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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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Avalon Hill Philosophy Part 52

PUBLISHERS OR DESIGNERS

Games, games and more games . . . everywhere we look we see more games being made available to the wargame fanatic . . . professional games, amateur games and all the shades from chocolate to vanilla in between. The up-to-date collector could easily list several hundred with hardly a second thought. The days of the annual Avalon Hill release being all the eager wargamer could look forward to are gone . . . perhaps forever. A veritable flood of new games is released every year from a seemingly ever increasing host of publishers. Even we have added to the deluge with our mail order line and increased product output made possible by a growing R & D staff. And although the era of the games explosion has dealt many a "dog" to the avid collector it has also brought forth some excellent efforts which might never have seen the light of day with a major producer were it not for the exposure gained through a "third world" publisher. It was this exposure which brought us *WOODEN SHIPS & IRON MEN* and *CAESAR'S LEGIONS* this fall and will be bringing you even bigger surprises this spring.

One ingredient that goes into every Avalon Hill game in abundance is development time. The old adage of at least 'a year per game' still holds true at Harford Rd. Even with a rapidly expanding R & D staff, we have been hard-pressed to maintain our standards of quality and an increased publishing schedule. This, in part, explains our increasing reliance on outside designers to supply you with the games you crave. The natural by-product of the games explosion has been a corresponding increase in the number of good, experienced game designers. In working with these designers through a royalty arrangement we can continue to guarantee that each Avalon Hill game is the product of years of research and playtesting by a qualified expert. Witness Harold Hock, creator of *TOBRUK*, a man who makes his living by analyzing armament systems for the U.S. government. It is hard to fault those credentials. Indeed those games published previously in amateur (for lack of a better word) format (advance apologies to designers everywhere with a negative connotation of 'amateur') have the added bonus of an extremely widespread consumer testing period. Such was the case with our fall releases. We took over the development chores for these games at an extremely advanced stage with the benefit of considerable consumer feedback even before we started. Six months of polishing, expanding and playtesting topped off by quality components has enabled us to make super games out of products deemed winners before we started!

All of which is not to say AH no longer designs its own games. Far from it! Randall C. Reed is, in our opinion, one of, if not the, premier wargame designers alive today. However, the same qualities which make him great—an almost infinite patience and attention to detail, preclude him from producing more than one title per year. His designs will continue to be the "cadillac" of the AH line, and other AH personnel will continue to work on long term projects. But more tried and tested free lance designers will have the fruits of their labor screened and adopted by the AH development team. The result, we feel, will be a great

collection of the best games available under the AH banner. We are not so vain that we feel we know all there is to know about game design. We do feel we recognize a good game when we see it however. There exists today a relatively great number of free lance designers with fresh ideas and viewpoints; new outlooks that we hope to bring you after screening and adding refinements. Do not misconstrue this as a solicitation for game designs. We already receive dozens of offers every week. Most go unanswered—there simply aren't enough hours in the day to investigate even a fraction of them. Our stable of free lance designers is both near capacity and exclusive. To gain admittance, one must have pretty impressive credentials. Hopefully, one begins to get the message that Avalon Hill is not just another designer of adult games—but a publisher. Simon & Schuster doesn't write their own books—they publish the works of leading authors. The analogy holds true in the game business.

NEW GAMES FOR 1976

The preceding is by way of introduction to Andrew McNeil and our spring release: *KINGMAKER*. Originally the product of Philmar, Ltd (an English version of Avalon Hill) *KINGMAKER* took Great Britain by storm and became an overnight sensation. Its reception in the U.S. has been just as enthusiastic if not as widespread. Due to the expense and difficulty inherent in importing, the game sold for \$12.00 through U.S. distributors. By licensing (selling game rights in exchange for royalties) the game to Avalon Hill, Philmar stands to benefit far more from our retail distribution than would be the case if they continued to sell direct to American importers. U.S. and Canadian game enthusiasts will benefit by increased availability and lessened cost of the product. Avalon Hill, for its part, gets to add another quality game to its line and build on its reputation of fine games—a very important factor in this day of high competition in the game industry.

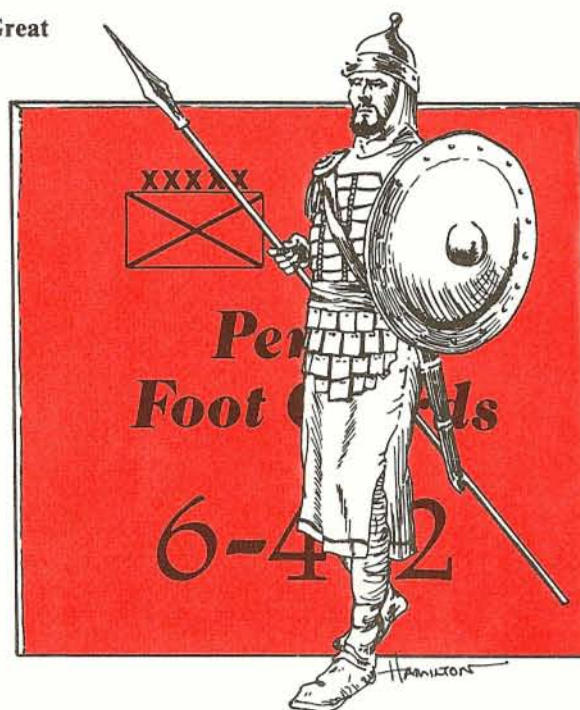
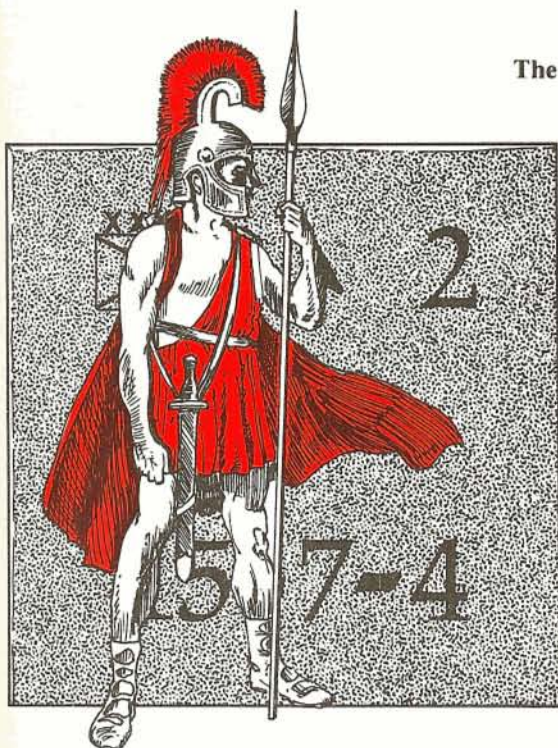
KINGMAKER is a multi-player diplomacy game of the English Civil War. Andrew McNeil parlayed his vast knowledge of the War of the Roses into an entirely new game system only remotely resembling the combat factor/hexagon pattern of standard wargames. The result was a delightful game of cut-throat diplomacy capturing the glamour of the period and with the potential to enamor thousands not normally attracted to the conventional wargame. Mick Uhl, the developer of *WS & IM* and the original *KINGMAKER* enthusiast among our staff, is handling the development. Besides 'Americanizing' the mapboard by labelling geographic regions readily assumed by English players, the AH version will feature a city index for rapid point location and greatly cleaned-up rules. We know that *KINGMAKER* will be an instant success—it already is. All we have to do is improve on a fine product. *S & T*, a gaming magazine of some considerable repute has favored it with the most gratifying review in that journal's history. The AH version will be even better. Look for it this spring.

PHILOSOPHY

Continued on Page 15

The Battle of the Hydaspes

The Army of Alexander The Great
By Tom Hazlett



Alexander must unquestionably rank at, or close to, the top on anybody's list of all time great military leaders, but we should not forget that in achieving his victories he had a little help from the finest army, with the possible exception of the Roman legion, in the history of the ancient world. This army was organized, trained, and led to its first victories not by Alexander, but by his father, Philip. It was Philip who established Macedonian supremacy over Greece in the battle of Chaeronea, and had he not been assassinated it would have been Philip and not Alexander who would have led the invasion of Persia. It is interesting to speculate just how much that assassin's blade affected history. Most historians are of the opinion that Philip's ambitions would not have driven him as far as Alexander went, and that he would have accepted the offer Alexander refused after the battle of Issus, one of 10,000 talents and all land west of the Euphrates River. This of course is mere speculation, for who knows what ambitions a man has? Certainly no one looking at Alexander just prior to the invasion would have anticipated the extent of his conquests.

The country ruled by Philip differed greatly from the Greek city-states to the south. It was organized along feudal lines, and its army, prior to Philip had a distinctly feudal characteristic. The army was divided into three forces. The Companions were mounted nobles armed with a short thrusting spear which they used to great effect and a sword as secondary armament. The foot guards (agema) were a professional infantry force of approximately 1000. Finally there were the untrained, and virtually worthless, peasant levies armed with sword or spear and a wicker shield. From these elements Philip forged a new professional force.

He reorganized the Companions into 8 squadrons and expanded their strength to about 8,000. One of these, called the Royal Squadron, (300 men) acted as the king's bodyguard and is often called the *agema* of the Companions. (Alexander subsequent-

ly reorganized the Companions several times. At the battle of the Hydaspes the Royal Squadron remained separate while the other seven were brigaded with Iranian cavalry of approximately 1000 men each.)

The peasants were organized into at least 14 taxis of 1500 men each. They were armed with a *sarissa*, or pike, several feet longer than the spear used by the Greek hoplites. Estimates of its length vary from 13 to 18 feet, compared with the 9 foot Greek model. The increased length gave them a tremendous advantage in combat. The *sarissas* of the front five ranks projected in front of the first man, while those of the rear ranks pointed upward providing protection against enemy missiles. The increased length also made maneuver more difficult; untrained levies would have found it prohibitive. Philip solved this problem by making them a permanent standing force and calling them "Foot Companions" to reflect this status. Fighting in a 16 man deep formation instead of the traditional Greek 8 deep, they were practically invulnerable to frontal attack, and their high degree of training made them more maneuverable than the typical Greek phalanx. As the *sarissa* took two hands their small wicker shield was strapped to their left arm. Secondary armament consisted of a short sword. Additional protection was provided by helmet, greaves, and a breastplate.

The foot guards, or hypaspists, were expanded into 3 battalions of 1000 men each. We are uncertain as to how they were armed. As they were used to protect the flanks of the phalanx they were probably not armed with the *sarissa*, but perhaps the standard 9 foot spear. They were used in the line, but also performed many functions of light troops. Their multiple uses indicate their superb training and their status as the elite infantry.

These three forces formed the core of the army of Philip and Alexander. Despite the improvement of the infantry the emphasis remained on the cavalry,

and the Companions were still the principal strike force. The phalanx was stationed in the center to threaten the enemy while the Companions delivered the decisive charge from their position on the right flank. The hypaspists were stationed between the two and covered the gap in the line created by the advance of the cavalry. The Macedonian army was, in short, a balanced, highly trained national force, vastly superior to the mercenary and citizen hoplite armies that had dominated Greek warfare for several hundred years.

These forces actually comprised less than half of the army with which Alexander conquered Persia. The invasion was officially conducted under the aegis of the League of Corinth, an organization of all the Greek states except Sparta, brought together at sword point after Athens and Thebes were crushed at Chaeronea. None of the members had any love for the Macedonians and had revolted after Philip's assassination. Alexander, then only 18 years of age, moved quickly, and all thoughts of resistance ended when Thebes was destroyed and its few survivors sold into slavery. Persia, of course, was the hereditary enemy of the Greeks. They were more than willing to assist in an invasion of that country, no doubt secretly hoping that their two enemies would destroy each other. The League supplied 9,000 troops, mostly hoplites with some cavalry. One suspects that they were taken along more as hostages to ensure the loyalty of their cities than for their fighting value. Alexander obviously did not trust them. He made little use of them in combat and sent them home after Gaugamela, when his position was secure. Additionally, he left a substantial Macedonian force in Greece, including 6-8 battalions of phalanx.

His distrust of the Greeks did not extend to Thessaly. This area was a member of the League but also friendly to Macedon. It furnished a body of 2000 cavalry, armed like the Companions, which was of high fighting quality and played an important role throughout the campaign.

To fill his needs for light troops Alexander relied extensively on mercenaries, although he did have a body of about 900 native light cavalry variously referred to as Lancers or Scouts, and about 1000 native archers. The vast majority of the mercenaries came from the Balkan countries surrounding Macedon. Thrace supplied 700 light cavalry armed with the *sarissa* and about 5000 peltasts (medium infantry) armed with a murderous curved sword (rhomphaia) in addition to javelins. Also worthy of particular note were 1000 Agrianian javelin-men. These outstanding light infantry served well in all situations, particularly in the guerilla warfare of eastern Persia.

Alexander also hired 1000 Cretan archers, the most highly regarded bowmen of the day, and several thousand Greek peltasts and hoplites.

While this was the army with which Alexander launched his invasion its composition changed during the course of his 11 year campaign. After Gaugamela he felt he no longer needed Greek hostages, and he sent his "allies" home, replacing them on occasion with troops from the Persian Empire, making particular use of excellent Iranian cavalry. He also received reinforcements from Macedon on several occasions.

One of the most interesting units never got into battle. Sometime after Gaugamela Alexander ordered that 30,000 sons of Persian nobles be organized and trained in the Macedonian fashion. By the time Alexander returned from India the training of these *Epigoni* (successors) had been completed, although they were never organized into combat units. Their presence may have had something to do with the collapse of the Macedonian army's brief mutiny in 324 B.C. It certainly had something to do with the start of the mutiny. The *Epigoni* were a manifestation of Alexander's policy of treating Persians as equal to Macedonians and adopting many of their customs in an attempt to fuse the two cultures. There was a constantly growing fear among the Macedonian troops, especially the senior officers who had served with Philip, that Alexander would establish a permanent capital in Asia, abandoning his Macedonian heritage and reducing his homeland to provincial status. (300 years later Rome had a similar fear

concerning Mark Antony and Egypt). Over 2000 years it is difficult to separate fact from fiction, but it would seem that several senior officers, including Parmenio, were fearful enough to plot against Alexander, and were executed as a result.

Unfortunately space does not permit a detailed discussion of Alexander's political maneuverings which in their way are as intricate and fascinating as his military ones. Likewise, we could not begin to adequately describe all the major battles, small battles, and sieges in less than a book. As Avalon Hill is not in competition with Ballantine, we will content ourselves with a brief look at Alexander's last, and many historians feel his greatest, battle; the Hydaspes.

THE FINAL BATTLE ALEXANDER'S INVASION OF INDIA AND THE BATTLE OF THE HYDASPES RIVER

By Gary Gygax with Tom Hazlett

With the defeat of Darius at the Battle of Gaugamela, Alexander secured the whole of the western part of the Persian Empire. The eastern half of the realm, however did not passively submit to the new ruler, and a long campaign in the Far East was necessary before Alexander was able to subdue the whole of the lands formerly in subjection to the Persian Great King. The years between 331 B.C. (Gaugamela) and 327 B.C. were spent marching over a great stretch of land, from Arbela to Bokhara, from the Aral Sea to the Indian Ocean, an area over 1,500 miles long and 1,000 broad. But eventually the rebellious and treacherous satraps were finally dealt with, and Alexander's Empire was secure, but it wasn't as large as the Persia of Cyrus, and this Alexander knew.

While the young conqueror knew very little of the world beyond the borders of his own domain, he was aware that the Persians had (supposedly) ruled the whole of India. Alexander likely believed India to be little more than a moderate-sized peninsula beyond the Indus River, and he thought to include this territory in his Empire as well, thus restoring it to a glory greater than even that of Cyrus' reign. So

in the early summer of 327 B.C. he took his recently reformed army and proceeded from Bactria southeastward. Passing into the Hindu Kush Alexander received the submission of the most powerful local ruler, Omphis (more properly Ambhi), officially known as Taxiles after the name of his royal city, Taxilia. Taxiles swore fealty to Alexander and furnished a large body of infantry and pack elephants for Alexander's use. Thereafter Alexander began a series of marches, and after a number of small battles and skirmishes managed to subdue the tribes of the northern sector of the Punjab. There existed, however, several kingdoms to the south and east which were not subdued.

The region which is modern Kashmir was ruled by one Abisares. The southern part of the Punjab was under the sway of Porus. Both of these princes were aligned against the one-time King Ambhi, now a Satrap of Alexander's Empire and a very willing one at that. In order to bring India under this sway it would be necessary to defeat these two rulers. Alexander then decided to make Taxilia his advanced base and begin operations as soon as possible. Before a major campaign could be begun, however, he decided it would be necessary to further reorganize his army in order to fully integrate the Asian horse troops into his cavalry arm.

The reorganization of the cavalry consisted of a brigading of the Asian horsemen except horse archers with the Companion cavalry. The Royal Squadron of 300 (Agema) remained separate, the others formed five mixed *hipparchies* each 1,000 strong, all but the fifth having approximately 300 Macedonians and 700 Asian troopers. The fifth *hipparchy* consisted of only a handful of Macedonians, the whole being nearly all Asian horsemen. Prior to this Alexander had expanded the phalanx by adding another *taxis* of 1,500 men. The breakdown of strength by unit was now:

Cavalry:

Agema	300
1st through 5th Hipparchies	5,000
Mercenaries	1,000
Horse Archers	2,000

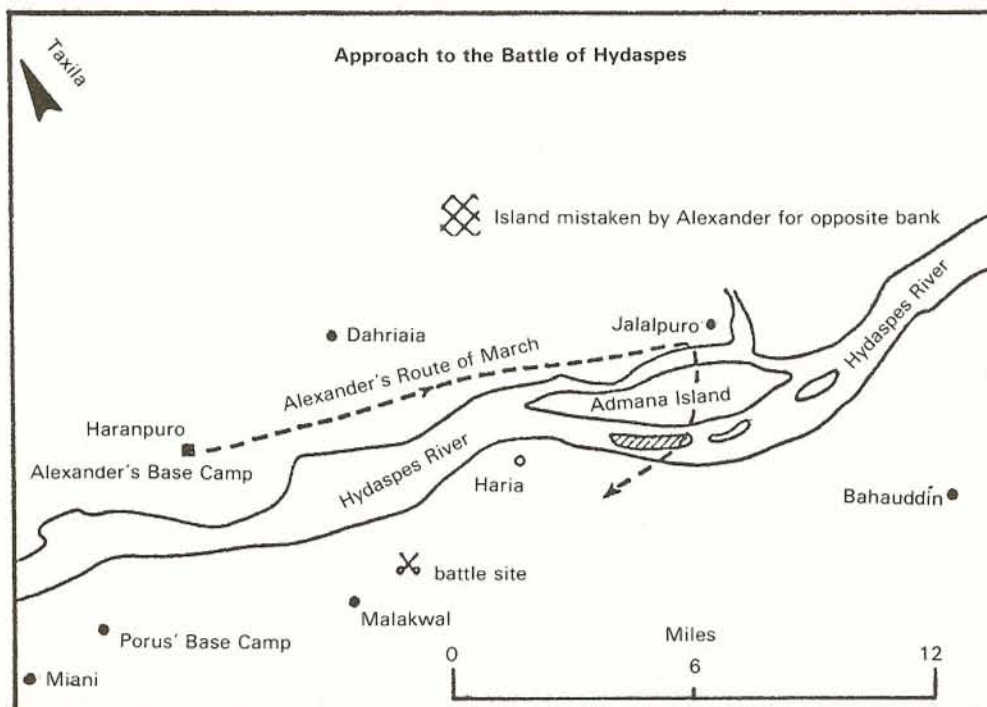
Infantry:

Phalanx of 7 <i>taxes</i>	10,500
Hypaspists	3,000
Mercenaries	5,000
Taxiles' Indians	5,000
Missile Infantry	4,000

With this force Alexander set forth to conquer the independent princes already mentioned, but when he arrived at the northern bank of the Hydaspes River he was confronted by King Porus and the whole of his army. Porus chose to defend this river line as it was swollen by heavy rains at the time and thus passable only by boat or raft. Furthermore, Porus expected to be reinforced by his ally Abisares before the flood subsided. The Indian believed that by a strong guarding of the water barrier he could prevent any crossing until such time as such an invasion of his territory would spell certain defeat for Alexander. He reckoned without Alexander's ability and energy.

Nightly the army of Alexander made sorties and raised alarms in the Indian camp with their feints. The Indians eventually were lulled into a belief that Alexander was going to play into their hands and await lower water when the fords could be used. Alexander did his best to encourage this belief by ordering the collection of large quantities of provisions at his camp, as though he were preparing for a long wait.

Eventually Porus stopped reacting to the Macedonian maneuvering and Alexander divided his forces in preparation for a crossing. His



lieutenant Craterus was left at the camp with orders to create an impression of the entire army remaining in camp. He had the following forces: 2 taxis, 1 hipparchy, 5000 Indians and some mercenary cavalry, totaling about 8000 infantry and 3000 cavalry.

Once battle had been joined, Craterus was to cross the river and join in, unless Porus opposed the crossing with elephants, in which case he was to remain in camp. Alexander knew that his cavalry would not cross in the face of elephants, leaving the Indian cavalry free to cut down any infantry attempting to cross.

Leaving about 5000 infantry and 500 cavalry scattered along the river bank with orders to join the main force as it marched down the opposite bank, Alexander marched his remaining troops several miles upstream and began to cross under cover of darkness (see diagram). The island shielded the crossing from Porus until Alexander landed in good order on what he thought was the opposite shore, only to discover that it was another small island. There was no time to bring the boats around, and Alexander had a bad few minutes until he found a spot in the narrow channel that was barely fordable.

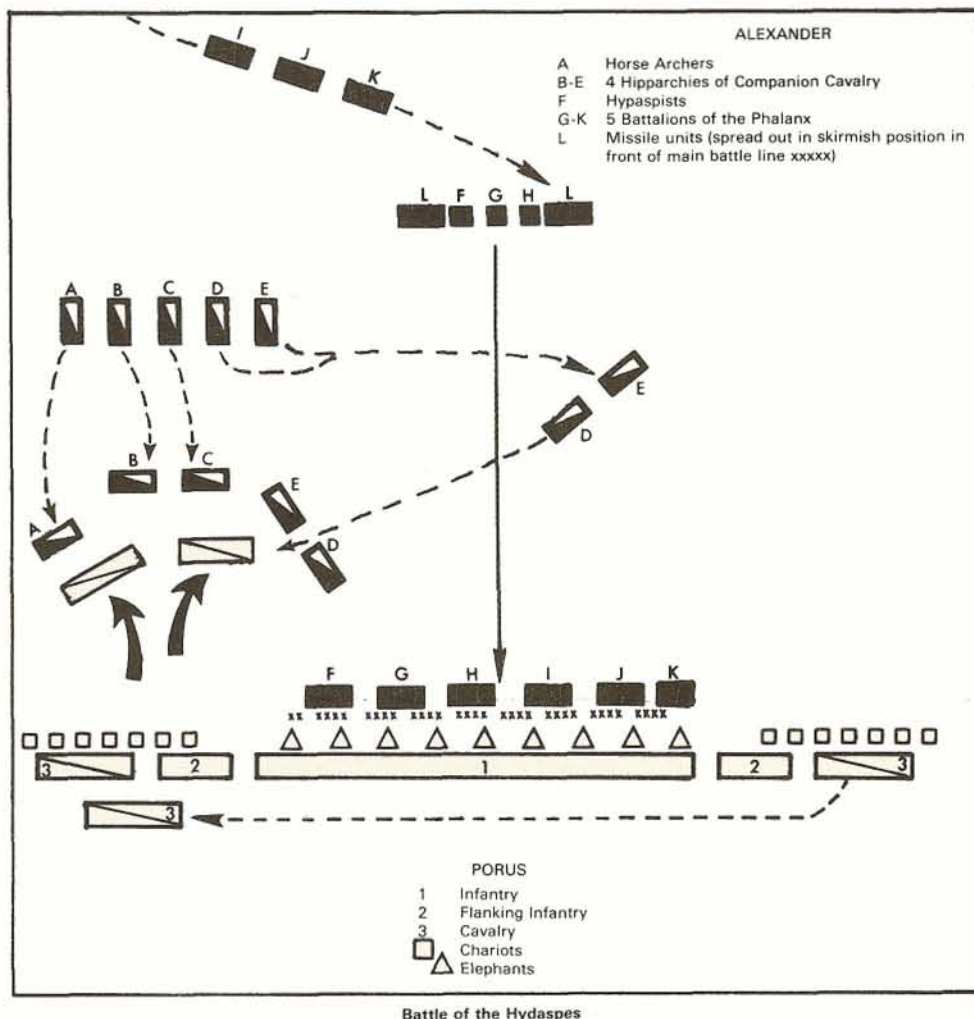
Porus, learning of the crossing, had a difficult decision as to division of his army. Gambling that the crossing was a diversion he sent a force of 2000 cavalry and 100 chariots under his son Prince Porus to drive the invaders into the river. By the time this force arrived the Macedonians had already completed their crossing, and when Alexander realized that the Indian force was not the advance guard of the entire Indian army he charged with his cavalry. The Indian chariots became mired in the mud along the river bank. Prince Porus was killed and the force routed with heavy losses.

Upon hearing of this disaster Porus left several thousand troops and some elephants to oppose Craterus and advanced with his main force to meet Alexander. We do not know the exact size of this force. The accuracy of ancient historians is often questionable, and their counting ability is particularly suspect, considering that most of the accounts of a battle came from the victor's side and the more numerous the enemy the more glorious the triumph. The following figures, those of J.F.C. Fuller, seem more reasonable than most: 30,000 infantry, 3600 cavalry, 180 chariots, and 200 elephants.

The Indians had no heavy infantry comparable to the Greek hoplite. Their best foot troops were archers, while the bulk of the infantry was ill-trained peasant spearmen. The Indians did not give their cavalry any special status; its training and armament was no better than the infantry. A great deal of reliance was placed on their heavy chariots and their elephant corps.

Porus made no attempt to disrupt the crossing of the reserves scattered along the river bank. Instead he waited for Alexander's advance, having chosen a strong defensive position with the river on his left and a low ridge on his right.

The Indians presented a unique set of problems to Alexander. In his previous battles the cavalry had always delivered the decisive blow. That tactic would not work here, as the horses would not approach the elephants. The task of winning the battle thus fell upon the phalanx, but in order to protect its flanks the Indian cavalry would have to be neutralized. Accordingly Alexander sent forward two hipparchies, a force he hoped would be sufficiently inferior to the total strength of the Indian cavalry to tempt Porus into combining his cavalry wings and attacking. When Porus reacted as hoped, two more hipparchies, which had been concealed by rolling ground, charged the Indian cavalry in the flank. After a short fight the Indians retreated behind an elephant screen. As the elephants moved toward the Macedonian cavalry they were met by the advancing phalanx and a



general melee began. The Indian cavalry rallied and made an attempt to engage the phalanx but were once again met by the Macedonian cavalry and forced to retreat behind the elephants. Those huge beasts had meanwhile managed to do considerable damage to the phalanx. The light infantry, which had preceded the phalanx into battle, countered by killing many of the mahouts and the elephants began to rush about wildly in an effort to escape the constant harassment of these troops. The Macedonians were able to avoid their mad charges, but the Indians had been compressed into a narrow area during the fighting and were less fortunate; the remaining cavalry was slaughtered. As the elephants left the field the phalanx advanced on the remaining Indian troops, while the cavalry attacked both flanks. The Indian army disintegrated as Craterus crossed the river and joined the pursuit, and Porus was persuaded to surrender. Casualty figures from ancient historians mean little, but it is safe to say that casualties were heavy on the Macedonian-Persian side while the Indian army practically ceased to exist. Alexander was so impressed by Porus' courage that he not only made him an ally but added to his territory.

The above can serve as no more than an introduction to the campaigns of this most significant individual. For those interested in further reading, J.F.C. Fuller's *The Generalship of Alexander the Great* is highly recommended. There also exists a great number of excellent biographies, almost all of them with the obvious title of *Alexander the Great*. Those by Tarn and Wilcken are particularly recommended.

HOW TO PLAY THE BATTLE OF THE HYDASPES

All *Alexander the Great* rules apply unless otherwise stated.

Mapboard

Ignore historical placement designations and the baggage camps. The Macedonian-Persian player sits on the side of the mapboard next to row A which is now the east side. The Indian player sits on the other side!

level ground: green hexes

muddy ground: brown hexes next to the river bank (2 hexes wide) river bank: The slope line (the spotted line running the length of the board by the Macedonian baggage camp)

ridge: the hexes in rows O to T, 22 to 28 inclusive, which contain hill contour lines with pinkish crests.

Start of Play

1. The Indian player sets up his army on or behind row O.
2. The M-P player sets up on or behind row E.
3. The M-P player moves first.

How to Win

1. The M-P player wins by reducing the Indian morale to O.
2. The Indian player wins by killing Alexander or reducing M-P morale to O.

Continued on Page 26, Column 3

Starting Stalingrad in 1942

By Dr. Joseph Connolly

A Variant of the Middle Game of STALINGRAD

Since its release, *STALINGRAD* has been one of the simulation games most frequently analyzed in print. This analysis has generally centered around the opening moves by both sides.

But the opening set-up has always been the factor that kept opponents from reacting as did the Historical German General Staff or the Russian Stavka. In the game, the Russians are prepared for OPERATION BARBAROSSA. They fight a retreating defensive battle using the vast lands of Russia and the several European major river lines as their strategic defensive plan. The Nemunas, Divina, and Dnepr rivers obtain far more importance than in actual fact. It is a rare German player who sees the spires of the Kremlin in the winter 41-42 nor holds the west bank of the Volga at any time. Indeed, the battle of Stalingrad is infrequently fought, for the Germans don't often get that far into Russia.

This variant is developed starting with the front as of May 1942. It was during the following seven months that the German Army reached its farthest advance in the East. It was these same months that saw the Russian Army pass its crisis and emerge as the dominant force on the Eastern Front. Both these actions were accompanied by miscalculations on the part of the combatants, but the consequences fell most heavily on the Germans, who lost World War II as a direct result.

HISTORICAL SETTING

By the time the campaign against Russia was considered in late summer '40, Hitler and his Generals had three brilliant victories behind them—Poland, Norway, and France—and even to skeptics, Hitler had begun to look like a military genius.

The problems associated with operations in Russia appeared to be primarily geographic for the Russian Army had recently shown poorly against the Finns. Although the climate was recognized, the main difficulty was how to accomplish a military victory in the vastness of Russia. Aside from some of the larger European rivers and the Pripyat Marshes, the terrain did not offer notable difficulty to movement of modern military forces. But maintaining concentration of force and supplying the armies as they penetrated into the Soviet Union presented staggering if not crippling obstacles. There were less than 51,000 miles of railroads in the country. Of the some 850,000 miles of so-called roads, only 40,000 miles were hard surfaced.

Both Hitler had his Generals agreed that the solution was in part to trap and destroy the main Soviet forces on or near the frontier. But the Generals disagreed with Hitler on the next stage—the final defeat of the Soviet Union. Hadler and Brauchitsch proposed to concentrate on the advance toward Moscow, believing the Soviets could then be forced to commit the bulk of their last strength to defend the capital. Hitler, however, had his way and OPERATION BARBAROSSA provided for simultaneous advances toward Leningrad, Moscow, and Kiev. Even so, Staff studies predicted the Soviet Union would be finished in eight to ten weeks.

OKH assigned 149 divisions, including 19 panzer divisions, to the operation. Their nominal strength was 3,050,000 men. To this were added 500,000 Finns and 150,000 Rumanians.

In June '41 the Russian western frontier defense was assigned to some 60 armies. While it is difficult to accept that these armies were in as austere a condition as the post-war Russian assessment would have them appear, they were certainly not prepared for the test to which they were about to be subjected. They were established along a line that, for the most part, had been deep in Poland less than two years before. Communications and defensive points were in the construction stages.

Because of the Russian reluctance to release hard statistics, nearly all Soviet troop strengths remain estimates. The best available figures give about 70 percent of the Soviet forces as actually on the front lines—3,000,000 men.

Under the initial shock of BARBAROSSA, surprise soon turned to confusion and then panic in the Russian ranks. By the second week, it appeared the first objective, destruction of the Soviet Army close to the frontier, had been accomplished. By mid-July, Army Groups North and Center had crossed the Divina and Dnepr rivers while Army Group South was making an easterly sweep through the Ukraine.

As the collapse on the frontier occurred, and during the retreat into the interior, the Russian Army underwent a reorganization from the top down. Incompetence in leadership, due primarily to the purges of the 30's, was removed and field commands were scaled down to the capabilities of the Officer Corps. An Army was reduced to five or six divisions, and the Corps-sized unit was abolished. Divisions were trimmed from the pre-war 12,000 men to a more manageable 6000-9000.

Still, by mid-July when Army Group Center forced the encirclement around Smolensk, the Soviet Command was doing exactly what the Germans had hoped; standing and fighting instead of voluntarily retreating into the country. It had, moreover, made the decision that Hadler and Brauchitsch had predicted, namely, to put its main effort in the center in front of Moscow.

On July 19 Hitler confirmed his convictions that Moscow was not the primary strategic objective. Army Group Center was shorn of its armor, and told to push on toward Moscow with only Infantry.

By September, this was revised and the armor was returned for a final try at Moscow. The fronts before Moscow now held 40 percent of the Russian Army manpower, but the Soviet strategy was the same; meet the enemy head-on, wear him down, stop him, and then counterattack. Again these tactics failed, for within the first week of October, Army Group Center broke the Russian lines and victory appeared so near that OKW cancelled plans for an expedition out of Finland to cut the Murmansk-Moscow railroad.

But as the offensive continued, slowed first by the mud and then the cold of November, it became apparent that Army Group Center was worn down. Five months of fighting had taken 750,000 German casualties with only about half replaced. Despite the Russian losses, the Germans claimed 3,000,000 prisoners alone, the Soviets were still able to raise and deploy nine new armies in November.

At the beginning of December, Army Group Center put its last man and gun into the attack. The German hope was that the Russians had done the same.

That they hadn't was suddenly apparent. In the morning fog, at -40 degrees, the Russians attacked Army Group Center just as its patrols were able to see the spires of Moscow. The 3½ year string of German victories came to an end.

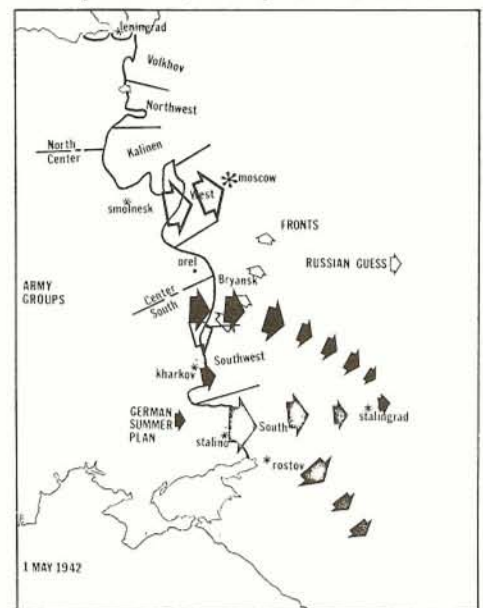
Although this Russian winter offensive 41-42 failed to accomplish a clear-cut military victory before grinding to a halt in Feb., it dealt the Germans a damaging blow. Most important, it destroyed the myth of German invincibility and raised Soviet prestige at home and abroad.

With the halt of the Russian winter offensive in February, the front stabilized.

The Russians did not know what sacrifices the coming campaign would entail. To their certainly 6,000,000, and possibly 8,000,000 military losses in killed or captured could be added millions of civilians. The Soviet Union had lost 47% of its inhabited area, a territory in which 80,000,000 people had lived. Moreover, the territory had produced 71% of the pig-iron, 58% of the steel, and 63% of Russian coal.

But the price was not more than the Stavka was willing to pay. As the Soviet Command now belatedly recognized, territory and lives were the Russian Strategic Assets.

The Germans had also suffered casualties, over 1,000,000 men thus far. But their problem had become logistics—it was 850 miles through hostile territory to Berlin, but only 150 miles to Moscow.



The STAVKA's mistake in reading German intentions.

Both the Germans and the Russians made plans for summer offensives. The German campaign, OPERATION BLAU, provided for a full-scale offensive only in the south to be directed down the Don toward Stalingrad and the Caucasus oil fields. The decision to limit the campaign was not a free one. After the strains and drains of the 1941 campaign, austerity was present. Of the 67 divisions allocated for BLAU, two-thirds had to be rebuilt at the front. Only one-third came from reserves.

In the BLAU directive, Hitler's main objective was south-east Russia. His plan was to possess himself of the Don basin and, above all, the Caucasian oilfields. He would thus deprive Russia of her vital fuel supplies and, on the way to the Caucasus, would destroy Russia's remaining reserves of military manpower. To accomplish all this, Army Group South—divided now into Army Groups A and B—would first conquer the Crimea and eliminate those Russian forces still in possession of quite a large area west of the Donets river

and just south of Kharkov. After that there was to be a three-pronged attack on Voronezh by the two forces of assaulting troops moving east from near Kursk. Having occupied the Crimea, the Germans were to advance eastward, cross the Straits of Kerch, which connects the Black Sea with the Sea of Azov, and invade the northwest Caucasus. Having captured Voronezh, the German Armies were to converge from there on the river Volga at Stalingrad. By this time, Hitler calculated, the way would be open to the Caucasus. Once established in the Caucasus Hitler would have the Russian oil for himself. And beyond the Caucasus lay the Middle East and more oil still, and an overland route to the Suez canal as well. To Hitler, peering south-eastward in the spring of '42, the horizon seemed boundless and every prize obtainable.

As the Germans planned BLAU, the Stavka build up the center sector expecting the Germans to concentrate on a continuation toward Moscow. While a German attack in the south was considered a likely possibility, it was expected the Germans would bear north toward Moscow rather than south as the Germans were actually planning. By this false estimate of German intentions, the Stavka placed itself in only slightly less dangerous a strategic position than that of the previous year.

The chain of events did not conform, however, to Hitler's plans. The Russians upset the timetable in two ways. Their first intervention, the abortive attempt to capture Kharkov, worked to his advantage. The other Russian surprise was more serious. It took the Germans eight months instead of six to capture Sebastopol in the Crimea.

In 1942 as in 1941, the Germans were late in starting, and lived to regret their tardiness. The Russians opened the spring with an attempt to take Kharkov on 12 May. Unfortunately for General Timoshenko, the Germans were even then preparing to eliminate the Russian bridgehead over the Donets in accord with Hitler's first phase of BLAU. The forces prepared to do this had already taken up positions when Timoshenko struck out from the bridgehead. As a consequence, the Russians lost 250,000 prisoners, and weakened the Southern Front just at the time the Germans were preparing to strike.

The German offensive, BLAU, began a month later on 28 June. The Germans took Voronezh on 6 July, and then moved south-east along the bank of the Don. Rostov fell on 23 July, but few Russian prisoners were taken. The Russians were learning the vital strategic lesson that land was worth less than men when you have a large semi-empty country.

At this time, nevertheless, the Russian position could scarcely have been worse. The Caucasus, and with it Russia's oil, appeared to be at the mercy of Army Group A. Group A, reinforced by the IV Panzer Army, occupied Rostov. The Caucasus Mountains lay ahead of them and separated them from the oilfields, and were formidable indeed. But their chances of capturing Baku and Tiflis by autumn still seemed good.

But July 1942 turned out to be another of those baffling moments in the war when Hitler made the wrong decision by not being decisive. In '42 he possibly changed the course of history by deciding, in effect, to postpone the attack on the Caucasus by weakening the forces which were due to mount it.

After Army Group A captured Rostov, Hitler ordered IV Panzer Army to proceed north-east to help the VI Army capture Stalingrad, nearly 300 miles away. Simultaneously, he ordered Army Group A to send a substantial part of its artillery as well as other units to Leningrad to reinforce Army Group North.

In the light of *Hitler's own plan* for the summer offensive, these were extraordinary decisions. Their effect was to disperse the overwhelming strength which the Germans then possessed in Rostov, and which, probably would have enabled them to achieve Hitler's prime objective for 1942—the Caucasus and its oilfields. In the end the German thrust toward the oilfields was, comparatively, no more than a feeble shove. Army Group A captured the nearest oilfield at Maikop to find it destroyed. An armored thrust toward Grozny stopped before it got there for lack of fuel and ammunition.

So the German summer offensive and the Russian summer defensive were based on different projections. While the Russians expected the German attack on Moscow, the Germans considered the oilfields more important. The essential aspect of the whole summer campaign was that, while both sides now fought with different objectives, the permanently damaging consequences fell on the Germans.

Moscow remained in Russian hands, and the mishandling of the Caucasus offensive left the oilfields in Russian hands as well. Germany got nothing but casualties, Russia became the dominant military power on the front.

1942—REVIEWED

In retrospect, we can see that the German lack of a determined application of a strategic plan for the defeat of Russia was a fatal flaw. In 1941 they had accomplished their first objective, the destruction of the Russian main force near the frontier, only to find the Soviets were able to raise more manpower and material. Despite this surprise, and the Russian winter offensive, and the winter weather, and the logistics problems, the German Army was still well established in Russia in May 1942. That BLAU was a failure cannot be traced to the field commands. The Army was still quite capable of fighting.

But was BLAU misdirected? Could the capture of the Caucasus oil have sufficiently weakened Russia to force her to withdraw from the war? What about Stalingrad, and the cutting of the Volga river traffic into Russia? Could this have been decisive in the outcome of the war?

In part from the secrecy of the Soviet Government, facts and figures on Russia 1942 are either unknown or somewhat distorted. It would appear that the strategic objectives left to the German army in 1942 were the destruction of the Russian Army in the field and the destruction of Russian war production through capture of important industrial and transportation targets.

The following variant of *STALINGRAD* is based on the strategic concept that destruction of war production and strangulation of transportation nets is quantifiable in terms of reductions in troop replacements or reinforcements.

THE VARIANT

The variant starts with the situation as of May 1942. The Russian order of battle is drawn from recent Russian and U.S. publications. The German order from OKW historical records and publications. No attempt was made to place the game unit markers in specific locations on the board. Instead, German Field Army strengths and Russian Front Force strengths are indicated by the number of defense factors assigned as shown on the picture of the gameboard. The front lines as of May 1942 are illustrated by the shaded areas. These are a best-fit dictated by the hex grid system. However, in the winter of '41 obvious defensive lines such as rivers were frequently ignored by field commanders in obedience to OKW or Stavka orders to hold in place.

The number in the lower right hand corner of the German Army/Russian Front marker designates the DFs allowed to that particular force. The actual corps make-up of the force is left to the player to construct from the available units pile.

The number in the lower left hand corner designates the number of Panzer Corps (German) or Shock Armies (Russian) assigned to that force. These may be ignored, but may not be exceeded.

Available Unit Pool

The corps markers that came with *STALINGRAD* are modified before the game as follows:

1. all but one German 8-8-6 Panzer Corps are removed. This reflects the reduction of armored divisions by one battalion of armor that occurred in early '42. Only the SS units escaped this, so only one 8-8-6 is left.
2. the number of German armored corps remains the same, so all the discarded 8-8-6's are replaced by 6-6-6's in the available unit pile.
3. three Mountain Corps of German troops are created for assignment in Finland. These are 3-3-4's and differ from normal in that during winter the movement factor is not reduced.
4. the Russians created the Shock army in the winter of 41-42. These were provided with additional armor and artillery, resulting in an increased defensive or offensive strength. These are represented by the 6-9-6's, and since four are called for in the initial deployment, three new 6-9-6 markers must be made.

Once these new units have been added to the unit piles, the opponents may now build their respective Armies/Fronts as they choose. No Army/Front strength may exceed the listed DFs. If the exact DF strength cannot be met, a surplus of not more than 2 DFs per Army/Front may be formed into a reserve with the restriction that such reserve forces must be located not more than six hexes from the initial HQ location of the Army/Front from which they are developed.

PLAY

Step 1.—The German deploys his forces within the following restrictions:

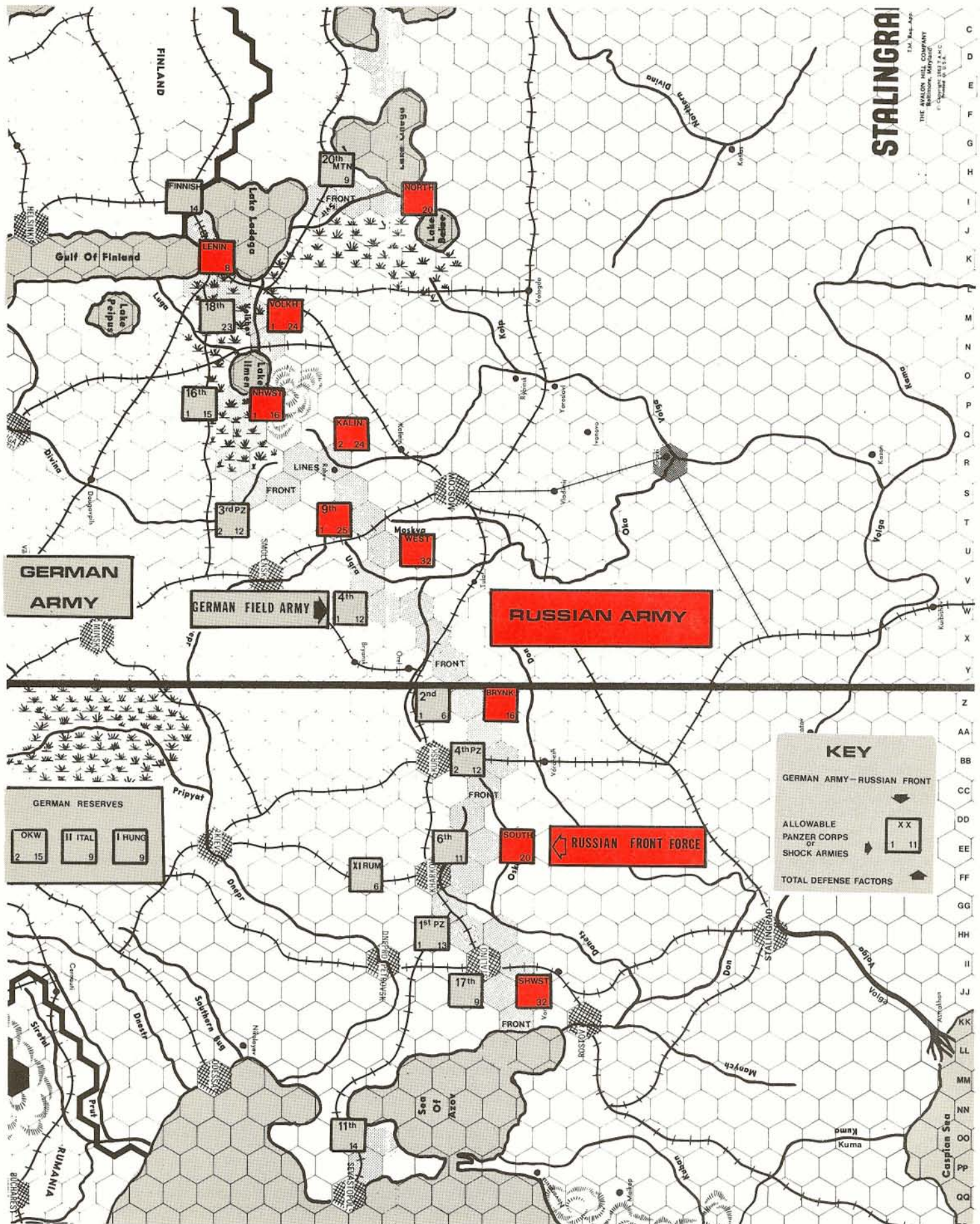
1. All corps of individual Armies must at least maintain overlapping zones of control with another corps of the same Army.
2. There can be no uncontrolled hexes immediately on the German side of the front lines except in Finland.
3. All German forces, with the exception of OKW, 1st Hung., 2nd Ital., and XI Rum. must be adjacent to the shaded front lines.

Step 2.—The Russian deploys subject to:

1. All units of a Front must have touching (not necessarily overlapping) zones of control.
2. The Russian units are only required to be within two hexes of the front lines.
3. The Russians are required to put at least one 4-6-4 in the Crimea.

Step 3.—Play now commences with the German move of May 1942.

The German can now position the Hungarian, Italian, and OKW reserves at any spot at least three hexes from the front prior to his initial movement. This compensates for the Russian lack of intelligence efforts in early '42. The German may also take his 4 DFs replacements, but they must start as per the rules of *STALINGRAD*.



Play now follows the game *STALINGRAD*. All rules remain the same with the above noted exceptions, and the below developed replacement and victory conditions.

Replacements

German replacements remain at 4 DF's per turn. Russian replacements are 24 DF's per turn with the reductions for loss of targets as shown in the Victory conditions. No more than 12 DF's of Russian replacements may enter any one town or city behind the Russian lines in any one turn. All Russian replacements must enter the game from such a city or town. Control is determined by the city or town being behind Russian lines or by the last combatant to have positioned a unit within.

Victory

Any time victory conditions are selected in a game, the play of the game is also affected to some extent. To leave the strategy as free as possible for both the German and Russian player, DF values are assigned to targets inside Russian lines as of May 1942. In this manner, each side may plan a strategy, although the Russian is still somewhat tied to the German actions for his reactions.

However, this approach makes the two possible means of German victory in Russia a possibility. (1) The Germans may defeat the Russian Army and win, or (2) The Germans can capture sufficient industrial and transportation targets to render the Russian war capability ineffective. The target list is as follows:

Location	loss of DFs to Russian
Moscow	8
Leningrad	1
Stalingrad	6
Cut Volga other than at Stalingrad	3
Gorki—note that it is now a city	6
Grozny	3
Batum	3
Kuibishev	4
Control of XX31, XX32, XX33 the Caucasus' oil fields	4
Cut trans-siberian RR between hex X41 and W46	2
Cut Murmansk-Moscow RR	1
Rostov	1
For every three hexes in zone of control of Armor or Infantry unit on East edge of board	1

It is possible for the Germans to reduce the Russian replacement level to zero. When this is done for two consecutive Russian turns by or through May '43, the German wins. Otherwise, the Russian wins.

BACKGROUND ON VICTORY CONDITIONS

The actual value of targets in Russia in '42 will never be known as the Soviet Government has kept quiet about the location of their production facilities, road networks, oil production areas, and population centers.

From a study of the available records of the German Army, and from publications by the Soviets since World War II, the target list was chosen and DF values were assigned. This was further restricted by the *STALINGRAD* game-board, since the Urals and the Middle East are off the range.

The DF values are based on the worth of a target in terms of population, production, transportation effect, and/or morale loss. Thus Moscow, which the Stavka prepared to abandon in '41 and '42 assumes a value larger than its production loss. It also represented 10,000,000 people from which troop strength increases would not be available. Gorki, an industrial and transportation center, assumes heavy value.

Finally, such obvious transportation nets as the Siberian RR, the Volga, and the Murmansk-Moscow RR would certainly reflect a drop in army efficiency due to difficulty incurred in logistics should they be lost.

'43 is still used as the end of the game, because it is assumed that the Allied pressure in both the Med. and Europe would absorb German replacements and weaken the German Army in Russia.

The main hope in developing a Variant to a successful game is to not disturb the basic variables that make the game a success. *STALINGRAD* is fun, but the German loses constantly when faced with a competent Russian opponent (at least under the '63 rules). This variant was developed to reflect the historical opportunities available to both sides in May '42. Although it doesn't remove the stupidity of the German General Staff and Hitler in their planning and execution of the first year of BARBAROSSA, neither does it cancel the ignorance of the Russian Field Commanders through Jan. '42. What it is meant to do is allow the players to make their own decisions, mistakes, and/or brilliant campaigns starting from the May '42 positions of the belligerents.

The game has been playtested, but should you feel the value of targets is not to your liking, it is a simple matter to change them. The secret to wargaming is enthusiasm, and this variant is presented in that vein.

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Design Analysis . . . Continued from Page 18

I feel that the above changes make the game more realistic while not compromising its excellent playability. They compromise British aggressiveness and mobility not by artificial "idiocy rules" but by slowing their supplies and allowing the Americans to avoid the British more easily. They introduce tactical variability without second-guessing, give the British a substantial tactical advantage which they had and which is lacking from the game, and allow solitaire play with the advanced CRT. They introduce the element of destroying the enemy's fighting force rather than just occupying territory for victory. If you find just one of these changes useful, and if they enhance your enjoyment of 1776 even a little bit, then I have succeeded in my purpose with this article.

France '40 . . . Continued from Page 19

surrounded are cut off from supply and have their combat factors and movement allowances halved.

Use air primarily in ground support and interdiction roles. Later in the game you will be making air superiority attacks against the French air units. Air units should be moved to the front as quickly as possible, so any units you don't need to fly that turn should be advanced into Belgium in order to keep up with the retreating Allied forces and in order to get into position to support the assault on the Seine.

What's wrong with the plan? The retreat takes place too soon. This allows the German to exit units off the south edge. I prefer to send in my forces along the line Antwerp-Namur, fight the battle of attrition early, start the retreat with all my forces on about the sixth turn, and watch my southern flank. Should the German foul up the retreat, then I usually have sufficient forces for a counter-offensive in the area. The German cannot then exit sufficient forces to make any decisive change in the French strength. As the plan now stands, it allows the Germans to walk all over France.

★★★★★

BLITZKRIEG RULES

We are now taking orders for the revised second edition rules for *Blitzkrieg*. More than just a clarification and correction of old rules, the new rulebook makes an entirely new game out of this old favorite. Gone are the unrealistic and loophole-ridden air rules of the past. *Blitzkrieg* now boasts the most realistic set of air-to-ground combat rules in existence. No more static "Sitzkriegs" in the middle of the board—the blitz is really put back into *Blitzkrieg* under the new rules making he who hesitates truly lost. Renowned game player Dave Roberts used all his expertise and skill over the past year to perfect the rules for this old favorite and update it to today's high standards in game design.

Here's just a sampling of what the new rules offer:

- * A Basic Game every bit as challenging and playable as the old classics
- * Realistic stacking rules which really put the Blitz back in the Krieg
- * Two square range for Breakthrough artillery and special Barrage tables
- * Armor impervious to infantry ZOC
- * 15 turn game limit which ends the all night marathons
- * Strategic Movement
- * Greatly simplified and improved supply system
- * Best air combat system ever
- * Strategic bombing of crucial industries
- * Naval Ascendancy rules
- * Ambiguity free! (we hope)

We cannot recommend this official rules revision too highly. All current owners of the game owe it to themselves to update their sets and get some real enjoyment out of *Blitzkrieg*. You can update your game by ordering just the rules although we suggest you also order the new CRT card.

2nd Edition Rules of Play	1.25
Revised CRT card25

*Plus the usual shipping charges.

PBM - THE HARD WAY

SPECIAL PLAY-BY-MAIL INSTRUCTIONS FOR THIRD REICH, BLITZKRIEG & PANZER LEADER

PBM enthusiasts have fallen on hard times in recent years due to the increasing complexity and sophistication of new games. The simple pbm procedure for the classic games can rapidly become a maze of multiple letters and side notes with the addition of phases to the standard player turn. However, enthusiastic or masochistic pbm'ers (we're not sure which) continue to challenge the intricacies of today's games with their pbm moves. The article below is a collection of 'methods' for dealing with the problem for three of our most recent games.

PBM BLITZKRIEG

By Earl Thomas

The game designers at AH have outdone themselves. With no change in the Mapboard or Counters they have created a completely new game. It is not necessarily either a better or worse game, no more than an apple is better or worse than an orange; it is a matter of taste. I for one would suggest a slight increase in price and inclusion of both sets of rules stamped "Mod 1" and "Mod 2."

One of the novel features introduced into the "New BLITZKRIEG" is the number and complexity of missions assigned to fighter aviation. These features are bound to accentuate the advantage of the more skillful player which is as it should be. After creating this intricate web of fighter missions with all kinds of strategic and tactical subtleties, the designers must have stood back, smiled and patted each other on the back. But when some bewildered novice asked how one could implement these in play by mail, they promptly fainted! Once they recovered, they weakly suggested that pbm players do not employ fighters. Shame! This is a cop out. It isn't at all that difficult; the germs of the solution are in the "Old Blitzkrieg."

Fighters engage only in two missions, Interception and Escort:

1. Interception takes place only over the hex being attacked.
2. The maximum range of the intercepting aircraft to the intercepted hex is 12 movement factors.
3. *Unescorted Bombers.* Every 2 Interceptors (rounded down) attacking unescorted bombers destroys 1 bomber factor. Defender chooses the factors lost. The loss occurs before the bombing attack.
4. *Escort.* The attacker may choose to escort his bombers if he has fighters within range of the hex being attacked.
5. *Interception of Escorted Bombers.* The defender must at least match 1 to 1 the number of escorting fighters before the surplus interceptors can be assigned to attack the bombers as in 3 above.
6. At pbm for 1 to 1 fighter combat, both the defender and attacker lose 1 fighter factor. No stock, dice roll or additional letters required.
7. If the defender wishes to attack the escort at odds of 2 to 1 or greater, he then sends the attacker a postcard with stock and date and the results are obtained on the ACT table.
8. Interceptors may be scrambled against a vacant square to avoid *air to ground attack*. If the attacker conducts no air operations that turn, Interceptors cannot be scrambled to avoid ground attack.
9. Air Transport or Staging between friendly cities cannot be intercepted. Parachutes more than 6

hexes from friendly ground units can be intercepted.

10. Air Interdiction is defined as in the old rules. Interdicting bombers may be escorted and intercepted.

The above rules will very rarely require any additional communications in a play by mail game. At the same time, it will permit play by mail opponents to employ fighters to restrain unlimited air operations.

The rule about air transport is to correct what I believe to be an error in the "New Rules." Interceptors on ground alert would never be able to respond fast enough to interfere with air operations behind enemy lines. It would require a patrol or fighter sweep to accidentally be at the right place at the right time. On the other hand, a parachute deep (more than six hexes) behind your own lines might provide sufficient warning to be intercepted. Since Interdiction is combined with ground attack, it is assumed that the defender has sufficient warning to intercept if he so desires and has fighters available.

This writer feels that both fighters and bombers are desirable to create the desired level of strategic complexity. It is hoped that the above modifications will facilitate their employment at play by mail and perhaps some will prefer them across the board. If the optional fighter rules are not employed in the tournament game, the offensive capability of bombers is exaggerated. The above simplified fighter rules are a playable alternative to omitting fighters in the tournament version of BLITZKRIEG.

PBM PANZER LEADER

By Richard E. Foos & Charles R. Woodfall

PANZER LEADER is fast becoming a very popular game, and no wonder, it is much improved over its "Sister Game" PANZERBLITZ. We have found that PANZER LEADER is playable by mail with some very minor rule changes, and using the existing charts and tables. The ideal pbm system should come as close to ftf play as possible. We believe we have accomplished that.

To begin with, a 6 digit system is required. Tom Oleson presented such a system in the GENERAL, Vol. 11, No. 4, called the Hexagonal pbm Chart. Though this system is usable, it may not be convenient for everyone. In this article, Tom also referred to a die roll sheet pioneered by AHIKS.

Although both systems have their uses, they seem to go about a very simple problem in a very involved manner. Getting a base 6 number from a standard base 10 number is a matter of simple division. Merely divide the sales-in-hundreds column of the stock in question by 6, using the remainder as your base 6 result. A remainder of 0 would be equal to 6. You can then play the game using its original charts without the nuisance of fooling with new tables which may change the percentages of the game as designed.

We suggest the following sequence of play:

1. Write Indirect fire attacks for next turn.
2. List Opportunity fire attacks.
3. List Minefield attacks.
4. List I.F. attacks.
5. List D. F. attacks.
6. List Engineer functions (Bridge demolition, create block).
7. List Air attacks (Allied only).
8. List Overrun attacks.
9. List C.A.T. attacks.

10. List unit(s) wishing to enter stream hex and which hex.

PBM-INDIRECT FIRE

This is one of the best features of PANZER LEADER. It works quite well using "coin envelopes." (Small envelopes available in any stationery store). Write your I.F. orders for the next turn on a small sheet of paper listing the firing unit(s), hex(s) fired at, and the spotting unit(s). Enclose in "coin" envelope and seal. Mark on the outside of the envelope the playing side, turn #, situation #, current date, and your name. Mail with your current turn. At this point your first question will be:

1. What's to keep the other guy from "peeking"?

A. Send an I.F. envelope every turn, even if you do not plan to use it.

B. Your opponent must send you back the I.F. envelope unopened if you do not call for I.F. on your next turn.

C. Player receiving I.F. envelope should initial and date it.

2. What's to keep *you* from using a gun for Direct Fire on the turn you intended to use it as I.F.?

A. Envelopes returned to you unopened, because you elected not to use I.F. should be mailed back to your opponent several turns later. (When the contents would not give away your strategy). Mark it void. Each side can check up on the other to insure I.F. guns were not used illegally. If they were, then the one who broke the rules should concede the game, or arrive at some other solution agreed to by both players.

If on your next turn you do list I.F. attacks, then your opponent need only open the envelope for that turn to verify it. If the spotting unit is no longer operational when I.F. is executed, then a subsequent stock from a list of "emergency" stocks will be used to determine the effect, as per rule VII-C-8 (scatter chart). If fire is scattered, the next number will give the direction. If you're lucky enough to "hit" anything, the next number will give the result. Admittedly, it is not a fool-proof system. It's possible for an opponent to open an envelope and then reveal it. We're sure that with a little ingenuity anyone could devise his own safeguards against this. The ultimate aim is to try to play the game as close to ftf play as possible, and use the rules as written.

OPPORTUNITY FIRE

This is the best yet, the end of "Panzerbush." Though this is an optional rule, it is not as hard to use as one might think. Let's look at this problem with a little logic. First, set up a board and take several units of varying movement factors (M.F.). Put a gun on a hilltop (try a German 88). Note that units that have a small M.F. will have a difficult time moving their maximum distance without being in the LOS/LOF of enemy guns the required ¼ M.F. A unit with 7 M.F.'s ¼ rounded down is only 1 M.F. We consider two road hexes equal 1 M.F. and use opportunity fire as follows:

1. The Opponent moving his units always gets the benefit of any doubt. If it looks like he could have moved from departure hex to destination hex via any route that would have kept him out of your LOS/LOF the required M.F.'s, then no opportunity fire should be called.

2. If it is clear that his move could not have kept him out of your LOS/LOF, then if you wish, blast away. In this case use the most direct route from departure to destination, and fire at the first hex that the unit became legal, or any hex thereafter, within your LOS/LOF.

It makes little difference what route the defender actually used to reach his destination, as long as there were no routes available that would have kept him out of your LOS/LOF. Surprisingly, there is usually little doubt about the route that was really used. In order to play this system by mail, it is a small concession to let the attacker choose the fired upon hex. You can be sure that both players will use a lot more caution. (See examples)

AIR ATTACKS

Air attacks are very easy to pbm. The only requirement is breaking up the Allied turn into phases. Do all the steps in your Order of Attack sheet, including moving aircraft adjacent to targets, list the type of air attack, and mail your turn. (No need at this time to mail stocks). German player can now make his anti-aircraft attacks. When the results are known by the Allied player, he can complete the rest of his turn, and at this time send in the necessary stocks to resolve his complete turn. The only drawback is the turns will take longer to play, and it will use up a lot more stamps. Using the L-5 for spotting should be no problem at all.

AMPHIBIOUS LANDINGS

In order to pbm the two situations depicting Allied landings in Normandy, we propose the following changes to the ftf rules.

1. **Rule XI-A-2:** Allied player must make a landing on first turn of game, and can then make subsequent landings at any time he chooses.

1. **Rule XI-D-4:** The survival of the DD tanks to be determined in the initial set-up. The Allied player then can use the remaining units in any landing(s) he chooses.

The above changes will make pbm more manageable. The changes seem to favor the Allies, but there is some compensation for the Germans. The first turn N.A.S.P. fire directed at his fort(s) will not know what units are in them, if any.

The following format explains how to play these situations by mail. The key is a letter exchange date (L.E.D.), a common date for both players to mail their letters.

1. GERMAN PLAYER

- Sets up and sends location of Blocks, Mines, and Forts.
- List two stocks to determine outcome of Allied DD Tanks. (Closing date a few days before Item C).
- Sets up first L.E.D. (Letter Exchange Date).

2. ON FIRST L.E.D.

ALLIED PLAYER

- Sends co-ordinate of the initial hex for each of his units. (Do not identify units at this time).
- Send two coin envelopes containing N.A.S.P. I.F. for turns 2 and 3.
- List NASP D.F. for this turn.
- List stocks to resolve outcome. (Date a few days after mailed).

GERMAN PLAYER

- List location of the rest of his units.
- Set up next L.E.D.

Note 1—This is Allied player's first turn. He has fired at German fort(s), using his first turn NASP and has sent his I.F. for the next two turns. When letters cross in the mail, he will know the location of

the rest of the German units. German player will know which sea hexes are occupied, and the next LED will be set up.

3. ON SECOND LED

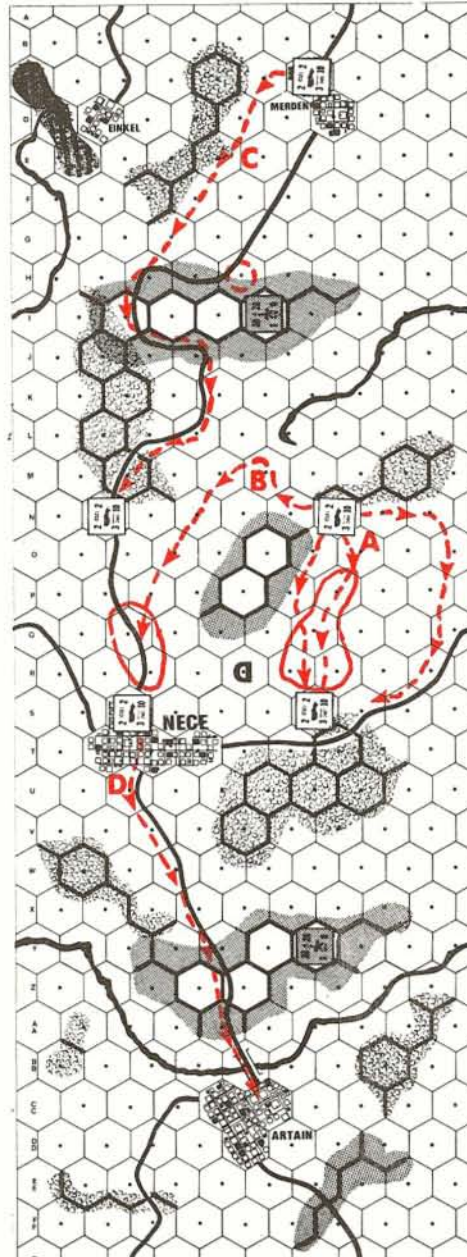
ALLIED PLAYER

- List Identification of units in sea hexes.
- If Allied player intends to make a second landing at this time, he will set up the next LED, and advise which sea hexes will be occupied. Send IF envelope.

GERMAN PLAYER

- List DF at sea hexes.
- Send his I.F. envelope for turn #2.
- After making his moves (if any), list their location.
- Send stocks and closing date to resolve attacks.

Note 2—This is German player's first turn. He has now fired at sea hexes, not knowing identification of units until letters cross in the mail. He will know if a second landing is planned if he gets a LED from the Allied player. If Allied player not planning another landing at this time, he will send his next turn moves



after this LED. If Allied player is making another landing then the third LED will be the same as the second. Both sides will now exchange normal IF envelopes for the next turn. Allied player will always send his NASP envelope for two turns in advance.

We have started using these rules, and so far they are working out quite well. Doubtless they could be improved upon. We welcome any better solutions. **PANZER LEADER** is too good not to have a pbm system.

EXAMPLES OF OPPORTUNITY FIRE

EXAMPLE A: German 88 on hilltop hex D-Y-7.

Allied halftrack on hex D-N-8.

Halftrack moves to hex D-S-7.

The halftrack cannot move to that hex without being in the 88's LOS/LOF the required 2 M.F.'s. Assume the halftrack took the direct route and fire at any of the following hexes: P-8, Q-7, R-7, R-8.

What if a halftrack dropped off a passenger at hex S-7, then moves into Nece? It could still be fired at in any of the above listed hexes while carrying its passenger.

Suppose units are stacked in hex D-N-8, and each one moves to a different hex, or that several units in the woods near hex N-8 joined together as a stack at hex D-S-7? In either case, only one of the units could be fired at, as it would be considered that each unit moved independently. If units start and end stacked, then the whole stack could be fired upon. If units start as a large stack, and split up into two small stacks, then either small stack could be fired upon.

EXAMPLE B: The same halftrack this time moves to Nece (D-S-3). There is little doubt about the route taken. The unit would have been in your LOS/LOF at Q-3 or R-4.

EXAMPLE C: German 88 on hilltop hex D-I-6.

Allied halftrack in Merden D-C-7.

Halftrack moves to D-N-3.

The unit could have made this move out of LOS/LOF. But if it went to Nece, it would have to use the road out of Merden, thus entering your LOS/LOF twice, once at H-6, and again at R-4.

If it were a truck, it could have used the road to Nece, and never been in LOS/LOF the required number of Movement Factors (M.F.'s).

EXAMPLE D: German 88 on hilltop hex Y-7.

Allied halftrack in Nece.

If Allied unit moves down road to Artain, the 88 cannot fire because hex Y-6 would block its LOS/LOF. If the Allied unit in the town of Nece had only 7 M.F.'s, then the 88 could fire at it at V-4.

PBM THIRD REICH

By Dean Miller

For those of us who believe that pbm is the only way to wargame, the arrival of a new title is always a time of anxiety, and challenge. Can it be played by mail? Since nearly every game can, the secondary questions are really the ones asked at this point: (1) In how much time; and (2) how complex a system is required. As games have become more complicated, particularly as they have come to involve multiple step turns, the difficulty of playing them by mail has increased. Correspondingly, the desirability of actually beginning such a game has diminished. For one thing, you must be very careful in selecting opponents—frankly, a goodly percentage of the persons who place or answer "Opponent Wanted" ads in this magazine are either incapable or unwilling to cope with a complicated system. For another, the paperwork can be enormous—ask about my pbm Jutland system

sometime. In these circumstances, a game must have a high degree of appeal in order to make it worth the effort for me. A notable example of such a game, in my opinion, is *THIRD REICH*.

This game has two things going for it. First, it covers an era, and is on such a scale, as to be of great appeal to most gamers. The popularity of this game and World War II show this. Second, *THIRD REICH* followed another game on this subject, *WORLD WAR II*, which had built up the expectations of the gaming public and then proved to be subject to serious flaws. At this point *THIRD REICH* came along, showed itself to be better designed and thought through, and looked very good in comparison. This advantage, coupled with the Avalon Hill practice of supporting its games with a continuing source of interpretations, articles and opponents over the years, rather than abandoning them to as quick an obsolescence as the market will tolerate, has helped to make *THIRD REICH* a very welcome addition to the field, and in the process, a game which is well worth the effort to play by mail.

The system which I have devised and playtested does not permit play in precisely an identical fashion as a face to face game. To do so would string out a game over a prohibitively long time period. However, I believe that the corrections necessary to permit a game by mail do not change the essential nature of the game, and most of them make for better realism. Primarily, they have the effect of forcing the defender to decide in advance which hexes he will allocate his air factors to defend (anticipating also the possibility of exploitation attacks). In addition, the defender must similarly decide how many of his naval units he will use to attempt to intercept Transport or Sea Bombardment missions which his opponent might make. If he guesses wrong, he is stuck with his decision, and cannot change these allocations if it develops that his opponent attacks other hexes or performs naval missions not anticipated by him. Neither can he send additional air units to a hex under attack. The severity of this system is mitigated somewhat by the companion feature of this system which permits a player to use air or sea units which had been designated by him to provide defense or interceptions, but which did not come into play because his opponent did not attack or attempt the anticipated move, on his own offensive turn.

Here's how my system works, step by step:

1. Allied player deploys his units, and mails to opponent, indicating:
 - a. which of his units will have defensive air support, how much, and from which air units;
 - b. which fleet units will attempt to conduct interceptions of Transport Missions, and of Shore Bombardments;
 - c. which counters are to be removed in the event of attrition (listing in order desired up to the maximum possible.)
2. Axis player indicates deployment, and lists options chosen for each front, noting BRP's used.
3. Axis player lists moves. If interception of naval missions is possible, he lists two stocks for the necessary die rolls. Interception will always be attempted at the hex closest to the base of the nearest naval unit so attempting, unless the Allied player has otherwise specified; the path of naval missions must always be direct between the ports involved.
4. Axis player lists attrition factors for fronts on which he has elected this option, and a stock for each such front.
5. Axis player lists attacks, setting forth attackers, defenders, air interceptions, air support, odds and a stock for each attack. If participating units are contingent upon outcome of interception

attempts by opponent, he lists odds in the alternative. He also indicates units to be exchanged and advanced after combat.

6. Axis player selects stock date and 10 extra stocks. The extras are for use in resolution of battles involving counterattacks. Axis player then mails steps 2 through 6 to opponent before stock date.

7. Axis player resolves interceptions, attrition and attacks.

8. Axis player selects hexes to be occupied under attrition results. (Allied player may pick hex to retreat to at start of his turn.)

9. Axis player moves mechanized units under exploitation, and lists exploitation attacks with stocks and date as in steps 5 and 6 above.

10. Axis player indicates for opponent's phase which units will have defensive air support; which fleet units will attempt interceptions; and which counters are to be removed in case of attrition, as did Allied player in step 1 above.

11. Axis player creates new units, noting BRP's spent, lists his Strategic Redeployment moves, and mails to his opponent prior to stock date.

12. Allied player resolves exploitation attacks, and repeats steps 2 through 11.

13. Allied player computes BRP's by both sides at end of turn. If he is to be first phasing player on next turn, he requests opponent to indicate step 1 information along with results of exploitation combat; otherwise, he includes this information with his mailing.

14. Axis player resolves Allied exploitation attacks; and either performs step 1 or steps 2 through 11, depending upon BRP count.

15. The forgoing process is repeated until the game is concluded.

Conversion of stock results to 6 Jigits can be accomplished through Hexagonal pbm CRT set forth by Tom Oleson in the Nov-Dec 1974 General. However, I prefer the much simpler and equally random "divide by 6" method, which I find is used by a large number of wargamers. Under this method you find the sales in hundreds figure for the designated stock, divide it by 6, and use the remainder as the die roll. If the remainder is 0, the result is a 6. Thus if the sales in hundreds figure is 742, the die roll is 4; if it is 666, the die roll is a 6. You can also use Oleson's grid system for identifying hexes as it was set forth in the Mar-Apr 1975 General on page 20. Personally, I prefer an all numerical system, and use the following: Hexes are numbered from right to left by row, starting from the top. Thus, the top row is numbered from the right hand corner 0101, 0102, 0103, etc. The even numbered rows begin with the first full hex. Thus, 0201 includes the east half of the compass. Under this system, Moscow is in hex 0816; Berlin, 1230; Paris, 1538. Numbering continues under charts and tables as if they weren't there; Cairo is in hex 3919; Damascus, 3414; Tripoli, 3533.

Deployment of minor country forces is handled as follows. The player who is contemplating attacking any minor country requests his opponent to deploy the forces of that country. This does not commit the requesting player to declare war and attack—it merely facilitates a smooth continuance of the game if he chooses to do so. During subsequent turns in which no attack has been made, the opponent may change the deployment (always keeping the required unit in the capital, of course), to adjust to changed circumstances. It is possible where both players are contemplating attacking a particular country, such as Turkey, for there to be two deployments for that country, each set up in response to the opponent's request. Of course the deployment of the opponent of the player who does

declare war and attack is the one which is activated and used in such a case. I usually request a deployment of Yugoslavia, Belgium, Denmark and Netherlands along with my first communication to a potential Allied opponent.

Murmansk convoys require a different procedure. The Axis player must indicate with step 3 of his move any naval, air and U-boat counters which are moved into the Murmansk box. This designation only affects Allied moves which occur after this point, and lasts until the Axis player's next move. For example, if he moves first on the turn in which he moves units into the Murmansk box, and second on the following turn, the units so transferred will apply to convoy attrition for both turns, if the Allied player attempts Murmansk convoys. The Allied player indicates the number of BRP's attempted to be transferred, the escorting forces, and 2 stocks, with his turn 11. If the first stock result is a 1 or a 2, the Allied escorting strength is cut in half; otherwise, it is full strength. The second stock result is used to resolve convoy attrition then. This alleviates somewhat the fact that the Allied player will always know the number of Axis units in the Murmansk box. It can be rationalized as reflecting the uncertainties caused by weather, leadership, etc. It also serves to mitigate the lack of realism of the equal factor exchange system—one of the few undesirable elements of the game as designed.

Strategic Warfare is handled in a similar manner, once again reflecting the difficulty of concealment of strengths in a two player format. Each player creates his strategic warfare units during the unit construction phase of his spring turn for a given year. Then the player performing step 11 for the winter turn of that year includes a stock for resolution of strategic warfare. The opponent resolves this die roll in step 14 in the following manner: If the result is a 1 or a 2, Allied strategic warfare factors are cut in half; if the result is a 5 or a 6, they are doubled; otherwise, they are not affected. Based upon the results of this die roll, strategic warfare is resolved as set forth in the instructions. Once again, this method can be rationalized, with much force, on the same basis as the one established for Murmansk convoys.

An alternative procedure, one which I have come to prefer, is also available for handling Murmansk convoys and strategic warfare. This is for each player to indicate to his opponent, at the times called for or permitted by the rules, his unit builds of strategic warfare units and moves into the Murmansk convoy box *in code*. At the time the inverted counters must be revealed, the players supply their opponents with the keys to their codes, and convoy attrition or strategic warfare is decided in the usual manner. For example, the Allied player wishing to SR BRP's to Russia via convoy so indicates with his step 11 of his move, including a stock and date. The German then resolves convoy attrition, and includes the results with his next move, including the key to his code so the Allied player can verify the number and type of units his opponent had in the Murmansk convoy box.

For strategic warfare, the player having the last move for a year would indicate his own, and request his opponent's strategic warfare counters, including the keys to the appropriate codes with his step 11. The player moving first in the following year would resolve strategic warfare in the Year/Start sequence, noting the result with his step 6.

This process requires that keys to codes used be changed frequently, a not unrealistic necessity. It is also desirable to use different ones for strategic warfare and Murmansk convoy designations, as one may need to be revealed before the other is. I encourage my opponents to endeavor to figure out

3-D PANZERBLITZ

A Boardgame for Miniaturists

By Richard L. Boreczak

From the time a friend of mine introduced me to the jewel-like quality of GHQ Micro-armour as designed and produced by Greg Scott of Minneapolis, Minnesota, I wanted to build a miniature wargame table that would be small enough to be set up in a minute and would store away when not in use. I wanted to use it in the same way boardgames are used by wargamers. Avalon Hill's *PANZERBLITZ* seems like a ready made game that could be used with Micro-armour to replace the counters. But this had serious shortcomings as the AFV's looked out of place on the flat two-dimensional terrain of the board. Yet, the *PANZERBLITZ* game offered ready made sceneries, a map, and rules that would keep a wargamer quite active.

I decided to build a three-dimensional, double size version of the gameboard. The first step was to double the dimensions of each board to 16 inches by 44 inches. Assembled as in one of the situations given in the game rules, the table top size is only 48 inches by 44 inches which does not take up too much room and fits easily into apartment living. The individual boards can be stored behind a door, in a closet, or under a bed.

There was a question in the beginning of selecting a material which was easy to work with, would be light enough to handle easily, and would be cheap. I chose one-half inch styrofoam insulation material which is available in two by four foot sections and can be purchased in most stores that handle building materials. I got mine at K-Mart. It is easily cut and sanded. It can be glued together to form hills and can be painted.

The styrofoam was glued to 1/8 inch hardboard (or 1/4 inch plywood or even two of the 1/2 inch styrofoam sheets can be glued together) with white glue such as Elmer's Glue. Each 16 inch by 44 inch board was then laid out with gullies and hills by taking measurements from two adjacent sides of the *PANZERBLITZ* board to a "point" on the map, multiplying the dimension obtained by two and then transferring the "point" on the styrofoam board. When enough "points" were located on the styrofoam board, I connected them with a marker thus giving a double size copy of each board except for the roads which will be plotted later after the boards are painted. I had to make certain that where gullies came to the edges of the boards, they match all boards when they are joined together in different situations.

With an X-acto knife, I cut out the gullies making them about a half inch wide. I tapered the banks another half inch on each side. This was quite easy as I did not have to worry about any bad cuts at this time since the banks had to be smoothed and rounded off at the edges by sanding and using a commercial patching plaster from a can or powder mix. I needed the plaster mix to fill in the bottom of the gullies and to shape the sides of the hills. An alternate method to form gullies would be to wrap sandpaper around a half inch dowel and then sanding the gullies into the styrofoam.

I then located the hills and ridges on the styrofoam boards in the same manner I used to locate the gullies. I measured across the lengths and widths of each hill and ridge, doubled the dimension obtained, and then drew them on a sheet of half inch styrofoam. I then cut them out to the shape shown, including the slopes. The edges were tapered by cutting and sanding, leaving a flat surface to the hills that show a flat surface on the *PANZERBLITZ* boards. One or two of the larger



Here is an overall view of the 3-D Panzerblitz three board setup as assembled for situation 7, a meeting engagement during the

German relief of Kiev. You can see the hills, woods, and villages that give the same terrain features as on the Avalon Hill boards.

hills were made by using two thicknesses of styrofoam glued together to give height.

Here again I used the plaster mix to ease the slopes so that the Micro-armour AFV's can traverse them. Although I don't believe it is necessary to be exact in making up the hills and ridges, I did strive to duplicate all the salient features of the *PANZERBLITZ* gameboards so that the "feel" of the *PANZERBLITZ* game would be carried over into the Micro-armour battles.

After I was satisfied that the gullies and hills were smooth enough after using the plaster mix, I painted the three boards with a green latex interior wall paint using a fairly large paint brush. The slopes can be painted a brown color to match the *PANZERBLITZ* gameboards or left green which would be more realistic.

The next step was to locate the roads. Once again I had to take measurements from each *PANZERBLITZ* board to locate road junctions, turns, bends, and road terminations. Measurements had to be taken in the same manner as described earlier for the gully locations. As before, these dimensions were doubled and then located on the painted styrofoam boards. I used a half inch wide brush to paint in the roads using a light earth color. Any errors that I made were quickly corrected by overpainting again in green.



Photo 1. German second turn. Photo shows Russian units reaching hill 135. German units are behind the hill and strung out along the roads.

With the roads painted on, the double sized *PANZERBLITZ* boards began to look like a wargame table. The boards were then placed against each other in all the different combinations to make certain that the roads were continuous across the

board edges. Using the green and tan paint, I could have made corrections had they been needed.

At this time I had to decide on whether the trees and forests would have to be removable for storage. If the "woods" were to be removable, the trees could have been mounted on cardboard, plastic sheet, or balsa wood stands that were cut to the area and shape of the forests on the *PANZERBLITZ* boards. Remember that the dimensions for the forest areas are doubled for length and width.



Photo 2. This is a close-up of Russian column. Separate records were kept of units being transported by tank and in trucks.

However, I had decided to make the trees a permanent installation, planning on a storage cabinet to protect them when set aside. I will describe this later. The trees were pressed into the styrofoam in the areas that had been located on the boards. I daubed in a darker green paint in these areas to match the forests on the *PANZERBLITZ* boards. Because the trees had to be spaced far enough apart from each other to allow placing AFV's and stands in the woods (rather than on top of them as in the Avalon Hill game), the darker painted areas more accurately indicated the "woods." Enough trees placed in these areas gave the three dimensional effect I wanted, as can be seen in the pictures.

Different materials can be used for trees. I bought a couple of yards of two different colored fringe material that looks like half inch balls attached by thread to a ribbon which I found in a fabric store. After cutting them from the ribbon, I drove a brown wall panelling finish nail through the ball and then inserted the "tree" into the styrofoam forming woods or forests. Other trees were made by purchasing plastic flowers and greens from a plastic

flower department of a store and then removing certain appropriate leaves from the stems. I inserted the same type brown nails through three to five of these leaves to form trees and then pressed them into the styrofoam boards.

Some model railroad scenic supplies especially in "N" gauge can be used such as KIBRI #7920 trees which are about 1½ to two inches tall. Lichen can be purchased in a hobby store, cut and shaped into trees, and glued to these same brown nails. It comes in various colors and this should enhance the appearance of the forests.



Photo 3. This shows German defensive area showing Wespe and Hummel on hill just above town of Adski in lower right.

With the gullies, hills, roads, and woods located, the rest was easy. *PANZERBLITZ* towns become villages made up from Monopoly houses and hotels. These were painted various colors. Additional buildings could be made from a variety of balsa wood sizes that are available in all hobby stores. Triangular shaped balsa lengths could be cut to form roof sections with other rectangular sizes forming the buildings themselves. I also understand that there will be some 1/285 scale vacuum formed buildings available soon from Bellona who has made terrain sections in the larger scales.

The houses were cemented directly to the boards after I located the sites of the villages. The areas were doubled, of course, and the houses were arranged along the intersections of roads allowing enough spaces between them to allow AFV's to drive through them or to hold up in them for added protection as in the *PANZERBLITZ* game.



Photo 4. This is a close-up of the indirect fire Hummel and Wespe. The 88 MM anti tank gun is in woods to right.

The *Monopoly* houses could have been cemented to cardboard or plastic bases that could be cut to the size and area of each town so that they could be removable for storage or even for replacement of a war damaged town with ruins.

The bottom of the gullies were painted with a ¼ inch line of blue paint to represent water. A few bridges were needed and I vacuum formed them so that they were removable. Damaged ones were also formed and they are used to replace bridges that are destroyed.

I now have a double size, three dimensional *PANZERBLITZ* game with the same roads, gullies, hills, woods, and villages as on the Avalon Hill gameboard. I then used my Micro-armour to fight battles using the *PANZERBLITZ* rules, just



Photo 5. German 7th turn. This shows the German retreat to hill 129 on board 2, with some units reaching hill 132.

doubling all the movement and fire ranges. A range stick was made out of quarter inch dowel by marking on it 1.6 inch segments. Each segment is equal to each hex in the game. A movement range of eight hexes will equal a movement of eight 1.6 inch segments on the range stick. The GHQ German infantry was mounted on stands, three figures for a German platoon and six figures for a Russian company. The Russian figures were painted Khaki and the Germans were painted gray. If someone did not want to bother with the effort of mounting figures in 1/285 scale, they could use the *PANZERBLITZ* counters for infantry and heavy weapons units. The excellent *C in C Soft Metal Castings Company* now has a 75MM anti-tank gun available which can be used for Russian 76MM anti-tank guns. There are two GHQ trucks that can be used for transport. Most all of the AFV's needed are made by both companies. I am told that many new items including 2½ ton transport trucks will be available soon.



Photo 6. This shows the German defensive units in town of Golod. Shown are a Panther, Stug III, a rifle platoon, and a mortar crew. Also a Panzer IV. Russian T-34's are just entering board 2.

After awhile I found that I could use other World War II rules with the *PANZERBLITZ* game situations as given in the game. In my opinion, the best set of World War II rules published are those written by Arnold Hendricks of the New England Wargames Association and they are titled *1944*. They allow for a fast moving game and give one a feeling of tactical command as in the *PANZERBLITZ* rules.

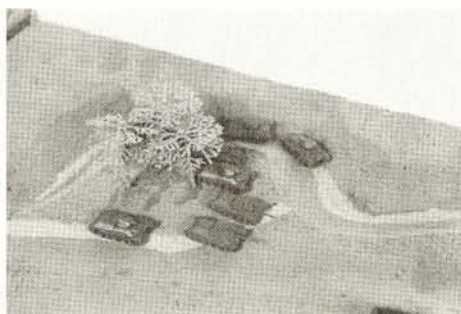


Photo 7. Russian units with T-34's carrying infantry, north of hill 129.

THE GENERAL

Regardless of whose rules you use, the *PANZERBLITZ* situations can be used to give a wide variety of actions. Now you can set up a three dimensional wargame "table" for use with three dimensional armor as easily as opening up a *PANZERBLITZ* game box and setting up the gameboards. Every time *The GENERAL* has a *PANZERBLITZ* variant, you can use it on the three dimensional boards. The 44" by 48" area (or the 16" by 132" area) will give more gaming area using Micro-armour than a 9 foot by 12 foot table using 1/76 or 1/87 scale armour. It is easier to accept that 10 inches equals 1,000 meters in 1/285 scale than 10 inches equals 1,000 meters in 1/76 or 1/87 scale. There is an impression of space between vehicles which allows for more tactical movement. Try it and you will see.



Photo 8. Overall view of Russian forces heading for board 2.

How do you store the three dimensional *PANZERBLITZ* boards? If the trees are not mounted permanently to the boards, but are mounted on removable bases as mentioned earlier, the boards can be stored vertically in a closet. However, I built a storage cabinet out of a four by eight sheet of ½ inch plywood. Four shelves 48 inches long by 18 inches deep were cut and nailed between two sides 15 inches high by 18 inches deep, allowing just over four inches clearance between shelves. A thin sheet of hardboard 49 inches long by 15 inches high was nailed to the back to give the cabinet rigidity. The four inches clearance between shelves is just enough to allow the three gameboards to be slid into the cabinet without damaging the trees.

And that's how I was able to give another dimension to one of the most popular boardgames ever designed. *PANZERBLITZ* is so close to being a miniature wargame, it did not take too much effort to make it one.

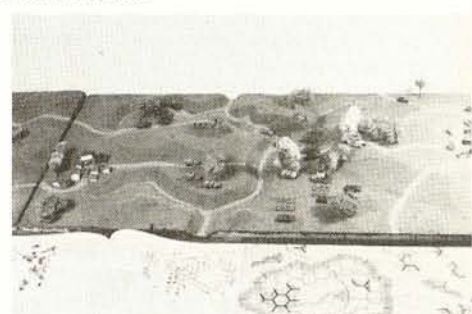


Photo 9. The Russians and German units meet head-on on the slopes of hill 132. A number of T-34's, guns, the Panther, and Panzer IV's are eliminated.

To show the possibilities of using Micro-armour on the three dimensional *PANZERBLITZ* boards, I have set up some of the situations pictured in the *SERIES REPLAY-PANZERBLITZ* described and commented upon by the participants, Richard Plock and Robert Livermore. This replay appeared in the May-June 1974, Vol. 11 No. 1 issue of *the*

GENERAL. The diagrams showing the different game turns from first through ninth and tenth turns appeared on pages 21 through 27. The game situation No. 6 required that the double size gameboards be set up lengthwise measuring 16 inches by 132 inches. Each of the units identified in the game is represented by a Micro-armour AFV or stand with figures except where it is a transport unit with another unit inside or on top of it such as infantry carrying tanks. A separate notation is kept as to which units are being transported. In the future a number of Russian tanks will have some figures attached to them and they will be used when the situation calls for their use. Some artillery and anti-tank guns will be mounted on stands with a towing unit as well as being mounted separately with a crew in firing position. Halftracks and APC vehicles will have figures cemented inside them so that they can be substituted when they are used as a carrier. Enclosed trucks do cause a problem at this time, and a separate record must be kept when they are used to transport units as in this game situation. Because GHQ artillery and AFV's usually come packed five to a box, you will find that you will have enough pieces to mount some in a towing position and others set up in a firing position. A few guns can be mounted in a fortified or entrenched position and then placed on the board when called for. The reasonable cost of 1/285 Micro-armour allows one to use this approach so that each three dimensional piece becomes a game counter.



Photo 10. This is a close-up of the carnage. Russian companies of infantry have dismounted. Note the colored tufts of cotton used to depict smoke and fire from burning tanks.

Miniature figures such as those described in this article are available from: GHQ, 2634 Bryant South, Minneapolis, MN 55408 or C-in-C., 8000 E. River Rd., Fridley, MN 55432.

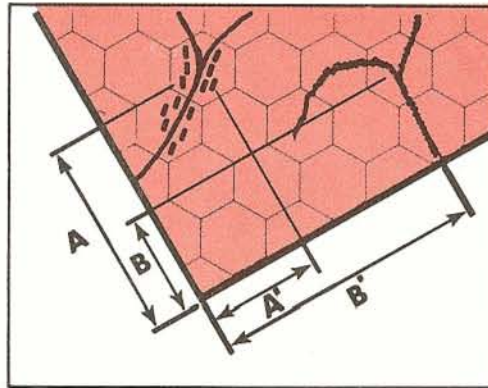


Fig. II. Road bends, intersections, and junctions are plotted by measuring the gameboard. The road intersection in town is obtained by taking measurements A and A'. The "Y" of the gully measurement is obtained by taking distances B and B'. This is done for many points, where the gullies or roads change direction. The dimension thus obtained, is doubled and plotted on the new double size styrofoam boards.

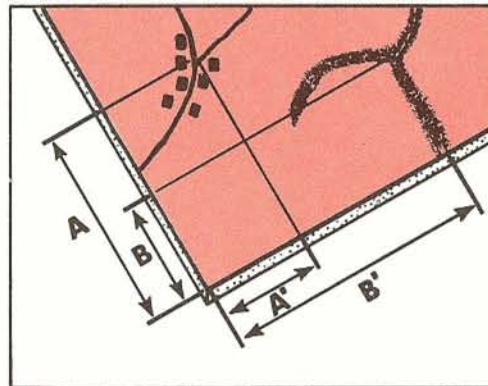


Fig. III. The dimensions obtained to locate "points" on the Panzerblitz mapboard are doubled and then plotted on the styrofoam boards. Dimensions A and A' are located to find road intersection in town. The gully "Y" is located in the same manner by using dimensions B and B' obtained from mapboard and then plotted on styrofoam board. Many other "points" are obtained by measuring from adjacent mapboard sides and transferring them to styrofoam boards after doubling these dimensions. For example, the uppermost bend of the left gully would be plotted as well as the extreme left terminus of the left gully would be plotted. These two "points" and the "Y" junction "point" would give you enough points to draw in the gully. The more "points" you can plot, the more exact will be your gameboard and thus preserve the flavor of the PANZERBLITZ game.

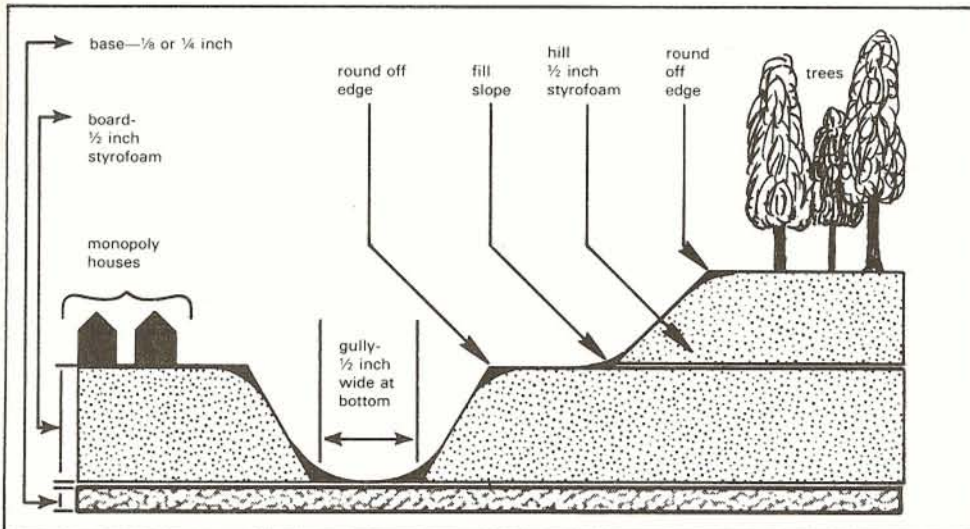


Fig. I. This is the basic layout of board construction. The 1/2 inch styrofoam is white glued to 1/8 or 1/4 inch hardboard. The hills are glued to the board and edges are rounded off. Plaster mix is added to lower slope. The gullies are cut out, edges sloped, and

rounded off. Plaster mix can be added to bottom of gullies. Villages are Monopoly houses cemented to board. Trees are pushed into styrofoam board.

A.H. Philosophy

Continued from Page 2

Another acquisition of almost equal significance is that of *ALESIA*. First published in amateur form in 1970 by Dr. Robert Bradley, *ALESIA* is a wargamer's wargame. Only 200 copies of this classic game were ever produced before the designer lost himself in doctoral studies but it was enough to earn it the reputation as the best 'amateur' game of all time. It too received unprecedented kudos from *S & T* and all other gaming journals fortunate enough to gain access to its mimeographed rules, cut-out counters, and blue print, unmounted playing board. Set in 51 B.C., the game pits Julius Caesar and 12 Roman legions versus the Gallic leader Vercingetorix and 350,000 Gauls. That, in itself, would not be all that impressive were it not for the unique situation these forces found themselves in. Vercingetorix and 100,000 Gauls were besieged in the town of Alesia. Caesar, realizing that Gallic reinforcements would arrive before he could take the town, invested it, erecting an amazing string of fortifications around the town—facing in both directions. When the relieving Gauls arrived, Caesar found himself outnumbered 6-1 manning the rings of a giant tactical "donut." It is a game of siege and assault which is not to be believed and not to be missed by anyone—be he an admirer or detractor of the ancient period. Dr. Bradley is an archeologist who helped excavate the actual battlefield. The historical accuracy and realism of this game is topped only by the excitement generated by its play. Don Greenwood is in charge of the Avalon Hill development and will upgrade the game system slightly by injecting design innovations created since Dr. Bradley's original efforts. Like *KINGMAKER*, *ALESIA* will be an instant success—it is already a fine game.

These are not the only designers being cultivated. You'll be seeing the work of others in the near future but we'll delay their debut on the AH stage for a more suitable time. Suffice it to say that we are endeavoring to bring you the highest quality games possible without the assembly line drawbacks of an increased rate of production.

★★★★★

MIDWAY . . . Continued from Page 17

too bad—but definitely obvious. Plan B is questionable, for it all depends upon sinking the *Atago*. Yet it seems to have some promise, given a certain amount of work. But that's material for another article. Finally, his plan C is downright dumb if you ask me. Attacking the *Main Body* as a strategic option is risky for three reasons. Attacking those big battlewagons (*Yamato* et al) is difficult and risky, but the CVL *Hosho* is an easy target. But will they be enough pointwise to compensate for the fall of Midway? And secondly, this assumes light or no American casualties. Normal American casualties will be a lost game. Third, it saves up the American effort till late in the game. What happens when you can't find the *Main Body* in time? You lose, that's what happens. Especially if you get caught by Lloyd Berger's 6-9-6, for between the loss of Midway and at least one CV, the American is hard pressed to make points (more so in the light of lost aircraft on the sunk CV).

What is needed, generally speaking, is a strategic balance which weighs each element of the game carefully and considers them from a pragmatic point of view, in which they all interact. Hopefully, this article has helped do that: but the test is all in the playing.

Back to Nuts and Bolts

No article on a game like *Midway* can ever do the game the justice it deserves. So please allow me to be bold enough to place a demand on the reader: *be creative*. Playing the game of *Midway* almost demands you shrug off the shackles of ordinary moves, and play like a wild man. I can honestly say that this is what fascinates me so much about the game. It's never dull, and I generally love to see how much I can get away with.

So why write an article at all, especially after the rather thorough "Midway Thesis" (Vol. 9, No. 4) and a couple replay games? To be both paradoxical and apologetic; it helps creativity to get the "nuts and bolts" down. It frees up your game, makes it less of a mechanical exercise.

There are no pat answers to this game. Even on the tactical end it is dangerous to wax dogmatic: so take what you like and use it, take what you don't and throw it out.

OPENING JAPANESE MOVEMENT STRATEGY

In my earlier article, I tried to indicate the importance of joining the *CruDiv 7* (*Mogami* et al) with the *CVSF* (the four carriers). Of course, that raises some questions. Where should the Japanese fleet start to evade detection? Should the *CVSF* hang on the edge or move out and then back to rendezvous with the *CruDiv 7*? What search patterns are available to the American? And how does the "suicide strategy" I've harped on in the past fit in to the whole picture? And finally, *exactly* how risky is the suicide strategy?

The American will usually steam down the middle of the board (row 4), and west as quickly as possible. His other option is to hang back and wait for the *Atago*, but this has certain problems that I'll get into later. Right now we'll assume the American wants blood and wants it quickly. This middle of the board course will allow the American to quickly switch to either the north or the south, depending upon where he finds the Japanese.

The American initial search patterns will give us the "answer" as to where to start the Japanese *CVSF* fleet, in as much as an answer can be found. The American has six basic search options: north (A1-4), south (A4-7), extremes (A1-2, 6-7), center-north (A2-5), center-south (A3-6), and random (any not included above). The random option is the only obviously foolish option—for if you don't find the *CVSF* on the first try, you will be extremely lucky if you find him later.

Out of the five remaining options, row 4 appears four times, and both row 1 and row 7 appear only twice. So, let us just say that it would not be wise to place the *CVSF* in row 4, and that the Japanese player will commit himself either to the north of the board or to the south, with row 4 being the divider.

The north or south search patterns are obvious American approaches, and when handled correctly also yield the best odds of finding the *CVSF*. To elaborate, say the American uses a southern search and the *CVSF* is really in the north (or vice versa, but this discussion will still be applicable). The Japanese player should have his fleet on zones E or F if he is in areas A2-A3 just in case he is found so that he'll have the ability to escape into any of six adjacent areas on the next turn. Anywhere else lets the American find you at 0700 if he finds you at 0500. If you choose A1, place the fleet at A1i. If you are found

at 0500 you will be found at 0700 no matter where you run (this is true of A1 and A7). However, on the 0700 turn the *CVSF* can move to a sea zone which allows escape by the 0900 turn.

For optimum results if the American does not find the *CVSF* on the 0500 turn, he should then call A3-4 and B3-4 on the 0700 turn (assuming the initial southern search of A4-7). This gives a 50% chance of finding the *CVSF* (as there are eight possible areas for it to hide). If no luck, you have narrowed the Japanese down to at least the northern approach, and you will be able to send your fleet in that general direction. You also have a 44% chance of finding the *CVSF* on the 0900 turn.

The extreme search (A1-2, 6-7) is extremely risky in terms of finding the Japanese. It's almost necessary to find the *CVSF* on the 0500 turn. Assuming the Japanese player will stay out of A4 (it's a very good bet), if he starts in A3 or A5 he will be very difficult to find on the 0700 turn. If the American thinks perhaps the *CVSF* is in A3, he can search either A2-5 (assuming he stays close to the edge) or B2-5 (assuming he moves out). Likewise, for suspected A5, the American options are A3-6 or B3-6. In terms of likelihood in finding him on the 0700 turn, it's a 40% chance: hope you can guess well. But the search is always good to keep in mind against opponents who repeatedly hide in the corners.

The center search (north or south) is a rather unique concept, and not often seen. For example, you suspect the *CVSF* is in the south, so you search A3-6. This covers the middle and A3 in the 0500 turn. If you don't find anything on 0500, then you search A6-7 and B6-7. Thus, if the *CVSF* started in A7 you will be assured of finding him on the 0700 search. The same type of pattern is used in the northern search. I personally feel this type of search to be a good alternative for the American.

	0500	0700	0900	1100
North/South	57%	50%	44%	36%
Center	57%	40%	33%	33%
Extremes	57%	40%	25%	19%

Percentages for each turn represent the assumption that the *CVSF* was not found in the preceding turn, and that the American searches limit the possible hiding areas as much as is mathematically feasible.

SEARCH TACTICS

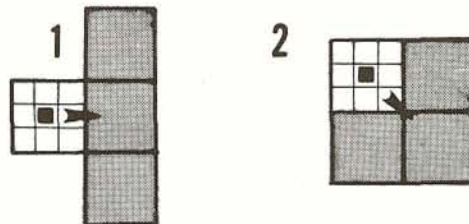
The essence of strategic maneuver in *Midway* lies in setting up search patterns and escaping the search. Hopefully my words will be somewhat obvious, but for those who have not yet mastered the game, they bear repeating.

As was pointed out in the "Midway Thesis" (Vol. 9, No. 4), for the Japanese player to get caught in a "corner" zone of a sea area is disastrous, for the American, with his four searches, is assured of finding you on the next turn (assuming night does not fall). This gives him the option to attack now or next turn, meaning the Japanese player will have some rather rough decisions as to whether or not to fly CAP and whether or not to fly off readied planes (if he cannot attack the Americans). So try and keep away from those corners. It makes his search more difficult.

How should you "follow up" search in a turn after you have found an enemy formation? This depends upon the general expected direction of enemy movement (see diagram 1 and 2)

Midway: Strategic Perspectives
by Harold Totten

Diagram 1 shows a lateral expected direction of movement. The four areas shown are areas of an American search, the three shaded show a Japanese search in the same situation. Diagram 2 shows a diagonal direction of movement, and the searches shown are as in diagram 1 (shaded, Japanese).



You find a player by searching along his expected path of movement. This is difficult in terms of finding the American, who may have no path of movement, but we may generally assume the Japanese player to be headed for Midway, so his general direction is delineated by the victory conditions.

You lose yourself "in the mists" by moving where not expected. This can be in the form of delaying your movement for a turn so your opponent searches the area ahead of you. Losing a single turn is better than losing a number of ships. However, you can get extreme in trading off time for stealth, as in the Berger strategy (which I will discuss shortly). Another search avoiding tactic is to move into an area already searched in the previous turn, which usually works unless your opponent uses overlapping searches. It would be well worth your time to consider the patterns which your opponent seems to use in order to avoid them.

NOTES ON THE "SUICIDE TACTIC"

The suicide tactic, which engenders a certain amount of risk, consists in the American finding the *CVSF* sometime before *CruDiv 7* joins it, and attacking at extreme range, sacrificing his aircraft in order to strike a decisive blow. It can fail with bad luck, but it gives the American a strategic threat early in the game.

Assuming the American steams west without delay, and the 0700 Japanese move is in the B column, then the attack is feasible. At 0900, it is feasible anywhere but the two rows in column A that are closest to the west edge of the board. On the 1100 turn the American can hit anywhere on the board, and it's important that the *CVSF* "loses itself" on this turn. Assuming the *CVSF* and *CruDiv 7* join on 1500 (earliest possible), it's not worth it on 1500 and after. But if the attack comes off the American used to steam off the board, unharmed.

Only AH has changed that. The new ruling on leaving the board forces the American to wait around until his fleet is attacked. This makes the suicide strategy more risky than in the past (almost untenable, in fact) because the American has to gain enough points to offset damage to his fleet as well as offset the fall of Midway itself.

But how should we define "fleet"? Is leaving the *Atlanta* behind on Midway Island sufficient, or must it consist of all the American ships? And if it must be more, does this not put a strategic crimp on the American player who must now

Indian Army

4th Cavalry 5-3-1	4th Cavalry 5-3-1	3rd Cavalry 4-2-1	4th Cavalry 4-2-1	1st Cavalry 4-2-1	2nd Cavalry 4-2-1	3rd Cavalry 3-2-1
4th Cavalry 3-2-1	5th Cavalry 2-1-0	6th Cavalry 2-1-0	7th Cavalry 2-1-0	8th Cavalry 2-1-0	9th Cavalry 2-1-0	10th Cavalry 2-1-0
11th Cavalry 2-1-0	12th Cavalry 2-1-0	13th Cavalry 2-1-0	14th Cavalry 2-1-0	15th Cavalry 2-1-0	16th Cavalry 2-1-0	1st Cavalry 4-2-1
2nd Cavalry 4-2-1	3rd Cavalry 3-1-0	4th Cavalry 3-1-0	5th Cavalry 3-1-0	6th Cavalry 3-1-0	7th Cavalry 3-1-0	8th Cavalry 3-1-0
1st Cavalry 3-1-0	2nd Cavalry 3-1-0	3rd Cavalry 3-1-0	4th Cavalry 3-1-0	5th Cavalry 3-1-0	6th Cavalry 3-1-0	7th Cavalry 4-2-1
1st Cavalry 4-2-1	2nd Cavalry 4-2-1	3rd Cavalry 4-2-1	4th Cavalry 4-2-1	5th Cavalry 4-2-1	6th Cavalry 4-2-1	7th Cavalry 4-2-1
8th Cavalry 4-2-1	9th Cavalry 4-2-1	5th Cavalry 4-2-1				

Alexander's Army

1st Cavalry 8-4-2	2nd Cavalry 8-4-2	3rd Cavalry 8-4-2	4th Cavalry 8-4-2	5th Cavalry 8-4-2
1st Cavalry 8-4-2	5th Cavalry 8-4-2			
1st Cavalry 7-3-2	2nd Cavalry 7-3-2	3rd Cavalry 7-3-2	4th Cavalry 6-3-2	5th Cavalry 3-2-1
6th Cavalry 3-1-0	7th Cavalry 3-1-0	8th Cavalry 3-1-0	9th Cavalry 5-3-2	10th Cavalry 4-3-2
11th Cavalry 4-2-1	12th Cavalry 4-2-1	13th Cavalry 4-2-1	14th Cavalry 4-2-1	15th Cavalry 4-2-1

STALINGRAD

1st Cavalry 6-9-6	2nd Cavalry 6-9-6	3rd Cavalry 6-9-6	4th Cavalry 6-9-6	5th Cavalry 6-6-6	6th Cavalry 6-6-6	7th Cavalry 6-6-6	8th Cavalry 3-3-4	9th Cavalry 3-3-4	10th Cavalry 3-3-4
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- * PANZERBLITZ
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- * WATERLOO

The new WATERLOO rules are now available from the Parts Dept. for \$1.25. While the game remains essentially the same, changes to river and forest rules affecting movement will probably alter play balance considerably in favor of the French player. The old battle manual is incorporated into the new rules as are directions for printing grid co-ordinates on the board. Numerous small changes were made which are too lengthy to go into here but consist primarily of removing ambiguities from the old rules. Do not expect to find the new rules in a recently purchased WATERLOO game as it will probably take a year to exhaust current stocks of already assembled games. The new rules will be available only from the Parts Dept. for the time being. This price will probably increase after June 30th to cover the expense of our redesign effort.

Playing Aid

France

1939

Campaign

BRP: 85

BRP: 85

Growth Rate: 30%

Duration: Fall, 1939—Summer, 1942
Fall, 1939—Summer, 1945

Situation: France, Britain and Poland at war with Germany.
Italy and Russia are neutral.

Order of Deployment: Poland, Italy, France, Britain,
Russia, Germany

Deployment Limits: At least: **
one 2-3 Inf in Morocco, Tunisia or Algeria
one 2-3 Inf in Lebanon-Syria

Control: Corsica, Morocco, Algeria, Tunisia, Lebanon-
Syria.

Coalition Victory Conditions:	Axis	Allies
Stalemate	24	14
Marginal Victory	25	15
Tactical Victory	26	16
Decisive Victory	27	17





*Campaign Game: See 9.7

** See Anglo-French Cooperation rules—6.3.




100's	0	1	2	3	4	5	6	7	8	9
10's	0	1	2	3	4	5	6	7	8	9
1's	0	1	2	3	4	5	6	7	8	9

1939 & Campaign Game Force Pool:

At Start:

 2-3	 3-5	 9	 5-4
•12	•1	•3	•2

Allowable Builds:

 2-3	 3-5	 1
•4	•2	•4

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1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

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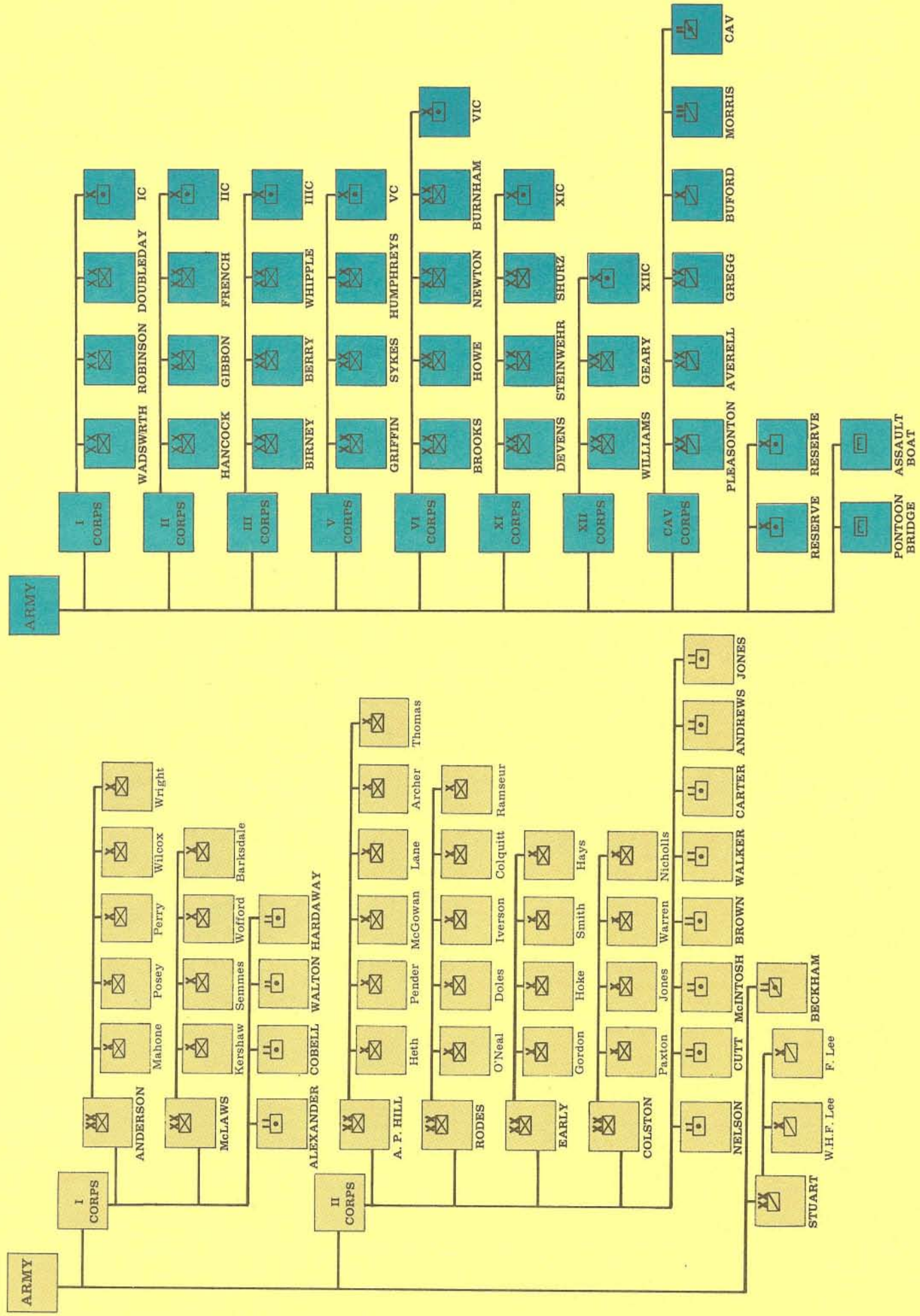
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ORDER OF BATTLE

(to be used with Command Control optional rule.)

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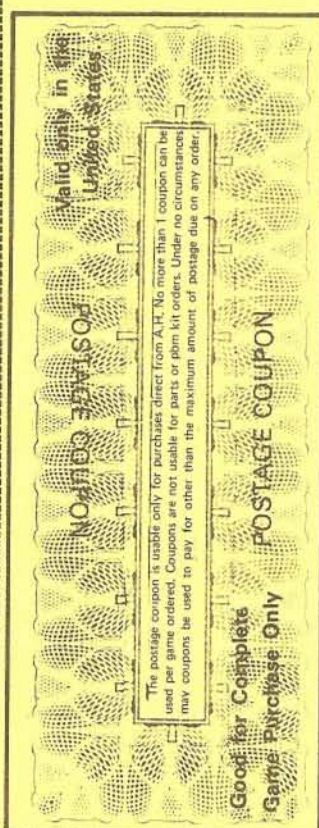
INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."

Participate in these reviews only if you are familiar with the game in question.

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3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

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CONTEST NO. 69



Contest #69 is extremely simple. You are the Allied player in a Coalition Game of *THIRD REICH*. Position your Polish forces in their optimum set-up. Merely write '1' on the map where you wish to place your 1-3's, '2' where you wish to position your 2-3's, and '4', where you wish to position your 1-4's.

To be valid, all entries must list the best 3 articles and rating of the issue as a whole.

ISSUE AS A WHOLE:.....(Rate from 1 to 10; with 1 equating excellent, 10= terrible)

Send 3 Articles: _____

1 _____ NAME _____

2 _____ ADDRESS _____

3 _____ CITY _____ STATE _____ ZIP _____

keep all his ships together as a fleet until attacked? I also think the ruling has no historical validity, and seriously disturbs the American's chances for a clean, quick victory. Which means it messes up play balance.

Is there an American alternative? Thankfully, I think there is. The American need not exit the board (as demonstrated in both Series Replay games) (Vol. 10, No. 2 & Vol. 11, No. 3), but rather he can get away just as cleanly by moving off to some remote area of the board, out of the Midway radius of operations, where it would be unlikely that he could be attacked. It entails an element of risk, yes, but so does the whole suicide tactic itself.

THE INVASION OF MIDWAY: The Berger Strategy

Lloyd Berger's article in the May '72 *General* (Vol. 10, No. 1) has brought up some points that I feel should be discussed, especially in the light of the Series Replay game in the July issue.

His first point, that the prime objective is the carriers, is essentially correct, but the obvious distortion of sound strategic play lies in ignoring Midway Island. The tournament game is more balanced than the basic game by reason of Midway reduction. It makes it more difficult for the Japanese player, although the Japanese still retain the advantage. It is unwise to sacrifice too much time chasing the American fleet and totally ignoring Midway—for you lose points just as surely by ignoring Midway.

I also agree with his second point—avoid being found—that's obvious enough to be a maxim for the game. However, the way in which he goes about it is suspect. The search strategy of detaching ships leaves easy points for the American player and makes the suicide tactic all the more easy. In the Series Replay cited, Don Greenwood took the strategic stance of picking off the searching ships one by one. It's a viable option also to suicide attack, as I pointed out, and I think my predilection for the spectacular showed up in my comments there. Don took the less risky, albeit less spectacular, course.

One comment I take exception with is: "Only when the *Atago* group unites with your carriers are you defensively strong enough to trade punches and live to tell about it." This is definitely not true. The combination of *CruDiv 7* with *CVSF* is sufficient, and I've seen this borne out in game after game. Waiting until the *Second Fleet* (*Atago* et al) joins the *CVSF* is viable if conservative strategy, to be sure, but not at all necessary. Uniting these two groups also invites discovery and it delays Midway reduction. It also gains in defensive firepower, so I will leave it up to you to decide which is better. Personally, I prefer not to horse around in taking Midway.

His third point, the "6-9-6" tactic, is really a great device, and I think you should keep it in mind, as it seems to work equally well against the best American formations. Put simply, in case you missed the article, when attacking the American put D9's on all three CV's, put a D1 on the *Atlanta*, and then have T6's flanking two of the CV's, T3's flanking the remaining CV, and a T1 attacking the *Atlanta*. You're almost assured a kill of one CV, and probably the *Atlanta*, although using the American "box" formation (fleet formation A in the "Midway Thesis" article) you can save the *Atlanta*.

I probably should also comment on the article that prompted Mr. Berger to write: Monte Gray's "Mass or Maneuver" (Vol. 9, No. 3). Plan A is not

Continued on Page 15, Column 3

DESIGN ANALYSIS



Command Control in 1776—Reasons and Alternatives

by Leonard H. Kanterman

With the Bicentennial upon us, 1776 is a topical game. It may be an anticipation of a new era of manic preoccupation, resembling the Civil War boom of the early 1960's. Besides this, it is an interesting reflection on the trends of wargaming and game design. 1776 is a prime example of an attempt at compromise between the two schools of Realism and Playability.

This question first came up with the publication of *Jutland* and *1914*, and it has still never been adequately resolved. Simply stated, the problem is how realistic can a wargame be without damaging the ease of play and the competitive aspects of the game. In attempting to "set the stage" for the players to take over, should just the terrain and forces be provided (as in *Waterloo* and *D-Day '61*), should there be limits on the employment of these forces (as in *Bulge* and *D-Day '65*), or should "idiocy factors" be included (as in many games published by SPI). Which brings us to Command Control and 1776.

Recent issues of *THE GENERAL* have been marked by a furious debate in the Letters column about the applicability of a "Command Control" rule in 1776. Such a rule would limit British offensive operations by making them dependent upon a luck element, as in S&T's *American Revolution* game. The rationale behind such a rule is that in the eighteenth and nineteenth centuries (and to some degree even the twentieth), commanders did not always co-ordinate their operations, and great opportunities were allowed to slip away through a combination of lethargy, lack of foresight, and misconceptions about strategic and tactical goals. Intimately related to this are the personal factors of command—subordinates that are incompetent, disobedient, or uncooperative for whatever reason. The net result is that what looks good on paper often does not get carried out as planned.

The American Revolution was ripe with such instances; the British were plagued by them on a strategic level. After the smashing victory on Long Island in 1776, British lethargy allowed Washington to catch his breath and re-organize his army. In the Saratoga campaign of 1777, Howe did not cooperate with "Gentleman Johnny" and move up the Hudson towards Albany, but went after Philadelphia instead. Burgoyne himself wasted a month following the fall of Ticonderoga going overland from Skenesboro to the Hudson rather than using the water route over Lake George. Most importantly, the British strategic thinking was dominated by a belief that holding terrain, rather than destroying the Continental Army as an effective fighting force, would win them the war. This type of thinking does not apply in a war of revolution, as the U.S. Army learned the hard way in Vietnam. In the Revolution, Howe took Philadelphia, but Washington escaped to Valley Forge; Cornwallis took the Carolinas, but Greene persisted.

The "Realism" people feel that the British should be handicapped for this lack of cooperation by an "idiocy rule." After all, the player *knows* the victory conditions; he can't make a mistake in what

to try for. He doesn't have to put up with problem personalities or incompetent subordinates. He is sitting in his comfortable livingroom with beer and pretzels, not slogging through mud or exposed to freezing winds. This is the limit to realism of wargames, and it is doubtful whether people would even play them if they were too much like real war. The "Realism" people see "idiocy rules" as a compensation for this limit.

The "Playability" people reject these ideas for several reasons. First, they feel that since they are "in command," they *could* keep subordinates in line, replace incompetents, etc. Secondly, to enhance the competitive aspects of the game, they do not want to have elements of the game beyond their control. They do not want success to become dependent on good luck, as *AFRIKA KORPS* can become with German supplies or a low-odds attack on Tobruk. The third reason Playability people dislike Command Control or other idiocy rules is not stated, at least by them. It is an accusation by the Realism people that such rules are disliked because it makes a game harder to win and interferes with a player's "grand scheme."

Each side of the question has its own validity, and I will not go further into it. However, I would like to propose some rule changes for 1776 that I feel would enhance realism and place limitations on each side without hurting playability or competition.

One of the big problems in 1776, as I see it, is excessive British mobility. The British armies are moving with their cumbersome supply trains through unfriendly territory (made more so by their thoughtless policies of occupation), yet they are 7's compared to 8's for the Americans. As a result, the Americans have run off into the wilderness and hide from the British. The Americans also suffer from moving second in the latter three Scenarios (Saratoga, Greene's Southern, and Yorktown). Thus the British can move out on the first turn and nail the Americans, who supposedly are just waiting for this oblivious to the British offensive designs. In actuality, the Americans could not be brought to battle unless they desired it; their spy system and information network allowed them to get out of the way if they didn't want to fight.

I have the following suggestions to offer. First, reduce the movement factors of the British supply wagons to 5. It is ridiculous to maintain that these supply trains move as fast as a column of troops, and move *faster* than artillery trains. How ecstatic Clinton would have been during his 1778 retreat from Philadelphia to New York across New Jersey had this been true! Secondly, allow the Americans an "initial move" in the latter three scenarios. For example, in the Saratoga situation, the British do not get a May, 1777 move. The game begins with the American May, 1777 move, followed by a normal June turn (British move first). This allows the Americans to evacuate Ft. Constitution or reinforce it—not just lose the garrison to overwhelming British force from New York. Thirdly, experiment

The

with a "retreat before combat" option for the Americans. Let the Americans decline combat, but then let the British retreat them say 2 hexes.

A second major problem I see is the way that the Matrix system is handled in combat. There are no intrinsic advantages to using any card except Withdrawal. The Matrix cards then just become a matter of outguessing your opponent on a non-military basis. Also, the British have no advantage tactically unless they attack a force of pure RM units. In reality, the British were able to execute complex tactical plans with ease (the flanking movements of Long Island and Brandywine) while the Americans bungled such simple attacks as Germantown and Monmouth (thanks to Charles Lee).

I would penalize RM units as follows. They attack normally (cannon fodder is cannon fodder), but they are cut in half on defense, as they are likely to break and run at the first shot (Long Island, Camden, Guilford Courthouse, Cowpens). Secondly, I would introduce Leader units as follows to replace the Tactical Matrix. This also allows solitaire play at the advanced level, which can't be done with a Matrix. Leader units are rated A, B, and C. A player may have 2 leaders on any stack. When in combat, players roll the dice for each leader unit on the following table. The leader ratings are combined and each side's total is compared. For every 1 difference in leader rating, change the die roll 1. (If the attacker's rating is higher, *add* to the die roll; if the defender's rating is higher, *subtract* from the die roll).

LEADER RATING

Die Roll	A	B	C
1	3	2	2
2	3	2	2
3	4	3	2
4	4	3	3
5	4	4	3
6	4	4	3

Example: A British force with 2 "A" leaders attacks an American force with a "B" and a "C." The British roll a 1 and a 4, for a total of 7 points. The Americans roll a 5 and 2, for a total of 6 points. The British may add 1 to the die.

The leader rating is determined at the start of the combat, and is used for each successive round of combat. If the British have less than 2 "A" leaders on a hex, consider them to have enough "B" leaders to bring the total of leaders to 2. (i.e., a British force with 1 "A" is considered to have another "B" with it automatically; a British force without any "A"s has 2 "B"s). For the Americans, consider forces without 2 "B"s to have enough "C"s to bring the total to 2. However, a force can't attack unless it has a leader unit (any rating) with it.

LEADER UNITS BY SCENARIO:

Canada 1775:

American—

Ticonderoga (At Start), 2 "B"s (Montgomery, Schuyler); Ft. Western (Oct. 1775); 1 "B" (Arnold);

British—

St. John's (At Start); 1 "A" (Carleton).

Saratoga 1777:

American—

Morristown (At Start), 1 "B", 1 "C" (Washington, Charles Lee); Albany (At Start) 1 "B" (Schuyler); Albany (Aug 1777)—2 "B"s (Arnold, Gates)

British—

St. John's (At Start)—1 "A" (Burgoyne); New York (At Start)—3 "A"s; (Howe, Clinton, Cornwallis); Ft. Oswego (July 1777)—1 "B" (St. Leger).

Greene's Southern 1780:

American—

Cheraw (At Start) 2 "B"s (Greene, Morgan); Within 2 hexes of Georgetown (At Start) 1 "B" (Marion);

British—

Winnsboro (At Start) 2 "A"s (Tarleton, Cornwallis).

Yorktown 1781:

American—

Baltimore (At Start)—1 "A", 1 "B" (Lafayette, Wayne); Baltimore (Sept. 1781)—1 "B" (Washington); With 15 FR (Sept. 1781)—1 "A" (Rochambeau).

British—

Portsmouth (At Start)—1 "B" (Arnold); Portsmouth (Apr. 1781)—1 "A" (Cornwallis).

The Leader units can be made from blank units. American leaders are 0-8, British leaders 0-7, Tory Leaders (Tarleton, ST. Leger) 0-8. Leader units are never eliminated in combat.

The last rule changes I have to offer are alternative victory conditions, to reflect the necessity of destroying the Continental Army rather than just occupying territory. There are also some OB corrections I would like to include for the Saratoga situation.

British:

St. John's: 14 BR, 1 T, 1 I, 1 S, 2 A; Ft. Oswego: 1 BR, 1 F; New York: 34 BR, 6 T, 2 S, 1 A; June 1777—1 S, Montreal; July 1777—2 I, 1 S, Oswego; Oct. 1777—1 BR, 1 S, New York;

Americans:

Ticonderoga: 4 CA, 1 A, 1 S, 1 F; Mt. Independence: 2 RM, Ft. Stanwix: 1 CA, 1 F; Albany: 2 CA, 1 S; Philadelphia: 2 RM; Morristown: 18 CA, 4 RM, 1 A, 1 S; West Point: 1 CA, 1 F; Ft. Constitution: 1 CA, 1 RM, 1 F; July 1777—2 RM, Albany; August 1777—6 CA, 4 RM, Albany; October 1777—4 RM, Albany.

Victory Conditions for Saratoga

British win if they: occupy 3 of the 6 towns and eliminate 20 CA (not RM) occupy 4 of the 6 towns and eliminate 15 CA (not RM) occupy 5 of the 6 towns and eliminate 10 CA (not RM) occupy all 6 towns

Americans win if they: avoid British conditions AND eliminate 20 BR

Game is a draw if the British fail but the Americans eliminate less than 20 BR. (T, I don't count)

These victory conditions force the Americans to inflict substantial losses on the British while avoiding excessive casualties and loss of territory. All of these were necessary to entice the French into an alliance.

Victory Conditions for Greene's Southern Campaign:

British win if they: occupy 4 of the 6 towns and eliminate 10 CA or RM, occupy 5 of the 6 towns and eliminate 5 CA or RM, occupy all 6 towns

Americans win if they: avoid British conditions AND eliminate 5 BR or TM

Game is a draw if the British fail but the Americans eliminate less than 5 BR or TM. RMD and TMD count.

Continued on Page 9, Column 2

One German difficulty in France '40 is coping with French tactical withdrawals. One very radical (and impractical) strategy using this tactic appeared in Vol. 9, No. 6 of the *General* by Larry Wessels. Although this tactic is mentioned in the Designer's Notes, it is applied in a rather unique way. Basically, the French player sets up his forces behind the Seine River, using his armor in the Maginot and the combined Belgian/Dutch forces to effect a delay. The Germans get to Paris around turn 6 or later, don't have enough time to attrition the French, and can't take Paris. According to its author: "It should be impossible for the Germans to take Paris or push the Allied forces into an untenable position, if the Allied player stacks the right kind of units in the right locations."

I would have to agree with this position if all the German units were infantry, but they are not. Through proper handling of German armor the German player can throw a spanner into the works when the French player tries to retreat. Another problem that is totally ignored is the presence of German airpower, which is unopposed because the French air units are all too far west. Can the Belgian Army be outflanked? Can the Maginot armor be cut off? And most importantly, what does the Allied player do when the German begins exiting units off the south edge of the board?

My first objection to the plan is that it gives the entirety of Belgium and the Netherlands to the German on the first turn. In no way is the German slowed up—letting him move across about 1/3 of the board without slowing him at all. A few Belgian units could be placed somewhat closer to Germany in order to gain perhaps another turn (if not two) and insuring the escape of units from the Maginot.

The German divides his forces into five groups, three of infantry and two of armor. The heaviest German armor will go across the Belgian central plain and strike the Belgian Army on the northern flank on about turn 3. The lighter armor will head through the Ardennes and attack and destroy the three 1-6 screening units. The first infantry group will consist of three infantry and two artillery units, and will attack the Maginot. The second infantry group will contain the bulk of the German infantry and first turn reinforcements, and will advance through the Ardennes and outflank the Maginot. The third group will travel through the Belgian plain and will eventually end up on the Seine River north of Paris.

If the French player does not have 5-6 units, the Maginot line will be assaultable on the first turn. Although there will be no chance of actually destroying a Maginot hex, it is possible to destroy French units forced to counter-attack. Once the French armor leaves (necessarily on the first turn) the German will force the Maginot with a 4-1 attack with air support. He will then send his infantry reinforcements through this gap in order to get them near the southern edge of the board.

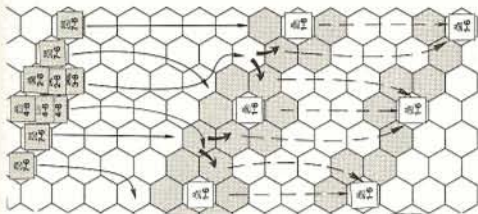
PURSUIT TACTICS

As illustrated in the article, the 1-6 units can easily slow up German 7-6 infantry units. However, these units cannot do the same to German armored units in close pursuit. This will produce the first decisive battles in the center, where the 1-6's will be killed by the weaker German armor. In order to keep the French units out of German armored range they must back-pedal rapidly. This puts the retreating French armor in a rather bad position. The German armor is closing the gap and German infantry is coming up from behind without much Allied resistance. Unless the French player wishes to

FRANCE '40 That Might Have Been

by Harold Totten

throw away his delaying units he cannot prevent the German infantry from coming around the west end of the Maginot. The German player also uses his air units (which aren't moving that turn) to interdict the Allied movements and prevent sound retreating.



Delaying Tactics: The use of the 1-6 units (or any unit with a movement allowance of six, for that matter) is unsuccessful when attempting to delay German armored units. On the first turn the German will surround the units, and on the ensuing turn the units will be unable to retreat enough to avoid being attacked by the German units. This will also be true of the Belgian Army during its retreat.

Several things now happen. The French armor will usually get away. The infantry, however, will usually get trapped between fast stepping German armor coming from their breakthrough in the center and infantry coming from the Maginot. Usually this will result in the envelopment of anywhere from 2-5 units and their eventual destruction.

The problem that prevents the French player from mounting a counter-offensive is the lack of units. If he stands and fights he will be attacked by the German infantry on the next turn. The resulting mobile battles usually are to the German player's advantage. The French player may have enough if he has 5-6 armor units. These units can attack and then retreat, giving them a certain amount of tactical flexibility.

The other problems arise with the Belgian Army. Let's face it, the German armor has little trouble catching the Belgians and attacking them. Add aerial interdiction to the Allied player's headaches and we should see a decisive battle or two to destroy the Dutch Army on the extreme flank and a few Belgian units which will be outflanked when the Germans drive through the hole they have created.

ATTACKING THE SEINE RIVER

Around turn 6 or so the withdrawal will have been finished and the German will settle down to the battle for Paris, which should fall about turn 9 at the latest if the German plays correctly. Should the French player have the 5-6 units (the presence of these units seen to be almost crucial to the defense) then the fight for Paris will be rather rough. However, we will get to Paris through an indirect approach by attacking both flanks.

The attack diagram shown actually occurred in a test game which I used in experimenting with the proposed defense, and the situation is as shown. About 70 factors have already been eliminated, as two 3-4's, two 6-6's and the British 8-8 were all enveloped and destroyed, along with a number of Belgian and Dutch units. Both historical OoB's are being used and it is turn 6. Granted the Seine River is a coherent defensive line, it isn't all Mr. Wessels claims it to be. The contortions in the river leave exposed areas which can easily be attacked, especially hexes 1195, 1124, and 1101. Both attacks shown in the diagram are 5-1, both have air support. The attack on the 6-6 in hex 1124 is resolved first, and the destruction of the 6-6 is ensured. The two 6-8's and 4-8 armored units are then advanced into the hex, breaking the river line. The second attack has a 47% chance of killing the 6-6 in hex 1101 and a 53% chance of retreating it. The 7-8, 6-8, and 5-8

armored units will advance into the hex, breaking the line in a second place. A third attack at hex 1001 with three 4-8 units and a 7-6 infantry unit will probably break the line in a third place. So now the French player starts the counter-offensive to hold the line, right? Wrong!

THE SOUTHERN BLITZ

What stopped the French from counterattacking was the lack of about half the French Army. Due to the retreating tactics involved, the southern edge of the board is exposed to the exit of German units. On turn 6 the German player moves seven 7-6 infantry units off the board, forcing the French player to remove eight 6-6 units and a 2-2 at the beginning of his turn. The effect on the French Army was telling. The entire southern flank has dissolved into thin air! In order to keep from being surrounded the French player must spread his forces out, and cannot really mount a strong offensive. On the next turn another seven corps exit and the French Army disappears from the board—eliminated or withdrawn.

A few points concerning this rule. Firstly, the only units which may be withdrawn are *French*, so the weak Belgians and the valuable British units are exposed to an easy destruction once no more French units are on the board. Secondly, French units are taken off the board from a south to north direction. This means units are taken off the board *not* in the order the French player wishes, but in the order they are placed on the board. Thus, if the French player has his armor on the extreme southern flank it will go first!

The Belgian and British Armies, even at full strength, cannot possibly hold Paris until turn 10. German air units will have advanced enough that they can attack any French air units, and the German ground units could attempt to destroy these units also. Use a point priority—destroy units big in points in order to make up for the five or so turns in which you were busy pursuing and did not destroy many units. The BEF is worth 84 points, Paris is 30, the Dutch and Belgian Armies are 48, and the airforce is 20—172 points which cannot exit the board and which will probably be destroyed. In one experimental game I found the final score to be 199-5, a rather decisive German victory.

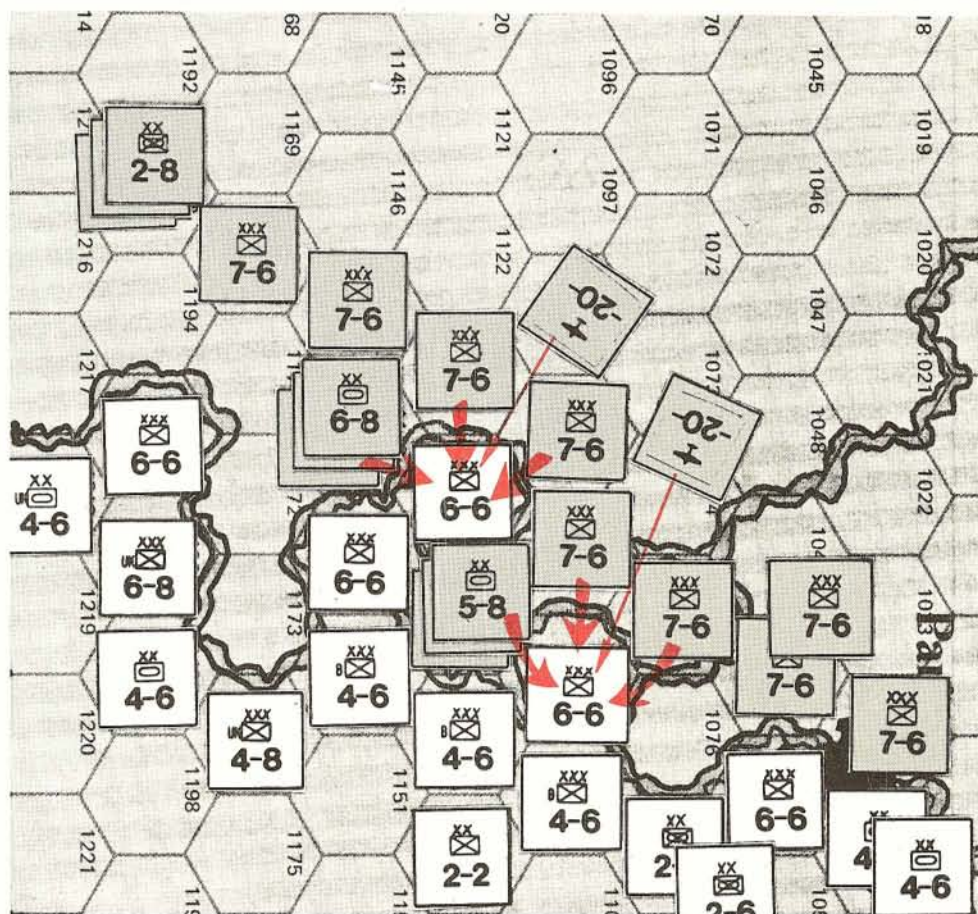
Why did the French only kill five factors? The first five-six turns of the game merely involves retreat, and the French player cannot really afford to do battle. When the German reaches the Seine, he attacks. Then the French Army must withdraw and no longer has sufficient force. He never really gets any chance to attack—he never gets many points.

SUMMARY

The German player uses several factors to his advantage. He uses the superior mobility of his armor units to force delaying units to retreat farther and can still eventually catch them. Once he opens up the front, he then flanks or cuts off units.

German infantry is used to keep up the pressure and to break the Maginot. It then is used in a support role with armor attacks and is moved off the southern edge of the board. Remember that units

Continued on Page 9, Column 3



Attack North of Paris: Both attacks are 5-1 with air support. The upper attack is resolved first. Next turn a 7-6 will move into hex

1076 and hex 1195 will be attacked. Hex 1149 will also be a likely target.

SERIES REPLAY

AFRIKA KORPS

Allies: Tom Hazlett

Axis: Brian Libby

Commentator: Don Burdick

The SERIES REPLAY was first initiated to illustrate the moves of expert players. However, in many cases more can be learned by taking instructive advantage of mistakes made. Such is the case here where the German player is thoroughly outplayed. Donald Burdick, an AFRIKA KORPS veteran of many years, handles the neutral commentary which is found in italics below.

GERMAN APRIL I:

This is my usual opening move. It's always interesting to see how the enemy reacts to it.

ALLIED APRIL I:

The Germans seem committed to a southern attack. 7/31Mtr has effectively sealed off a northern threat this turn, allowing 2/3 to move out to block the Italians. This makes the 1-5 against Ariete worthwhile, as the Italians aren't going anywhere whether he lives or dies. 22 Gds is poised to block a continuation of the southern threat.

APRIL I:

The German player has committed all units of the 21st Division to an eastward thrust through the Southern desert. This is a mistake as the Allied player convincingly demonstrates. The move of 2/3 to G4 could have been prevented by sending 21/104 northeast to M15, for example. The northeast move of 21/3 to Q21 did no good at all. It might as well have gone straight east to T24.

Another drawback to the Axis first move is the heavy commitment of the Italians to the Coast Road. Rommel would be better off if he had ordered two Italian divisions to L7.

It's hard to find fault with the Allied move, but I would probably have sent 22 Gds to P28 or P29 instead of L23 so that it could move to either side of the Row 29 escarpment.

GERMAN APRIL II:

My opponent obviously is quite skillful (and lucky). Well, we'll see how long it takes to drive him into Tobrukh. It seems unlikely that he will make a tactical blunder allowing me to break through this turn.

ALLIED APRIL II:

The move to S29 was not unexpected. 22 Gds blocks any thrust to the west, while an infantry screen will slow down any move northwest. The 21st can of course kill 2 factors but it will cost them their supply, a trade I would welcome at this point. 41/7 holds the heights above the key J34 pass. 2/2 S.G. moved back slightly to avoid being surrounded but still blocks the Italians. Other units withdraw to prepare to form the Tobrukh defense, which will become necessary when the 15th division arrives. Pol/Carp is in a position to either join in the defense next turn or move to threaten the German supply lines.

APRIL II:

By placing the whole 21st Division on S29, the Germans have made it easy for the British defenders. If 21/104 had moved to S25 or Q22, the Allies would have been under more pressure.

It is questionable whether Rommel should have gone all the way with the 21st Division. It's true that his presence is needed if the units with a movement factor of 10 are to threaten the Allied Home Base by June I, but that threat is easily met. Rommel's bonus could be put to good use in the west next turn, especially if Ariete had moved to L9 this time.

At least one other Italian division besides Bologna and Ariete should be starting to flank Gebel El Achdar. If the Italians continue to hug the Coast Road, they will be forced to expend a supply to attack 2/2 S.G. That's an expense the Axis can ill afford if their luck in landing supplies should turn sour.

Once again, I have only one small improvement in the Allied move to suggest. 41/5 should have gone to M20 to be ready to move southwest on a raiding mission next turn.

GERMAN MAY I:

The escape of that 2 S.G. unit is a terrible nuisance.

Let's see how he reacts to this threat to his home base. At least he'll have to send some stuff to sea!

ALLIED MAY I:

I expect the move toward my home base to be a diversion and that the 21st will head back toward Tobrukh. In case it doesn't, three 1-1-6's head out to sea. 41/5 is safe from automatic victory.

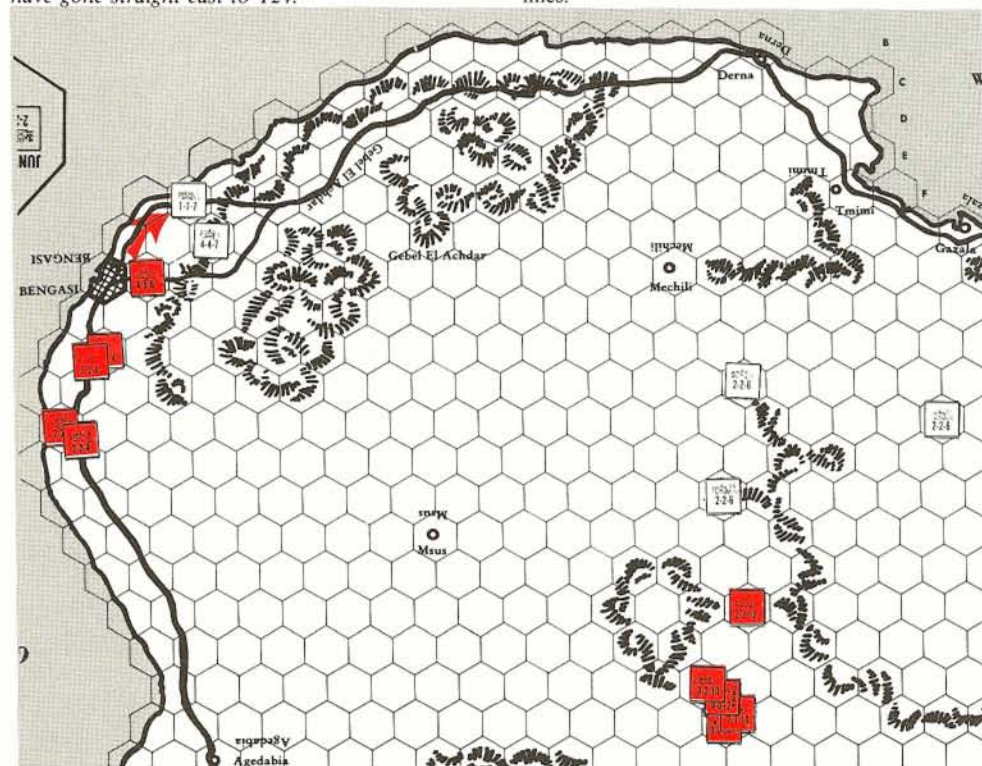
I'll make him fight for K35. I don't expect him to take the 3-1 but he might outflank me at L37. I can't cover everything.

Without the Italians the 15th lacks the power to crack the escarpment unless it takes a 3-1. The Germans usually don't do very well if they make low odds (less than 5-1) attacks without infantry. The escape of 2/2 S.G. continues to be a big factor. Brian apparently expected me to withdraw it this turn, but I'd rather delay the Italians, giving my June reinforcements time to arrive.

MAY I:

Since the Axis now have three supplies and since they have no prospect of isolating 2/2 S.G. before May II, they should attack 2/2 S.G. this time. By traveling along Row 6, 15/33 can reach G5 enabling the Axis to achieve an automatic victory against 2/2 S.G. Unfortunately, there are no units left to move through the automatic victory, so the Allies could re-establish a blocking position by sending 41/5 to C9. Nevertheless, the attack should be made.

The Allied move is once again well done, especially the move of a supply unit to T27. However, that move would be more effective in conjunction with a raiding mission by a 1-1-6. 7A/1 could have gone to I27 instead of K35, enabling 41/5 to go to N25.



Allied April I Move: The Allies react strongly to the German southern advance, bringing up the 2/3 to block the coast road. 2/2SG attacks out of Bengasi vs. Ariete at 1-5, and is retreated

into the position shown. Allied combat units not shown are at sea.



Allied April II Move: 22 Gds effectively seals the German armor force against the escarpments with 1-1-6's covering the eastern

approaches from the desert. 2/2SG continues to thwart the Italian advance along the coast road.

GERMAN MAY II:

I had to destroy the 2 S.G., and waste a supply unit. Rommel probably could not have held the enemy base even if he took it, so I'm returning to a conventional method of pushing the enemy into Tobruch.

ALLIED MAY II:

The Tobruch defense is established! I was mildly surprised by Brian's attack on 2/2 S.G. It came too late to get the Italians to Tobruch by June and it would have been easy to kill by isolation. On the other hand he had supplies to burn, and he has blocked me from sending raiders west. As I expected

the 21st headed back toward Tobruch. I didn't leave out any delaying units because the Italians are out of range and they wouldn't stop the armor. I prefer to conserve strength.

If he attacks Pol/ Carp, which is heading to raid supplies, he will have to do so with armor, leaving insufficient strength to attack Tobruch.

The idea of Tobruch defense is to keep the Germans from placing all 3 squares in their zone of control, leaving me with a retreat route for one unit and a square for a delay unit next turn. Hopefully, he'll attack from the west, leaving the road to Salum open.

MAY II:

The Axis did well to attack 2/2 S.G. and pull back the 21st division, but it's likely to be a case of too little too late. The only improvement in the Axis' move I can suggest is to send 21/3 to S29 instead of Q28. That would force the Allied supply unit on T27 to return to Tobruch or be destroyed to avoid capture.

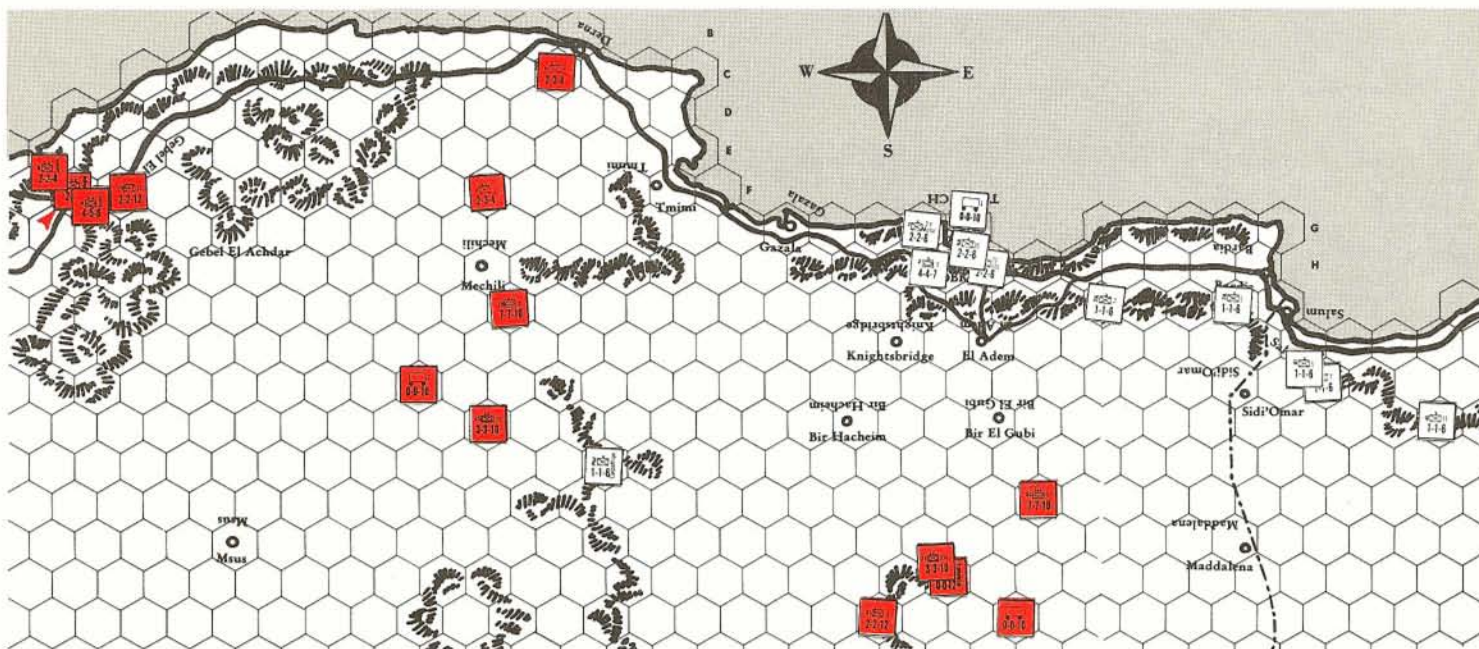
The Allies move, however, was not up to their usual standard. The pullback to G24, H25 and H26 was too conservative. It presents the Axis with a golden opportunity to get back in the game. I would recommend stationing 3 or 4 factors on G23, 5 factors on I25, 4 factors on I27 and 1 factor each on I30 and J33.



Allied May I Move: The Germans have violated one of the primary axioms in AFRIKA KORPS: always attack when at maximum supply. By not attacking they have guaranteed the loss

of their next supply opportunity, and 2/2SG continues to embarrass the Italian advance along the coast road. The British

counter the eastern feint by the 21st easily by sending three 1-1-6's out to sea.



Allied May II Move: The Germans finally use their excess supply to eliminate 2/2SG in a 5-1 surrounded A.V. which allows Pavia and Brescia to advance up the coast road. The Allies react by withdrawing to the outskirts of Tobruch while screening the

eastward coastal road. The 4th Allied Supply unit (not shown at X21) further complicates things for the German—posing a potential supply source for the Carpathian unit should the

German allow it to move freely into the desert. Like the Allied 3rd supply which self-destructed last turn, this one is in no danger of capture.

The move to M20 by Pol/Carp was good. If that unit could slip behind Axis lines, it would be an effective annoyance to the Axis forces, especially if supplied by the Allied Supply #4.

There is a technical illegality in the Allied move. 7/31 Motor could not get to G24 from K18. However, it could go to H26 instead, and either of the 2-2-6's now on H26 could have gone to G24. Thus, the error is completely harmless to the play of the game.

GERMAN JUNE I:

This is going to be a long war. I hope he doesn't counterattack! I see I'm going to have a lot of trouble with "recce" missions.

What happens next will be interesting! This game may prove to be the least 'orthodox' I've ever had.

ALLIED JUNE I:

I was mildly surprised by Brian's failure to attack. The supply table changes July 1, so this was his last opportunity to use a supply with a 67% chance of getting it back. He must have felt that he had insufficient strength to mount an assault.

My defense of Tobruch is designed to cause soak-off casualties. Unless he attacks both flanks I will still have a retreat route. I tried to make it costly to attack the 4-4-7's. I hope to save these heavy units for defense of the fortress itself, so I'm willing to give him a shot at a couple of 2-2-6's now. I'd considered attacking out at 1-3 with Pol/Carp but I would rather be certain of tying down the forces another turn. There's always the chance he'll leave himself open to an escape attack the next turn too.

The eastern defenses are out of reach this turn. I debated sending a 2-2-6 to that area but I feel it is more usefully deployed in the Tobruch area.

JUNE I:

The Axis player missed his golden opportunity. He also missed on his prediction that this would be a long war. I don't think he realizes the seriousness of his predicament. It is impossible for the Axis to mount a successful drive against the Allied Home Base while the Allies occupy a perimeter outside Tobruch. The Axis forces must drive the Allies back into Tobruch and that task will be significantly more difficult after the Allies' June reinforcements arrive.

By using the Rommel bonus the Axis can put 24 factors on I25 and I26 for a 3-1 against 2/3 with Pavia going to I27 for the 1-4 soak-off against H26. One unit, either 15/33 or Brescia, should go to H22 but not H23. That way 2/3 can be retreated to G23 if the 3-1 results in "D back 2." The advance after combat to H25 in combination with the Axis unit on H22 would then leave 2/3 isolated. Of course, an "exchange" would be troublesome for the Axis, but they have a 70% chance of eliminating 2/3 by combat or isolation without suffering the loss of eight factors in an exchange. Besides, they have to do something about the Tobruch situation. Once the British are driven back into Tobruch, the threat from Pol/Carp can be dealt with.

If the Axis do not attack the Tobruch defenses, then they should take an automatic victory against Pol/Carp rather than isolate it. They would have a 70% chance of recovering the supply in one turn, and the participating combat units would be freed for other duty on June II.

If I were the Allies, I would be tempted to take a 3-1 surrounded against 15/8, even though it could result in the loss of Tobruch. The Allies have 25 factors available: 21 are needed for the 3-1, 2 for a soak-off against 21/5, and 1 to station on J33 or K35 to protect the Allied Home Base. That would leave one factor to put on G24. The Axis could then capture Tobruch by: 1) using 14 factors on G23 and H24 to achieve an automatic victory against the unit on G24; 2) sending one other unit to H25 where it too would participate in the automatic victory, and 3) using other units to soak-off against Allied forces on I26. Because of this possibility I don't blame the Allied player for choosing the more conservative course of action.



Allied June I Move: The German again fails to take advantage of his full supply situation, choosing to isolate the Poles instead. The arrival of the Allied June reinforcements now makes Tobruch a very tough nut to crack. Not shown in the illustration

are 7/4SAM at sea, 41/23 at L39, and British supply units at M41 and the HB. The Allied 4th Supply was self eliminated after drawing 15/33 to the chase.

GERMAN JUNE II:

If the Poles don't get away in their 1-6, I guess I'll push him into Tobruch, next turn. I don't yet know if I'll attack Tobruch or try to push east.

ALLIED JUNE II:

Once again Brian has failed to attack. He's got to do something eventually. I didn't adjust my defense much this turn. 7/4 S.A.Mtr. remained off the board so I'll have a delay unit available in the Tobruch area if an attack comes and a retreat inside the fort is necessary.

I feel I'm in pretty good shape, barring some unexpected move by Brian. He can drive me off the escarpment in the K36 area if he wishes, but he will have trouble moving much farther east without securing his supply line around Tobruch. The longer he delays the harder it will be. My July reinforcements come on next turn.

JUNE II:

Whenever the Axis fail to attack with three supply units on board, it's equivalent to giving the British a "sunk" for free. Such gifts should be avoided if the Axis can make a useful attack. My recommendation would be to begin the assault on the Tobruch defenses with a 6-1 against 7/31 Motor from H24 and I25 and two 1-4 soak-offs.

There is not much to say about the Allied player's move. From this point on his game practically plays itself.

GERMAN JULY I:

I am loathe to attack Tobruch directly. I'll try pushing east. That should force him back into Tobruch, as he'll have to take troops out of the perimeter to reinforce Egypt.

ALLIED JULY I:

The Germans finally attacked! But the results were not what they had hoped. My defense this turn leaves a minimum of cheap targets. 41/7 is positioned to prevent an attack on 41/23. To surround 7A/1 he will have to soak-off against M41. He could conceivably get an auto victory against 41/7 and 7A but that will require 29 factors, leaving only 2 units, not enough to cover Tobruch, must less exploit the automatic victory.

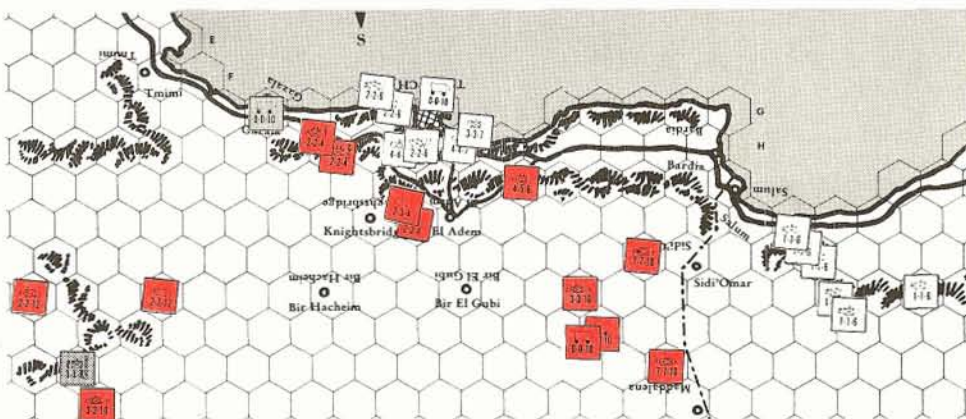
Sooner or later he has to hit Tobruch. The guarding force necessary now leaves inadequate forces to move on Alexandria without low odds attacks with armor. The longer he waits the more casualties he will take.



Allied July I Move: The Germans eliminate 41/5 at 7-1 but lose 21/104 in a 1-2. The Allies fall back grudgingly, gaining strength as their July reinforcements arrive. The appearance of 9A/18 at Tobruch would appear to make that position impregnable.

JULY I:

Whatever objective the Axis player decides to pursue, he must try to minimize his chance of incurring casualties. It would be much better to send the 7-7-10's to M39 for an automatic victory against 41/23, while putting 21/104 on N38, Ariete on L35, and Brescia on J34. That should drive the 41 and 7A brigades back without costing the Axis any casualties. Even so, it would still be better to attack the Tobruch defenses.



Allied June II Move: The German continues to sit tight, hoping to win by maneuver a game he is losing due to earlier maneuvers and which cries out for combat to right the situation. An unusual move is that of the Rommel unit—apparently returning to Tripoli

to free Trenta for combat duty. Trenta is pulled out of the HB as with a full complement of supplies it has nothing to gain by staying. The British lose the Poles in a 1-6 attempt to escape from isolation.

The Axis player's hope to solve the Tobruch problem by pushing east is doomed to disappointment. His masking force can be protected from a 3-1 attack by the Tobruch garrison if he puts a 7-7-10 on J26 and 2-3-4's on H23 and I28, but that leaves only 25 factors available for the drive toward Alexandria (or 27 once Trenta arrives on the scene). That force must fight its way through 19 British units with a strength factor of 1, including a Recce unit, and capture the Allied Home Base by October II at the latest. Any delay beyond that would permit the Allies to use their November reinforcements to break out from Tobruch at 3-1. Capturing J62 by October II is an almost impossible task for the Axis.

ALLIED JULY II:

Brian had some bad luck with the exchange, but that's the chance the Germans take when they attack at less than 5-1. He continues to do well on the supplies. He has to make a decision this turn. If he attacks the eastern forces he'll move out of range of Tobruch and I'll attack out and threaten his supply line.

JULY II:

The Allied player positioned his forces well, but the Axis attack could clearly have been better executed. By sending Ariete to M40 to join 15/8 in a 5-1 surrounded against 7A1 while 15/33 soaks-off from M40 at 1-3 against 7A2 and the two units on M41, the Axis would have a guaranteed elimination of the two 7A brigades and a 30% chance of losing

two factors instead of a 70% chance of eliminating the 7A brigades and a 30% chance of losing four factors.

The comments made last turn about the necessity of attacking the Tobruch defenses still apply.

GERMAN AUGUST I:

Drat that Exchange! My losses are more than his! I am very demoralized. But at least he retreated. Of course, he hopes to draw me on and attack out of Tobruch when my large units are near Matruh.

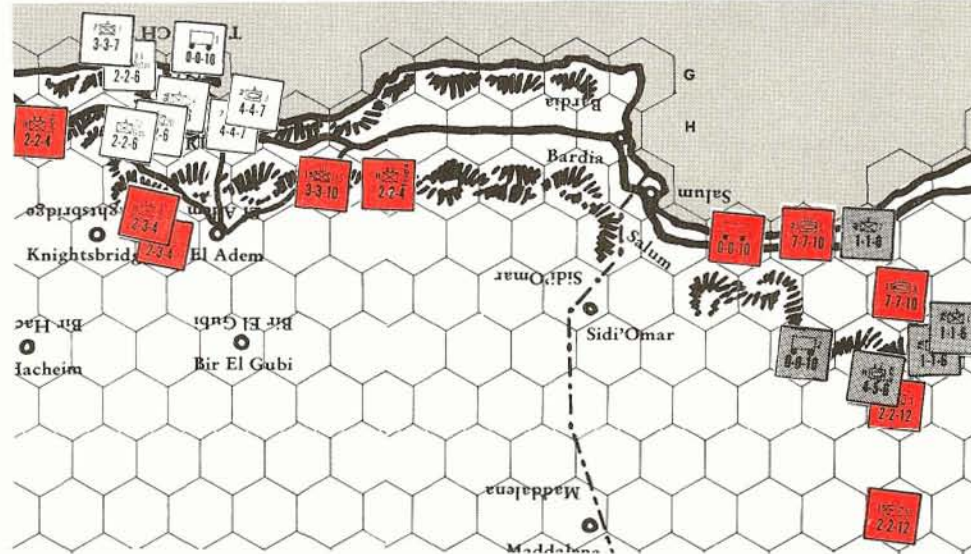
I have no idea what to do. I guess I'll just sit tight for now.

ALLIED AUGUST I:

I finally sank a supply. Brian is going to have to make some kind of move eventually. I'm content to wait for November. 2SA/7 is threatening his flanks now, so he has something else to worry about. I decided to hold the 5th Indian off. I don't really need them at Matruh this turn and I want them available for a possible break out of Tobruch.

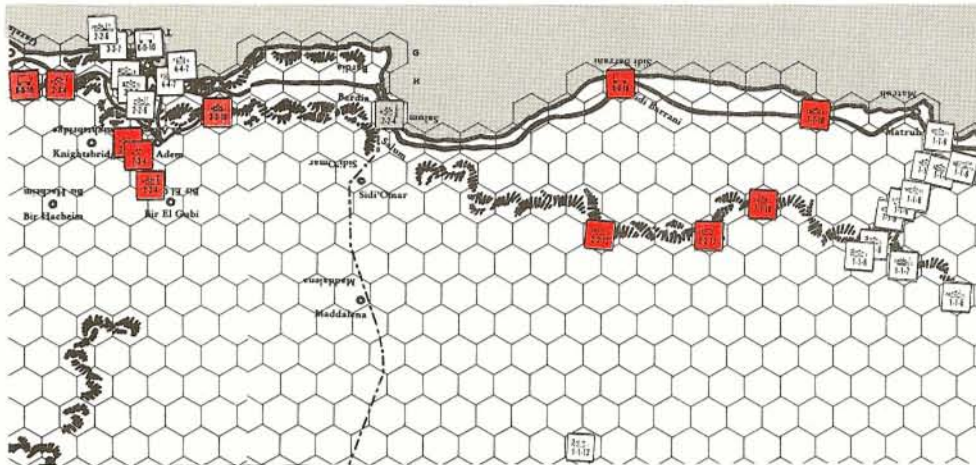
AUGUST I:

The Allies could have placed delay units on I45 and J45 while stationing three units on L46, but they can afford to give up space to save units at this stage. The only drawback of the withdrawal to J50, and Row 51 is the fact that it seems to have started the Axis player thinking about an attack on Tobruch.



Allied July II Move: The Germans have eliminated 41/7 at 7-1 and 7A1 and 7A2 in an exchange at 3-1 which costs them the Ariete division. The rest of the Allied force withdraws behind

Matruh hoping to lure the Germans away from Tobruch and lengthen their supply lines.



Allied August I Move: The German eastward drive is stalled by heavy opposition, lack of supply, and a flanking attempt by the

2SA/7. Barring successful gambles, the German player is in deep trouble.

However, if a Tobruch attack is on the Axis player's mind, he has moved the 7-7-10's too far East. The only hex in the Tobruch region they can attack next turn is H26.

GERMAN AUGUST II:

There comes a time when you've been so outplayed or outrolled that your only recourse is an appeal to fate to redress the balance of forces. Failure to attempt to even the situation now with a lucky attack, no matter how small the probability of success, condemns me to an ever worsening dilemma.

ALLIED AUGUST II:

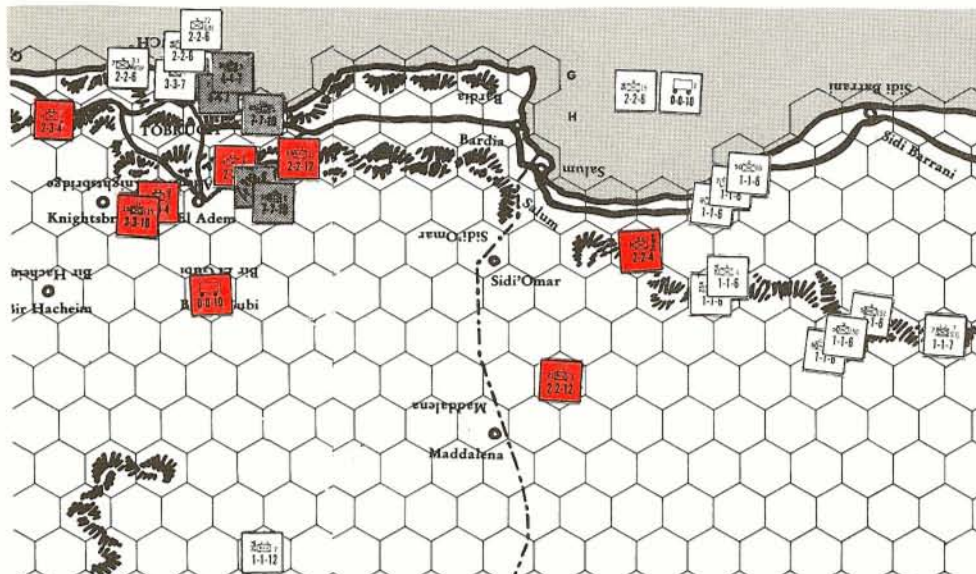
Brian finally made his move, and the attack proved to be a disaster for the German armor. He did force me back into Tobruch, giving him a crack at the fortress. He now has two options, a 3-1 on 7/31 Mtr. followed by a 1-1 on Tobruch, barring an exchange on the first attack; or a 1-2 on Tobruch now. The percentage of success is about the same: .7 (non-exchange) x .3 (d back or elim) = .21 for the first attack and .2 (d back) for the second attack. I expect the 1-2, as the 3-1, 1-1 takes two turns, giving my flanking force more time to maneuver. In anticipation the supply moves out to sea. 5th Indian comes

on the board now, as there is no longer the possibility of attack from Tobruch.

AUGUST II:

The Axis player's 1-1 was an act of desperation. I must agree that his situation calls for desperate measures, but the 1-1 against H26 does not make good sense. It would be much better to drive the Allies back into Tobruch at the cost of several soak-offs and then take the 1-1 against Tobruch itself. A "D back 2" in an attack against Tobruch is as good as a "Delim," but a "D back 2" against H26 is only slightly helpful to the Axis cause. Also, an "exchange," which is a bad result for the Axis in either case, would at least leave them in possession of Tobruch after a 1-1 against Tobruch itself. In the present situation the Axis are faced with the unhappy prospect of making another low odds attack in an effort to capture Tobruch.

Since the German 7-7-10's are too far east to hit anything but H26 this turn, the Axis player should be content to pull back his 7-7-10's while using one of his three supplies to sustain a 5-1 surrounded against the Allied Recce. There is plenty of time to drive the Allied defenders back into Tobruch and take the 1-1 before November.



Allied August II Move: The curtain rings down on the Axis act. Desperately seeking to change the momentum of the game, the German risks a 1-1 assault vs 2/3 and 7/4 which costs him 21/5, 15/8, and Savena in an exchange. Although Pavia advances next to Tobruch after combat it is a forlorn gesture. The

Allies withdraw into Tobruch, sending supplies and 9A/18 to sea. The defanged German, about to be enveloped from all sides will immolate the remainder of his forces in a 1-2 vs Tobruch in September. DAK has been decisively beaten with virtually no chance of recovery.

ALLIED SEPTEMBER I:

What can I say. Brian doesn't seem to be able to roll anything but an exchange. No one can win doing that. In retrospect, I would have to say the escape of 2/2 S.G. was the decisive Factor. It delayed the Italians several turns, setting the Axis timetable for attack back sufficiently to enable the Allies to construct much more formidable defenses than normal. There also comes a time when maneuver fails and the Germans have to wade in and slug it out. I think Brian waited too long to do this, and then went after non-essential desert targets instead of Tobruch.

SEPTEMBER I:

The final turn was a bit sloppy on both sides, but that is understandable because the game is essentially over. The Allies should have put the 51 Division on G24 instead of 7/31 Motor. That way they have a 50% chance of causing casualties if the Axis attack that hex. Another improvement would be to send 2SA/7 to W35.

The Axis player does not have to be in a rush to take the 1-2 against Tobruch. It would be better to take a 5-1 surrounded against the pesky Allied Recce first. If he must take the 1-2 now, then Brescia should be on I26 instead of I25 in case of an "A back 2." Also, an Axis unit should be sent to J33 to prevent the Allied 1-1-6's from moving up the Coast Road to relieve Tobruch.

SUMMARY:

I agree with Tom that the escape of 2/2 S.G. was important, but it was not the decisive factor. The real key to this game was the April I move of 2/3 to G4. Without that move the escape of 2/2 S.G. is only a minor nuisance to the Axis.

With it 2/2 S.G. could be eliminated in the 1-5 and the Allies could still delay the Italians by sending a 1-1-6 to the Gebel El Achdar escarpment.

Of course, Tom is 100% correct about the necessity for the Axis to be aggressive about driving the Allies into Tobruch. This game illustrates that fact very well.

Two other overall observations are worth making about this game. First, Tom was much better than Brian at anticipating his opponent's actions. This is an important aspect of successful play. Second, although his combat results left much to be desired, Brian's luck in getting supplies was fabulous.

★★★★★

PANZER LEADER . . . Continued from Page 28

the fighter-bombers. The P-47's are better than the Typhoons in machine gun attacks since 2 of them can get a 6-1 against artillery using the machine guns.

The fighter-bombers attack after the combat phase is over and all direct and indirect fire attacks have been resolved. They thus are able to attack any German units that were disrupted in the combat phase and therefore have a chance to finish them off at relatively low odds and also have "1" subtracted from the die roll. This type of attack is especially useful against German armored and artillery units in covering terrain that might have escaped an earlier 4-1 if a "5" or "6" were rolled. The use of firepower in these situations is very effective for the Allies.

ARTILLERY FIELD-OF-FIRE LIMITATIONS

The German 88mm guns and U.S. 90mm guns were anti-aircraft weapons mounted on pedestal or turntable mounts and should not need a carrier unit in the same hex to change facing.



A STUDY OF WARGAMERS

by Manuela Oleson

An Amateur Sociologist Studies the Wargaming Subculture

Ask a wargamer's wife to do a Sociology paper on the wargaming subgroup and you're liable to be asking for trouble. If that lady just happens to be married to Tom Oleson (he of the 49 simultaneous ANZIO pbm games fame) you're really asking for it. It is to Manuela's credit as a future sociologist that she maintained her objectivity in spite of everyday personal experiences.

Football widow and golfing widow are common expressions. Soon they may be joined by the wargaming widow. Probably there is no chess widow because chess fanatics are too busy even to marry, thus saving their would-be wives from years of neglect. Bobby Fischer is only the most recent example of a chess grandmaster so wedded to his game that admiration for his genius is tempered by the recognition that it is equalled by his anti-social introversion.

Wargaming seems to rival chess in the hypnotic hold it exerts over its devotees. The writer of this report is married to a wargaming zealot, and therefore has had the opportunity to observe scores of these rare creatures at close range, probably a good part of the reason the use of valium is soaring. Many of them appear to be gravely infected with the Fischer syndrome, some symptoms of which are blindness and deafness to visual and aural stimuli not directly related to the wargame at hand.

Of course, we are all tyro sociologists, admitted or not. We have all heard nonsensical generalizations such as "Those blacks all drive big Caddys," based on a 5-minute vehicular observation while rushing through a certain part of town. Perhaps my subjective impressions belong in that category, and would not be supported by an objective survey. The scope of this study permits no definitive answer to the question. Presuming over 100,000 wargamers, a representative sample would have to number at least a few hundred, not just the 52 recorded here, out of more than 75 solicited. There is also the problem of measuring aberration by questioning the supposed aberrant: "Hey, is it true you wargamers are all weird?" A better, but more difficult procedure would be to question not the gamers, but their long-suffering wives and friends. Another problem is that my sample is not random, since it is drawn from gamers who have segregated themselves into a "buff" category by joining a club, or subscribing to a magazine, as opposed to the more casual gamer. But perhaps it is just this wargaming "freak" who is most interesting.

The survey—a review of the responses

Only one of the 52 respondents was female, wargaming being nearly exclusively a white, male pastime. The range of ages was 16 to 49; average 29. Deleting the top and bottom 10% to avoid extremes, the distribution is 21-39. The survey was peppered with extremes, for example the gamer already playing 80 hours weekly and therefore unable to increase his playing time! So to reduce distortion I have sometimes deleted the top and bottom 10%, and will so indicate.

Wargamers are studious. Deleting the four still in high school, average years of schooling is 17, with 36% having done graduate work.

Thirty-two different occupations were listed, including four game designers, seven teachers, and seven students. There was great variety, including blue collar workers, mechanics, unemployed, as well as various professions.

Sixty percent listed themselves as married, a few also replying that they were divorced. From one to three children were listed by twenty of the thirty-one married respondents. In a group of 52 people with an average age of 29, for only 38% to have children would seem on the low side.

Over \$20,000 yearly income was listed by 19%, \$10-20,000 by 30%, with the rest under \$10,000. For over half of a group of mostly adult well-educated males to earn under \$10,000 would imply more dedication to gaming than working!

Nearly all respondents answered nearly all questions, but the few omissions have been deleted in calculating percentages.

Ninety percent have a hobby besides wargaming.

The average respondent has been wargaming a decade, with a range of 1-25 years. Deleting the extremes, it is 3-15.

Seventy percent would like to increase their weekly gaming time in a range of 3 hours to infinity! Dropping extremes, the weekly time spent wargaming is 8½ hours, while on the same basis the desired time is 14 hours.

All but one in ten regard wargaming as both educational and intellectual. Only half regard wargaming as therapeutic ("harmless outlet for feelings of aggression").

One third consider themselves part of an elite.

In response to a question about how others see their hobby, 2/5 believe that it's seen about the same as any hobby, but 1/3 believe that others see wargaming as a "silly waste of time."

The majority of those questioned do not feel guilty over time spent wargaming, but a large minority (36%) does. Discarding the extremes, the average hours spent weekly by the "guilty" group exceeds 10, while the "innocents" spend under 8—hardly surprising. A bit less predictable is a uniform desire to increase wargaming time.

Fully 2/3 report friction with others over wargaming. Of the entire sample, 36% feel guilty about their wargaming time; of those reporting friction with others, 52% also report feelings of guilt. As we will examine in detail later, this survey seems to reveal two distinct groups, and this question gives the first hint: one group reporting little guilt or friction, the other group—considerable.

Three-quarters of those asked say the wargamer is about the same as anyone, while 1/5th feel that he or she has superior intelligence. Only a few chose the answer "an introverted book-worm who uses wargames to escape reality."

A third claim to win half their games. Nearly 3/5 claim victories in the 40-60% range. The complete spread was 1 to 95%. Maybe the latter plays the former.

Twenty-four admit to frustration or resentment over a loss; 28 deny it.

"Is wargaming skill as valid an index of general intelligence as a standard IQ test?" Nearly ¼ of those queried took the trouble to deprecate the validity of IQ tests, an opinion high in fashion these days. Only ¼ agreed that wargaming prowess is as valid a measure of intelligence as IQ.

Nearly half those asked like dancing; 4/5 enjoy camping or hiking.

Very few belong to a service club such as Kiwanis, while a third had military experience. This is a result rather contrary to the intuitive perception of the typical wargamer's background. Another

subjective observation of wargamers is that they are more doves than hawks, but that could be a survey all by itself!

Just over half agreed that wargaming and mathematical ability are related.

To digress, it is difficult to express survey questions with precision satisfactory to all. Some took me to task for that. Terms such as guilt, friction, left-wing, etc., might each require a page just to define.

Equal numbers labelled themselves left-wing and moderate: 27%, while 23% each answered right-wing, and apolitical. Recent surveys show that more than twice as many Americans consider themselves to the right as to the left, but it should be noted that nearly 29% of the sample either were born, or lives, outside the USA.

"Women's Liberation" has made it gauche to make too much of the physiological differences between the sexes. Give Betty a toy gun (or wargame?) and Billy a toy stove, and she would grow up a soldier, he a homemaker, or so it is fashionable to believe. Our wargaming sample shares this view, as over 4/5 ascribe the lack of female gamers to different interests/cultural conditioning, not any basic lack of whatever ability it is that makes a wargamer!

Nearly 2/3 felt chess is inferior to wargames.

Less than a third prefer fellow gamers as friends.

While correlating the survey data, it became apparent that the key question was: "Do you ever become so immersed in wargaming that you neglect to be courteous and/or responsive to non-wargamers present?" The subjective opinion of the author of this survey is YES!, but let the data tell their own story.

Analysis of the Key Question

When this survey was conceived, the idea of a control group of non-wargamers was considered, then abandoned. As it turned out, the survey itself generated a control group.

All but one respondent answered the key question: 27 confessed to discourtesy, 24 denied it (53/47). Of course, asking a person if he or she is impolite is not an infallible method of discovering the truth, since we are not all either aware of, or willing to admit, our shortcomings, even anonymously, but the scope of this survey forces us to ignore that factor. The data do reveal such a difference between the two groups that it would be hard to attribute it to chance.

I will refer to the two groups as C (courteous), and D (discourteous).

Most of the questions were re-analyzed to see how the two groups differed in their answers.

1. Two-thirds of the entire sample reported friction with others. Among Ds this figure rose to nearly ¾, while among Cs it was just over half.
2. Just over a third reported feelings of guilt over their gaming time. Half the Ds felt guilty, only ¼ of the Cs.
3. Ignoring extremes, the average D wargames 12 hours weekly, C only 7. "Honey, take out the garbage! Sure, just as soon as I finish this solitaire campaign game of 1776!"—lot of resentment might boil up over that sort of thing!
4. Just under half the total survey felt resentment or frustration over a loss, but among Ds this rises to 3/5, dropping to 1/3 among Cs.
5. Another nearly even split concerned the correla-

tion between wargaming and math, but the split was uneven between the two groups: over 3/5 of *Ds* saw such a correlation, but only 2/5 of *Cs*.

6. Less than third of all those questioned regard wargamers as an elite. About half of *Ds* see themselves as members of an elite, only 1/4 of *Cs*.

7. Twenty-seven percent of the survey regard themselves as left-wing. Among *Ds* this rises to 42%, but it is only 23% among *Cs*.

8. The *Ds* were a bit more likely to prefer other wargamers as friends, but not to a significant degree.

9. A marked disparity surfaces when examining the family status of each group. Although the married proportion is about the same for each, the slightly smaller *C* group has 50% more children. How striking a demonstration of inattention can you have?!

10. Two-fifths of the survey felt that others saw wargaming as silly, or only for intellectuals. Among *Cs* this rises to over half; among *Ds* it drops to about 1/3.

11. Nearly 3/5 of the sample claimed to win about half their games, but nearly twice as many *Ds* claim to win more than half as do *Cs*.

12. Nearly 2/3 of all those answering rank wargaming over chess. This rises to 70% among the *Ds*, falling to 55% of the *Cs*.

13. Nearly 3/5 of the entire group regard wargaming as therapy, but this drops to just over 1/3 among *Cs*, rising to 4/5 of the *Ds*.

14. Only 5 of the *Cs* have been gaming over a decade, compared to 15 *Ds*.

15. Although only a small number is involved, it is interesting to note that of the six respondents lacking another hobby, four were *Ds*.

16. Another interesting result: 7 of the 10 disliking camping were *Ds*.

17. The *C* average age is 28, *Ds* 31.

There is another way to demonstrate in numbers the contrast between the two groups. For each question lending itself to this analysis, a number is generated representing deviance from the norm. For example, if in the survey as a whole 50% replied positively to a question, while among *Ds* it is 60%, *Cs* 40%, the deviance would be +10 and -10, respectively. This is obviously more indicative than exact, but it does paint an interesting picture. Each question is identified briefly by a key word:

<i>D</i>	<i>C</i>	
+5	-13	Friction
+14	-12	Guilt
+11	-15	Frustration
+9	-13	Math
+16	-4	Elite
+15	-4	Left
+5	-10	Chess
+21	-22	Therapy
+96	-93	

This shows a neatly symmetrical deviation from the norm.

This survey set out to test my assumption that quite a few wargamers suffer from the "Fischer syndrome"—a degree of absorption in their hobby which could be called at least mildly anti-social, because it is dysfunctional in terms of relating to the broader environment (to which the gamer in question might reply: "What broader environment? Hand me that die!").

Although the scope of this report is too narrow to conclusively prove anything, the results are provocative. I believe they support the thesis that there are at least 3 subgroups of wargamers:

1. What I have labelled as *D*. The Discourteous gamer sometimes clashes with others over his

hobby, and feels guilt over time spent on it, perhaps because it is a bit much. He often is frustrated or resentful about a loss. He feels wargaming and mathematical ability are related. He is likely to regard himself as one of an elite. His politics key to the left. If married, he probably has no children. No time! His view of the impression others have of his hobby is relatively positive. Chess comes second to wargames. His victory record is good. Wargaming is therapeutic to him. He is a bit older and more experienced than the average wargamer.

2. What I have called *C*. The Courteous wargamer is a bit younger than the average in his hobby, and not in it quite as long. He is more apt to be to the right or center. If married, more apt to have children. Doesn't feel guilty about gaming, perhaps because he spends less time on it. He doesn't mind that his batting average is a bit low. He is less quick to rank wargames ahead of chess, nor does he see himself as part of an elite. Wargames are neither therapy, nor related to math ability, to him. He has a more negative view of others' opinion of wargaming.

3. The third group we have not canvassed, and can only speculate about. It represents the vast majority of people who can be called wargamers, because they own or play them. They are probably little represented here, because they are not so interested that they would bother to belong to the more active group to which I had access. It is probably fair to presume that this group is more like *C* than *D*.

It has been said that generalizations and comparisons are odious, and I confess that *C* and *D* are, to an extent, caricatures. Nonetheless, I do believe that this survey gives full support to the assumptions bringing it into being.



★★★★★

ALEXANDER SECOND EDITION

The second edition rules for *ALEXANDER THE GREAT* are now available from the parts department for \$1.50. The new rules include an expanded appendix of questions and answers on play, as well as a revised sequence of play, missile rules, and more accurate descriptions of the mapboard terrain and counters. Also available for \$1.00 are the new *ALEXANDER* counters which include the half strengths printed on the reverse side in a lighter shade of color to help differentiate between full and half strength units. Regular postage charges apply.

PLAY-BY-MAIL PROCEDURES REVISED

In an effort to adapt all play-by-mail games to the same rules packet, the standard pbm kit has been revised to handle instructions for all games recommended for pbm play. The new system adapts all pbm games to usage of the standard base 6 CRT. The instructions are included with the purchase of any pbm kit or can be ordered separately for 50¢ plus usual postage charges.

REDUCED HEX SHEET PADS

Now available from the Mail Order Department is a pad of 30 hex sheets with normal half inch hexes printed on one side and 1/8" hexes printed on the back. The pads are useful for designing your own games, making hex overlays for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for \$1.00 plus postage.

HYDASPES . . . Continued from Page 5

Special Terrain

1. Chariots must stop when entering a mud hex. Thereafter they may move 1 square per turn. They receive no charge bonus when attacking into or out of a mud hex.
2. The ridge is treated as a slope.

Elephants

1. M-P cavalry may not move adjacent to elephants. If the elephants move adjacent to the cavalry it must move away in its turn.

2. Indian cavalry may not be in the same square as elephants.

Elephants may attack phalanx units frontally. When the elephant unit reaches the adjacent square consult the following table:

roll	result
1,2	Proceed with attack.
3,4	Halt. No attack possible on phalanx or any other adjacent unit. May try again next turn.
5	Unit routs immediately (see elephant rule in battle manual).
6	Roll again.

3. If an elephant is attacked by missile units only and the result is any D back the elephant routs immediately.

Better Training

This rule applies to Phalanx, hypaspists, Agema and the veteran mercenaries.

Combined Arms Attacks

The M-P army is permitted combined arms attacks. The Indian army is not.



★★★★★

PBM . . . Continued from Page 12

the code used, and attempt to do the same myself. This too, adds another element of realism, for if you crack your opponents's code you may obtain the same advantages which actually accrued to the Allies when they did so in World War II. A Captain Midnight decoder badge becomes very helpful!

As so described, I have found the game to be very enjoyable, and very realistic, in my judgment. More pre-planning is required, as to allocation of defensive supporting forces, which I think more nearly represents the true state of affairs once a battle is joined in a particular locality. The system does require that the attacker resolve some of his die rolls. This should not be objectionable as long as he selects stock dates which fall after his mailing date. His opponent can always check the accuracy of those results, and require verification through a clipping, if he finds a discrepancy. Many of us have used similar systems for years in our *FRANCE '40* and similarly oriented games. The system does permit of modification, if you feel that a facet of the game which I have removed is essential. For example, you can insist in the game preliminaries that the Axis player deploy Italy first. Once again, I usually send such a deployment with my first communication to a potential Allied opponent. In another area, the information called for in step 1 can be stated in a number of ways. Allocations of defensive air factors or fleet intercepts can be stated in the alternative, or be made contingent upon various factors, such as the size of the attacking force, the number of fleet units conducting a type of mission which you wish to intercept, or whether other more important missions are also being undertaken by your opponent. As long as your wishes are clearly stated so that your opponent can understand what you mean, it doesn't affect the workability of the system.



CALCULATED VICTORY

by Thomas Hilton

Perhaps The GENERAL's primary purpose is to offer enlightened analyses of conflict simulations showing us "how to annihilate our opponent." But much of what appears is somewhat redundant because key concepts are not transient and need only be applied to a different situation.

At times various authors have offered advice on strategic and tactical matters that are at best obvious and at worst puerile, such as the "object of an attack is to defeat your enemy." Most such articles may be of some value to obtuse novices, however experienced gamers need something more. Thomas Hilton has attempted to compile a compendium of the essence of strategic thought along with his own original views especially relating to board games.

Reference to wargames as 'conflict simulations' is neither euphemistic nor the jargon of a special group. The terminology is accurate because most strategic concepts are applicable not only to massed armies in the field or on a table-top, but are valid in almost any conflict situation. Players may often unconsciously use such concepts to advantage, but novice or experienced gamer alike will benefit from a thorough and reasoned knowledge of them. Victory of course can never be guaranteed, and the gamer who makes gross errors or forgets the rules can only blame himself. But an absolute knowledge and comprehension of what is required can virtually reduce victory to a calculation with luck minimized and expertise maximized.

In all conflicts we must react according to an all-pervasive principle; *minimize the enemy's strength while maximizing your own.* Conversely, exploit his weakness while attempting to diminish your own. This includes all strategic aspects such as terrain, unit characteristics, maneuvering, etc. One must at all times do everything possible to achieve the most advantageous situation. Obviously it follows that *the initiative must be seized*, on offense you already have it, but defensively it can be obtained by utilizing positioning, local counterattacks, and terrain to threaten enemy supplies, retreat routes, communications, etc. It cannot be over-emphasized that anyone who just sits back on defense or launches uninspired and obvious attacks on offense will certainly not have any initiative, and is probably doomed to defeat.

The above may be abstract concepts to some. But the primary strategic maxim is almost insultingly obvious, the *concentration of strength against weakness.* To be able to concentrate while preventing the enemy from doing so concurrently is the hard part. The opponent must be dislocated, unbalanced, and dispersed in order to have any chance of success. Clearly, doing the expected and having the initiative are incompatible, and this makes fruitful concentrations impossible.

The enemy must therefore be forced into a position that becomes progressively inferior and is exploitable. Since all are presumably attempting to dislocate and deceive each other we must be constantly aware of and prepared for any eventuality. Having reserve forces is vital for this. Therefore, we must begin studying any situation by considering how to maximize your strength as you seek to minimize that of the opposition. To exercise a necessary degree of control over the simulation the initiative must be obtained in which attempts are made to concentrate strength against weakness. After a basic knowledge has been realized, more specific strategic concepts should be considered.

Strategic positions are qualitative, there are plainly some better than others. This seems obvious, but often players fail to vigorously seek out the best situation. Opponents can operate on either an interior or exterior position, and *the best position is an interior one.* Its communications are shortest and forces can concentrate on a chosen sector easily. A well-conducted strategy from an interior position can be of great value and success; witness Israel's victories. However, over a long period of time the situation can become pernicious if not brought to a rapid and final conclusion. When forced on the defensive totally, as Germany was by 1944, the position becomes most detrimental.

It is noteworthy that as an offense advances it invariably assumes exterior lines such as the Union armies in 1863. The exterior position has considerable problems in coordination, unity of force, and ability to concentrate. The interior position is damaging in that you may be surrounded and forced to defend several areas at once, but then you've already lost the initiative (and probably the game). *Modes of combat are inter-related to the positions.*

In offensives there are either frontal or flanking attacks. The former attempts to penetrate the enemy's center while the latter seeks to envelope its edges. An example of the inter-relation of positions and modes is in Napoleon's Waterloo campaign which was brilliantly conceived but poorly executed. The Emperor forced himself between (and therefore interior to) the British and Prussian forces, and this was done by a strategic frontal attack. Each enemy force could then be dealt with in turn. A flanking maneuver would actually have brought the enemy closer together and put them on interior lines.

Dogmatism is to be smashed at all times. So although it is clear that frontal attacks and interior positions are advised, one must *react according to the situation.* At Chancellorsville Lee put his force on exterior lines and executed a flanking offense and won his greatest victory. Flanking attacks can threaten supplies, cut off, surround, and usually face less resistance. When confronted with a lethargic army which outnumbers you (as Lee did) it is wise to flank.

Frontal attacks have their problems in that if not done quickly and correctly you will suffer heavy casualties, fail to split the enemy, and be left with a united and probably counter-attacking foe. Flank attacks are subject to enemy attacks attempting to cut in two the extended army making the maneuver at its weakest point. A flank attack will also leave a foe together, not divided, which will be able to retreat unless of course the flank came from both sides (double envelopment).

Rear attacks are also possible, but not realistically before the twentieth century. They consist of paradrops, fifth-columns, amphibious invasion, and so on. Obviously an attack from the rear can be devastating when able to do it in force and catch the competitor unaware, which is not often.

There are also strategic modes of defense which are determined by the type and amount of forces each side possesses. The linear defense is only advised when behind strong positions and flanks are secure. It differs from the area mode (which is the most flexible) in that flanks are covered mostly by terrain (coast, mountains, etc.), and also in that linear reserves are minimal. The mobile defense is the opposite of the linear in that front line troops are

sparse and a mobile reserve is maximized. It would be best against, for example, an armored-mechanized assault.

In summary, take advantage of the situation and be flexible. However, an interior position, yielding good communications and quick movement and concentration, leading to a frontal assault splitting the enemy into easily digested pieces is usually best. One must take care to realize that a strategic frontal attack is not synonymous with a tactical frontal assault.

When actually confronted by an enemy force units should be coordinated so as to *move against the lines of least resistance.* That is regardless of the strategic position. This is also known as the "wave principle" in which, like water, you take the easiest route avoiding strong positions and shaping your actions to the opportunities presented. This concept may determine the mode of attack. There is nothing more futile than an attack on a well-positioned enemy, such as Burnside's Fredericksburg fiasco. There is a difference though between waves and boulders, and attackers and opposition. Boulders are fixed and immovable, but usually an attacker exercising that vital initiative should attempt to move the enemy's forces advantageously. This is the essence of the wave principle. Seek your *own* routes and paths of attack, not by trying to bore through the unpenetrable but by shifting the enemy's deployments by your own. The player who can master this is rare indeed. It is done in a number of ways.

It was once said that true concentration is the product of calculated dispersion. An enemy will be concentrated if you are, and conversely will be distributed if you are. This shows why interior lines are of value because the army which can come together the quickest will be the one that has the advantage. It is best to advance dispersed with several objectives-aims allowing maximum flexibility. Having alternatives is always important. And as mentioned before, the deceiving and dislocating of the opponent is vital. By threatening one area of a front a force may be able to shift an enemy's attention to that sector weakening another, more desirous area of attack. However, at times one might have only the flanks to exercise the wave principle with. Then diversionary attacks should be made on the center with the aim of tying up troops needed to beat off the main offensive on the flank.

When conducting operations commanders must be as *efficient* as possible. "Economy of force" is just one part of general efficiency. It can be most simply described as making the most of what you have. When moving forces the quickest and most direct route must be sought. Positioning should not be faulty nor troops located where they would be of little future use. Terrain, especially on defense, must be put to good advantage and this includes both movement and combat. In combat, especially with fixed strength units in boardgames, efficiency must always be considered. Never use too many units to do a job that can be done with less. Efficiency can be lost even when acting in an inflexible manner in which forces may be constrained in their activities as the situation shifts through the course of battle. Any attack that wastes forces, attacks strong positions unnecessarily, or fails to use the terrain is inefficient. Units must also be coordinated; there is no point in making diversionary attacks, for example, not timed (before or too late) with the main offensive.

To summarize basic strategy we must start with taking the initiative so that one can begin the procedure of concentrating strength against weakness. This involves obtaining the best position leading to the most applicable type of attack (depending on enemy). The over-riding concept in this relative to the opponent is to move against him where he is weakest; and that means moving *your* forces in a deceptive manner, feinting him into disadvantageous positions. Always operations must be done efficiently for maximum benefit. And of course be prepared at all times for any eventuality.

Secondary but valuable concepts follow. These are actually offshoots of previously elucidated precepts, but for clarity are covered here. When moving, it is beneficial to do so behind a "curtain of maneuver" hiding the units. This is often impossible in boardgames but can be done partly by baiting and deceiving an opponent. When attacking, the indirect route faces the least resistance, at least at first, and usually can be considered a flank maneuver. BUT when combined with the more decisive direct route which is also behind a curtain of maneuver it is devastating. The *joint* of a force is not something that is smoked. It is where various combinations of units and forces meet. That is, for instance, where one corps meets another. An attack at the joint can have the effect of paralyzing the opponent and aids in splitting him. An attack at the joint, behind the curtain of maneuver, which is *both* direct and indirect conducted by a quickly moving force is perfection itself, the perfect game. Hitler's Ardennes offensive of 1940 is such an attack.

Tactics are difficult to discuss in general terms because tactics are the product of the weaponry of the period. They also are determined to a lesser extent by the expertise of training cadres, and by the amount of replacements needed on the line. Professional military men are, with but a few notable exceptions, authoritarian, dogmatic, and obedient; "their's is not to reason why." Tactics especially, but even strategy, are based on past teachings. Innovation should be common not a rarity. Of course in boardgames the situation is fixed, there are no new instruments of destruction introduced to the battlefield. And few wargames include both tactics and strategy.

Once the strategy has been considered and planned the actual combat starts, and that's where the tactics lie. But instead of simply concentrating force, perhaps an abstract term, in tactics one must be concerned with concentrating *firepower* (muskets, cannon, etc.). In all cases troops should be dispersed not only as a deception but to minimize casualties. Forces bunched up shoulder-to-shoulder are easy meat for high explosives, for example. In the Civil War era of rifled weapons with good range the best type of assault minimized losses and maximized firepower. It was a well-spaced two-deep line. The examples are myriad.

It was previously stated that a tactical frontal assault is different from a strategic frontal assault. This is definitely true in that the latter concerns one army's position relative to the other's overall placement. No force has sufficient troops to cover in depth all areas of potential attack equally, so a wise commander distributes the forces judiciously. But that always leaves spaces in the center that can be penetrated centrally. The tactical frontal assault is rarely wise, useful only in pursuing a retreating foe, and necessary only when faced with impassable terrain (such as a mountain pass) on the sides.

In finality one must be aware that the best tactics will be useless when faced on the field of battle by huge enemy forces who were able to get there with those numbers through fine strategy. And converse-

The Rest of the Battle

ARTILLERY IN PANZER LEADER

by Roy Easton

If infantry is the queen of battle than artillery must certainly be the king. This is particularly true in *Panzer Leader* where the role of artillery is much more important than in *Panzerblitz*. Not only is more artillery present in the different scenarios but its indirect fire capabilities are vastly enhanced. Artillery is capable of directing tremendous concentrations of attack strengths against a single hex. The *Panzer Leader* player who understands and utilizes his artillery to its fullest capabilities will almost certainly win while the player who makes mistakes in the employment of his artillery will frequently lose.

This article will discuss the employment of artillery in a general manner and then give suggestions on its optimal use.

DIRECT FIRE ARTILLERY

The direct fire capabilities of (H) class artillery have been considerably diminished by the rule change that allows the use of full attack strength against armored targets only at ranges up to 6 hexes, compared to half-range in *Panzerblitz*. These restrictions so limit the usefulness of direct fire (H) class artillery that players should plan to use non-SPA (H) class artillery only for indirect fire attacks.

The SPA units may often be called upon to function as assault guns, especially in the case of the Allies who have no real assault guns. The SPA units are too valuable to be often used in this role and should only be used to attack units in towns and forts when sufficient tanks are not available. A single SPA should be stacked with 3 tank or armored infantry units to give a stack with a combined defense strength of at least 30 and an attack strength of about 100 at a range of 4 hexes. Stacks of this composition are particularly important for dislodging Germans from Grancelles and other multi-hex cities. Remember to spread out the SPA units or they will present a tempting target for enemy indirect fire.

(H) class artillery should only use opportunity fire when no other units can hit the target. Since units destined for indirect fire may not use opportunity fire and units which use opportunity fire may not make direct fire attacks in the next combat phase, artillery units are too valuable to use in opportunity fire unless the target is going to move adjacent to or over-run the artillery.

ANTI-TANK ARTILLERY

The opportunity fire rules have greatly increased the usefulness of a-t guns in *Panzer Leader*. It is no longer possible for the enemy to run long convoys past your guns without suffering a single casualty. The firing unit should wait until the target comes within half-range to take advantage of the doubled attack strength against armored targets.

The new spotting rules that allow any unit to sight an enemy unit that fires within its LOS require that special care be taken in the sighting of a-t guns. Since any gun may expect to fire twice before getting hit by indirect fire, they should be placed on wooded slope or hilltop hexes and should be stacked with other units if possible. Since German 88's are prime targets for both Allied fighter-bombers and indirect fire, the German player should take particular care to protect these units and should reveal them only when their fire will make an important contribution to the course of the battle.

INDIRECT FIRE ARTILLERY

The main modification found in the *Panzer Leader* artillery rules concerns indirect fire. Any Allied or German unit can spot for indirect fire and

an (H) class artillery unit can use indirect fire only against hexes that are farther away than 1/4 of the artillery unit's range. Indirect fire attacks must also be written down one turn prior to delivery.

These rules make artillery much more powerful in *Panzer Leader*. All non-SPA (H) class artillery should be sighted for indirect fire unless it can be put in forts, as in the beach-head scenarios. Firing artillery is vulnerable to air attack and to return fire so care should be taken to keep indirect fire artillery out of the LOS of any enemy units. The safest place for artillery is in a fort with a defense factor of 40. The next safest place is in a town, preferably stacked with several infantry units. The German player should try to stack at least 21 defense strength points on a town hex since Allied fighter-bombers have an A-class attack strength of 20. Artillery which cannot go in these places should be placed on wooded slope hexes on the reverse slopes, slopes on the side opposite to the enemy, where they cannot be spotted when they fire. The artillery should be protected by as much flank as possible if the enemy has fighter-bombers.

The main problem with indirect fire is that it must be equally divided among all units in the target hex. This means that certain important units may be protected from indirect fire by stacking them with unimportant units. In the beach-head scenarios, the German player can protect his most important forts by stacking a wagon on each fort. Thus, if the Allies fire 320 points of indirect fire against that hex, 160 points must be used against the wagon and only 160 can be used against the fort. A more accurate representation of the power of artillery fire would be to use the entire amount of the indirect fire against every unit in the hex. This, unfortunately, makes the artillery too powerful and unbalances the scenarios.

The *Panzer Leader* spotting rules are vague when they discuss the length of the LOS for certain units. The following lengths of LOS should be used for the indicated units.

All infantry-type units (inc. engineers)	4 hexes
Halftracks, carriers, scout cars	6
Armored cars	8
All other units	LOS=range

AIRCRAFT

Fighter-bombers are being discussed as artillery since they function like artillery with infinite range. Although they only appear in a few scenarios, their correct use is often crucial to chances of Allied victory. Since the bombs or rockets can only be used once, the targets should be chosen carefully and the following priorities are suggested.

1. German artillery and 88's
2. German armored units dispersed on the immediately preceding combat phase.

Since artillery units used for indirect fire are usually placed on reverse slopes or in forests, they are often impossible for combat units to spot. Fighter-bombers are then the only means that the Allied player has for destroying these units. A mixture of rocket- and bomb-armed F-B's is good since even the rocket-armed ones can get a 5-1 against artillery in wooded slope hexes and are also very useful against SPA's. All 20mm quad units should be attacked by air or indirect fire as soon as they are spotted since they are the main nemesis of

SURFACE RAIDERS REVISITED

The Blitzkrieg naval variant "Surface Raiders" (Vol. 12, No. 2) appealed to me in concept, but the methods described to implement it seemed more like a separate game than just a part of the theatre of combat. Decks of cards and reams of notepaper notwithstanding, a commander-in-chief may have some other considerations than shuffling cards or papers.

Therefore, I have modified the "Surface Raiders" variant into a more streamlined model. Referring to the original article, I offer the following changes:

PORT CAPACITY: No change, except marking in some way the inland ports and naval bases on the board (outlines or colors).

MOVEMENT: Movement rules remain the same. Instead of cards, ships are assigned task force numbers. (Use numbered counters or pieces of paper). Task force numbers are kept on top of each stack (fleet) of ships. Players write down which Area, Zone, and Sector each fleet is in. Areas are the five marked on the board (A,B,C,D,E). Zones are the four mentioned in the article (A,B,C,D), and Sectors run from 1 to 10. **EXAMPLE:** 15-A-C-5 means task force 15 is in Area A, Zone C, Sector 5.

ENCOUNTER: Encounter rules still apply for combat. However, when opposing forces are in the same area and zone, the searching player calls out as many sectors as allowed by the Encounter chart and modified by the Influences Table (Merely add the number indicated on the EIC). He must call out his own sector with the others he searches. If the opposing forces are in any of the sectors searched, players proceed to battle. **EXAMPLE:** Blue player has carrier force searching Zone B for submarines during rainy conditions. He then can search only 3 sectors (5+2-3-1=3).

SHIPS: Ship rules remain the same. A Hit Record Sheet simplifies the bookkeeping of hits, sinkings, and construction. Since a maximum of 10 capital ships can be built by both sides, then new numbers are provided (Since the ships are only possibilities, they are numbers, not names). If ships are constructed, the players fill in the type and number in the spaces provided. Blue WPS (War Production Series) are variable; if more CV's or CA's are needed, cross off the extra BB hit boxes. Red K (Kriegsschiff) only need to be classed and numbered. Use a pencil to record hits.

BATTLE PROCEDURE: No change.

WITHDRAWAL TABLES: Two dice are used for the Smoke Maneuver:

Die Roll	Result
2,3,4,6	Successful
5,7,8,9,10,11,12	Unsuccessful
and for the Cover and Turn Away:	
Torp. Factors	Die Roll (Successful)
1	2,3
2	2,3,4
3	2,3,4,5
4	3,4,5,6
5	4,5,6,7
6	4,5,6,7,8
7	4,5,6,7,8,9
8	4,5,6,7,8,9,10
9+	4-12

Surviving torpedo ships roll the dice instead of drawing cards. A roll of 2 or 12 gets a damage result on the enemy ships.

AIR ATTACKS: No change.

SHORE BOMBARDMENT: No change.

U-BOATS/ASW: No change.

SITUATION: Replacements, repairs and construction remain the same. For convoy interception roll the dice and use the following table:

Dice Roll	ZONE			
	A	B	C	D
2,3,10,11,12	4,7	5,6	8,9	

Zone resultant is location of convoy.

Hopefully, these simplifications will induce more people to include "Surface Raiders" in their BLITZKRIEG strategy.

Alan Skinner
Cicero, ILL.

Letters to the Editor ...

FORCES AT START

BB Alberta

BB Avenger

BB Defender

BB Leopard

CV Aerie

CA Confident

CA Peerless

CA Righteous

WPS-01

WPS-04

WPS-07

WPS-09

Great Blue Navy

BB Incomparable

BB Prince Regal

BB Thanatus

BB Victory

CV Eastwind

CA Courageous

CA Relentless

CA Tenacious

ADDITIONAL FORCES

WPS-02

WPS-05

DD-41 factors

UB-4 factors

TX-50 factors

WPS-03

WPS-06

WPS-08

WPS-10

Imperial Red Navy

FORCES AT START

BB Eisenkamper

BB Riesig

CA Heldengedicht

CA Vaterland

BB Geisselaufsee

BB Scahtschiff

CA Nordland

CA Wachter

CA Rotstadt

CV Valkyrie

DD-5 factors

UB-25 factors

TX-40 factors

ADDITIONAL FORCES

K-75

K-76

K-81

K-98

K-88

K-93

K-101

K-105

K-108

K-114

BB

BB

BB

BB

BB

BB

BB

BB

BB

BB



Dear Sir:

Having recently purchased 1776 I found an array of different pieces. Starting off play with the basic game wasn't bad. There were only Continental and British pieces. After tiring somewhat of the Basic Game I decided to move onward. Oh brother! What a mess. Using envelopes I guess isn't bad for the Basic Game, but in the Campaign Game you could end up losing your mind. Having decided that wasn't the way, I thought up a good idea. (With help from Vol. II, No. 1 of the GENERAL). I cannibalized the game trays from my Gettysburg and D-Day Games (they didn't need them because of the small number of playing pieces).

Using the 3 trays, I subdivided them by taping in cardboard strips. The 3 trays fit into the bottom of the 1776 game box perfectly, and using the subdivided trays to hold the different pieces in, you have an overview of the lot of them. Doing this makes playing the scenarios and the Campaign Game a lot less troublesome. By the way, after stacking the boards and other playing equipment on top of the trays you will find you have just filled it to the brim and the top fits perfectly, thus keeping the pieces intact in their proper compartments. You may wish to put all of the British and Continental Regulars into one tray. Then, when playing the Basic Game, just yank out the one tray and set the box aside. Also, to anyone not presently owning 1776 "BUY IT!" I really feel it is one of AH's best games.

Mike Thomas
Sterling Heights, MI

Gentlemen:

I have been into wargaming for a few years now, but have never enjoyed the hobby more than at ORIGINS I. Congratulations for a great convention.

I would like to suggest one more way in which AH could help the gamer. It is frustrating to hear of good articles in long past "GENERALS" that are no longer available. I therefore propose a 10 year book of past GENERALS (Vols. 1 through 10). If each game was treated as a separate chapter, a typical chapter could contain a historical lead, strategy suggestions, variants, and questions answered of that game. Since the material is readily available, I believe the book could be marketed in magazine size for under \$10. This would be of special benefit to the new (and not so new) gamer. Perhaps in 1984 we could see Vol. #2.

Jim Burnett
Clinton, TN

James Stahler
Silver Spring, MD

Ed. Note: You aren't the first to make this suggestion. The coming year will probably see us print such a special issue which will be a blend of articles old and new on a single subject. PANZERBLITZ will probably be the subject of the first attempt.

Dear Don:

The latest General (Jul-Aug '75) promises in the new Blitzkrieg rules a Hidden Movement Option. I have the new rules, and I just cannot find that option. The new rules are otherwise excellent—they revolutionize the game completely. Armor at last means something besides fast infantry that can't enter woods.

I have a suggestion for the phantom Hidden Movement Option, inspired by the hidden movement of 1914 and 1776. I offer it to you for your evaluation and possible incorporation into the game.

1) Color the backs of one set of counters (either the blue or red).

2) Units may enter the game inverted, and face up units may be inverted at the end of their movement, unless adjacent to enemy units or unfriendly cities.

3) Units may never be inverted in an enemy country, or in a hostile minor country with guerilla activity.

4) Inverted units have infantry-type ZOC. Of course, armor doesn't have to invert if it wishes to keep its ZOC.

5) Mixed face-up and inverted units may occupy the same hex.

6) Ground recon: when ground units move adjacent to enemy inverted units, the enemy units are turned face-up after ground movement but before air movement and attacks are decided.

7) Air recon: before any movement a player may turn face-up enemy units in one hex per air base he controls. The target hex must be within 12 hexes of the base, and not in woods or mountains.

8) Naval recon: each air factor at sea may recon one coast hex (not containing mtns or woods) per turn bordering its sea zone. This is in addition to its other duties, and before movement as with air recon.

9) Inverted units move normally. A player may not observe his opponent's move since that would restrict his movement and probably expose some of his units.

10) Units at sea are always inverted.

11) Blank counters may be used inverted to inflate existing stacks. They may be placed only on hexes that already contain friendly inverted units. Each player may place one blank counter for every three full ground units.

12) Aircraft on the ground are inverted as ground units. Aircraft in the air are never inverted.

13) FTR or TAC flying interdiction, or any aircraft attacking a hex perform recon on it.

14) Artillery may not fire a barrage against a stack containing inverted units. It may be bombed, though.

15) Rangers may make a recon attack by announcing that it is making a recon, and during the combat phase, after the reconned units are turned face-up, the Ranger unit automatically retreats two hexes, with no losses to anyone and no defender advance. This may only be done against hexes containing inverted enemy units not adjacent to other friendly units.

16) Rangers at sea may launch a recon against inverted units on a coast hex of the ranger's sea zone. The enemy units are turned face-up, but the Ranger unit remains at sea, with no losses to anyone.

You may want to add to these rules, for example, you may include effects of weather or FTR patrols on air recon, etc. Perhaps they can be simplified, by removing recon attacks. I suggest that you give them a try—they create the fog of war without any new components and without keeping track of anything on paper.

Ed. Note: We cancelled the Hidden Movement rules at the last minute (after the ads were written) simply because the game played so well without it. Eventually, we'll print our intended HIDDEN MOVEMENT rule in the GENERAL.

READER BUYER'S GUIDE

\$8.00

TITLE: ALEXANDER

SUBJECT: Battle of Arbelia, 331 B.C.

ALEXANDER THE GREAT was the 19th game to undergo analysis in the RBG, placing 12th on the chart with a cumulative rating of 2.93. A poor showing in physical components kept down an otherwise impressive showing. The game was handicapped from the start by a battlefield with very little in the way of distinguishable terrain. In an attempt to get away from a mapboard devoid of color we may have outsmarted ourselves in that our 'soused up' version turned out more psychedelic than colorful. To compound the problem, the rulebook did not adequately define the terrain features because it was printed before the map. When the artist's rendering proved sorely lacking in fulfilling the already printed terrain definitions we were left with a major problem. As if this weren't enough the sin was increased when our Budget Controller gave 'thumbs down' to two-sided counters at the last minute. This resulted in the unprecedented release of a virtually 'incomplete' AH game in that buyers had to pencil in half strengths on the back of their counters. In light of these production foul-ups it is truly remarkable and encouraging that the game fared as well as it did.

ALEXANDER was not without its bright spots however. The ratings for Ease of Understanding, Excitement Level, and Realism were excellent, especially in light of the former's handicap with terrain identification. These ratings will be enhanced by the addition of the two-sided counters and revised, second edition rules now available. The latter solves

the terrain identification problem, clarifies the sequence of play and missile rules, and lists an enlarged appendix of playing aids and questions pertaining to play.

The most misleading rating is that of Play Balance which obviously reflects the Basic Game. The Advanced Game comes complete with enough optional rules to balance the game perfectly when used in the correct combination. The fast playing time of 2 hours is a rare feature for a land battle game and may actually be a bit exaggerated for veteran players.

ALEXANDER's 2nd edition will make a substantial improvement on these ratings. Those looking for a good, short introductory game with the refinements and miniatures 'feel' of a PANZERBLITZ could do far worse than pick up a copy of ALEXANDER THE GREAT.

1. Physical Quality	2.99
2. Mapboard	3.21
3. Components	3.19
4. Ease of Understanding	2.55
5. Completeness of Rules	2.98
6. Play Balance	3.43
7. Realism	2.76
8. Excitement Level	2.43
9. Overall Value	2.86
10. Game Length	2 hr., 7 min.

THE QUESTION BOX

PANZER LEADER:

Q. Suppose an anti-tank gun fires in turn 1 and is spotted. On turn 2 it is loaded into a halftrack but does not leave the hex. Are both the halftrack and gun now spotted?

A. Yes

Q. During Opportunity Fire may more than 1 unit fire (and combine attack factors) against the same moving enemy piece?

A. Yes—as long as 1/4 of the Movement Factors of the target has been expended in the LOS of each firing unit at the point where the attack is made.

BASKETBALL STRATEGY:

Q. Isn't the word "interceptor" for result 7F on the Passing Matrix a mistake?

A. Yes, "interceptor" should be read as "recipient of the pass" in this case.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours. It should also be remembered that many games have more than one version and in extreme cases playing time can vary drastically from one scenario to the next.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
2. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
3. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
4. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
5. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
6. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
7. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
8. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
9. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
10. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
11. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
12. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
13. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
14. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
15. D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
16. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
17. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
18. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
19. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

CALCULATED VICTORY . . . Cont'd from Pg. 28

ly great strategy is not enough when combined with poor tactics (the Waterloo Campaign). Only the combination of the two yields victories as brilliant as Austerlitz.

When sitting down to a conflict simulation itself a competitor should be aware of the aforementioned concepts. Obviously a total grasp of the rules of play and the victory conditions is necessary. Sufficient concentration must be exercised so as to avoid making idiotic errors like allowing a German armor corps to wind up in Moscow the first turn of Stalingrad by leaving open a key railroad on the Finnish border. Keeping that much concentration seems easy but in a complex, involved game by the time the simulation is half over a certain fatigue sets in and one may fail to see the forests because of the trees.

It is definite and indubious that one must seek as much intelligence as possible about the enemy and terrain, usually easy in wargames which fail to duplicate the "fog of war." Only after all available knowledge has been accumulated can evaluation commence. The first evaluation should be of your opponent; is he easily fooled? complacent? insipid? foolhardy? etc. The latter type are easy pickings for an active defender to draw into a trap. The complacent attacker or defender has great faults too. A player with any amount of perspicacity can put to good use his opponents failings and even just characteristics. All this of course presumes a player with sufficient sagacity to see his own characteristics, and is calculating enough to use them.

In the game itself the first item to be considered is the game system. One cannot sufficiently discuss every system in existence, but some items of value can be noted. The Combat Results Table has to be absolutely comprehended, especially in regards to advances after combat. In virtually every simulation an attacked unit which is surrounded is doomed. This means that "zones of control" and their influence on movement must be realized. Penetration of an enemy position is always advised and every impediment to this should be used by the defender and avoided by the attacker. Every game

has differences. These must be known. Players who only glance at rules or even fail to study the simulation solitaire before any competition might as well play craps. Victory is not a calculation, but luck.

As in any conflict players have to avoid rashness as epitomized by counterattacks made too soon, or the more often committed error of advancing too rapidly leaving only poor retreat routes easily cut off. Opponents should never hope that each will make errors, they should consider his enemy as a virtual computer capable of no mistakes. When playing as though he is that good you force yourself to greater levels of acumen. And avoid emotional factors such as over-optimism.

In the game, evaluation also applies to your units. Know which units are best for frontal assaults (such as powerful infantry), exploitations and penetrations (cavalry-armor), firepower (artillery-air), diversions (weak units especially infantry), etc. Consider their strength, range, and speed on clear terrain, roads, and so on. Since it is a rare unit that is both very strong and very fast one has to compromise and act accordingly to his best advantage. Coordination and efficiency are especially applicable here.

A player that fails to evaluate the forces is doomed to failure because he cannot exploit the differences between them. Example: if smaller but stronger (that is tactically stronger in unit strength), seek local engagements and emphasize concentration. That is the only viable Confederate strategy with his limited forces in Avalon Hill's GETTYSBURG. In ALEXANDER the Persian's only chance is an all-cavalry attack on the flanks assisted by the elephants and chariots. That attempts to exploit the Greek lack of units and good cavalry. And of course in a game such as GETTYSBURG the Federals should exploit the terrain to defensive advantage.

Knowledge, evaluation, and exploitation; these are the three key words to any analyses of conflict simulations. But without perspicacity on the part of the player, no victory is a true calculation.

★★★★★

GENERAL BACK ISSUES

	CAESARS	WS & I M	PANZER LEADER	ALEXANDER	CHANCELLORS	1776	RICHTHOFEN'S	FRANCE 40	ORIGINS	LUFTWAFFE	PANZERBLITZ	ANZIO	1914	JUTLAND	GUADALCANAL	BLITZKRIEG	STALINGRAD	WATERLOO	BULGE	D-DAY	GETTYSBURG	MIDWAY	AFRIKA KORPS	TOBRUK	THIRD REICH
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The number in each column represents the number of articles dealing with that particular game in that issue. Naturally, the fewer the articles the more comprehensive you can expect the articles to be. An asterisk indicates the feature article. A □ indicates the game utilized in the series replay. Specify alternates for each selection.



ORIGINS II

The first stage of planning for the second national wargaming convention is nearing completion. A mass mailing to potential exhibitors has been completed with a near sell-out result. Parties interested in exhibiting at the show should contact us immediately. Once available space is gone, there is nothing that can be done for new exhibitors.

At this stage we openly solicit the aid of wargaming groups around the country. If your group would like to sponsor an event, now is the time to let us know. Sponsorship involves funding of \$30.00 to cover the standardized 1st prize wall plaque and a negotiated performance bond to insure that the sponsoring organization shows up with sufficient judges and materials. The sponsoring organization, in turn, is remunerated to the sum of all entry fees received for the event. We are especially interested in groups with experience in running miniatures competitions of all kinds.

A way in which any *GENERAL* reader can be of help in promoting *ORIGINS II* is to take part in the poster canvas. Our poster campaign last year was limited to the Baltimore area and was a major failure due to lack of volunteers to post them. You can help by volunteering to post one or more in your area. The posters will have a place for you to list your name and phone number for people to contact you, reference car pools, etc. If you'll use them, just drop us a line requesting same and we'll be glad to post them to you approximately 2 months before the con.

The A.R.E.A. rating system is picking up steam with well over 1,000 members already enrolled. We have not answered complaints about missing A.R.E.A. forms up until now because the pool was deliberately held back for 6 weeks while the numbers mounted, and we debated the advisability of issuing refunds or going ahead with the service. By now, however, everyone who paid for A.R.E.A. membership should have their membership materials. If you don't, send us your cancelled check and we'll look into the matter. Include a stamped, self-addressed envelope with each inquiry. Those interested in joining A.R.E.A. should do so soon as the price for this service will be increased with the printing of our next catalog.

Old time *FOOTBALL STRATEGY* buffs who remember the original timer with the movable 'wheels' for keeping score and time and who prefer it to the present pad system may order them from our remaining supply for \$1.00 apiece (plus postage) while the supply lasts.

SECOND EDITION 1776 RULES
NOW AVAILABLE

The 2nd edition rules of 1776 are now available from the parts dept. for \$2.00 plus 50¢ postage and handling. They contain 9 changes in the body of the rules (so signified by a black dot in the margin), plus appendix of questions and answers gleaned from the pages of the *GENERAL*.

NEW PANZER LEADER SCENARIO CARDS

The revised *PANZER LEADER* scenario cards are now available for \$1.50 plus 50¢ postage from the parts department. While it is *not necessary* to have the revised set, purists may appreciate the subtle changes made therein.

Infiltrator's Report

The referendum on the wargaming t-shirts received a 98% favorable reply. We have decided on a circular *PANZERBLITZ* motif for the front with the AH logo silk screened on the back. Probable cost will be \$5.00. Don't order now. We'll let you know when they become available.



Flying Buffalo's 3rd Annual Wargame Convention was a small but enthusiastic success. Thirty gamers from 5 states gathered at the Ramada Inn in Scottsdale, AZ to compete for 5 trophies. Steve Packwood (above left) won the AH tournament by topping Keith Gangidino (right) in their final round *AFRIKA KORPS* game.

The Interest Group concept continues to grow. The founder of Interest Group Milwaukee is Roger Bober. Acting as an opponent pool for area gamers, Interest Group Milwaukee can be contacted by writing Roger at his 3616 S. 54th St., Milwaukee, WI 53220 address.

FOOTBALL STRATEGY buffs in the Mound, MN area will be happy to hear of the establishment of a league in that area. Those interested should contact Patrick McNevin, 6030 Hillcrest Rd., Mound, MN 55361. Those whose interests lean more towards wargaming should talk to Pat about their Minneapolis wargaming club; "The Old Guard."

One of our favorite groups, OOPS (Organization of Pseudo Strategists), has announced their tournament schedule for 1976. Now in their 7th year of existence, OOPS has successfully completed 21 FTF tournaments. This year's competitions include their 2nd Annual Strategy Olympics, *BATTLE OF THE BULGE* tournament (new), Chess (4th year), *RISK* (5th year), *BASKETBALL STRATEGY* League (3rd year), *THIRD REICH* tournament (new), *ORIGINS* of WWII Campaign (2nd year), GRAND PRIX Circuit (3rd year), and Football League (8th year). AH playtests and intra-club competitions are also anticipated. Those interested should contact Jim Reilly, 2609 West La Verne, Santa Ana, CA 92704.

Vol. 12, No. 3 apparently suffered from too much *JUTLAND* material as we took it on the chin with our worst rating ever—3.96. The voting for individual articles, utilizing 200 random samples with 3 points awarded for 1st choice, 2 for second, etc., looked like this:

PROBABLE POSSIBILITIES.....	389
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A STILL CLOSER LOOK AT DOGGER BANKS.....	128
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Plans for Gen Con IX, oldest wargame convention in the U.S., are already underway. Scheduled for August 20, 21 and 22 in Lake Geneva's Horticultural Hall, Gen Con IX will highlight fantasy gaming with game seminars by noted fantasy designers. Those interested in further details should address their inquiries to Post Office Box 756, Lake Geneva, WI 53147.

Tom Oleson, the creator of *ANZIO II*, would like to hear from anyone with knowledge of the geography—especially the beaches and ports (in 1943) of that part of Southern Italy excluded from the *ANZIO* map, with a view towards perfecting a variant including them.

Al Macintyre has organized no less than 6 different groups in the midwest with staggered monthly meetings. If you live in the Cincinnati, Dayton, Gahanna, OH; or Detroit, Louisville or Indianapolis vicinities, you owe it to yourself to contact Al for further information at his 2729 Stratford Ave., Cincinnati, OH 45220 address.

Contest #68 relied on the inability of a unit to leave the zone of control of 1 unit to directly enter the ZOC of another. The German is not strong enough to guarantee elimination of either the 14 Cav or 106/423. By placing the 1SS Panzer and an infantry unit adjacent to the fortress, the German can prevent the 14th Cav from moving out of the fortress and counterattacking in hopes of an attacker retreat along the road to St. Vith, as the odds for attack would be 4-26 or 1-7 which is not allowed. The German has remaining three infantry units which if used to attack the 106/423 at 1-1 could possibly be retreated 2 hexes (a 17% chance). If this occurs, the 106/423 is free to move in its turn adjacent to the Panzer and infantry units which combined with the 14 Cav would have a 8 to 26 or 1 to 4 attack. This gives the 14th Cav a 67% chance of retreating toward St. Vith. By placing one infantry east of the fortress it not only guarantees that this attack can't occur but also that the 14 Cav cannot escape behind German lines toward Elsenborn ridge.

The 5-1 attack on 106/422 guarantees its elimination even if a contact is rolled. The remaining armor and paratroop unit is placed on the river for exploiting any weakness in the American position next turn.



No one came up with exactly the same solution as our judge but Timothy Purdy of Ridgefield Park, NJ was the closest with but one minor alteration. The remaining nine winners with the closest solutions were: J. Kreuz, Chicago, IL; S. Schindhelm, Milwaukee, WI; R. Shalvoy, Providence, RI; D. Cook, Birmingham, AL; D. James, Baltimore, MD; C. Drong, Spring Grove, IL; D. Pyle, Freeville, NY; R. Haas, Terre Haute, IN; and R. Miller of Oxon Hill, MD.

