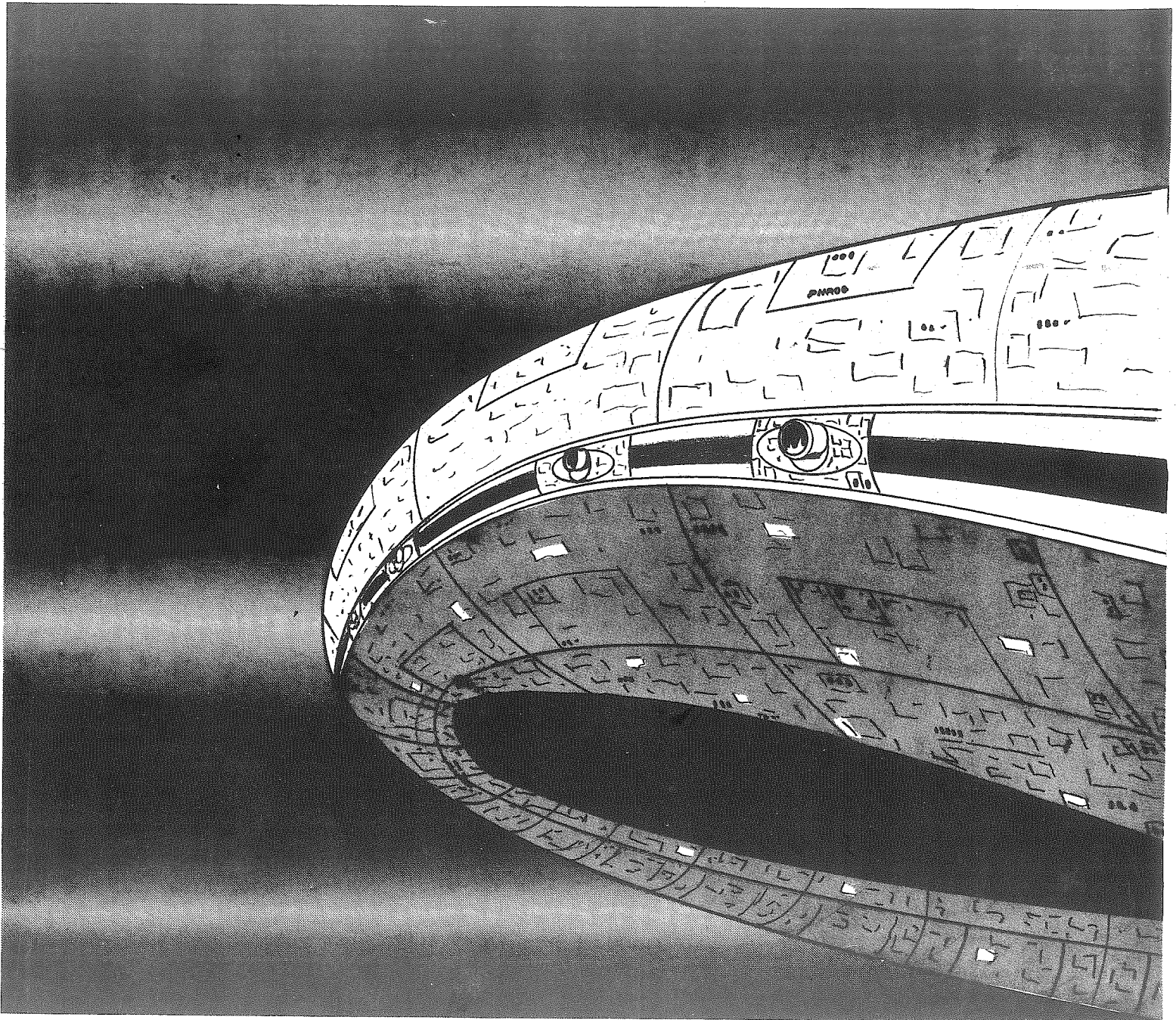




\$1.25

"SPACE CENTURIANS"



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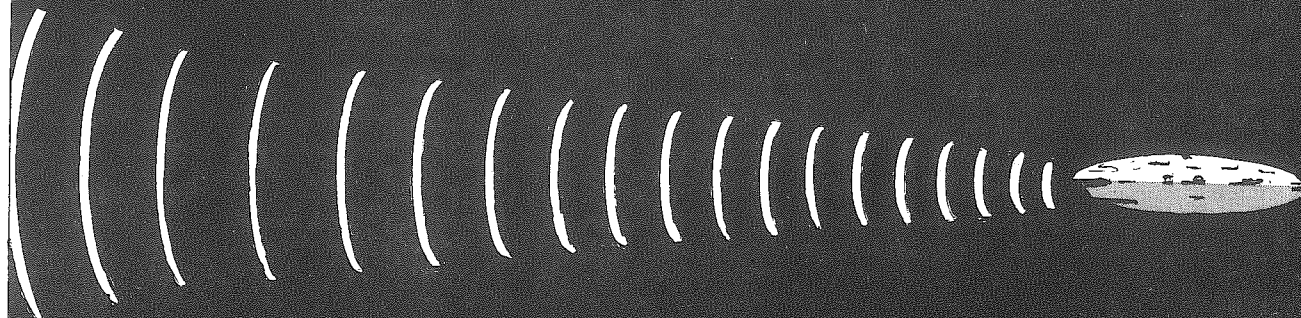
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SPACE CENTURIANS

By
Ivan Travnicek



This is a space wargame designed to be highly playable and to give the greatest amount of pleasure possible while yet retaining a great deal of freedom for the player to make decisions.

To accomplish this, the game uses a referee and is primarily for play-by-mail. For face-to-face play, the game would be speeded up by working directly with the referee. The game would not be ideal in its present form for pure face-to-face play.

Each player is given a star chart with all 444 stars and most other features plotted. Each player (there are only two players and the referee) is shown where his own home star is located but is not shown which star the enemy is on. This must be discovered by each player, or deduced, as the game progresses. Some features on the star chart appear only on the referee's map and are left as "nasty surprises" for the player. These features are Galactic Grabbers, Asteroid zones and the limits of domain of the Pirate, Buccaneer and Android Stars and their fleets.

None of the features in this game are meant to resemble "reality" as supposed by a science fiction novel. All things are imaginary: the Star Chart, star names, the ships involved and the method of fighting. Ship to ship battle was inspired by the game of Lensman developed by Phil Pritchard.

Keeping everything imaginary allows much greater freedom in the rules and allows the development of a game interesting and playable rather than one tied to representing someone else's science fiction story. One antagonist is a Tode and the other is a Phrog. Their major allies are the Salamanders, Polliwogs, Caecilians and the Tadpoles. These names and the names of the stars are derived from the four major groups of living amphibia.

The object of the game is to colonize stars and to capture those held by the enemy.

None of the stars can be fortified with guns, including the home stars. Defense is with space ships or by stockpiling "Goodie Units" -- a trade unit consisting of worthless glass beads, wampum belts or idle promises. The Goodie Units serve to buy off the aborigines inhabiting each star and keep them loyal only so long as somebody with more Goodie Units does not come along. The more stars that can be brought under control, the greater production becomes.

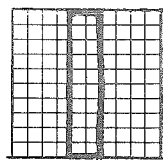
The three-page chart detailing the types and costs of ships that can be built has ships so large and expensive that very few of them will be built. Other ships are so small, such as the Spy with no guns, that dozens of them will be built for scouting purposes. This provides a range of ships so wide that players will not go to the extreme size in ships and will be forced to guess just how powerful the enemy ships are. This allows an "armaments race."

Each time ships make a move on the star chart, one battle move will take place for any ships on any battle board. It would seem logical that a star chart move would consume a week or a month of time while a battle board move would consume only an hour, but in the interests of keeping the game from stalling with an endless series of battles, one move shall be one move regardless of where it is.

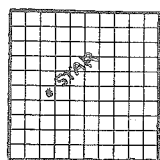
If it is necessary for a player to rationalize this seeming conflict of time, star chart movements can be assumed to be sub-space travel at ridiculously high speeds while battle movements will be in normal space at such speeds of only a few thousand miles per hour.

When making this game, every effort was made to cut down on logistics and the need to keep records. Hence, the lack of convoy routes to supply production or repairs, and the lack of time lag to install repair docks and Goodie Units or make repairs at most locations.

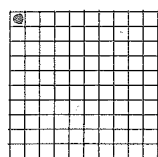
The Playing Board



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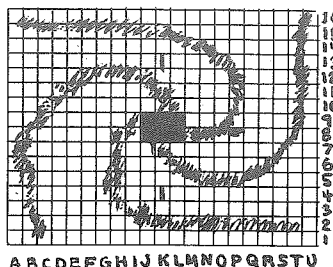


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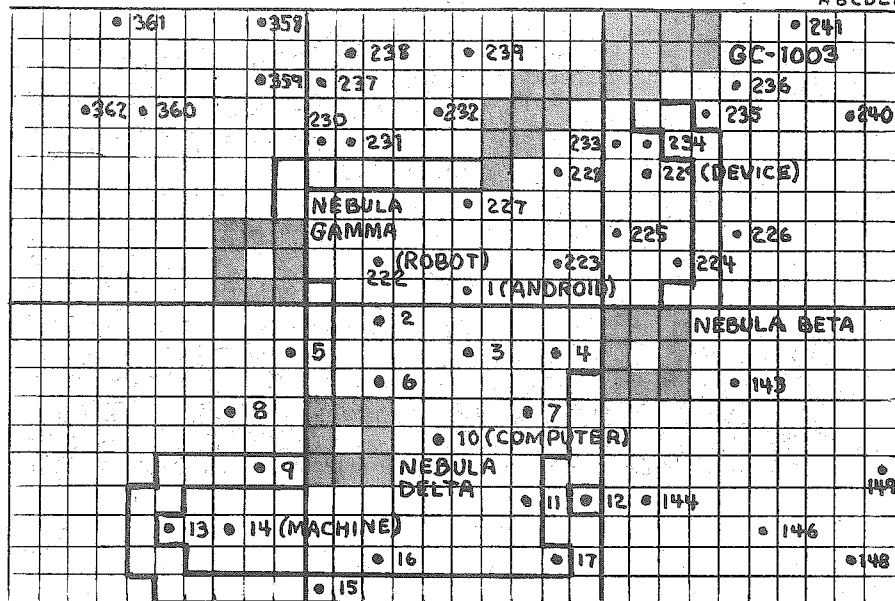
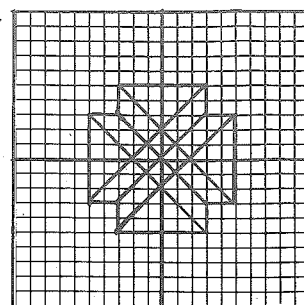
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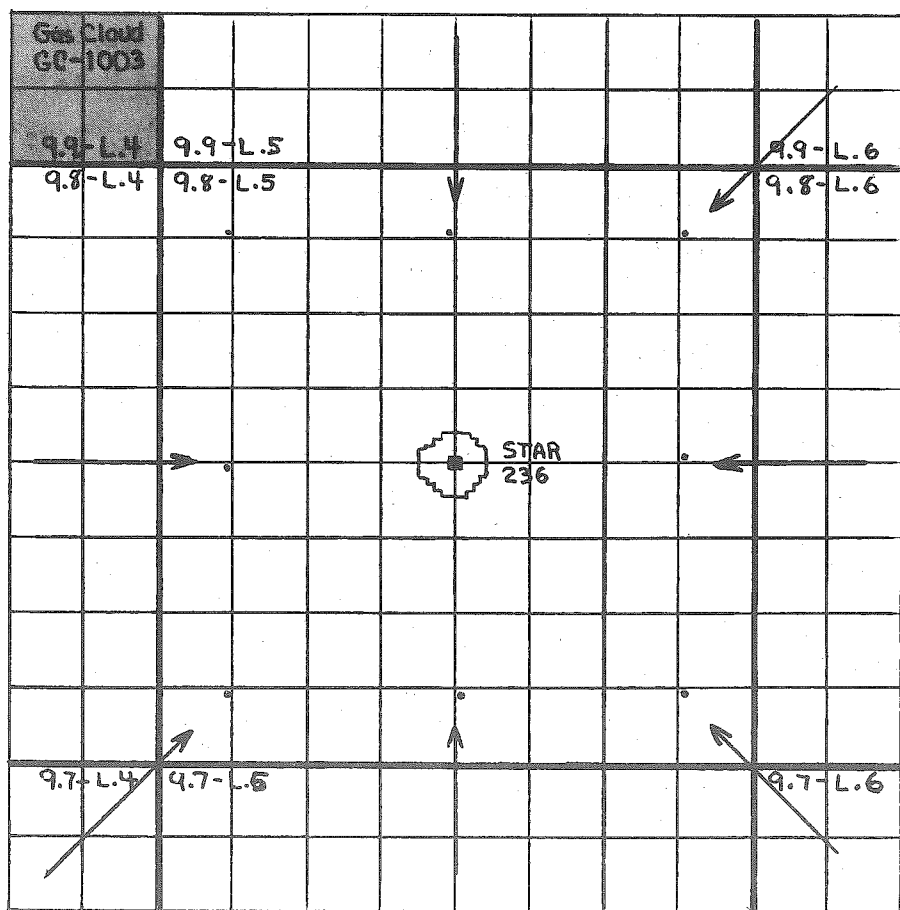
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J

K

L



The mapboard for SPACE CENTURIONS must, necessarily, be homemade. The materials you will need are: 1 17x22 sheet of graph paper (10 lines per inch) for the Star Chart and several pieces of graph paper for Battle Boards. You would find that a piece of clear plastic to use as an overlay is useful.

Figure 4 shows a general picture of what this imaginary galaxy looks like. This is just a guide to follow in placing stars; use your imagination if you wish. Included in the referee's chart would be the following features: 4 magnetic zones (illustrated in Figure 5) 4 asteroid zones (Figure 1), and 4 Galactic Grabbers (Figure 2). These should be placed in some symmetric pattern around the center of the galaxy.

Allow 900 Battle Board squares on the Star Chart for Gas Clouds. Divide them up in any way you desire. Nebulas are drawn as shown. You have 5 of them. A close-up of the center 6 Star Chart squares is shown at upper left. Each square in that section represents a Battle Board. Note the heavy lines; these denote the boundaries of the Android group. Similar boundary lines should be drawn for the other independent star groups; each of those has two Star Chart squares in which to place their stars. Do not place stars not in that group inside their domains. Use this diagram as an example in drawing your Star Chart.

Phrog, Tode, and all the other named stars should be placed at random among the numbered stars of the galaxy.

The representation of the Battle Board is at lower left. Each square actually should be subdivided into 100 smaller squares -- the Battle Board measures 80x80. The dots in the corners of some squares indicate the points of entry for ships -- these represent the ONLY points at which ships may be initially placed on the Battle Board. The points are actually in the small Battle Board squares in the corners of the oversized squares shown (Figure 3). No entry is allowed from a Gas Cloud.

SCHEMA

TIME: First week of Eju, 17,041.

MONTH: 16 months in each year.

WEEK: Four weeks in each month.

DAY: 16 days in each month, 4 days in a week.

The Months: EJU, JJUAR, YYLUN, YAN, YAN C-BIN, UR, IX, IMIX, XUL, AHAI, KANKIN, MORDA-GORGON, XICUCALO, ZAPAKANKIL, OKUKELONA, and DOOM.

1. Each game turn will represent one week.

2. Stockpiling of megatons (M.T.s) began in the first week of Xicucalo, 17,038. Two years and four months later, 700 M.T.s have been stockpiled. This gives the Phrog Star and the Tode Star each 700 M.T.s to begin the game in the first week of Eju.

THE STARS:

Phrog Star. A single star. 5 M.T. production per turn at that star. Unlimited repairs at no cost instantly at that star; all you need to do is land for 1 full turn. 700 M.T. allotted to start the game.

Tode Star. The other major home star, same as Phrog Star.

Tadpole Star. Each are double stars. 2

Caecilian Star. M.T. per turn at that star.

Polliwog Star. 1 gun and 1 unit speed re-

Salamander Star. pairs at no cost per turn at that star. Any number of ships may be repaired at any one time. Each star has a navy of 4 Shark (9-10), 10 Moa (2-10) and 4 Super Cargo Ships (0-6) with a Super Goodie Unit on each ship. The navy will ally with you when the home star is colonized.

Pirate Star. Each is a single star. Major Skull star of each group produces 3 Crossbones M.T. per turn at that star and Dagger each secondary star of each group produces 1 M.T. per turn at the major star of the group. Buccaneer Star. If ownership of one of these groups is split, the side NOT in possession of the major star must take the production from the subordinate stars at one of the 6 "home" stars (the first 6 listed above). No Goodie Units guard these stars but 2 Gorgons (11-10), 2 Alpha Cruisers (7-10), 2 Galleons (4-10), and 4 Scouts (1-10) do. 1 gun and 1 unit speed repairs at no cost per turn at the home star.

Android Star. Each is a single star. Same as Device Pirate and Buccaneer Stars except that the group is guarded by 4 Dreadnoughts (12-10). Machine Stars in this group identified by a number only may produce either at any of the 6 "home" stars or at Android Star.

Rana All 6 are double stars. Each Cateesbienna will produce 2 M.T. per turn Schistometopum at any of the 6 "home" stars. Alytes Alvarius Ambystoma

Pipiens Sphenocephala	Hadeotriton
Vivipara	Eurycea
Temporaria	Sireodon
Sylvatica	Triturus
Callidryas	Tripurion
Diemictylus	Diaglena
Esculenta	Oedopina
Dendrobates	Plethodon
Dorsata	Tylotriton
Seratophrys	Amphiuma

All are multiple stars from double to sextuple and each will produce 1 M.T. per turn at any of the 6 "home" stars.

391 stars are identified by number only. Most of these are single stars. Each can produce $\frac{1}{4}$ M.T. per turn at any of the 6 "home" stars.

Gas Cloud GC-1000, Gas Cloud GC-1001, Gas Cloud GC-1002, Gas Cloud GC-1003, Gas Cloud GC-1004, Gas Cloud GC-1005, Gas Cloud GC-1006 and Gas Cloud GC-1007 are impassable for all methods of space travel.

Nebula Alpha, Nebula Beta, Nebula Gamma, Nebula Delta, and Nebula Epsilon are impassable for all methods of space travel.

A Magnetic Zone is impassable for all methods of space travel.

Each ship passing through an Asteroid Zone will be subject to a $\frac{1}{6}$ th of a chance of suffering damage that can only be repaired at one of the two major "home" stars. The ship cannot fight or defend with this damage. Asteroid Zones are not plotted on the player's star charts.

Any ship entering a Galactic Grabber will be held for ransom of one Goodie Unit per ship. Galactic Grabbers are not plotted on the player's star charts.

PLANET PLACING

Whenever a battle begins in a battle square containing a star, planets will be charted according to the table below. Planet placings for each star will be recorded by the referee and will remain constant throughout the course of the game.

A separate draw of a card will be utilized for each category: number of planets, direction and distance.

Card	Number Of Planets	Direction	Squares Distant
KING	13	0°	30
QUEEN	12	30°	28
JACK	11	60°	26
TEN	10	90°	24
NINE	9	120°	22
EIGHT	8	150°	20
SEVEN	7	180°	18
SIX	6	210°	16
FIVE	5	240°	14
FOUR	4	270°	12
THREE	3	300°	10
TWO	2	330°	8
ONE	1	360°	6
JOKER	0	-	-

Two planets will not be allowed to occupy the same spot.

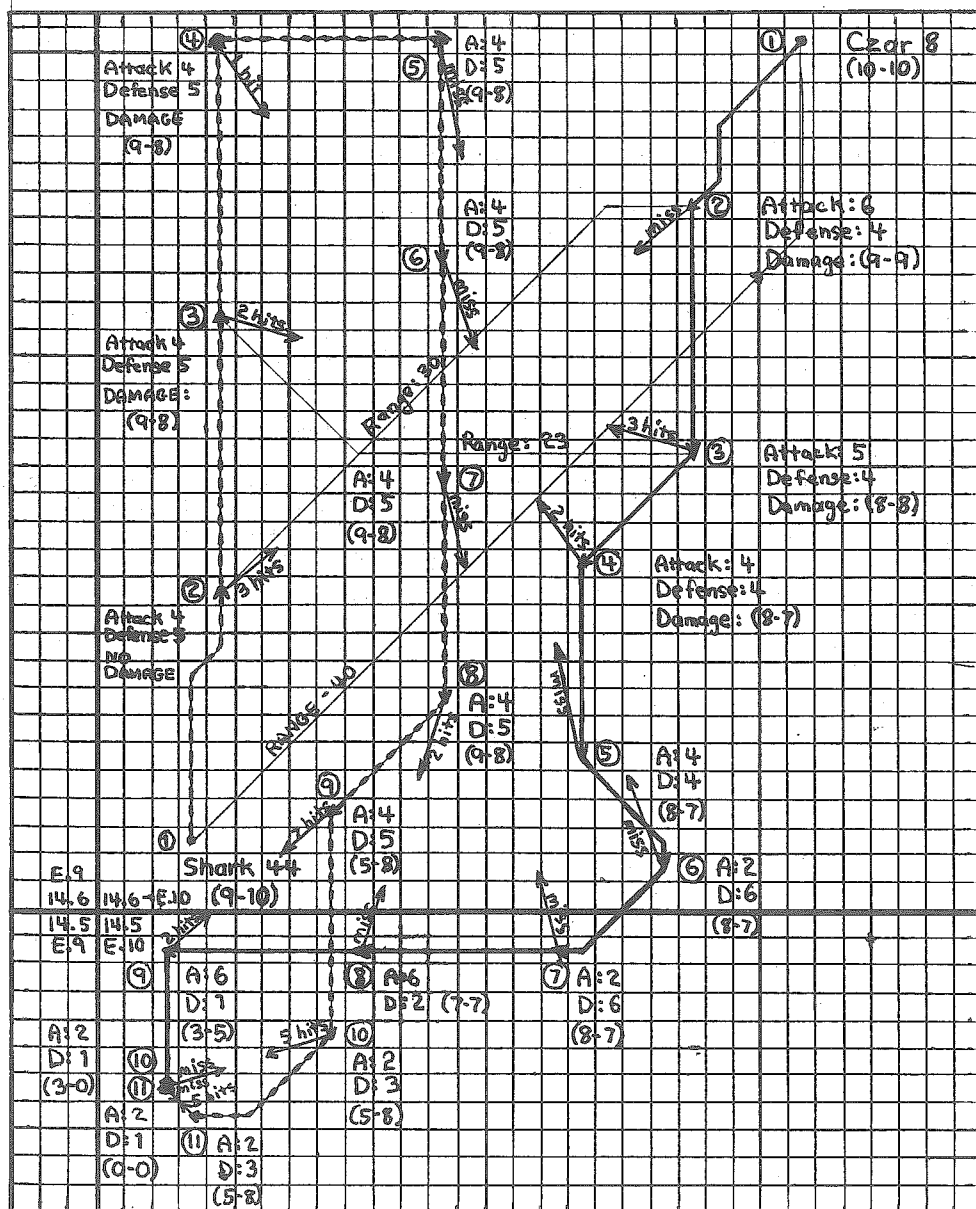
Hyperolius	Necturus
Agalychnis	Proteus
Hyla Cinerea	Typhlotriton

The table to the right indicates the number of hits scored on a ship at each odds. Notice that the odds are a bit more complicated than in most CRTs. This indicates HITS only. For each hit you roll once on the DAMAGE table. Only one die is rolled per hit unless you are directed to the ROLL-AGAIN table.

The Battle Board is where all combat takes place. For those of you who are building your own game, there are several ways you can handle this. One way is to get some clear plastic overlays and plot out the battles as shown below. This has some advantages in that you don't have to make counters. You can also use the techniques described in the Games II & III and Game IV sections.

EXAMPLE Battle showing how a Czar (10-10) lost to a Shark (9-10). If the normal course of a battle carries antagonists across the limits of a battle square, another battle square will be provided so that the fight may go on.

Shark 44 is the winner. 44 then used tractor beams and towed Czar 8 to a "home" star, where 8 was repaired and joined the enemy.



HITS TABLE

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

DAMAGE

1	Go to ROLL-AGAIN Table
2	*1 gun/def/tractor beam
3	*1 gun/def/tractor beam
4	*1 unit speed
5	*1 unit speed
6	Miss

ROLL-AGAIN

1	*1 gun/def/tractor beam
2	*2 guns/def/tractor beams
3	*3 guns/def/tractor beams
4	*1 unit speed
5	*2 units speed
6	Miss

NOTES: M = Miss, * = destroyed
If all speed has already been lost, 4 & 5 will be counted as misses.

A spy or merchant vessel will lose all their speed the moment one gun is fired at them. Two guns will destroy them.

When antagonists fight for possession of a star, one planet, more or less at random, will be selected to be the one containing all of the value in that star. The referee will select the planet.

STAR COLONIZATION

Colonization. One or more Goodie Units landed at a star will colonize the star to produce for you as according to the star data chart. These Goodie Units are never reusable. The number of Goodie Units landed will be reported to the enemy when an enemy ship enters that star's square. Goodie Units become effective the round after they are landed.

Capture. A star is taken from the enemy when the same number of Goodie Units are landed on the star as the enemy has on it. Opposing Goodie Units at the same star will always cancel each other on a one to one basis.

Attack of "home" Stars. The map has 6 "home" stars: Phrog, Tadpole, Caecilian and Tode, Polliwog and Salamander. Phrog and Tode may not be captured; but each Goodie Unit landed by the enemy at these stars will subtract 6 M.T.s from future production on a one time basis. That is, loss of the 6 M.T.s production must be paid off before normal production can resume. The other 4 "home" stars are loyal to their discoverer to the extent of 6 indestructable Goodie Units. Enemy Goodie Units greater than 6 will begin to subtract Goodie Units stockpiled for defense of the star. When the 6 loyal Goodie Units have been matched and all defense Goodie Units cancelled, then the star changes its loyalty to the attacker. The 6 original permanent indestructable Goodie Units will then belong to the new owner.

Time to land Goodie Units. A ship carrying a Goodie Unit may fly to a star and land a Goodie Unit all in one turn but may not fly beyond the star in the same move that a Goodie Unit is landed. If a star is just reached at the end of a move, it will be sufficient to land a Goodie Unit that same turn and the ship will be free to move on in the next turn.

BATTLE BOARD

Entry to the battle board will always be at one of the eight points shown when traveling at sub-space speeds. Exit from a battle square at sub-space speeds will always be into one of the 8 adjacent squares at one of the 8 points shown.

During the course of a battle, antagonists may enter a board square at whatever point their normal movements at battle speeds take them.

A ship may not go into sub-space speeds for interstellar travel from battle speeds in normal space unless that ship is at least 10 squares from any or all friendly ships and 61 squares or more from any or all enemy ships. If these requirements are fulfilled a ship then may snap into sub-space travel and go to any adjacent star map square so long as the ship does not pass within 61 squares of an enemy ship to get there.

Movement

Any horizontal or vertical travel whether

on the battle board or the star chart takes 1 unit speed per square. Any diagonal travel takes 2 units speed per square. Gunfire range works on the same principle. Ships cannot turn more than 90° per square of movement while on the battle board. No such limitation exists for movement on the Star Chart.

Options Upon Meeting the Enemy

Enemy ships will appear in a battle square against an enemy ship if:

- 1) The two sides stop at the same square on the Star Chart at the end of their move.
- 2) The two sides enter the same square from opposite directions. With any other combination of entry points ships will pass by each other without sighting.

Upon notification that you are facing an enemy in a battle square you may follow any of the options listed below in your next move. Ideally, you will provide a loose set of operating instructions for all your ships.

- 1) Retreat at sub-space speeds by returning to square from which approach was made and not re-entering the square where enemy was met.
- 2) Stand dead still.
- 3) Stand and attack at battle board speeds if enemy stands or stands and attacks.
- 4) Stand and attack at battle board speeds if enemy stands or stands and attacks. In conjunction with this option you must also name option 5 or 6 as part of your battle plan.
- 5) Follow enemy if your speed is superior keeping range of 61.
- 6) Follow enemy if your speed is superior, closing range to gun range of ship with longest gun range. Closing range will be complete at the end of the next Star Chart move of the slower ship, forcing a battle.
- 7) Option 7 may be exercised by ships near a battle but not shadowing, in hot pursuit, or engaged with an enemy. Such near-by ships may signal a desire to enter the same square the enemy may be in or move to, the referee will then move these approaching ships along a course designed to most quickly accomplish this intent.

Conduct of a Battle

The referee will most often ask for several moves at a time, usually this will be from 4 to 10 moves. If, for instance, you are asked for moves 11 through 16 and on move twelve two ships square off for battle, the referee will conduct the battle for moves 13, 14, 15 and 16. Each player will be asked to supply guidelines (or orders) for all their ships so that the referee can provide these to the wargamers available for face-to-face battles.

GUN FIRE

Each ship according to the ship's data chart is assigned an offensive/defensive factor. A Dreadnought is 12, for instance. When in battle, a Dreadnought may fire 5 guns, for example, leaving 7 defensive factors. Any combination of guns/defense may be used when in battle, but never is the total number to exceed that factor assigned for the ship (12 in a Dreadnought in this instance). A warship may use its tractor beams separately and in

addition to guns/defense factors that may be in use.

After this phase of battle is decided and mailed to the referee, the referee will roll a die and consult the "number of hits" chart to find the number of hits and resulting damage. The results will then be mailed back to the player.

Ships may not fire through planets, moons and asteroids, or stars. Ships may not fire guns or defend themselves while landed on a planet. Ships may fire through one another -- there is no such thing as screening of fire by ships.

It is not necessary that all hits scored on an enemy ship be taken. You may stop when the enemy has lost its last gun/defense factor so that the ship may be captured and salvaged.

A tractor beam is lost every time a gun defense factor is lost.

A ship is destroyed when all guns/defense /tractor beams have been lost and the ship receives one more hit.

All damage is cumulative and may be repaired at the locations named on the star data chart or at a repair dock.

Two ships may not occupy the same spot on the battle board.

All ships move at once. Battle is conducted after each move.

Each battle turn consumes one turn on the star map.

SCALES AND VISIBILITY

Each small (1/10") square on the star chart equals one battle board.

Visibility on the star chart is only within the small (1/10") square occupied by a ship. Visibility on a battle board is the limits of the battle board and about 80 squares (exact distance will be determined by referee) into an adjacent battle square. In general a ship fighting a battle on a battle board will not see a ship in the next adjacent battle board if that ship is traveling sub-space between stars, but if the approaching ship nears the battle with intentions of entering the battle or remaining near the battle the ship will be noticed when it gets within 80 squares of the combatants.

SHIP CAPTURE

Spy. A Spy will surrender to any ship with a speed of five or more and carrying at least one gun if Spy is alone in facing the enemy two turns in a battle square or by being followed one turn.

Paralyzer. A Paralyzer will surrender to any ship with a speed of 5 or more and carrying at least 5 guns if Paralyzer is alone in facing the enemy for 2 turns in a battle square or being followed for one turn.

Grabber. Same as a Paralyzer.

Merchant Vessel. Merchant vessels will surrender to any ship having a superior speed of 1 or more and carrying at least one gun if merchant vessel is alone in facing the enemy 2 turns in a battle square or by being followed one turn.

Goodie Unit. These are captured with the ship carrying them. If the ship carrying them

is destroyed, the Goodie Unit is not. The Goodie Unit may then be picked up at any time by anybody. Super Goodie Units cannot be divided to make 4 Goodie Units.

All ships after capture then belong to the new owner.

TRACTOR BEAMS

Range

10 squares.

Use

- 1) To move a ship incapable of moving under its own power. To do this the towing ship must stop in the next square adjacent to the disabled ship. The two ships will then move at any speed up to $\frac{1}{2}$ max. speed of the towing ship. The towing ship must carry at least $\frac{1}{2}$ the number of tractor beams the towed ship originally had. One ship can tow only one other ship at a time.
- 2) To move an enemy ship. Tractor beam superiority must be gained by one antagonist. Equals cannot move each other. Two ships cannot "gang-up" on one enemy ship. Tractor beams are used on a strictly one ship to one ship basis except that one ship will be allowed to overpower two or more weaker opponents. The moment tractor beam superiority is gained, the strongest ship may swing the weaker to any position around the stronger ship that is desired. In this way, a ship can be destroyed by being swung into a planet or star. You cannot swing a ship to a position already occupied by another ship without the two colliding and not destroy both. If one ship has control over two enemy ships, the one may collide and destroy the two enemy.
- 3) To capture enemy warships. A ship is considered captured if it cannot escape from enemy tractor beams for 3 turns and the ship attempting the capture is not fired upon by any other ship other than the one being held.

Game I

Game I of the STAR CENTURIONS is designed to be a play-by-mail game for two leisurly players and a leisurly referee willing to spend a year or two before a decision has been reached.

Games II and III

Game II is designed for two face-to-face players willing to spend only a few hours playing the game while Game III is nearly identical to Game II but uses a playing board twice the size of Game II and consequently takes a little more time.

Game II will be played on a Avalon Hill type plain hex-board with a single star placed near the center of the board. In Game III, 2 plain hex boards will be placed side-by-side with a star near the center of the two.

A star will fill seven "squares" on the hex board in both Games II and III and the 6 directions (points on the star) will be numbered one through six. The direction each planet lies from the star will then be determined by the roll of a die.

The number of planets will also be determined by the roll of the die:

Die Roll	Number of Planets
1	2
2	4
3	6
4	8
5	10
6	12

The distance each planet lies from the star will also be determined by the roll of a die. Roll again if two planets end up in the same spot:

Die Roll	Squares Distant
1	2
2	4
3	6
4	8
5	10
6	12

NOTE: Any planet landing off the edge of the board will not be plotted.

The game board is now prepared. Players will then start at opposite ends of the board. Each side will construct a fleet costing 1200 M.T. for a small game and 2400 M.T. for a larger and more lengthy game (for either games II or III).

The player who exterminates all of his opponent's ships will be the winner. Other, more complicated problems, would involve one side or both sides trying to get 3 of 5 merchant vessels off his opponent's end of the board. Still other battle problems could involve a fleet attacking a star being defended or raiding warships attacking a convoy.

All tractor beams in Games II and III will have a range of one square but gun ranges are modified as below from Game I:

Gun Ranges

Game I	Game II	Game III
44	(no fortresses in games II or III)	
40	4	6
32	3	5
24	2	4
16	1	3

In Games II and III all rules pertaining to repair, goodie units, exploration, production and the like will not be used because the star chart will not be used.

A ship will not be able to reverse course back to the square from which it came by moving from the square the ship is in. This is a modification of the turning circle rule in Game I.

Game IV

Game IV is similar to Games II and III because there, again, is no star chart. However, the method of battle is quite different. All battle will take place on plain sheets of paper measuring 4' x 4'.

The number of planets around a star (either one or two stars) and their direction will be found as they are in Games II and III but the distance each planet will lie from the star will be plotted as follows:

Die Roll	Inches Distance
1	3
2	6
3	9
4	12
5	15
6	18

NOTE: Stars will measure 4" in diameter, planets 1" in diameter and all ships $\frac{1}{2}$ " in diameter when counters are made or when celestial objects are drawn on the battle board.

Game IV gun ranges will be in inches, as follows:

Game I	Game IV
44	No fortresses
40	8"
32	6 $\frac{1}{2}$ "
24	5"
16	3 $\frac{1}{2}$ "
10	2" (Tractor beams)

NOTE: Gunfire will travel only in straight lines, not around corners as they can in Games I, II and III.

Gunfire cannot go through offal deposits, planets or stars.

Ship movement will be inches, as follows:

Squares Move	Inches Move
Games I, II, III	Game IV
10	5"
9	4 $\frac{1}{2}$ "
8	4"
7	3 $\frac{1}{2}$ "
6	3"
5	2 $\frac{1}{2}$ "
4	2"
3	1 $\frac{1}{2}$ "
2	1"
1	$\frac{1}{2}$ "

NOTE: Each unit of speed lost will represent $\frac{1}{2}$ "

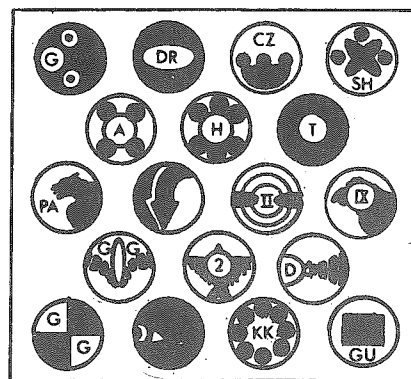
SPACE CENTURIONS is designed to be an open-ended framework for the space wargamer. It can be adapted for involved PBM use or fast face-to-face play. It also serves to get across a few basic concepts and premises of space wargames for the benefit of those who have never seen one before.

If you have insurmountable questions, you can contact either me, the Editor, or go to the game's designer, Ivan Travnicek, 1728 Sth. 25th St., Lincoln, Nebraska 68502

Cost MTs	Desg	Name	Guns /Def	Move	Gun Range	Tract Beams	General Size Category
144 126 108 99 90 81 72	DR BW BB CB CQ CT SP	Dreadnought Battlewagon Battleship Battlecruiser Conqueror Centurion Spartan	12	10 9 8 7 6 5 4	40	12	Dreadnoughts
132 115½ 99 91 83 74½ 66	GO GG PH GH BA VA ZO	Gorgon Gargoyle Phantom Ghost Banshee Vampire Zombie	11	10 9 8 7 6 5 4	40	11	Phantoms
120 105 90 82½ 75 67½ 60	CZ KI QU MA SU WA BR	Czar King Queen Maharaja Sultan Warlord Baron	10	10 9 8 7 6 5 4	40	10	Royalty
108 94½ 81 74½ 68 61 54	SH AN CO BOA SC MN TA	Shark Anaconda Cobra Boa Scorpion Manta Tarantula	9	10 9 8 7 6 5 4	40	9	Poisons
96 84 72 66 60 54 48	PA JA OC LE TI SA LI	Panther Jaguar Octan Leopard Tiger Saber Lion	8	10 9 8 7 6 5 4	40	8	Cats
70 61½ 53 48½ 44 39½ 35	A B C D E F G	Alpha Beta Corinth Delta Echo Formalhaut Gemini	7	10 9 8 7 6 5 4	32	7	Heavy Cruiser
60 52½ 45 41 37½ 34 30	H I J K L M N	Horror India Jordan Komet Sextan Mirfak Nebula	6	10 9 8 7 6 5 4	32	6	Medium Cruiser
50 44 37½ 34 31 28 25	T U V W X Y Z	Tango Upsilon Victory Wallaby Xenophon Yankee Caravelle	5	10 9 8 7 6 5 4	32	5	Light Cruiser

Ship Types and Prices

Cost MTs	Desg	Name	Guns /Def	Move	Gun Range	Tract Beams	General Size Category
32 28 24 22 20 18 16	II III IV V VI VII VIII	Galleon Frigate Brigantine Schooner Cutter Yacht Ketch	4	10 9 8 7 6 5 4	24	4	Gunboats
24 21 18 16½ 15 13½ 12	IX X XI XII XIII XIV XV	Eagle Hawk Osprey Condor Vulture Hyena Jackal	3	10 9 8 7 6 5 4	24	3	Birds
12 10½ 9 8½ 7½ 6½ 6	2 3 4 5 6 7 8	Moa Emu Auk Albatross Penguin Pelican Pidgeon	2	10 9 8 7 6 5 4	16	2	Birds
6 5½ 4½ 4½ 3½ 3½ 3	10 11 12 13 14 15 16	Scout Sentinel Guardian Sentry Spaniel Flotsam Jetsam	1	10 9 8 7 6 5 4	16	1	Scouts
2	00	Spy	0	4	-	0	
48 36	1600 1200	Paralyzer Grabber	0 guns, 6 Def 0 guns, 4 Def	4 4	- -	16 12	Wrestlers
120 60 30 60 30 15	100 200 300 400 500 600	Super Transport Fast Transport Transport Super Cargo Ship Fast Cargo Ship Cargo Ship	0	6 4 2 6 4 2	- - -	0	Cargo 8 Goodie Units
20 10 5	700 800 900	Tramp Freighter Rust Bucket Garbage Scow	0	6 4 2	- - -	0	Goodie Units 1 Goodie Unit
100	RD	Repair Dock	0	-	-	0	
8 2	SGU GU	Super Goodie Unit Goodie Unit	- -	- -	- -	- -	Worth 4 G.U. Goodie Unit



The tables on this page indicate the ship types and characteristics. The box to the left contains some ideas you might use for ship counter symbols if you want to make counters. For those of you who do want to make playing pieces, here are some tips to follow: Don't put factors on the counters themselves. It's much easier to make one counter for each General Size Category and then make separate counters with numbers only to represent the Guns/Def. and Movement factors. The method of combat makes this system desirable, as factors will fluctuate rapidly during a battle in which damage is sustained. You can use a pad to record attack/defense allotment dur-

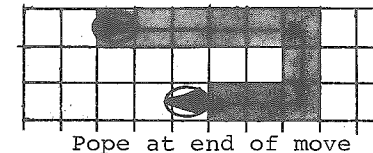
SPECIALTY SHIPS POSSIBLE 1ST WEEK XUL

Cost MTs	Desg	Name	Guns /Def	Move	Gun Range	Tract Beams	General Size Category
288 252 216 198 180 162 144	KK ZZ MM DD PP WW TT	King Kong Godzilla Monster Dracula Pharoah's Curse Whispering Dirge Tombstone	24	10 9 8 7 6 5 4	44	24	Fortresses

SPECIALTY SHIPS POSSIBLE 1ST WEEK YAN C-BIN

Cost MTs	Desg	Name	Guns /Def	Move	Gun Range	Tract Beams	General Size Category
54 49½ 45 42½ 40½ 38½ 36	PO CA AR BI PR RA MI	Pope Cardinal Archbishop Bishop Priest Rabbi Minister	3	10 9 8 7 6 5 4	40	0	Defecation Ships

Example of what a Defecation Ship can do:



A Defecation Ship spreads a screen of offal in space through which a ship may not fire. Movement through an offal deposit is limited to one square per move. Offal deposits remain in space 6 moves and then diffuse (disappear).

SPECIALTY SHIPS POSSIBLE 1ST WEEK XICUCALCO

Cost MTs	Desg	Name	Guns /Def	Move	Gun Range	Tract Beams	General Size Category
54 49½ 45 42½ 40½ 38½ 36	GG10 GG9 GG8 GG7 GG6 GG5 GG4	Garbage Gulper Offal Eater Sewage Swallower Commode Snake Sewer Queen Trash Tippler Gobbling Glutton	0 0 0 6 Def. 5 4	10 9 8 7 6 5 4	-	0	Garbage Gulpers

A Garbage Gulper and its six first cousins gobble holes in the offal left by Defecation Ships. This virtuoso performance takes one move per square of garbage gobbled; other ships may then move normally through such holes gobbled.

The Repair Dock. A Repair Dock can be carried by any ship capable of carrying 4 Goodie Units. The Repair Dock must be landed to repair ships and can do unlimited repairs instantly at no cost. A Repair Dock can repair ships the round after the Repair Dock is landed at a star. The Repair Dock can be picked up and moved after installation to operate elsewhere.

ing each firing, or provide three number counters to represent Guns, Defense, and Movement separately. If you are a hardy soul, you can make one different counter for each type, but since there are 120 designations it might get out of hand, especially in a large game! You can avoid the whole thing with the use of overlays, though, and be able to create a virtually unlimited fleet -- plus being able to see where you came from! By looking at the names of the ships, you can see the spirit in which this game was created. Just hang loose with the counter end of it and make just enough to enjoy the game.

BULGE

part 3

First Turn Analysis

by John Kuechle

This month, I will conclude my look at the German first turn in Bulge by discussing the Northern Fronts of St. Vith, (106th Division), TT-10 (14th armored cavalry), and Monschau (2nd and 99th Divisions).

ST. VITH FRONT

The 106/422 and the 106/423 are the only units (save the 14th) which can be surrounded on the first turn. Therefore, the basic objective on this front is to eliminate the units with the smallest possible force, in the shortest possible time, with the lowest possible German casualties. This is not an easy goal, which explains why there are so many different ideas on how to handle this front. Here are some of them:

Two 5-1 attacks -- Advantages: No chance for an engaged, thus you are assured of killing both units immediately. Disadvantages: Requires an attacking force of 80 factors, and there are chances for exchanges in both battles.

Two 3-1 attacks -- Advantages: No A back, thus insuring the elimination of both units eventually. Disadvantages: Engages can be time-consuming, and exchanges costly.

Two 2-1 attacks -- Advantages: Requires only 32 factors, and there is no chance for an exchange. Disadvantages: Chances for A backs which will allow the units to escape, and also there are chances for engages which will tie down your forces.

3-1 against the 422 and 1-1 against the 423 -- Advantages: Requires only 32 factors. No chance for either unit to escape (if you place a unit on TT-11). Only risks one exchange. Disadvantages: Engages can tie down German forces.

These are just some of the proposals which I have run across. There are a great many others, utilizing various combinations of attacks ranging from 6-1 to 1-2. All of these have their proponents and opponents. So, you must choose the set of attacks which will work best for you, and which will go best with the rest of your move.

TT-10

There is perhaps more agreement on this front than on any other. Most players agree that attacking the 14th requires too many units, and does not accomplish enough. Therefore, the common move is just to place an infantry unit on TT-9 and TT-11 and to isolate the unit.

However, there are some who prefer to attack the unit. Here are some of their plans:

1-1 -- Advantages: Can eliminate the unit so that you don't have to worry about it for the next 5 turns. Disadvantages: Uses an attack, requires 12 factors, and an A back will allow the unit to escape.

5-1 (not surrounded) -- Advantages: There is a chance of advancing after combat and thus cutting the road between Elsenborn and St Vith. Disadvantages: Requires 60 factors, uses an attack, can allow the unit to escape, an exchange will cost 12 factors, requires 60 factors!!!

MONSCHAU FRONT

The objectives of the attacks on this front are to tie up the two American divisions by engaging them or by cutting the roads on which they can get to vital areas. With this in mind, here are some of the proposals:

		1	2	3	4
99/393,395	(RR-9)	2-1		3-1	3-1
99/361	(RR-8)	1-2	1-2	1-2	1-2
2/38	(RR-7)	7-1	8-1	6-1	-
2/23	(RR-6)	1-2	1-2	-	-

#1 -- Advantages: These attacks assure you of cutting off the entire 2nd Division, as you are sure of advancing onto RR-7, which will cut both of the roads in that area. Also, there is a good chance of engaging all or part of the 99th Division. Disadvantages: Uses four attacks and requires 52 factors. Also, there is a chance that the entire 99th Division will be able to escape.

#2 -- Advantages: Again, you are assured of cutting off the entire 2nd Division, and again there is a chance that the 99th Division will be engaged, although it is not so great as the first set of attacks. Also, this uses only three attacks. Disadvantages: Requires 44 factors, and can allow the entire 99th Division to escape.

#3 -- Advantages: Will cut off the entire 2nd Division and has a good chance to cut off the 99th Division. If part of the 99th Division is able to escape, it will have to go through Stavelot, which is quite a detour. Disadvantages: Requires 52 factors.

#4 -- Advantages: Uses only 2 attacks and only 28 factors. There is a good chance that the 99th Division will be engaged. Disadvantages: The entire 2nd Division, and probably part of the 99th Division, will be able to escape through Stavelot.

This concludes my analysis of Bulge First Turn. As I said at the beginning of this series, my purpose has not been to present another perfect plan which will guarantee the German commander victory 99% of the time. Rather, I have attempted to provide you with some of the information which you need to plan your own first turn. And, one which is not suited to the gaming style of the author of some article, but that is suited to you.

Comments to: John Kuechle, Box 567 Occidental College, 1600 Campus Rd., L.A., CA 90041

WIPE OUT!

by Tony Morale

YOU NEVER CAN WIN.....

During the Battle of the Bulge, the Luftwaffe used five captured B-17s to drop paratroops, supplies, etc., behind Allied lines. J.G. 200, as the squadron was known, flew its first mission on Dec. 28, 1944. It was intercepted by German ME-109's and shot down!

MORGAN'S FIRST & SECOND LAWS OF EXPANDING ABSURDITIES.....

The closing months of 1914 saw a considerable amount of naval activity along the Levantine coast. Turkey, as an ally of the Central Powers, launched a strong attack on the Suez Canal. The British opposed the Turkish thrust with what military forces they could muster, assisted by a number of old British and French naval vessels. Dec. 21, 1914 found the light cruiser HMS DORIS off Alexandretta, in the northeast corner of the Mediterranean, where she made her presence known by destroying four bridges and some railroad track.

HMS DORIS hove-to off of Alexandretta and presented the Turkish commandant with an ultimatum demanding the complete destruction of the railroad depot, the wharf, and all military stores, under penalty of bombardment. The captain of HMS DORIS granted the Turks 24 hours to comply with his demands. During the lull, his gunners amused themselves by shooting up a trainload of camels destined for the Syrian army. The DORIS then returned to Alexandretta, and to the captain's dismay, found that none of the demanded demolitions had occurred.

The captain of the cruiser, being loath in those dark days before blitzkrieg and total war to shell a town full of civilians, sent ashore a second ultimatum. The Turkish commandant, who had communicated during the 24 hour lull with Djemel Pasha in Damascus, countered with a telegram from the Pasha: "If any Turkish civilians are shelled by British fire, we will execute a number of Allied subjects interned in Damascus in reprisal." The captain of the DORIS replied by a return telegram: "Djemel Pasha would be held personally responsible for the lives of the hapless internees." Several other telegrams were exchanged; neither side being really anxious to do anything drastic. The U.S. Embassy in Constantinople, learning of the situation, offered its services as mediator, which was rejected by both sides!

After a couple of days of bickering a compromise solution was ironed out. HMS DORIS would satisfy herself with the destruction of two locomotives then in the railroad yards by the Turks themselves; the town was to be spared and the Allied citizens in Damascus were not to be touched.

Accordingly, a British landing party from the cruiser was sent ashore to witness the

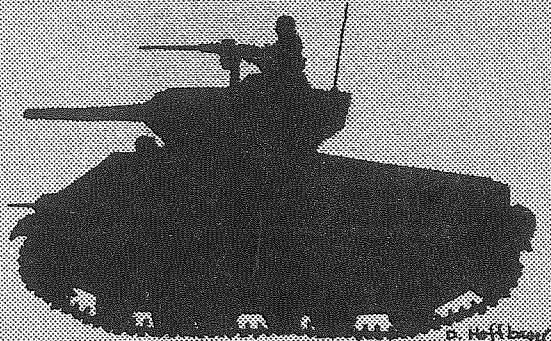
destruction of the locomotives by the Turks. However, the Turks reneged on their agreement. The British offered to destroy the locomotives themselves, but the Turks refused, saying that "Turkish Army property could be destroyed only in battle or by Turkish Army personnel." Exasperated, the captain of HMS DORIS demanded that the Turks get busy or else. The Turkish government was very apologetic, and offered this excuse: "Unfortunately, it just happened that all Turkish officers possessing the knowledge required for such a delicate engineering operation had left the area some time ago and that the Turkish government would not think of ordering its men to try anything so hazardous."

The Mexican stand-off was finally resolved, one of the DORIS' officers coming up with the following logical solution: The agreement required that two locomotives be destroyed, and the honorable Turks would not think of defaulting on their pledged word. Turkish honor, however, demanded that Turkish officers only can destroy Turkish equipment, but there were no officers present who had knowledge of explosives. However, there were several British officers present who did know how to blow up locomotives, therefore... A British officer was given a very temporary commission in the Turkish Army. As a Turkish officer, he efficiently superintended the blowing up of two Turkish locomotives by Turkish soldiers. He then resigned his commission, leaving behind him the burning wreckage of two thoroughly smashed locomotives to bear witness alike to the preservation of British prestige and Turkish face!

In 1917, a situation similar to the above happened at Aden. At this time, Aden was in a state of defense; A Turkish military force was within ten miles of the town. The Turks had occupied Sheikh Othman, a village of mud brick houses clustered in the desert. They could not hope to defeat the strong British garrison in Aden, but they carried on the occupation to prevent the British garrison from being diverted to Palestine. On the other hand, the Aden garrison could not yet get rid of the Turks; to do that would require an expensive and useless desert campaign. It was a case of stalemate, with both sides finding disadvantages in this situation. In Sheikh Othman, the little luxuries which make man bear out his hardships of army life could not be found, as all the small traders had fled the village. In Aden, however, there were bazaars and native cafes as well as Arab women and other odds and ends desired by the Turks.

From the British standpoint, the presence of the Turks was a tragedy. The only suitable polo ground in Aden was the flat stretch of ground between the opposing lines. This state of affairs proving intolerable, a mutually satisfactory arrangement was ironed out. It was agreed that the Turks be permitted to enter Aden during the daytime, free and unmolested. In return, the British officers were allowed undisturbed use of the no-man's land between the two forces in order to play polo. So that neither side would forget that they were at war, hostilities were resumed each evening!

Operation Overlord



by Dan Hoffbauer

Last month I showed you the combat system which would be employed. I'd like to finish up that subject before proceeding further.

Terrain effects on combat are different from the average AH game. Bad terrain does not "double" the capabilities of defenders, but it does increase the attacker's losses while in some cases decreasing those of the defender.

Rough terrain also serves another purpose -- it limits the amount of force which can be brought to bear against the defenders. The attacker cannot mass as many troops in a hilly area or in a river crossing as he can in an open plain.

Battles in which the defender is upon normally "doubled" terrain (hill squares, city squares, fortified zones, and behind rivers) will see the attacker adding one factor to his losses after combat losses have been subtracted. The defender loses the normal amount. Defending units are not doubled -- the attacker's losses are increased. The highest odds attainable against defending units in these squares is 3-1. If the attacker has enough for 4-1 or better, it is still counted as 3-1.

Defending units in fortress squares lose one factor less than the CRT dictates. The attacker loses the normal amount plus one additional factor after combat losses have been taken. The least amount of factors defending units in a fortress can lose is 0 -- losses of +1 (which theoretically could be obtained if the defenders' normal CRT losses were 0) are not possible! The highest odds obtainable against a fortress is 3-1.

If a defending unit behind a river is attacked from river and non-river sides simultaneously, the defending unit loses the benefit of the river line.

As you can see, positions on rough terrain squares are not as forbidding as they are in using AH rules.

A correction from last issue -- after the defender commits any units using their ZORs, the attacker may not change the attack or the units involved.

Now on to another section -- MOVEMENT.

There are two different types of movement -- Battle Movement and Convoy Movement.

Battle Movement is the rate at which units can move in combat formation.

Allied armored cavalry - 5

Allied armor, infantry, German panzer and panzer grenadier - 4

Allied paratroops, German infantry - 3

German static infantry - 2

Units traveling in combat formation are not delayed by rivers or hill squares.

Convoy Movement represents long-range strategic travel by units moving against negligible enemy resistance. It makes breakthroughs feasible.

Allied armored cav - 17

Allied armor - 14

Allied infantry, paratroops - 12

German panzer, panzer grenadier - 10

German infantry - 8

German static infantry - 4

When units utilize Convoy Movement, they are not allowed to attack during the turn they do so. Enemy zones-of-control delay Convoy Movement -- units beginning their turn in enemy ZOC may not utilize Convoy Movement. Units using Convoy Movement may not enter enemy ZOC during any point of that turn. Exception: armor, armored cav, and panzer units may leave and/or enter enemy ZOC when utilizing Convoy Movement. To do so, these units must subtract the number of squares in their Battle Movement rate from their Convoy Movement rate when they leave or enter an enemy ZOC. Therefore, an armored cav unit starting in an enemy ZOC may move out of the ZOC, travel 7 squares, and enter another enemy ZOC. If the unit would have traveled 8 squares instead of 7, that would have left only four squares left of its Convoy Movement allotment. Therefore, the unit could not have entered an enemy ZOC at the end of its turn.

All units using Convoy Movement must lose the number of squares normally allotted in Battle Movement each time they enter a hill square. Example: A panzer unit must lose 4 movement factors for each hill square it passes through.

Units which used their ZOR in the previous turn may not utilize Convoy Movement.

Any number of units may be stacked in a square. Since each hex contains more than 100 square miles, there is space enough for virtually unlimited amounts of troops. However, each side is only allowed to use three units per square for combat (attack & defense). This puts practical limits on stacking, of course. Avalon Hill's cop-out explanation of their stacking limit of 2 units/square for the Allies and 3 units/square for the Germans ("the Germans were more tightly organized than the Allies") is a thinly-veiled play balance rule. It has no other basis than that.

This system will, I think, more accurately depict movement capabilities. Battle Movement is not impeded because the time span per turn (one week) is too great. Long range Convoy Movement reflects greater oscillation, both in the above rules and in later sections.

Other types of movement capabilities, that is, airlift and sea transport, will be covered later, as will such factors as weather and logistics.

Now we come to a very important part of OVERLORD -- logistics. In this game, logistics is based upon establishing rates of supply within range of the units which need it, thus building a logistics network or "tree" from the rear areas to the front lines.

To do this, the idea of "supply dump" counters originated. These counters would serve the same purpose as the red numbers printed on the D-DAY board -- a supply dump of "5" would indicate that five units/week could be supplied from that counter.

There has been much controversy over the AH "17-square supply limit" from a supply square. They had the right idea, but applied it incorrectly. Supply capabilities depend mainly upon the rate of advance and total supplies available, not distance per se.

A supply dump has a range of seven squares -- it can supply any units up to its capacity within that distance. The red numbers on the coast are treated just like supply dumps. However, you must ignore the numbers printed on open beach squares -- they may not be used for supply unless they have been captured in initial beach landings. Any port or inland port square may be used for supply. A port is any city square on the coast (except Bayeaux, Caen, and Avranches). Ports may be utilized the turn after enemy ZOC are cleared off the square and it is occupied by a friendly combat unit. All port rates are acquired in full immediately.

To build new supply dumps, the following conditions must be met:

- 1) The "mother" dump must have a capacity of at least 4.
- 2) New dumps must be within 7 squares of the "mother" dump.
- 3) New dumps may be built at a maximum rate of 4 factors/turn.
- 4) Each "mother" dump may build only one new dump per turn, and may not ship out more than 4 factors/turn.

Any dump may not shift more than 4 factors (up or down) in any one turn.

Ports may not be built up above their printed capacity by dump counters.

Total supply capacity available on the continent for the Allies can not exceed twice the total port capacity controlled by the Allies. That is, the Allies can build a total capacity in "supply dumps" equal to their port capacity. This may never be exceeded.

All Allied supply is traced to ports.

The Allied rate of supply build-up is governed by weather conditions. Once the Allies gain a capacity, they can not lose it unless ports and/or dumps are lost through enemy action. The total capacity indicates the number of combat units allowed on the continent at any one time. The Allies may not maintain more than that number of units at any time -- excess units must be removed, either by transportation back to England or by elimination.

The Germans have, for all intents and purposes, unlimited capacity. All German supply is traced off the east edge of the board. They are given an arbitrary capacity of 100. If the Germans lose dumps, replacement is at 4 factors/turn until the 100 level is reached again.

Since each dump must be created by another dump of at least 4 factors, a "tree" structure will develop. Each frontline dump must be linked (within 7 squares of) to another dump of the minimum size, so that a route can be traced to the ultimate supply source. If a dump is cut off by enemy ZOC, it is eliminated after one turn. Remember, the dumps represent bases through which supplies are being continuously channelled -- if the lines to the rear are cut, then supplies can not get through and the base runs out of supplies. The rear dumps pass on supplies to the frontline dumps, which actually supply the frontline troops. One dump of minimum size can provide the link for an unlimited number of other dumps.

So much for the overall view of logistics. Now for a more unit-oriented look.

To be supplied, a unit must be able to trace a route uninterrupted by enemy units or ZOC to a friendly supply source within 7 squares. This unit must be within that supply source's capacity (i.e. 5 units cannot be supplied by a 4-factor dump; only 4 of them can). A unit may also be supplied by air to a certain extent, and there are special rules for invasion contingencies, both of which will be dealt with in future sections.

A unit that fulfills these conditions at the beginning of its turn (before movement) is considered supplied.

If a unit does not fulfill these conditions at the beginning of its turn, it is considered isolated. This means that the unit may not attack, may not utilize Convoy Movement, and may not move out of enemy ZOC. An isolated unit also loses one additional factor in defense after normal combat losses have been taken out. A unit isolated in a fortress may not attack and may not move at all, but defends normally. A unit may remain isolated for an indefinite period of time. All isolation penalties are removed immediately when a unit achieves supply conditions at the beginning of a turn.

Enemy supply dumps may be captured by moving on top of them, either by normal movement or by advances after combat. In such a case, the dump's capacity is immediately halved. It may be used the next turn only as a friendly dump. After this one turn though, it must be destroyed whether or not it was used. You may voluntarily destroy any supply dump occupied by a friendly unit or ZOC.

That, with a few additions here and there, is essentially it. This system allows for the rate of advance to be governed by supply. It also requires that a good "communications network" or "supply chain" be established. The slow build-up of the Allies' overall capacity is an acute problem, as it was during the campaign. Ports acquire enormous significance, thus making even Marseilles desirable! I think this will give a good "feel" for logistics without over-complicating things.

Once again, I urge readers to offer criticisms of OVERLORD -- this is not a closed project by any means, and will change more than once before it is finished.

Dan Hoffbauer, 4749 Denny Ave., North Hollywood, Calif. 91602

the BALKAN SECTOR

A DIPLOMACY ANALYSIS

by Lenard Lakofka

The Balkan Sector of the Diplomacy board is likely the most complex area of play. Here three major powers are in direct conflict, Turkey, Austria-Hungary and Russia (with Italy never being forgotten by anyone).

As in the November SIM let me begin with a brief discussion of the "Spheres of Influence" of the three countries involved. As pre-defined, these are areas into which development can occur, and hopefully no major conflict shall occur. Russia expects to take Rumania. Austria expects to take Serbia, and hopefully Greece, while Turkey wishes to capture Bulgaria. These 4 centers are usual supply points for those powers, and in most games they are taken in 1901 and then the conflict begins in 1902. Let us look at why for just a moment.

Turkey's possession of Bulgaria is assured in almost all cases because she can simply support it from Constantinople if she fears Austria and Russia will double up on her or the other powers may be having problems of their own and just can't afford to double up on the center. Russia's possession of Rumania is also a usual shoe-in. She can slip her fleet in on turn one but then the Black Sea may fall to Turkey. More often she likes to move an army from Ukr. or Galicia (note Galicia is Austrian by the way) and thus be in better position to attack the fertile lands of Austria and to still hole off, or capture the Black Sea, in case Turkey attacks. Austria can take Serbia on turn one and usually get Greece via A Ser--(S) F Alb-Gre on the Fall move in 1901.

Now let us look at the 1901-1902 problems of each of these countries, for here is the key to the Sector. Russia, already stuck with a likely two-front war, has the least problems in the area. She will take Rumania but does not wish to lose the Black Sea to Turkey. She wants to move to Galicia to assure Rumania via army capture (in the move A Gal-Rum with F Sev--or F Bla--and A Ukr. But Austria will have fits over the violation of the Austrian border by Russian troops from Warsaw. Thus we see a usual opening move for Russia of F Sev-Bla or holds, A War-Ukr and perhaps A Mos hold, to Sev or to Stp. Russia, unless she has an understanding with at least one other Balkan power, will move to Black Sea with great fear, and will go to Galicia only with the greatest of trepidation. Of course a move to Arm is sure war, while a move to Sil or Pru is opening another sector. (Let me digress here a moment to speak on Sector activation. Normally two Sectors almost always activate, i.e. have early conflict, and at least one other

will activate depending on where Italy goes, north, east, or west. Everybody wants it this way too! If too many sectors activate normal development is thrown into chaos and everyone is behind in their normal patterns, plus the balance of power is thrown up for grabs.)

Turkey, as I have pointed out, will take Bulgaria and will try for the Black Sea. She will move to Armenia only if she wants sure war with Russia and has Austria, at least, as an ally. Her Fall 1901 move is the interesting one for her. She can play a number of things. From the usual A Bul hold or A Bul support someone to Greece or Rumania to the more brash A Bul-Rum, A Bul-Gre or A Bul-Ser! If she has taken the Black Sea she can convoy an army to Rumania with Bulgarian support. In 1902 her problems really mount. If she has played a standard first year she has one build and now is trapped! If she goes north it is straight into Russia, if she goes west she must pass Austrian-held Greece into Italian held Ionian Sea!

Austria is most beset by problems. From alliance structure analysis (cf/ IW Vol. 3 #3) we see the Turkish-Russian alliance is HIGHLY favored over any alliance with Austria! Also she has Italy just dying to take Trieste while Russia would like to move to Galicia. In addition, just to make life really rosy, she has Germany who would like to move to Tyo to attack Italy or move to Boh, given the right incentive. She can claim Serbia but now must second guess everybody as to how to play her F in Tri and her Army in Vie. A Vie-hold, -Bud-Tri, -Gal or even -Tyo are all possible. She constantly fears Italy playing A Ven-Tri or A Ven-Tyo, A Rom-Ven with two pieces getting ready to crack Tri next turn. The only way Austria lives to a ripe old age is that rarely will all three attack her. WHY? Because Italy puts herself in the path of the Russian-Turkish steam roller if Austria falls, or Turkey is trapped by her two allies, Italy and Russia, and thus must go to war with one of them.

Lastly, let's note some of the swift 1901 cooperative moves. A Ser (S) A Arm (C) -Rum by F Bla with A Bul. -- A Ser-Rum with A Bul + F Bla. -- F Bla (Russian) (S) A Ser-Bul. -- A Bul (S) A Ukr-Rum. etc. Each combination, depending upon the odd man's deployment, can give him the maximum shaft.

The summation here is that in 1901 the thread of a two player alliance is forming but due to the myriad stab possibilities the shape of that alliance may not materialize until 1902. All three players will not ally because they quickly find themselves falling all over each other and if they ally 3 other sectors must be activated early in the game. This means that they suddenly have three enemies. Three versus three does not give anyone any profit.

The fighting in the Balkan Sector is the most intriguing on the board bar few others. Centers can be traded back and forth over and over because a see-saw battle among two powers versus two powers often materializes. The balance factor always being whomever gets a firm footing here will almost surely be in the top three players at the end of the game, and very often the winner! If Turkey gets most of the

the Maze of Waterloo

Hans Kruger

Wargames differ from war in that they remove one of the two major parts of any war, that being the emotional aspect. This being done, we are left only with the non-emotional, non-human aspects. This being the case, the battle or war is now reduced to a mathematical problem -- or at least an exercise in logic. What is needed is simply to view the playing board as a sort of maze. Although there may be many ways to go, there is only one right way.

This "maze", though, is somewhat different, being altered to some extent by what our opponent does with his units. Our real problem lies not in the path to take, but in the ability to see the maze as a maze. On the playing boards that AH produces, there are no signs saying "go here"--"go there". Therefore we must learn to identify certain features that can act as signposts.

As an illustration, let's look at Waterloo from the French standpoint. You start from virtually three (or four depending on your disposition on the road between Fleures and the junction with the main road Quatre Bras) positions. From here, you have to move to the other end of the board and off. I say "off" because it is rarely that the French can eliminate both the Prussians and the English as the latter two outnumber them. The only way is to go to Brussels.

On your right is a river. Usually, this is the easiest river to capture because you also control the crossing and hence move down the river from both sides. In the center, in front of II corps, is a set of hills defending Quatre Bras. If you will look closely, per-

haps a few meters into the forest that runs just to the right of the road from II corps up through these hills and beyond, you may see a little sign reading, "brick wall.... detour". This is true mainly because a competent PAA player will put the cream of the Prussian army there to guard the hill. Usually this means most of the first Prussian corps with perhaps a little cavalry or horse artillery support from behind.

As French, we find ourselves in a unique position. Although we are the smaller of the two foes, we are also the ones charged with the offensive. This can give us no end of pain unless we use the correct strategy. A couple of issues ago in the SIM, a discussion of both the capture and kill strategies was made. In view of the fact that we are the inferior force, it should be apparent that we must employ the capture technique (unless you plan to eliminate the whole Prussian AND English armies!). I'm afraid that both Napoleon and I have learned from bitter experience that the kill strategy just doesn't work here. What we want is to push the PAA out of the way. Our only objective must be to reach the other side.

Discounting the other minor things in front of us, there is left only Nivelles. If the hills of Quatre Bras are impassable, then here the ground is easy and flat. There is virtually no terrain features to hinder us until we reach the city itself. However, one setback is that it takes time to reach and time hurts us. With each passing turn, our enemy grows stronger. We can only grow weaker.

The place for attack is usually just to the right of the Quatre Bras hills and this is heavily guarded by the Prussians. Also in this area is a rather large hole through the forest leading in the direction that we want to go. The Prussians will usually defend this but their defense is usually short-lived against an offensive aimed at ground and not men.

As you advance to the right of the hills at Quatre Bras, the strong troops on the hill proper will also be forced to withdraw. The amount of time it takes to cause these troops to vacate their defense positions is directly related to how many troops are there. To help decrease this number, we employ an ancient tactic known as the diversion. This is a tactic in which our enemy is forced to act along certain known lines because we are doing something that causes him to feel that he is not in control of the situation. Nivelles is the obvious answer. I would suggest sending the second corps and fifteen or twenty factors of cavalry or horse artillery. This cavalry/horse artillery (in this game there is no difference between the two) is important. Without them, it will take you from six to eight hours to pose a threat to the PAA. With them, this is shortened to four or six hours. Two or three turns. Cavalry is useless in close, non mobile warfare, which is usually where it ends up, but this "race" across open country is just what they were created for.

If this works as it should, the PAA will be greatly weaker at Quatre Bras than he oth-

Balkans she is next to impossible to beat down again. If Russia defeats Turkey she has a very firm power base from which to defend herself and from which to launch attacks. If Austria gets large gains in Russia or Turkey she has her back fairly well defended and Austria, as a large land power, is almost unchallenged as a 1st or 2nd place winner.

In the last segment I shall discuss the Ionian, Iberian, Tyrolian and Scandinavian sectors and then tie all of this together. The whole picture of the board as viewed by sector analysis will be an excellent guide to your play of the game. If you do not understand sector intermix you will never play a good game of Diplomacy.

Comments to Lenard William Lakofka, 1806 N. Richmond St., Chicago, Ill. 60647

erwise would be simply because of the fear of you getting through. If he lets Nivelles fall you can advance unopposed against his rear -- an occurrence that has been known to cause the rapid collapse of armies many times before! He is forced to send troops; probably more than he needs to. That is our first objective when attacking Nivelles in the first place.

It cannot be overemphasized too much that ground is what you want. However, against an able player, you will note that the Prussians and English are standing in your way. Push, shove, gouge, scratch, anything.... but keep moving forward. Give battle whenever possible if even at 1-1 or 2-1 odds. If you see fifteen factors of Prussians defending an area, attack them with eight factors. In an exchange, he will lose from ten to fifteen factors for your eight. The exchange, though, is not what you want; it's to push back the enemy.

By the mere form that the game takes, the English are forced to commit their forces piecemeal, as they arrive. And even the Prussians are forced to fight without their Fourth Corps. You must be in position to achieve victory by the second day's end. To accomplish this, fight hard at Nivelles (possibly substituting the I corps for the II if the disposition of the Prussians indicates that you do so). Capture Tilly as soon as possible and continue pursuing the enemy in that direction. If the hills at Quatre Bras are still holding out (which is doubtful) then possibly send some cavalry across the river and back behind the enemy troops. I think you will find that even the threat of a rear attack will cause the Prussian to withdraw. It is, of course, imperative that the withdrawal is forced before the Prussian IV Corps arrives or you may find yourself attacked from the rear also.

In summing up, Waterloo needs to be (for the French anyway) a game of speed. There is a huge roadblock in the center, so go around it.... around it at Nivelles and around it at Tilly. It is a hill -- not an island. And hence, cannot stand alone. Moreover, it isn't even a complete hill, only facing France... get behind it and you are on open ground.

The Prussians may attempt to "scare" you by putting up a show of force, but you must be bold enough to give them battle. If there is one catch-phrase to remember, it's "Give-Battle". In truth, this is exactly what Napoleon wanted from the Prussians. Unfortunately, the real Prussians refused until the British were ready. Don't let your Prussians wait. As an example of what to expect, a Mr. Childers recently sent me a Waterloo move in which he had, I believe, six factors guarding the Quatre Bras (DD-23) area, hoping that this might (and it almost did) deter me from attacking anything. But taking my courage by the horns, I changed my first turn movement a little and attacked his entire force. This move left my center without any troops, but then the Prussians do not win by moving off the board to France. Since they are not Patton's armored columns, I fear that a salient would cause only their defeat -- all this tends to indicate that he won't attack the center.

Smart Stalingrad

by Harley Anton

THE KIEV OR NOTHING GAMBIT

This maneuver has won me several close games of STALINGRAD as the Germans. It follows closely off of my First Winter Gambit (see preceding article). This strategy attempts to solve the German dilemma of how to break the Russian lines. If it is successful victory is assured and if it fails nothing has been lost by the German commander.

The German strategy is simple. For the first eight turns of the game he allocates everything to the south except about 40-50 German factors. The German player must fight a battle of attrition. 3-1 is taken whenever possible. 1-2 (especially with two 4-4-4's against two undoubled 5-7-4's) should also be heavily relied on. If the German player has a little better than average luck the Russian may find that his reinforcements cannot get to the south fast enough due to snow. An early winter can especially hurt the Russian cause. The object of the drive is to A) achieve a breakthrough somewhere on the Dnepr which the Russian cannot plug or B) taking Kiev early and cutting across the open terrain toward Moscow. While the Germans are achieving overwhelming local superiority in the south, Army Group North may be running into trouble.

The primary objective of Army Group North is to take Minsk or failing that square W-20 as soon as possible. If the Russian counterattacks don't fall back. Pull him on in the direction of Warsaw while saving replacements. If he gets too close commit your replacements to stop him. He will by that time be overextended and forced to retreat because of your southern breakthrough. If the Russian doesn't counterattack (and he won't if he is smart) then just use Army Group North to kill any delay units he throws at you. Army Group South will eventually cause the Russian pullback in the north.

This strategy is most effective against an opponent with heavy northern and Finnish commitments. I hope all the frustrated German commanders will give it a try. Who knows? They might surprise their favorite Russian opponent!

Comments or jibes welcomed at 2313 Wexford, Birmingham, Alabama 35216.

In closing, a rather strong point to remember: an enemy will often attack an area lightly defended. However, the same area with due defense he will not attack. There are, naturally, a few exceptions to this axiom, which I'll leave to you to recognize yourselves.

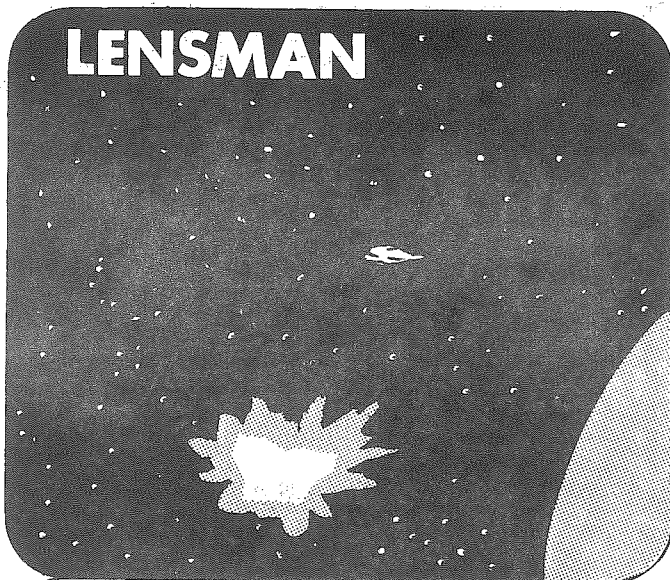
● FROM THE EDITOR

Here it is, the first edition of the new year. It should be a bit better than last month's, which was an unfortunately sloppy issue. This was due primarily, though, to an act of God as far as we were concerned -- one of our shop's printing presses was stolen, cutting their capacity in half! Naturally, printing a magazine late at night has its perils! The photographs came out none too good either -- we're going to have to work on that. Finally, a number of mistakes were made in the content end of it, which we'll have to set straight in this column. Before we do, however, let's discuss this issue and what's coming.

I'm hoping that SPACE CENTURIONS is complete enough to allow you readers to make sense of it. If parts are unintelligible, ask Ivan Travnicek or myself to set things straight (although Ivan would have to be considered the expert since it is his game).

We have quite a few things coming up in the future which we'd like to tell you about.

The February issue will be pretty much a hodgepodge like December. In March, though, we plan to run some Napoleonic rules which should prove useful to you miniatures buffs. The March edition will be significant in many ways -- the primary reason being that we will be in three-columned format. This change allows us to get 25% more type per page. Therefore, we will be cutting our size to 16 pages and still be able to maintain our present volume of material. At such time when I get e-



LENSMAN is now in the process of revision. Our stock of certain components is exhausted, so we must wait until the revised material is ready. All orders will be shipped as soon as possible. Revision features a new rulebook and PBM sheets.

Prices: \$4.00 for SPARTANS, \$4.50 for all others. Send orders to 5820 John Ave., Long Beach, CA 90805. Make checks payable to SPARTAN INTERNATIONAL.

*****BIRTHDAY COUPONS NOT HONORED*****

nough material coming in to justify it, I will consider going to 20 pages again -- which will be the equivalent in content to our old 24 page issues from June-August 1970. You could compare our new size in March to The General, both in content and page number. That means that you SPARTANS are getting twice as much per year as General subscribers for the same price. As a matter of fact, you're getting that now.

Naval games will get a big boost in May with the printing of SINK THE BISMARCK!, a game by Tony Morale. This will be in honor of the June Convention on the BB Massachusetts, and will feature an 11x17 board and 1:1200 scale ship counters. To balance our budget, though, this means no inserts besides PRO INFO for a while. I think it will be worth the wait.

We haven't forgotten ARNHEM either. It's still being playtested, and since we will soon have the opportunity, printing will wait until we can do it in three-columned format. That means more quality for your money.

MISTAKE DEPARTMENT: There were several in last month's issue. Page 3, WATERLOO-STALIN-GRAD, disregard the first "5.0" section. The terrain table does not include the defending units' values. Reading from the top down, the first grouping should be Defender basic, the second, doubled, the third, 2½, and the fourth tripled. The last section has an explanation below it. Page 4, in "SRADD CORRECTIONS", WAK should read AKW (WATERKORPS). In the WS Order of Appearance, the three German 2-2-4's at 9am June 19 should enter at square 39.

Starting with this issue, a new article payment system will go into effect (disregard information on title page). Contributors will receive extensions of subscriptions from 1-6 issues. As the Editor I will contract from time to time to buy manuscripts for feature articles. I would like to work with interested parties on possible feature pieces, for which I will pay up to \$10.00 apiece upon completion, whether they are printed immediately or not. I'm talking about articles that would fill up at least 5 pages (or 4 triple-columned pages). That means 20 typewritten pages double-spaced.

Anything of less scope will be paid for by the subscription credit system. To be determined by the Editor, this will begin immediately with this issue. All contributors up to and including the December edition will be paid according to the old system.

IMPORTANT: The February issue will be the last one in which free membership advertising will be allowed. Starting with the March issue, all such advertising will not be printed in the SIM. In the future, address all such requests to the Editor of the Gladiator, James T. Reilly. The same restrictions on such ads in the Gladiator will be the same as in the SIM until notification to the contrary is made.

The new ad rates will be printed in the February issue, effective for the March edition, as it will be based on 1/6 pages instead of ¼ pages.

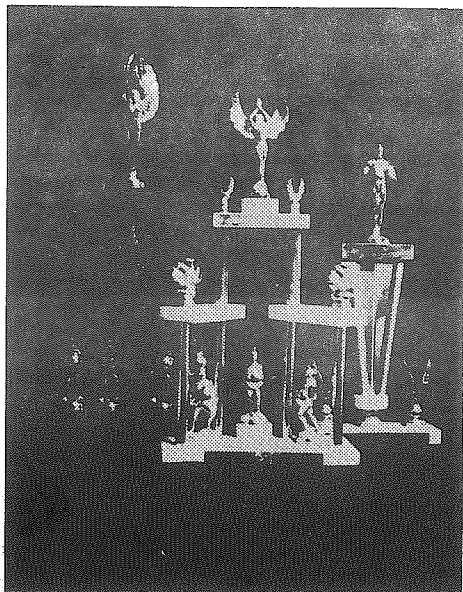
We'll close off now until next month, so keep your fingers crossed and maybe we'll gain a week or so on our former schedule this time!

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A joy rider swiped my time machine so I have time on my hands while waiting for the time police to apprehend the time criminal and recover my vehicle. Thus, I'm seeking opponents for Assassin!, the game of time travel. Alister Wm MacIntyre, 2729 Stratford Ave., Cincinnati, Ohio 45220

WANTED: German PBM opponent for Anzio Game III, all optionals (SRT, AV-II, Substitutes I) One week time limit on moves. Refer disputes to SDOA. Send set-up. No reply means I have an opponent. Prefer mature opponent who will finish game. Gary Charbonneau, 319 West 3rd St., Duluth, Minn. 55806

FOR SALE: Complete Minitank army with accessories, plus several ship kits. Entire lot \$25.00. I'll pay postage. Address inquiries to: Gary Charbonneau, 319 W. 3rd St., Duluth, Minn. 55806

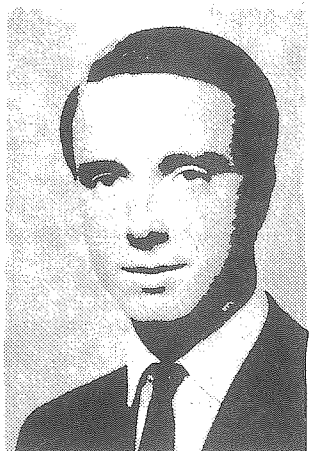
FOR SALE: One STALINGRAD II mapboard as cartographed by Patrick Egan. Minimum offer \$5.00 Contact George Mankiewicz, 9748 Bellder Dr., Downey, CA 90240



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PHIL PRITCHARD Retires

Phil Pritchard became only the fifth individual in SICL history to retire to advisor when, in late December, he reached and surpassed the 12,610 officer points required to attain this rank. The final push came when Phil renewed his membership during the annual commissioner's meeting held the last weekend in December.

The retirement came as the result of two years' active service to the SICL, and heralds the beginning of perhaps even greater years. During the two-day meeting Phil was promoted to the post of International Commissioner of Affairs, replacing Bob Wilson who moved up to Head of Advisors.

In addition to being only the fifth person to accomplish this feat, Phil is the first PBM member to retire. He did it all while operating from the East Coast. And not only did he do it in two short years, but while carrying a 4.0 average as a full-time student at Harvard University and working on the side!

Mr. Pritchard's achievements are a record of a rapid series of successful ventures into nearly every field of endeavor. While in Public Relations he was almost directly responsible for the phenomenal growth rate enjoyed by this organization during 1969 and early '70. During his stint in Procedure he developed the SPARTAN Organizational Handbook (SOH), which he continually devotes his time to improve and update. His work in Personnel has served to establish many of the standards followed even today. He has been involved with all societies and service groups, and presently is helping to establish FTF relations with East Coast wargamers. And his work in Affairs has just begun!

Phil is now a full (1) advisor, and presently working towards his first helmet. A list of helmeted advisors above Phil includes Russell Powell (no number)-Green Helmet; Donna Powell (number "0")-Green Helmet; Dan Hoffbauer (number "1") - Orange Helmet; and Hans Kruger (number "2")-Orange Helmet. When Phil makes his first helmet (orange) in December it will bear the number "3".

Phil's actual officer point total after breaking the retirement mark was 12,710, 100 points over the necessary amount. A traditional option open to a man who retires is to donate his excess points to a member of his choice. Phil exercised this option and gave the points to Richard Karr, L.A. Conference Assistant Affairs Officer, who had attended the meeting despite a broken leg.

It isn't often that a man retires in the SICL; it is not an easy thing to do. Phil did it, and deserves our congratulations for it. This isn't the last we'll hear of his actions.

BOB WILSON WINS INTERNATIONAL CHAMPIONSHIP

Bob Wilson clinched the SICL 1970 International Championship by 2 3/4 games over second place Dave Hunter with an outstanding record of 18-3-3 in competition last year. He was awarded a large trophy and a special medal, both developed expressly for the achievement, during a ceremony at the last Los Angeles Conference meeting.

The .813 record reflects Bob's skill in all phases of wargaming. It includes successes in SRADD tournaments, face-to-face Avalon Hill gaming, miniatures competitions, and of course PBM tournaments. Such diversification is the mark of a true competitor. And such success is the mark of a true champion.

Wilson's mark topped a list of 93 competitors for International Champion in 1970. His record betters the previous best of 17-0-0 set by Bob Shupe in 1969.

As the new International Champion he will compete with Mr. Shupe in a play-off for the

first SICL Championship, the highest competition honor in SPARTA. The match will begin shortly as soon as the contestants make their choice of games to be played.

Following is a lifetime look at Bob Wilson's record. It includes victories in the League PBM Open and the Robert Forsythe "50", as well as a third place finish in the Waterloo-Bulge tournament and a fourth in the SNCL #2.

LIFETIME RECORD

Year	WON	LOST	TIED	PERCT
1968	3	0	3	.750
1969	19	4	5	.768
1970	18	3	3	.813
Total	40	7	11	.784

Dateline: Long Beach 12/70- Phil Pritchard became only the fifth individual in SICL history to retire to advisor when, in late December, he reached and surpassed the 12,610 officer points required to attain this rank (see reverse for further details). Quite a Christmas present, eh?

Dateline: The World 1/71- Bob "Mr. Nice Guy" Wilson clinched the SICL 1970 International Championship this month by 2 3/4 games over second-place Dave Hunter with an outstanding record of 18-3-3 in competition last year (see reverse for further details). Upon accepting the award with true (if detached) humility, the imperturbable Mr. Wilson replied "What? But I thought it was 1956!"

Dateline: Massachusetts 1/71- The East Coast division of the Fourth Annual SICL 1971 National Convention has been scheduled to be held in this esteemed state the 5th and 6th of June aboard the BB Massachusetts. The ship will be anchored in the riverport of Fall River, along the Rhode Island border.

In attendance will be a host of top SICL personnel. Leading the list shall be the Charter Founder, Russell Powell, and Dan Hoffbauer, BoD member and editor of the SIM. This will be the first East Coast visit for these distinguished gentlemen. More details on this event will follow.

Dateline: Long Beach 1/71- The First Pacific Conference Championship Tournament came to a close this month with two men deadlocked for first place. Tied with 10.00 tournament points apiece are Forrest Crain and Carl Stevens. They will begin a playoff round shortly for first prize: \$5.00 and a special three-foot trophy. Gentlemen--congratulations and good luck!

Dateline: Santa Ana 1/71- Bob Wilson was elected this month to the SICL's Board of Directors as a tribute to his many contributions to and sacrifices for the benefit and progress of SPARTA. His accomplishments are too numerous to mention here. This column would like to address its sincere appreciation to an individual who has done as much for the SICL as any man can be expected to do.

Dateline: Long Beach 1/71- The play-off round for first place in the SICL \$150 National Open Tournament begins this month between John Kuechle and Wells Anderson (see Dec. SIM, PRO INFO). These two men had finished in a dead heat for first with 14.75 tournament points when the contest closed last month.

The pair will compete for top prize of \$75.00 cash and the large tournament cup. The tie-breaker shall be one game of Afrika Korps. Mr. Kuechle, ex-National Champion and all-time SICL money-winner, will be the Allied player, while Mr. Anderson shall represent the German. Coverage will be carried monthly in the SICL Gladiator. We wish each contestant the best of luck.

PRO INFO

Dateline: The Nation 1/71- The following tournaments have been announced this month and are now open for entries. All tournaments are open to SICL members only. Choice of sides not guaranteed. Deadline for registration for all tournaments is April 15, 1971.

(NL) John Jawor 200

PBM; All SICL members eligible; Three games to be played; 20 points to enter; Fee- \$2.00; Total prize list -- \$200.00; Games-Tactics II, Gettysburg '65, D-Day. Prize list:

First Place-\$50.00 + Trophy + Medal
Second Place-\$40.00 + Medal
Third Place-\$30.00 + Medal
Fourth Place-\$20.00 + Medal
Fifth Place-\$5.00 + Medal
Sixth Place-\$3.00 + Medal
Seventh Place-\$2.00

(COTS) New York Conference Championship

FTF; New York or Administrative Conference members only; Two games to be played; 10 points to enter; Fee-\$.50; Total prize list- \$50.00; Your choice of games. Prize list:

First Place-\$10.00 + Trophy + Medal
Second Place-\$3.00 + Medal
Third Place-\$2.00 + Medal

(COTS) Southern Conference Championship

PBM; Southern or Administrative Conference members only; Two games to be played; 10 points to enter; Fee- \$.50; Total prize list- \$50.00 Your choice of games. Prize list:

First Place-\$10.00 + Trophy + Medal
Second Place-\$3.00 + Medal
Third Place-\$2.00 + Medal

(COTS) S. California Conference Championship

FTF; Southern California, Los Angeles, or Administrative Conference members only; Two games to be played; 10 points to enter; Fee- \$.50; Total prize list-\$50.00; Your choice of games. Prize list:

First Place-\$10.00 + Trophy + Medal
Second Place-\$3.00 + Medal
Third Place-\$2.00 + Medal

Please address all correspondence, checks and/or money orders regarding the above tournaments to SPARTAN INTERNATIONAL, Inc., at 5820 John Avenue, Long Beach, CA 90805. Thank you.

Dateline: Long Beach 1/71- The SICL \$600 National Open Tournament has been tentatively scheduled for late '71. More on this later.