

Volume 9, Issue 1

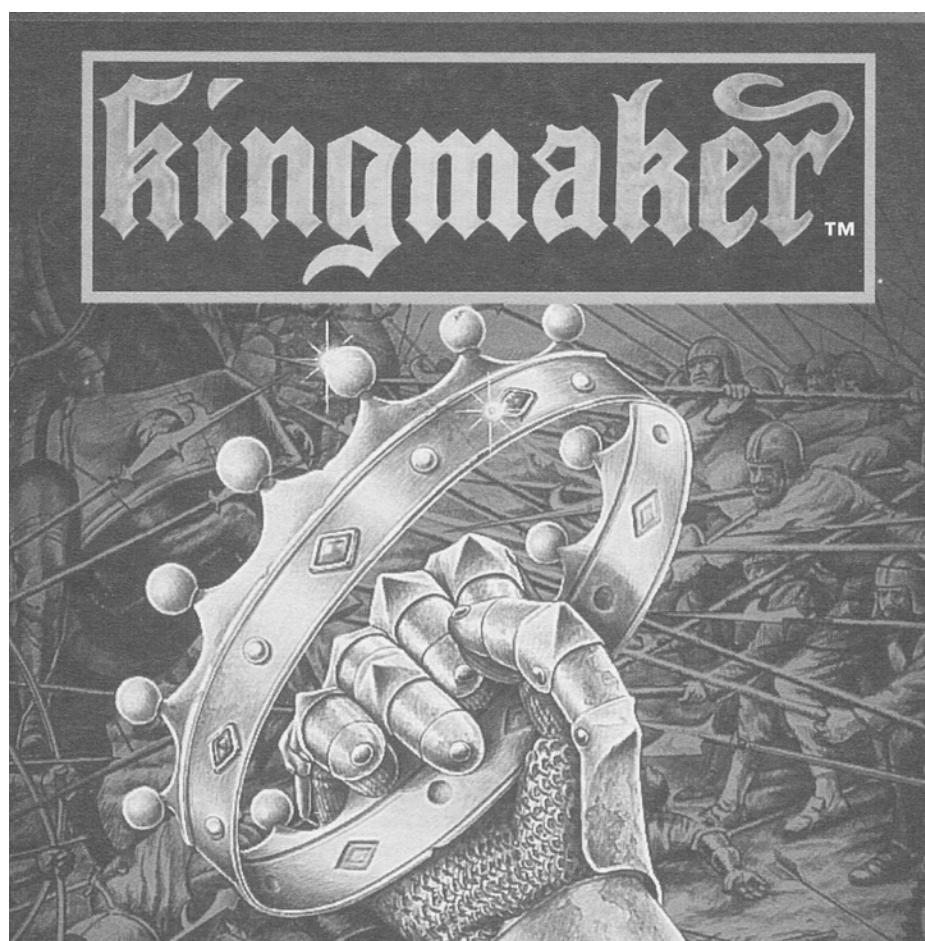
January 2004

1999, 2000, 2001 & 2002

Charles S. Roberts

Award Winner for Best
Amateur Wargame Magazine

The BOARDGAMER



**Dedicated To The Competitive Play of
Avalon Hill / Victory Games
and the Board & Card Games of the
World Boardgame Championships**

*Featuring: Kingmaker, Victory In The Pacific, Battle Cry,
The Napoleonic Wars, Jutland, Maharaja, Panzerblitz /
Panzer Leader and AREA News and Ratings*

Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@core.com

Titan

103 Active Players Sep. 26, 2003

1. Andrew Gross	6267
2. Brian Sutton	6210
3. Aaron Fuegi	6184
4. David Finberg	5980
5. Steven Koleszar	5947
6. David desJardins	5832
7. Jason Ley	5752
8. Ed Rothenheber	5746
9. Kevin Hillock	5561
10. Kyle Moore	5536
11. Dan Strock	5531
12. Bruno B Wolff III	5509
13. Rich Atwater	5463
14. David Platnick	5409
15. Jon Yamoto	5356
16. Michael Pustilnik	5346
17. Charles E Kaplan	5324
18. Eric Torrence	5304
19. Justin Childs	5278
20. William Scott	5248
21. Arthur Wines	5208
22. Russ Cleavland	5202
22. Larry L Lingle	5202
24. Dan Boyland	5178
25. Gerald Lientz	5160
26. Cliff Ackman	5143
27. Thomas D Johnston	5124
28. Jeffrey Cornett	5117
29. Clifford A Smith	5107
30. Brian Bouton	5100
30. Rick Middlebrook	5100
32. Sean McCulloch	5079
33. Joe Harrison	5066
34. Todd Gabel	5063
35. Bob Seki	5056
36. Jeremy Holcomb	5047
37. David Scott	5032
38. Richard Beyma	5028
39. Bill Dufton	5027
40. Pete Gathmann	5014
41. Bruce Muncher	5007

Clash Of Giants

32 Active Players Aug. 20, 2003

1. Andrew R Maly	5490
2. Jonathan Miller	5485
3. Vince Meconi	5271
4. Peter Reese	5213
5. Terry Lee Coleman	5195
6. Dennis Culhane	5186
7. Jeffery F Lange Jr	5105
8. Jeffery F Lange Sr	5095
9. George Young	5010

Cover Image

Cover art from the game Kingmaker, which is copyrighted property of Avalon Hill / Hasbro. Used with permission.

Puerto Rico

334 Active Players Oct. 13, 2003

1. Arthur Field	5827
2. Nicholas Anner	5351
3. Markus Welbourne	5262
4. Eric Norton	5260
5. Gary Carr	5244
6. David Platnick	5221
7. Lucimara Martins	5216
8. Nadine Faulkner	5210
9. Phillip Rennert	5204
10. Paul Bolchover	5194
10. Luke Koleszar	5194
12. Tony Dickinson	5182
13. Mike Hazel	5178
14. Huw Morris	5174
15. Sean McCulloch	5171
16. Chaka Benson	5170
16. Eyal Mozes	5170
18. Rob Kilroy	5168
19. Gerald Lientz	5167
20. David Dockter	5149
21. Jeff Gardner	5148
22. Steven Simmons	5146
23. Chris Terrell	5141
24. William Duke	5139
25. Eugene Lin	5137
26. Thomas Stokes	5134
27. Aaron Buchanan	5132
28. Jonathan Tivel	5127
29. Ian Woll	5125
30. Ted Simmons	5117
31. Robert Stribula	5114
32. Victor Hall	5105
33. Eric Brosius	5104
33. Clayton Colwell	5104
35. Kenneth H Gutermuth Jr	5101
35. Mario Lanza	5101
37. Jeff Bakalchuck	5100
37. Chris Byrd	5100
37. Jeff Mullet	5100
37. Aaron Silverman	5100
37. Scott Smith	5100
42. Michael A Klausutis	5099
42. Ken Samuel	5099
42. Harold Siegelman	5099
45. Luke Ellis	5098
45. Jim McDanold	5098
47. Rachel McGinley	5090
48. Gary Presser	5087
49. James Pinnion	5084
50. Keith Altizer	5077
50. Robert Cranshaw	5077
50. Shantanu Saha	5077
53. Keith Levy	5076
54. Sebastian Bleasdale	5075
54. Richard Irving	5075
54. Daniel Karp	5075
54. Blair Morsen	5075
54. Kevin Sudy	5075
54. Edward Wrobel	5075
54. Eric Wrobel	5075
54. Larry York	5075
62. Steve Cox	5074

The Russian Campaign

90 Active Players Oct. 24, 2003

1. Patrick Flory	6820
2. Gary C Dickson	6761
3. Douglas James	6662
4. Robert A Shurdut	6660
5. Edward O'Connor	6554
6. Robert J Beyma	6546
7. Daniel W Barker	6323
8. Thomas P Gregorio	6199
9. David Ketchum	6000
10. Phillip Evans	5814
11. Craig W Clemens	5750
12. James L Eliason	5710
13. John H Bullis II	5610
14. Alan D Zasada	5494
15. Allen Kaplan	5447
16. Art Lupinacci	5445
17. Joseph Collinson III	5425
18. Michael G Mitchell	5365
19. George Karahalios	5342
20. Forrest Pafanberg	5340
21. Robert M Frisby	5318
22. Roy Walker	5256
23. Bradford Frisby	5249
24. Philip Smith	5193
25. Hank Burkhalter	5187
26. Greg Gubitosa	5186
27. Chris G Stewart	5184
28. Steve Dickson	5182
29. Charles Ellsworth	5172
30. Martin Musella	5166
31. David A Coutts	5136
32. Trevor Bender	5129
33. Monte Chappell	5110
34. Todd Hively	5100
35. Joe Harkins	5083
36. Mauro Faina	5070
37. Robert M Ryan	5068
38. Jeffery F Lange Jr	5050
39. Michael A Ussery	5015
40. Forrest E Metz	5012
41. Henry G Russell	5007
42. Ben Sheldon-Tarzynski	5002

Bitter Woods

41 Active Players Sep. 6, 2003

1. Thomas P Gregorio	6446
2. Robert M Ryan	6169
3. Randy G Heller	6012
4. Rich S Ogata	5839
5. Michael G Mitchell	5547
6. Phillip Evans	5523
7. Bruno F Sinigaglio	5338
8. Daniel Tierney	5305
9. John B Grant Jr	5240
10. Christopher Graves	5200
11. John S Dietrich	5143
12. Robert Mull	5128
13. Kenneth F Nied	5100
14. Robert M Frisby	5080
15. Forrest Pafanberg	5069
16. Robert J Beyma	5053

From The Editor

Here we are entering the ninth year of The BOARDGAMER. I would never have thought it possible when I first started. In fact, if I had thought about it, I may never have begun in the first place if I had realized I'd still be working at it nine years later.

When I originally proposed this project to Don Greenwood ten years or so ago, he laid out to me exactly how much work it would take and how many subscribers I would get. He was amazingly accurate. But the part I didn't anticipate was the number of new people I've come to know through the years of working on this magazine. The IRS may decide since I make little or no money that it is not a worthwhile capitalistic venture, but it has but worth all the work to me.

So here's to the hope that this magazine lasts several more successful years.

Color Inserts On Webpage

I am trying something new this issue. This issue contains the third Jutland article which requires new ship counters. The last two magazines including Jutland articles included color ship counters in an insert included in the magazine. This issue also includes a Kingmaker article with four pages of additional game cards. I definitely wasn't going to include four pages of inserts with the magazine. So, I have placed color copies of these insert type

materials on The BOARDGAMER website at:

www.bright.net/~monninb/inserts.htm

As soon I get the ambition and the time I plan to put all of the previous inserts from older BOARDGAMER issues on the website also, including the counters in the 1776, Panzerblitz and Panzer Leader game's guides.

Future Articles

OK, I admit it, I sluffed off badly during high school football season this year. In fact, I just finished up work on a couple of the articles in the issue in the weeks before the issue was finalized. As I have started working my way through the rest of my pile of articles, I came upon two very disturbing facts.

1. The majority of my articles come from just three authors.
2. The majority of my articles are about Panzerblitz and Panzer Leader.

So, I am putting the request for articles out again. This time not to the authors you are all familiar with, but to some of the rest of you out there.

New Web Page Address Soon?

I had hoped to have moved the webpage of The BOARDGAMER by now. Unfortunately, I am doing this

through the friend of a brother who lives in another state, and you know how that sort of thing tends to go. Whenever we get it figured out, the new address of The BOARDGAMER's webpage will be:

WWW.THEBOARDGAMER.ORG

This may be in effect by the time you receive this, though I am betting it will take at least through the New Year's holiday season. When it occurs, I will run duplicate webpages for a bit until I think everyone has had a chance to change their bookmarks.

The BOARDGAMER

The BOARDGAMER is published quarterly by Bruce Monnin. The BOARDGAMER is intended to be a compilation of quality articles on the strategy, tactics, and variants for a variety of board, sports and card games. The BOARDGAMER covers all games produced by the Avalon Hill Game Company/Victory Games as well as all games contested at the World Boardgaming Championships.

Articles from contributors are considered for publication at the discretion of the editor. Rejected articles will be returned whenever possible. Potential authors should be advised that all outside submissions may not have previously been submitted to other publications unless permission has been granted and The BOARDGAMER has been notified.

EDITOR: Bruce A. Monnin
ADDRESS: 177 South Lincoln St.
Minster, OH 45865-1240
E-MAIL: MONNINB@BRIGHT.NET

PHONE: (419) 628-3332

INTERNET WEB PAGE:
<http://www.bright.net/~monninb>

Copyright 2003

Copyrights

All images for Avalon Hill/Hasbro games included in this issue are copyrighted by Avalon Hill/Hasbro and are used with their permission.

All articles on these games included in this issue are not officially sanctioned by Avalon Hill/Hasbro.



August 3rd – August 8th, 2004

Inside This Issue

Obstacles On The Rocky Road To Kingmaking	5
New Cards For Kingmaker	by Tom Cundiff
A Three Hour Tour	13
An Analysis of the Victory In The Pacific Sea Areas	by Attilio Tribuzi
Battle Cry	19
An Introduction to the Hasbro / Avalon Hill Game	by George Nickols
The Napoleonic Wars	22
As a Six (or More) Player Game	by Jim Lawler
Jutland In The Mediterranean	24
Germans, Austrians, British and French	by Alan Arvold and Micheal Flagiello
Maharaja Rules Adjustments	36
Addressing Game Imbalance	by Jim Lawler
The Tao Of Panzerblitz / Panzer Leader	37
Utility and Psychology in a Game System	by Thomas Williams
AREA Ratings Calculations	39
The Formulas Behind The Ratings	by Glenn Petroski

From The Editor (Cont.)

Playing Games Through ACTS

For those of you who have not yet discovered playing card based games through the Internet and email using ACTS (<http://acts.warhorsesim.com>), you should be checking this out. It makes these games which are otherwise almost impossible to play by email a snap.

Recently, ACTS has added a module for playing March Madness. Talk about a good time! If both players are online at the same time, it is easy to play a half of the game in one evening. I've always loved March Madness, and loved playing it as much as I could fit it in at the World Boardgaming Championships each year. But now I can play it all year round. If only we could find a way to play some more of the sports type games this way.

CABS — Columbus Area Boardgaming Society

I just wanted to give a little attention to my friends at CABS. I remember about

10 years ago this was a small group of gamers who met every so often at a hobby shop for a little gaming. Eventually, some of them they starting showing up national conventions, and the group started growing.

Now they have 40-50 people come to their bi-weekly meetings, they help run the wargaming portion of Origins, run

numerous events at the WBC, and even run their own yearly convention, the Buckeye Game Fest each year near the end of September / beginning of October. They are far and away the most active boardgaming club in the Midwest, and right up their nationwide, as well.

www.buckeyeboardgamers.org



Subscriptions To The BOARDGAMER

The BOARDGAMER is to be published quarterly with mailings near the beginnings of January, April, July and October. Individual issues are \$4.50 each and a one year (4 issue) subscription is \$16.00 (with a special \$15.00 deal for members of AHIKS). Though issues are currently sent by First Class mail, eventually all domestic subscriptions will be sent via bulk permit.

Canadian deliveries require an extra \$0.50/issue. European and Asian deliveries are an extra \$2.50/issue. For other overseas and foreign deliveries, contact the BOARDGAMER about additional postage charges.

The BOARDGAMER
177 South Lincoln Street
Minster, OH 45865-1240
(419) 628-3332
<http://www.bright.net/~monninb>

Obstacles on the Rocky Road to Kingmaking

New Cards For Kingmaker

by Tom Cundiff

Working on making replacement cards for Kingmaker, and having recently watched the entire Brother Cadfael series on VHS (he's a 10th Century Benedictine Monk at Shrewsbury Abbey, a past Crusader, and now the Abbey herbalist and detective) as well as having read the entire series of Cadfael books, I was suddenly taken by the number of events that could be added to Kingmaker. The books and the movies are rich with detail of the period, people, and the way they lived. Their author Ellis Peters is sadly deceased (1999), but she was a historian for the Anglican Church and left behind in her fictional works a view of England of the dark ages we seldom are treated to, that of the common man and his relationship with the church and government. As wargamers we are so often given to the study of battles, weapons, principal political actors, et. al., that we forget about the view from the "trenches". I would highly recommend her Cadfael novels. Anyway, it was her works and the game "Down With the King" which spurred me to pen these options.

1. Schism: (This card must be played when drawn.) A doctrinal split in the church threatens. The holder of the Archbishop of Canterbury (if the Archbishop of Canterbury doesn't exist, then the duty falls to the holder of the Archbishop of York – if neither exist then ignore this card) must discharge one holder of a Bishopric. The Bishopric office is returned to the Crown Deck and the Noble who held the office is executed by the Church.

Majority Victory — Use Nobles Killed Table

2. Assassins Caught: (This card may be held for future use.) After an Assassination has been attempted/successful the holder of this card discards this card and indicates an enemy noble as being the prime instigator of the act. The noble is placed on trial for attempted murder. On a roll of 1-3 the trial finds the Noble guilty and he is executed. On a roll of 6 the Noble is not only found innocent, but uncovers evidence of his accusers actual guilt. The person who played the

Assassins Caught card must randomly choose one of his nobles as the "accuser" and rolls a die (a roll of 1-2 finds him guilty and he is executed instead). The initial defendant may be pardoned (after conviction) by the King (the holder of the Sole King may Pardon the noble without the need for a Pardon Card). The initial defendant may have the charges against him dropped by the Sole King, if the holder of the Sole King wishes. The initial defendant may be Pardoned by any player using a King's Pardon card, after a conviction. The Player of the Assassins Caught card can only be pardoned by the use of a King's Pardon card (the King, being incensed at the injustice of the guilty accusing the innocent, will not Pardon the accuser).

In the absence of a Sole King, the Pope may intercede with the courts recommending clemency. In doing so, the Noble is not executed. The wishes of the Pope are made manifest through the offices of the Archbishop of Canterbury (or Archbishop of York if no noble holds Canterbury, or the Archbishop of Canterbury is the accuser). The holder of the Archbishop may choose to intercede on the behalf of the Noble, the sentence being thus commuted. But the Noble has still been convicted.

A convicted Noble which has been Pardoned or had his sentence Commuted is still a felon. All cities, offices, bishoprics, and assigned titles held by such a Noble are removed to the Crown Deck.

Bad Weather

3. Civil Unrest in Wales: (This card must be played when drawn)

Chamberlain of County Palatine of Chester removed from office.
Chancellor of Duchy of Cornwall to Bristol
Chancellor of Duchy of Lancaster to Chester
Marshal to Shrewsbury
Fitzalan to Ludlow

5-4 Victory — Use Nobles Killed Table

4. Financial Irregularities: (This card must be played when drawn)

Treasurer of England removed from Office
Constable of the Tower of London to London
Marshal to London
Steward of the Royal Household to Coventry
Chancellor of England to Windsor

3-2 Victory — Use Nobles Killed Table

5. Rumors of Danish Raids: (This card must be played when drawn)

Chancellor of England to London
Marshal to Norwich
Warden of Northern Marshes to Bamburgh
Captain of Calais to Calais
Warden of Cinque Ports to Ipswich with 2 ships
Admiral of England to Kingston with 2 ships

2-1 Victory — Use Nobles Killed Table

6. Power Struggle Within a Faction: (This card must be played when drawn)

Randomly pick 2 nobles within a faction. These men fight a duel for control and leadership. Assign one to a die roll of 1 to 3, the other to the range 4-6. Roll a die. The number on the die indicates the Noble which was killed according to the assigned numbers. Any offices, cities, bishoprics, or assignable titles held by the killed Noble are return to Chancellory.

3-1 Victory — Use Nobles Killed Table

7. War Profiteering: (This card must be played when drawn)

Proof has come to light that the Chancellor has been giving contracts to his friends at inflated prices to the Crown. The Noble holding the Chancellor's Office is discharged, and the Sole King may immediately appoint a new Chancellor. Parliament must be called immediately. New holder of the Chancellor's Office is permitted to appoint a noble to any one unoccupied office.

Obstacles on the Rocky Road to Kingmaking (Cont.)

4-1 Victory — Use Nobles Killed Table

8. War at Sea: (This card may be held for future use.)

This card may only be played when there is War on the Continent, War in the Lowlands, or War with France. If played, the King may choose to discharge the Admiral for failure to perform. The holder of the Warden of the Cinque Ports may then be promoted to fill the office. If the Warden of the Cinque Ports office is empty or does not yet exist, then the King may appoint any Noble to the Admiral's Office.

Bad Weather

9. Church Lands Seized by Crown

Church Lands have been seized by the Crown, Archbishop of Canterbury is provided with funds to fortify Canterbury. Foreign levies are sent to garrison Canterbury and York. Archbishop of Canterbury now has 50 troops available permanently, and 100 additional troops within 2 spaces of Canterbury. Canterbury fortifications are reinforced and now able to hold 300 troops. Archbishop of York has 30 permanent troops available anywhere, and 30 more available North of the River Trent (total of 60).

This card may only be played after a Bishop/Archbishop has been killed, without regard to circumstances. Ignore subsequent play of this card except for its effect upon combat. (This card may be held for future play.)

5-4 Victory — Use Nobles Killed Table

10. Heroism in Battle (This card may be held for future use.)

In recognition of Heroic efforts in battle, the Sole King may award any title available in Chancery to a noble who took part in a battle during the turn.

3-2 Victory — Use Nobles Killed Table

11. Meritorious Service (This card may be held for future use.)

For service to the nation and crown, the King and Parliament creates a new title and grants lands to a minor noble. Choose any unfortified town to become a Castle. The new Castle is garrisoned by 100 troops.

2-1 Victory — Grey, Howard

12. Natural Disaster: (This card must be played immediately)

Thames River Floods:
Steward of the Royal Household to Windsor
Marshal to Newbury
Constable of the Tower of London to London

3-1 Victory — Holland, Greystoke

13. Winter: (This card must be played immediately)

All Mercenaries Go Home
All Ships return to closest port.
All Nobles to the first (top) castle listed upon their Noble Card.
No movement for one turn.

4-1 Victory — Hastings

14. Foreign Financial Support: (This card may be held for future use.)

If there is a Sole King, foreign backers drum up funds for his opponents. Randomly pick any one Mercenary Card from the Chancellory Deck (Crown Deck if none in Chancellory) and give it to the weakest (determined by troop strength) faction opposing the Sole King. Randomly select any unoccupied office in either the Chancellory or Crown Decks and assign to a noble from the weakest faction (you must choose *either* the Chancellory or Crown Decks from which to randomly draw an unoccupied office, you *cannot merge* the offices of both decks and then randomly draw an office.). This office has been "bought" by the weakest faction.

Bad Weather

15. Appointed to College of Cardinals (This card must be played immediately) The Archbishop of Canterbury (if held by a Noble) or the Archbishop of York (if Canterbury is not held by a Noble, and York is held by a Noble) is appointed by the Church, Cardinal. The Office currently occupied is vacated. The Archbishop leaving office convenes a meeting of English Clergy. All Nobles currently holding a Bishopric automatically moves to Canterbury. If Canterbury is held by a faction hostile to a Bishop's faction, the Bishop(s) is allowed free entry and exit (no one wants to fall afoul of the Pope). A vote is held amongst the Bishops present in Canterbury. Using their Votes in the House of Lords, the Bishops choose one of their number to become the next Archbishop. The outgoing Archbishop holds his office until *after* this vote. (Meaning he may vote for his successor.) This meeting is held in York if the Archbishop promoted is the Archbishop of York. In that case the Bishops move to York and all processes mirror those of Canterbury. If neither the Archbishop of Canterbury or York are held by a Noble, then this event is ignored.

5-4 Victory — Use Nobles Killed Table

16. Crusade to the Holy Land (This card must be played immediately)

On going efforts in the Levant cause the Church to call for more troops. Some of England's nobles heed the call. One noble from each faction is removed from play. The player chooses a noble from his faction to go the Jerusalem. Nobles holding Bishoprics may not be chosen. The noble's lands remain with his faction, as do any cities held, they are assigned to the faction, not a specific noble. He vacates any offices held. The office goes to the Chancellory. Any Mercenaries held by him go with him. The Noble's counter is removed from the map.

Nobles which go to the Crusades may return after 5 turns.

3-2 Victory — Talbot, Audley, Herbert

Obstacles on the Rocky Road to Kingmaking (Cont.)

17. A Crusader Returns (This card may be held for future use.)

A single Noble on Crusade (see event above) returns early. Any Mercenaries held by the Noble are left in Jerusalem (placed in the Crown Deck). The Noble is placed in Calais and returns to England only by ship. The returning Crusader may return with the riches of a King, or broke and failing of health. Roll a single die.

1-3: Noble returns Rich as a King. His faction draws 2 cards from the Crown Deck

4-6: Noble returns broke and ailing. After he lands in England, he dies.

2-1 Victory — Beaufort, Stanley, Hastings

18. Enlightened and Just Noble: (This card may be held for future use.)

A Noble of your faction is noted by his tenants and those over which he holds control as a just and able administrator of the King's laws. Increase his personal troops by 10.

3-1 Victory — Scrope, Berkeley, Holland

19. Conflagration (This card must be played immediately)

A fire causes the destruction of a town and its fortifications. Town's garrison no longer exists. It's busy rebuilding the town and fortifications and will not again be available until the Town and Fortifications have been rebuilt. Troops granted by the possession of a Town are not available until the Town and Fortification is rebuilt. Roll 1 die:

1. London
2. Leicester
3. Northampton
4. Shrewsbury
5. Coventry
6. Newcastle

4-1 Victory — Stafford, Howard, Bouchier

20. Conflagration (This card must be played immediately)

A fire causes the destruction of a town and its fortifications. Town's garrison no longer exists. It's busy rebuilding the town and fortifications and will not again be available until the Town and

Fortifications have been rebuilt. Troops granted by the possession of a Town are not available until the Town and Fortification is rebuilt. Roll 1 die:

1. York
2. Nottingham
3. Bristol
4. Ipswich
5. Swansea
6. Lancaster

Majority Victory — Clifford, Roos, Greystoke

21. Regional Crop Failures (This card must be played immediately)

Roll 1 die. Battles may not be fought within 2 spaces of the city rolled for 2 turns.

1. Leeds
2. Canterbury
3. Dover
4. Pevensey
5. Rochester
6. Blackheath

Bad Weather

22. Regional Crop Failures (This card must be played immediately)

Roll 1 die. Battles may not be fought within 2 spaces of the city rolled for 2 turns.

1. Thetford
2. Bury
3. Norwich
4. Framlingham
5. Royston
6. Lynn

5-4 Victory — Pole, Courtenay, Grey

23. Regional Crop Failures (This card must be played immediately)

Roll 1 die. Battles may not be fought within 2 spaces of the city rolled for 2 turns.

1. Conisboro
2. Kingston
3. Helmsley
4. Masham
5. Sandal
6. York

3-2 Victory — Cromwell, Percy, Fitzalan

24. Regional Crop Failures (This card must be played immediately)

Roll 1 die. Battles may not be fought within 2 spaces of the city rolled for 2 turns.

1. Appleby
2. Alnwick
3. Cockermouth
4. Lancaster
5. Richmond
6. Carlisle

2-1 Victory — Neville, Mowbray

25. Regional Crop Failures (This card must be played immediately)

Roll 1 die. Battles may not be fought within 2 spaces of the city rolled for 2 turns.

1. Ludlow
2. Shrewsbury
3. Kenilworth
4. Brecon
5. Cardigan
6. Usk

3-1 Victory — Holland, Herbert

26. Regional Crop Failures (This card must be played immediately)

Roll 1 die. Battles may not be fought within 2 spaces of the city rolled for 2 turns.

1. Exeter
2. Plymouth
3. Okehampton
4. Taunton
5. Weymouth
6. Bodmin

4-1 Victory — Use Nobles Killed Table

27. Witchcraft Trials. (This card may be held for future use.)

When played, the player chooses an enemy Noble and accuses him of Witchcraft. The Noble is placed on trial. Roll a die:

1-3: The Noble floats and is convicted of Witchery. He is burned at the stake. All cards held by that noble are placed in Chancellory.

4-6: The Noble drowns and is cleared of Witchery. Of course he's still dead. Any title is discarded to Chancellory, all other cards held by that Noble are distributed as his faction decides.

Majority Victory — Fitzalan, Neville, Talbot

Obstacles on the Rocky Road to Kingmaking (Cont.)

28. Counterfeit Relics (This card may be held for future use): When played, the player chooses any enemy Bishop (not Archbishop) and accuses him of malfeasance in the purchase of fake saintly relics. If there's an Archbishop in office, beginning with the Archbishop of Canterbury, he may appoint a successor to fill the office. If the Archbishop of Canterbury is not filled by a Noble, and the Archbishop of York is, then the Archbishop of York may fill the office. If neither Archbishop is filled by a Noble, the Bishopric is discarded to Chancellory.

5-4 Victory — Beaufort, Courtenay, Stafford

29. Attacked by Pirates (This card may be held for future use): A ship at sea is attacked by pirates. The ship attacked is chosen by the individual playing this card. If more than one noble or Royal is aboard said ship, then choose randomly amongst those present. The randomly picked Royal or Noble dies. The ship immediately returns to port.

3-2 Victory — Audley, Scrope, Mowbray

30. Natural Disaster (This card must be played immediately):

Avon River Floods:
Berkeley to Berkeley Castle
Marshal to Wells

2-1 Victory — Bouchier, Grey, Stafford

31. Natural Disaster: (This card must be played immediately)

Severn River Floods:
Fitzalan to Chirk
Marshal to Shrewsbury

3-1 Victory — Clifford, Pole, Hastings

32. Natural Disaster: (This card must be played immediately)

Flooding in the Yorkwolds:
Archbishop of York to York
Marshal to Kingston
Clifford to Wakefield

4-1 Victory — Greystoke, Cromwell, Percy

Note:

Several of these new Event Cards destroy fortifications. It is recommended that these be used only when using the "Build Fortifications" and "Build Castle" cards found in the variant written by Thomas Wrentmore Barnes. The rules for his variant can be found at Web-Grognards, and the cards for his variants at the web address listed below for the "TheWargamer.com".

Well, I think that's enough for now. This is the kind of article one could write on and on and on, and never find an end to it. No need to use all of these cards at the same time. One could easily pick and choose. I merely provide you with things that could have an impact upon your next game.

I've made cards for these, as well as cards for the original Events Deck, Variant Deck 1, Variant Deck 2, and several of the Variant Decks suggested on WebGrognards. Jonathan Arnold (The Wargamer) has been kind enough to post them on his site for download; that address is :

www.thewargamer.com/Games.html

Color versions of the cards shown on the next four pages can also be found on The BOARDGAMER's website at:

<http://www.bright.net/~monninb/inserts.htm>



Clarifications For The Blackbeard Article "Brethren Of The Coast"

by Alan Arvold

The following clarifications are in response to rules questions that have come to me on this article in the October 2003 issue of The BOARDGAMER. These clarifications should smooth out the edges of the variant.

Attacking Ships and Ports: Although alluded to in the "England and France at War" Random Event, it is confirmed that at the beginning of the game Pirates may only attack and/or capture Spanish Merchant Ships and Ports, as well as battle only Spanish Warships. Pirates may not attack and/or capture Merchant Ships and Ports of any of the other nationalities until after the "England and France at War" Random Event has occurred.

Automatic Letters of Marque against the Spanish: Automatic Letters of Marque against the Spanish DO NOT give Pirates one level upgrades to all non-Spanish Ports as listed in Rule 17.E2 in the regular rule book. They only give protection against non-Spanish Warships as listed in the article.

Losing Automatic Letters of Marque against the Spanish: Besides the "Treaty of Madrid" Random Event which revokes the Automatic Letters of Marque for all Pirates, both present and future, there is another way that an individual Pirate may lose his Automatic Letters of Marque. If the "England and France at War" Random Event has occurred but the "Treaty of Madrid" Random Event has not, a Pirate may lose his Automatic Letters of Marque if he attacks a non-Spanish Merchant Ship or Port or does battle with a non-Spanish Warship.

Attack Histories: Attack Histories are always maintained throughout the game, though at the beginning the point is rather moot as only the Spanish can be attacked.

Attacking non-Spanish Ports with Pirate Alliances: If the "England and France at War" Random Event has occurred, but the "Big Doublecross" Random Event has not, Pirate Alliances may raid and sack non-Spanish Ports. Note that this is probably the best chance that the Pirates have to successfully attack those strong English Ports on the North American East Coast.

Kingmaker Replacement & Variant Card Decks - Page 1

ASSASSINS CAUGHT



**BAD WEATHER
DELAYS ATTACK**

Civil Unrest In Wales

Chamberlain of County Palatine of Chester
Removed from Office
Chancellor of Duchy of Cornwall to Bristol
Chancellor of Duchy of Lancaster to Chester
Marshal to Shrewsbury
Fitzalan to Ludlow



**5-4
VICTORY** **USE NOBLES
KILLED TABLE**

Rumors of Danish Raids

Chancellor of England to London
Marshal to Norwich
Warden of Northern Marshes to Bamburgh
Captain of Calais to Calais
Warden of Cinque Ports to Ipswich with 2 ships
Admiral of England to Kingston with 2 ships



**2-1
VICTORY** **USE NOBLES
KILLED TABLE**

War Profiteering

Discharge Noble holding Chancellor's Office
Sole King *may* appoint new Chancellor
Parliament must be called immediately.
New Chancellor may appoint one Noble to unoccupied office.



**4-1
VICTORY** **USE NOBLES
KILLED TABLE**

SCHISM



MAJORITY VICTORY

**USE
NOBLES
KILLED
TABLE**

Financial Irregularities

Treasurer of England removed from Office
Constable of the Tower of London to London
Marshal to London
Steward of the Royal Household to Coventry
Chancellor of England to Windsor



**3-2
VICTORY** **USE NOBLES
KILLED TABLE**

Power Struggle Within a Faction



**3-1
VICTORY** **USE NOBLES
KILLED TABLE**

War at Sea

Applies only when there is War on the Continent, War in the Lowlands, or War with France. King *may* choose to discharge the Admiral. Warden of the Cinque Ports may be promoted to Admiral, if no Warden, then any Noble may be appointed Admiral.



**BAD WEATHER
DELAYS ATTACK**

Kingmaker Replacement & Variant Card Decks - Page 2

Heroism in Battle

In recognition of Heroic efforts in battle, the Sole King may award any title available in Chancery to a noble who took part in a battle during the turn. If no Sole King, ignore this event.

*** 3-2 USE NOBLES
VICTORY KILLED TABLE**

Meritorious Service

For service to the nation and crown, the King and Parliament creates a new title and grants lands to a minor noble. Choose any unfortified town to become a Castle. The new Castle is garrisoned by 100 troops.

*** 2-1 KILLED:
VICTORY GREY
HOWARD**

Winter

All Mercenaries Go Home
All Ships return to closest port.
All Nobles to the first (top) castle listed upon their Noble Card.

*** 4-1 KILLED:
VICTORY HASTINGS**

Appointed to College of Cardinals

*** 5-4 USE NOBLES
VICTORY KILLED TABLE**

Church Lands Seized by Crown

Archbishop of Canterbury has 50 troops permanently, and 100 additional troops within 2 spaces of Canterbury. .
Canterbury able to hold 300 troops.
Archbishop of York has 30 permanent

*** 5-4 USE NOBLES
VICTORY KILLED TABLE**

Natural Disaster

Thames River Floods:
Steward of the Royal Household to Windsor
Marshal to Newbury

*** 3-1 KILLED:
VICTORY HOLLAND**

Foreign Financial Support

*** BAD WEATHER
DELAYS ATTACK**

Crusade to the Holy Lands

*** 3-2 KILLED:
VICTORY TALBOT
AUDLEY
HERBERT**

Kingmaker Replacement & Variant Card Decks - Page 3

Enlightened and Just Noble

A Noble of your faction is noted by his tenants and those over which he holds control as a just and able administrator of the King's laws. Increase his personal troops by 10.

*** 3-1
VICTORY**

**KILLED:
SCROPE
BERKELEY
HOLLAND**

Conflagration

1. London
2. Leicester
3. Northampton
4. Shrewsbury
5. Coventry
6. Newcastle

*** 4-1
VICTORY**

**KILLED:
STAFFORD
HOWARD
BOURCHIER**

Regional Crop Failures

Battles may not be fought within 2 spaces of the city rolled for 2 turns

- | | |
|---------------|---------------|
| 1. Leeds | 4. Pevensey |
| 2. Canterbury | 5. Rochester |
| 3. Dover | 6. Blackheath |

*** BAD WEATHER
DELAYS ATTACK**

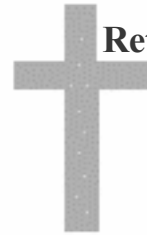
Regional Crop Failures

Battles may not be fought within 2 spaces of the city rolled for 2 turns

- | | |
|--------------|-----------|
| 1. Conisboro | 4. Masham |
| 2. Kingston | 5. Sandal |
| 3. Helmsley | 6. York |

*** 3-2
VICTORY**

**KILLED:
CROMWELL
PERCY
FITZALAN**



Return of a Crusader

*** 2-1
VICTORY**

**KILLED:
BEAUFORT
STANLEY
HASTINGS**

Conflagration

1. York
2. Nottingham
3. Bristol
4. Ipswich
5. Swansea
6. Lancaster

*** MAJORITY
VICTORY**

**KILLED:
CLIFFORD
ROOS
GREYSTOKE**

Regional Crop Failures

Battles may not be fought within 2 spaces of the city rolled for 2 turns

- | | |
|-------------|----------------|
| 1. Thetford | 4. Framlingham |
| 2. Bury | 5. Royston |
| 3. Norwich | 6. Lynn |

*** 5-4
VICTORY**

**KILLED:
POLE
COURTENAY
GREY**

Regional Crop Failures

Battles may not be fought within 2 spaces of the city rolled for 2 turns

- | | |
|----------------|--------------|
| 1. Appleby | 4. Lancaster |
| 2. Alnwick | 5. Richmond |
| 3. Cockermouth | 6. Carlisle |

*** 2-1
VICTORY**

**KILLED:
NEVILLE
MOWBRAY**

Kingmaker Replacement & Variant Card Decks - Page 4

WITCHCRAFT TRIALS



* **MAJORITY
VICTORY**

**KILLED:
FITZALAN
NEVILLE
TALBOT**

Attacked by Pirates

* **3-2
VICTORY**

**KILLED:
AUDLEY
SCROPE
MOWBRAY**

NATURAL DISASTER

Severn River Floods:

Fitzalan to Chirk

Marshal to Shrewsbury

* **3-2
VICTORY**

**KILLED:
CLIFFORD
POLE
HASTINGS**

Regional Crop Failures

Battles may not be fought within 2 spaces of the city rolled for 2 turns

- | | |
|---------------|-------------|
| 1. Ludlow | 4. Brecon |
| 2. Shrewsbury | 5. Cardigan |
| 3. Kenilworth | 6. Usk |

* **3-1
VICTORY**

**KILLED:
HOLLAND
HERBERT**

Counterfeit Relics



* **5-4
VICTORY**

**KILLED:
BEAUFORT
COURTENAY
STAFFORD**

NATURAL DISASTER

Avon River Floods:

Berkeley to Berkeley Castle

Marshal to Wells

* **2-1
VICTORY**

**KILLED:
BOURCHIER
GREY
STAFFORD**

NATURAL DISASTER

Flooding in the Yorkwolds:

Archbishop of York to York

Marshal to Kingston

Clifford to Wakefield

* **4-1
VICTORY**

**KILLED:
GREYSTOKE
CROMWELL
PERCY**

Regional Crop Failures

Battles may not be fought within 2 spaces of the city rolled for 2 turns

- | | |
|---------------|-------------|
| 1. Exeter | 4. Taunton |
| 2. Plymouth | 5. Weymouth |
| 3. Okehampton | 6. Bodmin |

* **4-1
VICTORY**

**USE NOBLES
KILLED TABLE**

A Three Hour Tour

An Analysis of the Victory In The Pacific Sea Areas

by Attilio Tribuzi

On a recent family vacation to Hawaii, I took the time to visit the USS Arizona Memorial. Pearl Harbor itself was bustling with activity, and I struggled to imagine what it was like on that lazy Sunday morning, Dec. 7, 1941. As we stood in line at the Visitor Center waiting for the introductory film, I tried to give my family a sense of the immense historical importance of this place. The Japanese attack put in motion a chain of events that changed the United States of America from an isolationist, inward-looking country on the periphery of world events into the world's first super-power. What started at Pearl Harbor wasn't finished until the United States ushered in the atomic age with the final chapter of WWII.

It's rare when you can experience history from the perspective of a participant. I guess that's why I've always been drawn to wargames – to learn by making choices in the context of a game. When it comes to World War II in the Pacific Theater, *Victory in the Pacific* is a game that gets played for this very reason. It is the only game I know that covers the entire Pacific War and can be completed in one afternoon or evening. It offers a wide variety of strategic options for both sides, which is testimony to the genius of the game's designer, Richard Hamblen. In the following article I'll lead you on a tour through the thirteen strategic sea areas from a wargamer's point of view, highlighting many strategic choices of which players need to be aware to make their best command decisions. Before we start our tour, here are a few choice terms and definitions to help you follow along if you've never been here:

USN: the US Navy, including all allied land and air forces.

IJN: the Imperial Japanese Navy and supporting air forces.

LBA: land based air

CV: aircraft carrier

POC: points of control

US Home Areas: the Hawaiian Islands, US Mandate, and the Coral Sea

SNLF: special naval landing force

Exclusive Area: a friendly-controlled area that has no adjacent enemy bases or ports from which to launch LBA.

Perimeter: the strategic concept of the IJN controlling Indonesia, the South Pacific, the Marshall Islands, the Central Pacific and the Aleutian Islands in order to screen the Marianas Islands and Japanese Islands from USN forces.

Opening: the first three turns.

Midgame: Turns 4 and 5 and the IJN patrol phase of Turn 6.

Endgame: Turns 6 (beginning with the USN patrol phase), 7 and 8.

So, step on up the gangplank to our water taxi, and let's start the tour.

The Hawaiian Islands

So much has been written about the early game issues in the Hawaiian Islands that it almost seems superfluous to add anything here. There are many IJN openings that focus on either the capture of Pearl Harbor through encirclement by Turn three or the annihilation of the USN trying to defend it. Most games see the IJN attempting to control the Hawaiian Islands in the opening turns because this is their strongest strategy after December 7, 1941. There are basically two options the IJN can implement for the conversion of Pearl Harbor, operation "Capture the Pearl." The first and most straight-forward option is to send lots of ships and CVs to the Hawaiian Islands and sink any USN forces that dare contest the area. This approach will weaken the IJN carrier arm through battle casualties, but is worth it if:

- 1) the USN and allied LBA are decimated, and
- 2) Pearl Harbor can be held for a while.

The second option requires the use of the Yokosuka SNLF to threaten Johnston Island on Turn 2, hopefully capturing it as a base and allowing for Japanese LBA to assist converting Pearl Harbor on Turn 3. One feature that detracts from this strategy is that the IJN must still send robust fleet units to the Hawaiian Islands on Turn 3, and will lose flexibility of LBA deployment along the perimeter. This may not be too bad, however, if Indonesia was IJN-controlled on Turn 2 and is an IJN exclusive area Turn 3. The IJN can

then strip all the LBA from Indonesia, ostensibly sacrificing it's POC for Turn 3 while Pearl Harbor falls. On Turn 4, the IJN returns to Indonesia and solidifies its hold on the Hawaiian Islands.

Another feature that detracts from the second option is that Yokosuka is unavailable for other important opportunities that present themselves on Turn 2, like the capture of Guadalcanal. Strategically, the first option is the most flexible way to go, as it allows the Japanese LBA and SNLF forces freedom to tackle important areas and bases other than the Hawaiian Islands. It therefore seems that the employment of Yokosuka in operation "Capture the Pearl" is a waste of force when the IJN is at its strongest.

For the USN, the Turn 2 and Turn 3 decisions regarding the defense of Pearl Harbor are most difficult, and the game can turn on any mistake the USN makes here. In many instances, the abandonment of the Hawaiian Islands is the only alternative to incurring unacceptable casualties in its defense. However, six allied LBA in the Hawaiian Islands on Turn 3 can, with luck, defeat operation "Capture the Pearl" (I've seen it happen!). The decision whether or not to make this commitment rests on the capability of the rest of the USN. If the IJN can be harassed elsewhere, the IJN casualties inflicted by the allied LBA may be worthwhile even if Pearl Harbor falls. It's a tough call for the USN.

If Pearl Harbor is captured by the IJN, the USN must decide how and when to launch the counter-offensive to get it back. It will be difficult if the IJN wants to make a big stand here. A good way would be to send some marines and raiders into the Hawaiian Islands on turn five, break IJN control, take Johnston Island, and go for control with LBA on Turns 6 and 7. If you have three or four carriers left on Turn 5, you could even go for control on Turn 5 as well, moving the whole timetable of the operation up a turn. In a game like this, the USN must battle tenaciously to keep the IJN POC lead in the low twenties because of the difficulty in gaining POC and opening up the Central Pacific in the endgame while mopping up Pearl

A Three Hour Tour (Cont.)

Harbor. It's also tough to threaten Indonesia at the same time. But by all means, do not throw in the towel just because Pearl Harbor has fallen. It is definitely possible to win from Samoa if you've got a fleet left and can keep the IJN POC lead low. In many instances, the IJN takes Pearl Harbor on turn three only to lose it again on turn five due to IJN losses and USN successes elsewhere. So, take a lesson from the Brits and keep a stiff upper lip. They didn't quit when Singapore fell, did they? Fight on!

The Marshall Islands

The key turn here is always Turn 2. Can the USN control the area, thereby screening the Hawaiian Islands from IJN patrollers based at Truk? If so, the IJN better forget about taking Pearl Harbor on Turn 3 unless they have substantial forces based at Midway. This is not as bad as it may seem for the IJN, however, because the IJN is probably working on the "TKO in Three" opening (a la Alan R. Moon, in *The General*, Vol. 17, No. 4). It still allows the IJN to wreak all kinds of havoc in the U.S. Mandates and the Coral Sea. But if the IJN is determined to go for the throat and take Pearl Harbor, the USN can bet that two, or possibly three, IJN LBA are going to show up in the Marshall Islands on Turn 2. In this case, the USN better forget about the Marshall Islands if they are going to preserve their precious CVs.

In the midgame, the USN may find an opportunity to pounce on a weakly-held Marshall Islands. The USN must think this over very carefully. Assuming you are going to face a flag defense (a carrier and an LBA), you must weigh the advantages of controlling the Marshall Islands against the reality that some USN CVs will go down in the attempt. The deciding factor should be whether or not you have a reasonable chance to take Kwajalien or Maleolap. You can bet the IJN will make it expensive. That's the downside. The upside is that you will have another base for your LBA to take on the IJN fleet and LBA. As a perimeter-busting measure, it is lukewarm, because it only allows the USN to penetrate as far as the Marianas Islands, and not the Japanese Islands. This is okay if it happens on Turn 4 or 5, because you can then "island hop" with any "extra" marines

based on Kwajalien or Maleolap into the Marianas Islands on Turn 5 or 6, threatening Saipan or the Philippines. This is a tricky operation, and must be supported by USN forays into other perimeter areas if it is to succeed. But if the IJN has lost some LBA, it can work, putting the IJN into an uncomfortable spot and giving the USN some much-needed POC as well. The difficulty with all this is the delicate timing and basing requirements that are necessary to pull it off. It may be much easier and more economical to simply break the IJN perimeter on Turn 5 in a more lucrative area.

For the IJN, this perimeter area is one of diminishing importance as the game wears on. By Turn 5, a large enough POC lead may dictate the abandonment of the area if it was controlled along with the South Pacific on Turn 4. This screens the Marianas Islands for Turn 5, and still gives the IJN a raiding lane into the Coral Sea and U.S. Mandate. Kwajalien and Maleolap can still be protected by sacrificing a CV for anti-invasion duty, allowing the IJN to concentrate forces in more important perimeter areas. But by no means should the IJN expend forces to hold the Marshall Islands in the midgame if it means losing Midway or Lae. These bases far exceed the importance of Kwajalien or Maleolap.

The South Pacific Ocean

Welcome to the only sea area named after a Broadway Musical! But forget *Bali Hai* ...this is probably the toughest perimeter area for the IJN to hold, and it is definitely the easiest one for the USN to exploit. Two critical issues surface when discussing the South Pacific: 1) the strategic importance of the two key bases of Lae and Guadalcanal, and 2) the area's status as a raiding lane from Samoa to Indonesia, a key component for USN strategic planning in the midgame.

Let's look at the first point. In the early game, the IJN must convert Lae if it expects to clean up Indonesia with minimum patrols. The most economical way to hold Indonesia is with LBA. If Lae is not captured by turn two, the IJN will experience migraine headaches due to the potential infiltration of allied LBA into Indonesia (possibly aided by the British CVs). IJN flexibility will be quite

strained, and the USN will be able to dictate a partial defensive stance for the IJN. Likewise, a US-held Guadalcanal allows allied LBA to contest the South Pacific. This is by no means as serious as a US-held Lae, but by taking Guadalcanal the IJN can build a solid perimeter and lock out all enemy LBA. An aggressive IJN commander would like to have both bases fly the rising sun by the end of Turn 2, capturing Lae by encirclement and landing Yokosuka at Guadalcanal. The problem with this is that Midway and Dutch Harbor must be ignored by Yokosuka in the opening turns, entrusting IJN reinforcements to mop up those bases. Realistically, Lae and Guadalcanal can be taken early by the IJN if they pursue aggressive patrol postures on Turns 2 and 3, thus either forcing allied LBA to defend key home areas or locking out the USN due to control flags. At this stage of the game, a US trade of Pearl Harbor or Samoa for safeguarding Lae is a mistake, so the outgunned USN will usually see Lae (and possibly Guadalcanal) slip away in the early going.

The USN must recapture Lae if it is to have any hope of winning the game. Lae's importance in the endgame stems from the fact that it borders two crucial areas (Indonesia and the South Pacific), allows USN patrollers based there to enter the Japanese Islands if Indonesia can be freed of IJN control, allows allied LBA into Indonesia, and provides an "up front" base for the slow USN battle line. Of course the IJN knows this, and will make capturing Lae a formidable task. If the Turn 3 marines were destroyed in the Hawaiian Islands, Turn 5 is the earliest point at which the invasion of Lae can be attempted, and you can bet that the IJN will send whatever force is necessary to blow your marines out of the water. It is for this reason that I recommend paving the way for Lae by going after Guadalcanal first. Attempt to invade Guadalcanal on Turn 5 via the Coral Sea while simultaneously patrolling the South Pacific with a small force of expendable ships. In the raid phase, the USN can either make a full-blown effort in the South Pacific (thereby breaking the perimeter), or it can reinforce the invasion troops in the Coral Sea. Either way, the USN position regarding Lae is improved for Turn 6, especially if reinforcements are arriving at Samoa. The IJN can thwart this move by sending suicide CVs or

A Three Hour Tour (Cont.)

LBA into the Coral Sea, but your control flag there will give the USN a decent chance for a night action. If Lae can be taken on Turn 6, the USN is in great shape. If not, the USN must try again on Turn 7 unless they managed to recapture Midway and can base some ships there. (It is doubtful that Saipan or the Philippines will fall before Lae). The reason for this is due to the fact that the USN needs to threaten the Japanese Islands (preferably through high-POC Indonesia) with patrollers in the endgame, and Lae is the best base for this.

Now let's look at the second point. The USN desperately wants to keep the South Pacific controlled (or at least out of IJN clutches) in the midgame to enhance the movement options and flexibility of the fleet. If the South Pacific is open, the USN forces based at Samoa can threaten to raid all the way to Indonesia. This puts the IJN on the defensive, and makes it all the more difficult for the IJN to avoid losing POC/ships/LBA in either Indonesia, the South Pacific or even the Marianas Islands. If the USN can't threaten Indonesia from Samoa, the IJN has a much easier task of protecting it and the rest of the perimeter as well. This turns the South Pacific into a hub around which each side must thrust, parry and dodge to maintain its own mobility while restricting the enemy's. It is a testimony to Richard Hamblen's brilliance that this game design feature works so well in not only simulating the historical battles in this area, but the intricate game decisions both sides must evaluate from turn to turn.

The Marianas Islands

This area is a buffer zone for the IJN, and they must be sure from the outset that it doesn't turn into a "Bufferin" zone as the game progresses. The best base in this area is the Philippines, and safeguarding it is really more important to the IJN than the two POC awarded for controlling the area itself. The IJN has to take the Philippines early in the game, and keep it out of US hands. Mark my words: if the Philippines are liberated by the USN at any point in the game, the Marianas Islands will become the host of lots of allied LBA. So of course the IJN will take great care to use the minimum force necessary to conquer the Philippines and lock the

USN out of the Marianas Islands early in the game.

By Turn 5, the USN has to worry about busting a hole in the IJN perimeter, so it is really not until Turn 6 that the IJN has to worry about defending the area. The Marianas Islands are much easier to defend if USN Pearl Harbor-based forces can be locked out due to IJN control flags. That means that the Australia/Samoa-based forces must divide their attention between Indonesia, the South Pacific, and the Marianas Islands. A premature allied move into the Marianas Islands can really backfire on the USN, because all forces committed must relocate outside of the perimeter if they fail to capture Saipan or the Philippines, leaving the USN with all sorts of potentially nasty basing and movement problems for the next turn.

The best way for the USN to take the Marianas Islands is to threaten the area with a small task force that includes a "spare" marine unit, providing it can be reinforced during the raid phase. For example, it is Turn 6, and strong USN forces are committed to Indonesia and the Central Pacific, with a marine unit in each. A third, smaller task force goes into the Marianas Islands, with the "spare" marine unit, launched from Guadalcanal. The IJN can conceivably send units to defend all three areas, but places his forces at the mercy of USN raiders. This is like a reverse TKO. The IJN needs to preserve Lae, Midway, and the Philippines, but may find that one of these will fall at the end of the turn due to allied luck or strength or both. If the USN can take any one of these bases and sink some CVs, the IJN will be hurting. On Turn 7, USN forces will mop up the outlying areas and place LBA from the newly-acquired base, freeing the USN CVs to raid into the Japanese Islands or Indonesia. Another version of this is a "backdoor" invasion of the Philippines, with USN patrollers and marines in both the Marianas Islands and Indonesia. The IJN is not only confronted with losing the Philippines, but both sea areas and a host of ships/LBA/POC. Either way, it's no picnic for the IJN.

The Central Pacific

This area can be crucial to both players, because it lies between the Japanese Islands and Pearl Harbor (If the IJN

takes Pearl Harbor, the importance of this area diminishes drastically, of course). The USN would like to force the IJN to use a SNLF to capture Midway, thereby precluding its use elsewhere. It is difficult for the USN to stop an amphibious invasion on Turn 2, and practically impossible to stop it on Turn 1. However, if the IJN foregoes an invasion and attempts to encircle the island in the early turns, the USN must look for an opportunity to stifle the IJN plan. The reason for this is the fact that Midway is very tough for the USN to retake in the midgame, and requires a division of effort if it is to be taken in the endgame. Because Midway lies so far from Australia, any fleet units based there cannot threaten it, thereby making it that much easier for the IJN to defend. And since all returning SNLF units arrive at Yokosuka Naval Yard, the IJN can have a SNLF in the Central Pacific virtually every turn as an insurance policy for the encirclement mission. But, if the USN can hold on to Midway through Turn 4, the IJN is in serious trouble because then the allied LBA will have a good chance of holding on to the Central Pacific for the duration, or to at least cause some IJN CV casualties. The downside to all of this for the USN is that a fairly large effort is required to pull this off, and although the strategic advantage of holding the Central Pacific is great, the POC rewards are not. It's really tough for the USN to hang on to Midway, but it has been done before!

Therefore, if (or when) Midway needs to be retaken by the USN, it is more economical to attempt it by encirclement on Turns 5, 6 or 7 and concentrate the marines in the more POC-rich areas to the south. This will force the IJN to battle the USN in the Central Pacific for two turns at a probable disadvantage, and on the turn of capture the USN can base at Midway, ready to strike into the Japanese Islands. If you do find yourself with an "extra" marine lying around on Turn 5 or 6, you may consider a gambit into the Central Pacific with an invasion force, hoping to weaken the IJN perimeter defense elsewhere while they dispatch ships and planes to subdue the marines.

For the IJN, the capture of Midway is critical primarily to deny it as a US LBA base. It is definitely worth sacrificing a CV here on Turns 4, 5 and 6 if you can

A Three Hour Tour (Cont.)

deny it to the Americans, thereby keeping allied LBA out of the battlefield, and hopefully screening the heart of Japan from Pearl Harbor with IJN control flags. The absolute best way to do this of course is to "simply" take Pearl Harbor on Turn 3. If that cannot be accomplished, the IJN must take care that the Central Pacific does not become a "meat-grinder" for weak patrols that are at the mercy of USN raiders. If the IJN has a high enough POC lead, they can abandon the area on Turn 7 if it was IJN-controlled on Turn 6 and let the USN have it without a fight, thereby conserving the fleet and LBA for a big climactic battle in the Japanese Islands, Indonesia, or both.

The bottom line is that this area poses tough strategic questions for both sides. The question of just how much force is enough to either defend or to capture the area is perhaps more difficult here than anywhere else in the game.

The Aleutian Islands

Interesting area. How can a sea area with two bases always be relegated to the negligible role of "sideshow"? Well, look at the POC value for starters and you get a clue. This area is just not worth a major effort for either side. The USN can use this frozen pathway to Japan with raiders from Dutch Harbor or Attu, but once gone, they can't return. A definite one-shot deal. Now, if you really want to spice up a game of VITP, and the oft-ignored northern sea areas in particular, try allowing the USN and/or the IJN to return some units to Dutch Harbor as if it were a major port at the end of a turn. Guaranteed, the Aleutian Islands would no longer be a sideshow.

As it is, the fate of Attu is to fall to the IJN on Turn 2 through encirclement, and Dutch Harbor usually follows suit on Turn 2 or 3 (or even 4) via amphibious invasion. Control of the Aleutian Islands is obviously important to the IJN due to the fact that this area screens the Japanese Islands from attack. But if the Imperial homeland can be screened by IJN control of the Central Pacific and North Pacific, there will be no patroller in the Aleutian Islands. The Kodiaks will be lonely. Eventually, the Americans will come and liberate the place if it's not too much trouble.

The North Pacific Ocean

Anyone ever fight a critical VITP battle here? Me neither. This area DEFINES the word "sideshow." The IJN can steal this POC fairly easily if they control Midway and launch a northern amphibious operation early in the game, converting Dutch Harbor. Then, a flyweight cruiser can base there and sortie next turn to grab a POC. If the IJN does not take Dutch Harbor early, it becomes a much tougher nut to crack in the midgame because allied LBA will undoubtedly be protecting it (both in the North Pacific and the Aleutian Islands). After all, the North Pacific is also quite a trek from Truk...

As stated previously, Dutch Harbor's importance stems from the fact that from here, the USN can threaten the Japanese Islands through the Aleutian Islands. If the IJN takes Dutch Harbor, this threat is eradicated. But looking at the big picture, this base's importance (and that of the entire North Pacific, for that matter) is severely diminished if Pearl Harbor falls to the IJN. So, any IJN effort to conquer Dutch Harbor at the expense of operation "Capture the Pearl" makes no sense. The same holds true for the USN defense—it does little good holding on to Dutch Harbor if Pearl Harbor is lost.

In the endgame, the USN will be faced with the prospect of liberating Dutch Harbor (unless, of course, it was liberated in the midgame...if so, the USN is probably cruising for a win). This is a tougher decision than it seems. The USN must be very careful to avoid taking Dutch Harbor (and controlling the North Pacific) too late, thereby losing POC to the IJN. The USN must also avoid using (and not losing!) too much force at the expense of other, more important theaters. Judging just how much effort is worth expending to control Dutch Harbor and the North Pacific is the real key to this area and its one POC. Usually, this area is controlled by the side that holds the initiative in the struggle for the Central Pacific.

Indonesia

Question: So, just how important is Singapore to the IJN?

Answer: More important than any other allied port or base.

How can this be? Why would a Japanese commander who fails to take Singapore on Turn 2 pull out his sword and contemplate the hari-kari treatment?

The reasons are pretty obvious. On Turn 3, the Royal Navy (remember them?) coupled with allied LBA will swarm all over Indonesia like a bunch of angry hornets, and while the IJN tries to put out that fire, USN raiders will pounce on the other perimeter areas. And a USN control flag in Indonesia on Turn 3 threatens to convert Saigon! All of a sudden the Japanese have lost the initiative, the security of the Japanese Islands, and most likely, the game. Therefore, the IJN must do everything in its power to ensure the conversion of Singapore at the end of Turn 2. For all you USN commanders who have read (and ascribe to) the excellent article "TKO in Two" (*The General*, Vol.22, No. 2, which details an allied strategy of sending everything into Indonesia to save Singapore), please be aware that the big fight for Singapore could easily be playing right into the IJN's hands. Sure, maintaining Singapore and controlling Indonesia are worthwhile ... up to a point. If the USN places all available LBA units into Indonesia on Turn 2, the IJN gets to shoot at them there with their own LBA rather than shoot at them defending the Hawaiian Islands with IJN CVs on Turn 3. That's a big advantage for the IJN. And to make things even worse, if the IJN maintains control of Indonesia on Turn 2 despite the Royal Navy's heroics, Singapore falls and the IJN can then strip the area of all forces on Turn 3 and use them to close up the perimeter, beat up on the Americans, and possibly take Pearl Harbor, especially if Johnston Island was captured on Turn 2. Jujitsu, baby.

Historically, Indonesia was the treasure trove of the IJN pirates. The Indonesian oil reserves were the prize the Japanese military establishment had coveted once President Roosevelt and Congress placed the trade embargo on the land of the Rising Sun. The sneak attack on Pearl Harbor was only a part of Japan's overall strategic plan. One reason VITP is such a great game is that it simulates, albeit in an abstract manner, this historical reality. To win, the IJN must be able to control the POC-rich waters of Indonesia for the

A Three Hour Tour (Cont.)

balance of the game. It is strategic suicide for the IJN to adopt any course of action that doesn't take this into account. The IJN needs to build up a big lead by the end of Turn 5, and then needs to carefully manage a strategic withdrawal that allows the IJN to safely fall back upon the high POC areas, namely, Indonesia and the Japanese Islands.

Well, what happens after a "normal" opening, one where Singapore falls? What kind of action occurs in Indonesia, anyway? More than any other area, this can be the scene of any imaginable encounter. The game system provides for a myriad of possibilities in combat, and Indonesia is the site of more types of encounters than anywhere else. With two major ports and two adjacent bases, Indonesia possesses many strategic targets. Lots of amphibious invasions are attempted here, and lots of ships and planes come out of the woodwork to join the party. And because of Indonesia's high POC value coupled with its nearness to the Japanese Islands, control of the area is not only lucrative, but severely hampers the movement options of the enemy fleet. In a "normal" close game, the IJN will probably trade a few shots with the British CVs, control Indonesia up until Turn 5, and use LBA to keep the USN CVs away. The USN commander simply cannot afford to take on the patrolling IJN LBA early in the game with his few precious carriers. The entire game can pivot on the IJN's Turn 5 deployments in Indonesia and the USN's threat to them. If Indonesia is an IJN exclusive area after Turn 5, and the USN has only one or two CVs capable of threatening the area on Turn 6, the USN is in trouble. With a big enough lead, the IJN has a POC gravy train on its hands for Turn 7. With IJN control flags in Indonesia (and the Marianas Islands, let's assume) screening the Japanese Islands from attack, the IJN can evacuate Indonesia. On Turn 8, all of the ships and planes saved by evacuating Indonesia patrol the Japanese Islands and prepare to defend it to the last man. It is almost impossible for the USN to control the Japanese Islands on Turn 8 if it has to go up against all six IJN LBA and the entire enemy fleet. To avoid this, the USN must plan to at least threaten Indonesia by the end of Turn 5. The

fleet needs to be flexible enough to send enough carrier power to blow a hole in the perimeter, and to threaten the POC in Indonesia. Any USN strategy that fails to consider these two points for Turns 5 and 6 misses the boat, and yes, the pun was intended.

The Bay of Bengal

Some people, like Robert Harmon in his "Commander's Notebook" (*The General*, Vo. 23, No. 5), talk about a "Far East" strategy for the IJN. They point out that once the IJN sends the Royal Navy to Davy Jones' locker there is little left to protect Ceylon and the bundles of POC waiting to be picked up at little or no risk in the Bay of Bengal. Instead of contesting the Allied Home Areas, the IJN concentrates on locking the USN out of the Bay of Bengal (and the Indian Ocean) for the majority of the game. I myself have never had the guts to try it, figuring that I'd never be able to maintain a perimeter against the rampaging Americans, much less take and hold key bases such as Lae, Guadalcanal and Midway.

I suppose the "Far East" strategy could work if the USN could be kept at bay in the Coral Sea and out of the South Pacific, but the whole strategic concept boils down to how much freedom of maneuver the IJN can afford to give the USN and still wind up with more POC at game's end. Sound arguments can be made on both sides of this issue (again, see Robert Harmon's article for this discussion), but I will not go into the details again here. Suffice it to say that the Bay of Bengal will be relatively quiet if the IJN opts for a "TKO in Three" or "Capture the Pearl" opening, which are the most popular (for good reason, I might add) IJN strategies.

The Royal Navy can have trouble controlling the Bay of Bengal even if a small, escorted IJN carrier group decides to raid the area, because the USN is usually based so far away and can't help out. But this is usually only an irritant to the allied cause. The real danger lies in the threat of IJN patrollers in the area. Luckily for the USN (and the Brits), IJN returns from the previous turn to Saigon (or Singapore) will telegraph these intentions well enough in advance to give the allies some ability to parry the threat, usually with an LBA

commitment. In the later stages of the game, allied LBA may well be the sole garrison for the area, and this is as it should be. Send the Royal Navy into Indonesia if you are fortunate enough to have it survive into the mid-and-endgames. Maybe they can avenge the Repulse and the Prince of Wales.

The Indian Ocean

This area is also important if the IJN adopts the "Far East" strategy. By controlling the Indian Ocean and Indonesia, the IJN can completely lock the USN out of the Bay of Bengal. However, the Indian Ocean is even more important if the IJN is contemplating operation "Down Under," the plan to capture Australia. If this is the case, the Indian Ocean will be the scene of a vigorous Commonwealth defense—you can bet that the IJN will be tangling with any Brit afloat. Despite the numerous ships that will slug it out here, the struggle for the Indian Ocean will ultimately be decided by LBA. The IJN really only have a chance to prevail if they control Port Moresby and can spare some LBA to combat the inevitable allied LBA. This is not easy to arrange, and it is even tougher when you consider that to capture Australia, the IJN must control both the Indian Ocean and the Coral Sea for two consecutive turns. It is exceedingly difficult to accomplish this mission plus protect the perimeter and gain POC, but operation "Down Under" is a real (if risky) alternative to the more popular "Capture the Pearl" or "TKO in Three" strategies. The key point for the IJN to remember when attempting this is that there will be no element of surprise. To patrol the Indian Ocean, the IJN will have to base its potential patrollers in the ports of Saigon or Singapore, or in nearby bases other than Truk. This tips the IJN hand, and the USN will respond accordingly. Alas, most games see the IJN go for Pearl Harbor, and consequently very little action will occur in this area.

The Coral Sea

The Coral Sea is weird. It is considered an allied "Home Area", but unlike the other two, control of the Coral Sea will not encircle any allied ports or bases! So that means that the Coral Sea should be strategically worth less than

A Three Hour Tour (Cont.)

the other two, right? WRONG! The Coral Sea is critical to both sides because of the enormous potential its bordering bases possess. For example, the IJN can seriously consider operation "Down Under" if they control Port Moresby. The IJN can seriously threaten Samoa as well as impede USN movement options if they control the New Hebrides. The USN can open up the perimeter through the South Pacific if they can base at Guadalcanal. All of these bases possess large strategic possibilities for the side that controls them.

The Coral Sea is also a traffic bottleneck for the USN. If the IJN controls it and the South Pacific, the USN is effectively split in half, because any ships based in Australia will be unable to link up with those based at Pearl Harbor, Samoa, or other northern bases. This can completely derail any USN plans to break the IJN perimeter or raid the interior, thus keeping the initiative away from the USN for one more crucial turn. But the IJN should definitely think twice about trying to hold the Coral Sea for two consecutive turns in the midgame, especially if trying to isolate Australia. The patrollers are bound to encounter stiff LBA resistance, and heavy casualties are likely to be incurred by the IJN. The IJN must make controlling the Coral Sea worth the price in planes and ships.

The Coral Sea is also a critical area in the endgame. If the USN is holding it with a small LBA commitment or one or two battered battleships (a likely scenario), a strong and fast IJN raid force (the Tokyo Express?) coming through the South Pacific or Marshall Islands from Truk can eliminate the patrollers and then get away, denying some critical POC from the USN. A late raid such as this either forces the USN to lose POC, or to divert some carrier power away from the main battlefronts. The IJN wins in both instances.

The U.S. Mandate

Obviously, the most important base in this area is Samoa, but the New Hebrides takes a close second. The New Hebrides, along with Johnston Island, are arguably the most important "green" bases the USN must protect in the opening turns. It's much easier to

defend Johnston Island from amphibious invasion, however, because it can only be attacked from one sea area, the Hawaiian Islands. The New Hebrides are vulnerable to amphibious invasion from both the Coral Sea and the U.S. Mandate, making this base seem much harder to defend. The flip side, of course, is that if the IJN threaten to take Samoa by encirclement, the New Hebrides are safe as long as the Coral Sea is uncontrolled by the IJN and no SNLFs are around to come ashore. Samoa is a great place for the USN to base in the midgame because raiders based there can reach Indonesia if the South Pacific is open, creating lots of tough decisions for the IJN. The New Hebrides is an even better location, allowing raiders there to cruise all the way to the Bay of Bengal or to the North Pacific.

The U.S. Mandate is often overlooked by both players in VITP. After all, the game starts at Pearl Harbor, and most of the opening moves revolve around the USN's defense of its best port. Sometimes, both sides commit so much mental energy to the Hawaiian Islands that the opportunities in the U.S. Mandate are overlooked. In fact, the only opening that seriously threatens the U.S. Mandate is the "TKO in Three." But make no mistake: the fall of Samoa to the IJN is just as grave as the loss of Pearl Harbor. The USN is split in half, and the loss of Samoa as a base cripples USN mobility. And the IJN can go for Samoa almost as easily as it can go for Pearl Harbor.

Much has been written about the USN being "able to win from Samoa" if Pearl Harbor falls. This is undoubtedly true, primarily because Samoa is a good location from which USN reinforcements can sortie against the IJN. If you must "win from Samoa" as the USN, you have to keep the IJN POC as low as possible (due to the POC gains the IJN get for controlling the Hawaiian Islands) and you must preserve as many bases as possible for your growing LBA arm. Be patient, conserve your strength, and then blow a hole in either the Marshall Islands or the South Pacific on Turn 5. On Turn 6, pour your USN reinforcements through the hole, send your LBA against any IJN patrollers it can find, send the marines out, and try to destroy the IJN while picking up a

base somewhere and hopefully some POC as well. Then on Turn 7, knock down all the IJN LBA you can (so they won't be around on Turn 8), and position the USN for making up the POC in order to win. That's how you "win from Samoa."

The Japanese Islands

Anyone ever take Okinawa as the USN commander? Me neither. If the IJN is playing a solid game, not much happens here before the endgame. The IJN will patrol the Japanese Islands with a single ship as long as the perimeter is secure and the F-Boat is unavailable. If there is a hole in the perimeter in the midgame, the USN may be able to raid into the Japanese Islands, but the IJN shouldn't overreact. Do your best to plug the hole so you can make the area exclusive on the next turn. If you are the IJN commander, don't forget to place two ships on patrol here once the F-Boat comes into play: there's nothing worse than losing 3 POC and a favorable control flag drm on a lucky shot.

If the game goes down to the wire, most likely the POC for the Japanese Islands will be the decisive factor on Turn 8. Both sides need to count POC and think ahead on Turn 7. If the IJN conserves its LBA and places all six units plus the remainder of the fleet into the Japanese Islands, it will be exceedingly difficult for the USN carrier arm to wrest control from the IJN. Therefore, the USN must seek out the IJN LBA on Turn 7 and destroy it if at all possible. When the big battle for Japan takes place on Turn 8, it's like the seventh game of the World Series. It's toe-to-toe, no-holds-barred. Neither side will retreat before they concede. After the smoke clears, congratulate your opponent and get some ice for your sore dice-rolling wrist.

Well, that about does it. I hope you enjoyed your tour. Please watch your step as you exit the water taxi, and enjoy the rest of your day. I welcome any comments you may have on the ideas presented here. I can be reached at ttribuzi@hotmail.com.



Battle Cry

An Introduction To The Hasbro / Avalon Hill Game

by George Nickols

If you've never played Avalon Hill's Battle Cry, you're missing out on a lot of fun. This game is easy to learn and easy to play. A game takes about an hour or so. In fact, right before a Battle Cry tournament at one of the game conventions held in Los Angeles, I showed someone the basics of the game. We went through the four types of units, their movement, the terrain tiles and their affects on play, and various cards in the card deck, all in about 15 minutes. Anyway, this person liked what he saw and entered the Battle Cry tournament - he got as far as the semi-finals. Of course, he was a grognard, but still.....

The game revolves around the playing of cards (just like Up Front). Depending on the scenario, one can hold from 3 to 6 cards. You play a card, execute the order(s) on the card, then draw a replacement card. Your opponent now does the same thing. Repeat until the game is over. These cards are your orders to some of your units on the field of battle. The battleground is laid out in three sections... Left flank, Center and Right flank. Ordered units are the only units that can move and/or attack. You choose which enemy units to attack, then roll dice to see what happened. The range to the opponent determines how many dice are rolled. You will either hit, miss, or cause a retreat (or combination thereof). Attached generals add one more die when they are with infantry or cavalry. Unattached generals cannot attack.

The dice are not regular 6-sided dice. They have symbols instead of numbers. Icons of infantry (2), cavalry (1), artillery (1), a white flag (1), and "crossed sabers" (1) appear on the six sides. If you are firing at infantry, then all dice that come up with an infantry icon are kills. Crossed sabers is an automatic kill. A flag is always a retreat. Artillery and cavalry (in this case) is a miss. The units have step losses, infantry have four steps, the cavalry three, the artillery with two, and just one for a general.

The best way to learn this game is watch someone playing the game. All you need is to watch a couple of turns and with a couple questions thrown in,

you will know enough to start playing. Even reading the game's rules now goes much faster and becomes more clear. But just because you are not familiar with the game, it doesn't matter. If you got this far, you already have some idea of the game and how it is played. Hopefully I have piqued your interest enough to keep you reading.

The game comes with 15 different Civil War battle scenarios (1st Bull Run, Pea Ridge, Chancellorsville, Gettysburg, Gaines Mill, etc). Most are fairly balanced, but there are a couple that favor one side or the other. If you have access to the internet (who doesn't nowadays) you can take a look at the "Unofficial Battle Cry website." Just go to www.angelfire/games2/battlecry. Here one can find many more scenarios, some introducing new terrain tiles (railroad), and some introducing new unit types (Indians). There are even some scenarios requiring two game sets and a stencil to join the two mapboards. Likewise, there are various rule modifications for those who like some more variations. Like, infantry moving in column, dismounted cavalry, each opponent having their own card deck, and on and on. But I like just the ones I will talk about below.

Now comes the most important aspect of the game - the card deck. There are sixty cards that make up the "command deck". I am sure that the Battle Cry gamers have already done their own study of the card deck, but I just want to add my 2 cents worth. There are basically two types of cards, battle cards and specialty cards. Battle cards are Skirmish, Probe, Attack, Assault, and Coordinated Attack cards and I consider all the other cards to be specialty cards.

Battle Cards

Skirmish (1 unit), Probe (2 units), Attack (3 units), Assault (all units) cards allow you to order the appropriate number of units in any one section of the battle board. Coordinated Attack cards allow you to order one unit in each section. There are nine skirmish cards evenly distributed, three for the left, the center, and the right sections of the battle board. There are thirteen probe cards,

four for the left and right, and five for the center sections. There are ten Attack cards. Three for each the left and the right and four for the center section. Assault cards are evenly distributed as well, two for each section of the battle board. There are four Coordinated Attack cards.

Of course, the Assault card is the best of these as it allows all the units in the appropriate section to move and or fire. Some believe in saving the assault card for the right time. Believe me, you may regret it later. Most of the time, "now" is the right time. Suppose I have three battle cards for the right flank. I will use them one right after the other. Chances are that if I have three for the right flank, my opponent doesn't have three for his left flank (same side of the board). I think I have the advantage here and I want to make use of it right now (pun intended). Playing the assault card last will probably be the way to go, but if many units are sitting on the back row, I may play it first just to get them into position and ready for action quickly. Some players hold back a Skirmish or Probe card just to have one in hand if needed.

I like to save a Coordinated Attack card for when I don't have a battle card to use for a particular section. I may desperately need to capture that flag or even retreat one of my unit's that got itself in trouble. (The website I mentioned earlier has additional card types for those of us who wish to try out some of them).

Specialty Cards

There is a wide variety here. Some of these are valuable in some scenarios and then again, this same card may not be worth much in other scenarios.

Leadership (2) - This raises an attached general's bonus to two dice. But also, it can apply to the artillery as well. I will save this card until I have attached all my generals to a unit. This card is the only way that generals can add their combat modifier to artillery. So, if your opponent attaches his general to an artillery unit, you can bet he has this card and is getting ready to play it. With

Battle Cry (Cont.)

the playing of this card, any unit with an attached general quickly becomes a kill group.

Sharp Shooter (2) - Dull. Play it if you have nothing else better just to get it out of your hand. This is the first card I will play if it is dealt to me at the onset of the game. This card allows you to select an opposing general and roll one die. If it comes up "crossed sabers", then the general is eliminated, anything else rolled, is a miss.

Forced March (2) - Infantry (only) in any one section can move 2 hexes instead of the normal 1 hex and then attack normally. A great card to get your units into that terrain, or just "up close and personal" with your opponent's army. Remember, only the infantry can move and attack this turn.

Bombard (2) - Most scenarios have the artillery in out-of-the-way hexes. This card allows all of your artillery units to either move two spaces, or fire twice (not both). If your artillery units are in the right spots, they can take their toll on your opponent's units. Likewise, this card can get them moved up into that appropriate hex.

Hit and Run (2) - This is a card for your cavalry. Normally, cavalry can move three hexes and they can attack one adjacent unit. This card allows the movement, attack, then movement again. They get in and fire, then retreat back (or in some cases, forward). Note: this is good for all of your cavalry units. So, in the scenarios where you have two or three cavalry units, this is one card you want.

Field Works (1) - This card can be as dull as the sharp shooter card or as powerful as having a brick wall. Playing this card gives you the option of placing one or two field works to protect your units. The field works is a defensive tactic. It subtracts two dice from the number of dice your opponent will roll. Once placed, they stay there, so if you are retreating its no big deal, your opponent cannot make use of them as the field works are facing the other way. Use this card to protect infantry out in the open, or your artillery if they are in a good firing position.

Rally (1) - This is how you can build back up one of your units that has taken casualties. Most of the time you're better off using it on your infantry as they get the brunt of the damage.

Call for Reinforcements (1) - Remember, only units that are in the box that were NOT in the original setup can be used. After setting up for the start of the game, look into the pool of units not used. This is what you have to choose from. The best thing about this is where you get to place the new units coming in. I like to place them in an adjacent hex next to an unattached general (if there is one). I can also place them with an unattached general if I so choose. If there is no unattached general, I am stuck placing them on the back row somewhere. **Note: These units can fire once placed on the map.**

Short of Supplies (1) - Move a unit back to its back row. Yours as well as your opponent's. If you have a unit that is depleted and vulnerable to loss, move him out of there. If your opponent has a unit that is vulnerable, move any enemy unit that can support this unit back out of the way, so you can attack this vulnerable unit. If your opponent has a full unit with an attached general up on the front lines, move him back. This can be a good card, either offensively or defensively.

Counter Attack (1) - Powerful card, especially when you have no card for the section that was just attacked. Most prefer to wait until their opponent plays the All-Out Offensive to use this card (who doesn't), but you may let some good opportunities slip past. Consider playing this after an Assault (all units), or sometimes on a Hit and Run card. Don't waste this card on skirmish or probe cards and think twice on attack cards. If you have a lot of infantry in one section, consider playing it after a Forced-March card.

All Out Offensive (1) - I have more to say on this later, but this is the almighty ace of spades of the deck, the one to have. Every unit gets to move and fire. As the deck gets reshuffled after this card is played, although unlikely, it can come up again

This then is the card deck. One can see that even if you play the same scenario many times over, different results will occur. One side can sweep the field one game and the next game could be a close one. All because of the cards.

The best strategy I can give anyone is think one turn ahead. If you can, two turns ahead. Be open-minded. You may find yourself changing your strategy just because you drew a great card. Remember, terrain can be your friend and yes, cavalry can move into building hexes. Orchards do NOT block line of sight.

The rule that most often gets people in trouble is what I call the "I forgot" rule. Once you get bit, you never forget it. When you move your unit into a woods or building hex, that unit stops movement AND cannot fire that round. Keep this in mind at all times, especially when you are playing the Forced March card. Make sure you coordinate your attacks in the appropriate order - you don't want to fire with unit A at the enemy and get a retreat result that puts him out of range (or out of sight) of unit B that was going to fire at him next.

When my group plays this game, we have adopted three rule changes. Game length, retreating, and the All Out Offensive card. You may want to consider these changes for any tournament play.

Game length. Whenever we play Battle Cry, a "game" consists of playing a scenario twice, once as the North and once more as the South (In fact, we do this for most two player games). The winner being the person who captured the most flags for the two games. The rule with the game suggests a game is over when someone captures their 6th flag. We go on with the game until someone has captured their 8th flag. We find that this subtle change has reduced the number of tie games that can occur. (Ties sure mess up the tournament playoffs).

Retreat Rule. The game rule states that if a unit cannot retreat or is forced to retreat off the board it is eliminated. We modified this to be: "If a unit cannot retreat, remove a piece for every retreat not performed." For example, An Infantry unit on the back row is fired upon and the result is 1 hit and 1

Battle Cry (Cont.)

retreat. One piece is removed for the hit and since it is on the back row, removes one more piece for the retreat. If the unit was at full (or even 3/4th) strength, the flag still survives to fight another day.

All Out Offensive. This card causes too drastic a change in the game. To keep the game competitive we have modified the card somewhat. Rather than have all your units ordered, we limit it to one of two choices. If you play this card, you can treat it as a Coordinated Attack card but with 2 units in each section ordered, or you can order any 5 units on the board. This last option makes amends for not having anyone left in a particular section. A defender can now maybe survive An All Out Offensive card.

Tournament Considerations

Since a game plays in about an hour, I cannot understand why the various convention committees assign a director to this game that has no imagination (grumble, grumble). Sometimes they don't even know the rules to it. Most tournaments in which I have participated, the director just has us pair off and pick any scenario we want. Play it twice, alternating sides, and the person with the most flags

moves on. Even if the tournament was conducted in a Swiss-style or double elimination format would be better than just the old plain single elimination that these directors seem to like. This can be rather boring. It appears that no imagination or thought has been given to this tournament. So, I have come up with a variation for tournament play.

In general, those who brought the game will play the North. Those that didn't, will play the South (after all, the North had the supplies, right?) Balance the teams as necessary. If there are two people who have never played the game, then one would play the North and the other the South and they would play against each other in the first round. You may have to sit with them to advise them on the play. A scenario is selected at random (or not) and everyone plays this scenario. Each game goes until someone captures 8 flags. (Do NOT play it twice where the opponents switch sides). The next round's scenario is then chosen (random or not) and the North team stays put while the South team moves one player to the right. This gives everyone a different opponent for the second round. Again, play until someone captures their 8th flag. After all games are done, repeat this all again for a third scenario. At the end of the

three scenarios, the 2 (or 3, or 4) highest scoring Union players and the 2 (or 3, or 4) highest scoring Confederate players move on to the semi-finals. As some scenarios favor one side or the other, it doesn't matter here as only the Union competes with themselves and the Confederates compete against themselves. They all have the same advantage or disadvantage. So now all of the scenarios are valid ones and none have to be ruled out of play.

I like this type tournament a lot, as everyone is given the chance to play the game three times. You may want to set a time limit (or not) on the games. But if you do, then you would have to adjudicate a game or two if they go over the time limit. This can also now lead to some game stalling. But as the director of the tournament, you are in control and can decide what to do.

I cannot say enough good things about Battle Cry. I know I didn't give a proper explanation on how the game plays, nor what I meant about units, flags, and pieces. But there should be enough here for you to get a taste of this game. After all, this article is for you, not the ones who already know what a great little game this is. Thanks to Richard Borg for an excellent game.



Also From The BOARDGAMER!

The BOARDGAMER's Unofficial Guide To War At Sea. A comprehensive 76 page guide to this classic game. Includes 4 series replays and strategy articles from three former Avaloncon/WBC War At Sea tournament champions. Six years in the making, a must for any War At Sea gamer. Available for \$9.00.

The BOARDGAMER's Unofficial Guide To 1776. A comprehensive 88 page guide to this classic game. Includes a series replay, strategy articles, variant rules, and 9 new or updated scenarios from 12 noted players of the game. Also includes a color sticky-backed insert including all the additional counters required to play all the included scenarios and variants. Available for \$9.00.

The BOARDGAMER's Special Panzerblitz Issue. Alan Arvold (with a little help from other fans of this classic) has provided enough material to devote an entire issue to Panzerblitz. 29 new scenarios, variations on 12 other scenarios, plus a color sticky-backed insert of all additional counters required for play. Available for \$9.00.

The BOARDGAMER's Special Panzer Leader Issue. Alan Arvold once again has provided enough material to devote an entire issue to Pnzer Leader, plus a color sticky-backed insert of all additional counters required for play. Available for \$9.00.

The BOARDGAMER's Pro Golf Expansion Courses. Four additional courses for the late night Avaloncon/WBC favorite Pro Golf. These represent little known courses in west central Ohio. Also includes a special bonus course. Available for \$4.00.

Prices include shipping in the United States. Foreign deliveries required extra shipping charges. See page 4 for details.

The Napoleonic Wars

As A Six (or more) Player Game

by Jim Lawler

GMT's Napoleonic Wars game is one of the most popular games to hit the gaming market in years. The game allows for 2 to 5 players to replay the Napoleonic Wars in one sitting. The popularity of the game has led to an interesting phenomenon; that being, at times there may be more people wanting to play the game than there are playing positions. Strictly from the perspective of playing an enjoyable game with having more to do, fewer players are desirable. Quite often you would be better off playing two separate games. However, there is a lot to be said for the social advantages of everyone getting together and playing the same game. There is also the advantage of being able to teach new players the game while they are participating. Some players feel more comfortable learning a game when starting with a smaller position.

I have already played in four such games, one of which tried two British players (not recommended), the others playing the Spanish, the Swedes and two French players. The minors are getting artificially strengthened for the sole purpose that the sixth player can enjoy the game. Their chances for winning are very small.

First let me say that I usually prefer a smaller number of players in this game as the turns seem to flow faster and everyone has more to do. More players usually means a slower game as well as the potential for some players getting a little bored as they have to wait their turn to play. That being said I will present some rules for a sixth (or seventh) player to participate in the game.

Here are the rules for four different ways you can add an additional player to The Napoleonic Wars. The four alternatives are, playing with a second French player, playing Spain as an independent power, playing the Ottoman Turks as an independent power or playing Sweden as an independent power. There are certain advantages and disadvantages to each of these options. I have strengthened the minor powers somewhat only to

give the sixth player a more enjoyable playing experience.

The **First** option is to use the sixth player to play as a **Second French player**. The more experienced player can allow the second player to play Spain and/or handle the combined Fleets. The advantages to this option are if the second player has a fondness for naval play and the French draw some interesting naval cards he may have a great time. The disadvantage is that the "land" French player must allow him to play them. This can lead to problems if the First player needs all his cards for land combat or gets upset when the French Fleet is blown to splinters and is at the bottom of the sea.

If the Second French player is playing Spain, he can get some good experience but has to beware of the allies breaking the alliance. This happened in a game I was in and the Spanish player could do nothing but turn a card and build for the remainder of the game, as no one was able to bring Spain into Pact Status.

I think the following countries playing as independents are a better way to teach new people the game or allow additional players to participate. I hope this helps you when you have an extra person who wishes to play.

Minors As Players:

The **Second** option is for **Spain** to become an independent major power. This gives the new player a small but active part in the game. The French player can and certainly will help the Spanish player as it is definitely in his best interest to do so. The player hopefully will stay loyal to France, as France is finished if both Prussia and Spain join the Allies. The British will be talking actively with the Spaniard to acquire his services.

Rule Changes For An Independent Spanish Player:

1) Spain is no longer affected by diplomatic cards. Spain now has a choice on what side it joins at the interphase.

- 2) Spain gets an additional +1 die like other powers as long as the Spanish player is fighting inside Spain.
- 3) At interphase, the Spanish now get 6 CP's reinforcements.
- 4) Spain starts the game with a resource.
- 5) Spain starts the game on the +1 side of the resource tract (starts with six keys).
- 6) Spain starts the game allied to France.
- 7) Spain's minimum hand, excluding its Home Card, is two cards.

The **Third** option is for the **Ottoman Turks** to be an independent power. This has some interesting possibilities as the Turks can obviously easily reach Keys in Russia and Austria. The limits to this position are poor leadership and poor troop quality outside its home country. The Turks can also reach the Keys in Italy without too much problem and try for either Rome or Naples. They then can use these cities as a base for further expansion. The Ottomans have a lot of interesting options to play. I personally think this option offers the sixth player the most opportunities for interesting play.

Rule Changes For An Independent Ottoman Turks Player:

- 1) The Ottomans get an additional +1 die like other major powers as long as the Ottoman player is fighting in its home country.
- 2) The Ottomans start the game neutral in 1805 the same as the Prussians. They may join either alliance for 1807.
- 3) All foreign war cards concerning the Ottomans can still be played as events unless the Ottomans are allied with that power. The Ottomans **must now send troops but not leaders** to these foreign wars. **Either** side may end the foreign war.
- 4) The Ottomans may not be affected by Diplomatic events that cause it to break alliances.
- 5) At interphase, the Ottomans now get 6 CP's reinforcements.
- 6) The Ottomans start the game with a Resource.
- 7) The Ottomans start the game on the +1 side of the resource tract (starts with six Keys).

The Napoleonic Wars (Cont.)

- 8) The Ottoman minimum hand size is two cards excluding its home card.

The **Fourth** option is for **Sweden** to be an independent power. This has some interesting possibilities as well. Sweden can easily reach Keys in Russia, Prussia, France and Denmark. Its real limiting factors are the size of its army and the lack of leaders.

Rule Changes For An Independent Swedish Player:

- 1) The Swedes gain an additional card in turns 2 and 4.
- 2) The Swedes get the +1 die for being a major power at **all** times.
- 3) The Swedes start the game neutral in 1805 the same as the Prussians. The may join either alliance in 1807.

- 4) The Swedes may not be affected by Diplomatic events that cause it to break alliances.

- 5) When Card 52; **Bernadette** is played, it now must be played as CP's **and** an event (The Swedes get Bernadette and 1 SP). The leader Gustavus remains in play.

- 6) At interphase, the Swedes get 4 CP's reinforcements.

- 7) Sweden starts the game with a Resource.

- 8) Sweden starts the game on the +1 side of the resource tract (starts with four Keys).

- 9) Sweden's minimum hand size is two cards excluding its home card.

- 10) **(Optional but recommended)** It would be very useful to the Swedish player to be able to build a second fleet. Allow only if all players agree at the start of the game.

Rules Common To All Minors Played As Independents:

- 1) Minimum hand size is now **two** cards, plus the home card.
- 2) The new Minor player can influence the Diplomatic tract.
- 3) Any Minor player starts counting Victory points from Keys from their new higher base of four or six.
- 4) Any turn that France is faced with all five active players being in the Allied Coalition and piling on the French player, this new **Napoleon Is Desperate Rule** takes effect. France now gets 22 CP at the interphase as a desperate Napoleon has to call up his very last reserves, and France's minimum hand size is increased to 5 cards (This is purely a play balance rule).



AHIKS International Wargamer's Society

The AHIKS International Wargamer's Society is a great resource for those who do not have a good supply of FTF opponents and desire quality and reliable Play-By-Mail and Play-By Email competition who will help you test your skills as well as provide friendly, sociable contacts within the hobby.

For more information on AHIKS, please contact one of these AHIKS officers:

Canada Regional Director
Steve Llewellyn
37 Surrey Crescent
Fredericton, New Brunswick
Canada E3B 4L4
LLEWELLY@nbnet.nb.ca

Southeast Regional Director
Alan Murphy
705 Seventh St. S.E.
Washington, DC 20037
(202) 543-7004
ALPMURPHY@yahoo.com

Northeast Regional Director
Paul K. Jordan
2802 Connecticut Ave.
Medford, NY 11763
(631) 654-1510
PKJORDAN@att.net

European Regional Director
Murray Cowles
6 Chafford Gardens
West Horndon, Brentwood
Essex, CM13 3MJ, UK
01277-811540
SEADOGGE@aol.com

North Central Regional Director
John Kreuz
260 East Oakview Lane
Oak Creek, WI 53154-4513
(414) 766-6747
JKREUZ@sprintmail.com

West Central Regional Director
Richard L. Tucker
1705 Standford Ave.
Metairie, LA 70003
(504) 455-2935
RTUCKER@xula.edu

Pacific Regional Director
Kevin S. Reid
10 Tollhouse Way
Windsor, NWS, 2756 Austrailia
02-45-773-274
KEVREID@optusnet.com.au

PBEM Coordinator
Hank Burkhalter
3444 Palisade Cove Dr.
Duluth, GA 30096-6671
(678) 417-9640
ROLL_TIDE@mindspring.com

Pay For Authors!

Pay for authors is one free issue of the BOARDGAMER for each 2 full columns (2/3 of a page) the article occupies. In addition, those who have built up a number of issues can instead cash them in at the rate of \$3.75 each.

The BOARDGAMER is always in need of quality articles, especially those of the game strategy and series replay variety, on Avalon Hill/Victory Games board, sports and card games as well as the games of the World Boardgaming Championships. Thus strategy articles, series replays and variants for these games are always good material for submission.

The BOARDGAMER relies on its contributors for its continued existence. Please help out and share a little of your gaming knowledge with the rest of readers of the BOARDGAMER.

Articles submitted will not be printed with any significant changes without first receiving approval of the author. Articles submitted to the BOARDGAMER should not also be submitted elsewhere without first informing the BOARDGAMER. Permission will almost always be granted for articles to be subsequently published elsewhere.

Jutland In The Mediterranean

Germans, Austrians, British and French

by Alan Arvold and Michael Flagiello

During the First World War, naval engagements occurred in other places besides the North and Baltic Seas. Down in the Mediterranean Sea there was a lot of action or the potential for it. To do an article of the whole war down there would take a long article that would take up the whole of the magazine. Therefore, it was necessary to choose a particular period during the war where the potential for action was great and could generate a series of plausible scenarios. After much deliberation we decided that the beginning of the war in 1914 offered the best possibilities. Of course the action at that time centered around the German First Mediterranean Squadron, composed of the battlecruiser S.M.S. Goeben and her consort, the light cruiser S.M.S. Breslau. These ships caused much consternation among the British and French naval leaders, both by what they could do and by what they actually did. The story of their flight to Constantinople is as remarkable now as it was back then. But the potential havoc that they could have caused to the early Allied war effort is even more remarkable, had they taken a different course of action.

This is the third in a series of articles where naval battles from the Great War are being recreated using the JUTLAND game system. While there are other games systems on the market about naval combat during that time period, they either seem to fall short when it comes to portraying the actual ship to ship engagements of the time or are overly complex and take too much time to play. Thus discouraged players end up going back to tried and true games systems from the past such as JUTLAND to get a more accurate picture of what the engagements were really like. In this article we will present battles, both historical and hypothetical, that occurred or could have occurred during the Goeben's fateful journey. The article will be divided into three sections. First will be pertinent rules for the scenarios presented in this article, second will be the scenarios themselves, and lastly will be the conclusion followed by the various counter sheets and hit record charts for the new ships introduced in this article.

RULES

In this article the Allies will be represented by both British and French ships and will move second in the Order of Movement Sequence during the Battle Procedure. (If using the First Edition rules, they are considered to be Side Blue.) The French ships may use all maneuvers allowed to the British, but are not allowed to be in the same formations as the British in scenarios where both nationalities appear together. The Germans will have some Austrian ships in their Order of Battle in a couple of scenarios, in which case they will be known as the Central Powers, and together these move first in the Order of Movement Sequence during the Battle Procedure. (If using the First Edition rules, they are considered to be Side Black.) Austrian ships may use all maneuvers allowed the Germans except the Battle Turn Away and are not allowed in the same formations as the Germans. Both sides may use all of the optional rules both in the game and in the article "Updating Jutland" (found in the BOARDGAMER Vol.5, #3). However, no ships may use the

British Gun Directors rule from that article. (Few British ships were equipped with it at the beginning of the war and certainly none of the ships in the scenarios of this article had it at this time.)

In this article the use of the Secondary Batteries rule from the "Updating Jutland" article is strongly recommended in these scenarios. All British and German ships presented here already have their secondary batteries listed in the aforementioned article. However a table listing the French and Austrian ships will be included in this article.

There are some new rules that apply to this article alone and are listed as follows:

British Ship Speed Reductions: The British BCs Inflexible, Indomitable, and Indefatigable each have a maximum Movement Factor of 9. This applies to all scenarios in this article that they appear in. The BC New Zealand is not affected by this rule.

(The Inflexible, Indomitable, and Indefatigable had been on foreign duty in the Mediterranean Sea for some years and had not had a chance to enter dry dock for a proper hull cleaning. As a result they all had badly fouled hull bottoms which slowed them down by a few knots. In addition, all three ships were operating with reduced crews due to peace time budgetary constraints. This affected them the worst down in their boiler rooms where they were short some 50-90 stokers per ship. The result was a serious loss of speed. The New Zealand only recently arrived from England with a full wartime crew and a clean hull due to a recent overhaul, therefore she was capable of going full speed.)

Goeben Speed Loss: At the end of each Fire and Maneuver Turn that the Goeben moves her full Movement Factor, the German player rolls a die. On a die roll of 1-5, nothing happens. However on a die roll of 6 the Goeben's Movement Factor goes down by one, effective at the start of the next Fire and Maneuver Turn. (Example: The Goeben moves her full Movement Factor of 12 during a Fire and Maneuver Turn. A die roll of 6 reduces her Movement Factor to 11 starting on the next Fire and Maneuver Turn.) These Movement Factor reductions are cumulative from F&M Turn to F&M Turn, providing that the Goeben moves her full original or reduced Movement Factor. No die rolls are done if the Goeben moves less than her original or reduced Movement Factor. However when the Goeben's Movement Factor is reduced to 6, whether due to torpedo (flotation) hits or to full speed runs each F&M Turn, then the die rolling ceases for the rest of the scenario. The battlecruiser Moltke is not effected by this rule.

(Although the Goeben had a major engine overhaul early in the summer of 1914 in the Austrian port of Pola, during which she was drydocked and had her hull bottom cleaned off, the overhaul was incomplete. Her boilers were badly in need of replacement parts which had to come from Germany. Unfortunately, these parts were unavailable and her boilers had to be fixed with substandard make-shift parts fabricated

Jutland In The Mediterranean (Cont.)

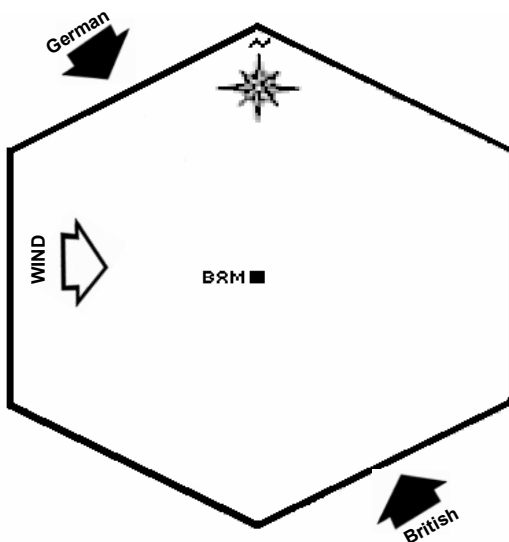
in Pola. As a result, every time the Goeben made a full speed run, she ran the risk of one or more of her boilers losing pressure, thus causing her to lose speed.)

German Second Mediterranean Squadron: Before the beginning of each scenario, the German player rolls a die and checks the result against a range of numbers listed in the OB Notes section of the scenario to see if the Second Squadron is added to the German forces. If the result falls within the range of numbers, the Moltke and CL Squadron Maas (which represents the CL Magdeburg) are added to the German starting forces. (During the early summer of 1914 the Second Mediterranean Squadron, composed of the battlecruiser Moltke and the light cruiser Magdeburg, were suppose to relieve the First Mediterranean Squadron so it could return to Germany. However, shortly before they were due to leave, the Moltke developed boiler trouble and had to be docked for several weeks for repairs. The decision was made to postpone the change of squadrons until the fall of 1914. Of course the war started later in the summer and the change never occurred. However, it is possible that the Second Squadron could have been ordered to leave right after repairs were completed on the Moltke. Had this occurred the two squadrons would have linked up in the middle of the Mediterranean Sea by the time the war had begun. Although no commander was named for the Second Mediterranean Squadron, the most probable candidate was Admiral Maas, whose name graces the CL Sq counter.)

SCENARIOS

The scenarios in this article are all battle scenarios. Play begins with ships entering battle using the Battle Procedure. There are no Search Sheets and thus there is no Search Procedure in these scenarios. At the end of every six maneuver and fire turns, one hour is marked off of the time record sheet and the Battle Procedure resumes.

Scenario I First Meeting (4 August 1914)



Order of Battle

British Forces
Group A
BC Indomitable
BC Indefatigable
Group B
BC Inflexible
CL Sq Milne
Group C
BC New Zealand
CL Sq Troubridge

German Forces
BC Goeben
CL Sq Souchon

OB Notes

British have a variable order of battle. British player rolls one die before set up of the scenario to see which group he sets up with. A result of 1 or 2 means Group A, a result of 3 or 4 means Group B, and a result of 5 or 6 means Group C. The resultant Group is the force the British has for the scenario. Germans roll one die before set up. A result of 1, 2, or 3 means that the Second Mediterranean Squadron is added to the German starting force. CL Sq Souchon represents the Breslau.

Starting Positions

Play begins with each side's force entering the battle area as shown. Capital ships must remain in the column formation indicated until within 10,000 yards of enemy capital ships. Light ships must start within 4,000 yards of friendly capital ships. Order of Battle is also order of appearance. If the Second Mediterranean Squadron joins the German force, the BC Goeben is the lead ship in column.

Rules

1. Visibility at the start of the scenario is 36,000 yards. Wind is from W to E.
2. Suggested optional rules:
 - a. Variable Wind Direction.
 - b. Smokescreens.
 - c. Secondary Batteries.
 - d. All Extraordinary Damage rules, except that German ships do not have explosion capability. Instead second die rolls of 1 or 2 result in a magazine flash fire for German ships.

Time Frame

Scenario begins at 0900 hours. Game ends when no ships of opposing sides are within sight of each other or at 1500 hours, whichever occurs first.

Victory Conditions

British: British player wins if he has accumulated as many or more Victory Points and has lost less than half as many Capital ships as the German player at the end of the game.

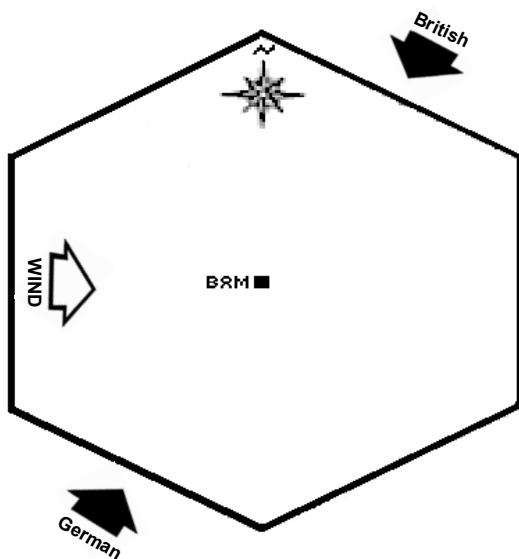
German: German player wins if he has accumulated more Victory Points or sunk twice as many Capital ships as the British player at the end of the game.

Jutland In The Mediterranean (Cont.)

Historical Note

This scenario represents the initial meeting between German and British forces at the beginning of the war. Historically it was the British battlecruisers Indomitable and Indefatigable that the German met on the date and time indicated. However there was no combat at this time. Although both sides trained their guns on each other, both declined to give the customary peacetime gunnery salute to each other. The British were under strict orders not to fire at the Germans as they were still under the grace period of the ultimatum that the British government had given to the German one to pull back out of Belgium. The British instead turned and followed the Germans, but the reduced speed of the British battlecruisers caused them to fall behind the Germans, finally losing sight of them by nightfall. The British commander of the Mediterranean Fleet, Admiral Milne, was eventually relieved of command for letting the Goeben get away when he had the chance to stop her, despite the fact that he was under strict orders to observe diplomatic protocol. This scenario explores the possibility that the British would ignore the diplomatic protocols and instead try to stop the Germans. This includes not only the historical British group that met the Germans but also the other groups that were searching for the Germans in the central area of the Mediterranean Sea. Note, the New Zealand actually arrived in the area several days after war was declared, but is included here in the case the Germans deciding to stay in the area to go after British shipping.

Scenario II The Run for Constantinople (7 August 1914)



Order of Battle

British Forces
CA Black Prince
CA Defence
CA Duke of Edinburgh
CA Warrior

German Forces
BC Goeben
CL Sq Souchon

OB Notes

German player does not roll to see if the Second Mediterranean Squadron is added to the starting force. It does not appear in this scenario. CL Sq Souchon represents the Breslau.

Starting Positions

Play begins with each side's force entering the battle area as shown. Capital ships must remain in the column formation indicated until within 10,000 yards of enemy capital ships. Light ships must start within 4,000 yards of friendly capital ships. Order of Battle is also order of appearance.

Rules

1. Visibility at the start of the scenario is 36,000 yards. Wind is from W to E.
2. Suggested optional rules:
 - a. Variable Wind Direction.
 - b. Smokescreens.
 - c. Secondary Batteries.
 - d. All Extraordinary Damage rules, except that German ships do not have explosion capability. Instead second die rolls of 1 or 2 result in a magazine flash fire for German ships.

Time Frame

Scenario begins at 0600 hours. Game ends when no ships of opposing sides are within sight of each other or at 1200 hours, whichever occurs first.

Victory Conditions:

British: British player wins if he has accumulated as many or more Victory Points and has lost less than half as many Capital ships as the German player at the end of the game.

German: German player wins if he has accumulated more Victory Points or sunk twice as many Capital ships as the British player at the end of the game.

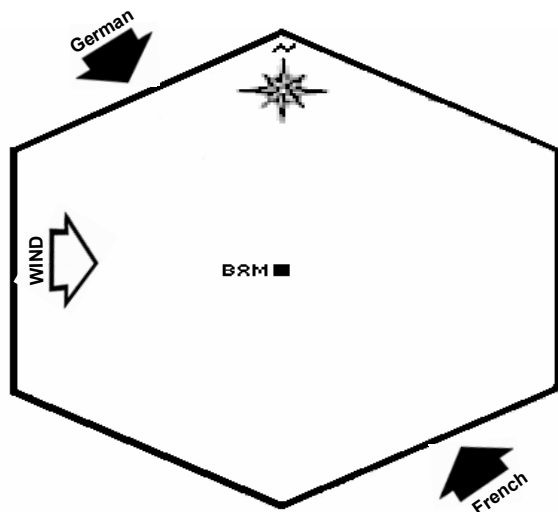
Historical Note

While the more powerful ships of the British naval forces were searching the western and central Mediterranean Sea for the Germans, the British 1st Cruiser Squadron was patrolling along the entrance to the Adriatic Sea, guarding against a sortie from the Austrian Navy. The Germans, after stirring up a hornet's nest in the central Mediterranean, finally decided to head for Constantinople. Their route took them by the entrance to the Adriatic Sea. The British 1st Cruiser Squadron was ordered to intercept and stop the Germans. However they were also under orders not to engage a superior enemy force. The British intercepted the Germans in the morning of 7 August 1914, near the Greek island of Zante. Rather than actively engaging the Germans, the British deployed their ships and decided to let the Germans come to them. In response, the Germans used their superior speed to go around the British, out of range, and then continued on their way to the east. The British commander, Admiral

Jutland In The Mediterranean (Cont.)

Troubridge, was later relieved of duty and court marshaled for letting the Germans get away without a fight. However he was acquitted, based on the fact that the Goeben was a superior enemy force due to its faster speed and bigger and longer ranged guns, and that he was merely following orders. This scenario explores what might have happened if the British had decided to engage the Germans in combat. The reason that the Second Mediterranean Squadron is not involved in this scenario is because the option to make the run for Constantinople would not have been chosen if both it and the First Mediterranean Squadron were together. (The Germans were willing to give up one battlecruiser to the Turks, but not two.)

Scenario III Convoy Hunting (6 August 1914)



Order of Battle

French Forces

Group A (Philipville Convoy)

B Voltaire
B Mirabeau
B Vergniaud
B Danton
B Condorcet
B Diderot
DD Flot 2 (Fr)
TR Group 1
TR Group 2
TR Group 3
TR Group 4

Group B (Algiers Convoy)

BB Courbet
B Democratie
B Justice
B Verite
B Republique
B Patrie
DD Flot 2 (Fr)
TR Group 1
TR Group 2
TR Group 3
TR Group 4

French Forces

Group C (Oran Convoy)

B Suffren
B Galois
B Bouvet
B Jaureguiberry
TR Group 1
TR Group 2
TR Group 3
TR Group 4

German Forces

BC Goeben
CL Sq Souchon

OB Notes

French have a variable order of battle. French player rolls one die before set up of the scenario to see which group he sets up with. A result of 1 or 2 means Group A, a result of 3 or 4 means Group B, and a result of 5 or 6 means Group C. The resultant Group is the force that the French have for the scenario. Each transport group represents four transports each, with each counter having a protection factor of 4 and a movement factor of 4.

Germans roll one die before set up. A result of 1, 2, 3, or 4 means that the Second Mediterranean Squadron is added to the German starting force. CL Sq Souchon represents CL Breslau.

Starting Positions

Play begins with each side's force entering the battle area as shown. Capital ships must remain in the column formation indicated until within 10,000 yards of enemy capital ships. Light ships must start within 4,000 yards of friendly capital ships. The French set up their transport groups first in a single column. The French capital ships are then set up in two equal size columns, one on each side of the transport column, within 4,000 yards. French player may place the ship counters in any order they please within each column. If the Second Mediterranean Squadron joins the German force, the BC Goeben is the lead ship in the column.

Rules

1. Visibility at the start of the scenario is 36,000 yards. Wind is from W to E.
2. Suggested optional rules:
 - a. Variable Wind Direction.
 - b. Smokescreens.
 - c. Secondary Batteries.
 - d. All Extraordinary Damage rules, except that German ships do not have explosion capability. Instead second die rolls of 1 or 2 result in a magazine flash fire for German ships.

Time Frame

Scenario begins at 1400 hours. Game ends when no ships of opposing sides are within sight of each other or at 2000 hours, whichever occurs first.

Victory Conditions

French: French player wins by avoiding the German Victory Conditions.

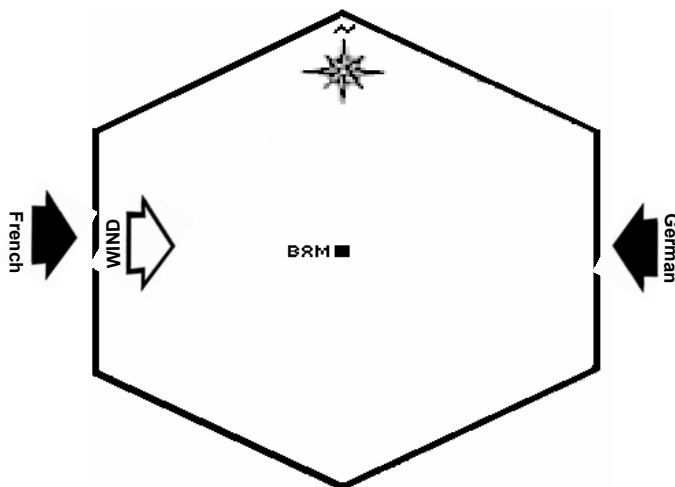
German: German player wins by sinking as many or more capital ships than the French player, sinking two transport groups, or by maintaining at least a 2 to 1 ratio in Victory Points compared the French at the end of the scenario. Victory Points are calculated as in the Advanced Game with 20 points to the German for each transport group sunk.

Jutland In The Mediterranean (Cont.)

Historical Note

One of the greatest fears that French naval commanders had in the Mediterranean Sea was that the Germans would attack their troop convoys from North Africa to Southern France. As part of their Plan 17, the French had their 19th Corps scheduled to be transported to France as soon as hostilities had begun. This North African unit was a large corps with three divisions, compared to the regular two division corps that the French Army was fielding in France at the time. The Germans in fact had plans for their Mediterranean squadron to attack the French convoys, should the opportunity present itself. The German commander, Admiral Souchon, decided instead to head to Constantinople. Before setting his course towards the east, he bombarded the French North African ports of Philipville and Bone, causing only minor damage. However he succeeded in alarming the French Command, who dispatched the majority of the seaworthy ships of their Mediterranean Fleet to escort duty for the convoys. Of course the Germans could have gone ahead with their original plans to go after the French convoys. Had they succeeded in turning back one or more of them, the French would not have had those vital troops for the upcoming Battle of the Marne and that engagement could very well have turned out differently. This hypothetical scenario explores what could have happened if the Germans had found and engaged one of those troop convoys with their escorts. The increased chances of the German Second Mediterranean Squadron appearing in this scenario represents the greater likelihood of these attacks happening had both squadrons been together at the beginning of the war.

Scenario IV Wrath of the French (7 August 1914)



Order of Battle

French Forces

Group A
CA Jules Michelet
CA Ernest Renen
CA Edgar Quinet

Group B

CA Leon Gambetta
CA Victor Hugo
CA Jules Ferry

Group C

BB Jean Bart
BB Paris
BB France
DD Flot 1 (Fr)

German Forces

BC Goeben
CL Sq Souchon

OB Notes

French have a variable order of battle. French player rolls one die before set up of the scenario to see which group he sets up with. A result of 1 or 2 means Group A, a result of 3 or 4 means Group B, and a result of 5 or 6 means Group C. The resultant Group is the force the French have for the scenario. Germans roll one die before set up. A result of 1, 2, 3, or 4 means that the Second Mediterranean Squadron is added to the German starting force. CL Sq Souchon represents the CL Breslau.

Starting Positions

Play begins with each side's force entering the battle area as shown. Capital ships must remain in the column formation indicated until within 10,000 yards of enemy capital ships. Light ships must start within 4,000 yards of friendly capital ships. Order of battle is also order of appearance. If the Second Mediterranean Squadron joins the German force, the BC Goeben is the lead ship in the column.

Rules

1. Visibility at the start of the scenario is 36,000 yards. Wind is from W to E.
2. Suggested optional rules:
 - a. Variable Wind Direction.
 - b. Smokescreens.
 - c. Secondary Batteries.
 - d. All Extraordinary Damage rules, except that German ships do not have explosion capability. Instead second die rolls of 1 or 2 result in a magazine flash fire for German ships.

Time Frame

Scenario begins at 1200 hours. Game ends when no ships of opposing sides are within sight of each other or at 1800 hours, whichever occurs first.

Jutland In The Mediterranean (Cont.)

Victory Conditions

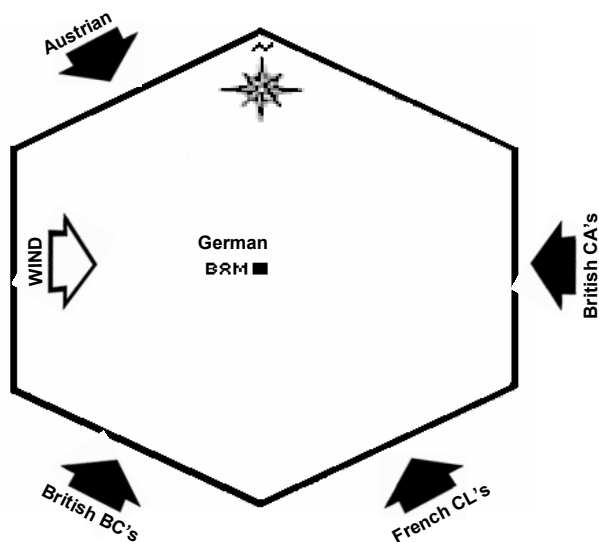
French: French player wins if he has accumulated as many or more Victory Points and has lost less than half as many Capital ships as the German player at the end of the game.

German: German player wins if he has accumulated more Victory Points or sunk twice as many Capital ships as the French player at the end of the game.

Historical Note

After attacking one or more convoys, the plan was for the Germans to flee to the west and get out of the Mediterranean Sea into the more open waters of the Atlantic Ocean. To facilitate this, the Germans had a collier positioned off the east coast of Spain where the Germans could recoal their ships before making their run to the Atlantic. (This collier was one of four which were stationed in strategic positions around the Mediterranean Sea so the Germans could recoal no matter which direction they went.) The French Navy also figured that the Germans would flee to the west after attacking one of their convoys and so stationed some capital ships in search patterns in the western Mediterranean. These included two armored cruiser squadrons from the Mediterranean Fleet and a squadron of dreadnought battleships from the port of Brest which were entering the area from the west. This hypothetical scenario explores what could have happened if the Germans had run into one of these French squadrons. Again the increased chances of the German Second Mediterranean Squadron appearing in this scenario is based on the greater likelihood of the combined German force making a breakout run to the Atlantic had the two squadrons been together.

Scenario V Austrian Intervention (10 August 1914)



Order of Battle

Allied Forces

British BC Group
 BC Indomitable
 BC Indefatigable
 BC Inflexible
 BC New Zealand
 CL Sq Milne
 CL Sq Troubridge
 DD Flot 5
 French CL Group
 CL Sq 1 (Fr)
 British CA Group
 CA Warrior
 CA Defence
 CA Duke of Edinburgh
 CA Black Prince

Central Powers Forces

German Group
 BC Goeben
 CL Sq Souchon
 Austrian Scouting Group
 CA Sankt Georg
 CA Kaiser Karl VI
 Austrian Battle Group
 BB Viribus Unitis
 BB Tegethof
 BB Prince Eugen
 B Radetsky
 B Erharzog Franz
 Ferdinand
 B Zrynyi
 DD Flot 1 (Au)
 DD Flot 2 (Au)

OB Notes

Central Powers roll one die before set up. A result of 1 or 2 means that the Second Mediterranean Squadron is added to the German starting force. CL Sq Souchon represents the CL Breslau.

Starting Positions

Play begins with each group either set up in or entering the battle area as shown. Capital ships must remain in column formation indicated until within 10,000 yards of enemy capital ships. Light ships must start within 4,000 yards of friendly capital ships, except the French CLs which are their own group. Order of Battle is also order of appearance within each respective column. Austrian Scouting Group sets up on the northwest edge of the battle area in line abreast formation with 10,000 yards between the two armored cruisers, each 5,000 yards from an imaginary northwest line proceeding from the center battle area marker to off the board. The Austrian Battle Group sets up 10,000 yards behind the Scouting Group in a single column along the aforementioned imaginary line. German group sets up on the center battle area marker with all ships moving in a northwest direction. If the Second Mediterranean Squadron joins the German force, the Goeben is the lead ship in the column.

Rules

1. Visibility at the start of the scenario is 36,000 yards. Wind is from W to E.
2. Suggested optional rules:
 - a. Variable Wind Direction.
 - b. Smokescreens.
 - c. Secondary Batteries.
 - d. All Extraordinary Damage rules, except that German ships do not have explosion capability. Instead second die rolls of 1 or 2 result in a magazine flash fire for German ships.

Jutland In The Mediterranean (Cont.)

Time Frame

Scenario begins at 0700 hours. Game ends when no ships of opposing sides are within sight of each other or at 1300 hours, whichever occurs first.

Victory Conditions

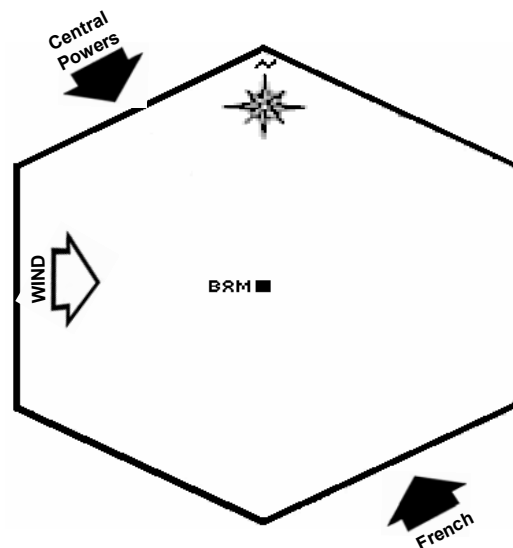
Allied: Allied player wins if he has accumulated as many or more Victory Points than the Central Powers player at the end of the game.

Central Powers: Central Powers player wins if he has accumulated more Victory Points than the Allied player at the end of the game.

Historical Note

One advantage that the Germans had in the Mediterranean was that they could always use any Austrian naval base for repair and replenishment during both times of peace and war. This was due to the Austrian partner status in the Central Powers alliance. However if the Germans arrived at an Austrian naval base in times of war, they would fall under command of the Austrian Navy, by the terms of the treaty between the two Powers. The Germans did not like this idea and thus considered running to an Austrian naval base as the final option, should all others fail. The Austrians were not exactly happy with the Germans either, given the haughty attitude German officers and officials displayed towards them in peacetime. On the Allied side, the British were rightly worried that the Austrians would enter the war while the Allies had their ships spread out all over the Mediterranean looking for the Germans. This fear came to fruition when on the 8th of August, the British commander of the Mediterranean Fleet received a message from the British Admiralty that the Austrians had declared war on the Western Allies. The British hurriedly redeployed their ships to guard the entrance to the Adriatic Sea, thus allowing the Germans to escape to Constantinople. However this message turned out to be a bureaucratic foul-up as the Austrians had not yet declared war on the Western Allies. (They would do so on the 12th of August.) However things need not have turned out this way. This hypothetical scenario presumes three things. One, that the Turks came into war at that time, thus negating the need for the Germans to go to Constantinople. Two, the French have deployed their ships in the western Mediterranean in far better fashion than they did historically, thus cutting off the escape route to the Atlantic. Three, the Austrians did indeed declare war on the Western Allies on the 8th of August. Here the Germans are running the Allied blockade of the Adriatic in an attempt to get to the Austrian port of Pola. The Austrian Navy is sending its most seaworthy ships down to meet the Germans and escort them back to port.

Scenario VI The Blockade of Montenegro (16 August 1914)



Order of Battle

Allied Forces

French Group
BB Courbet
BB Jean Bart
BB Paris
BB France
CA Jules Michelet
CA Ernest Renan
CA Edgar Quinet
CA Leon Gambetta
CA Victor Hugo
CA Jules Ferry
CL Sq 1 (Fr)
DD Flot 1 (Fr)
British Group
CA Warrior
CA Defence
CA Duke of Edinburgh
CA Black Prince
CL Sq Milne
CL Sq Troubridge
DD Flot 5

Central Powers Forces

Scouting Group
BC Goeben
CA Sankt Georg
CA Kaiser Karl VI
Battle Group
BB Virbus Unitis
BB Tegethof
BB Prinz Eugen
B Radetsky
B Erzherzog Franz Ferdinand
B Zrinyi
CL Sq Souchon
CL Sq 1 (Au)
DD Flot 1 (Au)
DD Flot 2 (Au)

OB Notes

Central Powers roll one die before set up. A result of 1 or 2 means that the Second Mediterranean Squadron is added to the Central Powers set up. If this happens then the CL Sq Souchon counter is replaced with the CL Sq Souchon (+) counter. CL Sq Souchon represents the CL Breslau. CL Sq Souchon (+) represents the CLs Breslau and Magdeburg.

Jutland In The Mediterranean (Cont.)

Starting Positions

Play begins with the Austrian scouting group and the French group entering the battle area as shown. Capital ships must remain in column formation indicated until within 10,000 yards of enemy capital ships. Light ships must start within 4,000 yards of friendly capital ships. Order of battle is also order of appearance within each respective column. French group sets up at the southeast edge of the battle area with the battleships in the central column and the armored cruisers divided into two equal sized columns, each 4,000 yards from the battleship column, one to the left and the other to the right. The Austrian scouting group sets up at the northwest edge of the battle area in a line abreast formation, with the BC Goeben in the middle and the two armored cruisers on both sides of the Goeben, one to the left and one to the right, each 5,000 yards away. The Austrian battle group sets up 10,000 yards behind the scouting group with the capital ships in a single column. If the Second Mediterranean Squadron joins the Central Powers force, the BC Moltke is set up in column behind the Goeben and the CL Sq Souchon (+) counter is set up with the Austrian battle group.

Rules

1. Visibility at the start of the scenario is 36,000 yards. Wind is from W to E.
2. Suggested optional rules:
 - a. Variable Wind Direction.
 - b. Smokescreens.
 - c. Secondary Batteries.
 - d. All Extraordinary Damage rules, except that German ships do not have explosion capability. Instead second die rolls of 1 or 2 result in a magazine flash fire for German ships.
3. Allied Reinforcements. At the start of the third Battle Procedure hour (1500 hours), the Allies receive the British group as reinforcements. The Allied player rolls one die, a result of 1, 2, or 3 means that the British group enters from the southeast side of the battle area, and a result of 4, 5, or 6 means that the British group enters from the southwest side of the battle area. This group must set up 36,000 yards from the nearest Central Powers ship counter, which means that they will probably be set up well beyond whichever edge they are coming in from. The British capital ships are in a single column, in the same order of appearance as in the order of battle, with the light ships set up within 4,000 yards of the single column.

Time Frame

Scenario begins at 1300 hours. Game ends when no ships of opposing sides are within sight of each other or at 1900 hours, whichever occurs first.

Victory Conditions

Allied: Allied player wins if he has accumulated as many or more Victory Points than the Central Powers player at the end of the game.

Central Powers: Central Powers player wins if he has accumulated more Victory Points than the Allied player at the end of the game.

Historical Note

After declaring war, the Austrians quickly set up a naval blockade of the coast of Montenegro as they knew that the Serbians would be receiving supplies from the Western Allies through that country. It was a light blockade though, consisting of two light cruisers and a destroyer. However the main Austrian fleet in Pola was on call to support them should the Allies try to lift the blockade. On the Allied side there were some major changes going on. The British battlecruisers were recalled to England, mostly because three of them were in great need of a major overhaul, leaving only the four armored cruisers and light forces to keep an eye on the Austrians. They were soon reinforced by major units of the French Navy, fresh from the Goeben search missions in the western Mediterranean. Four French dreadnoughts, supported by two cruiser squadrons and additional light forces more than made up for the absence of the battlecruisers. The commander of the French forces, Admiral Boue de Lapeyere, was under orders from the French government to lift the blockade of Montenegro. The admiral, without conferring with his British allies, took his force and proceeded to find and engage the Austrian blockade force. In the ensuing battle the French concentrated their fire on one of the Austrian light cruisers, allowing the rest of the blockade force to flee to the northwest. The remaining light cruiser was sunk with its guns still blazing, thus earning a posthumous heroic status in Austrian naval history. The Austrian fleet sailed down the Adriatic Sea to engage the French force off of Montenegro but by the time they got there, the French had long since retired back to base. The French commander claimed a great "decisive" victory over the Austrian "fleet" as he sank a third of it and drove the rest away. Though initially praised and honored by his government, when the true facts of the battle became known, he was censured and relieved of command. In this hypothetical scenario the French force is moving up the Adriatic Sea in pursuit of the remaining Austrian blockade force and instead runs into the main Austrian battle force which is responding to calls for help from the blockade force. The British later arrive as reinforcements after responding to calls for help from the French commander who has suddenly found himself in over his head when he engages the Austrian battle fleet. This scenario also presumes that the Germans did indeed go to Pola and join the Austrian fleet.

CONCLUSION

It is our hope these new scenarios in our continuing series of articles give enjoyment to those gamers who still play Jutland.

SECONDARY BATTERIES SHIP LIST

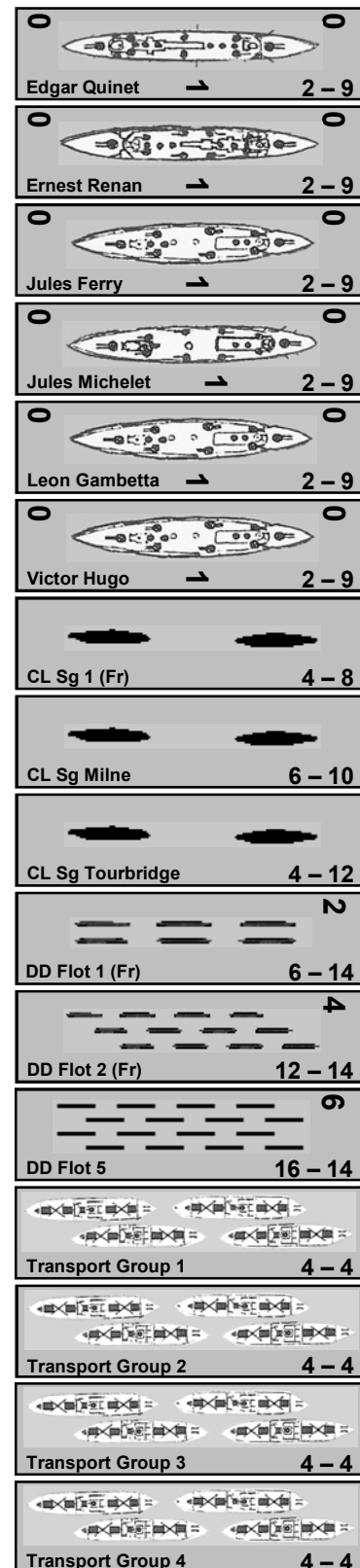
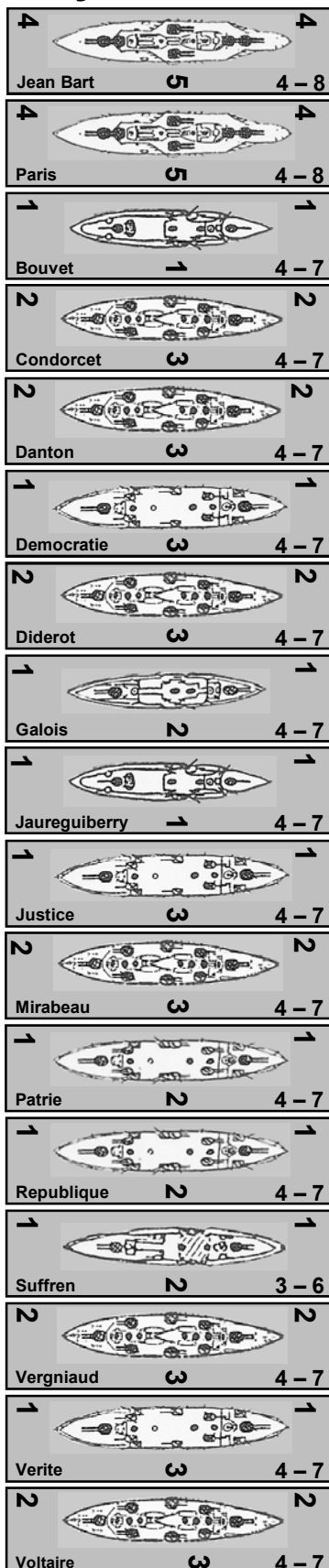
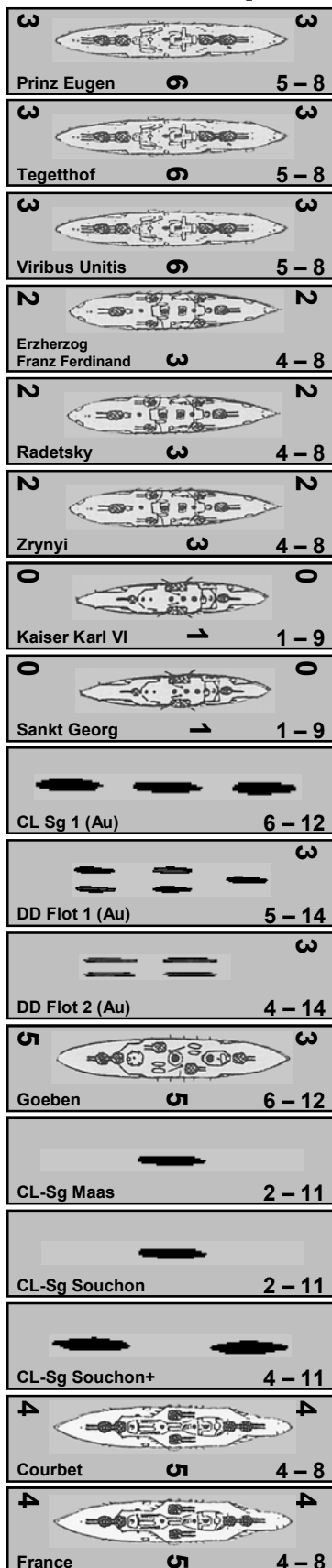
The following ship lists (on the next page) include those ships which are presented in this article. Those ships whose names are marked by a "*" have a range of 10,000 yards for their secondary batteries, those which are not so marked have a range of 14,000 yards for their secondary batteries.

Task Force 1		2		3		4		5		6	
# of ships	# of columns	Ships	Columns	Ships	Columns	Ships	Columns	Ships	Columns	Ships	Columns
Yard intervals between columns		Yard intervals		Yard intervals		Yard intervals		Yard intervals		Yard intervals	

Task Force 1		2		3		4		5		6	
# of ships	# of columns	Ships	Columns	Ships	Columns	Ships	Columns	Ships	Columns	Ships	Columns
Yard intervals between columns		Yard intervals		Yard intervals		Yard intervals		Yard intervals		Yard intervals	

Additional Jutland Counters

Required To Play Scenarios In This Issue



Color versions of these ships can also be found on The BOARDGAMER's website at: www.bright.net/~monninb/inserts.htm

BOARDGAMER Back Issues

Each back issue is available at a cost of \$4.50 apiece. If ordering in quantities greater than one, each additional issue costs \$3.50. Extra charges apply for delivery outside of the USA.

Preview Issue - Circus Maximus (V), Candidate (S), War At Sea (R, S), 1830 (V), Up Front (R)

Volume 1, Issue 1 - Avaloncon 1995 (N), Assassin (S), Panzer Leader (Sc)

Volume 1, Issue 2 - Avaloncon 1995 (N), History Of The World (SR), 1776 (Sc), Panzerblitz/Leader (Sc, V)

Volume 1, Issue 3 - Battle Of The Bulge '91 (S), Auction (S), War At Sea (S), Machiavelli (S), Victory In The Pacific (N), Starship Troopers (N), Fortress Europa (SR)

Volume 1, Issue 4 - Fortress Europa (SR), PBEM (N), Panzerblitz (N), Attack Sub (S), Avaloncon 1996 (RC & N)

Volume 2, Issue 1 - Air Baron (SR), 1776 (V), Circus Maximus (S), Gettysburg '88 (S), TV Wars (S), History of the World (N & S), Avaloncon 1996 (N)

Volume 2, Issue 2 - 1776 (S), Candidate (V), History of the World (V), War At Sea (SR)

Volume 2, Issue 3 - War At Sea (SR), Ceasar Alesia (S), Victory In The Pacific (N)

Volume 2, Issue 4 - Victory In The Pacific (S), History Of The World (V), Avaloncon 1997 (N), Pro Golf (SR)

Volume 3, Issue 1 - Squad Leader (N, S, Sc), We The People (S), Tokyo Express (H, V), Britannia (V), Avaloncon 1997 (N), Panzer Leader (S)

Volume 3, Issue 2 - Third Reich - 4th Ed (S), Wrasslin (V), Title Bout (N), 1776 (V), Victory In The Pacific (V), Across 5 Aprils (SR)

Volume 3, Issue 3 - Third Reich - 4th Ed (S), War At Sea (S), Russian Front (S), 1776 (Sc), Assassin (V), Panzerblitz (RC), March Madness (SR), Victory In The Pacific (N)

Volume 3, Issue 4 - Raid On St. Nazaire (H, V), Third Reich - 4th Ed (S), Luftwaffe (V), Victory In The Pacific (SR), Panzerblitz/Panzer Leader (Sc), Avaloncon 1998 (N)

Volume 4, Issue 1 - Atlantic Storm (V, Sc), Here Come The Rebels (S), Patton's Best (V), Guns Of August (Sc, V, RC), Third Reich-4th Ed (S), 1776 (SR), Avaloncon 1998 (N)

Volume 4, Issue 2 - Advanced Squad Leader (SR), Russian Front (V), London's Burning (V), Diplomacy (S), Circus Maximus (V), Peloponnesian Wars (V), Victory In The Pacific (N)

Volume 4, Issue 3 - Bitter Woods (S), Up Front (V), Victory In The Pacific (N), We The People (S), Main Battle Tank (RC, Sc), Tyranno Ex (V), War & Peace (Sc), Breakout: Normandy (SR)

Volume 4, Issue 4 - Breakout: Normandy (SR), Panzerblitz (Sc), Successors (Sc), Mustangs (N), Attack Sub (V), Hitler's War (V), Third Reich - 4th Ed (N), WBC 1999 (N)

Volume 5, Issue 1 - Age Of Renaissance (S), Third Reich - 4th Ed (S), Geronimo (S), Roadkill (V), Bitter Woods (SR), WBC 1999 (N)

Volume 5, Issue 2 - Bitter Woods (SR), Successors (V), Maharaja (V), ASL (S), Stellar Conquest (V), Up Front (V), WBC 1999 (N)

Volume 5, Issue 3 - Pacific War (V), Roadkill (S), Win Place & Show (N), Axis & Allies (V), Breakout: Normandy (Sc), Jutland (V), Third Reich - 4th Ed (S), Siege Of Jerusalem (RC), 1776 (V), Victory In The Pacific (N)

Volume 5, Issue 4 - Advanced Third Reich/Empire Of The Rising Sun (A), Successors (V), March Madness (V), Guadalcanal (Sc), Atlantic Storm (SR), Up Front (H, Sc), War At Sea (S)

Volume 6, Issue 1 - Successors (S,V), Solitaire Games (N), Blackbeard (V), Guadalcanal (Sc), WBC 2000 (N), Victory In The Pacific (A), War At Sea (V)

Volume 6, Issue 2 - Paths Of Glory (V), Fleet Series (V), Hannibal: Rome vs Carthage (Sc), Up Front (Sc), Atlantic Storm (A)

Volume 6, Issue 3 - Gunslinger (V, Sc, RC), Victory In The Pacific (N), Jutland (Sc), Advanced Squad Leader (N), Axis & Allies (V), Blackbeard (A)

Volume 6, Issue 4 - Panzerblitz (Sc, V), Panzer Leader (V), March Madness (V), We The People/Hannibal/Successors (R), War Of 1812 (V), 1776 (RC), WBC 2000 (N)

Volume 7, Issue 1 - Gangsters (A, V), Blackbeard (SR, V), Freedom In The Galaxy (V, S), Third Reich-4th Ed (S), 1776 (Sc), Victory In The Pacific (N), War & Peace (R)

Volume 7, Issue 2 - Flashpoint: Golan (Sc), Third Reich-4th Ed (S), Gunslinger (S, A), Victory In The Pacific (S, V), Win Place & Show (Sc), Dune (RC), Tokyo Express (RC), Jutland (Sc)

Volume 7, Issue 3 - Israeli Defense Force (Sc), Third Reich-4th Ed (S, R), Gangsters (S), Down With The King (V), Pro Golf (Sc)

Volume 7, Issue 4 - Panzerblitz / Panzer Leader (Sc), B-17 (V), March Madness (V), Gunslinger (SR), Fortress Europa (V), 1776 (Sc), Victory In The Pacific (N)

Volume 8, Issue 1 - The Civil War (S, V), Air Baron (S), War At Sea (SR), Solitaire ASL (Sc), Panzerblitz / Panzer Leader (V), Dune (Rv), 7th Fleet (S), Air Force / Dauntless (Sc)

Volume 8, Issue 2 - 7th Fleet (S), Israeli Defense Force (Sc), Wooden Ships & Iron Men (Sc), Adel Verpflichtet (S, SR), Up Front (Sc)

Volume 8, Issue 3 - Jutland (Sc), Advanced Third Reich (N), March Madness (V), Panzer Leader (Sc), Air Force / Dauntless (Sc)

Volume 8, Issue 4 - The Longest Day (V), Blackbeard (V), B-17 (V), Panzerblitz / Panzer Leader (PA), Victory In The Pacific (S)

Key: (A) = Analysis; (H) = History; (N) = Narrative; (PA) = Player Aid; (Rv) = Review; (RC) = Rules Clarifications; (S) = Strategy; (Sc) = Scenario; (SR) = Series Replay; (V) = Variant

Maharaja Rules Adjustments

Addressing Game Imbalance

by Jim Lawler

It has always amazed me that the successor to a great game like Britannia was published with so many new and troubling rule problems. I tried to address the biggest of these problems, the one where the player playing the Yellow color having no chance to win the game, by writing an article in the Boardgamer Volume 5, Issue 2. I accomplished this by giving Yellow an additional empire, the Ahoms. Here is another attempt, with the help of Phillip Jelley of the UK, who is very familiar with this game, and fellow play testers Pat Wamsley of the UK, Moritz Eggert of Germany and Manuel Suffo of Spain. (I love the fact that the Internet allows you to game with players from around the world.) We played four games with the intention of dealing with this problem. I think we have succeeded in identifying and addressing these problems. I am firmly convinced that there a very interesting and good game here that will become apparent with just a little more tweaking.

The major problems we see in Maharaja concern Game Imbalance, External Invasions, Internal Invasions, and the Submission Rules.

Game Imbalance: The first way I addressed this problem is to add the Ahoms nation to Yellow. Also, it was made it official that the Dutch arrive with three units, two units on Turn 12 and one unit on Turn 13. The Guptas now start on the same level on the Population Chart as the Maurya's who they replace instead of starting on 0. Guptas can now continue to grow throughout the game in the Northern Mountains areas. The country of Burma comes into play on Turn 12. The Ahoms now treat Burma as a highland area for all purposes, i.e. Population growth, and they receive 1/2 VP for occupying Burma on Turns 13 and 16. No other nation can enter Burma, except the British, who receive 1 VP on Turns 13 and 16. They now have eight counters in the counter mix, up from seven. They also receive 1 VP for every Indian army or Leader they kill and 2 VP's for any European Army or Leader they kill. Also Purple has been perceived as the

strongest of the colors in the game. A small adjustment here would be to award the Rajaputs only 1 VP for each Muslem they kill.

Rule Revisions:

Order of Play:

4.01 Change the order of play as follows. Place the Sikhs and Rajputs after the Mughals and before the Ahoms and Portuguese on the Sequence of Play Chart. This simple expedient should help eliminated some of the most common problems with the submission rules.

7.1 Foreign Invasions: It is very easy for experienced players to block some of the invasions that come into the game by overloading the only access area to the Indian subcontinent that these invaders have. This is very gamey and certainly in conflict with the spirit of the rules, not to mention History.

1a) A simple rule adjustment would allow an invasion to come in from any neighboring outside area as well as the one listed in the rules.

1b) The second part of this rule adjustment would say that an invader would not have to worry about overpopulation at the end of the first segment of a Major Invasion but would at the end of the second part of the invasion.

7.2 Indigenous Invasions: This would include all the new Red Empires as well as the Sinhalese, Marathas, and Sikhs. There is no combat or submission in the invasion phase. The defending armies must either retreat to an open area or one occupied by that empires units, or be eliminated.

11.2 Submissions: Sikhs, Rajputs, Pandyas, Marathas, Muslims and Mughuls still may submit per the rules of Submission. Scoring changes as follows. The nation causing the submission receives full VP's for the areas that have submitted to them that turn as if they were occupied. The Nation that submits receives HALF the VP's for the same turn.

11.21 If one nation submits to another nation, they may not attack each other for the remainder of the turn.

11.3 Units from a conquering nation may now move through a submitted nation as if that area was vacant. These units may now attack other nations on the same turn they cause a nation to submit.

Boats:

Give Boats to the Muslims on Turn 13. Give Boats to the Mughals on Turns 13 and 14.

**Yellow Gains an Ally —
Revised Rules for the Ahoms**

The Ahoms appear in turn 11 with three units placed in Burma. They receive one additional unit in turn 12, and one on turn 13 in Burma. They then receive two units in Burma on turn 16. The Ahoms receive victory points for the following. Three victory points if they control Assam at the end of turn 12. Two VPs if they control Assam on turn 13 and 16 and one VP if they control Bengal, Bihar or Bhutan on turns 13 and 16. They receive 1/2 VP for Burma on turns 13 and 16. They receive one VP for control of Assam on turn 14. The Ahoms also receive two VP for each European Army, Factory or Leader they kill on their turn and one VPs for killing any Native Indian Army or Leader on their turn. No other nation can enter Burma, except the British, who receive 1 VP on turns 13 and 16 if they control the area. No factories may be built in Burma. The Ahoms now have eight counters in the counter mix, up from seven.

The Ahoms may not submit at anytime, but may retreat into Burma. They are limited to a maximum of eight playing pieces. Retreating means that the Ahoms return to Burma with normal movement. There are no population restrictions for the Ahoms in Burma. The Ahoms appear after the Mughals on the Order of Play Chart. You may use the back of Mauryans counters as Ahoms if you do not have Ahoms counters.



The Tao of Panzerblitz / Panzer Leader

Utility and Psychology in a Game System

by Thomas Williams

"May the Wespe on the hill kill your last engineer." Skip Pridgen

What keeps people playing PB/PL? Why are there still new players? new scenarios? new equipment? new articles? 'Cause it is something special. It is an outlet for the existentialist, the historian and the time traveler. It was the first simulation to bridge the gap between the impersonal counters of early Avalon Hill games and playing "army" with dad's old WWII equipment and rifles made of broomsticks and scrap lumber in neighborhoods of pre-Vietnam War America.

PB/PL has roots in chess, Stratego, "Sergeant Rock of Easy CO." comics and (dare I say it?) Marx Army playsets we used to get for Christmas. I personally discovered Panzerblitz within months of returning from military service in a war that made most people cringe at the thought of anything to do with the military, but it hooked me like no other previous game had. Why?

Panzerblitz had flaws, but it caught the flavor we seemed to be looking for. The game had a rhythm, a logic, beautiful graphics and all the information needed to play printed on the counter. More importantly my chums and I immediately started developing new scenarios and hand drawing counters at a time when Xerox machines were rare.

"Something's happening here, what it is ain't exactly clear." Stephen Stills

The best way to play PB/PL is hidden movement. But most of the time it's one on one without a judge. So how can you be sneaky? How can you hide in plain sight? The answers lie in psychology and deception, just like in real warfare. A stack of AFV's under a truck counter and moving like a truck implies either a stack of trucks or some sort of soft skin mobile reserve. Reverse the tactic, and have one AFV on top of some wagons, and you imply an armor company. Place a 50mm AT gun on top of an 88mm and spring a nasty surprise. Next time your opponent might be conditioned to expect an 88mm under all light AT.

"Somebody has to take the lady with the skinny legs." Joe Tex

I come to sing the praises of the "junk pieces" of PB/PL. Often tyros moan about GW38, Marders, SU76's and "crummy little mortars". Some players tend to overlook the utility of non-glamour pieces. Don't you do it. Think of light armor and SPA's as "tough hombre" halftracks. They carry infantry well and pack a wallop close in. Although the best offensive piece might be a T34 with an SMG on board, a GW38 stacked with a rifle platoon looks good on defense. As to the mortars, move in on enemy artillery for counter battery fire and watch them receive attention unimagined.

"Ever had an itch you couldn't scratch?" from the movie Blade Runner

Get one armored car into your opponent's rear area and that can become the total game for them. The real or imagined threat of an armored car can tie down four or five times its strength in something very much like a fox hunt. You, young grasshopper, have not untracked all your AT and maybe even that security platoon, so no problem.

"If nobody has knocked the bark off your SU 152 it is too far back!" Tom Williams

Assault guns and SPAT are not the same beast. They have different functions. An SG III has speed, armor and firepower. Sometimes it is superior to a PZKW IV despite the advantage conferred on turreted AFV by Panzer Leader. Try not to waste it on missions better suited to light stuff or towed AT. An assault gun can stomp up to many opponents and spit in their eye. Hiding in the bushes waiting to ambush the unwary is a waste of good material.

"O.K., cowboys, turn your irons to rock and roll." Sergeant, Automatic M 16 course, Alabama, 1968.

Winston Churchill discussed scientific musketry in his book The River War. It is often overlooked or under utilized in PB/PL. Why? Probably the -2 on CAT

blinds players to the potential of firepower. Fire those half tracks at something after they dump their riders. Hose down something puny with an SMG, things happen. Sometimes it's only a D, sometimes a kill. But your CAT will benefit.

"Hi - Ho, Hi - Ho, it's off to work we go." Seven Dwarfs

Engineers can do all kinds of stuff if you let them. They lift mine fields, destroy bridges, create blocks and remove blocks. Engineers can cost your opponent time. That commodity is limited in PB/PL. Engineers in the real world are not primarily for close combat. The game is really trying to represent the use of AT mines and such. Engineers are valuable for other things as well.

"The sky is falling!" Chicken Little

Artillery strikes is what the Germans and Western Allies do best. They don't have the DF's to stomp out in the open like Russians. They do have a variety of artillery and out range the Soviets. The use of spotters is critical. Try to think of CP's rather like the Eye of Mordor. The British, Americans and Russians have dedicated recon pieces and the German PZKW II is peachy for this duty. Artillery should be used to prep for CAT. If you kill enemy units in the process, great. It is like writing home for five dollars and getting ten.

"Slow down, you move too fast." Paul Simon

You don't have to use all your MF's on every move. PB/PL is a great exercise to learn patience and the all arms approach. There is a tendency to fight PB/PL "in detail". Don't be in a rush! Move up all your units to jump off points and have a plan in mind. Remember, that 88mm looking down on you only has one shot and he'll never get you all. In fact, work it right and he might cut and run instead of taking the chance of being outflanked.

"I'll never dance with another since I saw you standing there." The Beatles

The Tao of Panzerblitz / Panzer Leader (Cont.)

Know who you are playing. If at all possible take out the units they like best. Kill a Tiger or 88mm and your average German grimaces and howls. I like that. Players seem to have favorites, maybe even sacred, pieces. Make use of their tendencies for psychological advantage. Consider working the same tactic in reverse. Offer up a tasty morsel while you slip a small mammal into their nest and destroy their eggs.

"What's it all about, Alfie?" Hal David and Burt Bacharach

You who seek truth, beauty and wisdom in a world gone mad, read the victory conditions. What needs to be accomplished? The situation is supposed to be a little piece of a larger

picture. Sometimes you get caught in the moment and forget what brought you to Bednost. Was it the great food, the gypsy music or the victory conditions? It's not enough just to kill stuff, you have to remember the object of the exercise.

"Obi-Wan has taught you well." Darth Vader

Now for the last French fry. If you want to really enjoy PB/PL, get into the research, set up, and after action analysis. I have found that exceptional players know the equipment, TO and E's, and, in the case of historical scenarios, what really happened. To these players the object is to do better than the "real world" results. The set up should be fifty percent of the fun. When

you play a good opponent, a lost tempo can lose the game. Figure what needs to be available before you start playing. There is a relationship between the various pieces. Some things complement each other. Find those combinations. Russians are like a sledge hammer, Germans and Western Allies function more like a rapier. One needs to find the rhythm and logic of the game. On the set up there should be nothing wasted. If you have leftovers or untrucked units without a mission, rethink your setup. After the game, discuss it. If your opponent just wants to pack up and get a snack, you'll never really get into the Tao of Panzerblitz / Panzer Leader. Good gaming.



Convention Calendar

ASL Winter Offensive 2004 (ASL for ALS): Jan. 15th - 18th, 2004. Bowie, MD. Four days of Advanced Squad Leader with over 100 plus gamers. See www.advancedsquadleader.com for details.

BPA Winter Activation Meeting II Mini-Con: Feb. 6th - 8th, 2004. Hunt Valley, MD. A three day mini-con with tournaments in Paths Of Glory / Barbarossa To Berlin, For The People, Hannibal: Rome vs Carthage and Wilderness War. See www.boardgamers.org/specific/wampre.htm for details.

PrezCon 2004 "The Winter Nationals": Feb. 25th - 29th, 2004. Charlottesville, VA. 65+ tournaments in various wargames and Eurogames. See www.prezcon.com for details.

BPA Enlightenment VII Mini-Con: Mar. 12th - 14th, 2004. Hunt Valley, MD. A three day mini-con dedicated to play of Age of Renaissance. See www.boardgamers.org/aor04.htm for details.

Midwest Open: Mar. 6th - 7th, 2004. Kenosha, MN. The premier non-WBC Victory In The Pacific tournament. Contact Glenn Petroski at gelp@core.com or call at (262) 654-5044 for details.

ConsimWorld Expo 2004 (Featuring MonsterGame.CON 4.0): May 19th - 23rd, 2004. Tempe, AZ. The convention for play of monster games. See www.consimworld.com/expo.html for details.

Origins 2004: June 24th - 27th, 2004. Columbus, OH. The game industry's North American showplace. See www.originsgames.com for details.

WBC Precons: July 31st - Aug. 3rd 2004. Hunt Valley, MD. Four full days of three still to be determined tournaments. See www.boardgamers.org for details.

World Boardgaming Championships (WBC): Aug. 3rd - August 8th 2004. Hunt Valley, MD. THE ultimate boardgaming convention. World championship tournaments in over 100 different boardgames. Open gaming galore. See www.boardgamers.org for details.

GenCon: Aug. 19th - 24th, 2004. Indianapolis, IN. See www.gencon.com for details.

Buckeye Game Fest: Sept. 23rd - 26th, 2004. Columbus, OH. The Columbus Area Boardgaming Society (CABS) and the Central Ohio Gamers Association (COGA - a miniatures group) host this three day gaming event. See www.buckeyeborgamers.org for details.

A.R.E.A. Rating Calculations

The Formulas Behind The Ratings

by Glenn Petroski

For A.R.E.A. purposes, games fall into five classes or types: Two-player (TWO), Winner-Take-All (WTA), Team (TEAM), Solitaire (SOL), and Race (RACE). Each type uses a slightly modified scoring technique of it's own to calculate the rating.

In a tournament or club gathering any recognized GameMaster, Tournament Official, or Club Officer, may turn in the results for any game as usual. It is recommended that such a submission have a second signature or verification such as a recognized assistant or prominent player. For individual TWO games, both players must verify the result. All independent WTA, TEAM, and RACE games require verification by a minimum of three participants, although it is strongly preferred that ALL participants sign or verify the outcome. Solitaire games, which actually are solitaire, are dependant upon the honor system of each individual player.

Calculations for all types are based on the usual A.R.E.A. two-player formula, so we had better review that here, before examining multi-player calculations further.

Two player games (TWO):

Formula: $\text{@round}(((\text{defeated player rating} - \text{victor's rating}) \times 0.05), 0) + 100$
Minimum of one point, maximum of 200 points.

Winner's score = Victor's beginning rating + formula result.

Loser's score = Defeated player's beginning rating - formula result.

In event of ties:

Formula: $\text{@round}(((\text{lower player rating} - \text{higher player rating}) \times 0.05), 0)$

Note that there is no 100-point baseline added on the end.

No minimum points. Tied players may have a zero change in scores.

The maximum 200 points still applies.

Lower rated player: Lower player's beginning rating + draw formula.

Higher rated player: Higher player's beginning rating - draw formula.

To translate the formula into English:

- 1) Subtract the lower player rating from the higher.
- 2) Multiply the difference by 5% (.05). Round this figure to the nearest whole number.
- 3) If the higher rated player has won, subtract the result of #2 from 100. If the lower rated player has won, add the result of #2 to 100.
- 4) Add the result of #3 to the winner's rating.
- 5) Subtract the result of #3 from the loser's rating.

Winner-Take-All (WTA):

The most common type of multi-player game is the Winner-Take-All variety. The basis of the scoring system is that one player wins, all of the others share the loss.

To calculate WTA games, begin at the basic A.R.E.A. two-player formula:

$\text{round}(((\text{defeated player rating} - \text{victor's rating}) \times 0.05), 0) + 100$.

Apply this to one individual loser against the winner. Divide this by the total number of opponents in the game. If there is only one winner, this means divided by the number of losers. The resulting quotient is then subtracted from the individual loser's rating and set aside to the winner's credit. Do not actually add this to the winner's rating yet.

Repeat this process for each loser in the individual game being calculated. For each calculation within the same game, use the winner's rating prior to the beginning of the game. Do not readjust the winner's rating until all of the loser's ratings have been calculated, and the full list of credits has been determined for the winner.

After all of the losers ratings have been calculated and debited, add all of the winner's credits to his beginning rating.

EXAMPLE: Assume player A with a rating of 5100 wins a four-player game of KREMLIN. The losers are rated 5200, 4800 and 4600 respectively.

Player B loses 35 points (.33 of 105), player C loses 28 (.33 of 85), and player D loses 25 (.33 of 75). Player A will gain 35 points from B, 28 from C, and 25 from D for a total gain of 88 points in one game.

Tie Games:

In a game with more than one player tied for a win, the game goes through the same routine, a number of times, with the additional twist of a tie calculation thrown in.

Create a debit list for each loser, and a credit list for each winner, until all calculations are complete. Calculate each individual loser against each individual winner, using only beginning scores for all players. Divide the formula result by the total number of opponents. Round to the nearest whole number. Note here that even if the end result is less than one, the loser will be debited a minimum of one, and the winner credited with a minimum of one. For each calculation place the result in the appropriate winner's credit and loser's debit list.

Now go to the tie formula:

$\text{@round}(((\text{lower player rating} - \text{higher player rating}) \times 0.05), 0)$.

Apply this to each winner verses every other winner. Divide by number of opponents. Round to nearest whole number. In tie calculations, if the result is zero, it remains zero. The minimum one does not apply. Place the result as a debit to the higher rated player, and as a credit to the lower rated player in each calculation.

Finally, calculate all of the debits and credits for all players and adjust their ratings accordingly.

Team Games (TEAM):

Team games are those in which a number of players participate as a team against another player, or another team. The crucial concept here is the necessary cooperation, and the fact that teammates do not compete with each other, or oppose one another.

AREA Rating Calculations (Cont.)

These games are calculated exactly the way that the winners verses the losers are calculated in tie games. The difference comes in that there are no tie calculations between winners. The winners did not tie. They worked together for the win. As such, they do not credit or debit each other in any way toward their ratings.

Race Games (RACE):

In race games all except one player wins, all except one player loses. The one person who does not lose is the winner of the race, and the game. The one person who does not win is the person who comes in last place.

To calculate, set up a debit and credit account for each player and pull out the TWO formula again. Begin by rating the winner of the race or game winner against whomever came in second and divide by number of opponents. Place this number as a credit to the winner and a debit to the second-place player. Do the same for first verses third, first verses fourth, and all the way down. The minimum one point applies to each calculation, as does the maximum 200 points.

This will give a full list of credits, with no debits, for the winner. Calculate his score accordingly.

Go to the second place player. He already has one debit on his account. Start with that. Now calculate his score against the third, fourth, fifth, and every other player in the game. Use the TWO calculation, and continue to divide by the number of opponents. Each result is given as a credit to the second place player, and a debit to each below him.

Do the same for each player in the game. Give a debit for each player that places ahead of the one being calculated, and a credit for each player placing below. Any tied positions are calculated as ties using the tie formula. Subtract the debits, add the credits. Use the beginning ratings for all players until full calculation for the entire game is complete.

It is possible, even probable, that some players will actually gain more points than those that finish a particular game ahead of them, or lose more than those finishing behind. A.R.E.A. is not calculating a particular game, but an overall history for each player, a long-term record. This is all taken into account. Over the course of as few as five games, an individual's true ability will begin to show itself. This is true of all games in the system.

Solitaire Games (SOL):

Not all games of this classification are actually solitaire games by definition. For A.R.E.A. the SOL classification includes any game in which the game, the board, the map, or the system is an active participant, or has the potential for winning, or at least preventing the other players from winning. Republic Of Rome is one example.

These games are calculated exactly the way that the winners verses the losers are calculated in WTA games. The only difference is that the game itself is included in every game as another player. In a true solitaire game, such as B-17, it can be calculated as TWO with the individual player against the game. It will come out the same as using the WTA method with only two players. In games with two or more players it becomes WTA, with the game becoming another player, win or lose. In these games, the game itself has a rating, and it will show up on the A.R.E.A. rating sheets.

Glenn E. L. Petroski
A.R.E.A. Administrator
6829 23rd Avenue
Kenosha, WI 53143-1233
Home phone: 262-654-5044
Email: GELP@Juno.com



Circus Maximus

202 Active Players Feb. 9, 2003

1. Steven Katz	5497	25. Josh Githens	5112	52. Pete Reese	5069
2. Michael C Stanley	5442	26. Kathleen O Lockwood	5111	53. Nick Darr	5067
3. John M Jacoby	5430	27. Francis Spencer III	5110	54. Daniel Collinson	5060
4. John Steffey	5386	28. Alex Henning	5109	54. Flint Webb	5060
5. Heide M A Petroski	5383	29. Bruce R Young	5104	56. Arthur Field	5054
6. David Sherwood	5353	30. Jim Phillips	5100	56. Suzanne Welker	5054
7. Amanda S J Petroski	5350	30. Lissa Rennert	5100	58. Mark Neale	5047
8. Carl Walling Sr	5319	32. James Chavis	5098	58. Scott Uhrich	5047
9. Daniel Sherwood	5288	33. James Tyne	5097	60. Timothy Dolan	5046
10. Greg Berry	5242	34. Sarah Welker	5094	60. Scott Marcotte	5046
11. Philip E L Petroski	5202	35. Patrick Crowe	5090	62. Chuck R Foster	5045
12. Thomas Stokes	5201	36. Harrison Anderson	5088	62. Barry L Smith	5045
13. Brian P Muller	5197	36. Alfred N Wong	5088	64. Ian Mahoney	5044
14. Brett Mingo	5182	38. Angela Collinson	5087	65. James M Fardette	5042
15. Bill Beckman	5176	38. Peter W Martin	5087	65. Thomas Saal	5042
16. Alan Witte	5165	40. Kevin Brownell	5085	67. Sean Cable	5040
17. Scott Sirianna	5158	41. Jed Shamboda	5082	67. Rebecca Hebner	5040
18. Kaarin Engelmann	5155	42. Matthew Beach	5080	67. David Rennert	5040
19. William B Edwards III	5147	42. Jim Phillips	5080	70. Karl Henning	5039
20. John Tighe Jr	5140	44. Stephen C Munchak	5077	71. Brain Hearl	5036
21. William Burch	5138	44. Jeffrey Power	5077	72. Francis Czawlytko	5034
22. Kenneth H Gutermuth Jr	5137	46. William Kendrick	5074	72. Alexander Lange	5034
23. Brian R Ecton	5136	47. Kevin Coombs	5072	72. Malcolm Smith	5034
24. Paul Saunders	5135	47. Walter O'Hara	5072	75. James G Stevens	5033
		49. Kenny Abrams	5071	76. Scott Stewart	5032
		49. Michael A Arnold	5071	77. Eileen Sherwood	5030
		49. Patrick Crowley	5071	78. Jessica Finkeldey	5027

Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@core.com

Ra	
134 Active Players	Oct. 15, 2003
1. Michelle Goldstein	5439
2. Patrick Mitchell	5240
3. Thomas Dunning	5232
4. Nick Parish	5192
5. Daniel R Henry	5174
6. Howard Dawson	5160
7. Alex Bovo	5146
8. David Rohde	5143
9. Cheryl Merica	5135
10. Stephen Scott	5106
11. Peter Stein	5101
12. Eric Norton	5100
12. Simon R Wilcock	5100
14. Lane Hess	5099
15. Sebastian Bleasdale	5098
15. Mick Haytack	5098
17. Richard Huzzey	5095
18. Thomas Stokes	5085
19. Jason Carr	5081
20. Robert Dwyer	5080
21. Bruce Wigdor	5077
22. Roderick Lee	5073
23. Rick Young	5069
24. Brian Conlon	5067
24. Winton Lemoine	5067
24. Jonathan Tivel	5067
27. Paul Skrabut	5066
27. Kathy Stroh	5066
29. David R Buchholz	5065
29. James F Garvey	5065
29. Ian Woll	5065
32. David Vereb	5050
33. Martin Burroughs	5049
33. Keith Morton	5049
35. Paul Murphy	5044
36. Robert Cranshaw	5042
37. Gordon Elgart	5022
37. Stuart Hendrickson	5022
39. Joshua Cooper	5020
39. Daniel Hoffman	5020
41. Andres Dunn	5007

Panzerblitz	
33 Active Players	Oct. 24, 2003
1. Johnny Hasay	5829
2. William Scott	5772
3. Stephen G Andriakos	5766
4. Alan R Arvold	5499
5. Martin Musella	5462
6. Charles A Leonard	5448
7. Albert Bowie	5190
8. Thomas T Shaw	5126
9. Mark E McBride	5100
9. Glenn McMaster	5100
9. Cameron R Watson	5100
12. Martin McCleary	5095
13. Michael C West	5046
14. Anthony Musella	5030
15. Steven Koleszar	5027
16. William Riggs	5019
17. Robert E Mann	5010

Rail Baron	
107 Active Players	Oct. 2, 2003
1. Steve Okonski	5624
2. William Crenshaw	5612
3. Chuck R Foster	5548
4. Edward Wrobel	5545
5. Eyal Mozes	5443
6. Brian Conlon	5391
7. Paul J van Bloem	5370
8. Inger Henning	5343
9. Mark A McCandless	5291
10. Stanley Buck	5254
11. Ron Secunda	5249
12. Paul Bean	5234
13. Doug Galullo	5217
14. Charles Ellsworth	5187
15. Thomas Dunning	5184
16. Michael Zorner	5174
17. Mark Franceschini	5173
18. James H Fry	5163
18. Cheryl Merica	5163
20. Ed Rothenheber	5158
21. Stephen Crenshaw	5109
22. Dave Steiner	5107
23. Peter DeBenedittis	5084
24. Jonathan Fox	5077
25. Bryan D Eshleman	5072
26. Mark Geary	5071
27. Dan Boyland	5054
28. Kenneth Good	5050
28. Mark Oldfield	5050
30. Charles A Davis	5043
30. Steve Lyle	5043
32. John E Welage	5035
33. Gerald Lientz	5030
33. Anna Maria Palermo	5030
35. Luke Koleszar	5027
36. Gerald Dudley	5021
37. Anne Norton	5016
38. Michael C Stanley	5013
39. Paul O'Neil	5009
40. David Weinstein	5006

Tigers In The Mist	
43 Active Players	Aug. 10, 2003
1. Ray Freeman	5607
2. Mircea Pauca	5479
3. Jimmy Fung	5410
4. Rick Young	5390
5. James Winslow Jr	5388
6. Anders Dessmark	5261
7. Richard Sciacca	5215
8. Michael A Kaye	5206
9. Chris Dodd	5200
10. Thomas C Thornsen	5109
11. Harvey Mossman	5100
12. John Marsella	5095
13. Nicholas J Markevich	5090
14. Bill Hodges	5085
15. Brad Jones	5052
16. Bryan D Eshleman	5030
17. Todd L Treadway	5008
18. J R Bobby Clinton	5002

Hannibal: Rome vs Carthage	
68 Active Players	Oct. 24, 2003
1. James Pei	5780
2. Keith M Wixson	5776
3. Stuart K Tucker	5607
4. Craig T Melton	5598
5. Chris Byrd	5529
6. Jim Heenehan	5516
7. Peter Reese	5511
8. E Henry Richardson Jr	5500
9. James L Eliason	5499
10. Doug White	5329
11. Robert Hassard	5306
12. Ed Rothenheber	5288
13. Ahmet Ilpars	5286
14. Timothy Miller	5273
15. Steve Newkirk	5245
16. Louis J Gehring Jr	5190
17. Doug Cooley	5143
18. Nicholas Frydas	5141
19. Douglas B Mercer	5129
20. Jay Dragonetti	5116
21. Derek Landel	5115
22. Randall MacInnis	5113
23. Charles N Hickok	5109
24. Lance Roberts	5103
25. Josh C Campbell	5100
26. Angelo Abruzzese	5097
27. Hank Burkhalter	5089
28. Mark Giddings	5073
29. Steve Dickson	5067
30. David Dockter	5032
31. Chris W Hancock	5029
32. Peter Card	5011

Tikal	
91 Active Players	Oct. 13, 2003
1. Arthur Field	5753
2. Jack Jaeger	5343
3. Kevin Garber	5341
4. Allyson Field	5288
5. Brian L Jones	5169
6. Mario Lanza	5163
7. Barbara Flaxington	5159
8. Frank Sinigaglio	5123
9. James McDermott	5100
9. Peter K Pollard	5100
11. Bruce W Bernard	5099
11. Jeffrey Cornett	5099
11. Ken Rothstein	5099
14. Mark Neale	5098
15. Mike Hazel	5096
16. Jason Ley	5071
16. Dakota Wenstrup	5071
18. John Tighe	5068
19. Pete Gathmann	5067
19. Mark Smith	5067
21. Stuart Hendrickson	5042
22. James Hopkin	5036
23. Ross Jones	5028
24. Eric Freeman	5010

Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@core.com

Princes Of Florence

157 Active Players Oct. 29, 2003

1. Arthur Field	5544
2. David Platnick	5319
3. Harold Siegelman	5318
4. Eric Brosius	5309
5. Daniel Hoffman	5292
6. Clyde Kruskal	5263
7. Thomas D Johnston	5259
8. Douglas B Mercer	5249
9. Thomas McCorry	5199
10. Ewan McNay	5195
11. Davyd Field	5178
12. Bruce W Bernard	5172
13. Stuart K Tucker	5168
14. Donna Rogall	5164
15. Rob Flowers	5159
16. Bruce Bullion	5100
16. Jon S Kwiatkowski	5100
18. Douglas Kaufman	5079
18. Doug Smith	5079
20. Rich Atwater	5078
21. Bruce D Reiff	5075
22. Thomas Dunning	5074
23. Susan Lee Dyer	5069
24. Ben Nicholson	5068
25. Olin Hentz	5064
26. Grace Adelson	5063
27. John C Weber	5056
28. James H Fry	5054
28. Stan Hilinski	5054
30. Mike Hazel	5051
31. Frank Cunliffe	5044
32. Jason Levine	5042
33. Daniel Karp	5037
33. Eugene Lin	5037
35. Katherine McCorry	5035
36. Thomas J DeMarco	5032
36. Patrick Mitchell	5032
38. Nick Smith	5028
39. Anne Norton	5020
40. Marc F Houde	5017
41. Paul Stephanouk	5016
42. Michael Backstrom	5008

Barbarosa To Berlin

48 Active Players Sep. 9, 2003

1. David Dockter	5443
2. Nicholas Pei	5401
3. Raynald Foret	5300
4. Bob Heinzmann	5280
5. Nicholas Anner	5221
6. Steven Brooks	5200
7. John Carl Haas	5100
7. Michael Rinella	5100
7. Volko Ruhnke	5100
7. Alan Schwantes	5100
7. Doug Smith	5100
7. George Young	5100
13. Thomas P Gregorio	5095
13. Robert Hassard	5095
15. James Pei	5091
16. Paul C Nied	5019

El Grande

91 Active Players Sep. 18, 2003

1. Rob Flowers	5426
2. Paul A Hakken	5263
3. Jay Fox	5245
4. Peter Staab	5172
5. Mario Lanza	5155
6. Eric Brosius	5150
7. Mike Hazel	5113
8. David W Gantt	5101
9. Nadine Faulkner	5098
10. Greg Thatcher	5093
11. Stuart Hendrickson	5083
12. John P Emery	5077
12. Bruce R Young	5077
14. Matthew Calkins	5075
14. Seth Kirchner	5075
14. Tim Kirchner	5075
14. Lucimara Martins	5075
18. Frank Easton	5074
19. Donna Rogall	5073
20. James McDermott	5072
21. Eric Freeman	5068
21. Eric Norton	5068
23. Josh C Campbell	5056
24. Mark Gutttag	5053
25. David R Buchholz	5052
26. Daniel Broh-kahn	5051
26. James Hopkin	5051
28. Winton Lemoine	5050
28. Richard Meyer	5050
30. John Kerr	5045
31. Peter DeBenedittis	5028
32. Sean D Vessey	5009
33. Davyd Field	5002

Advanced Civilization

54 Active Players Oct. 1, 2003

1. Joe Gundersen	5551
2. Doug Galullo	5473
3. Jennifer Day	5196
4. Eric Gundersen	5165
5. Kevin Youells	5111
6. Mark Giddings	5104
7. David Sherwood	5086
8. Chris Lee	5080
9. Theodore Mullally	5025
10. Francis Spencer III	5017

Carcassonne

27 Active Players Oct. 22, 2003

1. Kathryn Taillon	5328
2. Mark Stretch	5258
3. Dakota Wenstrup	5171
4. Simon R Wilcock	5140
5. Allyson Field	5137
6. Shaun Derrick	5107
7. Alan Beaumont	5099
8. Peter Card	5093
9. John Webley	5077
10. Peter Jacobi	5074
11. Eric Norton	5025

18XX Series

59 Active Players Sep. 7, 2003

1. Paul A Hakken	5380
2. Jon S Kwiatkowski	5379
3. Barrington Beavis	5245
4. Mark Stretch	5241
5. Bruce Beard	5237
6. Mark Neale	5151
7. Mark Frueh	5133
8. Gerald Dudley	5122
9. Keith Loveys	5104
10. Charles N Hickok	5101
11. Craig Reece	5097
12. David Fritsch	5088
13. Don Smith	5075
14. Charles Krueger	5072
15. Lee A Kendter Jr	5070
16. John C Weber	5065
17. Steven Simmons	5062
18. John Chung	5053
19. Lane Newbury	5046
20. Paul Skrabut	5037
21. David D Metheny	5020
22. Elliott Segal	5003

Tyranno Ex

47 Active Players Oct. 24, 2003

1. Mark Love	5399
2. Verity Hitchings	5280
3. Jeffrey Finkeldey	5195
4. Thomas J DeMarco	5185
5. Carolyn DeMarco	5177
6. Robert Eastman	5176
7. Edward Kendrick	5136
8. Francis Spencer III	5130
9. Rebecca Hebner	5112
10. Michael A Pacheco	5099
11. Gary P Noe	5094
12. Stephen Cameron	5069
13. Kenneth H Gutermuth Jr	5066
14. Duane Wagner	5065
15. David Platnick	5064
16. Ben Knight	5051
17. Peter Staab	5050
18. Charles A Davis	5046
19. Sarah Bockmiller	5036
20. Thomas Stokes	5018
21. Michael Mahady	5017

Fortress Europa

21 Active Players Sep. 25, 2003

1. Randy G Heller	6388
2. Terrence Zuber	5619
3. Charles R Jehlen Jr	5536
4. Bruno F Sinigaglio	5505
5. Robert M Frisby	5319
6. Paul Koenig	5159
7. Roger Eastep	5142
8. Kevin C Hacker	5120
9. Bradford Frisby	5116
10. William Riggs	5103
11. William P Klitzke	5067

Current Specific Game AREA Ratings

To have a game AREA rated, report the game result to:

Glenn Petroski; 6829 23rd Avenue; Kenosha, WI 53143-1233; GELP@core.com

Euphrat And Tigris

101 Active Players Oct. 22, 2003

1. Jeffrey Cornett	5528
2. John H Kilbride	5456
3. Lance Ribeiro	5385
4. James Hopkin	5221
4. Gordon Rodgers	5221
6. Craig Moffitt	5198
7. Joe Bellizzi	5191
8. Sandy Wible	5173
9. Ann Cornett	5172
10. Robert Kilroy	5126
11. Jason Bargender	5105
12. Eugene Lin	5103
13. Matthew Ryan	5101
14. John Webley	5100
15. Bruce Bullion	5099
16. Eyal Mozes	5097
17. Gordon Elgart	5072
18. David Bohnenberger	5070
19. Chip Eastman	5068
19. Paul Skrabut	5068
21. Shannon Leigh	5067
22. Luke Moffitt	5066
23. Stephen Scott	5064
23. Mark Stretch	5064
25. Eric Freeman	5062
26. Anne Norton	5059
27. Rich O'Brien	5042
28. Amanda S Gupta	5040
29. Jason Levine	5039
30. Anthony G Daw	5038
30. John Kerr	5038
32. Charles Krueger	5035
33. Ted Simmons	5033
33. Doug Smith	5033
35. Daniel Mathias	5031
36. Mark Neale	5024
37. Aaron Fuegi	5009
38. Eric Norton	5006
39. Robert L Sohn	5003
40. Evan Davis	5001

War At Sea

140 Active Players Sep. 17, 2003

1. Jonathan S Lockwood	6472
2. Bruce D Reiff	6173
3. Ray Freeman	6139
4. Patrick S Richardson	6042
5. Michael A Kaye	5992
6. Rob Flowers	5946
7. Andy Gardner	5937
8. Stephen S Packwood	5922
9. Nicholas J Markevich	5791
10. Phillip Rennert	5784
11. Glenn McMaster	5753
12. Dennis D Nicholson	5717
13. Kevin Shewfelt	5600
14. David Finberg	5568
15. Ron Dietz	5532
16. Steven M Carver	5513
17. Robert F Drozd	5503
18. Michael A Ussery	5479
19. John C Strand	5474
20. Bruce A Monnin	5468
21. Vince Meconi	5444
22. Michael Brophy	5442
23. Bill Thomson	5416
24. David Streamo	5414
25. Jason Levine	5396
26. Michael Bailey	5368
27. Joseph Collinson III	5355
28. Alan J Applebaum	5354
29. Ron Artigues	5353
30. Frank Cunliffe	5349
31. Sharee R Pack	5335
32. Bryan D Eshleman	5276
33. Darren Kilfara	5259
34. Bradley E Solberg	5203
35. Robert Mull	5197
36. John Elliot	5195
37. Ron Jacobsen Jr	5191
38. David J Rynkowski	5189
39. James Pei	5182
40. Kenneth F Nied	5169
41. Anders Egneus	5158
42. Andrew R Maly	5156
43. Michael C Stanley	5155
44. Donald Greenwood	5154
45. Andrew Choptiany	5147
46. James F Kramer Jr	5129
47. Freeman Wiltsie	5127
48. Glenn E L Petroski	5126
49. Gary Thorne	5112
50. John R Pack	5111
51. Michael A Pacheco	5101
52. Roger Woodruff	5100
53. Tim Swartz	5098
54. Rick Virost	5089
55. Robert J Beyma	5087
56. Timothy Hitchings	5084
57. Anders Hench	5081
58. David Pack	5071
59. Richard L Tucker	5058
60. Thomas M Henige	5043
61. Karl Bodenheimer	5036
62. William Scott	5034

Victory In The Pacific

169 Active Players Oct. 24, 2003

1. Ed Menzel	6997
2. Andy Gardner	6592
3. Alfred N Wong	6479
4. David Targonski	6355
5. Michael A Kaye	6310
6. John R Pack	6308
7. Michael E Day	6232
8. Daniel R Henry	6215
9. James L Eliason	6146
10. Thomas P Gregorio	6134
11. Frank Gratke	6070
12. Nicholas J Markevich	6069
13. Casey M Adams	6055
14. Joel B Klein	6025
15. Alan J Applebaum	5936
16. Thomas D Johnston	5933
17. Edward O'Connor	5898
18. Glenn McMaster	5890
19. Kevin Kinsel	5878
20. Ray Freeman	5852
21. Jon D T Kammerer	5756
22. Larry Meyers	5746
23. Joseph P Dragan	5743
24. John C Strand	5740
25. Timothy Tow	5733
26. Robert L Hamel	5724
27. Anders Egneus	5719
28. Ong Meng Soon	5685
29. Charles E Kaplan	5680
30. John T Sharp Jr	5648
31. Phillip Rennert	5620
32. Charles Drozd	5584
33. Max Zavanelli	5581
34. Michael H Knautz	5547
35. Glenn E L Petroski	5540
36. Thomas F Baruth	5539
37. Bradley E Solberg	5526
38. Kenneth F Nied	5516
39. Stephen S Packwood	5504
40. Scott Nedza	5499
41. Michael A Ussery	5496
42. Joseph A Powell	5487
43. Patrick S Richardson	5426
44. Timothy Proksch	5425
45. J R Bobby Clinton	5413
46. John M Ellsworth	5408
47. Eric Taylor	5389
48. Donald Tatum	5386
49. Vince Meconi	5322
50. Michael Pustilnik	5317
51. Russ K Price	5303
52. Bryan D Eshleman	5296
53. Rob Flowers	5281
54. Kevin Shewfelt	5267
55. Bernd Ulrich Thiel	5265
56. Nathan J Zietlow	5260
57. Charles D Rod	5259
58. Sharee R Pack	5236
59. Philip van Wiltensburg	5227
60. John H Bullis II	5208
61. Evan Davis	5180
62. Rick Kirchner	5155

Attack Sub

39 Active Players Aug. 18, 2003

1. Steven Caler	5703
2. John Conlon	5550
3. Gregory S L Courter	5430
4. Andre Strauss	5392
5. Bob Heinzmann	5292
6. Gregory Schmittgens	5249
7. Jimmy Fleckenstein	5240
8. Stanley Buck	5211
9. Keith A Hunsinger	5180
9. Robert Mull	5180
11. William B Edwards III	5159
12. Anthony G Daw	5121
13. Chris Janiec	5092
14. David Sidelinger	5085
15. Paul Risner	5037
16. Edward Karpowicz	5019
17. Carol Caler	5009
18. Bruce R Young	5001

Advanced Squad Leader AREA Victory Claim Chit

(winner's name)

(AREA ID number)

(signature)

HAS DEFEATED

(defeated player's name)

(AREA ID number)

(signature)

in a rated ☐ live ☐ pbm game of Advanced Squad Leader:

(Scenario Name and/or Number)

(Side of Winner)

(Date)

(Play Balance Used - If Any)

Return this chit to:

Glenn Petroski
6829 23rd Avenue
Kenosha, WI 53143-1233
GELP@core.com

☐ 1st ☐ Subsequent
game vs. this opponent

2-Player Game AREA Victory Claim Chit

(winner's name)

(AREA ID number)

(signature)

HAS DEFEATED

(defeated player's name)

(AREA ID number)

(signature)

in a rated ☐ live ☐ pbm game of:

(Name of Game)

(Game Publishing Company)

(Date)

Return this chit to:

Glenn Petroski
6829 23rd Avenue
Kenosha, WI 53143-1233
GELP@core.com

☐ 1st ☐ Subsequent
game vs. this opponent

Multi-Player Game AREA Victory Claim Chit

(Name of Winner #1) (AREA ID number)

(Number of opponents faced for first time)

(Signature)

(Name of Winner #2) (AREA ID number)

(Number of opponents faced for first time)

(Signature)

in a rated ☐ live ☐ pbm game of:

(Name of Game)

(Game Publishing Company)

(Date)

If more than 2 winners or 6 defeated
players, continue listing on another chit
and mark box in lower right corner.

Has
Defeated

(Name of Defeated Player #1) (AREA ID Number)

(Number of opponents faced for first time)

(Signature)

(Name of Defeated Player #2) (AREA ID Number)

(Number of opponents faced for first time)

(Signature)

(Name of Defeated Player #3) (AREA ID Number)

(Number of opponents faced for first time)

(Signature)

Return this chit to:

Glenn Petroski
6829 23rd Avenue
Kenosha, WI 53143-1233
GELP@core.com

(Name of Defeated Player #4) (AREA ID Number)

(Number of opponents faced for first time)

(Signature)

(Name of Defeated Player #5) (AREA ID Number)

(Number of opponents faced for first time)

(Signature)

(Name of Defeated Player #6) (AREA ID Number)

(Number of opponents faced for first time)

(Signature)

☐

Check here if continued
on another chit.