trap of according too much importance to the battle currently underway. What to do after a battle has been joined is "Tactics", and is only lightly represented in this game. The more important questions of what to produce and how to feed your growing army are "Logistics", to which the successful player pays constant attention. Conducting the various wars (that include your current battle) is the domain of "Strategy". And the when and why of war comprises "Grand Strategy".

Each of these considerations are of increasing importance. Winning players keep Grand Strategic matters uppermost, and organize lesser matters to serve that objective. A wonderful aspect of the Grand Campaign Game (the one that runs 132 turns, from 1805 to 1815) is that it offers sufficient scope for a well-conceived Grand Strategy to triumph in the face of even severe setbacks stemming from early bad luck. Those who play any lesser version have no guts and deserve no glory.

TACTICS

So, a battle is on. It may or may not be the battle you wanted, but it is the battle you have. Keep your wits about you, abide by these principles, and you will do well enough.

Learn the Mechanics. Surmising that your attacker's best tactical choice is "Outflank" will do you little good if you don't realize that means you should choose "Cordon". Examine the charts carefully so you know the rough morale and casualty implications of each combination for each side. Especially be conscious of the morale losses. Too often, commanders are seduced with rapacious fantasies of crushing the enemy to the last man, and so overlook choices that could merely *win* them the battle (along with its accompanying Political Points). Knowing what's going on - or should be going on - will also help catch such slips as using the wrong chart or overlooked die roll modifiers. Don't depend on others to remind you of such, as their interest is not as immediate or powerful as your own.

Know Your Enemies. Is this battle similar to any previous ones, from your *opponent's* point of view? Do you remember what happened in such cases? Look for any pattern in enemy chit picks and exploit it. Put yourself in the shoes of

the enemy. What are his objectives in this battle? What would you do if faced with his situation? What tactic would advance those objectives? Will he be trying to break your morale; or is he out to kill factors? Now . . . what should you do to counter that?

Consider too what the leader in command of the other side is capable of doing. Often you can eliminate some enemy choices as simply unreasonable based on the competence (more commonly the lack thereof) of an enemy leader. This will aid your own selections. For instance, Alexander or Hohenlohe are unlikely to risk either "Outflank" or "Withdraw" due to their strategic ineptitude. All these considerations will guide the opponent's chit picks, and frustrating these should guide yours.

Know Yourself: Armies and generals have their idiosyncrasies. So do players. Try not to fall into predictable habits that others can use against you. Examine the game history, looking at it with the eye of an opponent. What are your weaknesses as a player? What patterns have you fallen into? Others will be watching you, even as you watch them.

Consider Each Round Afresh. Observe the ebb and flow of battle. Important changes can occur between rounds of battle, some of which contain opportunities you can exploit.

It can be to your advantage to have your commander "sandbag". For instance, if Kutuzov is fighting the Grand Vizier and already has a cavalry superiority of +1, his +1 for command will be wasted. But, if he sandbags down to a "3" tactical rating, this gives the Turks a -1. And +1 for Russia and -1 for Turkey is far better than a +1 for Russia and 0 for Turkey. From the viewpoint of the Russians, anyway. This situation arises whenever your opponent has a "2" tactical rating, while yours is "4" or "5". Switching from +1 to -1 for him, and vice versa is possible each round. Examine the charts for maximum impact, and remember that +1 helps win battles while -1 helps avoid defeat - not the same thing at all.

Also think about committing the Guard after each round. If committing it would guarantee an otherwise uncertain break, do it. If your side is going to break anyway, throw them in only if it will take significantly more of the enemy down with you.

Just because reinforcements are available does not mean they should be used. Calling them forward may simply catch them up in the ruin of the original force, and perhaps soak up some of the enemy overkill in the bargain. They can also raise your Political Point loss, a very bad thing. However, if you have the enemy on charts that hurt them, the extra factors can heap their casualties to gratifying levels (especially if the reinforcers bring cavalry to the pursuit afterward). Again, what about the reasons you placed that potentially reinforcing mass where it now is? If you move it, their objectives may go unmet. Keep always the big picture in mind.

This is, after all, the lowest level of play in this game.

LOGISTICS

It is difficult to know what to write about this without appearing to belabor the obvious. However, the stupid things I have done make me think that the obvious may well need belaboring.

Plan Your Supplies. The good commander knows where his next meal is coming from before he sets out. Do you plan to forage, then don't head for barren country. Realize that when foraging you are rolling 1D6 to find your loss of factors. If your negative modifiers to this roll total less than six, you face a risk of loss. Check out those modifiers that apply here carefully. The most important is the "forage value" of the area. It can give you a -6 right off. Unused movement points help. Being at home helps.

Everything else hurts your chances. Everything. Extra corps account for a +1 or +2. Force marching for another +1. Winter kicks you for +2. These are not trivial effects. Each of these pluses can mean three money and two manpower lost, and less punch in the next fight.

Consider this example from an actual game. Napoleon declares war on Austria in December, and promptly obtains victories campaigning in fertile Italy that month. Come the next month, six magnificent French corps pounce on a pair of Austrian corps hiding in the Tyrolean Alps. Oops! Napoleon forgot to fill the treasury during the interphase, spending like there was no tomorrow. The nearest depot is three areas away. He elects to use his paltry six saved money to pay for the artillery corps' supply. The others must forage. All except the cavalry have moved their full allowance. The area has a "3" forage value; they are not at home, but it is winter, so they get +2 for that - to go with the +2 for the horde trying to find sustenance among these rocks. Total modifiers: +1.

The French get to roll a 1D6 (+1) for loss out of each of the four infantry corps and 1D6 for the cavalry corps. The average loss will be 4.5 factors (3.5 for the cavalry) - 21.5 in all. Poor rolls can make this worse . . . much worse. In fact, in this game, the cavalry all died, contributing nothing to the battle for all their suffering. The result of this was a mauling of La Grande Armee before the first musket was fired. Some 60 money and eight manpower in the cavalry loss alone. Desertion had put a hurt on the Guard that the Austrians never could have. And what was Napoleon's comment on this debacle? "I didn't think it would be that bad." The first three words, at least, are true.

Always be careful of your supplies. It is probably not worth foraging losses of ten factors to kill five factors of an enemy, who will probably just withdraw anyway.

Plan Your Depots. Depot supply is the best way to feed your army in most situations. Depot

supply in the above example would have cost 30 more money. A considerable sum to be sure, but a much better investment than the ten infantry factors the French bought as an alternative.

Avoid placing depots haphazardly, and remove them when no longer needed unless you can garrison them. An enemy often finds the carelessly placed depot the perfect answer to his own supply problems when campaigning in your rear. Depot garrisons are nice to have around. They don't have to forage or pay for supply; they can destroy the depot before it falls into enemy hands; but they are still there to help fight when enemies come into their space. In this way, they can add much-needed depth to a defensive campaign.

Produce What You Need - Not What You Want. Kings (and players) have a mania that can bankrupt or otherwise destroy a thriving kingdom. Especially important is whether or not to build ships, for instance. Prussia and Austria can find good use for a single ship. This vessel will allow sea movement and supply, so long as no "real" navy objects.

But others have no need for ships unless they plan to challenge British dominance on the high seas. Good luck to those who try. British pluses are hard to beat. Instead, husband your resources for uses more helpful when the little Corsican with the big army shows up again.

If you simply *must* have a navy, protect it. Its home port must be garrisoned for the port defenses to function against a possible visit from Nelson. Be on guard against British landings, as well. They have superior morale, so it can be tough to keep those expensive fleets from being scuttled due to a combination of blockade and land attack. Your port's garrison must be large, with help available from nearby corps. Will the expected results from your naval spending really be worth this sizable diversion of resources?

Build Just a Little Militia. Militiamen pollute the morale of your forces and can cause them to break before their time. Nothing is more galling than the unnecessary loss of a battle, unless it is the accompanying unnecessary losses of political status and victory points.

This leads many elitist types in the game to conclude that militia have no proper place in the armies of the era. *Au contraire!* If a hostile force threatens an important ungarrisoned home city during the interphase, a ragtag force of militia can keep them from walking in. The enemy will then have to lay siege, and may fail their roll, so buying time for reinforcements to arrive. Of course, one wonders why such an important city was left unguarded in the first place.

Too, city garrisons for most players can have militia on a 1:10 ratio with regulars without any morale penalty. Check it out. Ten regular SP at 3.0 plus one militia SP at 2.0 makes 32 which, when divided still equals 3.0 after rounding up. The same can be done with field armies of course. Calculate its morale; add two morale points and divide by one more factor. Keep going until you can no longer round up to the same tenth of a point. Large forces can often accommodate three or so militia SP without penalty. Why waste nine money making them

regulars when they can count as forage and early battle losses just the same as your precious regulars?

Militia also appear immediately, a great advantage when you need to exploit a rapidly changing situation. If you figure an enemy will quit the field if hit with large casualties, militia can provide the factors on your side that you need to produce those casualties on their side.

I am ambivalent about the "Militia Conversion" option (12.1.1). It cuts the special Prussian advantage considerably, reducing it to merely a use for odd manpower points and the capacity to raise troops from reserves during wartime. No much solace compared to the disadvantage of having to play Prussia (about which see further below).

Save Money. The rich player can defeat the broke by the simple expedient of declaring a winter war. Declaring in January, just after the enemy has blown another chance to set aside a financial reserve, will yield two months when they cannot move without severe foraging losses while your own troops feast on the fruits of better times. See the above example of Napoleon in Austria for the importance of keeping a healthy warchest on hand.

STRATEGY

"Logistics" is, at its best, but one component of "Strategy". All the supplies in Europe won't win the war for you without a definite, and competent, strategy. So, a few guidelines on the other aspects you should keep in mind follow.

Use Mass. EIA has been described as "Mass Warfare in the Age of Napoleon." Take this credo to heart. Mass Warfare. MASS. Let this one word be your guide as you ponder the disposition of your forces.

In this combat system, the harm done your foes depends on how many men you bring with you. Bring many and be rewarded with heavy enemy casualties. Bring few and your hopes will lie in an unmarked grave, despite all your victories. Political status is the most important thing, but it is not the only important thing. Warmaking capacity depends on available troops (i.e., mass). A string of losses in which the enemy, notwithstanding victory, loses more factors than you is still a logistical victory for you. (Complete victory can be defined as breaking *and* destroying the enemy.)

Neglect of the use of mass has been the undoing of many an ambitious general. Corps are not simply corps in this game. Just because you have four corps and the enemy two, victory is not guaranteed. Theirs may be "full"; yours may not be. Always assume the enemy corps are at maximum strength unless you possess absolute knowledge to the contrary. This will save you from unpleasant surprises.

And keep your forces concentrated in one main army. Splitting your resources usually merely allows you to be inferior in two places at once. Factor superiority is crucial to victory. If you cannot obtain superiority on two fronts, concentrate your force against the principal foe. If you cannot achieve superiority anywhere, surrender. There are worse fates.

Pay Attention. Use the limited intelligence rules to your advantage. Keep track of the forces involved in all battles. If no one else is

maintaining a running record of game events, do so yourself. He who has sole ownership of the game history will find himself in a powerful negotiating position when others suddenly become concerned about the exact strength of a force which has turned and now threatens their capitals.

A "public" history is useful to all players, and I recommend keeping one posted and updated. In this case too, use the limits of knowledge to your advantage. Enemies will stalk your weak corps, hoping for easy Political Point gains. Slip your available reinforcements into an eligible understrength corps, and it suddenly becomes powerful, ready to surprise the unwary.

Remember Cavalry Modifiers. If you are using the Cavalry Superiority option (12.3.3.1), as you should, then you must seek cavalry superiority and avoid cavalry inferiority. If the enemy is known to have exactly four cavalry SP, then to attack with only two or seven is to fight at a disadvantage, and to expose your men to needless peril.

Choose Your Ground Carefully. If the enemy is cavalry heavy, try to maneuver the battles into swamp, forest, mountain or desert where pursuit is difficult.

Always keep in mind that mountains discriminate in favor of the defender. A fine thing when defending; on attack it can turn against you. One ploy is to attack a weak force in the mountains with a strong force of yours. The enemy retaliation will occur within these same mountains, except with you on the defensive this time. This may be just the edge you need to bleed an otherwise over-powerful enemy force.

Any clever deployment can be well worth the extra effort, as the following example will demonstrate. The French, after causing themselves legendary suffering by foraging in winter in the Alps (see above), eagerly looked forward to crushing the two Austrian corps set out as bait. The first round goes poorly for the Austrians despite favorable chit picks. But the sound of battle draws the attention of Archduke Charles, who promptly arrives with four reinforcing corps to take charge of battle and give the upstart a rough handling.

Assign Leaders Thoughtfully. Study the tactical modifiers chart and compare your leaders with the desired tasks. Then make appropriate assignments. For example, there is an automatic tendency by Austrian players to assign command of the army facing Napoleon to Charles. But he may not be the best choice. Mack and Charles have exactly the same modifiers against Napoleon (+1 to the French). It may be better to give Charles command of a different force and send him out to hunt lesser French commanders down, since he is better than any of them (except Napoleon).

Compose Your Groups Carefully. It is the foolish player who does not calculate the morale of his force in advance. You should know what it is and be prepared to exploit the "round-up" rule in calculating morale under the preferred method. See the above comments on militia for but one example.

When grouping forces, combine arms. This *ancient* doctrine is still the most effective way to fight, as witness the fact that sensible coun-

tries in *EIA* have cavalry intrinsic to their infantry corps. Nations without this advantage (Britain, Turkey, Russia, by and large) will find it hard to get both maximum leadership benefit and cavalry superiority. Bringing along enough cavalry corps is just too harmful to the leaders' tactical abilities. Hard choices then must be made.

Be sure to bring infantry along in every force unless you are hunting cossacks (which is usually a waste of good cavalry corps and exposes them to the danger of later attack). If you have only the precious cavalry, Guard and/or artillery in a group, any battle losses will be expensive indeed - in line with another ancient adage which reminds us about a fool and his money.

Know Your Objectives. There are many reasons to fight a battle. Even if you are defending (meaning the time and place were not of your choosing), you still have something to gain from each fight. Battle objectives might include such things as: take a city; defend a city; gain political status; preserve a force; kill as many of the bastards as possible. Before you commit yourself to a battle, take a moment to work out what it is you realistically can achieve, because your strategic objectives might dictate different actions.

Many are best pursued running away. Even the French should withdraw occasionally when there is little hope of profit from a particular battle. Think carefully about what you wish to achieve and how each tactic might advance your goal. This is particularly critical for the defender. The attackers chose the time and place for this fight, and undoubtedly did so for a reason. Frustrating their intentions should be foremost in your mind. Perhaps they wish to gain political status from beating you up; retreating into a city or withdrawing successfully would deny them this. Consider each case.

Perhaps your chances of victory are essentially hopeless but you are forced to fight anyway (to defend your nation's capital, for instance). Appropriate goals here would be to fight on until reinforcements or allies can arrive, or simply to bleed the foe in preparation for the next war to follow your surrender.

As an attacker, you must know what you want. If you seek political gain, killing everyone in an inferior group is unwise. If you can beat them this turn, then they will be so much the later and you can beat them again for more points. Cats, the most successful of nature's hunters, often play with their food before eating it to further their enjoyment. So should you.

Low-morale forces attacking dominant powers must realize that their main chance for victory lies in bleeding factors (manpower) from the enemy. Neither France nor Britain can afford to throw away SP. If you force them to do so, they may decide that aggression against your nation simply does not pay in the long run.

Defense Is Cheap. Naked aggression really is more expensive than defense. Wars which were not your idea are cheaper because the enemy must carry the fight to you, operating at a distance from supply and reinforcement. Remember that the declarer must *force* surrender on the defender, which usually means heading onto the defender's home turf. The defender, on the other hand, falls back closer to his sources of supply, often fighting directly atop his depots. The upshot is that defenders eat cheap, and receive prompt reinforcements.

Know What Time It Is. There is a time for war, and a time for peace. For most countries, most times are times for peace. Peace is good. Peace is a time for rebuilding or strengthening your defenses and alliances. Let others lose political status to declare on you. And when you feel the need for a war coming on, lie down immediately and hope it goes away. If it won't, try to goad your enemy into declaring war on you. Three Political Points is a lot to lose at the outset, and better he should suffer this than you, right?

But for France, most times are times for war. France has a powerful thirst for victory points, which can only be slaked by political status, which is most easily obtained by aggression against her neighbors. This is what keeps the pot boiling in *EMPIRES IN ARMS*. But all this conveniently starts to creep into the realm of "Grand Strategy ".

GRAND STRATEGY

Honesty IS the Best Policy. Do not try and be clever and jerk the other players around with a two-faced diplomacy. To do so will only make them mistrust you, shun coalitions with you, and secretly strive to clean up the neighborhood by disposing of you.

As an example, a Prussian of mine acquaintance agreed with the Russian, Austrian and Brit to form an alliance against France during the diplomacy phase of January 1805. In the very next phase, he and France declared war on Russia, achieving nothing but to anger those he had gratuitously lied to (the Frenchman was, of course, overjoyed). This same Prussian agreed to an informal peace in a later war with Austria, then backed out. So when Britain saw an opportunity to put Prussia into civil disorder with a swift declaration of war he did not hesitate, and wound up in control of half of Prussia. The only motive espoused by the British player for this action was "to clean up the neighborhood." Beware lest ye fall victim to the same folly.

It is seldom worthwhile to lie. Cultivate ambiguity instead. Avoid definite commitments, except those you intend to honor. Be also very specific in your agreements, keeping promised actions to a minimum. When you do make a promise, keep it. This will make you a sought after partner in many profitable adventures.

Don 't Jump on the Bandwagon. The "bandwagon effect" occurs when a country is down. The urge among wargamers to jump into the war can be very strong, especially with other players egging you on. Resist until you have decided and defined what you will gain. Realize that those who were in the war ahead of you are likely to make off with all the juicy peace conditions. Too, you may someday desire the aid and/or friendship of the down-and-out nation.

It is often better to aid the suffering empire. This can be done through a declaration of war against the winning players, sudden deployments on the border of one of the combatants, discreet (and deniable) subsidies, or even studied neutrality. Such a rescued empire is much more likely to remember your actions with gratitude than those already winning the war, who are probably just going to resent sharing the spoils with you anyway.

Even if war with the unfortunate is in your national interest, it is usually better to wait until the present one is complete. That way you get to have the peace conditions all to yourself. Also, this allows both sides - each of whom is a possible future opponent anyway - to bloody each other while you grow stronger. Better their troops should die cutting your enemy down to size than yours.

If you do decide to add the critical mass to swing the war to one side or the other, be sure to get firm commitments on what's in it for you. Carefully evaluate the dangled inducements in light of your long-term plan before jumping.

Keep an Eye on the Standings. Unlike most games, *EMPIRES IN ARMS* is not won on the game map. It is won on the "Political Status Display". There are several indicators of relative progress that you should keep an eye on:

1. Total VP Gained. Know not only your own totals, but those of the other players so you can best judge where you stand. This is the most primitive indicator of success, but is amazing how many players overlook even this simple measure.

2. Percentage of Victory Level Gained. Divide the total needed to win the game (minimum VP total plus your bid) by the number achieved so far. Keep track of this for everyone. This is a much better gauge of progress and gives much solace to small countries who might otherwise become disheartened as they watch the larger gain VP in huge-seeming jumps.

3. Number of InterPhases Needed to Finish. This one is very important during peace, when countries tend to settle at a certain level of VP per quarter for long stretches. Subtract the current victory level for each nation from the total it needs and divide by the number of VP gained this interphase. This can be a telling number, especially if a smaller nation has fewer points than a larger one but is gaining them at the same rate.

The race nature of the game cannot be overemphasized. These measures will help you figure out where you stand compared with the other players. This should help guide your Grand Strategy. Remember that your goal is political status rather than imperialism, or militarism, or ego massage. If you do, you will go far.

Hang Ten. The goal of your striving is to get to the third space in the dominant zone while manipulating for the "+2". This space yields the highest number of VP sustainable through economic manipulation. Hold here through long periods of peace and you will have a leg up on the others, and can conceivably simply coast to a victory. If this is not possible, there is no excuse for not being at the top of the neutral zone during peacetime. Manipulation alone can get you there and, once arrived, can sustain an eight-VP per quarter gain indefinitely by just "+1" manipulation.

Never, never manipulate for loss of political

status. Ever. Always manipulate for the "+1" or "+2" unless sure and certain events will put you up so much that the extra bonus will be wasted. For example, if you can guarantee that you will be at the Neutral "6", "8" or "10" space, then manipulating for "+1" will be wasted. Similarly, at Neutral "9", "+2" will be wasted. When at peace, it is often possible to predict exactly what your political situation will be at the next interphase. Plan your political status as carefully as you plan your campaigns.

Some players feel that war is an excuse to cease manipulating because of the huge amounts of money and manpower the war will chew up. Most countries, though, cannot be so sure of winning battles that they can afford to waste opportunities to gain political status. And what happens when you lose your minors by being that one point into the instability zone? What good will your three or four extra factors do you then?

Manipulation is also your best friend when healing from a losing war. You will have peace with the victor or victors for six long interphases. During this time you can gain as many as 12 extra Political Points. Sneer not, that is more than a whole zone on the display.

Gauge Character. In this, as in all games with a diplomatic component, sizing up the other's integrity and capability helps considerably. Have you played with these people before? Who was trustworthy then? Odds are they will play this game in the same style. It's also a good bet that a competent player of other games will handle this one well, too.

More subtly, it helps to know if a particular player is more susceptible to threats, pleas, mis-

direction, flattery and/or bribery. Blending all these in proper proportions makes for a formidable diplomacy. Cultivate deftness, and be bold enough to act on your perceptions when indicated, even to the point of modifying the hints given in the next section of this article for each country.

Don't Try for Dominant Status. For Austria, Prussia, Russia, Spain and Turkey, striving for dominance is foolish. It will only lead you to shoot yourself in the foot by alienating friends you will almost certainly need later. Besides, it's usually much easier to simply win the game.

Bid Wisely. The most common error I've seen is to bid fantastically high for the powerful countries. When formulating your bid, plot out - roughly - where those points will be coming from. Do not simply assume that you can always go out and kick a little butt for that extra political status. Most players' ability to kick butt at all is severely constrained by the ugly realities of weakness and mutual dependence. In short, adhere to the KILL principal: "Keep It Low, Lunkhead."

Bidding for Play

Total VP	VP/Quarter
308	7.0
330	7.5
352	8.0
374	8.5
396	9.0
418	9.5
440	10.0
462	10.5
484	11.0

Turkey, Prussia and Spain need, as a base, less than 7.5 VP per quarter to achieve their necessary totals by game end. Austria and Russia can get by with less than eight on average. Britain will need almost 8.5, while France needs to gain over nine per interphase! To raise your necessary total to over 8.0 (which can be achieved by manipulation during peace) or 10.0 (the maximum sustainable during peace) is very grave and should not be done without good reason - and a definite plan for where all these points will come from. "I'll just declare war if I have to, " is not a viable answer - even for Napoleon.

Don't Give Up. There is a terrible tendency to despondency among the smaller empires after being overrun by Napoleon's steamroller. Historically, Austria was beaten before the game begins, and was twice more thrashed by the Corsican, before finally emerging victorious. Smaller countries - especially Prussia and Spain - can take a defeat or two, even a severe one and still come back to win the game. Not so France. If France gets dragged down into instability (let alone fiasco) even once, her chances of winning go down the tubes along with the status. So hang in there and bleed La Grand Armee, even when losing; then start the build-up for the next time. Your day will come.

Now, let us apply the above to each of the seven empires in turn.

In the next issue, Mr. Hanson will apply his precepts for expert play to each of the seven major powers in EMPIRES IN ARMS in the second part of his lengthy analysis. ☆

NAVAL CHARTS

In Vol. 26, No. 6 of The *GENERAL*, Messers. McDonald, McGinnis and Whittaker offered an intriguing variant for the naval aspects of *EMPIRES IN ARMS* entitled "The Influence of Sea Power". Unfortunately, the two charts meant to accompany this piece were inadvertently deleted from the insert when the "Desert Storm" variant for *GULF STRIKE* was substituted at the last minute after layout was completed. Our abject apologies for the oversight. Hopefully, the appearance of these two charts (at the right) will redress the mistake, and allow fans of the game to enjoy the "Advanced Naval Combat" system.

The first chart is the "Tactical Naval", whose use is explained in the article under "Open Sea Combat" (12.2.6.1). As explained therein, involved players will select a chit secretly, which are then cross-indexed on this chart to indicate the appropriate tables on the "Combat Resolution Chart" (on the Game Card). The second table on the right is the "Naval General Chase Chart" (12.2.6.1.7), used by the victor to inflict further losses akin to the Pursuit phase after resolution of a land battle. For a more complete explanation of these naval combat charts, readers are referred to "The Influence of Sea Power". Again, our apologies for any inconvenience this oversight may have caused.

		ATTACKER		
		Melee (C)	Linear Attack (C)	Linear Defense (D)
DEFENDER	Melee (C)	A 1-1 4-2 5-2 / D 1-1 4-2 5-2	A 1st 2-1 3-2 4-3 / D 2nd 1-1 1-1 1-1 (A) / A 1st 2-1 2-1 / D 2nd — 3-3 4-4	A 1st 3-2 4-2 5-3 / D 2nd 1-1 1-1 1-1 (B) / A 1st — 1-1 1-1 / D 2nd — 4-4 4-4
	Linear Attack (C)	A 1st 1-1 1-1 1-1 / D 2nd 2-1 3-2 4-3 (A) / A 1st — 3-3 4-4 / D 2nd — 2-1 2-1	A 2-2 3-2 4-2 / D 2-2 3-2 4-2	A 2-2 3-2 4-2 / D 1-2 2-2 3-3
	Linear Defense (D)	A 1st 1-1 1-1 1-1 / D 2nd 3-2 4-2 5-3 (B) / A 1st — 4-4 4-4 / D 2nd — 1-1 1-1	A 1-2 2-2 3-3 / D 2-2 3-2 4-2	A 1-1 2-1 3-1 / D 1-1 2-1 3-1

(A) Roll 1-4 after each round to close
(B) Roll 1-3 after each round to close
(C) +1 to combat die roll if majority of ships are British
(D) +1 to combat die roll if majority of ships are French
Nelson: −1 or −2 from closing die roll; add same to Nelson casualty roll

Victor's Morale Loss:	0-0.5	0.6-1.5	1.6-2.5	2.6-3.5	3.6+
Roll Once on Table:	5-1	4-1	3-1	2-1	1-1

Modifier: Forces using Linear Defense subtract 1 from the die.

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PULLING OLD CHESTNUTS FROM THE FIRE
The AtlantiCon ASL Tournament Scenarios
By Jim Stahler

At AtlantiCon '90, I ran my first *ASL* tournament, after having played in several over the years. Taking this as a golden opportunity to kill two birds with one HE round, I also chose to update a few of the "oldies" - scenarios originally published for the *SQUAD LEADER* system. After some enjoyable hours, I located four relatively short scenarios originally published in The *GENERAL*. Then I set out to modify and balance them for *ASL* play.

I arranged my tournament to emphasize game play, rather than designing it to simply generate a "winner". A single elimination format is certainly the most efficient way to come up with a single winner; but the majority of the participants don't get to participate much. Why, half are eliminated after having played only one game. I didn't want to eliminate anyone from the fun. Too, single elimination tournaments are strictly limited in terms of number of participants, which is in turn determined by the number of rounds, which is a factor of the amount of time you have to conduct the tournament. The best *ASL* tournaments are open-ended affairs (ala Bill Conner's "Oktoberfest"). Since time limited me to having but four rounds, this would have meant but 16 players if I'd conducted a single elimination competition. Consequently, I opted for a round-robin format; players were only eliminated if they so wished.

I also wanted this to be a team tournament, for several reasons. It feels good to have someone on your side as a team-mate, someone to commiserate and swap stories with, who is interested in your good fortune and skill. By having two team-mates playing opposite sides in two games of the same scenario, the effects of any imbalance in a scenario will be spread as evenly as possible. With two games being played by a team in a round, there are three possible outcomes for the team: winning both, winning neither, winning one. This makes scoring simple. I assigned one point for each game won, to a maximum of six for the entire tournament effort of a team.

Because of the possibility of an odd number of teams in some rounds, and to give the participants the chance to skip a round voluntarily so as to enjoy other activities at the convention, I counted only three of the four scenarios towards a team's final score. Thus the six points possible, from both players winning each game they played. It turned out to be a an exciting tournament; on the last round, there were still ten teams in contention - most of them with a good chance of at least matching for the top spot. And, many of the individual games were very close, coming down to the last turn or the last die roll.

My number one nightmare had been that all four scenarios would be wildly imbalanced, with every team split in every game. Thus, a 32-way tie for first place. But that didn't happen. In fact, there was a clear winner from this team tournament. Congratulations to Perry Cocke

and Chuck Goetz of Baltimore (yes, they playtest with the boys of Avalon Hill) for winning the tournament with six points. Honorable mention to the teams of Kevin Meyer/Jeff Coyle and Dan Murray/Jim Turpin, who tied for second place with five points each.

Best of all, the scenarios - all classic confrontations designed for the original system - proved popular and fairly balanced. I did a bit more polishing, and you'll find these enclosed. What follows is the rationale that I used in the update effort, and an brief analysis of the tactics for each.
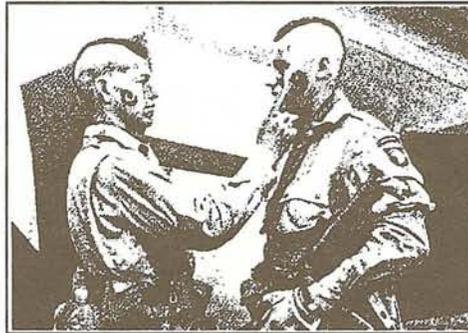
THE POUPPEVILLE EXIT - Update

I admit it. The version of this scenario that I used in the tournament wasn't as well balanced as well as I thought. In 16 matches played in the tournament, the Germans won 13 times - and most of these were not close victories. The three American wins were by the narrowest of margins. So I worked on it quite a bit since (until my *ASL* playtesting buddies would scream, "Not Pouppeville Exit again!"), and believe the version presented here is now an even contest.

In the actual battle, Lt. Colonel Ewell, commander of the 3rd Battalion of the U.S. 501st Parachute Regiment, led about 50 men against 60-70 Germans in Pouppeville on D-Day. The Germans didn't put up much resistance, but it still took four hours for the paratroopers to secure the town. In the game, the Americans have eight turns (roughly 16 turns). The Americans suffered 18 casualties, inflicted 25 and took 38 prisoners. The remaining Germans retreated towards the beach (down the road between the marshes leading to 3A6) and surrendered to troops of the 8th Infantry Regiment, who had just landed at Utah Beach.

The original design (published in The *GENERAL* as Scenario F) used the *SL* paratrooper squads with eight firepower factors. The current *ASL* paratrooper squads are 7-4-7, which are markedly weaker; they are a column down in almost every firegroup attack, and in close combat now attack these Germans at 3-2 instead of 2-1. The new version squads have some advantages which partially make up for the reduced firepower: broken morale of "8",

smoke and WP grenades, assault fire bonus, and underlined morale with a high ELR. These advantages, in my mind, still don't make up for the reduced fire however.

On the German side, the firepower of the Kubelwagon is reduced to "3" and the range of the crews is reduced to two hexes. However, the morale of a German crew has been raised to "8", making them tougher to break. So, while the Americans are a little weaker than before, the Germans are a little stronger in relation to their enemy. Thus, to weaken the Germans and boost the Americans, I fiddled with the quality of the forces.

I started by lowering the quality of the German MMC. Originally, these numbered five 1st Line squads (4-6-7) and two Conscript (4-3-6). I substituted three 2nd Line (4-4-7) and four Conscript squads. I left the German leadership alone; they are pitiful enough as is. I also refrained from adjusting the guns and crews and vehicle, although I got rid of the HS with the Kubelwagon. I gave the Germans an ELR of "2", even though their standard for this time of the war was "3". But this was not a top-quality unit, and it had been demoralized by the bombardment and the airborne landings.

I gave the paratroopers an ELR of "5", as is appropriate to their "elite" status. I promoted two of their leaders from an 8-1 and 9-1 to a 9-1 and 10-2. Let the 10-2 represent Colonel Ewell, if you will. I also eased the American victory conditions a bit. Originally they had to capture or eliminate both AA guns; now they need only keep a manning crew from being in Good Order even if the gun is intact. It is sufficient if the crew has abandoned its gun, gone berserk, broke or is engaged in melee. It is now no longer possible for a German half-squad to circle around the paratroopers, man an AA gun, and so prevent an American victory (once a favorite ploy). The guns must now be manned by a German 2-2-8 crew.

The concepts of "Stealthy" and "Lax" did not exist when the scenario was first printed. Since the paratroopers were well-trained in hand-to-hand combat, I made them stealthy; the Germans are lax because of their poor showing in the historical account. This makes the Americans more deadly in CC since they now have a fair chance of ambushing their enemy. I gave both sides the minimal SAN of "2".

Finally, to provide some sort of rational play-balance provision, I decided to add a Hero to their forces. I feel that this is in keeping with the quality-versus-quantity nature of the scenario. To help the Germans, raise the quality of their four Conscript squads to 2nd Line. Maybe they weren't so bad after all; they did hold out for four hours. And with an ELR of "2", they will become Conscripts soon enough.

Analysis

There isn't much to say about the German set-up, since it is fixed. About the only choices

that the German player must make is the facing of his guns and of the Kubelwagon. German movements will depend upon the American line of attack. Typically, the paratroopers start off by attacking the positions around the gun in 3U2 and taking the buildings between 3V1 and 3S1. If a few American squads break, it might pay to reinforce the position with a couple of squads crossing the road. Three squads in a building are very difficult to approach, even if they are all Conscripts.

If it is not prudent to cross the road, the best defense lies in the buildings from 3R3 to 3T4. Most of these are of stone construction, and the Americans cannot move adjacent without crossing the road and exposing themselves to point-blank fire. It is important for the German to maintain concealment as long as possible, and to avoid trading shots with the paratroopers. During your own turn, assault move out of American LOS and the reoccupy your positions during the Advance Phase. The key is to delay them, and to force them to fire in the PFPh, to prevent them from moving far that turn.

The main strength of the German forces is the MMG with the 9-1 leader. It should move to the second floor of either 3N1 or 3N2 on Turn 1, where it can threaten the road in front of your main line as well as being in position to attack several places that the enemy must use to fire at your defensive line: 3U2, 3T1 and 3R1. Pray that the MMG doesn't break down.

The Kubelwagon isn't very powerful, but it provides a lot of fun. A couple of possible uses present themselves. Use it to protect the roads by moving it to 3N4 or 3S7. It can also try to run around in the American rear to keep DM Americans DMed and to prevent routs. Another possibility is to have the crew abandon the vehicle and scrounge its MG to bolster the infantry defenses.

Once the Americans do manage to break a few German squads and cross the road, you must carefully defend hex-by-hex, falling back every turn to avoid their massed firepower. If all goes well, you can hang on to the AA gun in 3N7 (keeping the crew concealed as long as possible) - and perhaps hold onto building R5 too. With that comes the victory.

The Americans have a long way to go in a very short time. Their task is certainly attainable, but they must be careful to make use of every turn and to defeat the Germans in detail. Their first objective is the AA gun in 3U2 and the enemy squad in T2. An important first turn move is a squad and leader starting in 3AA6 and moving to 3W4 (maintaining concealment) and advancing to 3V3. They can control the road and seal the enemy gun off from reinforcements. In a later turn they can assault move to 3W4, where they have LOS over the walls to 3S4, denying a critical rear area location to the Germans.

The biggest headache for the Americans will be that MMG. It is worthwhile diverting another squad and leader to head that way. If they start at 5AA8, they can get to 5R7 in Turn 1, 5N9 on Turn 2, and then threaten building 3M2 by Turn 3. Even if they don't knock out the MMG and capture the building, this force can at least draw some fire while their comrades

dash across the street. I like to start this little group with the DC and give it to the 9-1 leader; this is sure to draw the fire of the MMG. Also note that any unit in hex 3M2 makes the Germans upstairs encircled, which adds a +1 DRM to their fire as well as lowering their morale. Also note that a smoke grenade placed in the ground level of the building affects the units on the 2nd level above it, which can also neutralize the effect of that MMG.

This leaves the 10-2 leader, and four squads with MMG and bazooka to go up against the AA gun and squad. The leader with some MMC can move to 5W1 on Turn 1, while the remainder can move to 5W10 from 5BB8 using the road bonus. From this configuration, the force can retain its concealment and then advance to 3V1 and 3V0, becoming a major threat to the gun crew.

What happens at this point depends upon the German reaction. The gun and protecting squad should be dispatched in another turn or two, and the the paratroopers will have to weaken the Germans across the road if they plan on progressing further. The building in 3S1 is important because it is out of LOS of the dreaded MMG but in LOS of the German positions in Q4, R3, S3 and T3. Three American squads, the MMG and the 10-3 there can quickly discourage some of the enemy from fighting.

Before long, no later than Turn 5, the Americans have to cross the road. One method is to use smoke and dash (if there is a place to dash to). An alternative is to spread out and advance into the road. If the Germans stand and fire, they are in deep trouble if any paratroopers do not break. Then it becomes a house-to-house struggle as the paratroopers battle towards the last AA gun. They must capture buildings 3R3 and 3R5 along the way, and be in position to rush the AA gun on Turn 8.

The Americans have three weapons that are easy to overlook, but can be quite powerful in the right circumstances. Don't forget that White Phosphorus; it causes a morale check in the location it is placed. If a U.S. squad has extra movement factors left, it always pays to move it adjacent to an enemy unit and toss a WP grenade its way. If the target doesn't break, at least its first fire is pretty well neutralized for that MPh. Similarly, the DC is very powerful in the right circumstances. Its possession makes a lone leader dangerous, and should the Americans get a hero the DC is just the weapon for him. Finally, the bazooka can be effective against Germans in buildings or behind walls (for example, from 3U2 to 3T3). Don't forget that a leader can use his leadership DRM to modify the To Hit DR of a bazooka. If it hits, it can do a lot of damage - and if it malfunctions, it is not too great a loss.

Play of this scenario can lead to a close *ASL* game. If the Americans break too quickly or lose a lot of time exchanging fire with the Germans, they will run out of time. On the other hand, if the Americans move quickly and use all their assets, they have a solid fighting chance of winning the match and securing the Pouppeville Exit. As the tournament play proved, it is a most excellent challenge for both players.

THE DEAD OF WINTER - Update

This scenario was originally printed as Scenario M in The *GENERAL*. A small force of Germans valiantly try to hold on to their positions against a powerful force of Siberian infantry supported by the awesome new T-34 tanks grinding across the snow. This is a short, quick-playing, violent scenario - ideal for a tournament.

I kept the forces, board configuration and game length the same as in the original. I translated the T-34/76A from *CROSS OF IRON* to the *ASL* T-34 M40. I gave the Germans one more trench to counter this. In the original scenario, the Russian needed to exit seven out of a possible 12 squads (counting each tank as two squads). Converting this to *ASL* exit victory points, the Russians have 36 possible VP (seven each for their AFVs); so I required them to exit 20 points to win. It is possible for them to win by exiting all three tanks alone, but that is not too easy. If one T-34 is immobilized or eliminated, the Russians must exit three squads and a leader to compensate - which is about what they needed to do in the original to claim victory. On the other hand, even if they exit all their infantry unscathed, they must still exit at least one tank to win.

The Germans are given their standard ELR of "4" for this period of the war. I upped the ELR of the Russians to "3" because this represents an elite formation. I also made the ELR the basis for the balance provisions. To help the Germans, reduce the Russian ELR to "2" (which is the norm for them at this stage). To assist the Russians, reduce the German ELR to "3", to reflect the unexpected hardship that they endured during their first winter in Russia.

For both, sniper numbers are set low. The Germans receive the higher SAN simply because they are on defense. There is Deep Snow as in the original design, and the Siberians have Winter Camouflage, the *ASL* equivalent of "snow smocks". I have the German tanks dug-in because the *ASL* rules make provision for this and because the text of the scenario aftermath indicates that the tank was hull down.

Some of the changes from *SL* to *ASL* aid the Russian, while some help the Germans. It is now harder for the German anti-tank weapons (the 37L AT and the tank's 75mm) to destroy the T-34s. It is almost impossible for either weapon to take out a T-34 from the front, and harder than it used to be from the side or rear. The Siberians can now enter the game concealed, and Winter Camouflage allows them to retain their concealment even if they assault move or advance into open ground. In *ASL* at

this date, the Russian player may opt for a Commissar, who can increase the morale of several squads and rally broken infantry more quickly than a conventional leader, although at some risk.

To the German's benefit, they can now set up their AT gun HIP, and all of their infantry start concealed since the Russians enter from off the board. The Russian AFVs must use platoon movement, and the red MF means they will risk breakdown or stalling when they start up. Moving through the deep snow entails a risk of bog, as if moving through mud . . . but worse. The low ground pressure of the T-34s helps, but they have a bog DRM of +2 (+1 due to the snow, and +1 for Deep Snow) and so bog down on a DR of "10" or more. The tanks must also risk bogging when they enter a trench hex; and the ground is still covered with Deep Snow, so the DRM of +2 still applies.

Both sides are subject to ELR replacement, but this hurts the Russians more as they have the lower value, and they lose more when they suffer replacement. A Russian 6-2-8 becomes a 5-2-7, while a German 4-6-7 is replaced with a 4-4-7 (meaning no change in firepower or morale). That dug-in tank is a lot harder to KO than the immobile tank of the original version. It gets a +1 To Hit DRM for being a small target (D9.53) and is only affected by a turret hit or critical hit! Finally, Winter Camouflage for vehicles only applies to attacks made at a range of more than 16 hexes, most improbable in this scenario; and for the infantry it only applies at ranges greater than eight hexes. Since nearly all the fighting will be closer than that, the Winter Camouflage is less effective than the snow smocks were in the original design.

Analysis

But, taken all together, this scenario is very similar to the original in feel and play. The Russian player could just run his tanks off the board, in theory, and so easily win the game. However, there is so much that can happen on the way. A tank can bog down in the snow or while crossing a trench; a tank can be immobilized or eliminated by infantry attack, especially with the 9-2 directing it; the infantry can demolish a tank with a well-placed demo charge; a tank might stall or be immobilized while starting up; the German guns can try for deliberate immobilization. All the Germans need do is immobilize one tank, and a small horde of Siberian infantry are forced to exit instead.

The Siberians have the edge in morale and close-in firepower, but the Germans have the advantage of defensive terrain, range and leadership. The Russian tanks can stop to help their comrades on foot, but that makes them more vulnerable to the enemy guns and infantry; and they must then risk stalling or immobilization when they start up again. Time also works against the Russians. Five turns is a short game. A tank stalling or bogging can be delay enough to keep it from exiting the board within the time frame of the scenario.

The Germans have a host of possible strategies, despite the small size of the scenario. They can put everything in the southwest corner of the board to defend the exit area. But this set-up

gives the Germans no rear area to rout to, no place to retreat, and gives the Russians too much terrain for "free". Nevertheless, it is not a bad idea to stretch the trenches from BB1 to GG4 to force the Russian tanks to take a bog DR as they cross the trench line. Another possibility is to put everything on the eastern edge of the board where the Russians enter. This is fatal - the Russians can use their camouflage to enter the board concealed and engage the Germans in close combat, which the superior Russian firepower and numbers will win.

For my part, I prefer to place my trench line in the middle, from X2 to X7. Building X1 is the best defensive terrain in the game; I place the 9-2 and at least one squad with the MMG there. The rest of the troops hold the trench line and cover the front of the main force with fire. The idea is to halt the enemy infantry, and perhaps knock out a tank that blunders too close.

The AT gun is useless against the frontal armor of the enemy. Note that APCR is available however, and it can be very effective up close. (HEAT cannot be used since it is not available until May 1942.) The gun must hide and wait for that flank or rear shot. Hexes Z3, AA4 and CC6 are good locations. I like to put the dug-in tank in the open area near Z5. It is very hard to knock out, and it should be able to fire at the flank or rear of the T-34s that bypass it, as well as help protect the German infantry in X1 while using its CMG to threaten anyone crossing the open area to the east.

The Siberians are forced to advance under the cover of the woods and buildings in the south of the mapboard. Note that the building in X1 is best approached from the woods in V0 and W1. The Russian infantry should stay concealed as long as possible; perhaps they can get close enough to advance into close combat while still concealed, with then a good chance for an ambush. If the infantry is quickly successful against the enemy infantry, they can begin searching the obvious hiding places for that pesky AT gun.

Meanwhile, the T-34s should remain in motion to minimize the chance of being hit, and they should stay in platoon together so that no tank need make a NTC to be able to move. The tanks can make a fast break and take their chances at an early exit, or they can hang back in the rear waiting for the infantry to clear the way. If a few Germans break, the tanks should rush into the enemy's rear and prevent the Germans from routing. The Russian player should also be alert to overrun possibilities, but wary of the enemy infantry attacking his tanks in CC. A final alternative is to take the long northern route behind the hedges and avoid the enemy gun. This takes a long time, especially when using platoon movement. One bog here can mean that a tank won't exit the board in time. No matter what route you take, sooner or later the T-34s must run the gauntlet to leave. Button up, turrets front, and full speed ahead.

Mr. Stahler completes his review of the updated scenarios used at AtlantiCon '90 ("Hill 253.5" and "Aachen's Pall") in the next issue of The GENERAL.

☆

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	75	2577YOW	1
2.	D. Burdick	74	2315HHQ	2
3.	J. Kreuz	2	2197IGR	3
4.	B Sinigaglio	60	2179GIJ	4
5.	P. Flory	51	2109EHL	5
6.	J. Beard	1	2108IIT	--
7.	D. Barker	2	2084GHN	6
8.	P. Siragusa	69	2079FIL	7
9.	J. Noel	28	2078EEL	8
10.	P. Landry	49	2054IJO	9
11.	D. Mattson	17	2050MKY	10
12.	L. Barlow	22	2037KLW	11
13.	J. Bjorum	9	2035EFK	17
14.	E. O'Connor	34	2033GIO	12
15.	T. Deane	27	2029GBB	13
16.	C. Corn	24	2017FEB	14
17.	S. Sutton	41	2016GHO	15
18.	R. Beyma	50	2014DDG	16
19.	D. Garbutt	73	2006HJQ	18
20.	B. Remsburg	58	2005HIR	19
21.	M. Sincavage	2	1984FFJ	20
22.	D. Greenwood	10	1983HHN	21
23.	R. Berger	15	1971DFF	22
24.	J. Spontak	19	1963DCE	23
25.	J. Eliason	23	1960GIO	24
26.	R. Shurdut	20	1951GHM	25
27.	J. Ingersoll	2	1940CEH	35
28.	D. Kopp	20	1932GJP	26
29.	H. Newby	40	1923VKQ	27
30.	F. Reese	55	1917JDJ	28
31.	M. Frisk	29	1914DFJ	29
32.	W. King	1	1907BDG	--
33.	P. DeVolpe	12	1892DFE	30
34.	B. Schoose	14	1891GIM	31
35.	M. Crowe	3	1890CCH	32
36.	K. McCarthy	29	1882DFJ	33
37.	M. Mitchell	12	1880GHN	34
38.	T. Oleson	84	1878ZZZ	36
39.	J. Campbell	12	1875FED	37
40.	F. Preissle	72	1850MOZ	38
41.	M. Gutfreund	6	1848EHL	46
42.	E. Alexis	6	1847JMU	39
43.	T. Gregorio	1	1820CDH	--
44.	E. Miller	22	1812HKR	40
45.	K. Kinsel	8	1806HHL	41
46.	W. Scott	72	1790MKW	42
47.	M. Cox	10	1790GEB	43
48.	C. Clemens	2	1774GJO	47
49.	R. Costelloe	15	1774CEH	48
50.	G. Smith	1	1770GHO	--

ASL RANKINGS

Replacing the "Meet the Fifty" section of our AREA report will be the AREA Specific listing for a select game each issue (in this instance, *ADVANCED SQUAD LEADER*). Shown is the member's name, his hometown, and his Specific rating (V = verified; P = provisional). Note that this does not match the general AREA rating, for Specific AREA reflects only the results of rated play of the title indicated.

Rank	Name	Hometown	Rating
1.	R. Gifford	Sioux City, NE	P1740
2.	B. Rinehart	Bridgewater, SD	P1740
3.	K. Sheen	Glendale, AZ	P1640
4.	S. Gfesser	Hoffman Est., IL	P1635
5.	M. Hanna	Foster City, CA	P1635
6.	G. Engelstein	Scotch Plains, NY	P1570
7.	H. Pringle	Bridgewater, SD	P1505
8.	J. Allen	Capistrano, CA	P1500
9.	P. Anderson	Hamden, CT	P1500
10.	R. Barnette	Romney, WV	P1500
11.	P. Cocke	Baltimore, MD	P1500
12.	P. Cook	Vallejo, CA	P1500
13.	J. Coyle	Fairfax, VA	P1500
14.	C. Fago	Portland, OR	P1500
15.	M. Magnan	St. Paul, ALB	P1500
16.	D. Myers	Irvine, CA	P1500
17.	R. Sanchez	Poughkeepsie, NY	P1500
18.	R. Wolosyzn	Kernersville, NC	P1500

Area News

BY DONALD S. BURDICK

For Today... and Tomorrow

I'm happy to report that the AREA records have now been computerized. Computerization will mean more and better activity reports in the future. It also has two important implications for AREA members. One is that membership numbers will no longer change due to a change of address, but will instead remain constant. (Change of personal address will still require a $1.00 fee, however.) The second matter is that Specific Game ratings will be assessed automatically. Whenever a member reports a game on his Generic Membership number for a title for which he has opened a Specific membership, he need not list both membership numbers; the Generic Membership number will suffice, and be the only one the player need remember henceforth. As we welcome this advance, it's also time to extend a warm "Thank You" to Brenda Parrish for her efforts through the years to keep the AREA system alive. Keeping records in a card file was a cumbersome chore that only grew moreso with time.

Now for the news from the battle fronts.

The *AK* ladder is now underway with 12 participants. The first-round pairings are:

#1 Joe Beard vs. #2 Randy Heller
#3 Michael Crowe vs. #4 Mark Gutfreund
#5 Pat McNevin vs. #6 John Grant
#7 Greg Smith vs. #8 Daniel Tierney
#9 John Malaska vs. #10 David Kopp
#11 Thomas Delaney vs. Ed Menzel

Second-round results are starting to come in for the *BULGE* ladder. Paul Jordan has defeated Joe York on the third rung, and Greg Smith has beaten Dan Schnell on the second. The Burdick-Grant title match and the Moran-

Owens fourth-rung contest are still in progress.

The *D-DAY* ladder has gotten underway with first-round pairings determined for the top three rungs, even though the McCarthy-Burdick title match is not yet over (as of this writing). Lynn Barlow will challenge the winner for the title, while Steve Sutton takes on the loser on the second rung. Meanwhile, Patrick McNevin and Harry Hollern got an early start on their third-rung match, and that is now complete with Patrick winning both games rather quickly. The other first-round matches should be underway by the time his installment sees print.

The first result from Round #1 of the *STALINGRAD* ladder has John Grant's Russians winning over Harry Hollern's Germans on the third rung. The second game of this match is still pending.

There's a first-round result in the *WATERLOO* ladder also. Patrick McNevin has defeated Mark Gutfreund in the first game of their two-game match on the second rung.

ASL

There's much news from the midwestern FTF tournaments. Bruce Rinehart of Bridgewater has won the South Dakota ASL AREA State Championship. Meanwhile, Nathan Summerside of Le Mars (Iowa) clinched the 1991 Sioux City ASL Championship, defeating Todd Baker. Summerside, runner-up for the 1990 crown, will now face SD Champ Rinehart for the Sioux Empire championship. This also means Nate has advanced to the quarterfinals of the Iowa State tournament, and will next face Glen Taylor (Council Bluffs).

In the east, Dan Dolan in New Jersey has announced the first NY/NJ ASL AREA State Championships. As you read this column, it is probably already too late to make the 15 July deadline for entry, but if you would like more information on future activities in the area, you can contact Dan (RR2, Box #443, Highland Lakes, NJ 07422).

The first round of the GEnie 1991 ASL Championship is almost finished. First-round pairings (with results to date) are:

Jeff Coyle over Phil Pomerantz
Troy Spicer over Robert O'Connor
Brad Miller over Gary Gilberd
Geoff Engelstein over Kev Campagna
Russ Gifford over David Cheever
Les Doggrell over Lance Leung
Kevin Sheen over Raymond Schrimer
Jim Young vs. Dave Myers

Gilberd, Campagna, Cheever and Schrimer have all withdrawn; their places are filled for the second round by Ronald Berger, Carl Fago, Mike Watts and Mike Stakowski, respectively. Thus, second-round pairings are:

Jeff Coyle vs. Brad Miller
Troy Spicer vs. Geoff Engelstein
Les Doggrell vs. Russ Gifford
Mike Watts vs. Lance Leung
Ron Berger vs. Phil Pomerantz
Bob O'Conner vs. Carl Fago

In PBM activity apart from the ladders and *ASL* tournaments, Don Greenwood beat Tom Oleson at *ANZIO*. Joe Beard and Pat McNevin have submitted three game reports, splitting two games of *AFRIKA KORPS* and with Joe prevailing over Pat at *WATERLOO*. Pat also lost twice at *WATERLOO* to Joe Brooks. James Bjorum has defeated Marc Dultz twice at *RUSSIAN CAMPAIGN*, but was forced to surrender to David Barker. Wade Hyett had defeated Howard Newby, and David Sayers has bested Jeremiah Ingersoll, at *BULGE '81*; Lynn Barlow logged a win in *BULGE '65*. ☆

AREA is an ancronym for the "Avalon Reliability, Experience and Ability" player rating service; it draws its name from The Avalon Hill Game Company which originated it, maintains it, and whose games form the medium of its competition. For those interested in learning more about the AREA, a flyer which offers in-depth information is available free upon request from Avalon Hill.

Dear Mr. Martin:

David Buckland writes convincingly for much of his article "The Offensive Approach: Soviet Strategy for *RUSSIAN CAMPAIGN*" (Vol. 27, No. 1); but his example of a Russian attack in the May/June 1942 turn is an impossible fantasy. His Figure 5 shows two German units in CC8, which he says the Russians attack at 2-1 odds. A parenthesis informs us that the attack succeeds, meaning that (at best) one German unit was destroyed and the other retreated. But in Figure 6 (showing the Russian second-impulse attack), Mr. Buckland pretends that both units were destroyed. That is impossible. And, because the Russian first-impulse attack occupied hexes BB8 and CC7, that surviving German unit - wherever it retreats - disrupts the second-impulse attack that Mr. Buckland pictures. The unit goes to either BB10, CC9, CC10 or DD10, thereby making the second-impulse soak-off by the 7the Armored Brigade impossible; or to DD9 or EE8, denying the Russians the riverline; or to EE9, where it lessens that Russian second-impulse attack from a 4-1 to a 2-1.

Keiran Bartley
Scottsville, Virginia

★★★★★

Dear Rex;

This is just a quick note to say "Thank You" for the newest *GENERAL*. Intriguing issue, really!

Point 1: Three *RUSSIAN CAMPAIGN* articles! Three!! And none of them are "flyweight" articles, either. I am only now starting to digest the first one. Someone did a hell of a lot of work on this item!

Point 2: Even the regular columns all seemed to "click" this time. Perhaps they are finally coming into their maturity as the authors gain a feeling of comfort with their duties with a bi-monthly deadline. Of course, it never hurts that Don featured my efforts so prominently this issue in the "AREA News". I'm also intrigued by the news in the "Coming Attractions" column.

Point 3: All this and *ASL* too! Thank you. Two scenarios, and another great effort by Steve Swann. Not too shabby.

And the first AREA Specific Game rankings. Great work, one and all! Overall, it was a very solid job. I must admit, though, the feel of the issue was different this time - not quite as "connected" or perhaps as "integrated" as recent issues. Just an observation, not a positive or a negative.

Speaking of "feel", the new paper is nice too. Almost a slick-paper feel, which I like! All-in-all, a nice mid-summer surprise, and something to keep me busy through Avalon-Con. Thanks again!

Russ Gifford
South Sioux City, Nebraska

New paper??

★★★★★

Dear Mr. Martin:

I just received Vol. 27, No. 1 of The *GENERAL* and was glad to see my article "Divisions, Corps & Armies: Realistic *RUSSIAN CAMPAIGN*". Like Mr. Gonzalez-Ferrer, I too would like to give your readers the opportunity of receiving the original version of my piece - simply to offer them more flexibility in regards to balancing the game. If it is possible, please include my name and address with this letter in your column. [*Mr. Munoz: 44-65 Kissena Boulevard, Flushing, NY 11355.*]

On another note, I greatly enjoyed Steve Swann's article entitled "Alpine Hunters". I only have a few notes of criticism regarding some of his observations with regard to certain Waffen-SS mountain units. In his article (on page 39), he mentions that the 24the Karstjager SS formation was made up of "mostly Italian Fascists". This was not true. The Karstjager formation was a conglomerate of mixed ethnic races from not only the Tyrolean area, but from provinces in Yugoslavia, Austria, Germany, Rumania and even Hungary. Also, in my forthcoming book, *The Forgotten Legions: Obscure Formations of the Waffen-SS 1943-45*, I document this and show, with documentation, that the 24the Karstjager was indeed a truely combat-worthy SS mountain unit. The fact that it never attained full divisional strength should not be used to refer to it as a scratch-built formation or third-rate unit. I believe that historians have mistakenly labeled this unit unfairly as a low-grade SS formation.

In regards to the Gebirgs-Tartar-Verband, true, the brigade was disbanded in December 1944. Your readers may wish to note that the men from that formation were incorporated into the Ost-Turkischen-Waffenverband as the regimental combat group "Krim". It was formed quite differently from the other two regimental combat groups in OTWVDSS. It had two battalions of four companies each; there was also a separate "9th" (AT) Company and "10th" (Infantry Gun) Company. The AT gun used was the German 75mm PaK and Soviet 76mm AT; the infantry gun used was the German 75mm howitzer.

The rest of Mr. Swann's comments on the other SS mountain formations were, for the most part, very accurate and to the point. His observations in general are interestingly similar to my conclusions in regards to those units and the documentation I have dug up while researching my book. I applaud Mr. Swann's accuracy, and would like to ask him if he has ever done research at the National Archives. His knowledge of such an esoteric subject (SS mountain units) is really very good!

Antonio Munoz
Flushing, New York

★★★★★

Dear Mr. Martin:

I too am a long-time *SL/ASL* fan who has purchased at least one copy of every AH product devoted to the system. I thoroughly enjoy playing *DASL*, as it truly provides the gamer with a different experience than any *ASL* scenario. I believe that the release of *RED BARRICADES* established the *ASL* design staff as the leading visionaries in tactical wargame design. This historical modules are, in my opinion, the epitome of *ASL*'s potential.

I am very much in favor of the "new direction" the *ASL* design team is taking. The system is suited to portray any and all WWII tactical and/or operational combat, including that of the Pacific Theater. In fact, I'm in favor of any direction the design team takes to expand the scope of the system. I have had many hours of unequalled excitement playing the Japanese and look forward to (yes, I'm serious) the Chinese! I was appalled to read Mr. Lohre's letter in the '91 *ASL Annual*. You would think that someone with enough intelligence to play *ASL* would be incapable of such narrow-minded thinking. If he finds that his usual tactics are ineffective, maybe he should spend his time developing a new one instead of wasting it with short-sighted letters to the very people who provide him his enjoyment. If he doesn't like *CODE OF BUSHIDO*, then he should simply not buy it and quit his petty griping.

I thought the quality of the game components in *COB* was up to Avalon Hill's normal high standards. I greatly appreciate your prioritization of all the *ASL* modules to date. Each has opened up new vistas of gaming pleasure. I can already play scenarios where hordes of poorly-led Western European squads flee from German armor in 1940. I agree with Mr. Lohre on one point though - please produce additional HASL modules.

I was prompted to write this letter by the "AH Philosophy" column in *GENERAL* 27, #1. It's time the silent majority let Avalon Hill know we do appreciate the quality of their games. So please, don't let your loyal and *satisfied* customers down. Junk the mail from the irate and narrow-minded, and concentrate where the *ASL* system belongs - the development of ground-breaking modules to further expand our gaming possibilities!

August Mentor
West Palm Beach, Florida

★★★★★

Dear Sirs,

There have been persistent rumors circulating throughout the hobby in recent months that the European Region of AHIKS is about to, or has, folded. This is totally untrue, except for the loss of every couple of long-time officers (and new officers have been appointed to put things back on the rails), we continue our efforts to popularize wargaming in Europe. If, therefore, anyone has any problems, complaints or enquiries, please address them to the new Secretary of the region, who is: Chris Geggus, 46 Ascension Road, Chase Cross, Romford, Essex RM5 3RT, UK. Your assistance is greatly appreciated.

Chris Geggus
Romford, Great Britain

★★★★★

Sirs:

Please find enclosed my renewal (two-year) for The *GENERAL*. Although ordinarily I would let that speak for itself, in view of the continuing controversy I read in your letters pages, I have a few comments.

First, I don't own all of my games, nor are all of my games AH products. I started wargaming in 1962 (*GETTYSBURG*), and have always played primarily for fun - which is not to say I wouldn't like to make the Top 50 before I shuffle off. I am an Elite Club member, as it maximizes the dollars I have to spend on games, and for several years most of my purchases have been AH games.

The *GENERAL* is my primary source for information about the games I am considering buying. And, as such, I encourage you to continue presenting a variety of articles. While my primary interests are Napoleonic and the American Civil War games, I have two sons (five and eight years old) who love *ROBIN HOOD, DRAGONHUNT* and *DINOSAURS OF THE LOST WORLD*, and I wouldn't trade my hours playing with them for gold.

I'm also active in AREA, so much of my competitive gaming is WWII-based, and I derive great pleasure from that, in addition to getting to know some great people, even if they're not all Napoleonic buffs or Civil War freaks. I've never seen, much less played, *ASL*, but your articles are interesting (if sometimes a bit technical for my tastes). I don't play many sports-based games, but as the boys get older, I'm sure that will change.

My point is his - diversity *is* the future of the world and, hopefully, of The *GENERAL*. My renewal is my vote for the continuation of your magazine along its present course. To those who object to coverage of fantasy games, sports columns, AREA news or anything that is not pure classic wargame material, I say, "Get a life". Start your own 'zine and don't renew when the time comes, but let the rest of us alone. If you expect something to always relate to your preferences, you have a warped view of how the world works - not to mention a narrow vision of what gaming is. To you folks at Avalon Hill and The *GENERAL*, keep up the good work and keep 'em coming. Thanks for the past 30 years, and here's to the next 30.

Stephen Garrett
Dripping Springs, Texas

★★★★★

Dear Sir,

I am writing with the solution to your latest contest. In my opinion, the give-away was the fact that all the words had an even number of letters. I enjoyed this issue very much because there was finally something on *ASL*, even though a "Clinic" would have been even more appreciated. I don't think you can go wrong when you have *TRC, RF* and *ASL* all in one issue.

As far as complaints go, I don't think there has been enough on *ASL* in the past few GENERALs. I have not bought the last three issues because there simply wasn't enough of interest to spend $7.00 (Canadian) each. If I could suggest a "Clinic" in each issue, I could guarantee that all the people like me would buy those issues. In my opinion, it is worth the $7.00 just for the "Clinic" and scenario(s). Also, how about an *ASL* quarterly? If it's a lack of articles and scenarios that is stopping you, I understand. But if it's thinking they won't sell, you don't know your *ASL*ers!

On the positive side, I would like to say "Thank You"! Thanks for countless hours of *ASL, SL, RF, HW, 3R, AAOC, LW, ANZIO, BB'81, WS&IM, PL, PB SOA*, etc. It's been the best. Keep up the good work.

Derek Ritter
Montreal, Quebec

We've been queried a number of times about making the ASL Annual a more frequent publication. Our reluctance to do so is not a matter of available material, but rather of time - time to edit and paste-up, time to playtest, time for Charlie Kibler to do the artwork, and so forth. While it may be that someday the Annual becomes a bi-annual, I just can't see it ever becoming a quarterly.

As for the "Clinic", installments will appear rather infrequently for the foreseeable future, I'm afraid. Jon Mishcon has turned to other tasks. However, we've many good things awaiting space. Mark Nixon continues to prove that he is the foremost authority on the play of ASL. And I've several more in the Steve Swann's series of "Historical Notes" for ASL. Finally, we have a number of scenarios, both new and revisions of older SL offerings, to come your way in the months ahead, commencing with Jim Stahler's tournament scenarios in this issue.

THE CHINA TRADE
Chinese Vessels for WS&IM
By Thomas M. Kane

Bucknell's men trembled, hearing curses in a strange tongue. The enemy ship scraped along the hull of Bucknell's sloop. Half-clad Chinamen sat perched in its sails, not hanging on any proper rigging but along the bamboo slats which flattened the sailcloth. The *Osprey's* broadsides had ripped those sails in a hundred places, but that had seemed to barely slow the attacker. It had turned, tacked almost straight upwind, and slipped behind the *Osprey*. The cannon were silent now, trailing wisps of smoke over the sun-baked sea. All the Europeans were on deck to repel boarders. They faced the dreaded Chinese pirates, who knew no mercy and were unerring in guessing who might make fair prey, falling upon those who could not summon help or demand reprisal. Captain Bucknell looked up mournfully at his own "Jolly Roger". If his ship was taken, nobody would miss it. He'd come East to grow rich off the China Trade. Now it looked like he had gambled, and lost.

Old China developed over the centuries a rich naval history, and an entirely different technology from that used by the European West. Whole cities, whose citizens lived afloat on moored boats, were founded in the ocean; most coastal warlords raised navies. Fleets of buccaneers banned from all ports roved the China seas. These dreaded raiders, knowing they would receive no mercy if taken, fought with a fanatic skill and courage. As the colonial period opened in the Far East, intrepid captains from the Western powers came to China's exotic ports, lured by trade opportunities unknown. In their wake came the adventurers, warships and more pirates. China's coast soon swarmed with all manner of shipping, and East met West with occasional violence. The struggle for dominance eventually climaxed in the "Opium War".

China's naval tradition makes fascinating study. And for too long it has been ignored by those who enjoy *WOODEN SHIPS & IRON MEN*. The Chinese sailors were as tough and feared in their heyday as any "Iron Men", and their vessels of teak and bamboo a match for any of the "Wooden Ships". Offered here is my attempt to bring this fascinating facet of naval warfare to the readers.

CHINESE SHIPS

The most obvious difference between Chinese and Western ships is that of relative size. Even the ocean-going war-junks were small compared to the European-design SOLs. Chinese captains insisted that their craft b able to operate in the many rivers, canals and shallow bays that lined China's coast. After all, some of the most important water trade took place a 1000 miles from the ocean, up the broad Yangtze to the port of Ichang. They needed small ships with shallow draft to navigate these waterways, even during the winter drought.

Chinese ships had evolved with unique means of propulsion. The Chinese builders used square lugsails, which were battened with bamboo and hung from a yardarm roughly two-thirds up the ship's mast. Because of these bamboo battens, the sails remained rigid and flat even in high winds, allowing the ships to tack at extremely sharp angles. Sails such as these could even be used when perforated. Sailors climbed the battens without the use of ratlines found on Western ships. And Chinese sails could be raised and lowered rapidly because they simply folded (rather like huge Venetian blinds). Most ships were designed to also be poled in shallow waters, or driven with sculling oars.

For game purposes (refer to the accompanying table), assume all Chinese ships may sail into the wind at a speed of one hex per turn due to their special sails; Chinese ships tacked at such a sharp angle that this is the best way to simulate the effect. Aside from this, wind affects the Oriental ships normally. (Note, the "Opium Clipper" does not have Chinese sails and cannot sail into the wind.)

All of the ships listed here appeared in various forms throughout the Far East. Lorcas had the body of a Western frigate, brig or corvette, but Chinese sails and a reinforced hull. The Kiangsu and Pechilli traders were common merchant ships, and also the traditional vessels of Chinese pirates. River junks carried no sails and, despite their label, were often used on the ocean (although limited to coastal waters). The Crooked junk was scarcely bigger than a gunboat, and was limited to oared movement; its stern was designed to allow use of an oar sweep for use in rapids. Opium Clippers are Western-built ships specially designed to smuggle the drug past Chinese government warships; they combined the best of both worlds - able to outsail most European vessels and outgun most Chinese in the waters of the South China Sea.

The Chinese never developed naval artillery weaponry or tactics to any great extent. After all, most of their combat was in rivers where any enemy would lie straight ahead (or behind) and invulnerable to a "broadside". Most which even carried cannon had only a few, haphazardly placed on the main deck. The Orientals developed their own weapons, many intended to aid in the boarding actions that usually decided the fight. Stink bombs, fireships and torches, anti-boarding spikes, and mines were common; these devices can be used by any Chinese ship, and are described in detail below. Note that scenarios should limit the number of mines or stink bombs that can be used by a Chinese ship (for point value calculation, assume that each set of mines for a crew section is worth five points, and enough stink bombs to outfit one crew square costs one point).

Stink Bombs: Chinese sailors made small bombs by packing clay pots with gunpowder, nails, sulfur dust and any malodorous substance they had available. These were to be thrown onto the decks of enemy ships. Sailors in a boarding action hurled their bombs by hand, making stink bombs useful in WS&IM only against ships in an adjacent hex. The player using stink bombs must assign crew sections to prepare the bombs during the Boarding Preparation Phase (VII). Crew squares assigned to throwing the bombs cannot participate in boarding parties or cannon fire. During the ensuing Combat Phase, the Chinese player may attack on the Rigging Chart of Hit Table 1. An attacker may make one roll on this table for every crew square in each section assigned to the stink bombs. Not only is normal damage assessed, but the bombs automatically fill the enemy ship with smoke. The striken ship's crew may take no further action until the next game turn. While no boarding parties may move onto the affected ship, its own crew may not reload guns, engage in boarding actions, nor reset sails. If stink bombs should be thrown into n existing melee, neither side may attack during the turn (which may give players time to summon support however).

Mines: These were small gunpowder charges, designed to be floated downstream with time fuses. To deploy them, a player must assign one crew section to dropping mines during the Boarding Preparation Phase; this section may take no other action during the turn. Mines may be placed in any hex adjacent to the Chinese ship; if there is a current or wind, they will drift as if a dismasted ship. Use any upside-down gunboat counter to represent the mines. The player who has placed the mines must secretly record whether they are timed to explode in one, two or three turns. At the conclusion of the Movement Execution Phase (V) of the appropriate turn, this is revealed and the attack resolved. All ships adjacent to or in the same hex as a mine must take damage rolled on Hit Table 2 of the Hull Chart. Mines may not be fired upon, only avoided.

Fireships: The Chinese devised a special form of fireship in which two small boats were linked by chain and sent towards the enemy. An enemy ship would strike the sometimes lengthy chain, swinging the fireships to lay along her hull. Treat these fireships as in the regular game (DYO - III), but assume that they foul the target on a roll of "1-4", cannot be unfouled, and cause twice the usual damage should they explode.

Spikes: Some Oriental ships mounted sharp stakes along the hull to discourage ramming and boarding. The Koreans refined this tactic, and continued it even after they developed ironclads. Spikes mounted on a Chinese ship (point value addition of "2") force attackers to add +1 to their grappling die roll. They also give Defensive Boarding parties (only) a bonus of -1 during the first round of melee. Note that use on the war-junks had been discontinued.

ORIENTAL SHIPS

DYO Specifications Chart

Name	Guns	Hull	Crew 1	Crew 2	Crew 3	Guns L	Guns R	Rigging 1	Rigging 2	Rigging 3	Rigging 4	Depth (ft.)	Speed	Full Sail	Tons	Turning Ability	EL	CR	AV	GR	PR
Lorca	20*	6	1	1	1	1	1	7	7	7	7	8	4	7	500	3	14	12	10	8	6
Kiangsu Trader	10**	5	3	2	2	1	1	5	5	5	5	6	4	7	135	3	12	10	8	6	4
War-junk	16	5	4	3	3	1	1	3	3	3	3	6	4	7	280	3	14	12	10	8	6
River Junk	---	3	1	--	--	--	--	3	3	3	3	5	4	7	110	3+	8	6	4	2	1
Pechilli Trader	5	2	1	1	--	2++		3	3	3	3	4	4	7	40	3	10	8	6	4	2
Small War-junk	6	4	1	1	1	2++		3	3	3	3	3	4	7	80	3+	8	6	4	2	1
Crooked Junk	6	7	1	1	--	2++		3	3	3	3	4	4	--	75	3+	8	6	4	2	1
Opium Clipper	12**	10	1	1	1	1	1	4	4	4	4	15	4	7	900	2	19	17	15	13	11

Notes:

* = The Lorca used a hull from a Western ship, and so may be designed with the guns and/or carronades of any frigate, brig or corvette.

** = If playing with the Basic Rules, these ships may fire a broadside every other turn. In the Advanced Rules, do not double the guns. All of these ships, except the Opium Clipper, may - at the player's option before set-up, concentrate the guns on one side of the ship, allowing broadsides to be fired every turn, but only from that side of the ship.

+ = These ships often moved by oars, alone or in tandem with their sails, and may therefore turn and move backwards as if they were gunboats (see page 29 of the rulebook).

++ = Use a gunboat's field of fire (page 29).

RIVERS

Many Chinese ships never tasted salt water, but sailed the Yangtze river, its tributaries and canals. To a fan of *WS&IM*, river battles offer several interesting tactical options, especially when islands or shallows are present to maneuver around or tributaries available to hide within. Players may design any pattern of river and its branches using the mapboards, always assuming that most of the waterways would be between two and 25 hexes wide and 0-20 feet deep. Note that the Yangtze was often as much as three times deeper during the early summer, especially in the period following the spring floods.

The current can also provide an interesting tool for the gamer, either reducing the effects of an unfavorable wind or exacerbating them. Treat the current like wind for the purposes of movement. All ships drift one hex per turn with the current if not otherwise moving. Add to a ship's speed one hex due to current when the craft is travelling downstream; subtract one if moving upstream.

THE OPIUM WAR

Certainly the most dramatic encounters between European and Chinese wooden warships came during the Opium War of 1839-1842. While this time period is later than that covered by most *WS&IM* scenarios, most of the fighting involved the frigates of earlier ages. Although European naval technology had advanced in the interim, the Royal Navy was slow to adopt these changes - and certainly did not dispatch its newest ships to China. Use the statistics for the Napoleonic Period for European ships in any Opium War scenario. The primary British squadron in Chinese waters during the war consisted of: the *Alligator* (26-gun frigate), the *Blenheim* (74-gun common SOL), the *Blonde* (42-gun frigate), the *Conway* (26-gun frigate), the *Druid* (44-gun frigate), the *Hellas* (an Opium Clipper chartered by the Royal Navy), the *Volage* (26-gun frigate), and the *Wellesley* (74-gun SOL). When these descriptions cannot be matched precisely with the DYO Specifications (page 31), simply round-off the number of guns (for example, a 26-gun frigate can be treated as the weakest sort of 32-gun frigate).

These ships blockaded the Chinese coast in defense of the right for British smugglers to operate, and also made several forays upriver. The blockade intensified in June 1840 when Captain Smith outlawed all native Chinese navigation and ordered his fleet to seize all Chinese vessels found. In reaction, the Chinese government offered bounties on Englishmen. One could claim the equivalent of $100 for a captured sailor ($20 for just his head), $5000 for an imprisoned ship captain, and up to $10000 for burning a European ship. Despite this incentive, the English almost always overwhelmed their opponents. Most of the action was confined to desperate single-ship fighting. The only true battle occurred when the *Hellas* was sweeping the mouth of the Yangtze. Chinese locals had cleverly placed underwater stakes to prevent her from turning. Eight Pechilli junks sallied from the river o attack her, with stink bombs and boarding actions. They were driven off, but the Hellas also withdrew to replenish her crew.

The rules of *WOODEN SHIPS & IRON MEN* require no special adaptations to bring Chinese ships into play. It is fairly easy to select counters to substitute for the Chinese ships, or you can make new colorful ones. To locate more technical information on Chinese vessels, consult *The Junks and Sampans of the Yangtze* by G.R.G. Wocester (Annapolis: Naval Institute Press, 1971). For information on the Opium War, I suggest *The Chinese Opium War* by Jack Beeching (New York: Harcourt Brace Jovanovich, 1976). It is hoped that long-time players of my favorite wargame will soon be sailing the Chinese waters with me. ☆

Dauntless 2

Shoho CVL 3 1-2-2

FLIGHT JACKETS NOT INCLUDED
Tactical Chrome for FLAT TOP
By Jim Davis

The key word in reviews of naval wargames seems to be "flavor". For example: "OIL SLICK provides the true flavor of conditions in the North Sea" - however desirable that may, or may not, be. And although I have been more of a playtester than a taste-tester, I admit that "flavor" is a large part of the gaming experience for me as well. I was nose-deep in naval miniatures before *FLAT TOP* was first published, to the point of designing my own carrier/air rules to replace the anemic systems available to miniatures wargamers at that time. You can imagine my ecstasy when I first saw *FLAT TOP*. It has been a wonderful decade (the flavor has "lasted an extra-long time"). But I'm still hungry.

You see, what *FLAT TOP* is so good at is providing the flavor of the "grand tactics" of carrier warfare - the vast stretches of blank ocean to be searched, the large numbers of planes to be fueled and launched and recovered, the raids to be plotted, the CAP to be maintained. But the actual combat resolution is about as flavorful as synthetic oatmeal. I'm back to the old miniatures rules sets where the only difference between a torpedo and a bomb is the name of the plane that delivers it. Even Avalon Hill's classic *MIDWAY* has a rule to simulate "anvil" attacks by torpedo bombers - but not *FLAT TOP*. What I have always longed for is the ability to show the *Akagi* burning for hours and finally sinking after having received

one critical bomb hit. Or whole squadrons of Devastators being decimated before they can launch torpedoes, while Kates might zip right through the CAP and AA to score. Such details are missing altogether in *FLAT TOP* - unnecessarily, I think.

That's right. I'm one of those jerks who's always griping about the lack of tactical detail in operational-level games (and vice-versa, incidentally). But only when I feel that the particular game falls short of the possibilities allowed by its systems. The way I figure it, if a designer or developer is going to go to all the trouble of including certain elements in a game, the least he can do is make those elements, and their results, as historically accurate as possible. A very graphic illustration of this (please forgive me) is the box art of the Avalon Hill version of *FLAT TOP*. If MacGowan is going to draw American CVs, why not make them the Yorktown and Lexington class (which play major roles in the scenarios) instead of the Independence and Essex class (which don't yet exist at the time period covered by the game)? There are many analogous situations in the rulebook itself - and these are something I can hope to correct.

Nor does spicing up the combat rules mean burdening an already rules-heavy game with yet more complexity or bookkeeping. The introduction to the Optional Rules section (page

28) addresses this very question. But this drivel has never set quite right with me. As much as anything, this section seems to be a warning to game players about the great amounts of time the optional rules can add to the game. So I'm spending 15-20 minutes per turn moving search planes, loading bombs, launching and recovering scouts, and rolling the die a couple of dozen times on the Search Table. Yet when I finally get to attack an enemy CV on Turn 38, it takes maybe eight seconds to roll one die and consult the Critical Hit Table! I just can't bring myself to think of this as "decreasing playability" a whole helluva lot. To me, the amount of enjoyment gained is much greater than any added playing time may detract from. Besides, most of my suggestions below are alterations - not additions - the existing rules, and add very little to the complexity. So let's plunge in.

Combat Modifiers.

As good a place to start as any is with the combat modifiers, printed all in a bunch just below the CRT for *FLAT TOP*. The use of a common CRT for resolving all types of attacks by all types of units is one of the more inspired elements of the game system. It greatly streamlines the details of combat, allowing players to concentrate on the more complex, and in this game, more important operational and logisti-

cal concerns. At the same time, it allows sufficient variation to encompass all sorts of situations - if, that is, an adequate system of modifiers is included to prevent all combats from having the same flavor. But as they exist in the game, the combat modifiers do not do this and are little better than useless fluff. As often as not, combat conditions that would have been decisive in actuality, have no effect at all on the CRT (even if covered by the modifiers).

For example, 36 Kates (12 air factors) armed with torpedoes (BHT 10) attacking a ship maneuvering at high speed in the open sea have an expected result of four hits on the CRT. If the target ship is at anchor, the combat modifier of "+2" is added, raising the BHT to 12, and leading to a result of . . . four hits! Tell that to the Japanese aircrews who launched approximately 36 torpedoes at anchored ships in Pearl Harbor in December 1941, scoring somewhere between 18 and 23 hits that sank four battleships. And most of the misses resulted from the extremely shallow bottom of the harbor. In the section of the CRT used most often (BHTs 5-10, no more than 20 factors attacking), a "+2" modifier has no effect 50% of the time, and never results in more than one additional hit. Surely the fact that the target ship is absolutely still should count for a bit more than that?

Similarly, six air factors of P-40s defending Henderson - a not uncommon event in *FLAT TOP* - are just as effective against the attacking bombers on a cloudy night as they are on a clear, sunlit day. Who needs airborne radar for nightfighters?

Or try this one. Six factors of Vals or Dauntlesses are just as accurate in divebombing a CV on a pitch-black night, when they can't even see it, as they are on a sunny afternoon. A "-4"

modifier, apparently meant to hamstring the attack (how many hits were ever scored by divebombers at night) ends up ineffective. In fact, in *FLAT TOP* there is usually very little reason not to attack at night if you know where the enemy is. This is wildly ahistorical; just ask the Tokyo Express.

Literally dozens of similar "misfirings" are possible. Surely a combat system that allows such ludicrous situations, and so often, needs some alterations. Luckily there is a simple solution which, even though not a panacea, at least ensures that a factor strongly advantageous to one side will result in more or fewer hits being scored: instead of applying the combat modifier to the BHT of the attack, add the modifier directly to the result found on the CRT. Now that "-4" night attack modifier has a real, serious effect.

Using this method, some additional cautions are necessary. First, negative modifiers should not be allowed to reduce a result number to less than "0". Too, for the purpose of adding modifiers, any "*" result number is to be considered equivalent to "-2", and is unchanged by modifiers totaling less than "+2". (I would really like to see a higher modifier for attacks on crippled or anchored targets, but I have no objective data for suggesting what it might be.)

Fewer Coffee Breaks!

An inequality in the CRT itself involves AA fire. The result number for a task force's AA fire stays the same whether the target is one plane or one hundred! Apparently these ships carry very little ammo. The first few attacking planes are shot down, but all subsequent ones - no matter how many that may be - can attack

with impunity while the AA crews take a break. This means that AA fire in the game is practically useless against large air formations. For the players, this may be another way of encouraging mass attacks; but it is highly artificial encouragement by the designer, going contrary to what was true in 1942. Sixty or eighty attacking planes milling about for a half-hour or so would present many more opportunities to the AA gunners than would three planes that zip in for the attack and then are gone in three minutes. Divebombers, for instance, had to attack individually, usually at 10-30 second intervals, so each plane stood the same chance of being shot down.

Therefore, the number of expected losses should rise in direct proportion to the number of planes involved in the attack. The obvious solution is an incremental combat modifier based on the size of the air formation which is the target of each AA salvo. Add "1" to the result number for each increment of eight AFs of attacking planes after the first eight AFs. (Thus, use the result number from the CRT for 1-8 AFs; for 9-16 AFs add "+1" to the result number; for 17-24 AFs add "+2", etc.) Adding this to the Combat Modifiers Table makes it no more difficult to incorporate into the game system than any other. And it is more realistic.

When is a torch not a torch?

Each time I play *FLAT TOP*, I insist on the use of two optional rules. The first is Critical Hits (more on this later). The other is Air Modifiers - and in this I am not alone, being in good company. Two years after finishing *FLAT TOP*, Craig Taylor designed another game based on the same system, with some minor changes. One of these "minor" changes was the inclusion of the Air Modifiers on the chart describing basic plane characteristics and their use in the basic game rules. A plane's Air Modifier is a combat modifier added to or subtracted from an attack against that plane type, for the purpose of making certain types easier or harder to shoot down.

For instance, B-17s receive a "-2" bonus because their defensive armament was a terror against the fragile Japanese fighter planes (thus keeping the attacking Zeros at a distance) and because their own structure made they hard to bring down when hit. Japanese floatplanes are attacked at "+2" because they were very slow and very, very flammable. Useless chrome? Definitely not. Think about it - without the Air Modifiers, it is easier for a Zero to shoot down a B-17 than for a P-40 to shoot down a Pete (an 80-knot biplane without self-sealing fuel tanks).

But I like to go even further than the existing optional rules do. American fighter pilots in the Pacific quickly found that once they got past the Zeros, the Japanese bombers practically burst into flames by themselves. Well, not quite . . . but all Japanese planes at this stage of the war lacked armor and self-sealing tanks, and were notorious "flamers". I think that for this reason all Japanese planes should have at least an additional "+1" Air Modifier.

Conspicuous by their absence from the existing Air Modifiers chart are the Emilies and

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REVISED COMBAT MODIFIERS

Add to Result Number for Appropriate Type of Combat

AIR-TO-AIR COMBAT
no changes

ANTI-AIRCRAFT COMBAT
-2 if planes at high altitude
-2 if at night
-1 if planes in clouds
+1 if target contains 9-16 AFs
+2 if target contains 17-24 AFs
+3 if target contains 25-32 AFs
+4 if target contains 33+ AFs
+1 if target is torpedo planes executing Anvil Attack
-1 if target is Kates in Coral Sea or Midway scenario

AIR ATTACK COMBAT
+2 if ship crippled or anchored
+1 if ship maximum speed is "1"
+1 for torpedo planes executing Anvil Attack
-4 if at night
-2 if in clouds

SURFACE COMBAT
+1 if target ship crippled or anchored

REVISED AIR MODIFIER CHART

Add modifier to Result Number in Air-to-Air and AA Combat

+1	Albacore
-1	Avenger
-1	Beaufort
+1	Buffalo
-2	B-17
-1	B-25
-1	B-26
+2	Catalina
-1	Dauntless
+1	Devastator
-1	Hudson
-1	P-38
+2	Swordfish
+1	Betty
+2	Dave
+2	Emily
+2	Jake
+1	Kate
+2	Mavis
+1	Nell
+2	Pete
+1	Rufe
+1	Val
+1	Zero

Mavises. My distaste for this oversight was highlighted by a bad game experience. My opponent, a novice who had never been told that it couldn't possibly work by a "real" wargamer, formed a killer flight of Mavises, encouraged no doubt by their massive torpedo BHT. These proceeded to elude my CAP, survived the AA, and sank the *Yorktown!* Wonder why no Mavis ever actually launched a torpedo toward an American CV? Picture a fuel-laden brontosaurus with barely twice the speed of a destroyer (their pilots couldn't even dream of 160 mph) having to survive for six to eight minutes after it passed over the outer screen of a task force. Overtaking a CV from behind, it would be within machine-gun range for almost three minutes! But with no Air Modifier, a Mavis is just as hard to shoot down as a Kate, and therefore half again as deadly in a torpedo attack. Give them at least a "+2" Air Modifier, please.

Speaking of Kates, these should receive an advantage over AA fire in the Coral Sea scenario and the Midway variant. The American gunners there, basing their range settings on the speed of the Devastator, consistently aimed as much as a half-mile behind the Kates, until they learned the hard way that the Japanese had a plane that could actually launch a torpedo at almost 200 mph. Give them a "-1" in such circumstances.

And yes, the more astute readers are correct. I have been assuming that the Air Modifiers apply to AA combat, while the rule (Expanded Plane Functions, Rule #2) stipulates that it applies only to air-to-air combat. As should be evident by now, I feel that the same characteristics that make a plane easier or harder for another plane to shoot down (speed, maneuverability, structural design, combustibility) also make it more or less susceptible to AA fire. Of course, the correlations aren't exact, but they are close enough for our purposes.

I think my deck is on fire.

My other "mandatory optional rule" is that covering Critical Hits. What Pacific War enthusiast has not read a dozen different accounts of how three Dauntless DBs (according to all Japanese witnesses) attacked the *Akagi,* and sank it! Well, try it in *FLAT TOP.* Even using the Critical Hit rules, it is impossible for one Dauntless AF to sink the *Akagi.* But, historical possibilities aside, my main complaint with the Critical Hit Table (CHT) is that it's just so generic. At the very least, there needs to be separate tables for torpedo and bomb hits. ("3 - Roll a die and eliminate a number of Air Factors . . ." How in the world did a torpedo hit accomplish that and not sink the ship?)

Secondly, the CHT needs to actually come into play once in awhile. My opponents invariably shrug their shoulders and say, "Why bother?" And they're right. As the rules stand now, any one separate attack has only one chance in 18 of even causing a critical hit. Many a carrier skipper has wished that were so. CVs were (and are) so complex and vulnerable that practically every hit caused major problems beyond the immediate structural damage. Any single torpedo hit stood a very high chance

of cutting a CV's speed (or even crippling it) by flooding engine rooms, boiler rooms, fuel bunkers, etc. And any bomb dropped on the flight deck at the very least caused a hole that had to be patched before flight operations could resume.

Lastly, even if the effects on game play are negligible, I'd like to see the descriptions of critical hits given more flavor. "1 - Two more hits." "4 - Ship has no Readying factor next turn." Dullsville. Come on! Let's have some fires start, jam some elevators; let's wear flight jackets to the game table, for goodness sake. The following replaces the rules on Critical Hits found on Page 28 and the "CV/CV/AV" section of the Critical Hits Tables:

CRITICAL HITS

1. When using the Critical Hit optional rules, disregard Rule 21.6.

2. During Combat Resolution for any type of combat, if a player rolls a "5" or "6" and at least one hit is scored, a critical hit has been inflicted.

3. To use the Critical Hit Tables, a player rolls one die and consults the table that corresponds to the target unit and the type of attack:

CRITICAL HIT TABLES

CV/CVL - Bomb Hits

1 - Elevator Jammed. Ship has no Readying Factor next turn.
2 - Deck Damage. Planes may not take off or land next turn.
3 - Elevator Damage. Ship's Readying Factor halved (round up) for remainder of game.
4 - Heavy Hit Forward. All plans in "Just Landed" box eliminated; planes may not take off next turn.
5 - Fire.
6 - Fire.

CV/CVL - Torpedo Hits

1 - Boiler Fires Extinguished. Ship may not move next turn.
2 - Engine Room Damaged. Ship moves half-speed next turn.
3 - Engine Room Damaged. Ship moves half-speed next turn.
4 - Engine Room Heavily Damaged. Ship moves half-speed for remainder of game.
5 - Sharp List. Planes may not take off or land next turn.
6 - Major Fire.

4. FIRES: "Fire" and "Major Fire" can be caused by Critical Hits. In addition, Fire and Major Fire can be caused by bomb hits on any CV/CVL whether or not the bomb(s) caused a Critical Hit.

4.1 If a CV/CVL receives one or more bomb hits during any separate Combat Resolution while the ship has either four or more AFs in the Ready box or nine or more AFs on board (in all three boxes), a "Fire" begins.

4.1.1 While on "Fire", a ship may not perform any Air Operations and suffers one "Hit" and the loss of two AFs for each turn the Fire burns. This damage is assessed at the end of each Combat Phase, beginning with the turn the

Fire starts.

4.1.2 Beginning the turn after the Fire starts, and each turn thereafter if it remains unextinguished, the player rolls one die just before the Combat Phase. A roll of "1-4" extinguishes the Fire immediately. No damage is assessed that turn.

4.1.3 More than one Fire may burn on a ship concurrently. These are treated separately, each causing damage and being extinguished or not individually. Notice that a single bomb "Hit" could start two Fires, the first by satisfying the conditions of 4.1 above and the second caused by a Critical Hit result.

4.2 If CV/CVL receives two or more bomb hits during any separate Combat Resolution while the ship has either nine or more AFs in the Ready box or 15 or more AFs on board (in all three boxes), a "Major Fire" begins.

4.2.1 A ship suffering a Major Fire may not perform any Air Operations for the remainder of the game. The ship suffers two "Hits" and the loss of five AFs for each turn the Major Fire burns. The damage is assessed at the end of each Combat Phase, beginning the turn the Major Fire starts.

4.2.2 Beginning the turn after the Major Fire starts, and each turn thereafter if it remains unextinguished, the player rolls one die just before the Combat Phase. A roll of "1-3" extinguishes the Major Fire immediately. No damage is assessed that turn.

4.2.3 "Major Fire" supersedes "Fire". If a ship is already on Fire and receives damage sufficient to cause a Major Fire, the Fire is considered extinguished and the Major Fire begins immediately. A ship already suffering an unextinguished Major Fire ignores any further Fire or Major Fire results.

5. "Half-speed" restrictions are cumulative. A ship restricted to half-speed for more than one reason at the same time is crippled, and cannot move as long as two or more such restrictions are in effect. For example, a ship with a Damage Factor of "6" has received three hits and is thus restricted to half-speed for the remainder of the game, but has suffered a Critical Hit that slows it to half-speed next turn; the ship cannot move next turn, and is restricted to half-speed thereafter.

6. All direct and Critical Hit damage inflicted by a single Air Formation takes effect immediately, before any attacks by additional Air Formations (even during the same turn). An Air Formation attacks a ship and scores hits that reduce her to half-speed, for example; thirty minutes later (still in the same *FLAT TOP* turn) another Air Formation attacks and receives the "+1" Combat Modifier for attacking a less-mobile target. This does not apply to damage resulting from Fire or Major Fire started earlier that same turn, because such damage is not assessed until the end of the Combat Phase.

I suppose some comment on the rationale behind my variant Critical Hit rules is warranted.

Rule 21.6 is simply a Basic Game substitute for any type of critical hit. The inclusion of effective Critical Hit rules makes 21.6 unnecessary. Besides, the second half of 21.6 has always been a "pet peeve" of mine. The only

way a torpedo hit could destroy any planes would be to rupture the av-gas system and set the whole ship afire, ala *Wasp*. Having Critical Hits scored on Combat Resolution rolls of "5" and "6", instead of "3" and "4" (doesn't it just make more sense), is mainly cosmetic - but it also slightly increases the chance of critical hits because there is a greater chance of any hits being scored on rolls of "5" and "6" (when the CRT Result Number is "*" or "0").

The chance of any one attack causing a Critical Hit is now one in three (instead of one in 18). But remember, rule 21.6 is no longer in play. A CV will almost always have planes in two (or even all three) of its Air Operations boxes, so 21.6 effectively doubled almost all hits. Because most of the variant Critical Hit results cause little if any direct damage, they don't even balance the damage lost by eliminating 21.6. Even the one-in-nine chance of "fire" from bomb hits makes up for only 20% of the "lost" damage; two-thirds of all Fires will be put out within a turn, after costing only one hit and two extra AFs - very similar to the effects of 21.6.

The remaining extra damage is inflicted by the automatic "Fire" and "Major Fire" caused by bomb hits. With as few as four AFs in the Ready box certain to cause a fire if a bomb hits, our paper admirals will be clearing the decks at the slightest hint of an attack. Sure, a fire will cost you only one hit and two AFs, but there is that one-in-three chance you won't be able to put it out in one hour; and worst of all, you won't be able to ready, launch or land a single plane next turn while you fight the fire. Valuable planes just might have to ditch, and valuable time will certainly be lost.

By the way, I have another method - involving chance - of determining whether bomb hits cause fires. For each separate attack resulting in one or more bomb hits, roll one die. Add the number on the die, plus the number in the Ready box, plus one-half (round down) of the total number of AFs in the Just Landed and Readying boxes. If the total is "8-12", a "Fire" starts; if the total is "13" or more, a "Major Fire" starts. I myself greatly prefer this method, but because it requires some calculation, I mention it only as an "alternate optional" rule.

Odds & Ends.

"Who Dat?": The suggestion has already been put forth in The *GENERAL* to scrap the section of Rule 7.15 that forces the revealing of ship names. I wholeheartedly agree. It is an unrealistic, artificial stipulation that can strongly affect game play. The Japanese almost stuck around looking for a surface battle at Midway because the two attacks on *Yorktown* were reported as having sunk two different Yorktown-class carriers, and as far as Nagumo knew the Americans only had two carriers. Further, no U.S. pilot has ever, to this day, claimed to have attacked the *Soryu* at Midway. Well, somebody must have. So, in my games, we simply ignore any reference to ships' names in 7.15.

"Keep your eyes peeled!": Notice that the original rules don't specify exactly how to get

an air strike into the same hex as the enemy TF? We are told how to find, and then shadow, the enemy TF; we are told how to attack once our strike is over the target. But what about the two or three turns between? The obvious assumption is that the attack force searches just like all other air formations. But let's assume that the only search planes in range of the enemy (if there still are any) fail their search roll, no one successfully shadows, and the attacking force also fails its search roll. A force of 50-80 planes could fly through every hex the enemy could have moved to, in clear weather, and still not see the enemy TF! Alan Moon's lame justification for the Search Table was based partly on "the search plane's crew was looking the other way," etc. But let's give a "-1" Search Table modifier to air formations of 10+ air factors (fifty or more crewmen won't all fall asleep at the same time). The attacking player won't even have to reveal that this information is large unless he rolls a "5" on the search table and wishes to claim this bonus.

Anvil Attacks: Coordinated multi-direction attacks by torpedo bombers were very effective, but also more dangerous than taking the express route to enemy ship. The attackers had to circle several miles around towards either side of the target, delaying their strike while all the time exposed to AA fire and CAP. So, add the following optional rule. A player can announce that all his torpedo planes of a single type attacking an individual ship are using the anvil tactic. This will result in a "+1" modifier to the AA fire against those planes, followed by a "+1" modifier for the planes' torpedo attack. Depending on the die rolls, this could be decisive either way (but it usually seems to favor the attacker in our games - although that may not hold true in yours).

U.S. VS versus VB: Despite what game play seems to indicate, American admirals placed very little reliance on the scouting reports of land-based pilots. They really would rather have heard it from one of their own Dauntless crewmen. Half the Dauntlesses on a CV belonged to a bombing squadron (VB), normally flew bombing missions, and carried 1000 lb. bombs. But the other half belonged to a scout squadron (VS), spent most of their time on long-range search missions, and usually carried only 500 lb. bombs in order to extend their range. The decisions on how many scout planes to send out (with their reduced offensive punch) seem to have been a major element of day-to-day planning for the Flight Officer. I like to simulate this by allowing U.S. commanders to extend the range of their Dauntless type to seven RFs, at the expense of reducing their attack BHT (divebombing, AP) from "7" to "4". Even though Vals always carried only a 550 lb. bomb, the Vals deserve a BHT equal to a Dauntless with a 1000-pounder because the Japanese pilots were generally much more accurate than their American counterparts and because American bombs themselves tended to be poor performers (not as poor as American-made torpedoes, thankfully). I am bothered by the almost comical total range this gives the SBD, so read on.

MF/RF: Oddly enough, I am not going to suggest changing any of the aircraft performance figures, even though just about all of them are exaggerated, some almost twofold. The very curious exception to this is the Kate. Why, when almost every other plane type is given a MF "speed" of 20-40 mph faster than its standard cruising speed, and one or two are rated near or at their actual maximum, are Kates held to 20 mph below their standard cruising speed? A Dauntless, for instance, couldn't exceed 700 miles with a bomb load, much less 1080 miles - manufacturer's specs notwithstanding.

However, a more important factor than a plane's overall range is its Range Factor. Once again, I use the Dauntless as an example. In order to maximum launch as part of a mass strike, an SBD must use one RF on then turn it launches, one to attack, and one to land. This leaves three RF to get to and from the target; because the game system doesn't allow fractional expenditure of RFs (i.e., 1.5 RF to the target and 1.5 back to the home deck), the effective range of a large SBD strike is limited to one RF (nine hexes, 180 miles), which is about right. In order to strike targets farther than this, a U.S. player is forced to employ smaller air formations in normal or minimum launchings, or to use well-plotted tactics such as launching at too great a range then sailing towards the enemy to shorten the return trip (both methods which were actually used quite often). This can work, and such decisions add tremendously to that logistical flavor I mentioned. But the Japanese player has it much simpler. Because Kates, for example, have seven RFs, they can maximum launch and still strike out to a range of two RFs (14 hexes) and return safely. This is despite the Kate's maximum range of only 49 hexes (compared to 54 for the Dauntless). So you see, in game play the results of the movement and range figures usually end up fairly close to reality, even if some of them look ridiculous at first glance.

Early Risers: Land-based recon pilots in *FLAT TOP* should be allowed to wake up early enough to do their jobs properly. Sunrise on a day when action was imminent invariably found the long-range scouts winging towards the enemy, already many hours away from their base. However, because three of the scenarios begin at 0600 hours, the scouts can't even take off until after dawn on that all-important first day. In the "Coral Sea" scenario, the vital Catalinas at New Caledonia can't enter the south edge of the mapboard until noon! In scenarios #2 and #5, we allow any planes at off-board bases to begin the game in their respective entry hexes and to move normally on Turn 1. Simply fill in the Air Record Sheet retroactively to reflect the appropriate hour of takeoff. More drastic measures are possible, but not necessarily desirable.

Tidbits: Notice the other changes on the modified tables included. An attack against a slow-moving ship (present speed of one or less) receives a "+1" modifier; time after time, ships slowed by previous attacks proved more vulnerable to later attacks (*Yorktown*, for instance).

However, modifiers against a ship being crippled and for being at anchor should not be cumulative. If a crippled ship drops its anchor, does it become twice as motionless? Finally, seaplane tenders (AV) are grouped with "other ships" instead of CV/CVLs in the Critical Hit Tables, for these were really just large, fast freighters with holds full of repair shops and a few flyable floatplanes. Neither in structure nor in operations were they similar to carriers.

Conclusion.

My intent in all the cases above has been to suggest simple alterations that enhance the historicity ("flavor") of the tactical aspects of *FLATTOP*. Only with the introduction of "fire" on carriers have I added to the number of rules/systems in the original design - and I, for one, am not the least bothered by the inconvenience of having to remember how many readied planes "start" a fire. Fire was the major cause of damage in most cases of crippling/sinking CVs in the South Pacific, and so deserves a place in any good design about carrier warfare if it can be included without disrupting play. I hope that these rules accomplish that. I have also striven to make the optional combat rules more specific and attractive in the hope that more players will be willing to endure the "time and complexity" of using them. Personally, the fear of adding five minutes to a 30-hour scenario doesn't keep me awake nearly as much as the thrill of watching my opponent's largest carrier burn for four turns before finally slipping below the waves. ☆

errata to update the rules on pillboxes based on some problems uncovered during playtest of *GUNG HO*. Finally, a new fold-out chapter divider carries the updated National Capabilities Chart.

Components are added to allow the full flavor of the new rules and scenarios to be savored. The two new mapboards (#38 featuring an air strip, and #39 dominated by a wooded ridge) figure prominently in several of the scenarios. As before, these boards may serve for either Pacific or European actions. An overlay pad offers the beach and OCEAN terrain. Four new countersheets bring the USMC and Chinese (two-tone) OBs, and the many new system counters (caves, amphibious action, etc.).

GUNG HO, the 12th installment in the continuing saga, completes both the effort to bring the Pacific to your gaming tabletops and the "basic" system rules. With that chore behind us, we will turn to work on the "missing" nationalities - the French and Allied/Axis Minors' ordnance and vehicles. Too, efforts on the next "historical" module continue. But until these appear, the latest module should keep all fans of the system fully occupied mastering the intricacies of sand and sea. ☆

COMPUTER CORNER
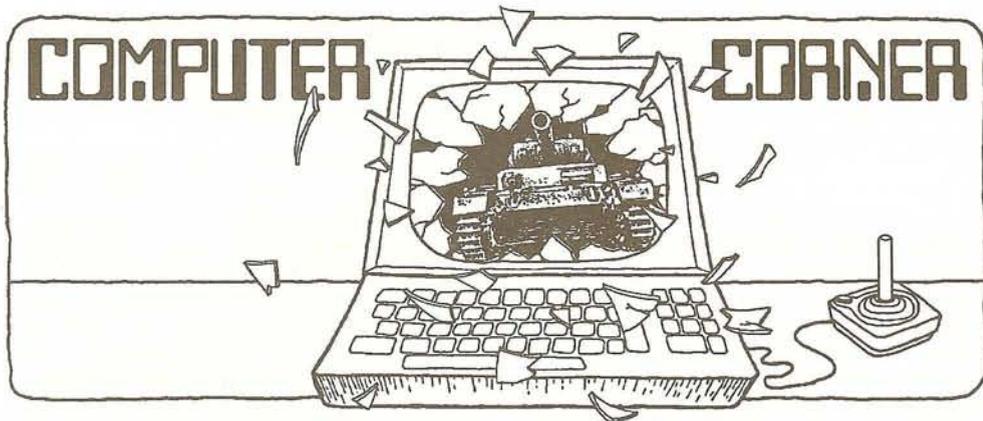
Naval Battles
By John Huff

Sea battles are perhaps the best historical simulations to put on the computer. The element of hidden movement and the opportunity to devise clever tactics seem to be tailor-made for the home computer. In the past, Avalon Hill has released a number of such games, and of those the most realistic are *DREADNOUGHTS* and *TSUSHIMA*. Both were released for the Apple II and the Commodore 64, and both use similar formats.

DREADNOUGHTS is a conversion of our popular boardgame *BISMARCK*. In it, your *Bismarck* and *Prinz Eugen* depart from Bergen Fjord and try to sneak past the British to conduct raids on various supply convoys. The displays are simple, but effective. The navigation map shows the area between Norway, Greenland, northern Europe and the North Atlantic. Navigation is performed by entering the desired course, speed and number of hours you may wish to proceed before making a course change. A visual display can be called up which places your task force in the center of the screen and shows any enemy units (you have no friends) which might be about. Two rings (one broken and one solid) indicate the maximum radius of both radar and visual intelligence. Additional data may be acquired by launching one of your precious Arado floatplanes.

Once the enemy is within combat range, the display goes to a tactical mode, which gives more specific information on ship identities and ranges. The display automatically re-scales as the range to target changes. From here you allocate targets to your primary and secondary guns. Once all orders for both ships have been given, the fire is resolved and the results of the current round are displayed on the screen. A schematic overhead view of each vessel gives a quick idea of how your ships are fairing.

One very nice feature of the game is the ability to take ships of all types and mix them into a pitched battle of your own devising. It can be exciting, and works surprisingly well. If you have a Commodore or Apple II, I would advise scraping up a copy. The graphics may be a bit dated, but the game works very well.

TSUSHIMA was not based upon any Avalon Hill boardgame, but rather on a computer program devised by one of our affiliates in Japan. The subject is, as you may have guessed, the battle of the Tsushima Straits fought during the Russo-Japanese War. Japan's Admiral Togo is pitted against Russia's Admiral Rozhestvensky. Historically, the Russian fleet waltzed right into Togo's trap; between incompetent seamanship and poor tactics, the Russians got the proverbial snot kicked out of them. But this needn't happen if you, as the Russian commander, are a half-decent navigator and tactician.

The game uses displays similar to that of *DREADNOUGHTS*, but the absence of radar and aircraft make it much more of a guessing game when trying to bring the enemy to battle, or avoid it. Again, the results are exciting, and the game still gives a good account of itself, even when compared with more modern programs.

We also have an excellent conversion of *WOODEN SHIPS & IRON MEN* for the Commodore 64. *WS&IM* is Avalon Hill's game of fighting sail during the period of the Napoleonic Wars. In addition to the ships, maps and scenarios from the original boardgame, we added a "ship editor" and "map editor" to allow players to create any vessel and any scenario their hearts might desire. The interface is menu-driven, and the mechanics of the game simple to master. We have included a lavish rulebook to cover all the detail we could muster on the period; and the ship/fleet editor includes many ship types and nationalities not found in the original boardgame. *WS&IM* allows both human and computer players for either side unless there happens to be a land mass on the map; in this case, we disconnected the computer player (as there just wasn't room to teach the little bugger how to refloat a beached vessel). Again, I recommend that you check it out of you have a C-64 handy.

What's Happening?

Well, *Computer THIRD REICH* for the ST and Amiga is in the last stages of production, so I expect it to be available soon. Interested readers can call our Order Department (1-800-999-3222), who will be glad to answer any questions on availability.

Our *INNOVIKTOR* design is entering its final playtest and, like *Comp 3R*, is in its final

THE FLATTOPS
The Components of Victory
By Gary L. Jones

Recently, *VICTORY IN THE PACIFIC* has replaced *PANZER LEADER* as my favorite wargame, thanks to its playability, excitement and strategic scope. Here is a game where you get to run an entire war without being overwhelmed by thousands of counters and a rulebook the size of a novel. "Wait!", cries your wargaming friend, as a grin of triumph flashes across his face, "Isn't *VITP* a rotten simulations?" Well, no - truth be told. Except for the over-rated importance of battleships in the design (really, can you imagine the *Arizona* running down the *Hiryu* in a night action?), *VITP* does a fine job of capturing the concerns that plagued Nimitz or Yamamoto. True, you don't have direct control of every single air squadron or destroyer; but then, neither did these real-life admirals. Like the historical theater naval commanders, you are forced to make strategic decisions, committing forces to generalized regions and then surrendering the tactical control. You do not direct the AA fire, put out the fires, or plan the individual airstrikes. Instead, you designate the priority targets, decide whether or not to seek night or day actions, and determine when to break off an unprofitable engagement. To those who so loudly champion unplayable monsters in the name of simulation, I point out that such tactical detail is very ahistorical at this scale. I believe that *VITP* does the best job of conveying the actual problems, options and choices of the strategic commander - even today, 14 years after publication by The Avalon Hill Game Company.

The real heroes of the Pacific naval campaign are the carriers, the capital ships which decided victory. The course of the war was determined by the actions at Midway and Coral Sea, Santa Cruz and Eastern Solomons, Leyte Gulf and Philippine Sea. The purpose of this article is to illustrate the relative strengths, weaknesses and capabilities of the "queens of the Pacific." Although the emphasis is on the use of these units in *VITP*, I have included a brief historical background for each class, intended to give readers a better "feel" for the unit. While not directly relevant to play of the game, I find a historical base often helps to define the proper role a unit should play in strategy, especially for newcomers to our hobby. Another reason for the historical notes is to highlight the reasons behind the different ratings given to the various ships. Haven't you ever wondered why the *Ryujo* has a stronger defense-factor than the *Shoho* or *Zuiho*; or why the *Akagi* is a point faster than the *Kaga*; or why the sister-ships *Soryu* and *Hiryo* do not have identical defense ratings? One fact does stand out; the designer of *VITP* has done his homework. Time after time, differences between the ratings on the counters have proved to have a solid basis in fact. (My only complaint is the weak defense-factor assigned to the British Illustrious-class carriers.)

Before proceeding with each class of carrier, I will also note that I have assumed an "eight-turn" strategy for the Japanese player. Not recommended is the go-for-broke "five-turn" plan once popular. Its basic thrust was that the Japanese wage a bloody, all-out offensive aimed at taking both Pearl Harbor and Samoa, regardless of losses, before Turn 6 (as recently as Vol. 25, No. 4, Alan Applebaum mentioned this "TKO in Five"). This eliminates the powerful American reinforcements and, needless to say, any hope for Allied victory. This is a fine strategy . . . against unprepared opponents. But an experienced Allied player can usually beat Japan's "tipped-hand" offensive. So, for now, let's assume a wise Japanese player pitted against a veteran Allied player, and hence an eight-turn game results.

One final note on the carriers. An aircraft carrier's best friend in *VITP* is Rule 7.32, which states ". . . the player who wants a day action adds one to his roll." Despite the effects of 7.424, the carriers and their deadly airstrike capability are the decisive elements in any naval action. The importance of mobile flattops cannot be over-rated; should the American player lose his five early in the game, he might as well toss in his hand. On the other hand, if the Japanese naval air arm is frittered away, the greatest of POC leads will wither before the might of the rebuilt U.S. fleet. Carriers can perform many duties, from supporting amphibious operations to opposing them. Late-game kamikaze squadrons usually require some sort of carrier support to be successful (and this tactic is an important Japanese counter to the Allied use of "Ultra").

THE JAPANESE

Hosho, Shoho, Ryujo: The *Hosho* was the world's first "from scratch" carrier, and suffered from the malady of all the experimental flattops - insufficient tonnage. The heavier *Ryujo* was designed as a "light" carrier (thanks to the lack of treaty restrictions on light carriers), while the *Shoho* and *Zuiho* were high-speed oilers designed for quick conversion in case of emergency. Displacement of each class was 7470 tons for *Hosho*, 11262 for *Ryujo*, and 10600 tons for *Shoho* and *Zuiho*; maximum speed for each was 25, 28 and 29 knots respectively; air complement was 15, 27 and 36 airplanes respectively.

The forte of these four counters is their attack bonus. Unfortunately, all are plagued by low airstrike value, speed and defense factors, making them very much second-class in *VITP*. Use them all in the dangerous roles: early gambits aimed at luring the U.S. fleet into battle, patrol of invasion-prone perimeter areas with only marginal screens, air cover for late-game suicide forces. By basing in Truk, they can also join in many of the Japanese combined fleet operations. Protect them as best possible; despite their limitations, these flattops pack a fairly potent punch. Losses in their ranks will be felt.

Hiyo: Patterned after the Shoho-class, *Hiyo* and *Junyo* were laid down as luxury liners designed for potential conversion to aircraft carriers in time of war. Purchased by the Japanese Navy during the early stage of construction, they were completed by mid-1942 and replaced *Soryu* and *Hiryu* as "Carrier Division 2" after the battle of Midway. Displacement was 24140 tons, with a maximum speed of 25.5 knots. Each carried 48 aircraft when at peak efficiency.

In the game, these have a strong air complement and are every bit as powerful as the speedier *Hiryu* and *Soryu*. But these otherwise potent CVs are slow, with a speed rating of but "4". The Hiyo-class has many uses thanks to their defense factor and hitting power (as compared to the Shoho-class), but are not so valuable that they cannot be risked in gambits or patrols along with the lesser carriers. Strong enough to slug it out with the Allies' best and occasionally win, the low speed rating means that these ships must win the battle or go to the bottom. Loss can be damaging to Japanese hopes; the two Hiyo-class carriers comprise 25% of the Imperial Navy's force of eight that combine the vital attack-bonus and an airstrike of "3" or better.

Kaga, Akagi: Originally meant to be a 16-inch battleship, the Japanese were (happily for them) forced to convert the *Kaga* into a very heavy aircraft carrier by the Washington Naval Treaty. *Akagi,* like her near sister, was converted from a capital ship (an Amagi-class battlecruiser) due to treaty restrictions. Thanks to being built on a battlecruiser hull, *Akagi* (as reflected in *VITP*) was faster than the *Kaga* by several knots. Displacement for the two was 38200 tons (*Kaga*) and 36500 (*Akagi*), with maximum speeds of 28.3 and 31.2 knots respectively. Air complement for the *Kaga* was 72 planes; for the *Akagi*, 66.

Their obvious forte is the combination of potent airstrike with strong defense factors. The foible they suffer is their speed. *Kaga* is too valuable to "lose" to a speed-roll, while the *Akagi*'s speed of "6" makes those rolls rather exciting. In battle, these thick-skinned carriers often will not draw much fire from the Allied player as he concentrates on your fast carriers or more-vulnerable Shoho-class CVs. The *Kaga* and *Akagi* are also useful tools for reducing enemy land-based air, and can add extra punch to the Striking Force. Loss can be demoralizing; on the other hand, unless you allow them to be engaged by American carriers, you shouldn't lose either until sometime in 1944.

Soryu, Shokaku: Completed in the late '30s, the *Soryu* and *Hiryu* were medium-sized carriers which would become the prototype for the bigger Shokaku-class. A superb design, the *Soryu* managed to exceed 34 knots and carry 53 aircraft on a displacement of only 15900 tons. Heavier at 17300 tons, the *Hiryu* enjoyed a sturdier hull and operated four planes more than her predecessor (due to the expiration of the London Naval Treaty tonnage limitations). Free from treaty limits, the Japanese followed up these pair with the magnificent Shokakus, whose larger displacement (25675 tons) allowed them to operate up to 84 aircraft and incorporate a strengthened flight deck (which proved its worth against American SBD divebombers). Completed in late 1941, the *Shokaku* and *Zuikaku* represented the ultimate design of their day. In addition, their speed (34.2 knots) was truely astonishing for the enemy.

Use that speed; in *VITP* it is enough to outrun (or chase down) anything flying the Stars & Stripes or the Union Jack. On the other hand, the weak defense factors of the *Soryu* (especially) and the *Hiryu* is always a matter of concern for the Japanese player. Along with the Shokaku-class, the Soryu-class ships form the heart of the Combined Fleet Striking Force. Even though frightening to the Allied player as late-game raiders, these four should never be idly risked. The four fast Japanese CVs can threaten the entire board from Truk and should flag your main operations. Never send *Soryu* in against land-based bombers unless you can amass overwhelming strength; use the stronger and slower Hiyo-class or less-valuable Shoho-class for that kind of dirty work. Loss of any of these four flattops (*Soryu, Hiryu, Shokaku, Zuikaku*) can put a crimp in Japanese plans; each represents 25% of your three-zone Striking Force.

Ryuho, Chiyoda: The *Ryuho* began the war as a submarine tender stationed at Kwajalein, but was recalled to the Home Islands for conversion into an aircraft carrier. Designed for easy refitting, the hull suffered from structural defects historians have blamed on extensive use of electrical welding (and probably accounts for her lowly defense rating of "0"). Despite replacement of her original diesel engines with Kanpon turbines, the *Ryuho* failed to match the speeds of her near-sister Shoho. Yet another converted design (this time from a seaplane tender), the *Chiyoda* and *Chitose* served as decoys during the battle of Leyte Gulf. Displacement of the *Ryuho* was 13360 tons; of the *Chiyoda* and *Chitose*, 11190 tons. Maximum speed was 26.2 knots and 29 knots respectively. Each carried between 24 and 30 aircraft.

Let's see. No attack bonus; only one airstrike factor; no surface gunnery factor; low defense factors; very slow speed - these are rotten carriers. Deployment is limited due to the multitude of weaknesses and lack of strengths (the only advantage I can think of is that they do have an airstrike capability, such as it is). These light carriers are perhaps best utilized in diversion-ary kamikaze raids or as decoys during major offensives. Their loss is "shruggable"; these are "left-over" units which can be deployed with little risk to the Japanese cause.

Unyru, Taiho: Part of the wartime rebuilding program, the Unyru-class was supposed to provide 15 carriers to the Imperial Navy, but only three were completed. Not that it really mattered; by 1944, the increasingly obsolescent nature of Japanese carrier planes coupled with the total failure of the pilot training program to keep pace with losses made Japanese carriers almost superfluous. Stung by their losses at Midway, one of the Unyru-class (the *Taiho*) was given an armored flight deck to thwart American divebombers. Although successful at providing greater defense, the armored deck reduced the number of aircraft operable to 53. Ironically, the "unsinkable" *Taiho* was deep-sixed by a single torpedo from the submarine *Albacore* - ruptured fuel-lines led to chain-reaction explosions, dooming her despite her massive upper armor. Displacement was 17150 tons (for the *Taiho*, 29300), with a maximum speed of 33.3 knots. Usual air complement was 57 planes.

As in real life, these CVs are paper-tigers without the attack bonus, although the speed and airstrike rating does mean the enemy must be a bit wary. Whereas the *Ryuho* and *Chitose* serve merely as diversions, these may actually be successful in knocking out enemy patrols (especially land-based aircraft, which are immune to the attack-bonus anyway). If the Allies should respond to raids by these three ships by deploying heavier units, the carrier reinforcements can bolster the Combined Fleet.

Shinano: (Optional Game only). Yet another conversion (this time from a Yamato-class BB), this "super-carrier" incorporated the lessons learned so painfully at Midway. Worried about increasing B-29 air raids, the *Shinano* was sent to sea by the Japanese before her water-tight compartmentalization was complete. She was quickly dispatched to the bottom by the American submarine *Archerfish*. Displacement was 64800 tons! *Shinano*'s maximum speed was 27.3 knots, and she carried 42 planes.

No doubt about it, the *Shinano* has a presence on the mapboard. She has a defense-factor as strong as *Yamato*, and three times the Allies' best. But she doesn't appear until Turn 9. Just thinking about this heavy CV makes me drool - what a great ship for routing American land-based bombers early in the game. *Shinano*'s survival is almost certain, for a disable result is likely in any action. There's no way the *Shinano* will escape the game unscathed.

THE BRITISH

Hermes: Completed in 1923, the *Hermes* was outdated by the time World War II rolled around. Still able to perform adequately in European waters (where the enemy lacked carriers), the *Hermes* was mis-takenly sent to the Far East by a desperate Admiralty. There she was quickly sunk by Japanese carrier planes in the Indian Ocean on 9 April 1942. Displacement was 11100 tons, maximum speed was an estimated 25 knots and *Hermes* carried but 15 planes.

In *VITP*, the *Hermes* is the sole British carrier not subject to automatic withdrawal. And she suffers from the usual problems associated with British carriers in all wargames: low attack strength, restrictive basing, short range, no attack bonus. But *Hermes* can play a role in *VITP*. Once as the Japanese player, I was busily bolstering my defensive perimeter around Pearl against the expected American invasion/raid on Turn 5, blissfully ignoring a lone British cruiser patrolling Indonesia, where the 25th Air Flotilla stood guard. Much to my chagrin, *Hermes* raided (passing the 50% speed roll) and "sank" my air force. The result, a crushing defeat (including a four-POC swing) from which I never recovered. These are the types of adventures for which the *Hermes* is perfect, as they can bring an over-garrisoning of Indonesia or even draw a IJN task force into the Bay of Bengal. The loss of the *Hermes* for the Allies can be annoying, simply because it can cause the Japanese player a bunch of headaches.

Illustrious, Implacable: Actually, the Implacable-class ships were nothing more than slightly-improved Illustrious-class carriers, enjoying a one-knot better speed. This design proved extremely difficult to sink, thanks to a well-armored flight deck and hanger. An undesirable result of this protection was a drastic drop in the number of aircraft British carriers could operate in comparison with their contemporaries. To make matters worse, British planes, already lacking in quantity, were also uniformly inferior in quality to their American and Japanese counterparts. Displacement for both classes was 23000 tons, each carrying less than 60 planes. Maximum speed for the *Illustrious* was 31 knots.

Defense factor should be an advantage for the British carriers in this game, but it isn't; I simply don't understand, for these carriers were definitely better armored than the American Essex-class (which has a defense factor of "3" in *VITP*). Instead, the most notable advantage they have is their speed. There is also an additional difficulty associated with the British carriers. Alerted in advance to their early withdrawal by the OOB "Intelligence", the Japanese player can commit superior forces to Indonesia, secure in the knowledge that the British threat will soon be removed. This leaves the Allied commander in a quandary - should he make a suicide attack or watch two-thirds of his fast carrier force withdraw without firing a shot? (Committing any American CVs to a heavily-defended Indonesia is a terrible error.)

So, the British carrier force is very frustrating for the Allied player to deploy. I prefer to adopt a "want-'n-see" strategy with the British fleet as opposed to the now infamous "use-'em or lose-'em" approach. Barring a Japanese oversight in Indonesia, don't present the enemy with a chance to eliminate the pesky British Far

Eastern Fleet once and for all. Eventually, the *Victorious* will provide welcome reinforcement for your critical Turn 5 perimeter cracking operations. Use her ruthlessly; since *Victorious* will be withdrawn, her loss will be annoying only if a British 0-2-7 still remains at Ceylon.

THE AMERICANS

Independence: Based on Cleveland-class light cruiser hulls, the U.S. medium-carrier class was a successful conversion. Displacement is about 10000 tons, with a speed of 33 knots and an air complement of 35 planes. Nine carriers of this class make their appearance in *VITP*, the most numerous and the real workhorses of your fleet.

Saddled with a mediocre airstrike value, the main advantage these nine counters will provide is their speed and attack bonus. The Independence-class carriers have three main uses in the game for the Allied player: 1) support main fleet operations; 2) provide aggressive patrols immune to non-carrier suicide forces; 3) bolster existing patrols against kamikaze raiders. Loss is annoying. But remember, after Turn 6, your chief concern is recapturing bases and POCs, not conserving medium carriers.

Wasp: The *Wasp* was very similar in design to the vaunted Yorktown-class ships, but lighter due to treaty limitations. She is an excellent carrier, considering her small displacement (14700 tons). Estimated speed was 30 knots, with a complement of 72 planes normally.

The appearance of the *Wasp* on Turn 4 makes it seem heaven-sent (compared to those arriving on Turn 6). The only disadvantage for your *Wasp* will be the occasional speed-roll of "6", which invariably upsets Allied plans. By the time the *Wasp* arrives, you won't have any problem finding situations requiring her use. Just try to keep her afloat until Turn 5.

Yorktown: Similar in design to the Japanese Soryu-class, the Yorktowns represented the reverse of British design doctrine. Armored flight decks and hangers, so characteristic of the Royal Navy carriers, were sacrificed. In exchange, these flattops could operate almost twice as many aircraft as the heavier Illustrious-class. Exposed hangers (just below the flight decks and superimposed above the main hull) were easily penetrated by enemy bombs, with explosive results. The Yorktown-class ships were deadly but fragile, relying on airpower (not armor) for protection. Displacement: 19800 tons. Maximum speed: 34 knots. Complement: 72 planes.

With their deadly airstrike and excellent speed, the *Yorktown*, *Hornet* and *Enterprise* constitute (with the *Saratoga* and *Lexington*) the only force capable of checking the Japanese onslaught. Able to threaten everywhere (thanks to "Ultra"), these irreplaceable CVs must not be involved in anything approaching an even battle unless absolutely necessary - assuming you have them at all. A potentially disastrous vari-

able entry into the Central Pacific, if your opponent likes to commit his flattops there, could mean that you find the fleet short a carrier or two on Turn 2. Loss of any of these three before Turn 4 could be devastating. Every loss of an American carrier will affect greatly every move you (and your opponent) makes. After Turn 4, losses among the big American carriers must be accepted as you mount the counter-offensive against the Empire.

Saratoga: America's first fleet carriers, *Saratoga* and *Lexington* followed the pattern of the *Kaga*, being converted from giant battlecruisers in accordance with the Washington Naval Treaty limits on so-called "capital" ships. Both would serve valiantly in the Pacific, and figure prominently in American's eventually victory. (As they should in yours.) Some 36000 tons, with a speed of 33.9 knots and and air complement of 72.

Their most critical weakness is, like the above, the dangerous variable entry. Use is identical with the Yorktowns (indeed, often these five are the core of your "comeback"). The surface gunnery and extra defense factor afforded by the heavier hull won't change their essential defensive role until Turn 5.

Essex: An enlarged and heavier version of the successful *Yorktown* design, the arrival of the Essex-class CVs in 1943 ended any hope of Japanese victory in the Pacific. Their maximum carrying capacity of 100 planes nearly doubled that of British fleet carriers. Average displacement for the eight found in the game is 27000 tons, with a speed in excess of 33 knots.

Tactically, these ships have every advantage, strong in all important categories. Strategically, the American player must hold either the Hawaiian islands or U.S. Mandate for these (and all other reinforcements) to enter the game. This fact will govern all your plans and

play during the first turns. Once on board, your fast fleet carriers must take the war to the Japanese by supporting far-ranging amphibious operations, eliminating the IJN forces, and regaining a positive POC count by the end of Turn 8. While loss of any of the Essex-class ships can be damaging, by the time they arrive, normal losses can be made good while corresponding enemy losses quickly reduce his fleet. In short, these are your offensive potential; use them aggressively and with flair.

ADJUNCTS OF VICTORY

I would be remiss if I didn't note that there are most certainly other types of units in *VITP* than just carriers. The land-based air unit, the cruiser and battleship, will interact with your flattops to bring (or deny) you victory.

At the outbreak of hostilities, most of the world's capital ships (the battleships and battlecruisers) were obsolete, giant guns and massive armor plate being no match for potent attacks from above. In *VITP*, the battleship retains a key role in determining naval engagements, thanks to Rule 7.242: "An enemy aircraft carrier . . . can be attacked . . . if all enemy ships that are not aircraft carriers are being attacked during the same night action." This allows a 21-knot battleship to occasionally overtake a 34-knot carrier, despite the fact that neither side ever managed to attack enemy carriers with battleships at any time in the war. Lack of sufficient surface escorts prevents a complete Japanese rout of the Allied player early in the game. Cursed by Ultra, the Japanese surface fleet is inevitably stretched beyond the breaking point, leaving some Japanese carriers to depend on DRMs and favorable day/night rolls to protect them. In *VITP*, your outdated capital ships can be powerful defensive weapons, discouraging enemy carrier raids which cannot be properly screened.

Weighing in at from 5000 to 13000 tons, typically armed with eight-inch guns and capable of speeds in excess of 30 knots, each belligerent

War Losses:

Name	Date	Fate
Shoho	7 May 1942	Battle of Coral Sea to American planes
Soryu	4 June 1942	Battle of Midway to American planes
Kaga	4 June 1942	Battle of Midway to American planes
Akagi	4 June 1942	Battle of Midway to American planes
Hiryu	5 June 1942	Battle of Midway to American planes
Ryuho	24 Aug 1942	Battle of Solomon Sea to American planes
Shokaku	19 June 1944	Battle of Philippine Sea to American submarine
Taiho	19 June 1944	Battle of Philippine Sea to American submarine
Hiyo	20 June 1944	Battle of Philippine Sea to American planes
Zuikaku	24 Oct 1944	Battle for Leyte Gulf to American planes
Chiyoda	25 Oct 1944	Battle for Leyte Gulf to American planes
Zuiho	25 Oct 1944	Battle for Leyte Gulf to American planes
Chitose	25 Oct 1944	Battle for Leyte Gulf to American planes
Shinano	29 Nov 1944	in the Inland Sea to American submarine
Unryu	19 Dec 1944	in East China Sea to American submarine
Hermes	9 April 1942	in Bay of Bengal to Japanese planes
Lexington	8 May 1942	Battle of Coral Sea to Japanese planes
Yorktown	7 June 1942	Battle of Midway to Japanese planes
Wasp	15 Sept 1942	in the Coral Sea to Japanese submarine
Hornet	26 Oct 1942	Battle of Santa Cruz to Japanese planes
Princeton	19 June 1944	Battle for Leyte Gulf to Japanese kamikazes

viewed the fast cruisers somewhat differently. In terms of range, the British designs suffered. Royal Navy planners felt that the Empire's world-wide network of bases made range unimportant, while the U.S. Navy (due to an acute shortage of pre-war anchorages) specifically demanded long range in their cruiser contracts - as did the Japanese, who recognized the inherent logistics problems posed by the wide Pacific theater. In terms of armament, both the American and British navies disdained the torpedo in favor of additional float planes and AA guns. Allied planners believed that surface actions would take place during the daylight hours, when spotter planes and long-range gunfire would eliminate the role of the torpedo. Japanese doctrine differed radically, placing an emphasis on night action. To this end, Japanese cruiser design emphasized speed (which is better protection than armor in many cases) and torpedoes (deadly at the shorter ranges typically of night actions). The Imperial Navy's emphasis on night tactics and training paid off handsomely; with airpower dominant during daylight, most surface engagements did in fact take place at night. As a result, the better prepared Japanese captains regularly defeated their Allied counterparts. (The same holds true in *VITP*, where the attack bonus effectively doubles the hitting power of the Japanese cruisers.) Throughout the war in the Pacific, the cruisers' main function was the screening of the carriers, since most of the world's battleships and battlecruisers were too slow for the task. In the game, your CAs should also be used to screen friendly carriers, and surplus ships provide both aggressive and defensive patrols.

In the broad expanses of the Pacific, the land-based air forces could many times deny an area to enemy surface ships; but they lacked the range, mobility and bases to spearhead the naval offensives. *VITP* mirrors these basic facts quite well; your air units will play an essentially defensive role. The good news is that land-based air units are real "scrappers". Both strategically and tactically, they exhibit remarkable staying power. The tactical tenacity is based on three facts: 1) these brave aviators heroically ignore any "shore bombardment" or "AA" fire from enemy surface units; 2) these skillful flyers are so hard to shoot down that any enemy attack bonus is automatically neutralized; 3) our war heroes ignore "Disable" results and keep on fighting. Worse, on the strategic level, all air units rejoin the war after a one-turn R&R if they are "sunk".

Unfortunately, these brave, skilled and tenacious pilots can't hit the broad side of a barn, let alone fast-moving enemy ships. Suffering from a relatively low airstrike (especially the Americans) value and lacking the attack bonus, the Japanese air flotillas and U.S. air forces have only a 50% and 33% (respectively) chance of scoring a hit. But their true Achilles Heel, as it was historically, is their complete dependence on ports and bases to provide sites for operations. No base; no land-based air in the sector.

These air units are ideal for defensive patrols where basing problems are no factor. The usual (especially Japanese) difficulty of providing adequate surface protection for a patrolling carrier is avoided. For example, an enemy task force flagged by a fleet carrier back by six battleships and eight cruisers can usually defeat a carrier group containing four carriers, but screened by only three battleships and four cruisers. Two air flotillas (or three air forces) can, however, tip the balance to a defeat of the BB-heavy force.

For the Japanese player, his six air flotillas form the backbone of the perimeter garrison force, freeing the mobile fleet units for offensive operations or the parrying of American invasions. In the Far East, air flotillas offer an efficient method of dealing with the battleship-oriented British threat to your control of Indonesia. Another popular Japanese strategy is a very aggressive deployment of air units on Turn 6, based on the fact that the eliminated air flotillas will return for the final showdown in Turn 8, while lost American CVs will not. For the Allied player, the air forces will play a critical role in repulsing Japanese moves against Hawaii, the Mandate and Australia. As reinforcements come in, the U.S. Air Force can go over to an aggressive role, basing from such as Dutch Harbor, Lae or Guadalcanal once retaken from the Japanese.

But, the carriers remain the dominant factor in *VITP*. Hopefully the above has provided some background and thoughts for their use in your next game. You will, I guarantee, feel the loss of each as a personal blow; and, the success of your carrier operations will decide the outcome. The flattops truely are the components of victory.

☆

Coming Attractions
GUNG HO!

Sometime in the late autumn, when the latest *ASL* module hits the shelves of game stores, the "standard" rules for our most ambitious project will be complete. *GUNG HO* will carry the rest of Chapter G, allowing aficionados to simulate any of the actions that comprise the saga of the war in the Pacific and Asian theaters (and European, for that matter). The new sections, 11-18, feature:

11. Caves: Cave counters; Cave Complexes (abstracted representation of a tunnel complex connecting various caves); Hidden Subterranean Movement; Cave Complex Setup Sheet (CCSS, a reduced-size blank mapsheet for recording all HIP).
12. Landing Craft: LCVP, LCP(R), LCA, LCI(S), LCM(3), LCT(4) Daihatsu, Shohatsu; rules for running aground, (un)beaching, damage from attacks.
13. Beaches: Beach and OCEAN overlays (designed so a beach can be created anywhere along/across any mapboard); Beach Slopes; Shallow OCEAN; Wading; Waterproofed Vehicles; Swamping; Reefs; Heavy Surf; Broaching; Current; Seawalls; Piers; Coral Soil; Tide.
14. Seaborne Assaults: Special rules that apply only during amphibious landing/evacuation scenarios; Beach Obstacles (tetrahedrons, anti-boat mines, wire and panjis); UDT effects; Naval Gunfire (NOBA).
15. Bulldozers: Armored and unarmored bulldozers (as distinct from tankdozers). Reference list of all bulldozer capabilities; new rules for dozing caves, entrenchments, pillboxes, tunnel entrances and wire.
16. Tropical Climatic Conditions: Tropical Weather Chart; Tropical EC Chart; Tropical Wind Force Table.
17. U.S.M.C. and Early U.S. Army: Four USMC squad types (4-5-8, 5-5-8, 6-6-8, 7-6-8) and 2-2-8 infantry-crew; two early US Army squad types (4-4-7 and 3-3-6) to represent Philippine (and/or disordered American) Army troops; rules for use of napalm.
18. Chinese: Four Nationalist squad types (5-3-7, 4-4-7, 3-3-7 and 3-3-6); Red Chinese (treated as Partisans with several differences, including "commissars"); Chinese Human Waves and Suicide Squads.

To highlight these new troops types and combat situations, eight heavily-tested scenarios pit the Americans and/or Chinese against the Japanese. Among these are actions at Peleliu (10/44 - USMC), Corregidor (5/42 - USMC and US Army), Burma (3/42 - Chinese), Bataan (1/42 - US and Philippine Army), Burma again (12/44 - Chinese), Guam (7/44 - USMC) and two at Bougainville (11/43 - USMC). Opposed beach landings and cave fighting will certainly test the mettle of all *ASL* players. Some of these scenarios will doubtless be among the most popular for the system to date.

Besides the second half of Chapter G, additions to Chapter H are included in the package. The USMC will be served by their own SW and OBA charts. The Chinese get the "full treatment" (Vehicle and Ordnance listings, plus charts for ELR, SW, OBA, etc.). In addition, a replacement page (pp. B29&B30) serves as the

CARRIER
Historical Notes on the New Game
By Jon Southard

They were the great capital ships of their era, the supreme weapons of seapower, and the essential instruments of conquest in the vast Pacific theater because they were the only way to project airpower across the great expanses of ocean: the carriers. Japan's carrier fleet, in 1941 the largest in the world, carried the Rising Sun from Pearl Harbor to the shores of Ceylon, and quickly - if briefly - put most of the Pacific under its flag. In the Solomon Islands of the southwest Pacific, Japan's carriers collided with those of the rebuilt U.S. Navy and fought three desperate battles. When the battles were over, the tide of the war had been reversed and nothing remained for Japan save the grinding, suicidal island fighting. The three great carrier battles of the South Pacific - constituting the only extended carrier-versus-carrier campaign in history - are the subject of the new solitaire game from Victory. The solo player takes the bridge as the American admiral, attempting to use boldness and savvy to win the day for his usually outnumbered force against the attacking Japanese.

The campaign began as the Japanese, having grabbed all their initial objectives with a swiftness which surprised themselves most of all, came to consider possible further conquests. High on the list of possibilities was northern Australia. As a precursor to this invasion, an amphibious landing force supported by one small and two large carriers was dispatched to take the important base of Port Moresby at the south end of New Guinea. The result, on 7-8 May 1942, was the "Battle of the Coral Sea", the first action in history in which opposing fleets did not sight each other. It was typical of the big carrier battles, with many lost opportunities, small chances converted into winning payoffs, and errors so great as to be comical were the lives of men and nations not at stake.

The U.S. force of two carriers quickly found the small Japanese carrier (*Shoho*) steaming separately from the rest of the enemy fleet, and thought it was the big carrier. A huge airstrike was dispatched, sinking the tiny *Shoho* but temporarily taking all those American planes out of the action. Fortunately, the Japanese made their own mistake, sending out a large strike to attack what turned out to be - not the U.S. carriers - an oiler and a destroyer. (Both were sunk.) The two sides searched fruitlessly for one another for a time (at one point being only 70 miles apart), finally found each other, and exchanged air strikes. One of the American carriers was sunk and the two Japanese carriers were damaged, but the invasion force turned around and did not make its assault. The Coral Sea battle is celebrated to this day in New Zealand and Australia as the battle which saved their countries from invasion.

During the Coral Sea clash, a small Japanese force seized the seaplane base at an island called Tulagi at the south end of the Solomons chain. For approximately the next

year, the fighting revolved around the much larger neighboring island of Guadalcanal, a chunk of swamp and jungle which, in the words of S.E. Morison, "neither side really wanted, but neither could afford to abandon to the enemy."

U.S. Marines landed on Guadalcanal on 7 August, and less than three weeks later the Japanese sent 1500 men, escorted by three carriers, to throw them out. The result was the "Battle of the Eastern Solomons". As at Coral Sea, the Japanese operated in numerous separate groups: one with the amphibious force, one with the small carrier, one with the two bigger carriers, and several larger or smaller task forces of surface ships. And as at Coral Sea, the Americans found the small carrier early and sank it. But while the U.S. air groups were thus engaged, the Japanese found and attacked the main American fleet, damaging one carrier. The U.S. forces never managed to make a significant attack on the big Japanese carriers before they retired.

Two months later, each side again committed their carriers to a battle for supremacy, coinciding with a Japanese offensive on land. In this "Battle of Santa Cruz", the Japanese deployed four carriers and the Americans three. The increasing skill and experience on both sides was evident. This time both found and struck at each other almost simultaneously (the two air strikes even sighted each other enroute to their targets). The Japanese sank one carrier and the Americans none, but in an ominous development for the Japanese, much-improved U.S. anti-aircraft fire shot down a huge number of Japanese planes. This was the last carrier battle fought on anything like equal terms in the Pacific war.

From this brief recap, certain patterns are evident, patterns which form the basis of the design of the game *CARRIER*. Carrier operations were undertaken to support some important strategic movement - an invasion, counteroffensive, etc. Carriers were a navy's most valuable assets and never risked without good reason. The United States, having smaller fleets, fought in one or two task forces. The Japanese navy favored a more piecemeal approach, and usually split their forces into a considerable number of groups. Amphibious groups would carry soldiers towards land objectives, while the Japanese carriers were to hunt out the enemy.

Each side would send out search planes - from the carriers and from any available land bases - and attempt to figure out the composition of the enemy force and its disposition. The admirals would gain an increasingly precise, increasingly accurate picture of their enemy as repeated search reports came in. The first information might be nothing more than that of a "large force"; then, "a large force with what looks like a carrier"; then, "a large force with

two fleet carriers"; and finally, "the carriers *Shokaku* and *Zuikaku*." Of course, as happened to the Japanese at Coral sea, a force might be erroneously reported as a fleet carrier group. It even happened once that a large group of ships was detected and attacked, but the "ships" turned out to be rocks, the water breaking over them creating patterns that looked remarkably like the wake of vessels. As Morison wrote of Coral Sea, all the carrier battles were "full of mistakes, both humorous and tragic, wrong estimates and assumptions, bombing the wrong ships, missing great opportunities and cashing in accidentally on minor ones."

On the basis of the search reports, the admiral would reach the all-important decision: what targets to attack, when and with how much. This was the crucial moment that usually decided who won the battle. The carriers were desperately vulnerable, and tremendous advantage accrued to the admiral who could strike first. But an admiral who sent a huge strike against an unimportant (i.e., mistaken) target took his own strike force out of the play for an agonizingly long time, giving the enemy a chance to get in the first blow.

An admiral might compromise by sending part of his planes and reserving part. But unless his force was very large, this might result in a strike too small to do any good. In most of these battles, both sides had only two fleet carriers - not enough to allow both a strong strike and a strong reserve. At Midway, with four fleet carriers, the Japanese had the luxury of sending out a 100-plane strike against the island and saving approximately 100 planes in reserve. But they lost that battle anyway since the Americans found and attacked them first.

To launch strikes, an admiral needed to have planes ready, and this made for another difficult decision. If he kept planes ready on deck, he could launch a strike quickly; but a deck-load of highly flammable planes spelled certain disaster if his ship were hit by an enemy attack. On the other hand, if planes were kept safely stored below decks, no quick strike or response was possible.

Once the strikes had been dispatched, the outcome hung on the skill and luck of the individual aviators. Who would manage to put bombs and torpedoes on target? Luck, important in all fighting, was especially important in carrier battles. The war was replete with instances of 30-plus planes missing completely, or a half-dozen planes obtaining three or four hits.

CARRIER focuses on the process of search and the dispatching of strikes. In each game, the Japanese have one or two strategic objectives. Japanese transport forces attempt to reach these objectives, escorted by combat forces. Their movement is controlled by a "Mission Movement" system (much like that of *TOKYO EXPRESS*). At the start of the

game, no exact composition of any of the Japanese forces is known. It is determined randomly as play proceeds. Japanese fleets in close proximity to U.S. carriers can suddenly change to carrier task forces before the player's eyes. However, if the player has sent out air searches, he will most likely gain some advance warning of the approximate size of each enemy force, and whether it contains carriers. There are four levels of information, each more precise than the preceding. The player can also "surprise" a Japanese force and gain a temporary advantage, during which - if he has planes ready - he can launch a strike. (The player decides when he wants to ready planes and bring them up to the flight deck.) Japanese movement, and air strikes when in close proximity to the Americans, are controlled by priority rules. The Japanese attempt above all else to deliver crushing blows against your carriers. Thus, the game is highly variable and completely replayable.

Despite the luck factor, these battles are highly interesting - and suitable for gaming - because more than in most battles it was the command decisions, not doctrine, training or hardware, that turned the outcome. The differences in the two sides' tactical skill and equipment, while sometimes significant, were not sufficient to preordain the outcome.

There were three types (i.e., sizes) of carriers. Big "fleet" carriers, the backbone of the force, carried 70-100 planes. Smaller "light" carriers carried 40-50, and could be a valuable supplement to the fleet carriers, or undertake missions where some air cover was required but which did not justify using - and risking - a fleet carrier. Still smaller "escort" carriers, carrying 20-30 planes, were intended for escort and patrol duties, but often found themselves sucked into the big battles nonetheless. In these battles, the United States used only fleet carriers, while the Japanese had all three types. Sometimes a smaller carrier would function (deliberately or not) as "bait" for a big strike, leaving the main fleet untouched, as happened at the Coral Sea and Eastern Solomons battles. Or the smaller ship could be used to provide an additional flight deck. This was a very important advantage when strikes were exchanged simultaneously; returning planes would be more likely to have a place to land.

Generally, American carriers were somewhat bigger and carried more aircraft (typically about 100, as compared to 70-80 for the Japanese), in part because American designers made more use of folded wings. U.S. ships also had better damage control. Finally, the U.S. carriers enjoyed better AA protection, an advantage which had grown dramatically by the time of the Battle of Santa Cruz.

While the U.S. had better ships, the Japanese - at least at this stage of the war - had the better aircraft. Carriers carried three types of planes: fighters, torpedo-bombers, and dive bombers. The latter two types sometimes doubled as search planes. In addition, escorting surface ships often had float planes which were used for reconnaissance. The amount of ordnance which could be delivered on a target and the range at which it could be delivered

gave the carrier group its attacking power. Aircraft range affected not only the distance a strike group could fly, but also the range at which the enemy could be found.

The Japanese navy enjoyed the important advantage of greater aircraft range, especially of their search planes. This is somewhat offset by the presence in the theater of a large number of American PBY Catalina flying boats. Operating at extensive ranges, these float planes gave U.S. admirals invaluable information, although they were deathtraps if enemy fighters were around. In the game, the tables controlling Japanese actions allow them to detect and launch strikes at generally greater ranges than the Americans. Moreover, the Japanese generally try to stay somewhere between 100 and 200 miles from the U.S. fleet - within comfortable range for their own aircraft but stretching the limits of range for the Americans.

The Japanese had an effective torpedo plane (designated "Kate" by U.S. intelligence) carrying extremely powerful torpedoes. The Japanese also had the better fighter plane - the feared Zero, or "Zeke" - and better trained, more experienced pilots. The Americans, however, had much the more effective dive bomber, the famed Dauntless. Later in the campaign, the United States forces began to receive the excellent Avenger torpedo bomber, replacing the worthless Devastators used earlier.

Because the focus of the game is on intelligence and operational-level decisions on fleet movement and aircraft allocation, the qualities of the aircraft are deliberately represented simply and the details of the air strikes left out (all strikes are simply resolved by table). However, this system does show all the important considerations concerning hardware which influenced the operational decisions. Mass and concentration usually pay off, but a wide range of outcomes is possible. ☆

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Computer Corner . . . Cont'd from Page 49

stages. This is a world-conquest game that supports 59 players (human and computer), along with an optional judge. It allows players to compete to be the best monarch using statecraft, warfare, economic development, technological advances and espionage as their toolbox.

Computer DIPLOMACY for the C-64 should be available to the public by now (again, check with our Order Dept.), and the ST and Amiga versions are well along. The old IBM version is still running strong; while we have plans to replace it eventually, it seems to satisfy the buying public for now. For those with older PCs, the map in this 1984 version will still make your eyes pop!

At long last I have seen the alpha release of the *Wilderlands* module for *LEGENDS OF THE LOST REALM*. It is as spectacular as I had hoped. The program is missing some critical components still (like bad guys and the major treasures), but I am pleased and very impressed. *LEGENDS* aficionados will surely be delighted upon release. ☆

OPPONENTS WANTED

THE QUESTION BOX

EMPIRES IN ARMS
Changes and Clarifications:

Add to the end of 4.4.1: "If major powers simultaneously sue each other for peace (some players prefer to have this written and revealed simultaneously), they *must* both accept an informal peace."

Add to the end of 4.4.2.2: "If desired, and several major powers are being sued for peace, have each player write down 'confitional' or 'unconditional' before revealing all the peace proposals simultaneously."

Change 6.3.1.2 to read: "A stack may only attack another stack if at war with the major power owning that stack, if at war with a major power owning corps being (or that could be) transported by fleets of that stack, or if at war with one or more of the fleets involved in combined movement. In the latter two cases, the attacker's stack need not be at war with the major power owning the transporting fleets, and, if not, the attacker has the option to either:"

Add to the end of 6.3.1.2.2: "Even if an enforced peace period is ignored, restrictions 4.2.2.1 and 4.2.2.2 still apply."

7.5.2.10.3.1 Clarification: The depots discussed here are those of the *losing* force.

7.5.2.11.2 Clarification: If a leader is used for a reinforcing force, one or more counters may be left behind, if desired.

7.5.2.13.1 Clarification: Since no one was defeated, no Political Points are lost or gained.

Modify 7.5.3.4: The word "Depot" should read "Depot and city".

Add to the end of 8.2.1.2: "For *all* trade, the British player announces where he wishes to trade, then each concerned major power agrees or disagrees."

Add to the end of 10.3.2.1: "If garrisons in the same city suddenly find themselves at war due to a declaration of war, *immediately*

determine city control by trivial combat between the hostile garrison forces."

12.2.2 Clarification: This applies only during an Economic Phase.

Add to the last sentence of 12.3.3.2: ". . . and/or if the commanding leader has a strategic rating of 5. The Austrian Light Infantry Corps *is* considered to be a cavalry corps for this purpose."

Add to 14.3.2.3.1 before the last sentence: "This *does* preclude movement into Austrian border areas where Insurrection corps could be placed if both Insurrection corps are not already on the map."

Add to 14.5.7,B: ". . . or Russia surrenders unconditionally to France sometime during the game."

Game Card:

Victory Conditions B.5: Round fractions down for determining half of the corps army factors.

Victory Conditions B.6: If war is declared within the normal peace-time 18 month period, other restrictions (see 4.4.2) still apply.

National Morale Values Chart: Under "Method Two", remove the parentheses and the words "except feudal".

ADVANCED SQUAD LEADER

A26.21 & D6.82 Is a Carrier HS worth one or two VP when eliminated?
A. Two if it is Inherent, or one if in counter form.

G1.422 Can a Hidden T-H Hero cause Searching/Mopping-Up casualties?
A. No.

G1.422 May a T-H Hero be set up HIP possessing a DC?
A. No, because he cannt set up possessing a SW (see G1.423).

NAPOLEON'S BATTLES $35.00
Grand Tactical Miniatures Wargaming Rules for 1792-1815

Again, the low response to the RBG makes a concensus judgement on *NAPOLEON'S BATTLES* impossible. However, the 18 who did respond brought some interesting points about Avalon Hill's first foray into miniatures gaming to light. Overall, the design stacks up well against our traditional boardgames with a 2.67 rating. Ironically, the components also rate fairly high - even though the intent was for the system to utilize military miniatures upon tabletop terrain obviously. Indeed, there is nothing in the hobby more eye-catching than a large-scale action played with well-painted lead figures on a battlefield in scale; those who have enjoyed Craig Taylor's demo games of the Ligny scenario (with custom-built terrain) at various conventions over the past three years will surely agree. A word on the "Length" is warranted as well. Looking over the responses, we felt that these values represented actual "playing time" only. Readers should be advised that preparation and set-up for a scenario, if playing with miniatures, can be quite

time-consuming (but well worth it). For those interested in the complete ratings, these are:

Overall Value: 2.67
Components: 2.15
Map: --
Counters: 2.77
Rulebook: 3.22
Complexity: 5.11
Completeness of Rules: 2.34
Playability: 3.58
Excitement Level: 2.07
Play Balance: 2.43
Authenticity: 2.12
Game Length (average): 34.94
    Shortest: 1 hr., 25 mins.
    Longest: 10 hrs., 14 mins.
Year: 1989
Type: 2P
Sample Base: 18

READERS BUYER'S GUIDE

The following games are ranked by their reader-generated Overall Value. 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 each title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with "1" equalling "excellent" and "9" equalling "terrible"). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of "18" equates to three hours). A "+" following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system - original game plus add-on modules). Game Type is broken down into three broad categories: SO = Solitaire; MP = Multi-Player; 2P = Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the Sample Base) was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

Title	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
ADVANCED SL	1.80	1.77	9.25	2.11	3.44	2.04	33.02	'85+	2P	172
1830	1.85	2.00	3.88	2.72	2.04	3.20	24.52	'86	MP	50
CIVILIZATION	1.97	2.60	3.20	2.03	1.72	4.09	32.08	'82	MP	152
FLATTOP	2.00	2.47	3.61	3.12	3.56	1.76	43.96	'81	2P	95
EIA	2.08	2.45	8.08	2.94	3.84	2.11	156.86	'86	MP	71
TP STALINGRAD	2.10	2.14	3.42	3.56	2.23	2.94	30.00	'89	2P	61
UP FRONT	2.11	2.24	4.36	2.83	2.38	3.56	10.16	'83+	2P	126
RUSSIAN FRONT	2.12	2.33	5.32	2.88	2.67	2.40	40.16	'85	2P	113
KREMLIN	2.28	2.51	3.64	3.33	1.81	5.24	11.94	'88	MP	63
BRITANNIA	2.31	3.08	2.93	2.89	2.07	3.52	23.72	'87	MP	77
TAC AIR	2.38	2.39	5.02	2.91	2.77	2.72	33.65	'88	2P	88
GETTYSBURG	2.42	2.61	1.79	3.32	1.64	4.43	9.11	'88	2P	66
MOV	2.50	2.42	3.38	2.46	2.24	3.53	15.42	'88	MP	79
VITP	2.55	3.12	2.56	3.32	1.91	5.56	21.09	'77	2P	183
TRC	2.60	3.35	3.85	3.10	2.28	4.22	35.44	'76	2P	220
ENEMY IN SIGHT	2.61	2.88	2.30	2.63	1.87	5.76	7.73	'88	MP	68
7th Fleet	2.62	2.77	6.47	2.96	3.04	3.14	38.01	'87	2P	50
CASSINO	2.68	2.71	4.43	2.75	2.32	2.63	23.67	'88	2P	52
DIPLOMACY	2.71	3.36	3.00	2.69	2.92	5.16	33.26	'76	MP	169
ST. NAZAIRE	2.72	2.56	4.01	3.12	2.80	2.52	18.92	'87	SO	98
FIREPOWER	2.76	3.03	6.42	3.63	3.76	2.88	15.48	'85	2P	94
FLIGHT LEADER	2.79	2.20	4.62	3.00	2.77	3.20	10.18	'86	2P	76
MBT	2.80	2.68	5.37	3.16	3.36	2.57	15.08	'89	2P	51
DEVIL'S DEN	2.81	2.85	5.04	2.99	3.52	2.61	24.58	'85	2P	60
B-17	2.83	2.87	2.93	2.83	2.00	3.33	8.82	'83	SO	192
SQUAD LEADER	2.84	2.11	8.05	3.68	4.27	3.00	21.37	'77+	2P	231
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	'86	2P	55
WS&IM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	'75	2P	172
THIRD REICH	2.95	3.56	8.83	3.70	4.00	3.51	45.83	'81	MP	227
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	'74	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.80	'80	2P	138
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	'82	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	'83	2P	112
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	'79	MP	75
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	'83	MP	81
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	'76	MP	141
PG GUDERIAN	3.40	3.24	5.44	3.20	3.28	3.32	22.87	'84	2P	90
PATTON'S BEST	3.43	3.22	4.16	4.23	3.87	3.20	14.13	'87	SO	109
GLADIATOR	3.44	3.36	3.89	3.32	2.56	3.20	8.69	'81	2P	56
CM	3.47	3.60	3.28	3.39	2.64	3.36	11.70	'80	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	'85	2P	59
AIR FORCE	3.48	4.27	5.36	3.64	3.61	3.12	12.90	'80+	2P	76
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	'70	2P	215
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	'86	2P	66
Pax Britannica	3.64	3.60	4.85	3.91	4.25	4.61	52.14	'85	MP	80
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	'64	2P	130
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	'83+	SO	121
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	'64	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.68	34.79	'84	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.15	4.92	20.92	'79	MP	85
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.80	'76	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	'65	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	'74	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.91	5.08	27.16	'77	2P	108
RICHTHOFEN'S	4.33	3.78	3.99	3.60	3.24	4.87	8.23	'83	2P	53
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	'62	2P	104
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	'71	2P	170
TACTICS II	5.88	6.22	1.52	3.89	2.96	6.80	14.87	'61	2P	108

After the excellent response to the previous issue, the readers' opinion of Vol. 26, No. 6 (featuring *NAPOLEON'S BATTLES*) was a bit disheartening (overall value of 4.13). Course, the fact that it dealt with Avalon Hill's first "miniatures" game may have something to do with that, as well as with the fact that the top three rated articles all dealt with long-established and popular designs. Also worthy of note was that the response proved my feeble attempt at humor in the "AH Philosophy" (rated fourth) was not unappreciated; so long as this hobby can still laugh at its foibles, it has a chance to mature. Based on a random sampling of 200 responses, the individual articles of the latest issue of The *GENERAL* rated as follows:

The editors of *Games* magazine, who each year select what are (in their view) the 100 best games based on "originality, quality of equipment, clarity of rules and play value", have just informed us that six Avalon Hill titles will appear on this year's list: *BALI, BATTLE OF THE BULGE, CIVILIZATION, FACTS IN FIVE, RAIL BARON* and *SPEED CIRCUIT*. The full list, with brief reviews of all, will appear in a special ten-page section in the December issue. Too, three Avalon Hill games will appear in the "Hall of Fame" list in *Games*, a section devoted to classic games so enduring in popularity that they belong in a category of heir own. These three are *ACQUIRE, DIPLOMACY* and *TWIXT*, all of which have appeared in past years.

Infiltrator's Report

We're looking for more playtest volunteers. This time the subject concerns a civil war breaking out in the Soviet Union in the near future. The game system is extremely simple (dare we say "family game") and requires two to four players. Volunteers must be willing to spend 20 hours per month in testing the design, and submit three monthly reports regarding their findings. Applicants are cautioned that the playtest materials are pre-production and may involve considerable effort to to assemble. Remuneration is limited to a free copy of the game for each group co-ordinator. Applicants should send a short letter of introduction to Don Greenwood (c/o Avalon Hill). We regret that, due to the volume of mail such playtest invitations usually generate, we will be able to reply only to those actually selected.

The winners of "Contest 101", a special promotion (Vol. 26, No. 6) in which entrants were to discover the missing NFL team from a list of clues, have just been announced. Although the cut-off date for entry was beyond the actual publication date due to delays in printing, we want to assure all that all valid entries were considered in the final accounting regardless of date of receipt. The ten winners, each of whom will receive an Avalon Hill title of their choice, are: Tim Allison, Basin WY; John Biazioni, Newport RI; David Burt, Arlington TX; Kevin Coombs, Rex GA; Robert Gamez, Portland ME; Larry Hedrick, Robbinsville NJ; James Lahue, Saugerties NY; Mike O'Neill, Brunswick ME; Tony Perkins, Layton UT; and Jerry Trittien, Eldora IA. If not yet advised of your success, permit us to extend our congratulations.

Contest #154, continuing our series of puzzles aimed at involving all readers (rather than just those fans of a specific featured game), was a test of your cryptographic skills. The puzzle, while by no means impossible to solve, was challenging enough to entertain for a few hours we hope. The main thing to note was that all the crypto-words were composed of an even number of letters; since it is rare that every word in a paragraph will have such, this should have alerted readers to the fact that a multi-letter code was being used for each letter of the plain text. Too, as several have pointed out, some words had three identical consecutive letters; since this doesn't occur in the English language (watch someone prove me wrong) in any non-hypenated word, and since the shortest crypto-word had four letters, it should have been obvious that the replacement rate was going to be two letters for one in the message. From there, standard crypto-analysis should have given you your first break. Our own clue as to the six Avalon Hill titles should have led to your second.

Several facets of the solution to Contest #154 should be noted. First, as you will quickly discern in any "Letter Key" you may have constructed, each two-letter code formed the abbreviation of an Avalon Hill game title. Next, just to complicate matters, we purposely included a mis-spelling of one of the game titles (allowing us to weed out those entries which didn't catch this, indicating that those contestants had jumped ahead in their train of logical deduction). Also, it was necessary to spell out "1940" - again, just to cloud the issue. For those who stayed up late with our little puzzle and want to check their solution, it should be (six game titles in italics):

THE GENERAL

THE CAREER OF THE *PANZER LEADER*, ERWIN ROMMEL, CAN BE RECREATED THROUGH THE GAMES OF AVALON HILL. THE BIG PICTURE CAN BE SEEN IN *THIRD REICH* AND *FRANCE NINETEEN-FORTY*, HIS BRILLIANT NORTH AFRICAN CAMPAIGN THROUGH *AFRIKA KORPS* AND *PANZERARMEE AFRICA* (sic). THE WEAPONS AND TACTICS OF THE GAZALA BATTLES CAN BE STUDIED IN DETAIL USING *TOBRUK*.

Next — RISE AND DECLINE OF THE THIRD REICH — Game of World War II Grand Strategy — The Avalon Hill Game Company

THE REPUBLIC OF ROME — Vol. 27, No. 4

Vol. 27, No. 5

BATTLE OF THE BULGE — "NUTS!" — The Avalon Hill Game Company
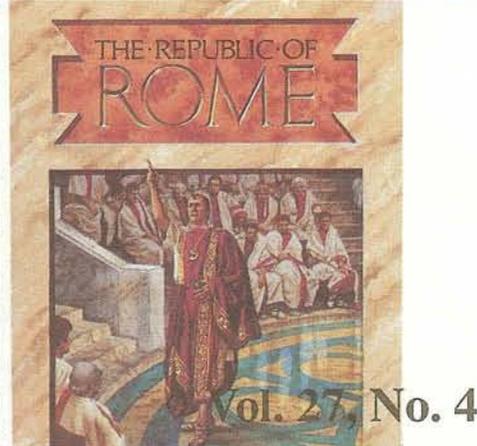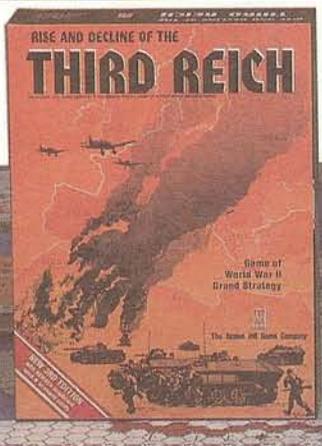
A realistic look at the Golden Age of Piracy!

Perhaps no period in history has been more widely romanticized in contemporary accounts than the Golden Age of Piracy near the turn of the 18th Century. Like the gunmen of the Wild West, their names have passed into legend forevermore and read like a veritable Rogue's Gallery of history's greatest villains: Edward Teach (Blackbeard) . . . Bartholomew Roberts . . . Long Ben Avery . . . William Kidd . . . and a score more of the worst cutthroats to ever hoist a Jolly Roger now sail the Spanish Main again in search of plunder and adventure. A veritable cornucopia of sea faring lore is relived in every game of BLACKBEARD.

A highly-informative game, BLACKBEARD puts to rest several myths about those who went "A-Pyrating", while relating the careers of another era's scoundrels who became infamous, yet were often admired by the common man for their misdeeds. Players work both sides of the law. Each commands several historic Pirates plus King's Commissioners—a form of sea-going bounty hunter sent out to bring them to their final day of reckoning. The pace is dictated by a Fast Action card system that brings merchants over the horizon to be plundered or ports to be raided and sacked. An ill wind can bring all manner of misfortune . . . warships, storms, hull rot, scurvy, or even mutiny among one's own crew. A good Pirate needs to know when to make himself scarce and when it's wise to reward his mates with a little harmless fun. Alas, a poor soul can't even find relief in a bottle without some scoundrel running ye thru amidst your debauchery and revelry. Nor does it hurt to cross the right palm with some ill-gotten pieces-of-eight when it comes time to rest and refit. There's more to BLACKBEARD than simple swordplay. The game includes 2 Gameboards, 24 Pirate Cards, 40 Action Cards, Playing Pieces, Historical Notes, and various Playing Aids, all designed to recapture the Golden Age of Piracy.

For 1 to 4 players ages 12 and up. Solitaire rules included.

No.	Title	Players	Ages	Complexity	Suggested Retail
887	**Blackbeard**	1 to 4	12 & Up	Medium	$35.00

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road ★ Baltimore, MD 21214 ★ 301-254-9200

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively 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 fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1. _____
2. _____
3. _____

5th FLEET $36.00
Modern Naval Combat in the Indian Ocean

INSTRUCTIONS:
Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to 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 *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

1.	Overall Value	____
2.	Components	____
2a.	Mapboard	____
2b.	Counters	____
2c.	Rulebook	____
3.	Complexity	____
3a.	Avalon Hill Complexity	7
4.	Completeness	____
5.	Playability	____
5a.	Excitement Level	____
5b.	Play Balance	____
6.	Authenticity	____
7.	Game Length	____
7a.	Shortest	____
7b.	Longest	____
8.	Year of Publication	1990
9.	Type	2P

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 uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. 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.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Blitzkrieg—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader—FL, Gettysburg—GE, Gladiator—GL, Hitler's War—HW, Kremlin—KR, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Napoleon's Battles—NB, Naval War—NAV, New World—NW, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Siege of Jerusalem—SOJ, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____
ADDRESS _____
CITY _____ STATE ____ ZIP ____

CONTEST #155

As explained on Page 44 of this issue, to enter the contest just indicate in the space provided the single word the numerical product (of the letters) represents:

36,480 = _____

430, 920 = _____

1,225,728 = _____

5,056,128 = _____

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
2. _____
3. _____

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP ____

THE DEAD OF WINTER

ASL SCENARIO T6

Northwest of STARITSA, RUSSIA, 29 December 1941: The German army was frozen in place. Bitter cold and deep snow made the thinly-clad Wehrmacht dig in and fight first for warmth, then the Russians. The Siberians were well equipped for war in the snow, but the Soviet High Command still threw them piecemeal at the German strongpoints. The much-heralded Soviet winter counteroffensive was in fact a series of small-unit actions amongst the white and evergreen of the Russian winter. The raid on the crossroads northwest of Staritsa was just one of many.

BOARD CONFIGURATION:

Only hexrows R-GG are playable.

VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ 20 VP off the south edge on/between hexes 4AA1 and 4GG1.

BALANCE:

✚ Lower *Russian* ELR to 2.

★ Lower *German* ELR to 3.

TURN RECORD CHART

✚ GERMAN Sets Up First		★ 1	2	3	4	5	END
★ RUSSIAN Moves First							

Elements of Infanterie Regiment 18, Infanterie Division 26 [ELR: 4] set up on Board 4: {SAN: 3}

Siberians of the 31st Soviet Army [ELR: 3] enter on Turn 1 along the east edge: {SAN: 2}
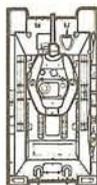

SPECIAL RULES:

1. EC are Deep Snow (E3.73), with no wind at start. Extreme Winter (E3.74) is in effect.

2. The German AFV is dug-in and may not be moved; Armored Cupola (D9.5) rules apply (EXC: the crew is vehicular and may be CE). BMG may not be used.

3. All Russian units have Winter Camouflage (E3.712).

4. Prisoners do not count towards Russian Exit VP.

AFTERMATH: To protect the critical crossroads, the German had cut a maze of trenchworks through the snow. If not in comfort, at least in cover, sentries peered into the snowy distance. Deep silence. Then, the sound of tank engines. The white, boxy shapes of T-34s with their snowmen-like supporting troops emerged from the east heading straight for the crossroads. The Germans were momentarily stunned until their emplaced panzer took the advancing Russian tanks under fire. The German infantry ran from one fire position to another. The Siberians advanced in line abreast, some clinging to the sides of slewing T-34s. Within minutes it was over. The panzer had been destroyed by Russian infantry assault and a number of the German troops had died. However, all three T-34s were smoking and there were no moving Siberians to be seen. The Germans were to learn that this by no means meant they were all dead. But, the Russians had been thrown back for another day.

THE POUPPEVILLE EXIT

ASL SCENARIO T5
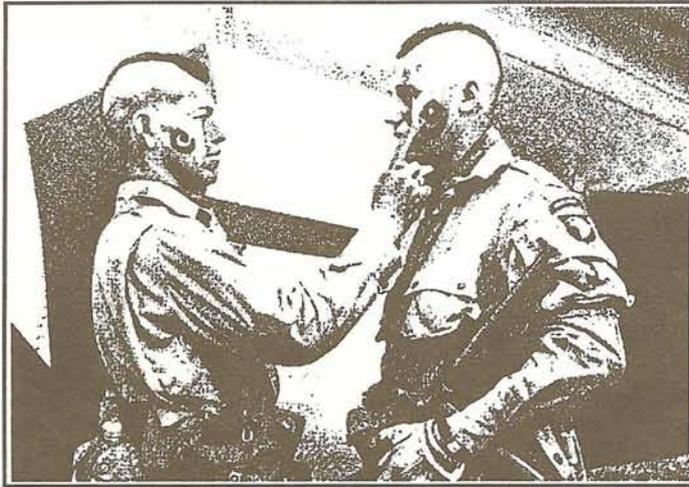
POUPPEVILLE, FRANCE, 6 June 1944: With the invasion at Normandy underway, the first Allied troops to see fighting were the men of the airborne divisions. Most of these early encounters for the 101st Airborne Division occurred at the many German strongpoints and scattered villages located behind the invasion beaches. In helping to secure the southern beach exits for the troops on Utah Beach, a small combat group from the 3rd Battalion of the 501st Regiment set out to clear the village of Pouppeville at beach Exit #1. By 0800, Colonel Ewell and his men had reached the village and begun their attack.

BOARD CONFIGURATION:
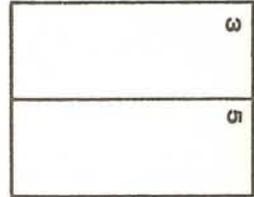
BALANCE:

✠ Exchange each German 4-3-6 for a 4-4-7 MMC.

☆ Add a Hero to the American OB.

VICTORY CONDITIONS: The Americans win immediately upon Controlling ≥ two of the three multi-hex stone buildings on Board 3 at the end of any Player Turn, provided that neither German Gun is functional and crewed by a Good Order 2-2-8.

TURN RECORD CHART

	1	2	3	4	5	6	7	8	END
✠ GERMAN Sets Up First									
☆ AMERICAN Moves First									

Elements of Battalion III, Infanterie Regiment 1058 [ELR: 2] set up in the indicated Locations: {SAN: 2}

Elements of the 3rd Battalion, 501st Parachute Regiment [ELR: 5] set up on/adjacent-to hexes 5CC8, 5BB8 and/or 3BB6: {SAN: 2}

SPECIAL RULES:

1. EC are Moist, with no wind at start.

2. All hexes of hills 534 and 547 are ground-level Marsh (B16.); the building in hex 3I10 does not exist.

3. The German 37L AA guns may not be moved from their initial Locations, but may change CA.

4. All American units are considered Stealthy; all German units are Lax.

5. Kindling is NA.

AFTERMATH: With numerically inferior troops, the American paratroopers fought their way through the village in heavy house-to-house fighting. But with the garrison losing contact with their battalion headquarters in St. Come-du-Mont, German resistance soon faltered and the local commander surrendered. Later that day, first contact between seaborne and airborne troops was made at the village of Pouppeville between Colonel Ewell's men and the 2nd Battalion, 8th Infantry Regiment of the U.S. 4th Infantry Division.