THE CREATURE THAT ATE SHEBOYGAN!

Wreak Havoc with the Monster of Your Choice!

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[1.0] INTRODUCTION

Rising from the depths of Lake Michigan, the creature shook its massive head, and looked north on Route 42. Slowly, it pulled its massive body from the waters, and began trundling down the superhighway. The eighteen-wheelers it ate provided the steel needed to maintain its strength. Panicked reports from motorists and residents came pouring into police, army, and air force stations and bases; but the reports were too incredible. Only when Manitowoc vanished into the creature's insatiable, cavernous maw were the reports believed....And it was headed for Sheboygan. Trembling with apprehension, Milwaukee and Chicago lay beyond.

[2.0] THE PLAYING PIECES

The Playing pieces consist of 100 die-cut cardboard counters which represent human army, populace, police, firemen units, monsters, and game markers. The pieces are placed on, and moved across, the map during play.

If no die is available, players may use the randomizer chits included in the countersheet. If a die roll is called for, draw one of these chits at random to give a number from 1 to 6.

Sample Units:

- **Human Police Unit**
  - Combat Strength: 1-1-3
  - Range: Movement Allowance

- **Populace Unit**
  - Defense (only): 1-3
  - Combat Strength: Movement Allowance

Summary of Unit Types:

- Police: 1-1-3
- Helicopter: 1-2-7
- Firemen: 1-3-3
- Fireboat: 1-3-4
- National Guard: 3-1-3
- Infantry: 6-2-5

- National Guard Artillery: Randomizer Chit
- Populace: Creature
- Creatures: Creatures
- Creature: Web Marker
- Rubble Marker: Fire Marker

[3.0] SETUP FOR PLAY

CASES:

[3.1] PURCHASING UNITS AND STRENGTHS

Depending on the scenario being played (see Section 14.0), each Player will be allocated a certain number of Initial Strength Points to purchase human units or strengths for his monster. The Human Player chooses which units he will control by expending Initial Strength Points. The Human Player receives all Populace units free. To buy other units, the Human Player must expend a number of Initial Strength Points equal to each unit's Combat Strength. The Human Player may not purchase more units of a given type than those that are provided in the counter sheet. The Human Player does not need to purchase firemen and fireboat units; these units will automatically appear if the monster chooses flame-breathing as a special ability.

The Monster Player allocates his Initial Strength Points to determine the Attack Strength, Defense Strength, Building Destruction Strength, Movement Allowance, and Special Abilities for his monster. Each Initial Strength Point allocated to a given strength or allowance increases that strength or allowance by 1 point. Thus if 4 Initial Strength Points were allocated to a monster's attack strength, his attack strength would be 4. Note: The monster Player may never allocate more than 15 points to the monster's defense strength.

[3.2] INITIAL PLACEMENT

Before the Human Player places his units in boxes on the map, the Monster Player secretly notes which of the four map edges his monster will use to enter the game. The Human Player then places all the units he purchased on the map. He may place each unit anywhere on the map (see 5.2), except that units may not be placed in boxes which are adjacent to a map edge. One populace unit must be placed in each box containing a populace symbol.

After these units have been placed, the first Game-Turn begins. In the first Monster Player-Turn, the monster must enter the map in some box adjacent to the map edge the Monster Player designated before Human units were set up. The monster does expend Movement Points for entering this first box.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The Creature That Ate Sheboygan is played in Game-Turns. Each Game-Turn is divided into a Monster Player-Turn and a Human Player-Turn; each Player moves and resolves combat in his respective turn.

A. MONSTER PLAYER TURN

1. Monster Movement Phase: The Monster Player may move his monster up to the limit of its movement allowance. In addition, three times during its movement, the monster may pause to execute building destruction attempts. Destruction attempts are an effort to turn buildings on the map into rubble.

2. Monster Combat Phase: The Monster Player resolves all the attacks his monster makes against human units.

B. HUMAN PLAYER TURN

1. Human Movement Phase: The Human Player may move any or all of his units.

2. Human Combat Phase: The Human Player resolves all attacks by his units against the monster.

3. Fire Phase: First, all firemen and fireboat units able to put out fires may do so. Then the Human Player determines which way the wind is blowing, and if any fires on the map spread.

[5.0] MOVEMENT

GENERAL RULE:

The Creature That Ate Sheboygan uses a movement system in which the map is divided into boxes. A unit or monster is always considered to occupy one of the boxes drawn on the map. Note that some boxes are larger than others, and that some boxes are not rectangular nor square in shape; this does not alter the fact that the box remains the definable area in which a unit or monster may be present.

When a unit or monster moves out of a box, it may move to any adjacent box. Two boxes are considered adjacent only if there is a dividing line between the two boxes. Two boxes are not considered adjacent if they meet only at a point. In other words, diagonal movement is not allowed. Note that, as a result of the irregularity of the grid, a box may be adjacent to as few as three and as many as six other boxes.
When a Human unit or monster moves into a box, it expends Movement Points — how many depends on the type of terrain the box represents. A human unit or monster may expend Movement Points up to its movement allowance during its owning Player's Movement Phase. Any or all of a Player's units may be moved during his Movement Phase. Movement Points may not be transferred from units to units or from Game-Turn to Game-Turn, with one exception: if an armor unit and an artillery unit begin the Human Movement Phase stacked together, the armor unit may "tow" the artillery unit at a combined movement allowance of 3 for that turn.

CASES:

[5.1] EFFECTS OF TERRAIN ON MOVEMENT

[5.11] The monster, armor, and artillery units are forbidden to enter low building or high building boxes. If a building box is reduced to rubble, the rubble box may be entered by these units or the monster.

[5.12] Helicopter units may enter all boxes on the map, including boxes which are on fire.

[5.13] Only helicopters, fireboats, and monsters may enter river boxes. Fireboats may only enter river boxes (see Section 9.0, however).

[5.14] Three river boxes have "bridge" or "tunnel" boxes running through them. A bridge box is considered to cross a river box, but runs "over" it. A tunnel box crosses a river box, but runs "under" it. Although both boxes are in the same space, a unit is considered to be present in one of the two boxes. For movement purposes, bridges are adjacent to the river box they run over, plus the street boxes at either end of the bridge. Tunnels are adjacent only to the street boxes at either end of the tunnel. When tracing a Line of Sight through bridge/river or tunnel/river boxes, count the area as a single box. Note that units and monsters may only attack into tunnels from the adjacent street, while they may attack onto bridges from any adjacent box. If a bridge box is destroyed, only infantry units may subsequently enter that box (see 9.0). Units which can enter river boxes may continue to enter the river box (destroyed bridges do not block the river).

[5.15] If a unit begins its Movement Phase adjacent to a box it could not normally enter due to insufficient Movement Points, it may enter that box by expending all its Movement Points. In other words, a human unit may always enter an adjacent box, unless it contains impassable terrain for that unit, or unless the move would violate stacking limits.

[5.2] STACKING

[5.21] Only one monster may ever be present in a box. Two human units (maximum) may be stacked together in a box. Helicopter, firemen, and populace units may not be stacked toward this limit; any number of helicopter, firemen, and populace units, plus two units of any other type, may be stacked in each non-river box.

[5.22] Stacking limits apply only at the end of movement; i.e., human units may move through other human units in excess of stacking limitations, as long as the stacking limits are not violated at the end of the Movement Phase. Human units may never enter or move through a box containing a monster (except 8.0). Generally, a monster may not enter or move through a box occupied by any human unit. (Exceptions: 5.3, 13.25).

[5.23] A monster with the special ability of flying may move through boxes containing human units. However, a monster may never enter a box containing a human helicopter unit. At the end of the monster's movement, the Monster Player must announce whether the monster remains flying or lands. If it lands (it may only land in passable, unoccupied boxes), human units may not enter that box during the next Human Movement Phase. If the monster remains in the air, human units (except for helicopters) may move into that box.

[5.3] OVERRUNNING HUMAN NON-COMBAT UNITS

[5.31] A monster on the ground may enter or move through a passable box occupied solely by human non-combat units if its attack strength compared to the combined human defense strength gives an odds ratio of 6:1 or greater.

[5.32] This is a special case involving expediency of the monster's Attack Strength Points during movement. The Monster Player allocates the points necessary, destroys the human unit, and may resume movement if he has Movement Points remaining.

[5.33] Monster Attack Strength Points used in this manner during the Movement Phase are considered expended and not available in the monster's Combat Phase immediately following.

[5.4] TERRAIN EFFECTS CHART

(see inside back cover)

[6.0] COMBAT PROCEDURE:

To resolve an attack during a Combat Phase, compare the attack strength of the attacking human unit(s) or monster to the total defense strength of the defending monster or human units. The comparison is expressed as a ratio between Attacking and Defending Strength Points (Attacking Strength Points divided by Defending Strength Points) and simplified by rounding down, in favor of the defender, to one of the odds ratios found on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded down to 3 to 1.

Having determined the Actual Combat Ratio, the attacker rolls a die. The result indicates a line on the Combat Results Table (6.4) which is cross-indexed with the column representing the combat ratio. The intersection of line and column yields a Combat Result. This result should be applied immediately to the involved human units or the monster before any further attacks are stated or resolved.

CASES:

[6.1] ATTACKS BY UNITS

[6.11] A human combat unit adjacent to the box containing the monster may always attack the monster. Human units with a range greater than one may attack the monster from non-adjacent boxes, but only if they can trace a Line of Sight (LOS) to the monster, and if the monster is not on a straight line such as a ruler or a piece of paper to gauge LOS's. If the LOS passes through a building box, it is considered blocked, and the unit may not attack. Only high and low building boxes block Lines of Sight.

[6.12] A human unit is able to trace LOS of Sight to a monster if a straight line can be drawn between any part of the box that the unit occupies to any part of the monster's box. Players may use a straight edge such as a ruler or a piece of paper to gauge LOS's. If the LOS passes through a building box, it is considered blocked, and the unit may not attack. Only high and low building boxes block Lines of Sight.

[6.13] A unit is within range of a monster if the shortest path between the unit and the monster, traced through adjacent boxes, is less than or equal to the range of the unit. (Count the monster's box, but not the unit's box.) This path does not have to follow the straight line used to determine LOS; it should be the shortest path.

Boxes which touch only at a corner point are not considered adjacent.

[6.14] During the Human Combat Phase, the Human Player may either total the combat strength of all attacking units into a single total and conduct one massive attack, or he may resolve the attacks of each unit separately, or he may use some mixture of the two methods (i.e., plus total units into two or three attacks). Each attack is resolved individually. The effects of each attack are resolved before the next attack is made. The monster lends its full defense strength to each attack (unless one attack reduces the defense strength for the next).

[6.2] ATTACKS BY THE MONSTER

[6.21] The monster may only attack units adjacent to its box, unless he has a special ability which allows him to make ranged attacks. If he does, rules 6.12 and 6.13 (LOS and range) apply to him as well.

[6.22] The monster, unlike human units, has separate attack and defense strengths. He uses his defense strength when defending against attacks, and his attack strength when attacking units.

[6.23] During his Combat Phase, the Monster Player may divide the monster's attack strength into as many parts as he likes, and then uses each part of his strength in a separate attack. He may also use his total attack strength as a massive attack. If a monster attacks into a box containing more than one human unit, he may attack any or all of the human units in that box. If he attacks only one unit, only that unit can suffer any combat result — the other units in the box remain unaffected. The monster may never attack firemen, helicopter, or populace units in a box, unless all other human units in the box are also attacked.

[6.24] If a monster is forced to retreat after an attack, no further attacks by the monster may be conducted during that Phase.

[6.3] COMBAT RESULTS

[6.31] There are two types of combat result: losses and retreats. Results to the left of the slash on the Combat Results Table effect the Attacker; those to the right of the slash effect the Defender. Some combat results affect both the attacker and the defender. In this case, first the defender is affected, then the attacker.

[6.32] A loss result is indicated by a number (1, 2, etc.). If the affected Player is the Human Player, he loses as many units as the number. Exception: Attacking units which are not adjacent to the monster are never affected by any combat result. If the number is greater than the number of units involved, all those units are lost. If the affected Player is the Monster Player, the monster takes as many points of damage as the number (see 12.0), unless he was attacking at a range greater than 1, in which case he takes no damage.

[6.33] A retreat result is indicated by an "rt." If the affected Player is the Human Player, all units involved must be retreated (moved away from the monster) one box. Human units attacking at a range greater than 1 are never affected. Human units may not be retreated into the monster's box, nor into a box adjacent to the monster, nor into an impassable box, nor into a box containing human units if the stacking limit would be violated. If a human unit has no place to retreat, it is destroyed and removed from play.

If the affected Player is the Monster Player, the monster must be retreated one box. It may not be retreated into an impassable box, nor into a box containing human units. If the monster has no place to retreat, it takes one point of damage and remains in place.
[6.4] COMBAT RESULTS TABLE (see separate sheet)

[7.0] BUILDING DESTRUCTION

GENERAL RULE:
As many as three times during the Monster's Movement Phase, the monster may pause to attempt to destroy an adjacent building or bridge box. The monster ceases movement and a die is rolled to determine whether the box is destroyed. Thereafter, the monster may either make another destruction attempt or continue its movement.

PROCEDURE:
The building destruction strength of a monster is determined by its Player before the game begins (see 3.0). Each turn, the Monster Player may allocate Building Destruction Points equal to the monster's current building destruction strength to as many as three separate destruction attempts. When the monster pauses to destroy a box, the owning Player determines how many Destruction Points the monster will allocate to the destruction attempt. The monster does not use its full building destruction strength in every destruction attempt; rather, the Monster Player determines how many points from the building destruction strength will be expended. The total number of Building Destruction Points expended by a monster in a single Player-Turn may never be greater than the monster's current building destruction strength.

After the owning Player has determined how many Building Destruction Points the monster will expend in one destruction attempt, the Players refer to the Terrain Effects Chart to determine the destruction strength of the box the monster is attempting to destroy. The number of Destruction Points expended by the monster is compared to the destruction strength of the box as an odds ratio, and this ratio is rounded down in favor of the box. That is, the same procedure used for resolving combat is used.

The Players then refer to the Building Destruction Results Table and roll a die. The appropriate row and column are determined. If the result is an "X," the box is destroyed.

CASES:

[7.1] HOW A BUILDING IS DESTROYED

[7.1.1] If a box is destroyed, it is considered to be reduced to rubble. Place a rubble marker in the box; henceforth, the box is considered a rubble box, regardless of the terrain printed on the map in that box. Note that the monster may not enter building boxes, but may enter rubble boxes. Also, rubble boxes do not block LOS.

[7.1.2] A destroyed bridge is not reduced to rubble, but does cease to exist. Place an inverted rubble marker on the bridge.

[7.1.3] Units on a bridge box which is destroyed are destroyed. Units in other boxes which are destroyed are not affected.

[7.2] BUILDING DESTRUCTION RESULTS TABLE (see separate sheet)

[8.0] HELICOPTER UNITS
(Advanced Scenarios)

GENERAL RULE:
Helicopters do not count towards stacking limits (see 5.21). Helicopters may move through boxes containing monsters, but may not end a Movement Phase in such a box. If a Helicopter unit moves through a monster's box, a die is rolled. On a roll of 6, the monster is considered to have grabbed and eaten the Helicopter. Helicopters may move into any box on the map except one occupied by a monster in flight. They pay one Movement Point per box entered, regardless of terrain. Nothing ever blocks the LOS of a Helicopter unit. Helicopters are considered to fly higher than blocking terrain.

[9.0] INFANTRY UNITS

GENERAL RULE:
Infantry units normally act as regular human units. However, during any Human Combat Phase, an infantry unit next to the monster may make a "suicide assault." This means that the infantry unit's combat strength is doubled for that Combat Phase, but the unit is destroyed at the end of the attack, regardless of the combat result.

[9.1] FORDING RIVERS

An infantry unit may "ford" the river by expending its full movement allowance to enter a river box. During the subsequent Human Movement Phase, it once again expends its full movement allowance. It now enters the adjacent street box on the other side.

[10.0] POPULACE AND POLICE

GENERAL RULE:
Populace units have a movement allowance of one, except when stacked with police. If a populace unit begins its Movement Phase stacked with a police unit, it may move with the police unit, at no cost to the police unit's movement allowance. The police unit may "drop" the populace off in any box along its path of movement. One police unit may move any number of populace units.

[11.0] FIRE
(Advanced Scenarios)

GENERAL RULE:
If the monster has the "breathe flames" special ability, it may start fires. It may pause up to three times during its movement in each Movement Phase and attempt to set any adjacent building or park box on fire. These attempts to start fires are resolved separately and independently from building destruction attempts. When a monster attempts to start a fire in a box, a die is rolled. On a roll of 1, 2, or 3, a fire is started in the box, and a flames marker is placed there. United States

CASES:

[11.1] BURNING

[11.1.1] When a fire starts in a box, a flames marker is placed in the box with the number "1" facing towards the south edge of the map. In each Fire Phase, the monster is marked 90° clockwise. Thus, after one Fire Phase, the "2" side of the marker will point south; after two phases, the "3"

side will point south; and after three phases, the "R" side will point south.

[11.1.2] If the "R" side of the flames marker faces towards the south, it is considered to have become a rubble box, but it continues to burn. If the fire in the box is put out by firemen, a rubble marker is placed in the box, and the box may never again catch on fire. The monster does not always win the battle. The firemen may be able to put out the fire.

[11.1.3] If a fire is put out before the "R" side of the marker is faced towards the south, the box is not reduced to rubble. If a fire is restarted in the box, the new flames marker begins with the "1" side facing the south again.

[11.2] HOW FIRES SPREAD

[11.2.1] During the Fire Phase of each Game-Turn, a die is rolled to determine the direction of the prevailing winds. See the Wind Diagram for the map. If a 1, 2, 3, or 4 is rolled, the wind is considered to be blowing in the direction indicated by the Wind Diagram. A roll of 5 or 6 means that the air is calm.

[11.2.2] If the Fire Phase, a die must be rolled for each building or park box adjacent to a box with a flames marker in it. If a 6 is rolled for a given box, the fire is considered to spread to that box, and a flames marker is placed there. If a box begins the Phase adjacent to two fires boxes, a 5 or 6 will start it on fire; if adjacent to three, a 4, 5, or 6 will do so; and so forth.

[11.2.3] Wind may affect the spreading of fires. If a box is downwind from a box on fire (i.e., adjacent to a box on fire and the wind is blowing from the fire box's direction towards it), the chance of the box catching on fire is increased by one on the dice-roll. Thus, a box downwind and adjacent to one box on fire would catch on fire with a die roll of 5 or 6.

[11.2.4] If there is a street box intervening between a box on fire and another box, and the wind is blowing from the box on fire to the box across the street, the box across the street will catch on fire on a roll of 6. That is, a box across the street from a box on fire is considered adjacent to the box on fire for fire-spreading purposes.

[11.2.5] Only building and park boxes may be on fire. Other boxes (including rubble boxes) may not catch on fire, nor may fires be started in such boxes.

[11.3] FIREMEN

[11.3.1] At the beginning of the Human Player's Movement Phase immediately following the first use by the monster of the fire breathing special ability, the Human Player receives firemen units. He may receive three firemen units and one fireboat unit, or four firemen units (his choice). The units may appear anywhere on the map at the discretion of the Human Player, except in the monster's box. The fireboat may only appear in a River box.

[11.3.2] If a firemen unit begins the Fire Phase in a box with a flames marker in it, the fire unit may put out the fire — i.e., the flames marker is removed.

[11.3.3] At the beginning of the Fire Phase, the fireboat unit may put out fires in any two boxes that are within three boxes of the fireboat's box.

[11.4] EFFECTS OF FLAMES

[11.4.1] If a non-firemen unit is in a box in which the monster starts a fire, or in which a fire spreads during the Fire Phase, a die must be rolled; on a roll of 1 or 2, the unit is eliminated. Units ending their Movement Phase in a box with a flames marker are eliminated. A monster in such a box immediately takes two points of damage. A unit in
a box in which the monster starts a fire must be moved out in the next Movement Phase.

**[12.0] MONSTER RECORD SHEETS**

**GENERAL RULE:**
The Monster Player should prepare a record sheet for his monster, listing each of the monster's strengths and special abilities (use a scrap piece of paper). The monster's attack strength, defense strength, building destruction strength, and movement allowance should be listed.

As a monster takes damage, its strengths are reduced. Each time the monster takes a point of damage, the Monster Player must reduce one of the monster's four strengths by one point (note this reduction on the record sheet). Which strength is reduced is entirely his choice. If a monster takes more than one point of damage in a given combat, the Monster Player may reduce several strengths, or may reduce one strength the full amount of Damage Points.

When the monster's defense strength is reduced to zero, the monster dies and the game is over.

The Monster Player never has to tell the other Player what any of the monster's offensive and movement strengths are, until the monster uses that strength. Similarly, the Monster Player never has to reveal what special abilities the monster has until the monster uses one. **Exception:** The Human Player always has the right to know what the monster's current defense strength and Victory Point levels are.

**[13.0] SPECIAL ABILITIES**

**GENERAL RULE:**
The Monster Player must "buy" special abilities for his monster (see 3.1). Each special ability has a cost in terms of Initial Strength Points allocated. Before placement, when the Monster Player allocates his monster's strengths, he may expend Initial Strength Points to purchase one or more special abilities for his monster.

**CASEx:**

**[13.1] FLAME AND ATTACK ABILITIES**

**[Advanced Scenarios]**

**[13.11] Flame Immunity (Cost: 2).**
A monster may move freely through boxes containing Flame markers (as long as such boxes are not impassable to the Monster Player for other reasons).

**[13.12] Fire Breathing (Cost: 8).**
The monster may pause as many as three times during each Movement Phase to attempt to cause a box to catch on fire. (See 11.0)

**[13.13] Lightning Throwing (Cost: 6).**
The monster may use its attack strength at a range of three hexes, i.e., it attacks as if it had a range of three. All rules that apply to units with ranges apply to the monster. Low buildings do not block the monster's LOS for lightning throwing, but high buildings do.

**[13.2] OTHER ABILITIES**

**[13.21] Great Height (Cost: 5).**
The monster is of such great height that, when he finally falls to the ground, it will crush anything that he falls on. When the monster dies, the Monster Player may decide which box the monster falls in. This may be the monster's box, or any adjacent box. The box is reduced to rubble, and any units in the box are destroyed. They may be replaced by a passing helicopter on a roll of 4, 5, or 6 (See 8.0).

**[13.22] Web Spinning (Cost: 5).**
A monster may, if it remains immobile for one full Movement Phase, place a "web" marker in any two (or one) adjacent boxes. The box is impassable to all units (but not the monster, unless already impassable) for the remainder of the game. Additionally, any human units in a webbed box must spend two full Human Movement Phases cutting their way out of the webs, i.e., they must remain in that box. Human units so occupied may not attack the monster during the intervening Human Combat Phases. The web marker is removed only if fire spreads to the box.

**[13.23] Fear Immobilization (Cost: 4).**
The monster can immobilize its prey with fear if the prey is not immobile. At the beginning of the Human Movement Phase, the Monster Player may designate any two human units within three boxes of the monster as being immobilized; neither of these units may move during that Movement Phase. The monster must be able to trace an LOS to the units in order to immobilize them. The immobilized units may attack the monster during the subsequent Combat Phase.

**[13.24] Blinding Light (Cost: 4).**
Twice during the game, the monster may flash with blinding light. During the subsequent Human Combat Phase, the monster may not be attacked by any human unit.

**[13.25] Jumping Over Buildings/Units (Cost: 3).**
The monster may move from any box to another box that is within two boxes without passing through the intervening box. The destination box may not be impassable to the monster or by an Enemy unit (although the box stepped over may be). The monster must pay twice the standard amount of Movement Points to enter the destination box.

**[13.26] Radiation (Cost: 7).**
The radiation disrupts radio communication between human units. Human units from different boxes may not combine in attacks on the monster; units in the same box may. Each attacking unit or stack must attack independently, and its attack is resolved separately of other units or stacks.

**[13.27] Mind Control (Cost: 6).**
Once during the game, the Monster Player may (during his Movement Phase) take over any one human unit. The unit must be within the LOS of the monster. The human unit may be moved by the Monster Player during his Movement Phase, and attacks other human units at the direction of the Monster Player during the Monster's Combat Phase. The Monster Player controls the unit absolutely and completely, regardless of whether or not the unit remains in the Monster Player's LOS. The unit remains in "Mind Control" until (a) it is eliminated, or (b) the monster dies. If the unit is destroyed, the monster cannot take over another unit.

**[13.28] Flying (Cost: 8).**
The monster may either move normally or fly. If the monster is flying, it may move through any box including those occupied by Enemy units at a cost of one Movement Point. If the monster is flying during its Combat Phase, it may only attack Enemy units in its box, although Enemy units may always attack the monster from the monster's box or adjacent boxes. The monster may attack adjacent helicopter units. Similarly, the monster may only make destruction attacks on boxes it flies over. While flying, the monster may never enter boxes occupied by Enemy helicopter units, although it may enter boxes occupied by flame markers. Helicopter units may never enter a flying monster's box.

**[14.0] VICTORY CONDITIONS AND SCENARIOS**

**CASEx:**

**[14.1] VICTORY CONDITIONS**
The game ends when the monster dies, or when all human units have been eliminated, or when the monster's victory level is exceeded. If all human units are eliminated, the Monster Player wins automatically. Otherwise, the Players total the number of Victory Points the Monster Player receives and refer to the scenario listings. If the total is greater than the monster victory level listed in the scenario, the Monster Player wins; if equal, the game is a draw.

The Monster Player receives 5 Victory Points for each populace unit eliminated; as many Victory Points for eliminating each unit as the combat strength (attack or defense) of non-populace units; 3 Victory Points for each destroyed low building box; 5 for each destroyed high building box; and 5 for each destroyed bridge box.

**[14.2] SCENARIOS**

**[14.21] Learning Scenario:**
The Human Player has 25 Initial Strength Points; the monster has 13. No special abilities or helicopters may be used. The monster victory level is 25 Victory Points.

**[14.22] Basic Scenario:**
The Human Player has 32 Initial Strength Points; the monster has 18. No helicopters or fire attack abilities (8.0, 13.1) are allowed. Monster victory level is 32 Victory Points.

**[14.23] Advance Scenario A:**
The Human Player has 44 Initial Strength Points; the monster has 30. All rules are used, and the monster victory level is 40 Victory Points.

**[14.24] Advanced Scenario B:**
The Human Player has 50 Initial Strength Points; the monster has 40. All rules are used and the monster victory level is 55 Victory Points.

**[14.25] City Eater Scenario:**
The Human Player has 60 Initial Strength Points; the monster has 25. Each time the monster destroys a box, he may increase any of his strengths by two points (or two strengths by one point). For destroying other adjacent human units it may increase its strength by one point. All rules are used and the monster victory level is 55 Victory Points.

**"HISTORICAL NOTES"**

For reference, here are some appropriate statistics for some of the great monsters of "film history." Strengths are given in the order of attack strength, defense strength, destruction strength, movement allowance, followed by special abilities.

- **Tyrannosaurus:** 18/20/12/3/fire breathing, great height, jumping, lightning throwing, radiation.
- **Giant Caterpillar:** 5/12/4/1/web spinning
- **Giant Moth:** 10/14/8/8/flying
- **Flying Turtle:** 8/18/10/6/flying, fire breathing
- **3-Headed Monster:** 16/20/14/10/flying, fire breathing, great height, flame immunity
- **Jet-Powered Flying Reptile:** 15/15/8/8/flying
- **Giant Ape:** 9/10/6/3/fear immobilization (sort of)
- **Giant Sea Creature:** 12/15/8/6/none.

Note: Extra monster counters have been included so that you can make up your own scenarios.

**DESIGN CREDITS**

Game Design: Greg Costikyan
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Rules Editing: David Werden, H. A. Barasch.
Production: Orhan Agis, Robert A. Degni, Kate Higgins, Ted Koller, Manfred F. Milkuhn, Bob Ryer.
### [5.3] TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Type of Box</th>
<th>Movement Point Cost</th>
<th>Combat Effect</th>
<th>Destruct Strength</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Street</td>
<td>1</td>
<td>none</td>
<td>na</td>
<td>0</td>
</tr>
<tr>
<td>Park</td>
<td>2</td>
<td>none</td>
<td>na</td>
<td>0</td>
</tr>
<tr>
<td>Low Building*</td>
<td>3</td>
<td>Def × 2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>High Building*</td>
<td>3</td>
<td>Def × 2</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Bridge</td>
<td>1</td>
<td>none</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Tunnel</td>
<td>1</td>
<td>Def × 2</td>
<td>na</td>
<td>0</td>
</tr>
<tr>
<td>River†</td>
<td>1</td>
<td>none</td>
<td>na</td>
<td>0</td>
</tr>
<tr>
<td>Rubble</td>
<td>2</td>
<td>none</td>
<td>na</td>
<td>0</td>
</tr>
</tbody>
</table>

* Impassable to monsters, armor, and artillery. † May be entered only by monsters, helicopters, and fireboats. Helicopters and monsters never gain terrain defensive benefits. Def × 2 = defender strength doubled; na = not applicable.

### [7.4] BUILDING DESTRUCTION RESULTS TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>D</td>
</tr>
<tr>
<td>1-1</td>
<td>-</td>
<td>-</td>
<td>D</td>
<td>-</td>
<td>D</td>
</tr>
<tr>
<td>2-1</td>
<td>-</td>
<td>D</td>
<td>-</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>3-1</td>
<td>-</td>
<td>D</td>
<td>D</td>
<td>-</td>
<td>D</td>
</tr>
<tr>
<td>4-1</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>5-1</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
</tbody>
</table>

D = box destroyed; - = no effect. Destruction attempts at a ratio of greater than 5-1 are resolved as 5-1; attempts at a ratio of less than 1-2 are prohibited.

### [6.4] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3/-</td>
<td>3/-</td>
<td>3/-</td>
<td>2/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/1</td>
</tr>
<tr>
<td>2</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>2/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/1</td>
</tr>
<tr>
<td>3</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/1</td>
</tr>
<tr>
<td>4</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/2</td>
</tr>
<tr>
<td>5</td>
<td>1/-</td>
<td>1/-</td>
<td>1/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/3</td>
</tr>
<tr>
<td>6</td>
<td>1/-</td>
<td>1/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/-</td>
<td>-/3</td>
</tr>
</tbody>
</table>

Results to left of slash are effects on attacker; those to right of slash are effects on defender. Attacks at a ratio of greater than 5-1 are resolved as 5-1; attacks at a ratio of less than 1-5 are prohibited.

**Effects on Monster:**
1,2,3 = indicated number of boxes must be checked off on monster's record sheet. r = monster must retreat one box.

**Effects on Units:**
1,2,3 = indicated number of units (owner's choice) must be eliminated from among those affected. r = in addition to indicated number of units eliminated, any affected units not eliminated must retreat one box.
Historically, collective violence has flowed regularly out of the central political processes of Western countries. Men seeking to seize, hold or regain the levers of power have continually engaged in collective violence as part of their struggles. The oppressed have struck in the name of justice, the privileged in the name of order, and those in between in the name of fear.1

The Creature that Ate Sheboygan simply and vividly portrays a 1950's B-movie version of violence, but with slight modification it can be easily adapted to portray another, metaphorical monster — the grimmer form of warfare that has yet to take a firm grip on American cities, terrorism.

Warfare was once very personal; combat and its thrills were no more distant than the end of an arm, axe, or spear. Among the frustrations of modern warfare is its intensely impersonal nature. For the soldier or airman, long range artillery and stand-off smart bombs have made them technicians rather than warriors. However, modern technology has produced another form of warfare that is paradoxically both personal and impersonal. Theories of anarchism and violence reduce warfare to this extreme form of warfare that has yet to take a firm grip on American cities, terrorism.

Almost as if driven to extreme by some sort of diametrical compulsion, game designers take serious games and invent frivolous scenarios for them and use frivolous games to present the most uncomfortable of realities. In much the same way that comedians aspire to play Hamlet (I suppose), a wacky game like Creature is perceived to be a stage for the actors of urban terrorism. But does it keep them off the streets? — RAS

This article takes the system, playing pieces, and map of The Creature that Ate Sheboygan and expands the game to simulate a small scale war in a typical city. The system needs very little modification; therefore, the major innovations are new units. Agent provocateurs — the hobgoblin of the House Un-American Activities Committee many years ago — as well as small terrorist teams, snipers, and heavy weapons groups are added. In addition, the population may riot. Finally, to provide the municipal government and the terrorists with objectives, counters are used to designate building blocks which contain the critical installations necessary to the life of the city.

[1.0] NEW COUNTERS
The players will have to make these playing pieces from spares counters.

<table>
<thead>
<tr>
<th>AP</th>
<th>TAT</th>
<th>HWT</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1)-4</td>
<td>2-2-3</td>
<td>4-2-2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Agent Provocateurs</th>
<th>Terrorist Assault Teams</th>
<th>Heavy Weapons Teams</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1)-4</td>
<td>2-2-3</td>
<td>4-2-2</td>
</tr>
</tbody>
</table>

[2.0] AGENT PROVOCATEURS
Each counter represents a single man or woman whose charisma and absolute dedication give them the power to evoke spontaneous violence from an already dissatisfied public.

[2.1] MOVEMENT
Agents are not affected by terrain costs for movement. All movement costs are one point per block, whether street, building, park, or bridge. They may not enter river blocks.

[2.2] STACKING
Agents do not count against stacking limits. They may never stack with opposing units of any type (helicopters excepted).

[2.3] LEADING OTHER UNITS
If an agent begins a Movement Phase stacked with other terrorist units, it may carry those units. So long as they remain stacked with the agent, the terrorist units may move four (rather than two) blocks per turn and ignore terrain costs, as an agent.

[2.4] COMBAT
Agents have no Attack Strength. They may lend their Defense Strength to that of terrorists with whom they are stacked. Agents may make building destruction attempts, but not as normal combat.

[2.41] Coordination of Attacks. If an agent is stacked with at least one terrorist assault team or heavy weapons team in an attack, the ratio for the entire attack is shifted one column to the right. There is no additional bonus for having two or more agents participate in the attack.

[2.42] Retreat before Combat. Whenever the municipal player announces an attack on a block containing an agent, the agent has the option of retreating one block. The agent may not retreat into a block containing or adjacent to any municipal combat unit (police or national guard). If an agent elects to retreat and abandons any terrorist units, the municipal attack against those left behind is shifted one column right on the CRT.

[2.5] SABOTAGE
Once each game, an agent may attempt one building destruction attempt with a Building Destruction Strength of 1. The agent may use its strength only against a block it has just entered. Exception to Stacking Restrictions: For a sabotage attempt, the agent may ignore the presence of Friendly or Enemy units in the block it intends to sabotage.

[2.6] ESCAPE
Any time a terrorist unit (agent, assault team, heavy weapons or sniper) is in the line of sight of any municipal unit, it may be removed from the map. For this purpose, a unit is out of LOS if it is in a building block and there are no municipal units adjacent to it. The unit is placed on the wind direction rose on 4. At the beginning of each turn, it is moved to the next lower number. When it reaches 1, the terrorist unit may be placed on any block out of LOS of municipal units, unless it exercises an ambush option (see Case 3.2). Terrorist units may never reappear on critical installations.

[3.0] TERRORIST ASSAULT TEAMS
For movement and stacking purposes, these units are treated exactly as national guard units.

[3.1] MOVEMENT
Terrorist assault teams may be led by agents gaining a movement point bonus (see Case 2.3).

[3.2] AMBUSH
Once a terrorist assault team has used escape and has reappeared, it may appear adjacent to a municipal unit. It must attack that municipal unit in the Combat Phase of the turn it appears. On that turn only, its Combat Strength is doubled.

[3.3] HEAVY WEAPONS TEAMS
Some terrorist assault teams are more heavily equipped than others. To determine how much more heavily equipped they are, the terrorist player picks one of the randomizer chips before the game begins and consults the Heavy Weapons Team Equipment Table (3.5). His choice must be completely random and remains secret until he uses the heavy weapons team in combat for the first time. The bonuses shown in the table are cumulative with all other bonuses such as ambush. Thus, a team with RPG-75 ambuses a tank at four times its normal combat strength.
[3.31] Mortar Restriction. A mortar equipped heavy weapons team which is attacked on the municipal turn following an attack with the mortar does not receive any defensive bonus for being in a building block. The team is assumed to be on the roof.

[3.32] Example of Team Composition. When a player draws a chit, the team has each weapon marked with an "x" under that chit number. If the player draws a 2, his team has a machinegun, an anti-tank RPG-7, and a shoulder launched anti-aircraft missile, the SA-7.

[3.4] BUILDING DESTRUCTION
All terrorist assault teams have a one time building destruction strength of 1. They may not combine their attempt with other units (including agents). Note that because of building destruction restriction to one per unit per game, players will have to identify units and keep track of their building destruction attempts.

[3.5] HEAVY WEAPONS TEAM EQUIPMENT TABLE
(see bottom of this page)

[4.0] SNIPERS
A sniper is a single terrorist equipped with a high-powered rifle, scope, and appropriate night fighting devices. A sniper has no combat ability as such. Its defensive value is one. It is considered to have the creature ability “Fear Immobilization.” Snipers have a range of four blocks. If they are in a high building, they may ignore the LOS effects of adjacent low buildings. Snipers have the retreat before combat option of agents, with the same morale effect on other terrorists they abandon. Snipers may not be attacked with artillery or tanks.

[5.0] RIOTS
Populace counters may be incited to riot by agents and quelled again by police or national guard infantry.

[5.1] RIOT CHARACTERISTICS
A riot is a creature for game purposes with a building destruction strength of zero, movement allowance of three, defense strength of two, range of one, and the special ability of fire breathing. A riot has the creature ability “Fear Immobilization” and a morale effect on the length of time it takes to block a road.

[5.2] INCITING TO RIOT
Whenever an agent occupies a block adjacent to or containing a populace counter, it may attempt to incite. The agent does so during either the terrorist movement or combat phase (although on the same Combat Phase. A quelled riot is flipped back over and becomes an ordinary populace counter again. A destroyed riot is removed from play.

[5.5] RIOT COMBAT
A riot will not enter a block containing a police or national guard unit. However, if stacked with an agent, the riot may attack the municipal unit. The agent may not lend any strength or use coordination. Note: Riots always attack fire fighters, even if no agent is present.

[5.6] QUELLING RIOTS
Whenever the municipal player has national guard infantry or police patrol cars next to a riot, he may attempt to quell the riot during his Combat Phase. He rolls a die and consults the Riot Table (5.7). If the attempt to quell the riot is unsuccessful, the municipal player may attack the riot during the same Combat Phase. A quelled riot is flipped back over and becomes an ordinary populace counter again. A destroyed riot is removed from play.

[5.7] RIOT TABLE

<table>
<thead>
<tr>
<th>Die Roll Modifications</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. If municipal player has attacked any riot during the game, subtract 1.</td>
</tr>
<tr>
<td>2. If municipal player has a unit adjacent to populace center, subtract 1.</td>
</tr>
<tr>
<td>3. There are no modifications for quelling riots.</td>
</tr>
</tbody>
</table>

[6.0] ROADBLOCKS
Any terrorist assault team, police car or national guard unit may attempt to build a roadblock in a street block. The unit must remain in the block undisturbed for a specified number of turns. The presence of other Friendly units in the block has no effect on the length of time it takes to block a road.

[6.1] TIME REQUIRED
Terrorist teams and police cars require three turns to build a roadblock. National guard units require two turns. Use a web counter to symbolize the roadblock.

<table>
<thead>
<tr>
<th>[3.5] HEAVY WEAPONS TEAM EQUIPMENT TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit</td>
</tr>
<tr>
<td>Machinegun</td>
</tr>
<tr>
<td>RPG-7</td>
</tr>
<tr>
<td>Mortar</td>
</tr>
<tr>
<td>SA-7</td>
</tr>
<tr>
<td>Chit</td>
</tr>
<tr>
<td>Special Abilities</td>
</tr>
</tbody>
</table>

[6.2] EFFECTS
Any counter except a riot or helicopter must stop on entering a block containing a roadblock. A unit attacked in a block containing a roadblock defends at double strength, except for riots and helicopters.

[6.3] REMOVAL
A roadblock may be removed by any national guard infantry unit or tank unit which remains on the block undisturbed for two complete turns.

[7.0] SUICIDE ATTACKS
Terrorist assault teams and police car units may also make suicide attacks.

[8.0] BERSERK NATIONAL GUARDSMEN
If any national guard unit is attacked and destroyed by a riot, all national guard units go berserk for the rest of the game. They must always move toward and attack the nearest riot, populace, or terrorist unit in that order of priority. A berserking national guard unit may never withdraw an attack.

[9.0] CITY INSTALLATIONS
The municipal player must create seven counters representing the critical installations in the city: three radio-tv stations; two power plants; one water treatment plant; and one city hall. (Note: A Starship Troopers game has the first six of these counters, requiring the player only to create a city hall.) Before the game begins, these installation counters are placed in any building blocks on the map. They may never be closer than three blocks to another installation. The installation counters do not affect the defense or building destruction strength of the building blocks they occupy. They simply mark which of those blocks are these installations.

[9.1] CITY HALL POLICE GUARD
City hall must always have at least one police car or helicopter on it.

[9.2] EFFECTS OF CAPTURE OR DESTRUCTION BY TERRORISTS
Control of any radio-tv station at the end of the game doubles terrorist victory points. Control of additional stations has no effect. Power or water treatment plants are worth 8 points, while city hall is worth 10 points.

[10.0] RIOT SCENARIO

[10.1] MUNICIPAL PLAYER
The municipal player receives 44 points and deploys installations first, then police and national guard. The municipal player moves second.

[10.2] TERRORIST PLAYER
This player assumes the monster role with two agents, four terrorist assault teams, two heavy weapons teams, and two snipers. He deploys second, and may deploy adjacent to municipal units but not adjacent to critical installations. The terrorist player may withhold units and use as reinforcements later in the game.

[10.3] FIRST TURN AMBUSH RESTRICTION
The terrorist player may use ambush on the first turn only if he rolls a 1 or 2 after deployment.

[10.4] VICTORY CONDITIONS
The terrorist victory level is 55 points.
Each time he incites a riot, he earns 3 points.
For each riot quelled, -2.
For each assault or heavy weapons team killed, minus double the combat strength.
The battle consisted mainly of probing attacks on British shipping and would have required an extensive system for convoy movement, which would add complexity and playing time without much effect on the outcome of the game. After the game is published, perhaps an enterprising Battle over Britain enthusiast might want to contribute a July expansion system to MOVES magazine.

The second game, the Basic Tactical Game, returns to my first idea of a raid-by-raid portrayal of the battle. Each Game-Turn represents three hours of time during the day and six hours during the night, for a total of six Game-Turns per day. In one evening, the players should be able to play out five days of the battle. Scenarios will allow the players to recreate critical periods of the battle in single play sessions, or they may play the entire campaign "monster" game. The third game, the Advanced Tactical Game, is a more detailed approach to the game system and time scale put forth in the basic tactical game and increases playing time by about 50%. More on this later.

The three games are organized so that concepts learned when playing the Strategic Game also apply to the Tactical games. While easing the sometimes painful learning process, this will also allow players to switch back and forth between the tactical and strategic systems in mid-game. For example, if the players have completed four turns of the Strategic game and suddenly feel like using the tactical system for a seemingly critical five-day period, they simply alter some informational counters as outlined in the rules, and off they go. Conversely, when play of the tactical game reaches a point in time that matches the starting point for any Strategic Game-Turn, they may switch to the simpler system to get through a "kull" in the battle.

How are we to achieve this interchangeability of game systems? Let's begin with the map, which is reproduced here for your perusal (p. 29). The map is a British 22" × 34" representation of England, Wales, southern Scotland and part of northern France and Holland. As you can see, the hexes are big. There is no movement per se in the game; the hexes act more as area boundaries than a movement regulation system. They are used to determine range and the extent of detection and reaction to a raid.

Within each hex containing British soil are a number of named targets for the German Player to bomb. These are color-coded as to type, including radar stations, fighter command airfields, other airfields, aircraft factories, other factories, ports, military bases, towns and cities. Hexes along the British coast, in the Channel, and along the coast of France contain radar values, which the British Player uses to detect incoming German raids. Hexes containing mainland Europe have bases for German aircraft. Additional bases located off the hex field are represented along the southern and eastern edge of the map and are coded to show their distance from the hex field. German units operate from their bases on the game-map, whereas British units are placed on the game-map only when actually intercepting German units. At other times they are kept on the British Player's Airfield Display, as explained further on.

In the Strategic Game, the hex is the basic area of action; all German raids into a particular hex are resolved at once. In the Tactical Game, the six sub-divisions in each hex facilitate resolution of individual raids in a detailed combat system. These sub-divisions, along with altitude levels assigned to all planes in the hex, create a three-dimensional air-space that presents the players with subtle tactical considerations in an elegant way.

Hidden displays are used extensively in Battle over Britain. The British Airfield Display is used by the British Player to keep track of the current status of all his units and to keep the German Player in the dark about the whereabouts and strengths of the RAF. Almost 80 airfields, including all those used in the Battle of Britain and many that were not used (but the Germans didn't know that), are shown. Each is represented by its own track, and all are organized by sector and fighter group. In the Strategic Game, the British Player records any damage incurred by each airfield as a result of bombing here, and all squadrons that are operating out of the field are kept here. Each airfield is limited to a maximum number of squadrons it may service at any one time; this capacity may be altered by bombing and repair. In the Tactical Game, the squadrons are moved along the track of their base airfield to show their current state of readiness: just landed; preparing; resting; delayed; available; or in flight. Damage incurred by the airfield will affect the smooth "turnaround" of its squadrons.

Each squadron is assigned to a particular airfield at the start of play. If the British Player wishes to change the base location of any squadron during the game, he uses the Squadron Location Log Sheet to record the change. The German Player uses a similar form, the Gruppe Location Log Sheet, to note any changes he may wish to make in the deployment of his forces.

The German Player has no hidden airfield display, since intelligence as to the deployment of his forces in France, the low countries, and Scandinavia does not do the British Player much good. Airfields used by the Germans (historically) and the capacity of each (in game terms) are listed on the game map in the boxes the German Player uses for his bases. Keeping the British Player guessing about the employment of these forces is important; however, Therefore, the German Player uses the German Raid Display to secretly plot all his air operations at the beginning of each Game-Turn. The display includes a miniature map of England and a number of boxes, each used for an individual raid. The German Player places numbered chits on the mini-map to denote target hexes for his raids and places the units that will carry out each raid in the correspondingly