

A PEEK ABOVE THE REST

Wargaming can be a deceiving term. Wargamers are not warmongers. People play wargames for one of three reasons. One, they are interested in history, particularly military history. Two, they enjoy the challenge and competition strategy games afford. Three, and most important, playing games is FUN and wargaming is their hobby.

Indeed, wargaming is an expanding hobby. Though it has been around for over twenty years, it has only recently begun to boom. It's no longer called just wargaming. It has other names like strategy gaming, adventure gaming, and simulation gaming. It isn't another hoola hoop though. By any name, wargaming is here to stay.

Almost all of our wargames are basically for two people, though many can be played by more than two. Where games are specifically for three or more players, known as multi-player games in the hobby, this is noted in the description. Many gamers used to play wargames solitaire, mainly because they couldn't find an opponent. Today this is rarely a problem. The closets are empty, wargamers are everywhere. Clubs are springing up all over. Still, many gamers ask if a particular game can be played solitaire. Our answer is "sort of", if you don't cheat. We should stress though, that a large part of the enjoyment of any hobby is the camaraderie with other members of the same hobby. Friendly and social gaming is the rule, not the exception.

Each game in this catalogue contains a complexity rating. This should be used as a guide by potential buyers. It is especially helpful for those unfamiliar with the hobby, but interested in getting into it. Many people have been turned off to wargames because they bought the wrong game first. The reason for this is that wargames are adult games. They aren't kids stuff. They are games of skill and strategy. They are fun, but they aren't simplistic. Avalon Hill games are challenging and rewarding. There is a tremendous satisfaction in mastering something intricate and our games give you the chance.

Most gamers start with an introductory level game and then progress up the complexity scale at their own pace. The logic in this is that most wargames are related in the way they are played (the game mechanics or game system). Many concepts carry over from one game to the next. As you go up the complexity scale, the games just tend to get bigger and more involved, adding more and more rules.

The more rules a game has, the more historically accurate and the more realistic (true to life) it will be. The less rules a game has, the more playable (quick and easy) it will be. This, of course, is a general rule and not true in every case, but is presented here as an explanation. There is always some trade-off between realism and playability in wargames.

We don't want the new, potential hobby member to be turned off after trying just one game. There is something for everyone here. It's just a matter of finding the right thing for you. Many gamers never go past the lower levels of complexity, being content to play the less complex games and enjoying these as their niche in the hobby. After all, because they are less complicated does not mean they are less demanding. All our games make for fine competition. The decisions about complexity, and playability versus realism are all up to you. We think you'll find enjoyment no matter what you decide.

Complexity ratings of one to three are introductory level games. Ratings of four to six are intermediate levels, and ratings of seven to ten are the advanced levels. Many games actually have more than one level in the game itself, having a basic game and one or more advanced games as well. In other words, the advance up the complexity scale can be accomplished within the game.

The listed playing times can be deceiving though they too are presented as a guide for the buyer. Most games have more than one game within them. In the hobby, these games within the game are called scenarios; part of the total campaign or battle the game is about. Scenarios give the game and the players variety. Some games are completely open-ended. These are actually a game system, rather than just a game. In these games, a design-your-own section of the rulebook allows players to recreate any hypothetical or historical action of the type covered by the game. The rules serve only as a framework for the player's own interests and imaginations.

Avalon Hill is number one for several reasons. One reason is quality. Avalon Hill customers expect quality in our games and they get it. Our boards are all full-color mapboards mounted on hard boards. Our counters are all press-varnished and die cut to punch out easily from the counter sheets. Our playing aids and charts that come as separate items in the games are all on solid card stock. Each game also comes with at least one or two dice.

Another reason we are number one is we take care in the preparation and development of our games. We miss a lot of deadlines because we won't put out an unfinished product or a product that has a definite fault. When one of our games is released, it means it has gotten our best effort and we think it is ready for the public. The designer and developer have done everything in their power to make the game a quality product.

The third reason we're number one is we take care of our games after they are released. Sometimes this means updating the rules to a game. Sometimes it means revising the game completely. Sometimes it just means putting out accessories (like the ones advertised with the games in this catalogue), like variants, extra playing aids, additional rules, etc. We do everything we can to keep our products healthy.

If all this isn't enough, we also publish a magazine called *THE GENERAL*. It is chock full of goodies about our games; strategy articles by the hobby's finest gamers, analysis of game systems, variants and additional scenarios, game reviews, new product announcements, series replays (demonstration games), and special deals on our games including postage coupons.

Care is taken to develop and publish quality games that will appeal to the widest segment of gaming interests possible. We point with pride to the knowledge that Avalon Hill has the highest percentage of "best game awards" in the industry.

Prices vary from store to store. See our separate **Game/Parts Price List** for current retail pricing of all our products.

For quick credit card purchasing, call **TOLL FREE 800-638-9292**.

The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

THE ORIGINAL WARGAME



TACTICS II

Complexity Rating—1

Playing Time—Two Hours

Awards—Hall of Fame (Charles Roberts Awards 1979)

The hobby of wargaming was born in the late 50s with the inception of Avalon Hill's *TACTICS*. By divine right, *TACTICS II*, a direct descendant, is the original wargame.

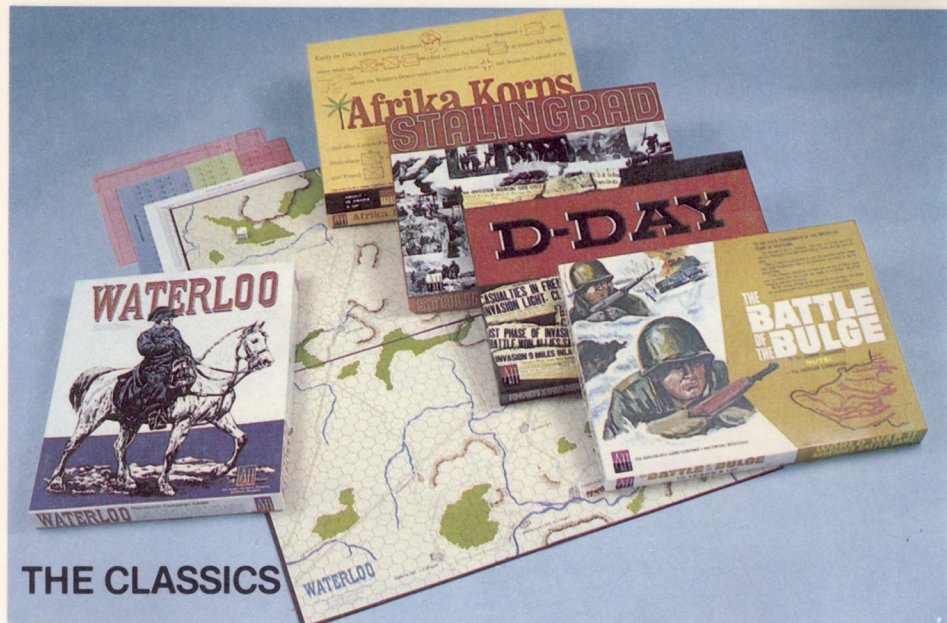
TACTICS II is sort of like military chess. Different pieces called "units" in wargames, have different capabilities just like chess pieces. The major difference is that a player can move *all* his pieces each turn, and after all his pieces are moved, battles are resolved against enemy units his pieces are next to (adjacent to).

The other major difference between wargames and chess is that wargames have a mapboard, divided into squares or hexagons for movement purposes. *TACTICS II* has a 22" x 28" mapboard portraying a fictional continent with two countries; Blue and Red. Terrain includes roads, rivers, woods, mountains, beaches, and cities. The Blue Capital can only be reached over a vast plain, bordered on the left by mountains and on the right by woods. The Red Capital is on an island and can only be reached across one of several bridges or by an amphibious invasion.

Game features include special functions for headquarters units, terrain effects, invasions, airborne assaults, weather effects, replacements, isolation, and even nuclear weapons. Units represent infantry, armor, mountain, airborne, headquarters, and amphibious troops. Over 100 counters in all.

The rulebook is divided into a basic game and a tournament game (advanced game). Both are balanced and quick playing.

Excellent as the hobby of wargaming's introduction to the public, *TACTICS II* is still an outstanding introductory game for potential hobby members. The armies in the game are equal. Victory will be gained by a combination of logic, foresight, luck, common sense, and skill in military strategy and tactics. More importantly though, you will have entered a hobby that can bring a lifetime of enjoyment, because games are first, and foremost, FUN.



THE CLASSICS

Being the oldest doesn't always mean being the best, but in the case of the games listed on this page, longevity has a special significance. These games have not only been around longer than the rest, but they have stood the test of time to become universally recognized as the hobby's first 'Classics'. Like vintage automobiles, in many ways more attractive than their bevy of younger cohorts which sometimes seem to be coming off an assembly line!

Maintained by a strong, devoted following, these games are still the answer to anyone believing that simple games are the most fun. There is no subtlety in the rules, it's all in the play of the game and the decisions of the players. Skill is paramount. Clutter and intricacy are replaced by precision and concision.

'Classics' also serve another purpose, however. With no complications or over-involved rules, their basic system is what is at the heart of all wargames, and playing a 'Classic' enables the beginner or novice to break into the hobby slowly and easily. The nucleus of the rules is a two phase game; movement then combat.

Many a gamer has started on one or more of these games, laying the foundation for a lifetime of enjoyment playing wargames. Be warned though, many gamers come back after first going on, and some never leave, hooked by the 'Classics'. After all, there is something tremendously satisfying about knowing something well enough to consider yourself a master. Indeed, many of the hobby's best gamers are part of the 'Classics' following.

Small wonder that the most popular tournaments at gaming conventions focus on the 'Classics'!

WATERLOO

Complexity Rating—2
Playing Time—Four Hours

Wellington versus Napoleon in one of history's most famous battles, which ended the French em-

pire. A 22" x 28" mapboard, over 150 counters, playing aids, and an eight page rulebook.

AFRIKA KORPS

Complexity Rating—2
Playing Time—Three Hours or Less

Rommel's tanks thunder across the sands of North Afrika again, headed for Bengasi, Tobruch, and El Alamein. 44" x 14" mapboard, over 100 counters, playing aids, and a four page rulebook.

STALINGRAD

Complexity Rating—2
Playing Time—Four Hours

The German invasion of Russia in World War II from the Polish border to Stalingrad, Moscow, and Leningrad, 1941-43. A 22" x 28" mapboard, over 100 counters, playing aids, and a rulebook.

D-DAY

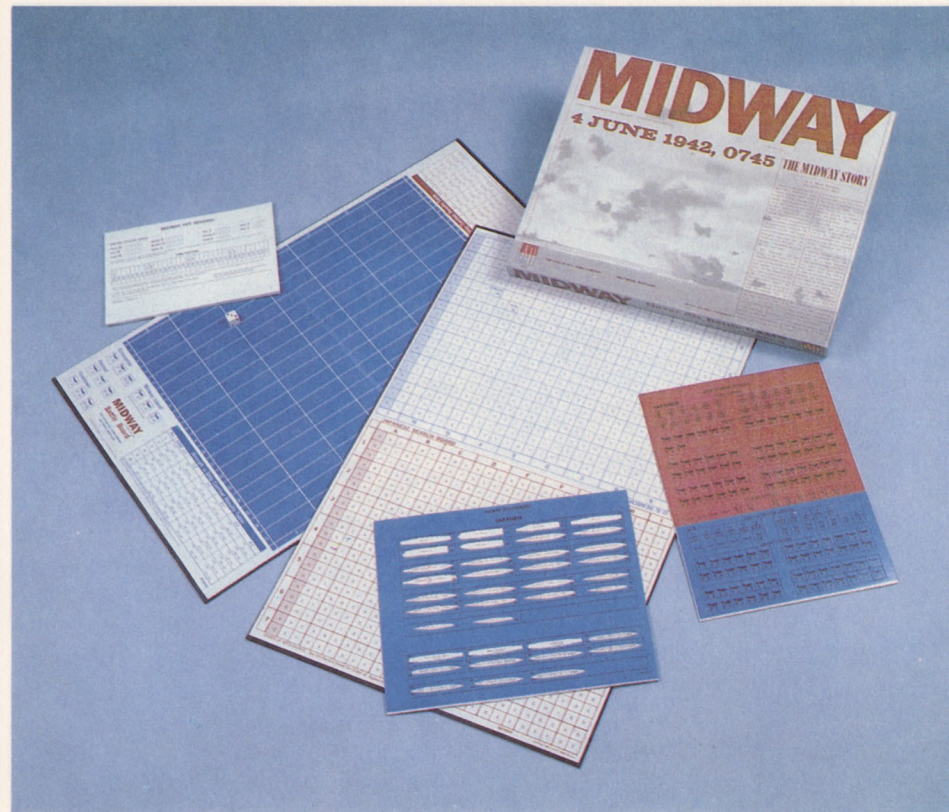
Complexity Rating—2
Playing Time—Four Hours

The Allied invasion of Europe from Normandy or an alternate invasion site to the thrust into Germany. A 22" x 28" mapboard, over 150 counters, playing aids, and an eight page rulebook.

BATTLE OF THE BULGE

Complexity Rating—2
Playing Time—Three Hours

The German offensive in the Ardennes during December, 1944 in World War II. A 22" x 28" mapboard, over 150 counters, playing aids, and a four page rulebook.



MIDWAY

Complexity Rating—3
Playing Time—Two Hours

4 June 1942.

"At 11:55, I spied a lone Japanese cruiser scurrying under full power to the northeast. Concluding that she was a liaison ship between the occupation forces and the striking force, I altered my Group's course to that of the cruiser. At 12:05 that decision paid off.

Peering through my binoculars dead ahead, I saw the Japanese carrier striking force. At 12:22, I started the attack, rolling in a half roll and coming to a steep 70° dive. About half way down, anti-aircraft began booming around us, our approach being a complete surprise up to that point. The enemy carriers had their decks full of planes which had just returned from the attack on Midway.

"Our bombs began to hit home. Carriers Akagi and Kaga were enveloped in masses of flame and smoke. Violent explosions resulted."

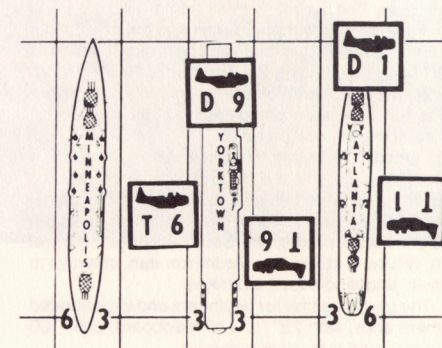
(The above is from an eyewitness account written by Rear Admiral Wade McClusky, U.S.N., deceased)

MIDWAY recreates the battle that marked the turning point in the war in the Pacific. Players move their ships across their own board while searching for the other player's ships. Located ships are attacked by planes from a player's carriers or Midway Island.

Because of the hidden movement system, both for ships and planes, the game has constant intensity and excitement.

The Japanese have more planes but the burden of attack falls on them as they must also invade Midway Island, the sooner the better. The Americans must defend the island as long as possible while destroying as many Japanese ships as possible.

A 'Classic' with a unique game system! Components include two search boards, one battle board, over 150 counters, a search screen, and a twenty-four page rulebook.





WAR AT SEA

Complexity Rating—1
Playing Time—One Hour

An elegantly simple system has made *WAR AT SEA* the best introductory wargame around. Somewhat surprisingly, it has also become a favorite among experienced wargamers as well, as the game to fall back on when no other mutual interest can be secured. Everyone knows how to play *WAR AT SEA*.

WAR AT SEA abstractly portrays the Battle for the Atlantic during World War II between the British and German fleets. The British must establish a blockade in the North Sea and the Barents Sea to stop German raiders from escaping from Germany out into the open seas. The Germans must find a way to hit and run, keeping their escape routes and options open.

Every capital ship that took part in the action is represented, including the Bismarck, Tirpitz, Hood, Ark Royal, and Victorious. Also included are some ships that were never completed such as the German aircraft carrier Graf Zeppelin.

Combat is resolved by die rolls after determining each individual ship's attack and defense factors, and deciding which ships will attack which enemy ships. Other rules cover U-Boats, Italian, Russian, and American navies; the South American neutral port, refueling at sea, the Mediterranean, convoys to Russia, and land-based airstrikes.

The perfect game for beginners and experienced gamers alike, with 22" x 14" mapboard, over 100 counters, and a six page rulebook.

VICTORY IN THE PACIFIC

Complexity Rating—2
Playing Time—Three to Four Hours
Awards—Best Strategic Game Of The Year
(Charles Roberts Awards 1977)

December 7, 1941. Pearl Harbor. The United States fleet lies burning. The Imperial Japanese navy begins its sweep across the Pacific. This is the beginning of the most mammoth naval war in history. For three years, to late 1944, the largest navies in the world will collide on the largest ocean in the world.

VICTORY IN THE PACIFIC is an offspring of *WAR AT SEA* but the resemblance is a slight one. *VICTORY IN THE PACIFIC* adds many additional rules and subtleties plus more ships and sea areas to the basic *WAR AT SEA* system. Yet it remains a simple strategic level game.

The Japanese player begins the game with an overwhelming advantage in numbers and must spread out across the Pacific capturing ports, bases, and sea areas. The Allied player must keep things as close as possible and survive the first few turns until his mushrooming productivity overtakes the Japanese strength advantages, in the later game.

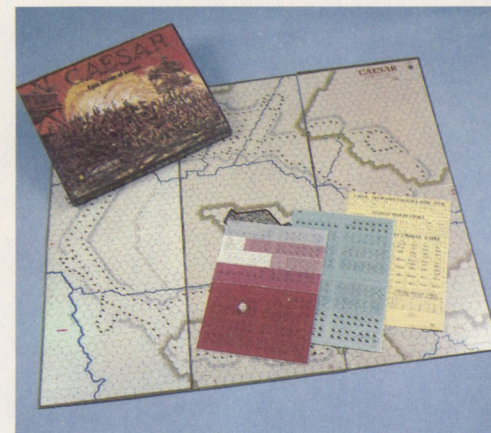
Special rules cover marines, capturing ports and bases, submarines, night actions, day actions, airstrikes, raiding ships, patrolling ships, the Pearl Harbor Raid, and land-based air units. Game comes with 22" x 28" mapboard, over 200 counters, charts and a simple, easy to learn six page rulebook.

CAESAR (At Alesia)

Complexity Rating—4
Playing Time—Six Hours and Up

In 51 B.C., in his campaign to pacify Gaul, Caesar has chased the rebel leader Vercingetorix and his forces into the town of Alesia. Ruling out an assault on the fortification, Caesar and his legions construct their own fortifications around the town, facing in both directions! The wisdom of this becomes apparent when a relieving Gallic force of over a quarter of a million men arrives. Now Caesar must defend a tactical donut, outnumbered six to one, in the epic battle of Alesia.

Units represented include infantry, cavalry, archers, javeliners, Numidian light infantry, Italian recruits, and leaders. Game includes a 22" x 33" mapboard, over 400 counters, playing aids, and a sixteen page rulebook. Equally good for two, three, or four players. A unique game situation.



CAESAR'S LEGIONS

Complexity Rating—5
Playing Time—Two Hours and Up

After pacifying Gaul, Rome decided to cross the Rhine and attempt to likewise conquer Germany. *CAESAR'S LEGIONS* recreates the campaigns against the barbarian tribes of Germany from 58 B.C. to 69 A.D. Five scenarios include the ambush and massacre of three Roman legions at Teutoburger Wald in 6 A.D. and the Roman campaign to revenge Teutoburger Wald in 9 A.D.

The game system is somewhat reminiscent of 1776; continuous battles with multiple combat rounds and tactical cards. In addition, the highly divergent capabilities and advantages of the legions and barbarians are recreated in movement and battle. A 22" x 28" mapboard, over 400 counters, playing aids, and a sixteen page rulebook.



ALEXANDER

Complexity Rating—5
Playing Time—Two Hours

ALEXANDER recreates the battle on the plain of Gaugamela between Alexander the Great's Macedonian army and King Darius' Persian Host.

The battle, once begun, will be fierce and over quickly. There can be no retreats or withdrawals. No reforming of the lines. Morale will be the key. If it plummets past a certain point, it will be hard to turn the tide and win. Setbacks bring more setbacks and the cycle is hard to break.

Units are Macedonian, Persian and Greek, and represent infantry, cavalry, phalanx, mercenary, archers, horse archers, javeliners, chariots, elephants, and leaders. Three different sized counter types distinguish phalanx and leader counters from other units.

Special rules cover charges, unit maneuver capabilities, leader bonuses, missile fire, overruns, stampeding elephants, and much more. 22" x 28" mapboard, almost 100 counters, playing aids, and a twenty-four page rulebook!





1776

Complexity Rating—7

Playing Time—Scenarios: One Hour and Up
Campaign Game: Eight Hours and Up

Now all the great moments of the American Revolution come to life in 1776. Refight the battles of Bunker Hill, Lexington, Trenton, Yorktown, and Saratoga. Suffer the cruel winters in quarters at Valley Forge and Morristown. As the American player, recreate George Washington's hit and run strategy, harassing and evading the British forces. As the British player, surround and encircle the American armies, forcing them to fight a major battle before they are ready; a battle they can't win.

Game includes four scenarios and a campaign game. A 16" x 44" mapboard covers the colonies that became America, from Quebec to Georgia. Over 400 counters represent Continentals, British regulars, French regulars, Tory militia, rebel militia, Indians, and naval units. The thirty-two page rulebook is divided into a basic game, an advanced game, and a campaign game.

A tactical combat system, using strategy cards for offense and defense and an innovative sustained combat system recreate the individual battles of the campaign. Other game features include supply restrictions; weather restrictions; French intervention; mobilization of militia; British minimum victory conditions; forced marching; building entrenchments, fortifications, magazines, and bateaux; off-board naval movement; dragoons; inverted and decoy counters; garrisoning towns; artillery units; and automatic elimination.

WOODEN SHIPS AND IRON MEN

Complexity Rating—6

Playing Time—One Hour and Up

John Paul Jones and Lord Nelson sail the seas again in this realistic, highly playable, ship vs. ship game covering the American Revolution and Napoleonic Era.

Every type of ship that saw action from 1776 to 1815 is represented; frigates, ships-of-the-line, merchantmen, privateers, sloops, fire ships, bomb ketches, galleys, gunboats. Ships like the Ranger, Constellation, Wasp, Vengeance, Constitution, and Suffren.

Twenty-seven scenarios include the battles of Trafalgar, the Nile, and the Chesapeake. In addition, a design-your-own section of the rules allows players to recreate any other historical or hypothetical situation. Games may be single ship vs. ship duels or fleet vs. fleet battles. Good for any number of players.

A simultaneous, hidden movement system using ship logs recreates the spontaneity and unpredictable events of naval battles. Game features include fouling, grappling, exploding ships, toppling sails, boarding, melee, drifting, collisions, types of ammunition, raking, weather effects, towing, land and shallows, and much more.

A basic and advanced game have something for everyone. A 22" x 28" mapboard in two isomorphic sections, over 150 counters, charts and playing aids, and a thirty-six page rulebook complete the package.



NAPOLÉON

Complexity Rating—3

Playing Time—Two hours

It is noon, June 18, 1815, and the battle which will shape the destiny of Europe is about to begin. Despite the ominous presence of two opposing armies, the surrounding hillsides are strangely silent. Only the sporadic clatter of a hurriedly-summoned battery dashing off to the left wing interrupts the panoramic spectacle presented by row upon row of soldiers whose brightly colored hue belies their grim intensity.

NAPOLÉON is a game in which two or three players may restage the Waterloo Campaign. It opens with Napoleon's army mobilized on the French border, ready to invade Belgium. As Napoleon, you must quickly defeat the allied British and Prussian armies before they can unite and crush you beneath their combined weight.

Actual battles are ingenious and exciting conflicts which readily capture the style and tempo of a Napoleonic battle. Three dimensional playing pieces mask the type and strength of your forces while you maneuver and deploy for battle. Infantry, cavalry, artillery, and horse artillery all have different strategic and tactical roles and advantages. Infantry can attack, defend, or form squares against unsupported cavalry. Cavalry can charge with increased shock effect, cover retreats, or wreak havoc among unsupported retreating infantry and artillery. Artillery can mass to bombard a defensive position or tear huge holes in an attacking force. Horse artillery have the advantages of cavalry and artillery.

A 16" x 22" mapboard, 48 wooden units, player aids and charts, and a six page rulebook complete the package.

WAR AND PEACE

Complexity Rating—5

Playing Time—Two Hours and Up

On December 2nd, 1804, the coronation of Napoleon Bonaparte as Emperor of France marked the beginning of one of the most famous eras in military history. All of Europe would be brought to war in the next ten years.

WAR AND PEACE recreates the campaigns of Napoleon from 1805 to 1815. Ten scenarios, mainly for two players, cover all the major campaigns and battles including Austerlitz 1805, Russia 1812, and Waterloo 1815. In addition, the campaign game is undoubtedly the ultimate in Napoleonic strategy, good for two or more players.

A 16" x 44" mapboard depicts the coast of Portugal to the heart of Russia at the beginning of the 19th century. More than a thousand counters represent every major leader and unit that took part in the campaigns. Infantry, cavalry, guards, cossacks, naval units, landwehr, and militia are all here.

Adorned with a simple, clean game system, victory determination is thrown entirely into the hands of the players. Somewhat reminiscent of 1776, the game uses strength points and allows for hidden strength allocations to individual leaders. Diplomacy is represented in both the two player and multi-player scenarios and is a crucial factor in the campaign game.

Game features include an attrition phase, overruns, forced marches, sieges, morale, and entrenchments. A tactical matrix system can be added to the combat resolution at the player's option. Player aid cards and a twenty-four page rulebook complete what may be the final word in Napoleonic games.



GETTYSBURG

Complexity Rating—Basic Game 3
Intermediate Game 6
Advanced Game 10

Playing Time—Three Hours and Up

The booming of over two hundred cannons fills the air as both armies prepare for the Confederate onslaught. Success will mean the probable capture of Baltimore and Washington. Failure will mean the end to the Confederate offensive.

The original version of this game was the first historical wargame on the market. Revised several times in the 60s, this, the 77 version, is the ultimate game on the Battle of Gettysburg.

The basic game is in the 'Classic' tradition; simple, quick, and furious. Each side has about twenty-five counters on the board.

The intermediate game is a large step up in complexity. Each player has sixty to eighty counters in play. Added game features include terrain effects, strategic movement, voluntary retreats, a more sophisticated combat system, disorganization, command control, breastworks, and artillery fire.

The advanced game is the final word in Civil War strategy and tactics. Features include unit formations (column, line, battle, etc.), unit experience, more detailed command control, unit activities for each turn, unit facing, unit range of influence, expanded combat sequence, individual leaders, and the most detailed order of battle for the Battle of Gettysburg possible.

Each game has its own distinct set of rules and counters. Over 1000 counters in all. 22" x 28" mapboard done as a relief map, numerous playing aids and charts, and a thirty-two page rulebook complete the package.

CHANCELLORSVILLE

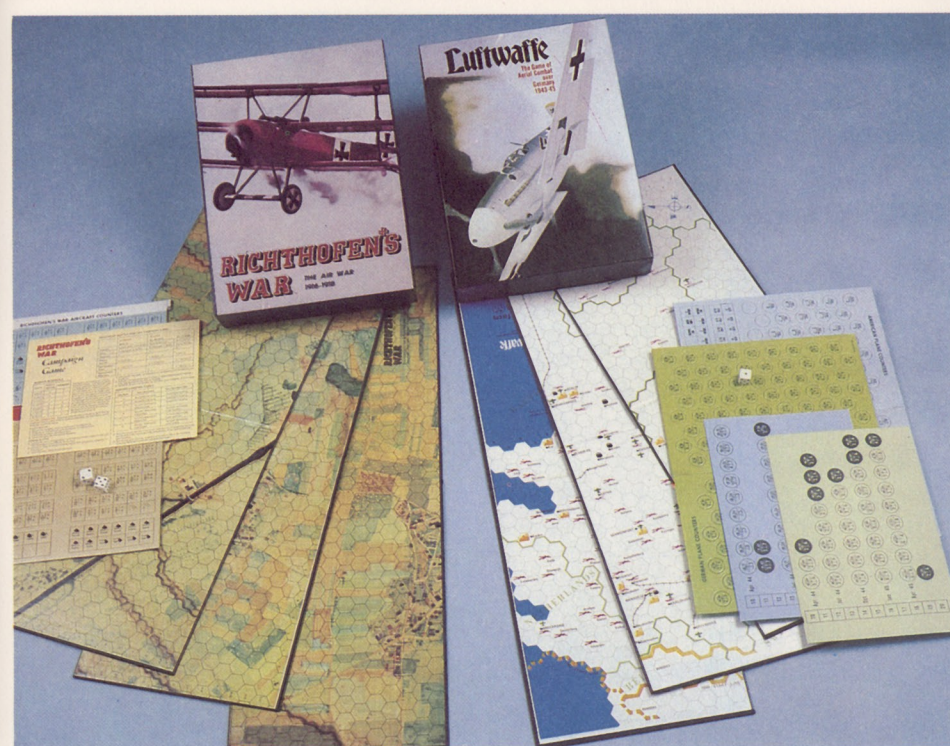
Complexity Rating—4
Playing Time—Three Hours

May 1, 1863. Fredericksburg, Virginia. General Hooker and his 130,000 man Union Army of the Potomac have cornered the entire 60,000 Confederate Army of Northern Virginia. General Robert E. Lee has been outflanked, outmaneuvered, and now stands outnumbered two to one in a desperate situation. Defeat could mean the end of everything, even the Civil War itself.

In the game, the Union player must get his troops across the Rappahannock River in force during the night before the Confederate units can react. It will be touch and go. The Confederate player will be using delaying actions such as artillery fire and cavalry raids to slow the Union advance. Eventually though, the inevitable frontal battle will decide the fate of both armies.

CHANCELLORSVILLE is a redone 'Classic'. New artwork has given the game a new look, but the major change is in the feel of the game, which now pays much closer attention to the historical campaign. Both sides will be hard pressed to gain victory.

Units are divisions which can breakdown into their component brigades. Game features include offensive and defensive artillery fire, a realistic combat results table, assault boats and pontoon bridges, night restrictions, fortifications, command control, and limited intelligence. 22" x 28" mapboard, over 150 counters, player aid charts, and a sixteen page rulebook.



RICHTHOFEN'S WAR

Complexity Rating—5
Playing Time—One Hour

Daybreak, 1917. Your Sopwith camel is revving up on the tarmac outside the operations hut. You slip into your flying suit and adjust your goggles. Today you fly to meet the Red Baron in the skies over France.

The 22" x 24" mapboard is an actual aerial photograph of the front lines during World War I, faithfully reproduced in the smallest detail. Each hexagon is fifty meters across. Each counter in the game is one plane.

An aircraft status pad that works like a real instrument panel allows each player to keep track of his plane's speed, altitude, rate-of-climb, ammunition supply, and other aspects critical to keeping a plane in the air. Players may control one or more planes in this manner, and maneuver them within the ability of each plane type.

Seven scenarios are provided, allowing players to create literally hundreds of uniquely different games and refight almost any type of combat action that actually occurred, including tactical bombing missions, trench strafing missions, artillery spotting missions, balloon busting missions, photo-recon missions, and dogfights.

Thirty-two plane types are represented including Nieuports, DeHavillands, Sopwith Pups, Sopwith Camels, Albatrosses, Rolands, and Fokkers. Over 180 counters in all.

Anything can happen. Your gun may jam, you may take a critical hit in the wing or engine. A campaign game also allows you to become an ace and build skill and reputation as your successes mount, improving your abilities in the game at the same time.

LUFTWAFFE

Complexity Rating—5
Playing Time—Two Hours and Up

A glint of sunlight dancing on silver wings signals the approach of enemy fighters. Diving through the clouds, ME 109s flash by the lumbering American bombers, a steady spray erupting from their cannons. A bomber bursts into flames and plunges earthward trailing a plume of smoke. Mustangs jettison their fuel tanks and wing over in hot pursuit of the 109s.

LUFTWAFFE is a game that recreates the drama of the war in the skies over Nazi Germany. As the American player, you must eliminate key industrial complexes and destroy Germany's resources. You will have to plan the missions, direct the attacks, and elude the Luftwaffe as much as possible. Time is against you.

As the German player, you must prevent the American bombers from reaching their targets, while keeping your own plane losses to a minimum. The more targets the American bombers can destroy, the less planes you receive, and you may not get the far superior jets at all.

The 22" x 24" mapboard, covering an area from Italy to Russia, shows all the railroads, factories, air bases, and oil refineries that are the American targets. Over 180 counters plus rules, charts, playing aids, a campaign briefing booklet, and a rulebook.

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**



JUTLAND

Complexity Rating—6
Playing Time—Four Hours

The first boardgame without a board. *JUTLAND* can be played on any flat surface from a dining room table to a gymnasium floor. A unique concept and a very versatile game!

The game has both a strategic and a tactical part. The strategic part, concerning searching for the opponent's fleet, is handled on log sheets portraying a map of the North Sea area. When ships are sighted in the same hex on the log sheet, the game moves to the tactical part of the game—the actual fleet engagement. The two aspects are interwoven in a streamlined fashion and completely recreate what happened or what might have happened at the most famous naval battle of World War I.

Scenarios add three smaller engagements between portions of the main fleets. There is no searching in these games as duels begin with the ships spotted and already deployed for battle.

The system is based on naval miniatures rules. Each ship's specifications govern how it functions; its gunnery factors and gun positions, gun ranges, ammunition supply, torpedoes, damage to different sections of the ship, fuel/time at sea, speed, possible maneuvers, turning capabilities. The tactics used in the game will be in the mold of the period as the players are forced to use their ships in the way they were intended to be used. Each ship has its own limitations and advantages. As the commander, you will have to use your fleet to its fullest to win.

Over 100 double-sized counters, search and hit record pad, playing aids such as range finders and movement gauges, charts, and a twenty-four page rulebook are included.

BISMARCK

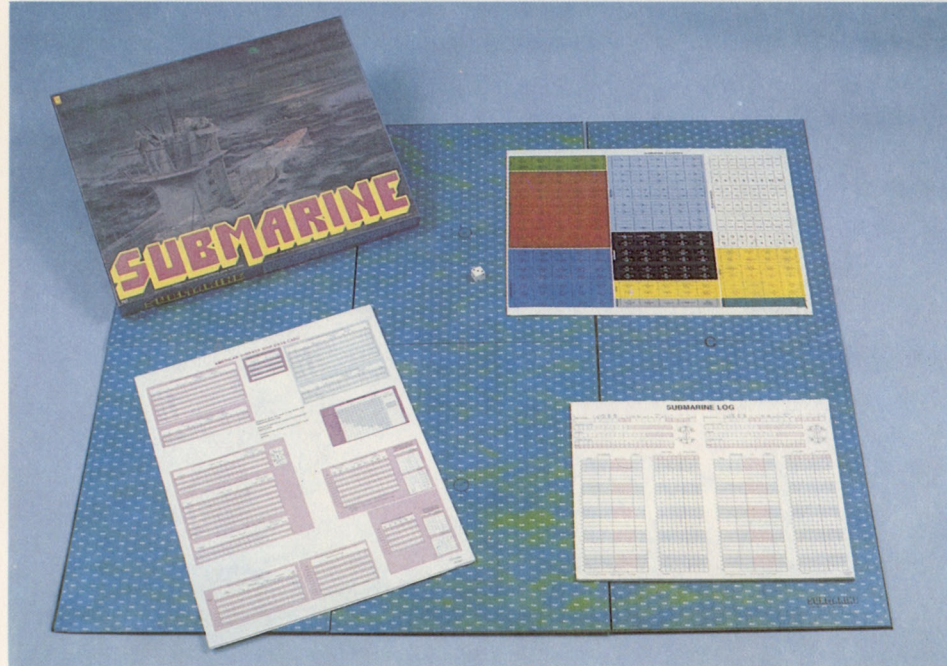
Complexity Rating—Basic Game 4
Intermediate Game 6
Advanced Game 7

Playing Time—Two Hours and Up

At dusk on May 21, 1941, the German battleship *Bismarck*, accompanied by the heavy cruiser Prinz Eugen, quietly slipped from her base in Bergen, Norway to begin one of the most dramatic chapters in naval history. Her orders: clear the Atlantic of Allied shipping.

BISMARCK is organized into three games of increasing complexity. The Basic Game concentrates on the British attempt to locate, track, and sink the *Bismarck*. It uses the ships and planes that were historically available. The Intermediate Game introduces a series of optional rules that can be added in any combination the players desire. These include more realistic methods for weather determination, refueling, submarines, destroyers, more convoys, more detailed air combat, repairs, and ship breakdown. The Advanced Game is a miniatures oriented approach to tactical naval combat. Factors such as gun size, the number of guns, armor strength, and fire control are all involved. Similar to the *JUTLAND* system, battles can be fought on any flat surface. A game by itself, the Advanced Game can also be used in conjunction with the other two games as well.

Two search boards make the game one of hidden movement. Engagements are fought on the battle board. Over 300 counters represent all the major ships that took part or could have taken part in the operation, planes, and various markers. A hit record pad, range finders, movement gauges, six huge player aid cards, and a thirty-six page rulebook complete the package.



SUBMARINE

Complexity Rating—8
Playing Time—One Hour and Up

Through bleary, red eyes, the captain scans the surface through the periscope. "She's a British tanker, 18,000 tons. Target Blue 60, speed 16½ knots, range 5,000 meters, torpedo speed 30 knots, running depth 7 meters. Fire when ready."

SUBMARINE is a tense duel of nerve and wits recreating tactical submarine warfare in World War II. Basically one on one, the players assume the roles of submarine commanders and destroyer captains, though more than one of each type vessel may be in the game. Most scenarios will involve attacks on convoys or perhaps an aircraft carrier.

Basic and advanced games allow players to add only the amount of complexity, and realism, they desire. Game features include hidden submarine movement, surface battles, collisions, sonar, radar, star shells, silent running, hidden torpedo movement, weather, crew quality, damage repair, cargo types, and submarine versus submarine actions.

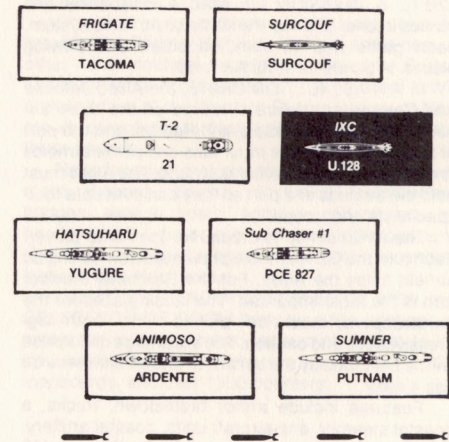
Game includes German, Italian, French, American, British, Russian, Japanese, and Neutral ships. Submarines have a variety of torpedo types with different speeds and explosive power, and destroyers have varied weaponry including hedgehogs, squids, k-gun launchers, and the standard stern rack depth charges.

A log pad is used to pre-record all movement for both sides. When there is more than one player on a side, communications will be limited or non-existent as each member of the wolf pack or escort squadron operates his vessel independently.

A design-your-own section of the rulebook as well as a campaign game makes the game's scope

unlimited. A 33" x 28" mapboard with reduced hexes provides the players with large areas of ocean. Over 200 counters, various playing aids and charts, and a thirty-six page rulebook complete the package.

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**





AIR ASSAULT ON CRETE & INVASION OF MALTA

Complexity Rating—5

Playing Time—Crete: Three Hours

Malta: Two Hours

Early on the morning of May 20, 1941, the German Army launched the first totally airborne invasion in history. The objective: the island of Crete in the Mediterranean. Defending the island were 42,000 British, Australian, New Zealand, and Greek troops, many poorly organized and armed. With them were large numbers of noncombatant technicians and specialists whom the Allies could not afford to lose.

A unique Avalon Hill package, *AIR ASSAULT ON CRETE & INVASION OF MALTA* is actually two games in one. Sharing the same basic rules system, each game has its own mapboard and playing pieces. A bonus for loyal AH fans!

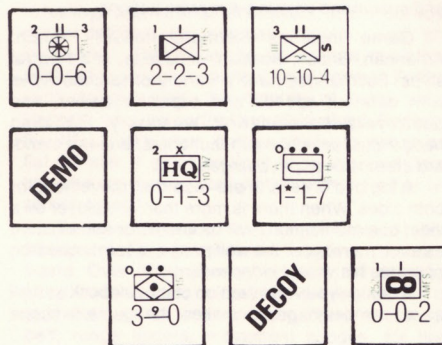
In *AIR ASSAULT ON CRETE*, the Allied defense and German attack are centered on the three airfields (Maleme, Heraklion, and Retimo) and the port of Suda. The Germans must take one of the airfields to allow their reinforcements to land. The Allies must hold the airfields and port so they can evacuate their specialists and troops.

The initial set-up is crucial for the Allied player. Each turn the Germans are prevented from taking an airfield helps the Allies. For the Germans, the first turn is the most important. The landing sites for the paratroopers must be picked with both aggressiveness and caution. The advantage of surprise will be balanced by the burden of attack. Neither side has it easy.

Features include armor breakdown, trucks, a coastal steamer, anti-aircraft units, coastal artillery, air units, glider units, and even the half-sunk HMS York. Three mapboards portray the battleground.

INVASION OF MALTA lets the players find out what might have happened if Hitler had decided to invade the island of Malta. Official attack and defense plans accurately recreate the situation. As in *AIR ASSAULT ON CRETE*, the Germans must select a landing site and then take a beach or airfield so their reinforcements can arrive. The Allied player must set-up to mass his AA guns and mobile troops so he can repulse the paratroopers before the reinforcements can arrive. An exciting, short game played on one mapboard.

Both games have a basic and advanced version. Three 8" x 22" mapboards and one 11" x 16" mapboard, a twenty-four page rulebook, and over 500 counters in all.



CROSS OF IRON

Complexity Rating—9

**Awards—Best Graphics (Charles Roberts Awards 1978)
Best Game Of The Year (Campaign Magazine)**

CROSS OF IRON is the first in a series of gamettes based on the *SQUAD LEADER* game. Ownership of *SQUAD LEADER* is a prerequisite for assimilation of this gamette.

The final word in tactical Eastern Front WWII games, *CROSS OF IRON* addresses the problems of *SQUAD LEADER* and then goes on from there to build an armor system every bit as innovative and detailed as that initially attributed to the infantry concept in *SQUAD LEADER*. So, forget the simplified armor system of *SQUAD LEADER*. Throw away the old vehicle counters. They are replaced by *CROSS OF IRON* units which contain new speed, gun, machine gun, armor, breakdown probability, and target size ratings right on the counters. Virtually every vehicle which saw action on the Eastern Front is represented from the giant King Tiger to the Russian BT5 and experimental T35; the land battleship with an eleven man crew, three guns, and five machine guns.

Other new features include rocket weaponry, double time movement, Rumanians, height advantages, SS, magnetic mines, prisoners, cavalry, snipers, molotov cocktails, partisans, parachute drops, stukas, and armored cars, armor leaders, weather effects, marsh, gullies, and more.

Like *SQUAD LEADER*, the *CROSS OF IRON* thirty-six page rulebook is presented in Programmed Instruction format to introduce its eight new scenarios. Two new Quick Data Reference Cards, over 1000 counters, and a fifth 8" x 22" mapboard complete the package.

CRESCENDO OF DOOM

Complexity Rating—9

The second *SQUAD LEADER* gamette. Do not attempt to play this game unless you have first mastered *SQUAD LEADER* and *CROSS OF IRON*.

CRESCENDO OF DOOM covers the Nazi invasion of Poland, the heroic defense of tiny Finland against the Russian behemoth, the blitzkrieg conquests of Norway and the Low Countries, the battle for France, and the seizure of Greece. While further refining the innovations of its predecessors, it breaks even more ground in the realm of realistic tactical combat without disturbing the basic simplicity of the acclaimed game system.

Complete armor, ordnance, and infantry units are provided for Poland, Belgium, Finland, and a host of other minor neutrals. In addition, the entire British Order of Battle is presented for the whole of WWII enabling fans of the Western Desert, Italian, or Normandy campaigns to design your own scenarios for those periods.

New features include obstacle bypass movement, wagons, sleighs, ski units, motorcycles, bridges, assault boats, fighters, gliders, scouts, booby traps, field promotions, interrogation, Ghurkas, rivers, orchards, mudflats, wounded leaders, and much more.

Like *SQUAD LEADER* and *CROSS OF IRON*, the *CRESCENDO OF DOOM* thirty-six page rulebook is presented in Programmed Instruction format to introduce its twelve new scenarios. Two new 8" x 22" mapboards, and over 1300 counters.



THIRD REICH

Complexity Rating—10

**Playing Time—Scenarios: Two Hours and Up
Campaign Game: Eight Hours and Up**

Awards—

Best Game Of The Year (Charles Roberts Award 1974)

Best Game Of The Year (Campaign Magazine 1974)

Best Game Of All Time (Campaign Magazine)

Out of the ashes and turmoil of post WWI Europe an Austrian artist rose from obscurity to command the greatest military machine known to man. His name was Adolf Hitler. He promised the German people a Reich that would last a thousand years. A THIRD REICH!

From the invasion of Poland in 1939 to ultimate victory or defeat, *THIRD REICH* recreates World War II in Europe on a grand strategic level. For two to six players.

Make no mistake though, *THIRD REICH* is not for the faint of heart. This is our most complex game to date. Beginners should steer away from this one until they can work their way up through lesser levels of complexity.

Actually six games in one, *THIRD REICH* includes a campaign game, an advanced campaign game, a multi-player campaign game, and three scenarios; 'Blitzkrieg 39-42', 'Turning Point 42-44', and 'Fuehrer Bunker 44-46'.

A mammoth 32" x 22" mapboard depicts Europe from Norway to Egypt and Ireland to the Ural Mountains in Russia. Over 500 counters represent armor, infantry, airborne, partisan, air and naval forces of six major powers and fourteen minor countries. Various playing aids and a lengthy thirty-two page rulebook bring it all together.

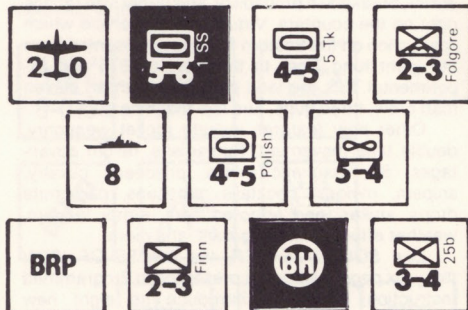
Game features include costs for offensive options, attrition, production, conquests, alliances, intervention, neutrality, breakthrough combat, exploitation, airborne assaults, amphibious assaults, shore bombardment, sea escort, air and naval bases,

air missions, convoys, strategic warfare, variations, and much more.

On every hardcore gamer's list of best games.

AVAILABLE FALL '80: the revised 3rd edition with greatly improved rules, mapboard, and scenario cards. The 3rd edition rulebook adds far more than much needed clarification. A completely revamped Strategic Warfare system allows the Allies to try to cripple the German industrial base and takes some of the heat off Britain's hardpressed merchant fleet. New rules for Intelligence, Espionage, Foreign Aid, and Political Pressure increase the non-military aspects of the game. The revised mapboard does away with previous ambiguities while altering the terrain itself to render a more accurate playing surface.

Owners of the original edition can update their game by ordering the following parts: Mapboard, Rules and Situation Cards.



Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**



TOBRUK

Complexity Rating—7

Playing Time—One Hour and Up

An intense, white-hot sun blazed down on the sand, turning the horizon into a shimmering, dancing sea. In the distance, the thundering roar of German panzers could be heard. The Afrika Korps.

Exhausted British infantry, the famed Desert Rats, waited in their trenches—a thin line that also included Australian, South African, and Free French soldiers. Dirty, ragged, and sleepless, they braced themselves to repel yet another of Rommel's ferocious assaults.

With their backs to the sea, there could be no retreat. There would be no relief. This would be the battle to decide the fate of North Africa. This would be the most famous siege of modern warfare. The Desert Fox versus the Desert Rats.

TOBRUK lets you recreate all the battles in and around the city. Nineteen scenarios are provided encompassing all sorts of tactical tank-tank, and tank-infantry actions.

The Programmed Instruction method gets you quickly into the game after reading a minimum of rules. Move on to the next scenario and the next at your own pace, each time adding more rules and realism. In the end, providing all the subtleties of armored combat.

Rules include morale, overrun, armor penetration, smoke, Stuka aircraft, forward observers, artillery, grenades, dummy guns, dust storms, close assaults, and much more. Every important German, Italian, British, and American weapon is represented. Over 500 counters, three 8" x 22" mapboards, charts and a thirty-six page rulebook are included.

BLITZKRIEG

Complexity Rating—Basic Game 6

Advanced Games 7-10

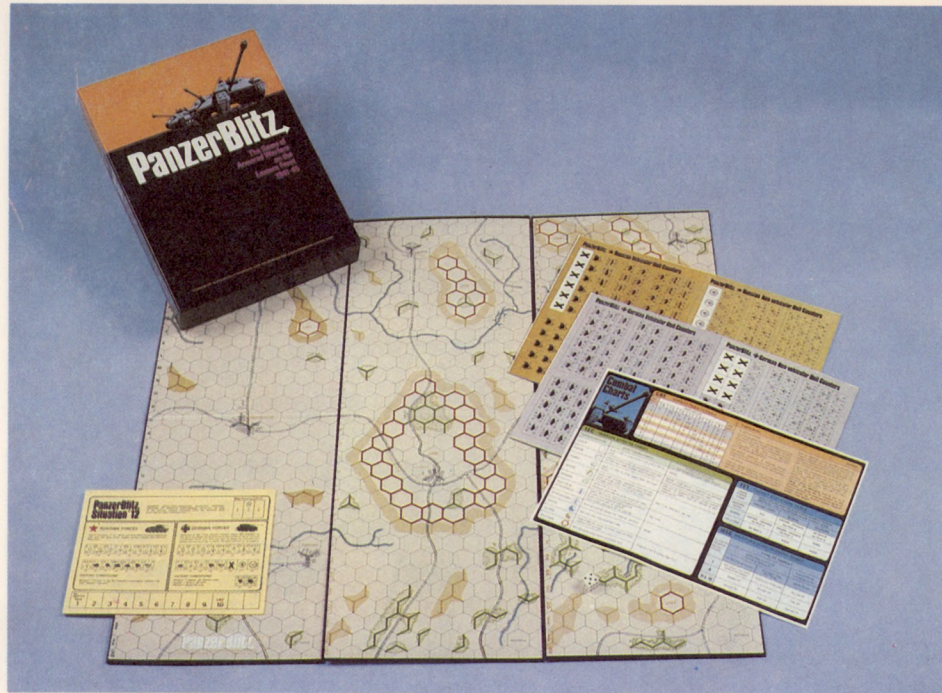
Playing Time—Three Hours and Up

Now you can simulate all the techniques of lightning warfare, techniques first used in World War II and still applicable today. *BLITZKRIEG* matches two mythical major powers in a total war, abstractly recreating almost any major conflict of modern times. *BLITZKRIEG* is to wargamers what chess is to grand masters. The outcome of each game rests solely with the players. And every game is different. Players can master the system, but not the game.

The twenty page rulebook is divided into a basic game, a tournament game, and two sets of optional rules—one for each game. Players can choose to add as much to the basic system as they want. Each game can use a slightly different set of rules.

The combatants, Great Blue and Big Red, must maneuver their forces through minor countries, over all types of terrain (including the Koufax Desert), coordinating the actions of different units with different characteristics and abilities. Anything can, and does happen. A completely open-ended system and game, on a 44" x 22" mapboard.

Units represented include armor, infantry, rangers, artillery, airborne, tactical bombers, strategic bombers, fighters, and more. Advanced rules include naval warfare with the land and air systems. Tournament rules add in industry, production, resources, and other sophisticated weaponry. Over 300 counters.



PANZERBLITZ

Complexity Rating—6
Playing Time—Three Hours and Up

From the other side of the ridge comes a clanking and an ominous dirt cloud. Deadly steel flashes over the hill—German armored columns on the attack. Russian tank commanders slam shut the hatches on their T-34s. Gun crews prime their weapons. Infantry hug the earth.

The best selling wargame ever! When it was introduced in 1970 it was the first great stride forward in wargame design. In fact, almost all of today's small-unit games use some *PANZERBLITZ* innovations. *PANZERBLITZ* also introduced the multi-scenario concept, the open-ended game, and isomorphic mapboards. The rules themselves contained countless new concepts and a unique game system.

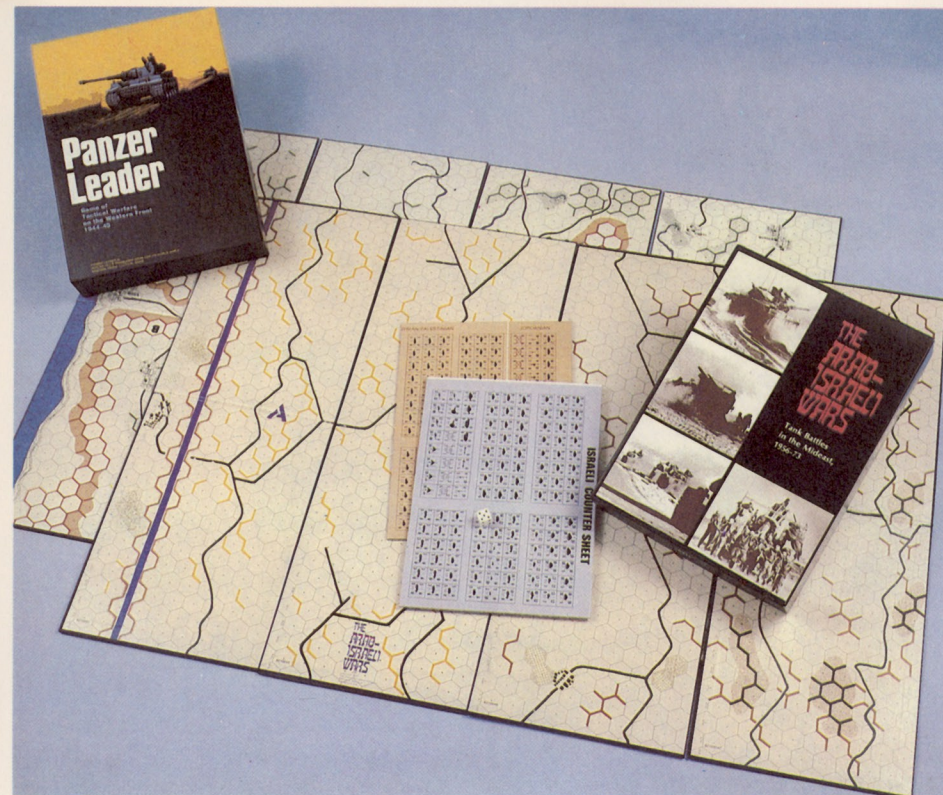
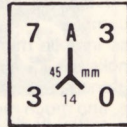
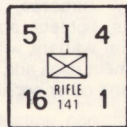
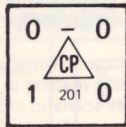
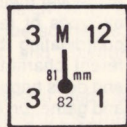
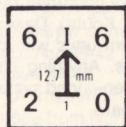
WWII Eastern Front action is covered in 12 scenarios plus the design-your-own section which enables players to recreate any historical or

hypothetical situation as well. Game features include terrain effects, range calculation, elevation considerations, line of sight obstacles, spotting, indirect fire, direct fire, close infantry assaults, mines, wrecks, anti-tank guns, traps, and much more.

If imitation is the sincerest form of flattery, then *PANZERBLITZ* has indeed been flattered. Four years after its inception, it spawned a sister game *PANZER LEADER*, and three years after that *ARAB-ISRAELI WARS*. In addition, literally dozens of articles analyzing, reviewing, and expanding the system have appeared in various publications.

Yet with all its complex concepts, *PANZERBLITZ* is a relatively easy game to play, though it would take a lifetime to master. And it has held up over the years, remaining a realistic and fun recreation of tank battles.

Over 300 counters, three 8" x 22" mapboards, a campaign analysis booklet, scenario cards and a rulebook make this package good for a lifetime of enjoyment.



PANZER LEADER

Complexity Rating—7
Playing Time—Three Hours and Up

Sporadic rifle fire breaks out across the ridge. In the distance, the deep rumble of artillery echoes down the valley. The Allied offensive.

Waiting, worn and tired, are the German infantry and tanks, spread out over a thin line. Outnumbered, outgunned, the *kampfgruppe* has only advantage. The solitary figure atop the lead Tiger tank; the *kampfgruppe* commander. He has seen every type of action in the war; France 1940, Russia 1941, North Africa 1942, and Italy 1943. Now, in 1944, he defends Fortress Europe from the Allied invasion. He is the *PANZER LEADER*.

PANZER LEADER, though a sister game to *PANZERBLITZ*, is a complete game in itself. Ownership or knowledge of *PANZERBLITZ* is not necessary to play *PANZER LEADER*, however, the two do use a similar game system and conversion from one to the other is easily accomplished. *PANZER LEADER* is really just *PANZERBLITZ* in another theatre of WWII, as well as an expansion and addition to it.

Sixteen scenarios played on four 8" x 22" isomorphic mapboards capture every type of action from the invasion on the beaches of Normandy to the Battle Of The Bulge in the Ardennes.

Game features include amphibious assaults, air-power, naval bombardment, engineer demolitions, airborne landings, scouts, delaying actions, and much more

ARAB-ISRAELI WARS

Complexity Rating—8
Playing Time—Three Hours and Up

The third sister, *ARAB-ISRAELI WARS* uses the same game system as *PANZERBLITZ* and *PANZER LEADER*. New dimensions are added, however, as the distinctive features of the modern wars in the Middle East are incorporated into the system.

Every type of unit that saw action in the 1967 and 1973 Middle East Wars is represented, most of the equipment being either Russian, American, or British. Game features include helicopters, artillery rockets, electronic warfare, assault boats, the Suez Canal, missiles, bridge-laying, smoke-laying, desert terrain, paratroopers, commandoes, and much more.

Twenty-four scenarios are divided among three sections of the rulebook; the basic game, the standard game, and the advanced game. Actions covered range from delaying actions to armored breakouts in Syria, Jordan, and Egypt.

Over 450 counters, four 8" x 22" isomorphic mapboards, charts, and a thirty-six page rulebook complete the package.

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**



SQUAD LEADER

Complexity Rating—8
Playing Time—One Hour and Up
Awards—

Best Tactical Game (Charles Roberts Awards 1977)
Best Game Of The Year (Campaign Magazine)

Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. This is *SQUAD LEADER*; a game that recreates every aspect of infantry warfare from the house-to-house fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. Not just a game, *SQUAD LEADER* is a system that enables the player who has mastered it to replay virtually any battalion level action of WWII in Europe.

The rules utilize Programmed Instruction to introduce each of 12 scenarios gradually so you need only read a fraction of the overall rules to get started. Once you feel comfortable with the system, you can go on to other scenarios, adding more complexity at your own rate.

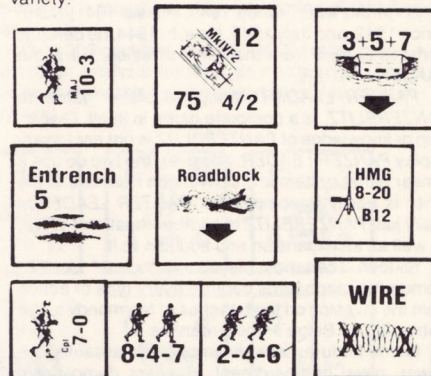
The units are 10 man squads, 4-5 man crews, and individual leader counters. They have a large assortment of support weapons and equipment available to them, including various types of machine guns, flamethrowers, demolition charges, smoke, panzerfausts, bazookas, radios, and anti-tank guns. Vehicles and tanks are also present. Each turn simulates the passage of two minutes of real time. Each large hex equals 40 meters of actual terrain.

The underlying theme of *SQUAD LEADER* is one hinged on morale. Leaders play a major role by directing fire, rallying broken units, and generally enhancing the performance of their troops. The

player who can direct his leaders the most effectively will usually be the winner. Nothing is certain though, and *SQUAD LEADER* contains the unpredictable nature of men and machines which is both the blessing and bane of commanders.

In the advanced scenarios, the system expands to include rules for off-board artillery, night actions, barbed wire, entrenchments, minefields, bunkers, multi-level buildings, rubble, fire, river crossings, snow, roadblocks, mortars, and more.

Four 8" x 22" interchangeable mapboards, a Campaign Game, over 700 counters, and the Design Your Own System in the thirty-six page rulebook complete the package, and make for a game with infinite variety.



Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**



ANZIO

Complexity Rating—Basic Game 4
Advanced Games 7-10
Playing Time—Two Hours and Up

Few games have been kept up to date as much as *ANZIO* has. Revised and revised again, a good game has gotten better and better. Played on a 44" x 14" mapboard of Italy, the game recreates the Allied amphibious invasions and campaigns to secure the peninsula leading to the heart of Europe. The Allies face not only the German and Italian armies, but some of the most varied terrain in the world.

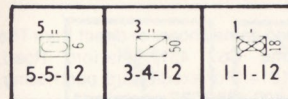
Unit counters represent American, British, Greek, Canadian, Polish, French, Indian, German, and Italian forces. Order of Battles are available for a variety of mini-games and the campaign game, pro-

viding a highly versatile game of almost any duration and complexity.

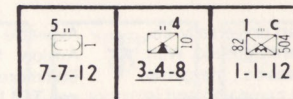
The twenty-four page rulebook is divided into a basic game and several advanced versions. Each advanced version adding more and more rules, complicating while making the game more realistic and adding the feel of the actual problems, decisions, and actions of the campaign.

Game features include unit step reduction, naval bombardment, tactical airpower, paratroopers, limited intelligence, breakthrough combat, supply, stacking values, special terrain effects, and fortifications. A gem for the hardcore gamer. Players can select their own combination of playability and realism. Probably the most underpublicized and under appreciated game around. A silent "Classic".

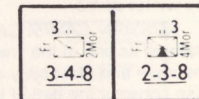
GREAT BRITAIN



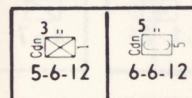
UNITED STATES



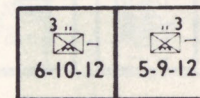
FRANCE



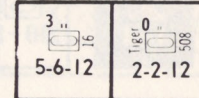
CANADA



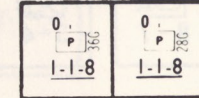
LUFTWAFFE



PANZER



PARTISAN





RUSSIAN CAMPAIGN

Complexity Rating—4

Playing Time—Six Hours or Less

Awards—Best Game Of The Year (Charles Roberts Award 1976)

Best Game Of The Year (Campaign Magazine 1976)

On the 18th of December, 1941 Hitler issued Fuhrer Directive No. 21, code name Barbarossa, which stated: "The Soviet Union is to be crushed in one swift campaign before the war with England ends."

On the 22nd of June, 1941, Barbarossa was finally launched. Over three million German soldiers, most of them veterans of the campaigns in Poland, France, and the Balkans, began a blitzkrieg style invasion against two million Russian defenders. The initial advance was fantastic. Hundreds of thousands of prisoners were taken and the motorized divisions began to outrun the rest of the army. The Germans reached the gates of Moscow, victory in sight. Then the winter came.

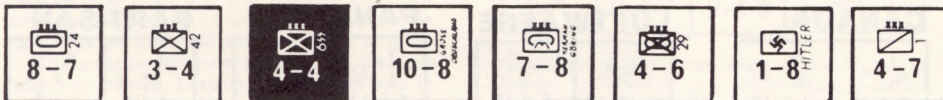
RUSSIAN CAMPAIGN has been universally acclaimed as one of the finest wargames around. With the ease and playability of the 'Classics', the game also conveys the feel of the actual campaign and is

exceptionally accurate historically. Both players will have to use the subtle skills, advantages and tactics of their historical counterparts to win.

Game features include rail movement, sea movement, invasions, stukas, partisans, automatic victory, SS units, sudden death victory conditions, and double impulse movement capabilities. Seven scenarios break the total campaign down into its most important battles.

A 22" x 28" mapboard, various playing aids and charts, and a twelve page rulebook. On every gamer's top ten list, this one belongs in every gamer's library.

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**



KINGMAKER

Complexity Rating—7

Playing Time—Four Hours and Up

Awards—Best Game Of The Year (Charles Roberts Awards 1975)

Best Game Of The Year (Games and Puzzles Magazine)

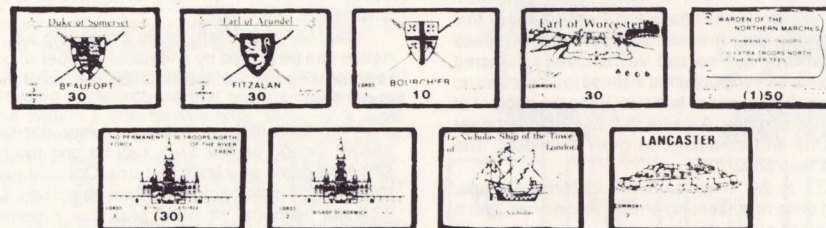
The great age of chivalry lives again. Knights rally to your banner as you try to depose King Henry VI and restore the crown to its rightful owner.

For two to seven players (the more the merrier), *KINGMAKER* is a game about the War Of The Roses, a period of sporadic civil war in England between 1450 and 1490. The object is to control the last of the eight rivals of the royal houses of Lancaster and York for the throne of England. To accomplish this, players maneuver Nobles representing the twenty-three major families in England in order to capture and support their royal heir while simultaneously eliminating all other rivals through combat. Alliances are necessary for victory, so diplomacy and player-interaction are at a premium.

Fate and the unexpected are ever present though. Storms at sea can force fleets to land on hostile shores. Plagues can ravage whole cities. The Scots may raid and a player will have his Nobles called away to fight them. The clergy may prevent the coronation of a pretender to the throne.

KINGMAKER is a game of ruthless desire, deceitful passion, treachery, ransom, piracy, and cold-blooded murder. Everything that made life really worthwhile. But then, by any other name, a rose is a rose. And the only question is if it's red or white.

Game comes with a 16" x 22" mapboard, over 100 counters, two decks of cards, and a twenty-four page rulebook.





DIPLOMACY

Complexity Rating—3
Playing Time—Four Hours and up
Awards—Best Game Of The Year
 (Games and Puzzles Magazine)

An international favorite.

For seven players (with special rules for two-six players), this is a game of political power, shifting alliances, back-stabbing, and psychological intimidation.

Each player represents one of the seven pre-World War I major powers—Germany, Austria-Hungary, Turkey, Russia, Italy, England, and France. The game is a series of negotiation periods, each turn being six months starting in 1901, where players try to out-wit and out-talk their opponents. To win, one country must control half of the mapboard which portrays Europe, North Africa, and the Middle East. No one can get ahead alone though. Trust, betrayal, faith, and treachery are prime ingredients in victory.

Acclaimed by Games and Puzzles Magazine as "the greatest indoor board game invented this century". No dice and no luck.

Practically the only game in existence to attract a following entirely its own. For years, considered the third branch of wargaming (conventional board wargames and miniatures being the other two), dozens of fan magazines are published about this game as a forum for postal play. And postal games almost always last several years. Over a hundred variants have been published in these journals and no wargame short of chess has ever been the subject of such close scrutiny. A game that has reached near cult status and continues to grow in appeal. The ultimate liars poker!

A 22" x 24" mapboard, 96 conference maps, wooden units representing armies and navies, and a sixteen page rulebook complete the package.

ORIGINS OF WORLD WAR II

Complexity Rating—1
Playing Time—One Hour

Around the table sit Adolf Hitler, Josef Stalin, Neville Chamberlain, and Leon Blum. You are Franklin Roosevelt, and the fate of millions of people rests on your diplomatic skills and dealings with these men. The destiny of Europe and the World hangs in the balance.

ORIGINS is a game for five players (with special rules for two-four players) that recreates the political struggle preceding World War II. Players take the roles of leaders of the five major powers—Germany, Russia, Great Britain, France, and United States. To win, a player must achieve as many of his political objectives as he can while preventing the other players from achieving theirs. The only tools are diplomacy and, as a last resort, a limited amount of conflict. Alliances are necessary, but not binding.

France's main goal is the repossession of Alsace-Lorraine. Russia hungers for the Baltic States, Poland, and Rumania. Germany has eyes for all of these, and more. Great Britain and the United States play the role of spoilers, trying to keep countries independent by denying control by other players. Should they fail, and Germany or Russia have gained control in enough countries to win, World War II is assumed to break out.

Ideal for the classroom as a teaching aid. Each nation can be played by a variable number of people representing the political situation in each of the five countries.

Very little luck is involved. Every decision is crucial though as one error can be one too many, since the game only lasts six turns. Optional rules include secret diplomacy and secret objectives. Game includes historical situation plus four hypothetical scenarios. A 16" x 22" mapboard, over 250 counters, Historical Diplomacy booklet, and a rulebook.



MAGIC REALM

Complexity Rating—9
Playing Time—One Hour and up

The *MAGIC REALM* is a land lost in the wilds at the end of the world where a once fabulous civilization stood. A few humans cluster at lonely dwellings. Barbarian horsemen trot past. Hidden among the ruins and tangled brush lie jewel encrusted altars, unseen vaults, and documents containing the secrets of magical powers. But there are the dark places too, where swarms of monsters dwell; gargantuan flying bats, tribes of hungry goblins, spiders, and dragons.

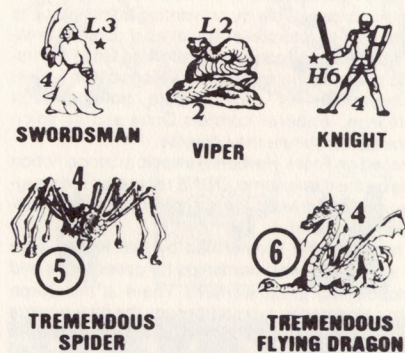
Drawn by the promise of fame and fortune, sixteen adventurers assemble. Among them are soldiers, warriors, knights, magicians, elves, and woods people. Their fears are overcome by curiosity, greed, and enchantment. They are to be part of a legend.

MAGIC REALM is a game for 1 to 16 players. Each player will take the role of one of the sixteen major characters in the game which are represented in great detail. You will control where they go, what they try to do, and how they handle themselves in combat. You will fight monsters and other characters, hunt for treasure and special powers, and try to survive to enjoy the glory your adventure will bring.

The game is organized into seven encounters of increasing complexity so that players can learn the game system a little bit at a time. More rules, additional abilities, and additional game functions are introduced in each encounter. The final result is a completely new fantasy adventure every game at every level. The variety does not even end there though, because the board, monsters, and treasures are also set up differently each game.

Almost anything can be found or bought to aid you in your quest; weapons, horses, armor, spells, treasure, and more. Battles are fought blow by blow, with each player involved selecting a weapon, direction of attack, and maneuver tactic. Thus, a fight can last for one blow or many depending on strength, fatigue, tactics, and luck. A player may find himself in the unenviable position of having to fight more than one monster or other character at the same time.

Twenty large hex tiles serve as the playing board—a new, unique game feature. Sixteen character cards, Spell and Treasure cards, various playing aids, over 400 counters, and a thirty-six page rulebook complete the ultimate fantasy game.



FIGHT M4*	MOVE M5	DUCK T3*	BERSERK T4**
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DUNE

Complexity Rating—3

Playing Time—Two Hours and Up

Among the countless planets inhabiting the galaxies of the universe, there exists a small and inconspicuous bit of rock and sand known as Dune. It boasts practically no vegetation and so little water that a man exposed on its surface dehydrates in minutes. Hurricane velocity winds sweep the scarred terrain. Giant worms, Shai-Hulud, a quarter of a mile long live beneath the sand and surface occasionally to devour anything and everything in sight. Human life exists in a few scattered places where precious water is available.

Yet the planet is crucial to the destiny of a galactic empire. Dune alone is the source of melange, a spice that prolongs life by preventing aging. Spice is also the key to interstellar travel as it confers prescient abilities to its consumer, allowing Guild steersmen to continuously experience visions of the future, enabling them to pilot a safe path through hyperspace. Whoever controls Dune and its spice has the power to rule the universe.

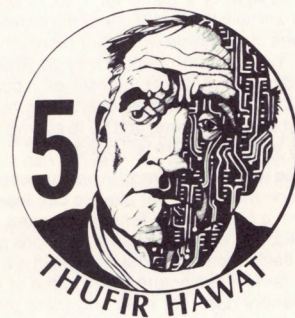
Based on Frank Herbert's classic science fiction novels by the same name, *DUNE* recreates the struggle for power between the six major contending factions on the planet.

There are the Fremen led by Liet Kynes, who have suffered Dune's hardships for generations and developed into great warriors. There is the Baron Hadimir Harkonnen, who harnesses the dark powers to aid his exploitations. There is Paul Muad 'Dib, the new, young, ruler of Dune whose father was slain by the Baron. There is the Emperor who commands the galaxial police, the feared Sardaukar, and shares a secret pact with the Baron. There is Eddic and the Guild who have a monopoly on space travel. There is

the Reverend Mother Gaius Helen Mohian and her sisters in the Bene Gesserit who have awaited the coming of a messiah, and who have the powers of mysticism and mind control.

Ornithopters can aid movement if you control certain cities. Massive battles are often decided by a single brilliant leader or an act of treachery, the dead routinely sent to the tanks; rendered up for their body's suiter so life can continue. But death is never lasting as Tleilaxu technicians can take one surviving cell and recreate the life of the whole. Diplomacy is present as alliances form and break when allowed with the coming of the worm. For 2 to 6 players.

Game comes with a 16" x 16" mapboard, over 150 counters, 30 leader discs, two decks of cards, two battle wheels, six player shields, and an eight page rulebook.



WIZARD'S QUEST

Complexity Rating—1

Playing Time—One Hour and Up

Marnon is a tiny island kingdom located in a lost ocean of the distant past. Long ago, powerful warlords battled each other and the fantastic creatures existing there for the right to reign. The battles raged for eons. Finally, a great wizard, called Peacemaker, intervened.

Peacemaker chose not to forcibly deprive the warlords of their competition, but rather to channel it toward a quest. The winner to be named king of Marnon. He summoned all the warlords and gave them each three treasures: a treasure chest for wealth, a crown for authority, and a magic ring for power. Each warlord put his mark on each of his treasures. Then Peacemaker took the treasures and gave each set to an enemy warlord, with instructions to hide them in the most obscure and treacherous places they could find. The first to recover his own three treasures would be king. The quest began.

WIZARD'S QUEST recreates the treasure hunt that crowned a king. As one of the competing warlords, you will have a well-equipped army ably led by a hero and a magical sorcerer to aid you.

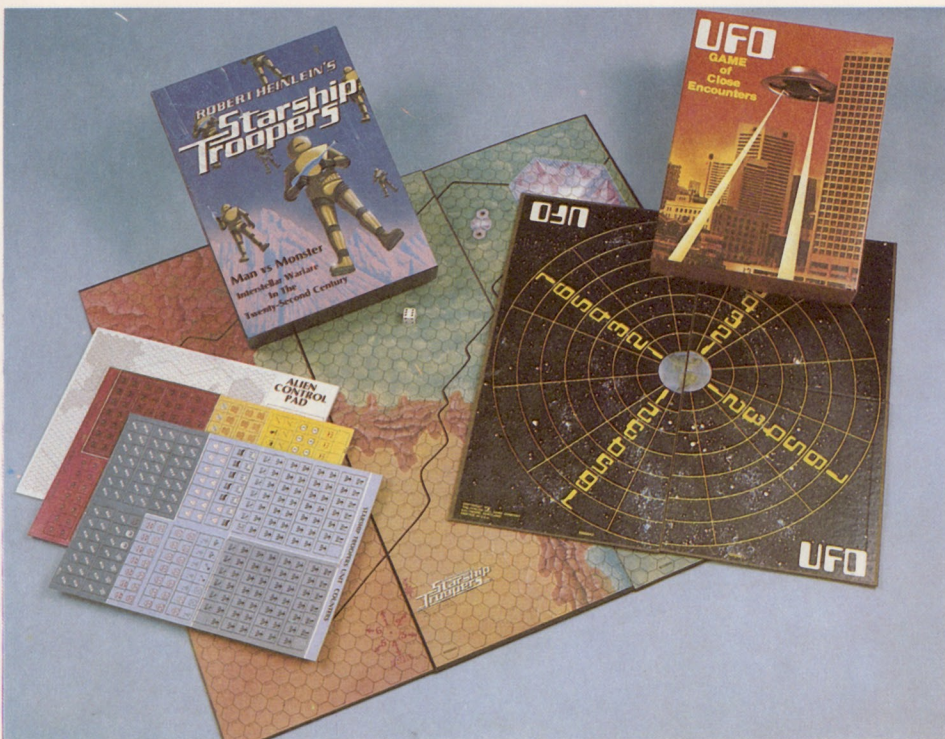
The pitfalls are many though. The native Orcs are extremely prolific with very hungry appetites. Humans are their favorite delicacy. A flying dragon also inhabits the isle, his sole pleasure flying around eating up armies, then resting till he's hungry again.

The Wizard is ever present too. His periodic visits may bring peace or good fortune in the form of additional armies. You may even try to summon him from time to time.

WIZARD'S QUEST is a game that combines bold and cautious play, offensive and defensive strategy. Adorned with a beautiful 22" x 24" mapboard portraying the isle of Marnon, over 400 counters, and a six page rulebook, this is a game for everyone who has fantasies.

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1**.





STARSHIP TROOPERS

Complexity Rating—5
Playing Time—Two Hours

"We are the boys who go to a particular place, at H-Hour, occupy a designated terrain, stand on it, dig the enemy out of their holes, force them then and there to surrender or die. We're the bloody infantry, the doughboy, the duckfoot, the foot soldier who goes where the enemy is and takes him on in person."

This is how Robert A. Heinlein describes the Terran Mobile Infantry in his book *STARSHIP TROOPERS*. Our game, of the same name, brings the book to life. Science fiction and gaming combined for the ultimate future experience.

The Terran enemies are a Humanoid race nicknamed Skinnies for obvious physical attributes, and the Arachnids who resemble giant spiders and live a communal life with the social structure of an ant colony. The Mobile Infantry are well equipped to deal with their enemies though as each platoon has the firepower of a twentieth-century division.

The advances of technology are recreated by the various kinds of weaponry and tactics used by the MI and their adversaries. Rockets, beams, nuclear explosives, heavy nerve gas, and listening devices to name a few have replaced machine guns, tanks, and bombs.

Other rules cover tunnel construction, destruction, and combat; special talents; prisoners; air cars; recovering wounded MI; engineers; capturing Arachnid brains and MI; strongpoints; and much more. Over 500 counters, three 8" x 22" mapboards, a log pad, playing aids, and a twenty-four page rulebook complete this future package. In the twenty-second century, this will be the game of the present.

UFO

Complexity Rating—1
Playing Time—One Hour

"I can see it. I can see it," the pilot's voice crackles over the radio. "It's metal and flat, like a big plate. It's moving incredibly fast! It's starting to glow. It's . . ."

They found pieces of the plane scattered across thirty miles of countryside.

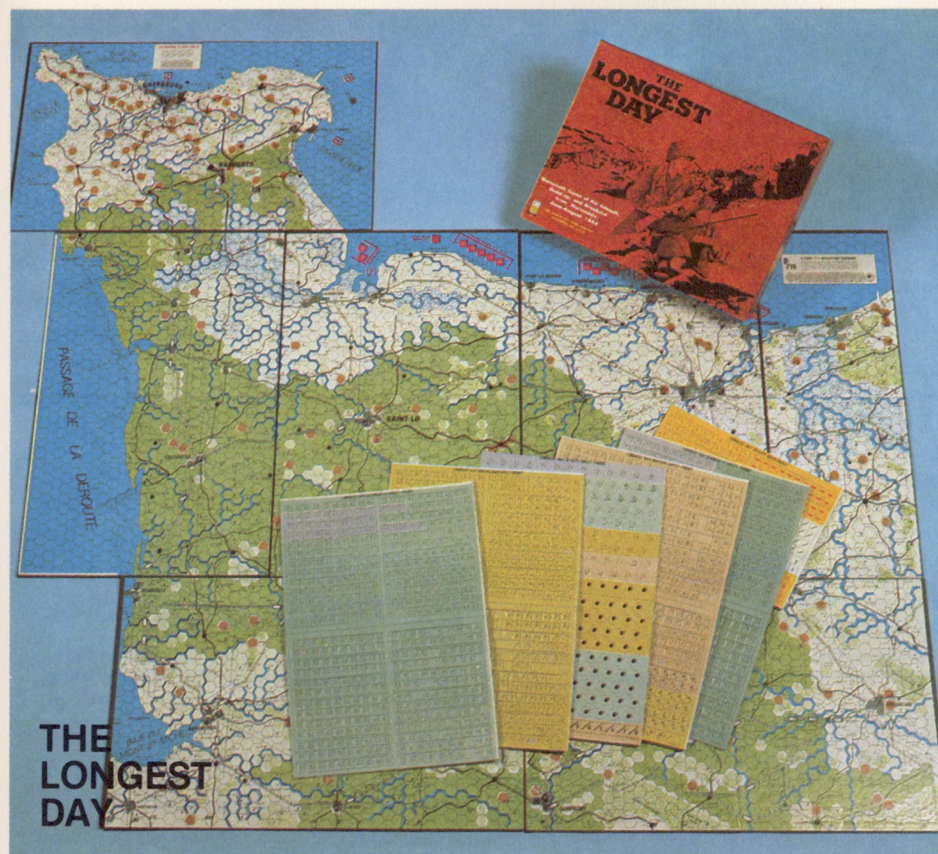
Are aliens invading the earth? Or are the mysterious pulsing lights shooting across the sky really meteors, weather balloons, airplanes, geese, clouds, comets, bright stars, or mirages? Are you sure? Now you can lead the search for flying saucers or invade the Earth in *UFO*.

For the Alien player, the object is to land five of the eight available flying saucers on the Earth. The Earth player, using eight space rockets, must prevent this to win.

Movement is along orbital paths around and toward the Earth. Combat is short and destructive. In addition, a Moon orbits the Earth (really!), from time to time with extremely unpleasant results for any ship caught in its path.

The advanced game enjoys the same simple victory conditions as the basic game, but adds a few complications. The Earth player must now add the power of deduction to his playing abilities, as a host of true UFOs now share the skies with the real flying saucers. Countering this, the Earth player receives six space stations to help defend the planet.

Basically, a pretty simple game with about equal blending of luck and skill. Good for an evening off from the wargames and excellent as an introductory game for friends and relatives. A 16" x 16" mapboard, counters, and a two page rulebook.



Complexity Rating 8
Playing time—Twelve Hours and Up

JUNE 6, 1944: D-DAY! The coast of German occupied Normandy shakes with the pounding of thousands of tons of bombs and hundreds of naval gun projectiles. Five thousand Allied ships spew a quarter of a million soldiers onto Hitler's vaunted 'Atlantic Wall'! Now, you can command each and every unit that fought on both sides of the conflict.

THE LONGEST DAY tells the whole story of D-Day in five game Scenarios and a truly impressive Campaign Game. Players may compete in a short three or four turn Scenario or lock horns in a full-blown Campaign Game that would take many hours to play. The design system, however, preserves its flexibility and elegance by utilizing the innovative Programmed Instruction method of rules presentation.

Scenarios include: *Normandy Beachhead* (6 June-8 June), which looks at the first days of the campaign—that critical period which FM Erwin Rommel was convinced would see the Allies at their weakest and ripe for a counterattack to the water's edge. *The Fall of Cherbourg* (19 June-27 June), pits American forces in a race against time to capture the vital port of Cherbourg before the German defenders reduce it to a pile of rubble. *Operation Cobra* (25 July-31 July), the massive American offensive breakout that shook the Allies free of the Bocage, tests the German player's ability to survive. *Mortain* (6 August-8 August) became the last German panzer offensive in France. Did *Ultra* really allow the Allies to know what

was going to happen ahead of time? *The Falaise Pocket*, (17 August-21 August), demonstrates the ignominy of the German collapse in France. Was it an anti-Hitler German conspiracy? Or perhaps it was the Allies' last chance of ending the war in 1944? Finally, the *Campaign Game* (6 June-21 August) puts it all together and cranks up the logistical/replacement/reinforcement cycles for both sides. Find out what it took to be an Army Commander in 1944!

THE LONGEST DAY simulation game package includes over 1500 two-sided unit counters, three mammoth multi-colored, triple-panel Player Aid Cards, and an enormous four-color mapboard measuring over 55" x 44" (that's almost FIVE FEET on a side!) A beautiful rules manual completes the package by including a set of short, incisive rules, prodigious designer's notes, complete indexing, fascinating game variations and many maps and diagrams outlining German defensive preparations and unit organization *NEVER BEFORE SEEN IN PRINT!*

THE LONGEST DAY represents the results of over 24 months of research, design, and testing. Reaching a new level of intensity of historical research and design, this monumental work has uncovered vast new data and quantitative information that puts a whole new perspective on the campaign. The results shed new light on the entire Normandy Campaign and the real chances for a German victory. Could Hitler have won the Battle for the Beachhead? The answer will surprise you . . .

BATTLELINE GAMES

Sometimes your competition gets too good to ignore. That's why Avalon Hill recently acquired BATTLELINE games, tank, ship, plane, gun stock and barrel.

Many of these games have been highly acclaimed. And they will get even better as Avalon Hill's experts add their professional touch to each of them over the next few years. Announcements of re-releases can be found in THE GENERAL.

The games are excellent now though, so if you don't want to wait, we'll understand. However, games that are not listed on the Parts List are not available at this time.

ALPHA OMEGA

Complexity Rating—4
Playing Time—One Hour and Up

Tactical ship to ship combat in space with all sorts of future weapons. Two or more players.

DAUNTLESS

Complexity Rating—7
Playing Time—One Hour and Up

Expands the *AIR FORCE* game system to the Pacific Theatre of World War II and adds many advanced and optional rules. Two or more players.

AIR FORCE / DAUNTLESS EXPANSION KIT

Adds over forty more plane types to the game system. Not a game in itself.

FLAT TOP

Complexity Rating—10
Playing Time—Four Hours and Up

Recreates the carrier battles in the Coral Sea during World War II.

OBJECTIVE ATLANTA

Complexity Rating—5
Playing Time—Four Hours and Up

Recreation of Sherman's march through Georgia during the Civil War.

TRIREME

Complexity Rating—3
Playing Time—Two Hours and Up

Ancient naval combat on a tactical ship to ship level, somewhat reminiscent of *WOODEN SHIPS AND IRON MEN*. Two or more players.

MACHIAVELLI

Complexity Rating—4
Playing Time—Four Hours and Up

Diplomatic and economical game set in Renaissance Italy, similar to *DIPLOMACY*. Two to six players.

SAMURAI

Complexity Rating—6
Playing Time—Four Hours and Up

Diplomatic struggle between clans in Japan, similar to *KINGMAKER*. Two to four players.

FURY IN THE WEST

Complexity Rating—4
Playing Time—Three Hours

Highly realistic recreation of the Battle Of Shiloh during the Civil War.

SHENANDOAH

Complexity Rating—5
Playing Time—Two Hours and Up

Stonewall Jackson's campaigns in the Shenandoah Valley during the Civil War.

NEW RELEASES

The following are the latest Avalon Hill releases. NOW AVAILABLE!

FORTRESS EUROPA

Complexity Rating—7
Playing Time—Six Hours and Up

The Western Front of World War II from the Allied invasion in 1944 till the war's end.

CIRCUS MAXIMUS

Complexity Rating—2
Playing Time—One Hour and Up

Chariot racing in ancient Rome. For two to ten players.

AIR FORCE

Complexity Rating—6
Playing Time—One Hour and Up

Tactical plane to plane combat in Europe during World War II. Two or more players.

GLADIATOR

Complexity Rating—3
Playing Time—One Hour and Up

Tactical man to man combat in the arena in ancient Rome. Two or more players.

THE GUNS OF AUGUST

Complexity Rating—5
Playing Time—Four Hours and Up
Strategic level game of World War I.

AMOEBAS WARS

Complexity Rating—1
Playing Time—One Hour and Up

Players battle Amoebas and each other as they attempt to conquer the stars.

NEW GAMES

The following games will be released sometime in 1981 or 1982. Do not order them until their publication is announced.

DAUNTLESS & STURMOVIK

Both AH revisions of former Battleline products, they are two expansion kits for *AIR FORCE*. *DAUNTLESS* covers the Pacific during World War II and *STURMOVIK* adds 60 more planes.

FLAT TOP

Complexity Rating—10
Playing Time—Six Hours and Up

The AH revision of the Battleline game recreating the carrier battles of the Coral Sea during World War II.

BATTLE OF THE BULGE

Complexity Rating—6
Playing Time—Four Hours and Up

An extensive redesign of another "Classic", paying much more attention to the actual German offensive campaign in the Ardennes during World War II.

GUNSLINGER

Complexity Rating—4
Playing Time—One Hour and Up

Tales of the old West about gunfighters from history, fiction, the movies, and your own imagination. For two or more players.

GI: ANVIL OF VICTORY

Complexity Rating—?
The third *SQUAD LEADER* gamette. To include the complete American order of battle.

STRUGGLE OF NATIONS

Complexity Rating—?
Playing Time—?
Napoleon's campaigns in central Europe in 1813.

DOWN WITH THE KING

Complexity Rating—5
Playing Time—Two Hours and Up

Political struggle in the fantasy land of Fandonia as players try to gain the throne. Played with cards, no board necessary. Assassinations, treason trials, romance, treachery, intrigue, scandals, duels, and much more.



THE GENERAL

It doesn't take much of a pitch to sell *THE GENERAL* these days. It sells itself. Just take a look at the rest of the hobby press. There isn't a better buy for your dollar anywhere. *THE GENERAL* has 48+ pages of full color gaming material and no paid advertising. But we don't intend to stand on our laurels, and each year should see more steady improvements. A proven success, *THE GENERAL* will continue to evolve into the deluxe periodical of the hobby.

Every bi-monthly issue is jammed full of articles on Avalon Hill games. Written by the AH staff or wargaming experts and enthusiasts, articles range from historical tie-ins and background events to

strategy and tactics. Each issue usually has a **SERIES REPLAY**; a move by move recreation of a game between two expert players. There are also new product announcements, product reviews, and a contest that gives away over \$150 of merchandise each issue. In recent issues, there have been professional variants to certain games with special inserts containing new maps or counters. Finally, there is also a postage coupon in every issue, good for helping to pay the cost of a mail order.

No real hobby member can afford to be without a subscription to *THE GENERAL*. But if you're still not convinced, order a sample issue first (see current Parts List for cost). One look should be enough.

The Avalon Hill Game Company

4517 Harford Road, Baltimore, MD 21214

For credit card orders call **TOLL FREE 800-638-9292, Operator 1.**

GAMES FOR ALL SEASONS

The Sports Line

SPORTS ILLUSTRATED GAMES

Emphasis in this catalog is on our line of adventure games. But we also produce the finest collection of sports board games on the market, a line that is endorsed and promoted by The Time/LIFE people through Sports Illustrated.

They range from head-to-head encounters to statistical replays focusing on the solitaire aspects. Here in capsule form is the rundown:

The entire Sports Illustrated line is pictured and described in great detail in a separate catalog. Send \$1.00 for our *Sports Illustrated Games* catalog to:

The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214.

For credit card orders call **TOLL FREE**
800-638-9292, Operator 1

Baseball Strategy—Companion game to award-winning Football Strategy, devoid of traditional luck elements. Outcome determined solely on players' skill. Includes Handbook of Official Rules.

Basketball Strategy—Like Football Strategy game appeals to those who understand nuances and subtleties of real-life basketball strategy.

Bowl Bound—Bookcase revision of S.I.'s earlier version, College Football. But with new rules played off of statistics gleaned for 32 major college teams.

Challenge Football—**Challenge Golf**—Two great strategy games in which players diagram their moves with grease pencil on specially prepared playing surfaces.

Football Strategy—"Best football game ever invented," stated Sports Illustrated, spawning a host of imitators, includes Football Widow's Handbook, a perfect gift item for male and female alike.

Go For The Green—The most unique 18 holes from among the nation's best courses are here in a game that faithfully mimics real-life skill and strategy involved.

Major League Baseball—Sports Illustrated's new game, with over 700 player cards for every current big league player. Statistically accurate so players can faithfully recreate an entire season.

PRO Basketball—Contains Player Cards of every player who performed in the season just passed, statistically designed so that they perform just as they did in real life. Great solitaire game.

Paydirt—Coach actual AFL/NFL teams, calibrated to perform as they do in real life, authenticated for accuracy by Sports Illustrated's game-design staff.

Regatta—A Sports Illustrated strategy game recreating the joys and pitfalls of yacht racing. Ideal family and party game for 2 to 6.

Speed Circuit—Three courses—Monza, Monaco, and Watkins Glen—provide the settings for players seeking to show off their superior skill in this all-skill Grand Prix classic.

Superstar Baseball—Bookcase revision contains 10 new "all-time-all-stars" in a game that can be played solitaire as well as head-to-head.

Title Bout—Championship boxing including over 400 boxer cards of past and present luminaries, each rated according to real life abilities.

USAC Auto Racing—The official game of the United States Auto Club. Recreates championship auto racing, including the Indy 500. Includes full color pix of the 33 qualifying drivers.

Win, Place & Show—Players become owner, handicapper, jockey, where strategic selections in purchasing and betting combined with skillful riding determines the wealthiest player.

COMPUTER Major League Baseball—A computerized version of the board game by the same name. The computer does all the scorekeeping and allows you to enjoy the game.

GAMES FOR ALL REASONS

Leisure Time Games

Regardless of gaming interest, you can be assured Avalon Hill has a game on it . . . practically.

Here is a listing of a variety of outstanding games that are fun to play; designed as entertainment diversions where the entire family can compete on an even level.

The entire Leisure Time line is pictured and described in great detail in a separate catalog. Send \$1.00 for our *Leisure Time Games* catalog to:

The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

For credit card orders call **TOLL FREE**
800-638-9292, Operator 1

FAMILY GAMES

Acquire—Game of hotel investment: object is to form and expand chains to become wealthiest player. For 2 to 6 players teen thru adult.

Bali—For those who love word games. For those who love card games. Bali is both! Object is to build the longest words. Exciting even as a solitaire game.

Class Struggle—A most provocative 2 to 6 player game that pokes fun at society's conventions.

The Collector—Game of auction strategy for 2 or more people, ages 10 & up. Object is to outbid opponents for the most valuable collectibles (without going broke first).

Feudal—Medieval war game, armies move in chess-like fashion to maneuver kings, princes, dukes, knights, squires, sergeants, archers, and pikemen. For 2 to 6 players.

Intern—The amusing struggle for free time in a real-life hospital setting; 2 to 4 players.

Outdoor Survival—A five-game package, each simulating a different aspect of managing in the wilderness. Includes "Handbook of Survival Tips" for use in real life.

Perplexus—The game of "five in a row". You've got to think ahead in this addictive game of strategy. Includes instructions in English, French, and Spanish; designed for 2 players, ages 10 and up.

Rail Baron—A fast paced-game of railroad monopoly. Players buy railroads to build empires in a game designed to recapture the flavor of railroading's heyday. For 3 to 6 players.

Totally—A numbers game that pits players against each other and a time limit. Excellent blend of luck, strategy—and frustration. For up to 4 players, ages 12 and up.

Deluxe Trippples—Smooth, polished solid hard maple arrow tiles feature this aficionado version of Aladdin's #1 game. Comes with 12-page instruction/guidebook including theory of Trippples.

Twixt—Connect an un-interrupted chain of linked pegs in this chess-like strategy game of move and countermove. Both 2-player and 4-player game.

TRADITIONAL GAMES

Chess—Contains imported hand-detailed varnished and felted French Wood Chessmen, plus durable simulated wood-grained playing surface.

Challenge Bridge—Endorsed by Oswald Jacoby, "best way for 4 people to improve their skills." Object is to match experts in this duplicate bridge concept.

Contigo—Skillful blend of chess strategy and pit-and-pebble fascination, a thought-provoking skill game for two or four teens thru adult.

Go—National game of Japan, involves classic elements of strategy, defense, seizing, capture and territorial conquest. Two-players, teens thru adults.

Oh-Wah-Ree—Swift game of capture. Based on 3500 year old game of "pebbles in pits". Ideal both for adults vs. adult, and child vs. child.

EDUCATIONAL GAMES

Book of Lists—Based on #1 bestseller. Includes lists from book plus new ones. Great leisure time game.

Facts in Five—For any number, even solitaire, testing one's knowledge in a variety of categories. Great for parties. Special rules allow children to compete with adults.

Image—For 2 to 6 players, nine to 90. Object is to create "images" profiling famous people or fictional characters.

Point of Law—100 exciting courtroom dramas to be resolved by logic, involvement and decision-making. For 2 or more players acting as judge and jury.

Shakespeare—Three games in one; played like Parcheesi. Contains synopsis of all 37 Plays with memorabilia on the great bard himself.

Tuf—A fast-paced game designed to reinforce math principles. Excellent for family fun, or as an educational tool using wooden numbered blocks.

Tufabet—Play is simultaneous; all players rush to complete the best crossword solutions using imported embossed wooden block letters.

Word Power—A vocabulary-building game combining knowledge, strategy, and a bit of poker-like bluffing for 2 to 4 players.

BUSINESS GAMES

Business Strategy—A two-game package for aspiring Howard Hughes types; one for family fun and the other for the serious business student.

Executive Decision—Game of corporate management reduced to fun-concept level. Buy low, sell high—be a top level executive for once in your life.

Foreign Exchange—Sophisticated international currency exchange game, reveals intricacies of real world money market.

ADVENTURE GAMING ACCESSORIES

Avalon Hill also produces a line of accessories that enhance the play-value of existing adventure games.

Not readily available in game stores, accessories may be ordered directly from the factory at current prices shown in the Parts List.

(A) Wargamer's Guide to Diplomacy—The best of all that's written about "Henry Kissinger's favorite game," including hints on strategy plus sample games.

(B) Storage Trays—Holds counters separate in 48 different receptacles; includes dog paw proof plastic lids.

(C) Squad Leader T-Shirt—If you can't be one at least dress like one. Specify small, medium, large, or Xtra-large.

(D) Panzerblitz T-Shirt—Intimidate your opponent with this menacing looking design, reproduced right off the game box itself. Specify small, medium, large, or Xtra-large.

(E) Wargamer's Guide to Panzerblitz—If the T-Shirt doesn't do it, bedazzle your opponent with strategy and tips on play gleaned from the "best stuff ever printed on Panzerblitz."

(F) Squad Leader Variant Maps #s 8, 9, 10, 11, 12, 13, 14, and 15—To be used with Squad Leader, Cross Of Iron, and Crescendo Of Doom. #s 8, 12, 13, 14, and 15 will appear in GI: Anvil Of Victory (the next Squad Leader gamette). Specify map number.

(G) Blank Rigid Mapboards—Great for mounting your own home-made mapsheets. Specify 14 x 22 (D-Day size) or 8 x 22 (Panzerblitz size).

(H) Scenario 100's—10 additional scenarios to go along with the award-winning Cross of Iron gamette. (Scenario 100's are not assembled in the gamette itself.)

(I) Coral Sea Variant—Two maps, plus two sets of additional counters, extend enjoyment of the popular Midway classic. Requires Vol. 15 No. 3 The General for rules.

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