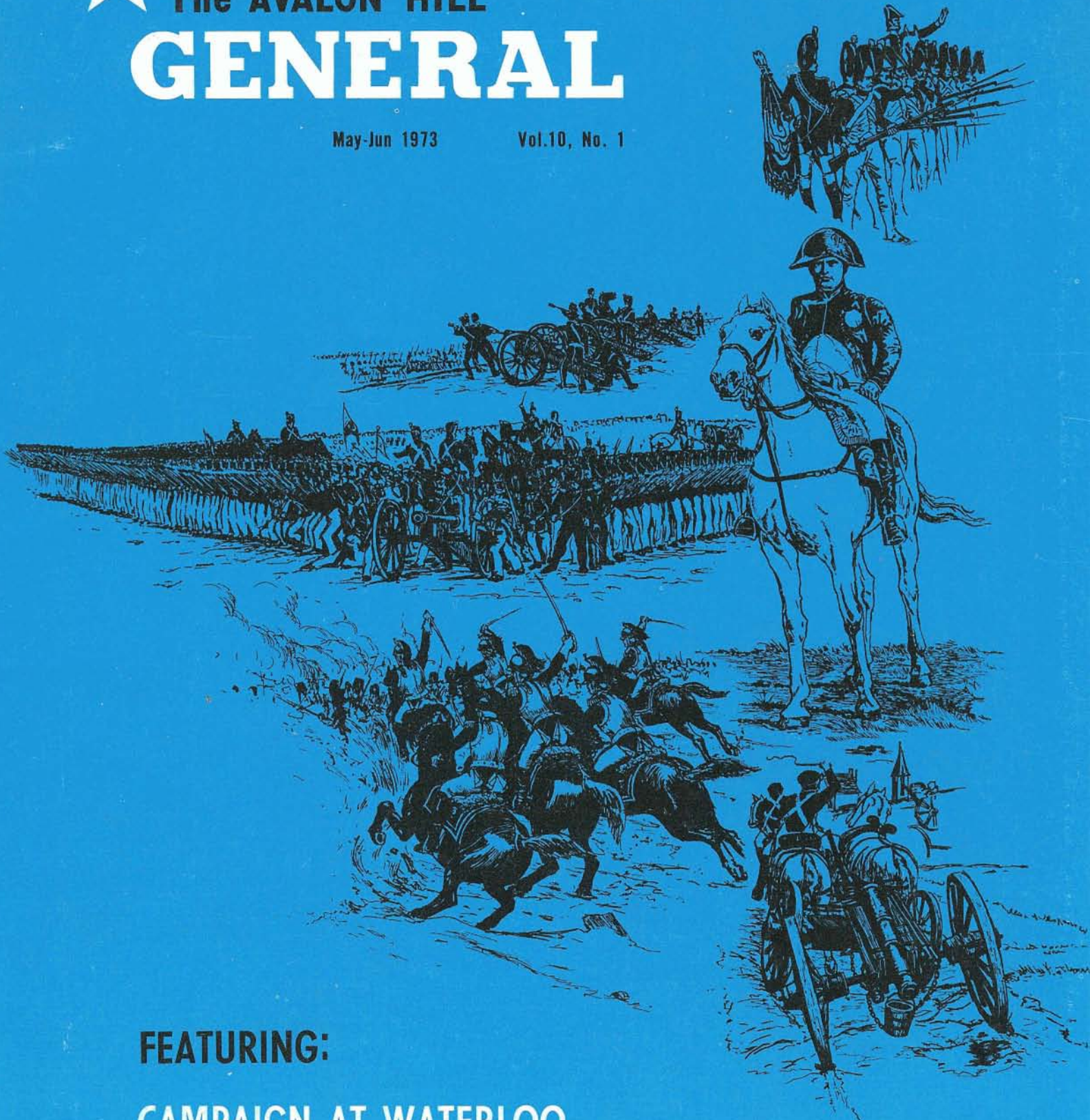




The AVALON HILL  
**GENERAL**

May-Jun 1973

Vol.10, No. 1



**FEATURING:**

**CAMPAIGN AT WATERLOO**



★ The AVALON HILL  
**GENERAL**  
 The Game Players Magazine

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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Typesetting: Colonial Composition  
 Printing: Monarch Office Services, Inc.  
 Cover Art: Scott Moores

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## Avalon Hill Philosophy Part 38

### The NEW GENERAL

#### 10th Anniversary Issue

Well, almost. To be truthful we haven't quite accomplished everything we wanted with this issue. Even so, the improvements herein should be noticeable. We're far from finished in our attempts to improve the GENERAL however, and even more surprises should be forthcoming in the near future. But let's take a look at the new GENERAL:

Starting with the cover and working our way back, we find the first major change on the cover itself. Gone is the staid, old scroll technique. The old cover had long been criticized for its outmoded appearance. In the future, we will be utilizing the cover to set the mood for feature articles much more than was done in the past. This means that new product photos will no longer be the dominant source of cover 'art.' Of course, we will continue to unveil new games via the GENERAL, but henceforth such presentations will be confined largely to the interior of the magazine.

Foremost among our disappointments in this issue was our failure to see the "Series Replay" feature materialize. This series will pit expert players, many with considerable reputations in gaming circles for their prowess, against one another in games of their choice. In most cases, the games will be played-by-mail, thus requiring a great deal of lead-time in their presentation. This explains why we are experiencing so many delays in getting the feature off the ground. However, many games have now been started, thus assuring us of a continuous supply once we get the project started. Briefly, the Series Replay will work like this. Two opposing players, selected and matched by Avalon Hill, will play out a game until a decision point is reached. Although PBM procedures are slow, it allows players to take many hours pondering and reworking their moves and should result in a higher quality of play. Besides recording their moves, each player will make a turn-by-turn commentary of what he expects to gain by his move; noting what he believes to be his opponents mistakes and the strongpoints of his own move. These commentaries will be kept secret and turned in, unchanged, only at the completion of the game. At that point we will compile the player's comments and intermingle them with photographs of each game turn so that you can follow the action with a minimum of effort. Then a neutral third party will be called in to give his expert analysis of the game as a whole. The knowledge that his move will be analyzed by thousands of readers and criticized in print by an expert should sober our participants into exercising even further all their powers of gameboard mastery. The result should be a learning device unparalleled in the field of

simulation games. Although comparing these replays and commentaries to similar studies of the chess exploits of Fischer and Spasky may be a bit presumptuous, we feel that they will do more to restoring the "science" to wargaming than anything yet devised. The Series Replay preview printed elsewhere in this issue obviously doesn't follow the above menu but should prove to whet your appetite for what will follow shortly.

We met with greater success in enlisting the literary and gaming skills of noted wargamers from the past and present. In our list of contributing editors you'll find such respected names from the past as Duncan, Knabe, and Johnson among a host of others. We are immeasurably pleased with the qualifications of our new official staff, and trust that as their work becomes more in evidence, you'll share our enthusiasm. Their presence however, does not preempt the appearance of freelance articles by the readership. Indeed, we will be constantly on the lookout for gifted gamesmen to swell the ranks of our staff.

You may be surprised to find that we surpassed our announced expansion to 24 pages. If you count the new Reader Response page, it could be argued that each issue now contains 26 pages. More important than any numerical accounting of pages however, is the fact that you will no longer have to deface your magazine to take advantage of the GENERAL's many services. The Reader Response page now includes all the forms which previously had to be cut out.

However, the Reader Response page also destroys any excuses you may have had for not submitting contest entries and opponents-wanted advertisements on the proper forms. Henceforth, absolutely no such materials will be accepted which are not submitted in the correct manner. The 'postcards' may be cut out and sent in singly, or sent en masse in one envelope. As long as these materials are kept separate from orders and questions, they will be assured of finding their way to the correct department.

The Reader Response is new in itself. With this issue we initiate a regular polling system which we hope will mirror your likes and dislikes so closely that we will be able to pattern the GENERAL to your immediate reactions. It is sincerely hoped that the readership takes advantage of this, their "hot line" to the editor. Naturally, it is expected that the survey results will color Avalon Hill publishing plans in other directions also.

And, of course, we are always eager to hear from you. Comments anyone?







# Campaign at WATERLOO

Robert Harmon completes his four part narrative on the battle of Waterloo and teams up with Harley Anton to co-author our feature article for May. Now that Mr. Harmon has schooled us in the historical happenings on that fateful June day, he hands the ball off to Mr. Anton who will attempt to continue the lesson by applying it to Avalon Hill's classic WATERLOO game.

## CAMPAIGN AT WATERLOO

### PART IV: 18 June 1815: Waterloo

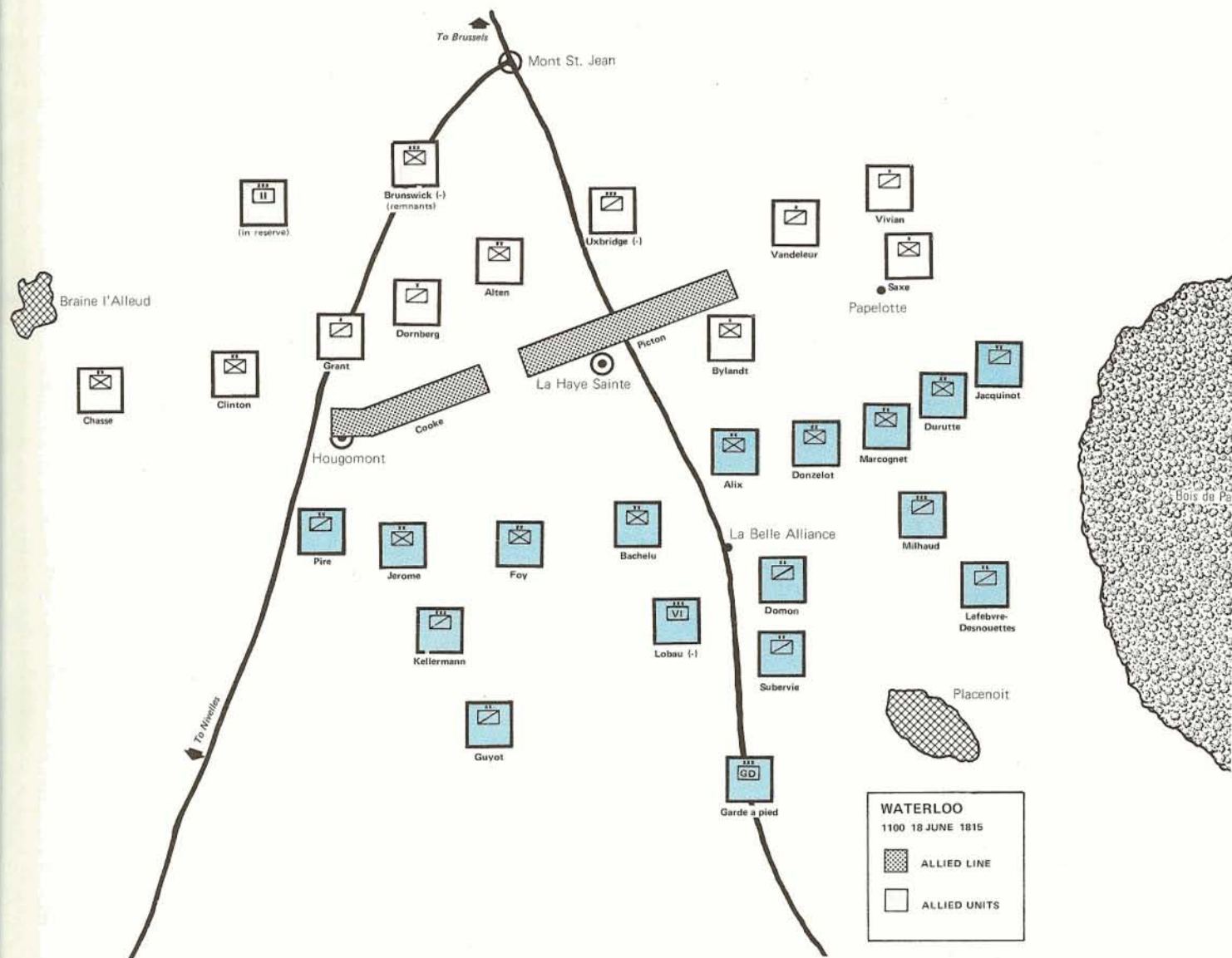
18 June dawned cold and rainy over the fields of Waterloo. The rain lifted at 0800, but the sky and ground remained damp for some time. Originally, Napoleon intended to give battle at 0900; he was persuaded to postpone this about

four hours because of the mud that still remained on the battlefield.

The Allied line was dominated by two strong-points. On the Allied right, just east of the Nivelles road, was Hougomont, a series of farm buildings and enclosures around a small chateau. Near the Quatre Bras road, on the Allied left, stood a similar enclosure, La Haye Sainte. On the extreme Allied right and left were the town of Braine L'Alleud and farm of Papellotte.

The two front lines were as follows, reading east to west: The Allied line consisted of Prince Bernhard of Sax-Weimar's brigade of Perponcher's division at Papellotte; then Vivian's and Vandeleur's cavalry brigades; Picton's division (with

Bylandt's Dutch brigade, of Perponcher's division) extending past La Haye Sainte; Alten's division; Cooke's division (part of which was inside Hougomont); Clinton's division and parts of the rest of II Corps; and Chasse's Dutch Division, in Braine L'Alleud. The French line consisted of I Corps, facing La Haye Sainte and the Allied left; and II Corps (somewhat depleted by losses at Quatre Bras and Ligny), facing Hougomont and the Allies' right. In the French reserve was VI Corps, III and IV Cavalry Corps, Domont's and Subervie's divisions of cavalry, and the entire Imperial Guard. The Allied reserves consisted of nine brigades of cavalry and the remnants of the Brunswick and Nassau contingents.





The overall totals were as follows: Wellington had on the field some 67,655 men and 156 guns. Much of his army was on garrison duty or at such locations as Hal. Against Wellington the French arrayed 71,947 men and 246 guns.

It was some of these guns that, at 1130, heralded the opening of the battle, as long columns of II Corps moved against Hougomont. The French became disorganized and failed to drive out the British Guards within the enclosures.

During this time, the main attack, by I Corps, was being prepared. Just before it was launched, a body of troops was sighted in the far distance to the east, in the direction of St. Lambert. Consternation reigned amongst Napoleon's staff. Was it Grouchy or Blucher? Subervie's and Domont's cavalry divisions were sent off to the right flank to watch developments.

At 1330, the long-awaited main attack began. A great shout of "Vive l'Empereur!" rose up along the French right, and 16,000 men of I Corps moved out. On the far right, Papellotte was taken and retaken in severe fighting; the drive by Durutte's division there vanished into a confused swirl of skirmishers and fragmented columns. In the center, Bylandt's brigade, mauled by artillery, turned and ran as the French infantry drew near. Picton's division took the brunt of the attack; the British stood their ground. Picton died leading a counterattack that failed to relieve the pressure on either his division or on La Haye Sainte, besieged by Donzelot's division.

It was at this point that Lord Uxbridge decided on a decisive countermeasure: he hurled the Union and Household cavalry brigades into the melee.

Somerset's Householders drove into the tangle and were engaged by a force of Cuirasseurs supporting the attack; the British defeated these and cleared much of the front of the late Sir Thomas Picton's 5th Division.

The Union Brigade, led by Brig. Gen. Ponsonby (not to be confused with Col. Frederick Ponsonby of the Household Brigade's 12th Dragoons), was plunged into the heart of the French onslaught. With the famous Scots Greys regiment in the lead, the Union brigade charged down the hill in grand style and struck the French infantry with a terrific impact. The cavalry hacked its way through the enemy infantry and even reached the French artillery. The French Lancers and Cuirasseurs were quick to respond, and most of the Union Brigade was lost, including Gen. Ponsonby, overtaken and killed by a party of Lancers. The cavalry brigades of Vivian, Vandeleur, and Ghigny (British, King's German Legion, and Dutch, respectively), cut their way in on Uxbridge's orders and saved the survivors.

The result of this charge cannot be understated. The entire I Corps attack was confounded; 3,000 men and two regimental Eagles were captured; and more than 30 pieces of artillery were disabled. Most of this was the work of the Union Brigade.

During this time, Hougomont had continued to hold out, aided by the Allied right.

At this time — 1530 — Napoleon decided to utilize his own cavalry reserve. While the drive on Hougomont was continued, Pire's cavalry was moved past the French left flank as a feint, and Ney was sent to organize the main attack.

Two new developments intruded. The I Corps finally succeeded in taking La Haye Sainte, which fell just before 1600; this cleared the way in the center. At the same time, the troops in the east had been found to be Prussians; by 1600 Bulow's IV Corps had come so near to the French that Napoleon had to personally take VI Corps to deal with the menace (the cavalry had not been enough to prevent the Prussians from deploying out of the Bois de Paris). Ney was left in charge of the main drive. What Napoleon did not know was that Ney did not plan to use infantry to support the push; the cavalry was to attack alone.

At 1600, a vast horde of French cavalry appeared in the center and hurled themselves upon the Allies. These were Milhau's corps, with the light cavalry of the Guard accompanying. At their head was Marshal Ney himself, leading the cavalry into the terrible artillery fire. Just before the French were upon them, the artillerymen fell back on the infantry and the infantry formed square. The attack broke up into scattered efforts as groups of cavalymen sought to shoot or hack their way into individual squares; other groups of Frenchmen continued on into the waiting Allied cavalry. The Allied cavalry struck back and suddenly the French were reeling. Napoleon, watching from La Belle Alliance, sent in Kellermann's cavalry corps and the heavy cavalry of the Guard. These joined Marshal Ney and his cavalry and the struggle was renewed.

Wellington's army was beginning to show strains, for all its strength. Very little of the infantry reserve was reliable — most had been shot up at Quatre Bras. Chasse's division was pulled into reserve accordingly. The Dutch on the line were wavering; the Hanoverians and British infantry had stood firm but some, especially amongst the 5th Division, had suffered heavy losses. Some of the cavalry also showed the strain. When the 1st Dutch Cavalry Brigade, under Trip, had been ordered to attack, it had run away so fast that it nearly trampled a British unit in its way. Likewise the Hanoverian cavalry ran when brought under fire.

But the squares in the Allied center and left held. Two, three, four attacks had been made; two, three, four times were they repulsed. The attacks became more and more anemic and more and more disorganized; French hussars, dragoons, Cuirasseurs, and lancers littered the ground around the squares. The frenzied Ney seemed to be everywhere. Three horses had been shot out from under him near the squares, as he personally hacked at the British. To more than a few who beheld him, it seemed that he was deliberately attempting to get himself killed.

While this was going on, Napoleon was directing the defense of Placenoit, in the French right rear. With VI Corps and the Young Guard, the Prussians were checked at first. But the Prussians rallied after 1630 and pressed on in increasing numbers. After a hard fight the Prussians were driven out of the town by 1900 — as more poured out of the Bois de Paris.

Wellington was in equally bad straits, but he did not show it as he moved from one part of his crumpling line to another. He is yet remembered for his coolness under stress and his utter disregard of personal danger. Throughout the afternoon he was continually in the front lines, dealing with local crises and rallying his men.

With darkness approaching and the Prussians temporarily at bay, Napoleon decided to make the final, greatest gamble to decide the battle. At 1930, the French infantry of the I and II Corps marched on the Allied center, spearheaded by the Imperial Guard infantry. The leading columns, Ney at their head, moved toward the section of the Allied line between Hougomont and La Haye Sainte. Wellington awaited them, behind the prone troops of Cooke's division. At his signal, they suddenly rose above the ground and poured a terrific fusillade into the French. After several minutes of firing into the slowing columns, the British began to advance. The 52nd Regiment outflanked the columns on the French left and poured a devastating fire into them. The decimated Guard columns faltered and then began to retreat. The French infantry behind them broke when they beheld the Guard waver. Behind them, the Duke of Wellington waved his hat, and the entire Allied line began to move forward.

On the French right, the Prussians completed the rout. Zieten's I Corps appeared on Wellington's left and forced his way in between I and VI Corps. The Prussian II and IV Corps battered their way into Placenoit in overwhelming strength and forced it in bloody fighting in the half-darkness.

With the French in full flight, Wellington directed his troops to halt at La Belle Alliance, and there he met Prince Blucher and exchanged congratulations. Wellington's army settled down on the field; the Prussian Gen. Gneisenau abandoned his staff duties to lead the Prussian cavalry down the road to Quatre Bras in a sweep designed to scatter the rabble that a scant hour before had been the Grand Army, now fleeing without even a rearguard.

Casualties for the battle, by the best estimates, totalled 50,000. The British lost 15,000 men from their forces and those in Wellington's army; the Prussians lost about 10,000; the French, possibly 30,000 all told. Of course, the French army that had been on the field that morning had ceased to exist as an organized force.

So ended the campaign. Grouchy's contingent reunited with what was left of Napoleon's army and made it back to Paris. The Allied armies were halted on the Rhine; Marshal Suchet won a decisive victory in Italy. Wellington's and Blucher's crippled armies marched on Paris but could not force the defenses. But Waterloo had been sufficient to break Napoleon; the Parisian politicians intrigued against him and he eventually abdicated and began his exile. Ney finally found death at the hands of a French firing squad; Grouchy spent the remainder of his life explaining himself; and Blucher was to die within a few years of the battle. Wellington went on to besmirch himself in Tory politics.

Europe went back to what it had been before the Hundred Days; the Congress of Vienna's edicts set Europe's history for the next 99 years. Waterloo marked the end of a threat to this future — and a beginning of our modern development.

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Harley Anton, 21 years old, is a senior at Samford University majoring in Napoleonic history. He has been an active wargamer for the past nine years, during which time he has written a number of strategy articles on Avalon Hill games, attended most of the major conventions, and amassed one of the best tournament competition records in the nation. Harley has long been a "professional" wargamer, in that he has won many local and national tournaments which offer cash prizes, and is now considering the formation of his own professional tournament organization to sponsor competition in Avalon Hill games. Harley considers WATERLOO his best game, having logged over 400 games with a 75% won-loss ratio.

Next issue, Harley will continue his treatise by going into detail on the myriad of tactical do's and don't's which apply to the game. The proper grand strategy is nice, but it means nothing if you don't have the tactical know-how to put it into practice.

WATERLOO. There is magic in the word. The Battle that destroyed Napoleon's hopes for continued European domination has become a part of the English language as a synonym for final, crushing defeat. Yet like Satan in *Paradise Lost*, Napoleon is the central figure of Waterloo. He is the God-figure gone wrong and pays the ultimate retribution at Waterloo. Napoleon fascinates the historian because all men who aspire to immortality, and come close to achieving it, fascinate human beings.

onic history. Because of my love of the era, coupled with my devotion to the Wargaming hobby, WATERLOO holds a special meaning for me. Having played the game in numerous competitions over my nine years in wargaming I definitely feel that Avalon Hill's WATERLOO is their best game. My reasons for this transcend my preoccupation with the historical period. WATERLOO is an extremely balanced game. Until about two years ago (when I became extremely proficient with the PAA after days of concentrated study) my opinion as to the favored side changed with almost every game I played. Just when I seemed to master a technique for one side I would encounter a new approach that threw balance back to the other. For two years now, I have had an ultimate PAA strategy. When first developed, the strategy was so far above current French strategies that I quit experimenting. Unfortunately, many expert players have been experimenting constantly with new French strategies (the lure of Napoleon's name leads most gamers to prefer innovating and experimenting with the French army). Consequently, I have recently been encountering many new French strategies which make my tournament games much closer than before. By 1974 I fully expect to find one of the country's top gamers with a new French strategy that will make my PAA strategy obsolete. Then it will be back to the drawing board for me. The challenging balance of WATERLOO is that close.

WATERLOO has the simplicity of the hard core Avalon Hill games of the first era, yet it retains striking realism in comparison to its peers in complexity. Although trends today seem to lead into ultra-complex realism, such games are often played only once or not at all by the average gamer.

No doubt the average reader at this point wishes to know a little about how to win at WATERLOO. Indeed, I find that I have rambled on at some length from my own philosophy which many readers will find redundant or useless. I must beg the expert wargamers' indulgence since my ramblings are intended to be a general introduction of the game to those unacquainted with it.

Winning in WATERLOO can only be accomplished if one masters the concepts of strategy and tactics prevalent in the Napoleonic Era. Since this is not a Doctoral dissertation, I will attempt to reduce these concepts and put them into the context and terminology of the game:

Observing the board in an attempt to glean strategic hints from it, the French Player is presented with one thorny obstacle after another. He must attack a numerically superior force which has the advantage of blocking terrain (to the tune of five rivers, seven forests, and eight slopes), force a path through this foe, and send the remainder of his army off the board along an eight hex front, all but two of which are forest hexes! In addition, the PAA has interior lines of communication and he suffers from a lack of

light cavalry probing forces for soak-off purposes.

On the other hand, there are some bright spots on the horizon. When the game begins, the French army is intact whereas the PAA army is not at full strength. The delayed order of battle can and will allow the French player to achieve temporary local superiority. If the PAA player rushes confidently out to grapple with the French on the plains of St. Amand he will be beaten badly. Secondly, the four rivers that the French player must cross on the PAA half of the board have gaps between them at the center. These gaps coincide almost exactly with the area directly in front of the French exit-victory hexes. Thirdly, much of the PAA reinforcement must travel a great distance from Quatre Bras or WATERLOO before it becomes a factor in the game. Thus, although the Prussian IV Corps enters the board on the thirteenth turn it will rarely have an appreciable effect on events in the Waterloo area before turn nineteen. Thus, until that turn the French and PAA armies with equal losses incurred would remain essentially numerically equal.

Assuming that the PAA player plays some form of modified screening defense and is competent enough to make use of his favorable terrain, the French player is left with two alternatives. These two alternatives can best be described by imagining the PAA defense as a balloon with an extremely hard outer crust. The first alternative (which is extremely popular, but which I do not personally favor) I have dubbed the Sledge Hammer technique. Simply put, the French player disperses minimal forces in every direction to force PAA commitment in all areas. Then using the bulk of the French army he picks one section of the PAA line and hits it with one low odds (1-1, 2-1) attack after another. This strategy attempts to drive a wedge in the PAA defense and burst the balloon. This strategy, besides relying a great deal on luck, is based on the theory that the French player can absorb heavy losses early if in taking them he achieves an early break in the PAA defenses. My chief objection to this strategy is that low odds attacks can always be tried late in the game when other avenues have been exhausted. Even with fairly positive results early in the game the French player will generally lose against a good PAA player unless a) he has ungodly luck or b) he achieves the early breakthrough I mentioned earlier. Average luck and no breakthrough with this strategy is analogous to an exchange of pieces in chess. Such moves will inevitably simplify the situation, and consequently narrow French victory options. Why use the Sledge Hammer technique and give the game totally to luck in its early stages? Your opponent may make a mistake which renders the Hammer unnecessary, and it is always available for late in the game regardless of early results.

With the Hammer dismissed as a viable alternative one has taken away the possibility of implosion (internal collapse). The only logical alternative is to force an explosion (external collapse) which will lead to an implosion. This



strategy is difficult to master in that it involves a delicate splitting of the French forces into balanced parts. The objective of the Splitting strategy is to force the PAA balloon to expand rapidly in all directions to meet French thrusts. As the French player jabs on all fronts the PAA crust becomes weaker due to its expanded perimeter. In addition, by baiting the perimeter the French can often force the PAA player to over-commit on one front, further weakening his outer perimeter. Many novice French players tend to regard WATERLOO as a thirteen turn game. The superior French player will try to reduce the PAA army to approximate parity in these thirteen turns and attempt to win in the remaining eighteen. This is the theory behind the Splitting offensive strategy. On turns 1 through 12 the French player kills only screening (delay) units and units that he can attack at good odds with limited risk of counterattack. (Besides weakening the PAA crust at any one point this strategy often spreads PAA reserves, making counterattacks even more difficult.)

Turns 13 through 18 are the key to the Splitting strategy. On these turns pressure must be exerted on all fronts simultaneously. A break must be made in the perimeter. Since the French have concentrated on destroying screen units, if and when such a break comes, the PAA player should be unable to extricate a large portion of his army. Not only will he be forced to sacrifice

large units to delay the French advance, but also he will have many troops on the Brain Le Comte wing that will be unable to retreat with sufficient speed to reestablish themselves between the French player and his objectives. Between two experts of equal skill the French player should stand a very good chance of winning with this strategy. With a master French player against an expert PAA player the French should win most of the time (barring freak combat results) using this strategy. Unfortunately between two masters the competition swings in favor of the PAA player. Thus, a master French player will generally have to adopt a modified sledge hammer technique usually somewhere between turns twelve and eighteen if he expects to win. Although I frankly do not have much experience as the French at this level of competition, and although each game is different due to the tremendous variety of WATERLOO played on this level there are a few simple rules to follow which will be set forth in the tactics portion of this article.

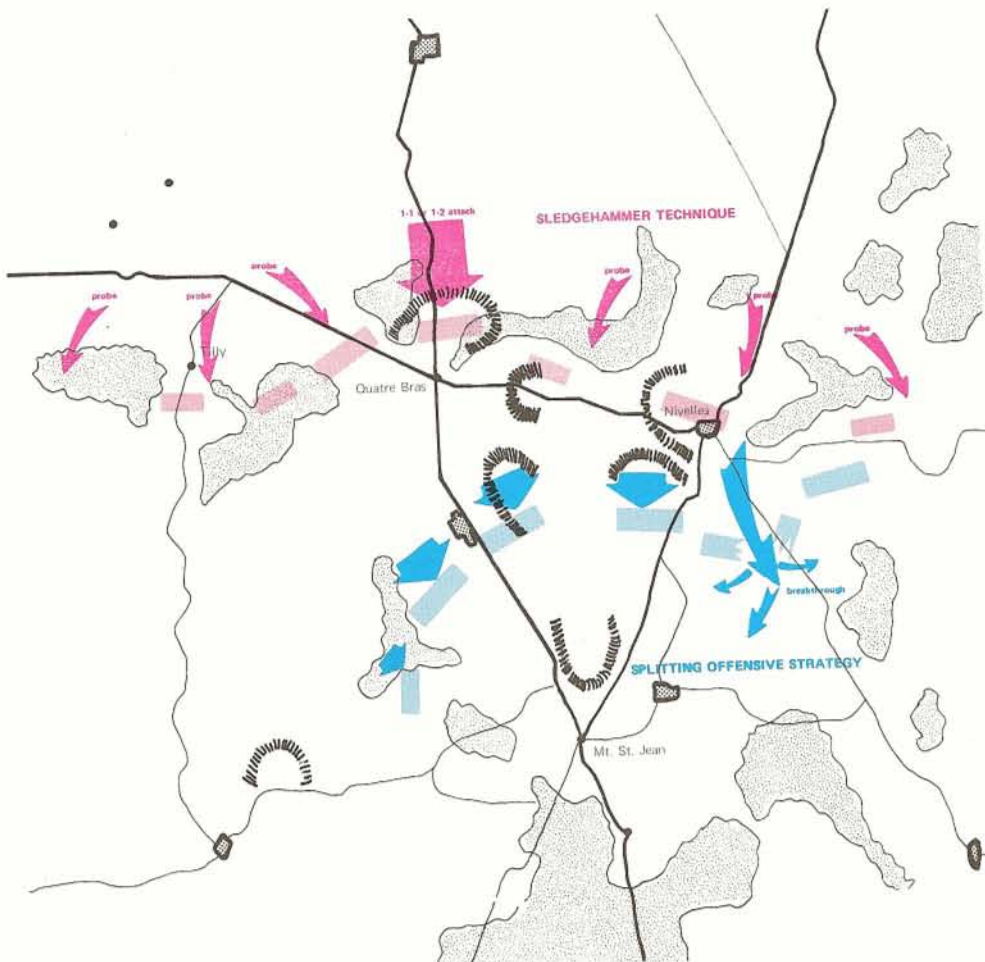
There is only one conclusion to the PAA problem of having to face a superior enemy for twelve to fifteen turns. PAA strategy is based on one word: delay. *Any time* two players of very good or better caliber play WATERLOO and the PAA player does not use a delay-screen-terrain strategy he will lose. Assuming the novice-like

excitement of "go out and get Nappy" can be overcome, a PAA player will rapidly progress in aptitude and "feel" for the game. Ultimately, between two expert players the PAA delay strategy will be modified each game by the strategy of his French opponent.

One of the most trying tests of a PAA player's ability is how he reacts to the Sledge Hammer. Disallowing an act of God, the Sledge Hammer can be defeated. Tactical tips will follow, but on a strategic level the PAA player has very little alternative in meeting the Sledge Hammer. If he fears a Sledge Hammer from an opponent who uses it often, the PAA player should take the following steps. Use extra delay units where possible to protect strategic units or positions. As the game enters the second day try to force the French hammer to hit doubled positions. One A-Elim at 2-1 will cancel the effects of four D-Elims on a 6-4 if the 6-4 was doubled. Counterattack viciously to offset early success of your opponent's hammer. Try not to leave units exposed, even if sacrificing an extra unit on a counterattack is the only way to prevent exposure. Once the French player has chosen the Hammer, oppose his feints with minimal force and concentrate on erecting a cement wall in front of it. This is risky but essential. By forcing him to use the hammer again and again, odds should turn eventually.

When the PAA player is confronted by the French splitting strategy, not only his competence but also his nerves are put to a test. He must sit and watch his numerical superiority dwindle away and pass up chances at tempting counterattacks that could prove to be disastrous. At the same time he is faced with the realization that if he waits too late to counterattack he will be faced with disaster. Caught in a tight spot he must indeed become the Iron Duke by keeping his nerves rigorously in check. Only when the majority of his forces have arrived or when a major position needs to be held must he counterattack. He must always realize that the French player controls the tempo; if he is drawn out to meet him he is lost. The PAA player can rest assured that with clever use of terrain his numerically equal force can and will be able to hold the French for eighteen turns if he plays it correctly. Even if the French player makes a break on turn 18-20 and the major portion of his army is left he can still stop a French victory by stringing one line of units after another for 10-12 turns. The PAA player must always remember that the road to victory lies in delay of the French army, not in its destruction. If on turn 30 the French player cannot exit from the board and even one PAA unit survives, an intact French army cannot win the game. This is the basic flaw of the French Splitting strategy. Against a superior PAA player it takes too much time.

On a more mundane level, PAA strategy should involve screening the open areas and concentrating behind the defensible terrain. Make good use of interior lines to rush reinforcements from a placid area to a threatened one, concurrently increasing the screens in the denuded area to make sure it remains placid.





# THE REST OF THE ALPHABET by Lloyd Berger

The unusual title is prompted by Monte Gray's article in the September, 1972 issue of the *GENERAL* in which Mr. Gray made reference to the old adage "as easy as A,B,C" in connection with his theory that an American win in *MIDWAY* is not all that difficult. Lloyd Berger seems to think otherwise as is evidenced by the following battle plan.

Has the commander of the Imperial Japanese Combined Fleet taken to drinking saki in an attempt to quiet his shattered nerves, fearing that Plan A, B, or C might be sneaking up on him? (See *The General*, Volume 9, Number 3, page 10.) To quote a little known, world renowned (?) personage, "Japanese admirals, unite! You have nothing to lose but fear itself!" (Let the history buffs have fun with that quote!)

Seriously, for pure fun there is no game that can rival *Midway*. The excitement of trying to fake-out your opponent, of attempting to out-think (or out-guess) him makes this game total enjoyment, even though there is only the slightest chance that the Japanese can lose, Mr. Monte Gray notwithstanding.

The Japanese *can* lose, but it is nearly impossible if the competent Japanese player remembers three things:

1. Your prime objective is to sink the US carriers, and then, if there is time, take Midway. Yamamoto assumed that the US fleet would get into action only after Midway was attacked. You know better. Therefore Midway will be the frosting on the cake, but the cake itself (the US carriers) should be first. Don't make the same mistake Yamamoto made!

2. Do everything you can to avoid being attacked on the first day. Enough has been written in *The General* (Vol. 2-No. 5, Vol. 3-No. 3, Vol. 4-No. 3) to tell you how to do this, but here are the basics of the plan, with a few of my own twists:

Send Tone and Nagara to the D column. They will arrive at 1300 June 3. Combining these two ship searches with your three air searches, you search five areas, D2 through D6. This is enough to spot a US threat. Vary the areas where you have ship searches so it will be harder for the US player to find them. Should he attack them, it will be a worthwhile price to pay to find out his position. He will also have to use at least two of his searches to locate them, enabling your carriers to more easily escape detection.

On 1500 June 3, include D1, D2, D6, and D7 in your five searches. If the US is trying an end run, you will spot him. If he has anticipated your search pattern switch and slowed down on his end run to avoid being found, he will never be in a position to attack you on the first day, the only day you really have to worry about.

On 1700 June 3, search C2 through C6, just in case he tries to sneak through one of the gaps

left in your basic search screen. If your carriers are in the A column, he cannot attack without also being sighted, allowing you to attack him. If the US barges (no reflection intended on the US ships) into your search screen, use that information to avoid combat on the first day like you want to avoid a flat tire on the freeway. Only when the Atago group unites with your carriers are you defensively strong enough to trade punches and live to tell about it.

first day, you must attack him with full strength. Keep all your fighters on CAP. If he sends all his fighters on escort, you have two fighter factors to add to the defensive power of your ships. If he has exchanged the *Enterprise's* fighters for the two T's and six D's from Midway, you have ten fighter factors to add to your defense. So much the better! If the US player keeps all his fighters on CAP, call off your attack on his carriers. He will undoubtedly do the same thing. Time is on your side at this point of the game.

But if you can attack (and this applies at any time) the secret to sweet success is the "ole' 6-9-6 attack." What's that? Simply this: six T's attacking on one side of two US carriers, nine D's on top of the same two carriers, and six T's on the other side of those two carriers. On the third carrier, attack with three T's on one side, nine D's on top, and three T's on the other side. (After the first day, you will have more T's to strengthen this attack.) That leaves you with one T and one D left over. Apply both of them to the Atlanta.

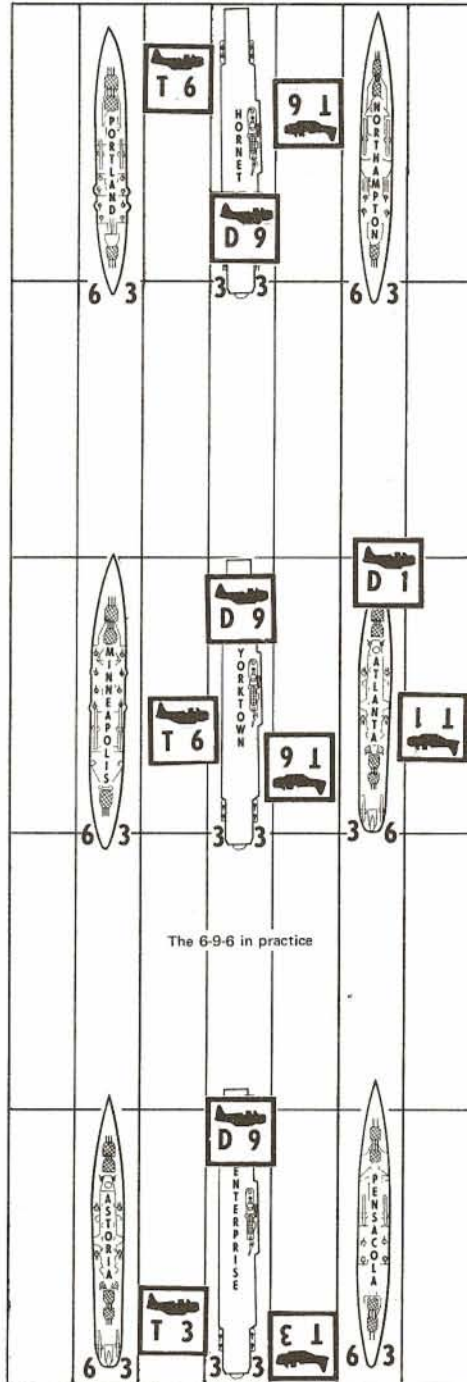
In order to present a viable defense, the US player will have to sacrifice one carrier (with no damage to you), accept three 1:1 attacks on his second carrier, and two 1:2 attacks plus one 1:1 attack on his third carrier. Even with the worst possible luck, you get one (sacrificed) carrier and one heavily damaged (three hits) carrier. With average luck you can sink two carriers and leave one lightly damaged. And with spectacular die rolls you can sink two carriers and leave the third carrier almost sunk. Not bad for two hours' work, eh? In addition, he will have to ignore your attacks on the Atlanta, allowing you two 1:1 attacks and a fair chance to sink her.

The reason for this is that the defensive factors of all US ships are in units of three. All the US player can do is put up seven units of three to defend one carrier against seven Japanese units of three, five units of three to guard his second carrier from your five units of three, and nothing to protect his third carrier, against which you have seven units of three. Experience shows that you have a good chance to sink two US carriers, but don't count on it. A follow-up attack will be necessary.

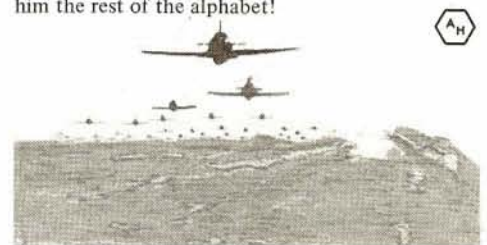
Can the US ever win at *Midway* against a competent opponent? Yes, if the US player can hit the Japanese carriers first, then escape untouched, and come back to hit the Japanese carriers once more. But "if's" seldom win games. Assumptions included in these observations are:

1. Ships must come on as per the the Order of Appearance Table.
2. Torpedo squadrons attack only the sides of ships.

Now, if only Mr. Gray didn't live so far away. He may like his ABC's, but I'd sure like to show him the rest of the alphabet!



3. When you attack the US carriers, think 6-9-6. If you cannot avoid being attacked on the





# D-DAY DEFENDED

IS IT TRUE WHAT THEY SAY ABOUT D-DAY?

A LOOK AT THE 1965 VERSION BASED ON FIVE GAMES.

by E. Gary Gygax with Rob Kuntz

Gary Gygax has long been a leader in the hobby and a staunch player of Avalon Hill wargames. Here, Gary provides the defense for the oft-heard criticism that the 1965 revision of D-DAY imbalanced that game in favor of the Allies. It is Gary's opinion that the situation with D-DAY is similar to that of STALINGRAD. Only recently have people realized that when played between two expert players, utilizing 4-5-6 replacement rates and exchange at attack factors, the latter game is balanced. Gary believes the same holds true for D-DAY, and if the German is truly a competent player, he stands at least an even chance of winning.

D-Day has long been a popular game, and with good reason, for it offers different problems to each commander while at the same time being reasonably well-balanced. At least we knew this to be true of the original (1961) version of the game, and from the matches played of the newer design the same seemed to hold true. Considerable opinion, however, has it that the Allies have a walk-over with the eight "SAC attacks," their replacement rate, and the limitations on which German units can be replaced. Assuming that the newer version was in fact weighted too far in favor of the Allies, we began a series of experimental games in order to determine how best to correct the inequalities. Several "warm-ups" were conducted first.

Game 1: At the beginning of the first contest it was decided to limit SAC bombings to a maximum of four, one per turn. At the same time the 17 square supply rule was dropped in order to allow the Allies the option of invasion through the South of France. The latter change caused a considerable weakness in the German defenses, having to send five units to defend against an attack in this area gaining ground too quickly. The Allied attack came through Brittany, however, and had a relatively easy time of it. The Germans were hastily building a line along the Seine, when careless play left an opening in their parachute screen. The Allied player immediately exploited this, rolled the enemy back, and invaded Pas de Calais on Turn 15. The Germans were never able to make up the losses suffered during the forced retreat and pursuit, and great gaps were torn in the Rhine defenses between the 24th and 32nd Turns. The final wave of Allied reinforcements, and their new airborne units in particular, completely crushed the desperate Nazi efforts to force the Allies back into France. This was the end of the game — and of thoughts of doing away with the supply rule, for even had the Germans not made the error along the Seine it was obvious they hadn't sufficient strength to hold the Upper Rhine.

Game 2: As stated above, the 17 square supply rule was re-incorporated, but the SAC bombings were limited in the same manner. The German set-up was:

1-2-2	3-4-3	4-4-4	HQ
D 10	H 14	V 34	D 8
FF 41 (2)	J 16	GG 39	I 13
EE 42 (2)	K 17	S 29	N 20
AA 41	Q 27	LL 44	O 24
X 42	L 20		Y 37
V 43	H 12	5-5-4	AA 39
V 38		II 42	EE 39
L 20 (2)	4-4-3	U 32	JJ 41
V 36 (2)	S 28	W 13	
S 34 (3)	BB 40	N 9	1-1-3
S 33 (2)	Y 40	C 5	CC 39
S 32 (2)	L 17		
R 30 (2)	K 15	6-6-4	3-3-3
R 29 (2)	I 15	N 24	E 12
Q 27 (2)		N 21	
O 25 (3)	2-2-4	X 14	5-5-3
K 18	V 12		G 13
M 23	3-3-4	7-7-4	
Q 34	D 5	P 25	
M 22	C 4	X 38	

Despite the strong northern defenses, the Allied commander opted for an assault on the North Sea beaches. The succeeding series of attacks and counter-attacks left no doubt in his mind as to the German capabilities in that area. It was agreed that even with eight SAC attacks maximum, with two per turn, that the chances for victory there were slim indeed. The units were returned to their original positions, and preparations for the last "dry run" got underway.

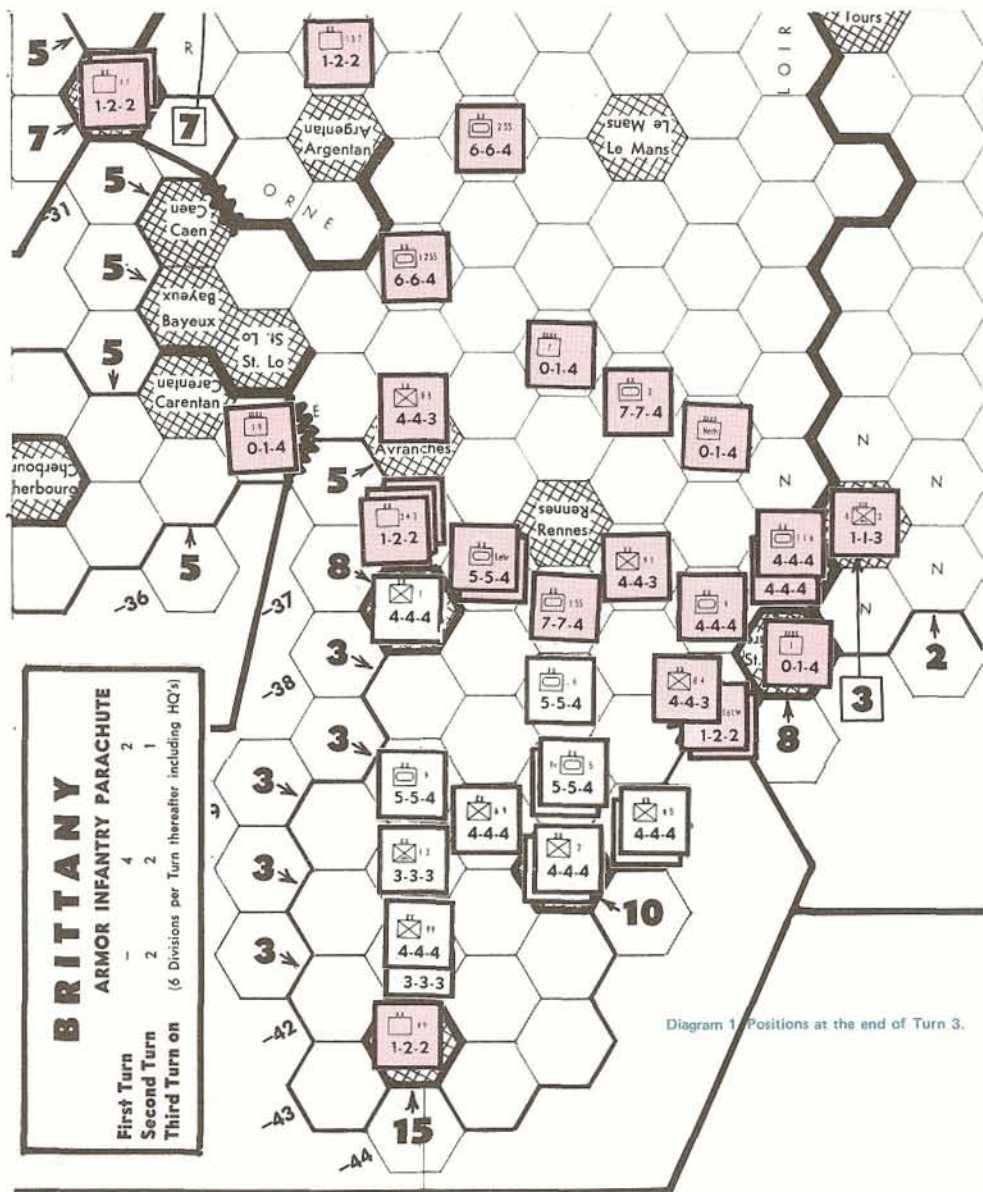


Diagram 1. Positions at the end of Turn 3.



**Game 3:** This time the Allies decided that a completely new line of planning was in order, so they invaded Bay of Biscay. Their attacks were at generally unfavorable odds, and the sole 3-1 during Turn 2 on a doubled 1-2-2 defender resulted in an exchange. The Allied build-up was too slow, due to the limitations of the area, and German mobile units quickly rolled the invaders into a pocket. It was all over by Turn 5, with plenty of time for the defenders to regroup for a second invasion, so the game was dropped. Both sides now felt that they had sufficient practice to get the feel of the rules changes, so the real contest was begun.

**Game 4:** The Allied commander once again carefully examined the defenses. North Sea and Pas de Calais were dismissed as unassailable on the first invasion turn. The obvious trap at Le Havre, with its corollary high-odds counter-attack and the limited width of the area, wrote off those beaches. The possibilities of success in Normandy being limited to capture of the peninsula only, it too was passed over. This left only Brittany and Bay of Biscay – exactly as the German planned, but nevertheless inescapable. The capacity of Bay of Biscay being too low, Brittany was settled for as the only choice offering fair prospects of all-around success.

The narrowness of the tongue of land comprising Brittany invites easy containment of an invasion, but the number of beaches possible to invade makes it impossible to prevent the Allies from getting and staying ashore. The available divisions each turn also gives the invaders good possibilities for eventual breakout – unlike Normandy. St. Malo was the key target of the first wave coming ashore, and although the Allies lost two divisions doing it, they captured the city and eliminated the defending static division. SAC bombing of the unit in Rennes would have been most helpful to the Allies, but the limited number of such attacks precluded it. The second and third turns saw the invaders gathering strength while the Germans hastened to stop up the neck of the peninsula while withdrawing the static divisions from Bay of Biscay and Normandy. The positions of the units in the contested area are illustrated in Diagram 1.

The battle of containment continued for several turns, while the Allies tried to gain success through attrition, and the Germans jockeyed to place only their most mobile units in the front lines. From the position Avranches-Rennes-St. Nazaier the Germans staged a surprise withdrawal on Turn 7. This was done to prevent entrapment of the mobile units by a second Allied invasion, and it continued successfully until the Eure-Orleans line was established on the ninth week, and a further pull-back to the Seine was accomplished on week 10. During the course of Turns 7 through 11, the Allies managed only six regular attacks (2 at 3-1 and 4 at 1-2) which eliminated a 6-6-4 in an exchange and a 5-5-4. On Turn 6, the first SAC bombing had resulted in the immobilization of several German units, but the second bombing during the eighth week met with better results, wiping out a 5-5-4 and a 3-4-3. By the end of Turn 11 the Allies had managed to bring sufficient forces up to the Seine to begin attacking once more.

During the course of the twelfth and thirteenth moves the weight of the Allied drive shifted from the Paris area towards Troyes. The German commander was unable to bring up a 6-6-4 to

hold Troyes, and on the 13th week the invaders took that city at 3-1, exchanging with the 4-4-4 holding it, and losing another infantry division in a soak-off. The losses were well worth the gains, for the Nazi forces were hurriedly withdrawn to the Marne. Positions along the front lines are shown in Diagram 2.

Despite the rather brilliant success attained by the Allies, there was no real possibility of exploitation, and by the time sufficient units were on hand to engage the Germans along the entire line, the defenders were ready to fall back towards the position Boulogne-Tournay/Lille-Namur/Brussels-Meuse R.-Vesoul. They had facilitated these preparations by immediate counter-attacks in the area of Argentan when the Allies broke the Seine above Paris, drawing some reserves to the area to prevent a German breakthrough. As of the 21st week the defenders were once more solidly in position, and replacements speedily filled the gaps made by continual Allied attacks. Demands for fresh divisions precluded any thought of a second invasion until at least Turn 24, and the German defense commitments indicated the best course was to retain the threat rather than to use the actuality. There followed a bloody series of engagements which brought the invaders across the Meuse but no further, and the Moselle defenses were unbroken. Although there were still parachute units and SAC bombing attacks (2) in reserve, losses in ground units were

staggering, so the Allied commander conceded.

**Game 5:** This contest was very similar to the previous one, the Allies gaining ground a bit faster perhaps, and forcing the Germans all the way to the Siegfried Line before losing.

**Conclusions:** Avalon Hill has been slandered again. *D-Day* is a well-balanced game *without any alteration in the rules*. Of course, this assumes that both players are equally skilled (or the more skilled commander plays the German command). Any limitation on SAC attacks is far too harmful to the Allies, as the full number are required to maintain the game as about even to slightly in favor of the invaders. With eight SAC bombings possible the Allies can afford to use one (or possibly two) to help soften up the beaches to be invaded, hit the strongly-held northern invasion areas forcing the Germans to put needed reserves into coastal defenses, break up counter-attacks and/or intermediate defense lines, and still have one or two left for the final drive across the Rhine. With less than eight such attacks the Allies are severely, nay critically, hampered in attaining their objective. We therefore respectfully submit that the designers and play-testers at AH have done their work well, and it is the fault of the players, not the game, which imbalances *D-Day*. A carefully played German defense, even allowing eight SAC bombings, has nearly equal chances of defeating the Allies.

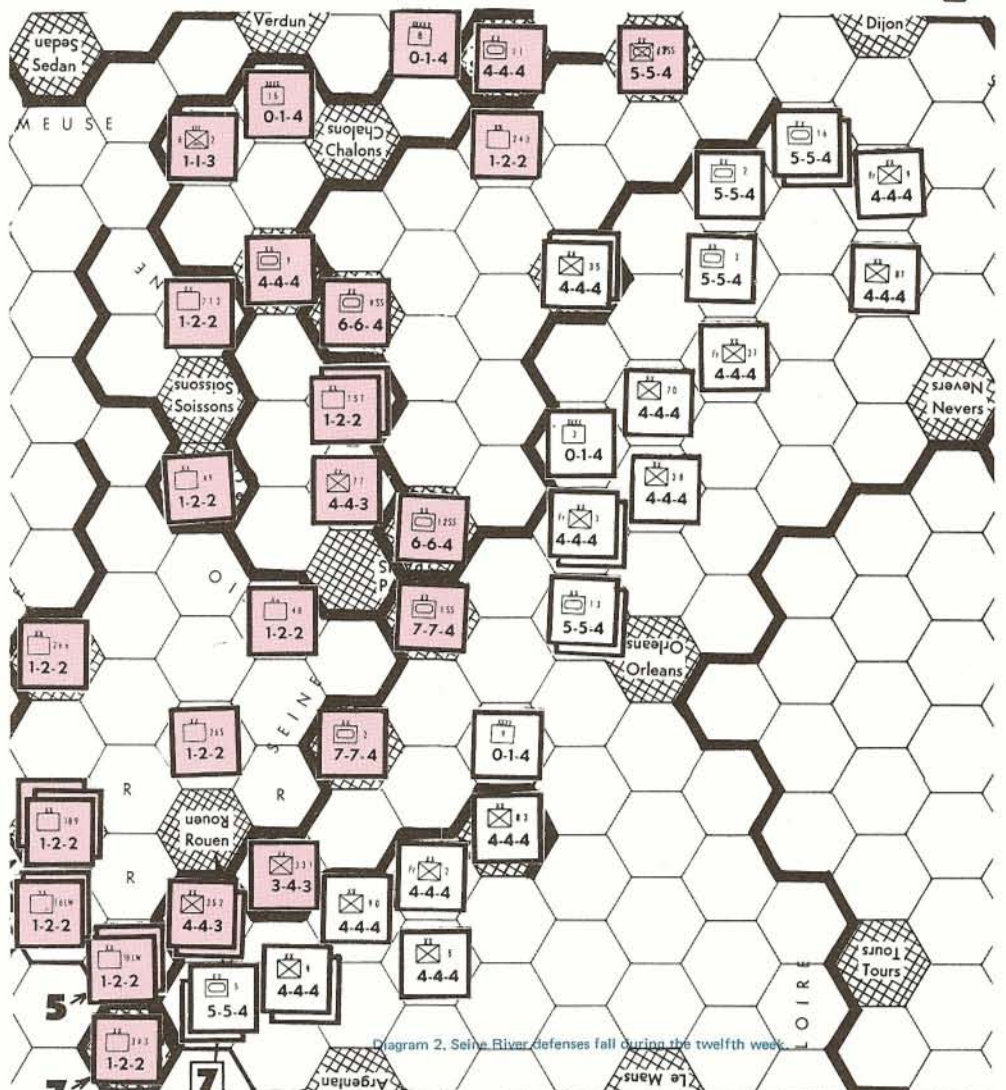


Diagram 2. Seine River defenses fall during the twelfth week.



## EXPERIMENTAL PANZERBLITZ

by Jerry Thomas

PANZERBLITZ COMBAT –  
AN EXPERIMENTAL REVISION

Mr. Thomas's article was prompted by Hank Roach's plea in the Letters Column of Vol. 8, No. 5 of the GENERAL. The system described below is still very experimental and is presented here so that others can look at it and hopefully experiment with it at their choosing.

Using these rules, Mr. Thomas hopes to give the German player some hope of succor in situations similar to the Battle of Vyazma by adding extensively to the punch of certain types of units. The result is a compromise between increased accuracy and decreased playability, so that players who place emphasis on the latter aspect may find it too complex for their particular tastes.

The basic premise is that in order to achieve maximum playability, accuracy had been sacrificed in several areas. This revision has several distinct aspects, which need not all be used together. The revision of visibility suggested in the Jan.-Feb. *General* may also be tried with them. The first area with which I will deal will be the interaction of armor with infantry.

The basic simplification made for playability is the use of "factors," in the case of Panzerblitz, one for each of four capabilities. Of the four factors, two are correct in all situations for my purposes. They are the movement factor, and the range factor of the main armament. The other two factors, attack and defense, I found to be in need of revision on the armored vehicle units to more accurately reflect Armor/Infantry combat.

These factors were designed for combat in which main weapon caliber and thickness of armor were determinants, in which heavy weapons fired on the unit, or the unit fired its heavy weapons at appropriate targets.

Looking at AFV units, these appropriate targets would be enemy armor, fortifications, or vehicles. As is treated in the Panzerblitz rules, infantry is not really an appropriate target for the main weapons of AFV's (excepting H-class SPA and assault gun units).

The primary offensive capability of AFV units with respect to infantry lies in their ability to overrun the infantry positions. The offensive performance of AFV's against infantry (their ability to destroy or disperse the infantry), in overrun situations, is primarily and directly related to the number, kind, and flexibility of the anti-personnel weapons of the vehicle, usually the machine guns. The caliber and penetration of the main armament has no bearing on the attack factor in overruns.

Here is a discrepancy in Panzerblitz. The unit's attack factor is tied only to the functioning of the main weapon of the vehicle.

What I determined to be needed was another factor, which would represent the capability of the anti-personnel weapons of a given AFV unit to do damage to an infantry formation being overrun. There are many variables in any overrun situation but for now only those internal to the given AFV unit will be considered.

The main ones are, as previously mentioned, the number, kind, and flexibility of anti-personnel weapons. Other factors were the speed of the



vehicles (the slower the assault, the more time/space the infantry has to disperse), the size of the weapon(s) unit of fire, and the number of vehicles in the unit.

Insofar as numbers of weapons are concerned, a standard pattern is apparent. Most tanks carry two machine guns (MG's), one in the turret coaxially with the main armament, and one in the front. (Only enclosed MG's are counted, those where the gunner does not have to expose himself to infantry fire to man the weapon.) Exceptions are the JS II, (and KV I if you have made and use them) with 3 such MG's and the PzKw IIL with only 1.

Most other AFV's carry 1 MG in the front (having no turret). However, several of the German SPA and Tank Destroyer units have none; they are the Marder III, Hummel, Nashorn, Maultier, GW38M, and Hetzer (whose only MG is open on top of the vehicle).

In terms of kind, several AFV's carry anti-personnel weapons other than MG's. Examples are the FlkPz IV, whose Quad-20-mm functions as a sort of super-MG, and the Sdkfz 234/1 and Pz IIL, both of which mount a 20-mm gun capable of a fairly rapid rate of fire, and of firing 20-mm "flak" shells.

As far as flexibility goes, a turret mounted weapon is more flexible than one that cannot traverse 360°, but one of each kind is better than two in a turret, since this allows for fire in two directions at once. The advantages of the German turret traverse were mentioned in Panzerblitz, and this is an aspect of flexibility.

Speed is inherent in the unit's movement factor, but a value must be assigned to it.

As to the size of the unit of fire, the German was larger than the Russian, both as a matter of policy, and as a result of the fact that the German tanks had more internal space than the Russian ones.

The number of vehicles becomes more important as weapon quality becomes more even. An increase in the number of overrunning vehicles has the same effect as increasing the speed of assault, in that the time/space available for the infantry to disperse is reduced.

Now let's look at the defense factor, which in its present form is really only appropriate as noted above. In reality, the DF of an AFV when under close assault is the same as its overrun Attack factor, that is, it is dependent on the ability of the AFV's anti-personnel weapons to keep the infantry at a distance, so that the various anti-tank tactics of the infantry cannot be exercised. Therefore the same factor can be used as both DF and AF. I call this factor the OF, to distinguish it from the AF and DF printed on the counters.

A list of these factors (again, only experimentally) follows this article. The factors for units that cannot make overruns are to be used as DF's when the units are under CAT attack.

I did not feel any need to add a factor to the infantry, as they do not have two classes of weapons, as do AFV's.

It should be noted that the OF is to be used only when *no* AFV's are in the hex being overrun.

I will now discuss rule changes (changes in interaction rather than in inherent combat power) and the rationale behind them.

The first and most important change is the revision of the current overrun rules. While the current rules are playable, they are not wholly accurate. In the actual combat situations, AFV's could overrun infantry positions in any kind of terrain, and could even overrun trenches, bunkers, etc., (i.e., fortifications).

The usual role of the defending infantry was to stop the attacking infantry, and leave dealing with the armor that had penetrated to the defending armor, or in the absence of any, to the artillery. Infantry simply did not present an obstacle to the movement of armored vehicles.

In order to reflect this situation more accurately, overruns of infantry are permitted in all cases except:

1. Where the unit is defending *in* or *on* an occupied fortification counter
2. Where the unit is defending on a Block counter
3. Where the unit is defending on a swamp hex
4. Where the movement of the overrunning unit would be in violation of movement rules, i.e.: a. through a non-road green woods hex-side; b. onto a swamp hex; c. onto a Block counter; d. onto an occupied Fort counter.
5. Where the movement out of the square being overrun would be in excess of the overrunning units MF, i.e.: a. out of a gully; b. onto a brown slope hex.
6. When the unit is defending in a town hex. (This reflects Armor's inability to deal with combat in towns, and the fact that units in towns are considered to be armored units.) NOTE: overrunning units still must enter and exit in a straight line.

In all other situations armor may overrun infantry using the OF (overruns of other types may use the OF subject to add'l rules to follow, overruns of squares with any armored vehicles can never use the OF). The effectiveness of the overrun attack varies with the terrain, however, as follows:



**Unit Defending On (Terrain)**

Clear Terrain  
 Plateau (the non-orange hilltop hexes on Bd 2)  
 Hilltop Hexes (when att. comes from another H/T hex)  
 Slopes  
 Hilltop Hexes (when att. comes up slope)  
 Gully Hexes  
 Woods Hexes  
 Gully-Road & Ford Hexes

**Effect on Attack**

No Effect – same as in PzBlitz rules  
 No Effect – same as in PzBlitz rules  
 No Effect  
 Die roll is – 2, but odds do not increase  
 Die roll is – 2, but odds do not increase  
 Die roll is – 2, but odds do not increase  
 Die roll is unchanged, Odds do increase 1  
 No effect

Some of the rationale behind this follows. For slopes and hilltops, the marked slowing of the overrunning vehicles at the point of impact, as well as difficulty in firing due to angles involved, is the reason for lowering. In Gully defense, slowing is not so great initially, but a compensating factor is the inability of the armor to fire on the run-in, I also considered the absence of any woods on the slopes as a simplification for playability, and added a small factor for cover availability which did not appear on the map-board.

In woods, both cover availability and attack route limitation are factors affecting combat.

**Overrunning Antitank Guns**

In considering the overrun of hexes containing antitank (A/T) guns (this would include all A-class weapon units); except in clear terrain; two choices are open. You may either not allow overruns of non-clear hexes containing A-class weapons, which would be simpler, or: Allow the A/T unit to fire at the overrunning units on the next turn. In this attack, the units factor is doubled, *and* odds are rounded off in favor of the *attacker* (the A/T unit). For ex. 14-12 would become 2-1. This attack can be made even in the event of the A/T units dispersal or destruction, in the overrun and other units, (A, H, M-class) can add their factors (at normal rates and provided they can "see") without losing this odds advantage. This attack must be resolved 1st next turn, before minefield attacks.

When A/T units are in clear terrain, they are considered to be non-A/T in that they cannot make this attack. This retroactive attack should also be allowed following overruns combined with Panzerblitz assaults. It is retroactive because it really represents the casualties that the armor exposes itself to in openly assaulting an A/T position.

**REVISION OF CAT, ADDITION OF CAS (Combined Arms Assault)**

Because of the addition of the OF as a defense factor when under CAT Attack, it is very difficult for infantry to do anything against armor. Therefore, allow CAT units to move on top of the defenders units, up to stacking limits, and ignore the stacking value of defending vehicular units. This kind of attack cannot be done on PzBlitz assault, but it can be done the *following* turn.

When attacking infantry is on the same hex; its attack factor *doubles*. This reflects both the maximum effectiveness achieved at very close range, and the disruption of the defense caused by the infantry being within the formation. This permits wave attacks, and eventual overrun of a

position by infantry. In relation to AFV units, it reflects being within Panzerfaust, Bazooka, or hand grenade range, and also being past the frontal MG's of the AFV's.

The stacking limits were suspended because operational densities could become higher at the point of impact.

CAS. CAS is similar to CAT except that both armor and infantry take part. All the AFV units must be stacked with infantry units, that is, there can be no pure Armor stacks, though there can be pure infantry stacks taking part. CAS can be used in situations where armor cannot overrun.

When CAS is used to attack a hex containing AFV's, the attacking armor must use its undoubled AF, and the defending armor must use its DF, not its OF. Infantry units that are able may move on top of the defender, and their factors still double, also the presence of Engineer units still raises the odds by 1. No CAT may be made on a hex that is under CAS attack.

When CAS is used on a Hex containing A-class weapons, the retroactive attack can be made, but no odds advantage accrues.

CAS has the same place in turn order as does CAT. The vehicular units move adjacent, then the non-vehicular, then the attack is made.

**NOTE:** on overrunning A/T guns, if the A/T gun was not dispersed in the overrun, it may fire twice in the next turn, but the first firing must be the retroactive attack. Other units that combine in the retroactive attack may *not* fire again in the turn.

**RECAPITULATION**

It is my conclusion that these rules have the following effect:

1. Tanks become more effective against unsupported infantry, but must be careful when overrunning A/T positions.

2. Infantry becomes less effective in assaulting tanks unless it gets very close, or unless it assaults as part of a combined arms team.

3. Assault guns, etc., become much less useful as offensive weapons against infantry and more subject to infantry assault if unsupported by friendly infantry.

4. Positional defenses (mines, Blocks, etc) are now used more effectively to secure positions from overruns.

5. A/T guns now form the basis of positional defenses with infantry, the hedgehog concept, used by both the Germans and the Russians.

6. The CAS provisions allow a core or central reserve to be built up for all arms counterattacks.

Since Armor now has more freedom of movement, it may be necessary to change some of the

Victory Conditions, but in any case I feel that this makes the game more accurate for those accuracy buffs among us.

**OF's****German Tanks**

II L	10
III G	16
IV h	16
V	18
VI a	16
VI b	14

**German Other**

SgIII	8
JgIV	8
JgV	8
JgVI	6
StuH42	10
Marder	4
Hetzer	4
Nashorn	4
Hummel	4
Wespe	6
GW38M	4
Maultier	2
FlkIV	24
234/1	10
234/2	10
234/3	8

**Russian Tanks**

T-34 (all)	18
KV-85	16
JS-II	20
JS-III	16
KV-1*	20

\*(if you use 12A6, 13-9)

**Russian Other**

SU-76	6
SU-85	8
SU-100	8
JSU-122	6
SU-152**	10/**

\*\* (this weapon was also turret mounted on this chassis as the KV-2, in that mounting the OF would be 20)

**Note:** all units whose OF is lower than their DF may use the Higher factor when they are stacked with friendly infantry.

For those who want to use these factors without committing yourselves, put them on the back of the unit as follows. Place a piece of magic tape on the back of each unit, then type on sticky labels the appropriate OF, and place it on the tape. You can then change labels without damaging the counter.





# ADVANCED BISMARCK

by Keith Gross

Although AH games may be dropped from the line from time to time, they are not forgotten. BISMARCK, one of our original sea warfare games, has always been regarded as a 'minor classic.' Its long run in the AH line is a testimony to its simple mechanics and ease of play. The following article is a simple, straight-forward 'expansion kit' that adds elements to the game that, in all probability, should have been there in the first place. For the benefit of our readership, the additions to the HIT RECORD have been put into a format that allows photostating and cutting for normal game usage.

For those of you who have the Bismarck Hit Record memorized, here is something that will add new scope and complexity to the game. These rules also add historical realism without detracting from the original Bismarck's good features, such as simultaneous movement, good hidden movement system, short game length, and good method of resolving combat.

One of the big problems with Bismarck is that neither cruisers nor aircraft carriers are very important, even though carriers were making battleships obsolete and cruisers played major roles in many battles. True, a single cruiser wouldn't attack the Bismarck under normal circumstances, but if four or five cruisers come upon the Bismarck when it's almost sunk, then what happens? The cruiser Prinz Eugen, which accompanied the Bismarck for much of its voyage was quite important and should therefore be included in the game. In the game ships can go full speed all the time, even if they are burning hulks. Obviously, this isn't too realistic. Land-based bombers were an important force in the real war, but where are they in the game? Also, the air reconnaissance and convoys are inter-related in the game, while actually they have nothing to do with each other.

For Advanced Bismarck, you will have to make Battle Board Counters for all ships that do not already have them. The name of the ship and an arrow at the bow will do.

Now, the rules:

## CRUISERS

1. If the Bismarck and one or more cruisers are in the same zone, and the British wish to fight, the battle board counters are placed on the board in the normal manner. Because of the greater speed and maneuverability of cruisers they have the option to go to the battle board, unless of course the British have a battleship with the cruisers.

2. Unlike a normal battle, the cruisers move after the Bismarck.

3. Since cruisers have no long range weapons, the rule concerning fire at B-range before A-range does not apply.

4. Cruisers may launch torpedoes in an A-range bow to broadside facing by rolling the torpedo attack table once.

5. Cruisers also have short range guns which may fire only from A-range (See Hit Record Illustration).

6. The heavy cruisers are the Norfolk, Suffolk, Dorsetshire, and Edinburg. The others are light cruisers.

7. Battles may be broken off in the normal fashion.

8. Cruisers may fight in support of battleships.

9. Heavy cruisers are not halved at night, since they possessed good radar.

## AIRCRAFT CARRIERS

1. Aerial torpedo attacks may be launched from British carriers provided: (a) The Bismarck's zone has been found by either ship or air reconnaissance. (b) It is a daylight turn. (c) The Bismarck is within four squares of the attacking carrier. (d) The carrier did not attack last turn. (The carriers may alternate their attacks however.)

2. Roll the Torpedo Attack Table two times for the Victorious, four times for the Ark Royal, and six times for both of them attacking together.

3. The Bismarck may be attacked while it is fighting other ships.

4. When a carrier and the Bismarck are in the same zone, place battle board counters on the battle board in the normal fashion. Carriers MUST go to the battle board.

5. Carriers move and fight like cruisers. They have no main guns, one secondary armament on both sides, and three midships. (See Hit Record Illustration.)

6. The first hit of any sort prevents further torpedo attacks from that carrier.

7. Carriers may launch torpedo attacks every

third round of battle when they are in the same zone as the Bismarck.

## PRINZ EUGEN

1. The Prinz Eugen is a heavy cruiser which accompanied the Bismarck for much of its voyage. It moves in exactly the same manner as the Bismarck.

2. You must make counters for the Prinz Eugen for both boards. The Prinz Eugen has a movement factor of two.

3. In Battle Procedure, the Prinz Eugen is placed in the center square. It moves at the same time as the Bismarck.

4. The Prinz Eugen may launch torpedoes and fire short range guns in the same manner as British cruisers. Since it has radar, the Prinz Eugen is not reduced at night. (Note armament configuration on Hit Record Illustration.)

5. The Prinz Eugen may be air attacked instead of the Bismarck at the British player's option.

6. The Prinz Eugen may be moved separately from the Bismarck, in which case the Germans may roll for convoys twice (see Convoy Rules).

7. After a successful area search, the Germans must tell which ship or ships have been located. If only one was found the British may continue the area search to find the other ship. After all area search is completed, the British zone search every area where ships were found.

### SEARCH BOARD

	1	2	3	4	5	6	7	8		
A	GREENLAND				A	B	A	GERMAN LAND-BOMBER RANGE RADIUS		A
B	A	B	A	B	A	B	A			B
C	A	B	A	B	A	B	A			B
D	A	B	A	B	A	B	A			B
55°	A	B	A	B	A	B	A			B
E	A	B	A	B	A	B	A			B
F	A	B	A	B	A	B	A			B
G	A	B	A	B	A	B	A			B
H	A	B	A	B	A	B	A	B		
	1	2	3	4	5	6	7	8		

German Land-Bomber Range Radius

British Land-Bomber Range Radius

### TIME RECORD

MAY 23

MAY 24			

MAY 25			

MAY 26			

MAY 27			

a. Check off time after: every unsuccessful area search, unsuccessful zone search, or conclusion of battle.  
 b. Shaded boxes represent night. Play is at night when 1st unchecked box is shaded.



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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.

- 1. Physical Quality \_\_\_\_\_
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- 4. Ease of Understanding \_\_\_\_\_
- 5. Completeness of Rules \_\_\_\_\_
- 6. Play Balance \_\_\_\_\_
- 7. Realism \_\_\_\_\_
- 8. Excitement Level \_\_\_\_\_
- 9. Overall Value \_\_\_\_\_
- 10. Game Length \_\_\_\_\_

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: \_\_\_\_\_

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SECTION I

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_
- 5. \_\_\_\_\_
- 6. \_\_\_\_\_
- 7. \_\_\_\_\_
- 8. \_\_\_\_\_
- 9. \_\_\_\_\_

- 9. \_\_\_\_\_
- 10. \_\_\_\_\_
- 11. \_\_\_\_\_
- 12.  Afrika Korps (Introductory)  
 Bulge (Intermediate)  
 Panzerblitz (Tournament)
- 13.  Naval       Land       Air
- 14.  Tactical  
 Strategic  
 Grand Strategic
- 15.  Nuclear       Napoleonic  
 Modern       Revolutionary  
 WWII       Medieval  
 WWI       Ancient  
 Civil War

SECTION II

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_
- 5. \_\_\_\_\_
- 6. \_\_\_\_\_
- 7.  Panzerblitz       Stalingrad  
 Luftwaffe       Blitzkrieg  
 Afrika Korps       Gettysburg  
 Bulge       D-Day  
 Waterloo       Anzio  
 Guadalcanal       Tactics II  
 1914       Other
- 8.  lack opponents of any kind  
 lack expert opponents  
 lack time to play in person  
 prefer pbm over in-person play

SECTION III

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_
- 5. \_\_\_\_\_
- 6. \_\_\_\_\_
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- 11. \_\_\_\_\_
- 12. \_\_\_\_\_
- 13. \_\_\_\_\_
- 14. \_\_\_\_\_

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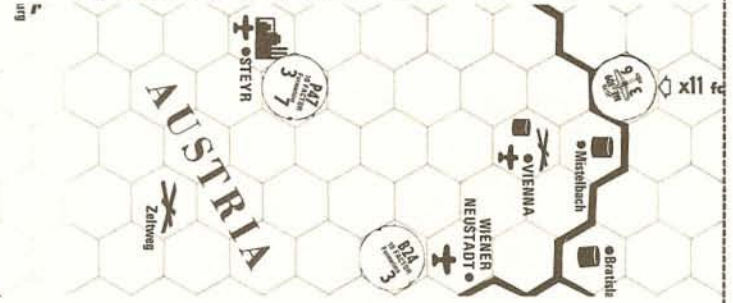
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CONTEST NO. 55



As the German player, your objective is to initiate an attack plan that, at this stage of the game, will lead to victory as outlined in the "How to Win" section of the rules. It is not necessary that your plan have 100% chance of victory, but will by design, lead to ultimate victory.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_ ZIP \_\_\_\_\_

NUMBER OF ATTACKING GERMAN FACTORS	TARGET	
	B-24's	P-47's





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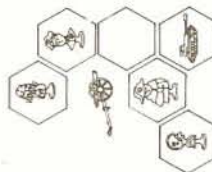
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8. When the Prinz Eugen is alone, it does NOT have to fight British battleships in it's zone, but the Prinz Eugen MUST fight British cruisers if the British wish to fight.

9. The Prinz Eugen may go into port at any time; this action does not end the game or award any points. It may not go back to sea, or be attacked, once it is in port. (Neither ship is considered in port until it breaks off battle in that zone.)

LAND-BASED BOMBERS

1. German ships discovered within five zones of Great Britain (England and Scotland) counting the coast square, or British ships found within four squares of continental Europe may be bombed.

2. Like carriers, land based planes may attack only in daylight, but they may attack every turn.

3. German bombers may attack any or all ships which are in range, by splitting the die rolls between them.

4. The Germans may roll the LB-Bomber attack table five times, and the British may roll it three times.

5. Both players' land bombers, and the carrier aircraft, may attack simultaneously.

6. Land-Based Bomber Attack Table:

Die Roll	Result
1	Stern Hit
2	Bow Hit
3	Midships Hit
4,5,6	Miss

CRIPPLING SHIPS

1. When half (rounded off in favor of the ship) of all hit boxes (Bow, Secondary, Stern, and Midships) are filled, a ship is slowed to one zone per turn.

2. When 4/5 (rounded off in favor of the ship) of all hit boxes are checked off, the engines are considered to be completely destroyed and the ship is immobile, although it can still fire it's remaining guns.

3. If a slowed ship, or the Rodney or Ramilles, is torpedoed, a die roll of 1, 2, or 3 is a hit. If an immobile ship is torpedoed, a 1, 2, 3, or 4 is a hit.

4. The ships are crippled at the following rates:

Name or Type	Slowed	Immobile
Bismarck	13	21
K.G.V.	11	17
Prince of Wales	9	15
Hood	9	14
Rodney	N/A	14
Ramilles	N/A	14
Renown	6	10
Repulse	6	10
Prinz Eugen	5	8
Heavy Cruiser	5	8
Light Cruiser	3	5
Carrier	3	4

### ADVANCED BISMARCK HIT RECORD

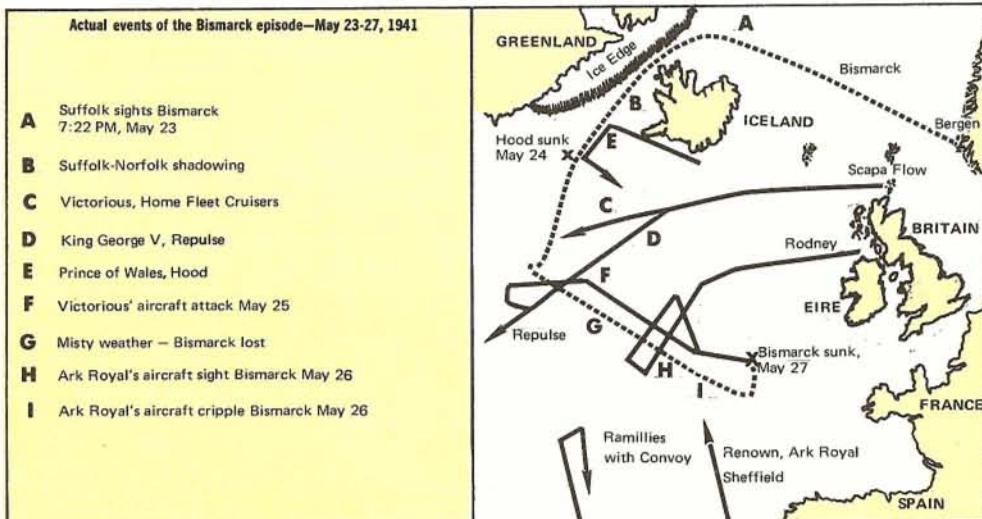
	BOW TURRETS		SECONDARY ARMAMENT		STERN TURRETS		MID-SHIPS	
			PORT	STARBD				
<b>Battleships</b>								
Bismarck	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
King George V	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prince of Wales	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hood	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rodney	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ramilles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Renown	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Repulse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Heavy Cruisers</b>								
Dorsetshire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Edinburgh	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Norfolk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Suffolk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Light Cruisers</b>								
Arethusa	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aurora	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Birmingham	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Galatea	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hermione	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kenya	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Manchester	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sheffield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Carriers</b>								
Ark Royal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Victorious	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prinz Eugen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

(photostat and cut)

(photostat and cut)

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- Actual events of the Bismarck episode—May 23-27, 1941**
- A** Suffolk sights Bismarck 7:22 PM, May 23
  - B** Suffolk-Norfolk shadowing
  - C** Victorious, Home Fleet Cruisers
  - D** King George V, Repulse
  - E** Prince of Wales, Hood
  - F** Victorious' aircraft attack May 25
  - G** Misty weather — Bismarck lost
  - H** Ark Royal's aircraft sight Bismarck May 26
  - I** Ark Royal's aircraft cripple Bismarck May 26

**MANEUVERABILITY**

Because of different ships' greater speed and maneuverability, move the ships on the battle board in this order: (a) crippled (speed reduced by damage) British battleships and carriers, Rodney, and Ramilles, (b) crippled Bismarck and Prinz Eugen (c) British battleships and carriers that move two zones, and crippled British cruisers

(d) uncrippled Bismarck and Prinz Eugen (e) uncrippled British cruisers.

**VICTORY POINTS**

1. In addition to the normal point system, points are also awarded for the following:

Event	British	German
Slowing Bismarck	3 points	
Sinking Prinz Eugen	3 points	
Slowing Prinz Eugen	1 point	
Slowing KGV		2 points
Filling 1/2 of Hit Boxes on Prince of Wales, Hood, Rodney, or Ramilles		1 point
Slowing Renown or Repulse		1 point
Sinking a Carrier or Heavy Cruiser		3 points
Sinking a Light Cruiser		2 points
Slowing Carrier		1 point

**REVISED CHANCE TABLES**

1. On the Battle Board Chance Table, die rolls of 3, 4, 5, and 6 are NO EFFECT, since these events are now decided by the players.

2. Instead of a Search Board Chance Table, there are now two tables; a Convoy Table and an Air Reconnaissance Table.

3. The Germans may roll for convoys once at the end of each daylight turn in which at least one of their ships was not found in zone search. If the Prinz Eugen and the Bismarck are in different zones and neither is found by zone search, the Germans may roll twice. If a one is rolled, the Germans are awarded two points.

4. Air Reconnaissance may be rolled once at the end of any daylight turn. If a one is rolled, the Bismarck, only, has been found. If a two is rolled, the Prinz Eugen, only, has been found, and if a three or four is rolled, both have been found. If they're together in the same zone, both are found on a roll of one, two, or three.

SHIP	MAX. SPD. (Knots)	MAIN GUNS		SEC. ARMAMENT	
		NO.	SIZE	NO.	SIZE
Bismarck	32	8	15"	12	6"
King George V	30	10	14"	16	5 1/4"
Prince of Wales	30	10*	14"	16	5 1/4"
Hood	32	8	15"	12	5 1/2"
Rodney	23	9	16"	12	6"
Ramillies	21	8	15"	12	6"
Renown	29	6	15"	20	4 1/2"
Repulse	29	6	15"	12	4"

\*Newly commissioned—guns not completely functioning properly

**CRITICAL HITS**

1. There are 2 types of critical hits: Magazine, and Steering.

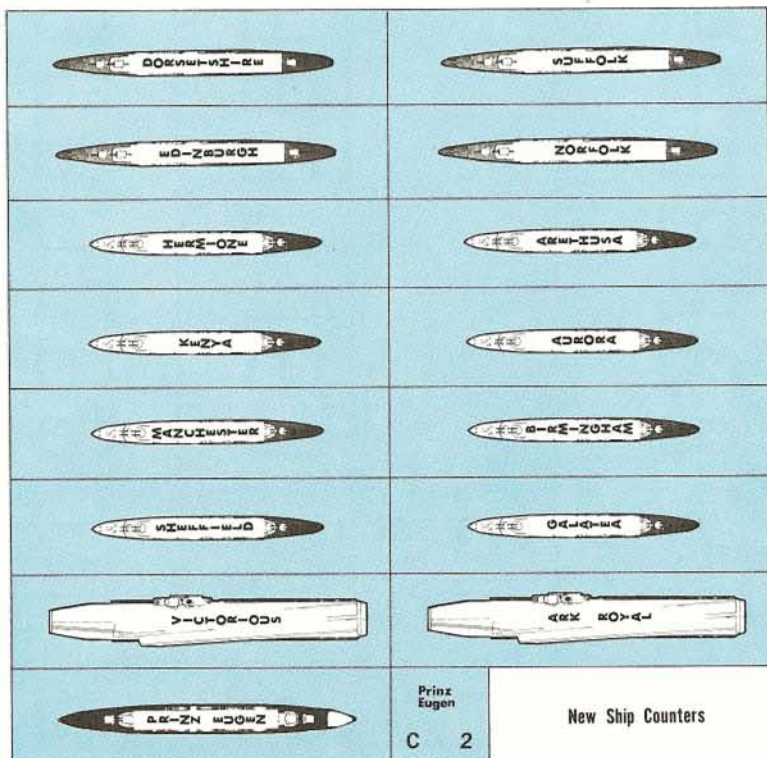
2. Resolve Steering hits after each torpedo hit. If a one is rolled, the ship is automatically slowed to one zone per turn, instead of suffering a midships hit. If the ship already moves one zone per turn, or another number is rolled on the second throw, the hit counts as a normal midships hit.

3. Resolve Magazine hits after each gun or Bomber Attack Table MIDSIPS hit on a ship with 3 or less midships boxes remaining. If a one is rolled, the ship is sunk.

**SOURCES:**

1. Bekker, C. D., *Defeat at Sea*, New York; Henry Holt and Company, 1955
2. Dupuy, Trevor Nevit, *The Naval War in the West; The Raiders*, New York; Franklin Watts, Inc., 1963
3. Forester, C. S., *The Last Nine Days of the Bismarck*, Boston; Little, Brown, and Company, 1963
4. Hough, Richard, *Death of the Battleship*, New York; The MacMillan Company, 1963
5. Humble, Richard, *Hitler's High Seas Fleet*, New York; Ballantine Books, Inc., 1971

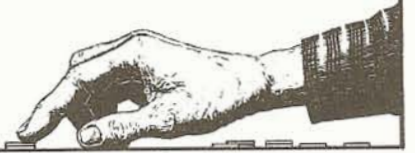
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# SERIES REPLAY PREVIEW

## Panzerblitz



The above is actually somewhat of a misnomer as what follows should not be confused with the long awaited advent of the Series Replay. However, being firm believers in the old adage "a picture is worth a thousand words," we've decided to illustrate the following PANZERBLITZ game exactly as it took place in our design offices. What follows then, is a capsule game report on the battle that ensued when the Vane cousins (Richard & Russell) let fly in situation 4 of PANZERBLITZ. Not a Series Replay, nor even a clinic on how to play PANZERBLITZ, what follows should be considered a prelude to the Series Replay which we will unveil in the next issue.

**PARTICIPANTS:** Richard and Russell Vane  
**COMMENTARY:** Seth Carus and Randall Reed  
**BACKGROUND:** Longstanding members of IGB; the official Avalon Hill playtest panel.

### TURN ONE – OPENING ADVANCES

The German has made a poor choice of forward units (621 & 840) since they represent better than 25% of his available armor-piercing firepower. A better choice would have been halftracks deployed at 2-M-8 and 2-M-10. The Hummel (622) should have been deployed to Hill 107 immediately to be in position on the ridge at 3-F-8 by the end of turn 2. With 621 and 840 deployed on Hill 129, a more cautious Russian approach along the northern route would have been necessitated.

The Russian, on the other hand, has made a standard approach, precluding radical German attacks against the northern flank of Hill 132. Note the forward positioning of the 820's for maximum hindrance of the German approach. However, more infantry should have been carried forward with the 820's. At the very least, the Recon units could have been put to greater use by being carried forward in the early going. As shall be seen, the lack of infantry support weakens good flanking probes that could have been devastating.

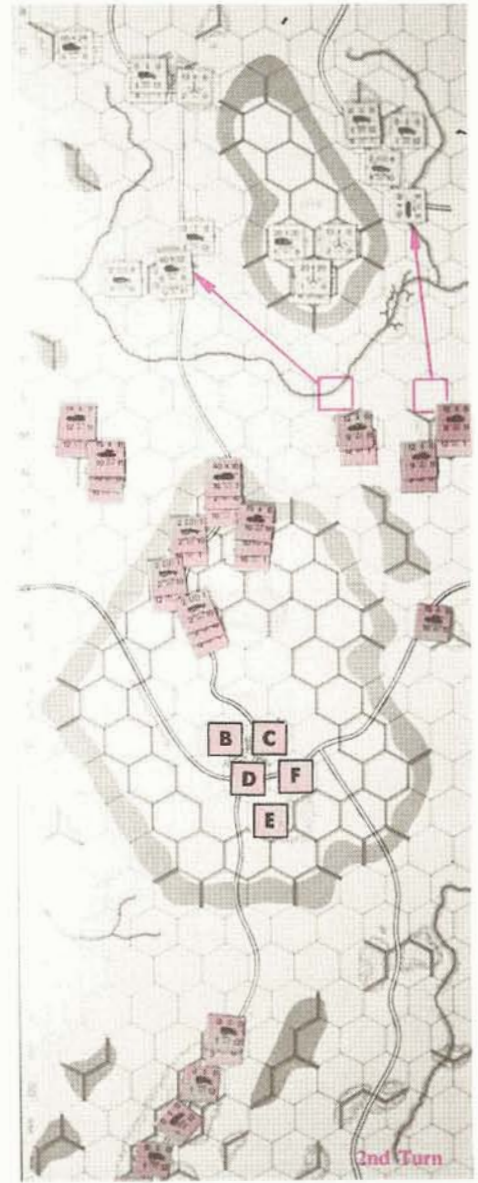
### TURN TWO

The ineffectiveness of the German forward positions becomes apparent as the Russians advance, shielded by green hexsides. Advanced German units must fall back for lack of mobile supporting fire. All effective German units are covering southern approaches, leaving the northern route defended only by JgdPzIV (840) with no field of fire. Note also the extremely limited



field of fire for the Hummel (631). The Wespe (621) is too far forward to cover Russian units that will advance behind it on the Russian's next turn.

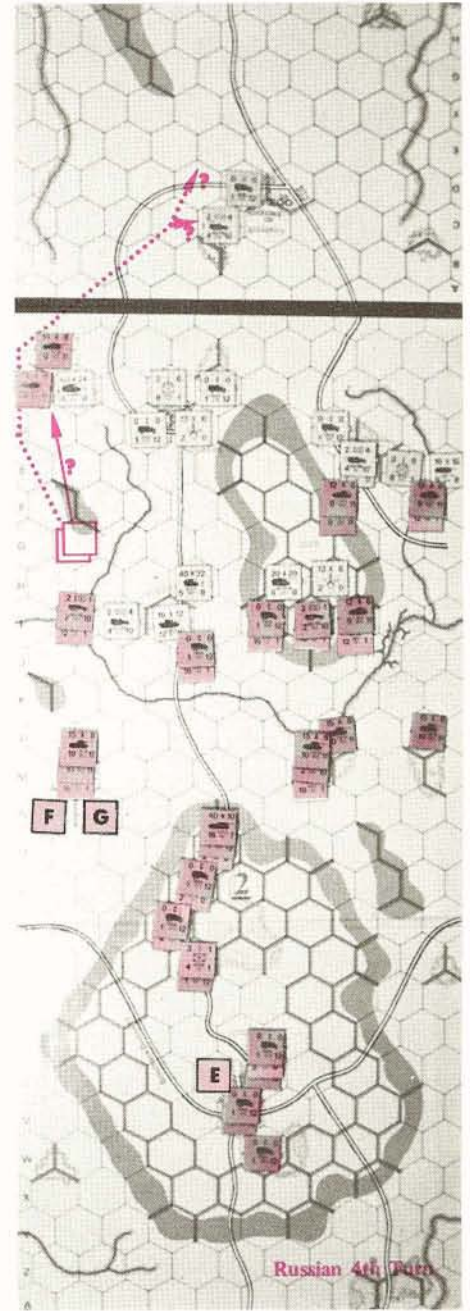
It should be apparent that the Germans are not making use of the only advantage they have: superior range. Light units should be holding forward positions while the units with ranges of 12 or better are in rear positions with adequate fields of fire.



### STACK CONTENTS

- A. Two Rifle units, Two T-34/85s
- B. Two 76.2mm guns, two trucks
- C. Two Rifle units, two trucks
- D. Two Recon units, two trucks
- E. Two 45mm guns, two trucks
- F. Two 82mm mortars, two trucks
- G. Two Halftracks, one Rifle unit, one SMG unit
- H. Two Recon units, two trucks
- I. Two 76.2mm guns, two trucks
- J. One Rifle unit, one T34/85
- K. One Halftrack, one SMG unit





**TURN THREE**

No blood has been shed yet but the Russian is consolidating in preparation for a general assault. Note the rather "loose end" probe by 821 and 822 in the south.

The German spends his turn futilely adjusting for the impending assault. Strangely, in this turn, where flexibility and mobility are needed, the German player is actually cutting down his mobility by unloading more infantry. Note that because of his poor fields-of-fire, only the Nashorn (850) can fire on the two SU-85's. It is significant to point out that this amounts to only 10% of the available German firepower.

**TURN FOUR**

The Russians finally spring their offensive.

Although no blood is let this turn, the Russian move insures destruction of German units in the near future. The northern effort is, in general, sufficient; but the southern attack (against the Panther, halftrack, and Wespe) should have been much stronger. The SU-85's could have been of much greater value had they been pushed through to lightly defended Grabyosh. Instead, they are squandered in a dubious assault on the mobile Hummel unit.

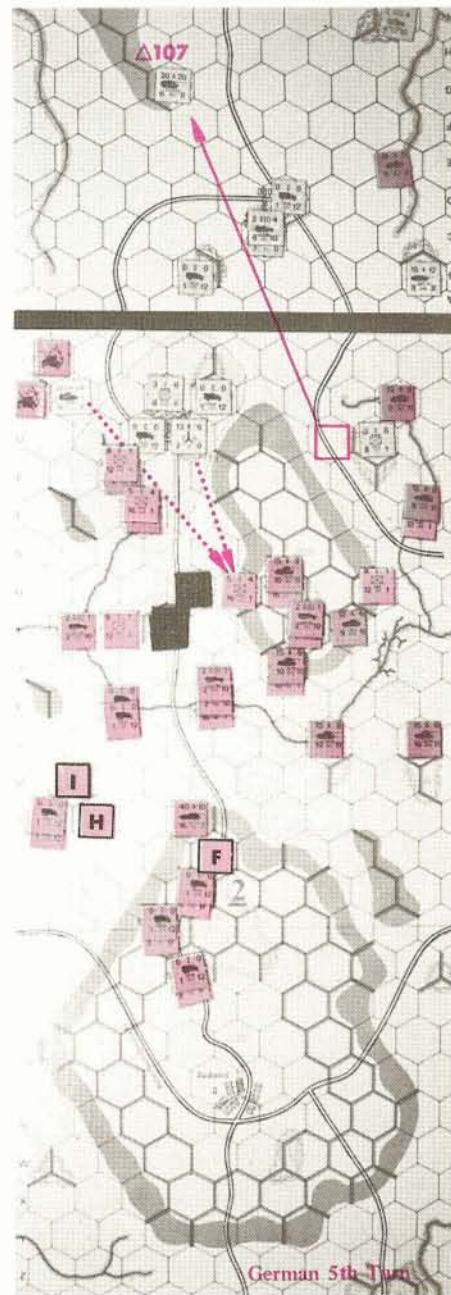
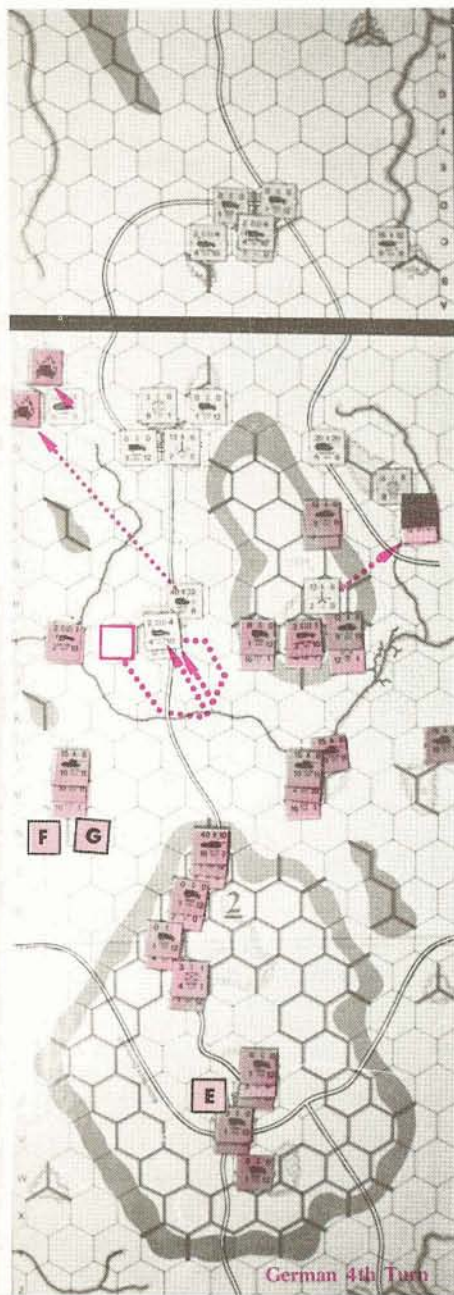
As a result of the weak Russian southern attack, the German chooses to stand and fight. Whether this was wise in light of following events is difficult to judge. This counterattack does have good possibilities of buying time. But with dismounted Russian infantry within striking distance, there is always the possibility of low-odds dispersals and destruction. This is the decisive turn. Had the Germans chosen to withdraw and

reform in and between Grabyosh and Golod, things may have been more favorable for them. The successful attacks on the SU-85's do little to justify the German's plans to stay put.

**TURN FIVE**

The time for exploitation has arrived. Actually, the Russian player is advancing very conservatively at this point, and has lost some control of his offensive. But, given the totally outmaneuvered Germans, this was not critical. The worst German fears were realized when both Russian low-odds CAT attacks result in dispersals, dooming the defenders to almost sure destruction on the following turn. This is the beginning of the end to effective German firepower.





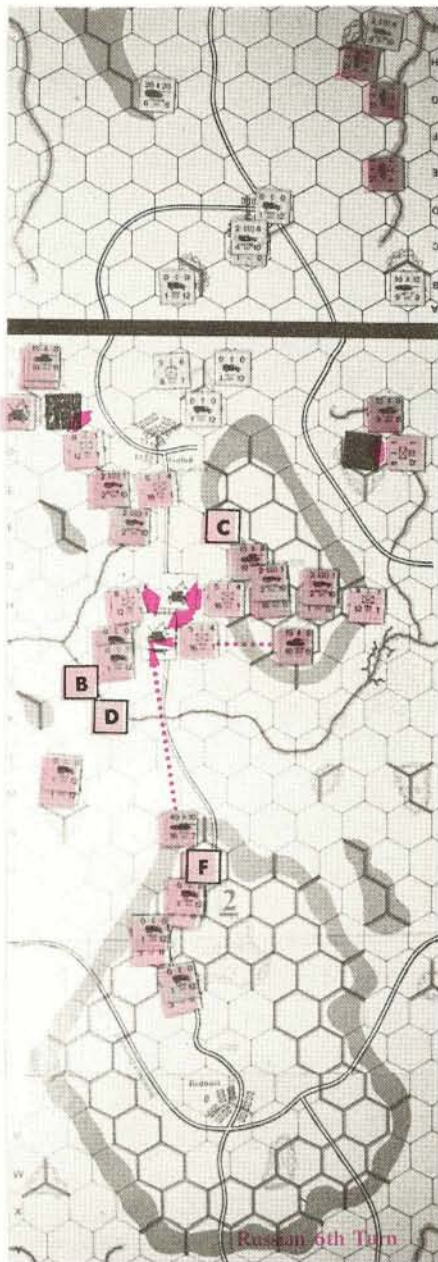
Retreat is the German's only option. With no fields-of-fire, infantry reserve, or good defensive positions, the Germans can only retreat. Only at this point does the German consider occupying Hill 107, but now it is too late! It is now merely a question of how many German units can survive to deny the Russians a Decisive victory.

Had the German pursued this course of action earlier, the overall result may well have been different. This has been a case of a poor initial set-up and the failure to recognize this fact and rectify it by the German. The Russian had only to handle his forces competently to insure his victory.

As it turned out, the Germans fared no better in the closing turns. Given this much initiative and momentum, the Russian behemoth had no problem in steamrolling all later German defense attempts. The result was a decisive Russian victory.

Turn	Attacker	Defender	Type	Odds	Result
Russian-3	943	840	Direct Fire	1-1	No Effect
German-3	850	821 & 822	Direct Fire	1-2	No Effect
German-4	631	822	Direct Fire	4-1	Destroyed
	621	821	Direct Fire	3-1	Destroyed
	31	935	Direct Fire	2-1	Dispersed
	443 & 961	145 & 433	Overrun	2-1	Destroyed
Russian-5	953	141	Direct Fire	1-1	No Effect
	182	961 & 443	CAT	1-2	Dispersed
	141	621	CAT	1-1	Dispersed
	181 & 142	31	CAT	4-1	Destroyed
	186	141	CAT	1-1	No Effect
German-5	631 & 32	141	Direct Fire	2-1	No Effect
Russian-6	741 & 952	443 & 961	Direct Fire	4-1	Destroyed
	141, 142 & 182	621	CAT	3-1	Destroyed
	143	32	CAT	2-1	Destroyed
	186	141	CAT	1-1	Dispersed
	183	631	CAT	1-1	Dispersed





# DESIGN ANALYSIS

PzKw VIc

ABS 3.2" 12

ABF 4.0" 12

GPres 14

15 A 12

GUN 88mm/L56 Eff Rng 3000m

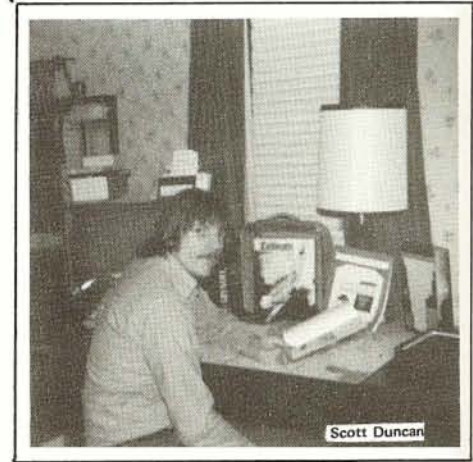
AMMO 92 PEN 4.9" 2 MG 34

8 Wt 60.5t HPWt 11.6

Scott Duncan, at 27, is one of the youngest "old" designers in wargaming. Many years ago when the GENERAL was still in its infancy, Scott designed the CHIEF-OF-STATE variation which was part of the CONFRONTATION game published by Gamescience. That company has long since been dissolved and CONFRONTATION, like Scott's other games, has long been out of print. The point is, however, that Mr. Duncan was designing games before it became a popular thing to do. His were among the first "amateur" efforts to see print, and although largely inactive in recent years, his ideas still carry considerable credence.

Besides having a history in the hobby that goes back 14 years, holding an MA in English, and being employed upon occasion as a college instructor, computer programmer, and rock musician, Scott lays claim to being the original founder and president of the IFW, at one time the largest wargaming organization in the United States. If all of that doesn't qualify him as an excellent commentator on the present state of design in the hobby today, we don't know what does!!

Scott, like many others of his ilk, is returning to the hobby after several years' absence. We feel his comments on game design "as an old newcomer sees it" are an excellent way to kick off this column and set the stage for the discussions which will follow.



or-not, not a matter of either-or, but a question of how and of how great since it is actually the extent to which history is incorporated into a game and the success with which such reproduction of history is carried out and integrated into the flow of play which should concern us.

The history/playability debate can probably be most effectively resolved through agreement upon two points which would seem to be essential considerations in any game design/research philosophy:

- (1) Given the impossibility of reproducing 'fog of battle' conditions in truly simulated fashion with sufficient unknowns plus the inability of players to act as if hindsight and two hundred years of military history did not exist, a true 'simulation', except in very large terms, is highly unlikely and perhaps equally undesirable;
- (2) Given the wealth of possible historical data available, failure to seek out adequate source material and pay careful attention to history whenever and wherever possible is no longer acceptable.

A game must be historically reliable to some extent if it is to even attempt to represent the campaign/battle/era around which the game revolves. In fact, why have more than one wargame if any battle were as good as another? If the idea were not to try to simulate to some degree unique situations, Avalon Hill could have stopped with *Gettysburg*, content to bring out yearly revisions as new concepts in mechanics of play continued to appear. In fact, this is probably why variants and corrections to commercially marketed games have been left, by and large, to individual effort: new concepts find ample application and expression in new games.

Of course, we may be coming to a time when new games can only attract attention for a short while until replaced by further extensions of design effort and ingenuity. And it appears that the enjoyment level of the simpler, older games surpasses the attraction of detail and complexity as far as playing the game is concerned. Are we

**GAME CREDITS:** Chief-of-State  
Hastings, 1066  
Spanish Main  
Vicksburg

Returning to wargaming after nearly three years' absence, I find the historical accuracy vs playability debate — and the apparent dichotomy between complexity and enjoyment which such a debate implies — has not diminished in strength though vocabulary has changed considerably. While highly detailed, multi-leveled 'simulations' seem to attain temporary popularity, they appear to be quickly 'tested out' and stored away in anticipation of further offerings. Old-line favorites such as *Bulge*, *Afrika Korps* and *Stalingrad* seem to maintain their positions as favorite games of many players even if they are not always the top choices in surveys. My immediate reaction is that despite even their glaring errors and lack of "complexity", the old-line games find the most consistent favor with those who actually play the games while the newer, more innovative games hold only temporary fascination as objects of minimal play and maximum study. Yet articles consistently appear suggesting variants and complications to the old and new games as well as point out errors in historical documentation. Clearly, game design is not a matter of whether-

**TURN SIX**

The Russian sixth turn is not as aggressive as it could be, but then, it really doesn't have to be. At the end of their move, they have succeeded in eliminating the Germans as a fighting force. At this point, the 'end-game' becomes one of pursuit and destruction.

.....

In future SERIES REPLAY columns we'll concentrate considerably more on individual moves and placements. It is expected that the quality of play will improve as the series grows older.

If you have any comments or suggestions on how we might improve on the SERIES REPLAY theme be sure to drop us a line c/o the R & D Dept.





then to surmise that we need more elementary approaches to wargames design? Not necessarily in the sense of the old favorites where differentiation between them was sometimes little more than a different mapboard, different unit designations and a smattering of special rules to 'flavor' the game with the historical period under question. Yet it remains that these games still get played and written about more than any of the newer products — perhaps because of the sheer number of new games with different rules for movement, combat and weaponry in literally every one of them? Despite their very visible errors in historical and cartographical detail, *something* makes many of the older games more attractive for continued pleasure than most of the newer ones.

Certainly no one will complain about the inclusion of historical detail and complexity of decision-making if they are conveniently incorporated in the rules and game components, requiring little diversion of time and effort to accommodate them. In fact, it was generally the successful manipulation of many choices and complexities which made or broke actual military confrontations. Hindsight on the part of game-players equalizes many of these decisions and would necessitate perhaps unacceptably rigid or ridiculous rules to approximate the same situation — since hindsight cannot be eliminated, other restrictions would have to be imposed. For example, how does one simulate Hessian ignorance of the Continental Army's crossing of the Delaware when both players KNOW what actually happened and what probably must happen for a simulation of the victory requirements? A winter quartering rule is possible: simply not let the Hessians have much freedom of movement until actual contact with a sizeable American force occurs. But is that the same thing as being across the Delaware in the dead of night on Christmas Eve not knowing where the forces under Washington were for sure but imagining them to be winter-quartered somewhere in Pennsylvania? Of course not, yet it's the best we have. But what other inequalities does such necessary bending of reality and history entail? Can one prevent the use of 20th Century mentality and hindsight even if one restricts it to the use of 18th Century weaponry and tactics? No amount of rules can erase such inequalities, of course, but then this is, perhaps, the entire point of wargames.

I hear a good deal about optional initial placements and various 'scenarios' in the newer wargames. But you can't really design a good wargame unless you realize you're dealing in the biggest "What if?" situation possible as it forms the entire basis for wargaming and simulations of all kinds. What if you, the 20th Century mind, were faced with conditions and forces similar to some historical military figure at some specific point in time and face another 20th Century player with the approximate forces and situation of the historically opposing military figure? The only interesting game becomes one in which both sides of the 'what if' have *some* chance of victory either because of roughly equal forces of terrain/timing/weaponry factors which balance out otherwise unequal numbers. In fact, 'simulation' actually ends in many ways at the moment the game begins since the rules which attempt to duplicate the original conditions of combat are of

finite quality and cannot hope to cover every issue facing each historical leader. Neither can they be as illusive as the actual situation since they may be studied and replayed many times and can, theoretically, be as easily comprehended by one player as the next. There are few unknowns and few chances for radical innovations in military technique since the rules regulate military skills as do the actual sizes, shapes and composition of unit counters. There can hardly be 'stroke of genius' rules where players invent new modes of combat during the game — sort of an "Act of God" clause for wargaming! Yet this is basically what many military leaders did do (if not in one battle, then over the course of a few) and when opposing forces learned of these new systems of combat and military thought, the situations rapidly equalized. This is what happened to Napoleon and one might imagine that the effect of Rommel in North Africa might have been greater had Patton not read Rommel's writings on armored tactics. It remains for us to merely attempt to simulate such conditions in ways not truly parallel to the actual effect of the conditions. We can only inflate the charge value of elephants over the Alps because we cannot truly 'surprise' our opponent with such a tactic anymore than Hannibal could hope to have used such a maneuver too many times before it no longer had much effect. Remember, we are dealing in cardboard and glue, not skin and bone — the former being a highly obedient, reliable medium compared to the latter, though somewhat uninspired and inertially dense in emergencies.

#### TOO MUCH IS ENOUGH

So how historically accurate and mechanically complex? Original research must be as comprehensively conducted as one can be reasonably expected to carry out — the expectation being largely of the designer's own creation tempered with knowledge of game-player demands and endurance levels. Anything less will leave a designer in Patton's unenviable position: all the desire in the world but no gas!

Okay, wise guy...you play 1914 or Anzio! You separate those reduction counters and mark the hits in *Jutland* and *Guadalcanal*! You shuffle those 400+ pieces about the board...! Now don't all of you gang up on me at once because I haven't suggested that the final product be this involved, though it must reflect comprehensive preparation in the selection of what materials to include. I merely propose that it is difficult to expect a good game with less than full scale research: an informed person is more likely to arrive at satisfactory answers to questions than a partially informed one. If you know that the wives of such-and-such a town harassed German occupational forces during the Battle of This-and-That, you may not necessarily include it in the game. However, saving this bit of historical information and discovering further examples of hostile civilian activity may help you decide that *some* representation of the antagonism of the local populace is valid. Now that's a long way from suggesting you rate the women on combat and movement capabilities and assign them a unit counter!

Of course, in paring down history and formu-

lating it into rules and game parts, compromises will inevitably have to be made not in the least because sources disagree, forcing choices or reasonable combinations of the most reliable — sometimes it's just a case of majority rule at best. Have no fear...*somebody* will find *something* wrong with whatever decision you make — expect it, accept it and don't get too upset over it unless someone points out severe deficiencies. Such lapses will become evident to you or be made so by players more thoroughly versed in the subject matter than you'd expect anyone to be since someone *always* is, for better or worse. It's just that starting out well-prepared will insure that most objections will be matters of personal preference rather than research/design flaws.

#### FROM THE TOP DOWN

Now a great deal of consideration seems to be given to combat tables and methods as well as movement schemes and this is only fair since they are the two major areas of concern in developing rules and mechanics of play. However, many other parts of game design require more attention than they seem to receive. Gameboards, for example, have been particularly disappointing in this respect either through scarcity of terrain features or erroneous placement of those which do exist. Like accurate Orders-of-Battle, it isn't always easy (or even possible) to get detailed maps of battle fields much less ones contemporaneous to the battles. In my own researches I was lucky on a few occasions, finding highly accurate maps of the *Waterloo* area as well as of the *Gettysburg* battlefield (although the latter is *far* easier to find). I had very little luck in finding material on the battlefield at Hastings save meager sketches and written commentary on the condition of the area around 1066 AD — I had to 'invent' a mapboard based on the best information available. In this experience of 'inventing' a mapboard, I felt I had enough information to create a possible map of the area *at the time of the battle* based on present conditions at the battlefield site. Sometimes current conditions are quite different from historic ones and this sort of comparison is of little use.

But do whatever you can in situations like this, be it for a mapboard or an OB since, as in the case of mapboards, you'll find such detail will add a great deal of *useful* flavor to the game as well as possibly suggest rules for movement and combat based on general terrain conditions plus suggest the actual scale of the mapboard and of the game. This latter factor is another slighted aspect of design though it has begun to receive more attention in the time I have been away from the hobby. Of course, determining scale means determining the relative sizes of forces per unit counter and this further suggests the rules for combat and movement. It is hard to really think of 'tactics' in games where the smallest unit is a division (even given breakdown counters) — thus it is often hard to deal in the normal hexes we have come to be familiar with over the years (changes in hex size are now upon us as are more experiments in the 'zone' approach of which *Diplomacy* and *Risk* are examples of longstanding note). One notable rule innovation in this regard has been that of deducting from movement for entering and exiting from enemy zones of control



plus entry into combat — all of which would logically require more effort and time than simply moving along uninterrupted. Thus, without entering enemy zones or general combat situations, a unit may move to its full movement capability; but entry into combat, etc. will require a significant expense in time and movement capability (which would or could otherwise be used for advancement in space). I can imagine the chagrin of the Germans in *Bulge* or *Stalingrad* were such rules to be dumped into their laps, but then such games base other rules and combat elements upon having no such restrictions (or benefits in the case of being able to move right through enemy ZOCs given sufficient muscle on the part of the moving units).

Of course, scale and movement and length of turns (in game time figures: days, weeks, months) have considerable effect upon how 'realistic' the game will be. How does one effectively represent the entire European Theatre in WWII on a 22" by 28" mapboard using corps-sized counters and month-long turns? Something in the realm of realism must be sacrificed! How far could a corps go across Europe without opposition in a month — the answer to this is theoretically your movement factor for that unit (be it armored or what-have-you). Of course, this could make drastic shifts in frontage possible without the least chance for your opponent to react — if you keep within the format of one player moving and fighting, then the next player moving and fighting. If you alter this familiar game pattern you must still deal with the chance that *somebody* will be able to drastically alter the position of at least a few units without response from his opponent (exploiting a hole which might have been filled in any true battle when it was seen that enemy forces were coming several days away — and *each* movement factor represents several days worth of campaign time if the entire capability is worth a month). Going to 'phases' of movement where players make partial movements with their units is the same as simply making game turns smaller in the relation to real-world time as each 'phase' is a subdivision of the whole turn like a week is a subdivision of a month . . . the game claims you mark off time in months but I claim you'd be moving in weeks of time nonetheless and 30 game turns become 120 in effect. The 'zone' movement of a strategic board would help in such a situation (though tactical confrontations might still be desirable and some 'battleboard' would have to be worked up and face similar problems). It is not easy to design a game with both tactics and strategy in their real sense — most games force a certain strategy by their victory conditions, in fact.

The other design issue of great concern has always been 'play-balance' — in the name of which many variants and rule changes have been attempted to many games and for which many games have found themselves almost designed out of existence. Other than artificial tampering with OBs or inserting deliberate rules for balance, it may be better to do what a few games seem to do by inserting individually designed components to reflect different factors in combat and movement and morale. Basically, I assumed that an attacker could not be overpenalized for being attacker by assuming that enemy fire would be

taken as if the defender fired upon the attacker in open terrain, i.e., the attacker had a terrain position which would offer no support to combat value, when in fact the attacker *was* on terrain that would double his defense were he defending. Now the attacker, it is assumed, must open himself to some extent to attack . . . true . . . but does this mean he loses ALL effect of protective terrain? I thought this should not be so and decided to have *two* combat tables (or two sets of value on one table). The attacker and defender would each roll for fire against the other as if both were attacker and the results would apply to the other player. To give the effect of the attacker opening himself a bit, I merely gave the defender one odds column higher in return fire against the attacker. A bit crude, but it worked a good deal better than the old CRTs (be they total ELIM or step-down varieties). Recent games have been borrowing this idea from probably the same source where I originally saw it used — miniatures. I'm glad for its use because it is a simple and highly realistic element of play no matter what battle might be under consideration.

And finally, there is the integration of whatever rules and mechanics you decide upon into the flow of play. Wargames are not battles of player endurance against the rules — though a measure of one's skill in operating *within* such rules *is* the key to victory. Wargames are, or should be, battles of wits between two or more opponents within the given historical situation (not against it). Advanced versions of many games get into this problem with many minute rules which often require 'mopping up exercises' after each turn before serious thought can be directed toward play of the next turn. I should imagine that, given a 22" x 38" mapboard game, no more than 10 minutes between actual turns should be required for *all* mechanics of play. That is a great deal of time, in fact and I would hope to aim for about 5 minutes. Requiring more of players is asking for a certain amount of trouble — fascination with the game will rapidly wane as the paperwork waxes and counters grow in number.

This latter point does not discredit my admonition for thorough research. It does indicate that one may have to use restraint in displaying that research in the game by avoiding attempts to duplicate each and every detail. Do yourself and the prospective players a favor and use the excess history for an article; not for a 'super-advanced-tournament version' game. Surely one doesn't want to chuck his many hours of research once the game is over, so why not write about what you've learned (now's the time to mention those women and their pots and pans who were harrasing those German occupational forces, by the way). However, lengthy games continually get churned out, apparently unable to glut what might seem to be an already overburdened marketplace — the search for the ultimate war-game being unsurpassed save the search for the Great American Novel.

Coming back to the hobby, I'd like to see a few new games in the old mold: correcting those coastlines and becoming more specific as to OB information, surely, but maintaining that sense of a goal and logical decisions within clearly stated rules (not necessarily 'simple' rules). There should be ways of playing a good, enjoyable, yet challenging game without requiring too many hours of rule perusal (and this is often needed to *really effectively* play many games). Optional rules and advanced versions can be added on (a la *Bulge*) without drastically changing the rules of the more basic version — a tendency I've observed in some games when moving to advanced rules means relearning movement and combat since totally new systems are invoked. Such moves to advanced versions may invoke further decisions mentally, but they should not expand the manipulative tasks too drastically nor contradict previously learned patterns of play.



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Letters to the Editors...

Dear Sir:

If some omnipotent intelligence were to gaze upon the Europe which existed on August 20, 1914, he would surely be appalled by the carnage he would see unfolding beneath him. If this intelligence had any interest in military science, and if he could temporarily ignore the destruction and slaughter he saw before him, he would probably be struck by a unique tactical occurrence which happened that day.

As the right wing of the German army had rolled through Belgium, French reinforcements were hurriedly rushed north in an attempt to detain the enemy's advance. Among the units involved was the French 2nd Corps under the command of Major General Jacques Gabelle. Gabelle's corps was assigned to defend a twenty mile stretch of front along the western side of the Senne River.

For reasons which will be revealed later, the general deployed his troops in a highly unorthodox manner. Instead of distributing his forces along the entire twenty mile front, Gabelle chose to concentrate the whole corps along a ten mile stretch of the riverbank where he expected the Germans would attack. As history shows, Gabelle guessed wrong. The Germans poured through the undefended region and the 2nd corps was outflanked, overrun, and eventually destroyed.

Although this incident had little effect on the course of the war, it ruined the career of General Gabelle, who, as fate would have it, was one of the few survivors of the unfortunate unit. At his court martial Gabelle was questioned as to why he had not covered the entire length of his assigned sector. The general's defense rested on his claim that the 2nd corps was incapable of covering this large an area. When the judges examined the evidence this was found to be true. The reason Gabelle's troops could not be stretched to defend the entire twenty mile sector was because the French 2nd Corps was a 1/4 square inch piece of colored cardboard.

No doubt many wargamers, at some time or another have found themselves in Gabelle's unenviable position. In games without zones of control any given unit can only defend the hex it occupies; whereas the player's opponent often threatens to attack across a front extending several hexes in length. While it would be impractical to allow one unit counter to occupy more than one hex at the same time, I do feel that a higher echelon unit should be composed of more than one counter, thus allowing the commander to deploy this unit across as wide an area as desirable.

For example: in a divisional level game the basic unit counter would be a regiment. Accordingly, the rules would allow for several regiments to form a division. All the counters of the division could be stacked together on one hex to provide the maximum amount of firepower, or the division could be dispersed to cover a broad section of front.

Although most of the wargames I've played allow stacking of units, the rules are not designed to allow for larger units to be constructed from smaller ones as in the method outlined above. Take for example the game of *Waterloo*. The basic infantry and cavalry units are of a divisional level. However, instead of allowing these to be combined to form a corps, the rules incorporate an archaic stacking method based solely on the amount of firepower which can be crammed into one hex. The result is an unusual military formation which I have never come across in any books on military history. This formation is the stack. A stack consists of any number or any type of units, the only restriction being that a stack may not exceed fifteen combat factors in strength. Stacks may vary from two units up to piles containing as many as six or seven counters. Cavalry, infantry and artillery are grouped together in a totally random manner, although occasionally units are segregated by movement factor. As one can plainly see, the *Waterloo* stacking rules do not accurately simulate the organizational methods of the Napoleonic Era. As the game begins, both players form as many stacks as possible and as the battle progresses the commander who best maneuvers his stacks will usually win the game. To deliberately misquote Napoleon: "God is on the side of the best stack."

Along with providing better organizational methods in wargames, multiple counter units would provide an excellent method of computing combat results. To use the example of a division stack once more: a division consisting of five regiment counters is required by the C.R.T. to suffer casualties of 40%. The defeated player would merely remove two of the regiment count-

ers from the stack. Likewise, when the division stack was entitled to receive replacements, additional regiment counters could be added. Naturally this idea is not completely realistic, because in battle all the regiments would suffer equally, but I feel that rules to account for this would detract too much from playability.

Although I have already described how MCU's could be concentrated or extended, I now wish to expound further on this idea. For our example let us consider an infantry regiment composed of three battalion counters. The player whose turn it is has decided to attack one of his opponent's units which is defending a strategic hilltop. In most wargames as they are now played, the attacker would have little choice but to move his one regiment counter into the enemy's zone of control and go at it one on one. However, in a game using M.C.U.'s the attacker would have the option of dividing his regiment, perhaps sending two battalions to outflank the hill and using the third to hold down the center. A regimental commander whose unit was composed of more than one counter would also be able to hold one of his battalions in reserve instead of having to commit all of his forces at once.

In conclusion, I feel that the inclusion of M.C.U.'s in a wargame would enhance authenticity by providing for a more realistic stacking system. These new stacking rules would better reflect the organizational practices of the period being simulated. Combat Results Tables as well as replacement rules could easily be designed for games incorporating M.C.U.'s. For these reasons I feel that Multiple Counter Units should at least be play-tested and, hopefully, included in Avalon Hill's next game.

Joseph R. Hale  
732 Rowland Rd.  
Stone Mtn. Ga.  
30083

Gentlemen:

Sitting before me is Vol. 9, No. 5 of the *General*, freshly arrived today and filled with the usual goodies — and some guff, too. How dismaying to find, among otherwise good articles, proposals to break PB turns into 16-turn increments "to increase playability" — and create a paperwork monstrosity — or someone else's suggestion that to give the *D-Day* Allies a fighting chance, replace the units of Patton's Third Army with 8-8-6's and 7-7-6's. Perhaps Rommel could do better with Panzer Lehr and the Fuehrer Escort Brigade from *Bulge*, too.

All of this nonsense points up not the game defects claimed, but rather, I think, defective players. These people who find every game turning out consistently the same are probably the same ones whose tactics vary about as much as weather on the moon. Anyone who needs an 8-8-6 to reach Germany or A.P. Hill's 12-4 to cross the Nemunas doesn't need any 16-step turn to help because they'll play those 16 increments as mindlessly as ever. If you really need help, try this: get an extra die and roll both, using the PBM CRT. No 2-page tables, no notes or charts, just an extra die. 10-0, 11=1, or 12=2. But that's only a cosmetic change. Your real salvation lies in the age-old military secret: THOUGHT. If you use the *Avis* strategy and really TRY HARDER to do something unheard of, like THINKING — or maybe even being so radical as to try something DIFFERENT once in a while — you might be surprised at the results. You may not get to be Number 1, but perhaps we won't have to read about how Bomber Command needs 2 squadrons of laser-armed flying saucers to reach Berlin, either.

John Michalski  
913 NE 6 St  
Moore, Ok 73160

Sir,

Marc Sheinberg's "Tiger by the Tail" article offers a good strategy for the British to use against the Germans in *Origins*. I should know, because I tried it (as British player) last summer — and almost lost. In fact, I *should* have lost, but managed to tie the German through sheer luck. He was stabbed in the back by a "wild man" player (who had nothing to gain by so doing) at the last minute, and the result was a perfect British/German tie.

If you're the German, here's how to deal with Sheinberg's tactics. First, allow the British player his Understanding with Germany, but make him pay a very high price for it. This means his Understandings/Units in other countries will be very weak, tho this probably won't concern him because he assumes you can't attack them. Which you can't, of course.

But don't forget, the name of the game is diplomacy, and *secret* diplomacy at that. The German that I played against made secret agreements with France and Russia, promising them such toothsome tidbits as Alsace-Lorraine (France) and an Understanding with Germany (Russia); in return, they promised to attack weak British Understandings/Units in the Rhineland, Austria, Czechoslovakia, etc. Of course, Russia can usually be depended on to attack the British in Poland and the Baltics in any case. And since the German goes last, he can be assured Russia and France must carry out their part of the bargain.

The rest is quite simple. For example, after the French attack British units in Austria, the Germans attack the French there and immediately establish control. And since all these discussions were secret, nobody realized until too late the extent of the German agreements. Thus, despite a British Understanding with Germany, the German can still win hard — and win without breaking a single diplomatic agreement!

It was this last achievement — not breaking a single agreement — that made me realize I was up against a particularly brilliant German opponent. His reason for this, he said, was to establish his credibility for future games.

Mark Saha  
2129 Ocean Ave — Apt 5  
Santa Monica, Ca. 90405

Dear Sirs:

I have been playing and enjoying Avalon Hill games since 1960 (when I was 12 years old). I own

every combat simulation Avalon Hill has published except for *U-Boat* which I regret never having bought. I read in the current *General* where *Tactics II* is being republished. This was long my favorite game of all, until I bought *Midway* in 1966. I hope that the rules have not been too abbreviated in this version — as was hinted in the "Philosophy" article — for the game was highly playable and evenly balanced in its original form.

I also read with pleasure where the *General* itself is about to undergo expansion and to change its presentation. This can only be a healthy sign — that of Avalon Hill's willingness to take up the gauntlet cast down by other publications in recent months. This rivalry can hopefully bring our hobby to new heights of accuracy, playability, realism and competition. I look forward in coming years to better and better products by Avalon Hill. I, for one, am most loyal to Avalon Hill for its initiation of this great field of gaming. I believe that there are thousands more like me. We are just waiting for AH to make its move. I believe that this latest *General* has signaled this start. Well done.

Respectfully Yours,  
Anthony Trabue  
3721 B Rolland Rd.  
Nashville, Tenn. 37205

Dear Sir:

In 1815 a battle was fought on the crossroads near Waterloo. As we all know AVALON HILL has produced a fine game for the reproduction of this battle. But the game would not be the same if a person had to play it knowing that the actual battlefield has a highway running through it. I have visited this battlefield and several others and it was the best I have seen. It consisted of a giant museum with a scenario in it, and a movie theater showing two movies on the battle. This proposed highway will ruin the battleground for would-be visitors. So write your Belgian Consulate General and tell him that you're ready to re-live 1815 and fight in the battle for Waterloo.

Ross Callender  
2601 Esther  
Pasadena, Texas 77502



Contest No. 55 finds us in the latter stages of an "Operation Custer" scenario in the advanced version of LUFTWAFFE. The situation is as follows: The American bombers have knocked out 12 oil targets. In doing so they have lost 20 bomber and fighter factors while inflicting losses amounting to 10 factors on the Germans. The situation as depicted above is the only action left unresolved: victory or defeat will depend on the outcome of the bomber attack against the complex of three oil targets.

necessary that your plan have 100% chance of victory, but will by design, lead to ultimate victory.

To reply to the contest, fill out the contest entry form on the Reader Response page; DO NOT cut out this section of your magazine. It is intended as a permanent record of the contest for you to keep. Indicate movement by drawing a line on the contest map. Indicate attacks by filling out the ATTACK CHART below. Be sure to indicate the final position of the German formations.

As the German player, your objective is to initiate an attack plan that, at this stage of the game, will lead to victory as outlined in the "How to Win" section of the rules. It is not

Contest deadline is June 30th, 1973. Avalon Hill contests are open to all subscribers, staff members excluded. The decision of our judges is final.

	TARGET	
NUMBER OF ATTACKING GERMAN FACTORS	B-24's	P-47's



READER BUYER'S GUIDE

TITLE: 1914 PRICE: \$7.00 SUBJECT: WWI Corps level invasion of France

Your review of 1914 in the 4th installment of the RBG set all sorts of records, unfortunately most of them were negative as is evidenced by the games 3.87 cumulative rating; a full point higher than our previous worst of 2.87 for LUFTWAFFE. This came as no real surprise to us as we have long recognized 1914 as the most controversial game in our line. This is born out by the fact that we received numerous responses which cited 1914 as their favorite game. Apparently, these people are greatly outnumbered however.

1914 set records for bad ratings in 7 of the 9 categories, narrowly edging FRANCE, 1940 in the Play Balance department to avoid garnering an 8th record negative rating. The game did have one saving grace, however, it's excellent 1.95 for Realism tops all the games reviewed thus far for that category. It is probably this same ultra-realistic design approach which hurt it's other ratings. 1914 is an excellent simulation of what it portrays - WWI combat. It should not be a surprise therefore that the game has the same tedious, drawn out tendencies of the real campaign. Thus, the sub-average Excitement Level rating.

You'll notice that we have expressed the Game Length rating in terms of hours and minutes. For purposes of the rating however, we request that you continue to rate playing time in ten minute segments. If last month was indicative of the order you'd like to see the games reviewed, the next subject should be BULGE, followed by MIDWAY, and RICHTOFEN'S WAR. But we'll see what you like next time.

1914 besides being a very complex game, has definite rule problems. There are both ambiguities and omissions present in the rules which make 1914 a very complex game even without the hidden movement, step reduction, and numerous charts which the game relies on. Thus, the poor ratings in categories 4 and 5 were expected. Even the mapboard has drawn considerable criticism which is reflected in the ratings. Our early attempt at super-realistic mapboards backfired on us in this case. The maze of railroad lines, rough terrain, and forest areas combined into a very unsightly and unprecise map. Fortunately, it was a mistake which we chalked up to experience and benefitted from in later efforts. In all fairness however, we should point out that a rating of 4.50 is considered average, so even 1914 must have some redeeming qualities, being rated above average in 7 of 9 categories, it only seems to pale excessively when contrasted with a PANZER-BLITZ.

- 1. Physical Quality 3.18
- 2. Mapboard 3.40
- 3. Components 3.26
- 4. Ease of Understanding 5.46
- 5. Completeness of Rules 4.32
- 6. Play Balance 3.86
- 7. Realism 1.95
- 8. Excitement Level 5.48
- 9. Overall Value 3.86
- 10. Game Length 9 hr., 13 min.

READERS RESPONSE

The questions posed below are meant to be a permanent part of your magazine. There is no need to remove this section from the rest of the issue. Elsewhere within the magazine you'll find the Reader's Response page. Among other things, it has a section specially constructed for your answers. We suggest you tear out the Reader Response page so that you can hold it parallel to the questions below while writing out your answers. Detailed instructions on how to fill it out can be found on your answer card.

SECTION I

Name and rate the best three articles in this issue, giving your top choice a 1, second best a 2, etc.

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. On a scale of 1-10 how would you rate this issue? \_\_\_\_\_
- 5. Was this your first issue? \_\_\_\_\_
- 6. How many years have you subscribed to the GENERAL? \_\_\_\_\_
- 7. Would you resubscribe on the basis of this issue? \_\_\_\_\_
- 8. Was this issue better than the last one? \_\_\_\_\_
- 9. Are you taking advantage of the two for one subscription deal to recommend the magazine to your friends? \_\_\_\_\_

SECTION II

- 1. Your age in years. \_\_\_\_\_
- 2. Your education in years - a 10 would signify 10th grade education, a 16 a four year college degree. \_\_\_\_\_
- 3. How many years have you been active in wargaming? \_\_\_\_\_
- 4. How many Avalon Hill games do you personally own? \_\_\_\_\_
- 5. Do you play by mail? \_\_\_\_\_
- 6. How many games do you play by mail each year? \_\_\_\_\_
- 7. Check all games you have played or plan to play in the near future by mail?
  - Panzerblitz
  - Luftwaffe
  - Afrika Korps
  - Bulge
  - Waterloo
  - Guadalcanal
  - 1914
  - Stalingrad
  - Blitzkrieg
  - Gettysburg
  - D-Day
  - Anzio
  - Tactics II
  - Other (specify) \_\_\_\_\_
- 8. I play by mail because:
  - I lack opponents of any kind
  - lack expert opponents
  - lack time to play in person
  - prefer pbm over in-person play
- 9. How many Avalon Hill games do you play on the average every month? \_\_\_\_\_

- 10. How many simulation games do you play on the average every month? \_\_\_\_\_
- 11. How many hours per month do you devote to playing wargames? \_\_\_\_\_
- 12. What level of complexity do you prefer in wargames? (check one)
  - Afrika Korps (Introductory)
  - Bulge (Intermediate)
  - Panzerblitz (Tournament)
- 13. Check your favorite game environment:
  - Naval
  - Land
  - Air
- 14. Check your favorite game scale:
  - Tactical
  - Strategic
  - Grand Strategic
- 15. Check the period you would next like to see an Avalon Hill game on:
  - Nuclear
  - Modern
  - World War II
  - World War I
  - Civil War
  - Napoleonic
  - Revolutionary
  - Medieval
  - Ancient

SECTION III

1. Would you object if the GENERAL expanded it's coverage to include Avalon Hill non-battle games such as FOOTBALL STRATEGY and STOCK MARKET? \_\_\_\_\_

- Rate the following departments on a 1-10 basis with 1 being considered a rave review, and 10 being considered a vote for dropping the feature from the magazine.
- \_\_\_ 2. Series Replay concept
  - \_\_\_ 3. Game Design Column
  - \_\_\_ 4. Philosophy
  - \_\_\_ 5. Reader's Buyers Guide
  - \_\_\_ 6. Letters
  - \_\_\_ 7. Contests
  - \_\_\_ 8. Discount Coupons
  - \_\_\_ 9. Opponents Wanted
  - \_\_\_ 10. Infiltrator's Report
  - \_\_\_ 11. Question Box
  - \_\_\_ 12. Historical articles
  - \_\_\_ 13. Variant articles
  - \_\_\_ 14. Strategy articles

THE QUESTION BOX

**BULGE:**  
 Q. Suppose a defender is eliminated because it can not retreat on a "DB2" combat result. How many squares may it advance?  
 A. Only one, as cited by the appendix.  
 Q. Could a unit move to QQ27 and then off the road directly to PP28 and continue with the rest of his move from there?  
 A. No - he must go through Vianden if he wishes to continue his move in that turn.  
 Q. May units advance 1 square into the defender's vacated square when called for by the CRT if both the attacker's sq. and the vacated defender's sq. is controlled by another friendly unit?  
 A. Yes.  
 Q. Which is the correct rule: Appendix of Battle Manual, Retreats (tournament) question number 3 or the tournament CRT advance rules? They are contradictory.  
 A. The latter.  
 Q. May units starting on non-road, rough terrain squares move to a rough terrain road square and continue along the road in the same turn, realizing that units on non-road clear terrain squares may not make such a move?  
 A. Yes.  
 Q. When there is only one road may the winner dictate the direction of retreat?  
 A. Yes.  
 Q. May a unit enter a square such as NN25 on one road and continue along the other road all in the same turn without entering Clerveaux?  
 A. No.  
 Q. May air factors be used as losses in an exchange?  
 A. No.  
 Q. If one unit of an attack is supplied, are all the participating units considered supplied?  
 A. No - each unit must trace its own supply line.  
 Q. If 4 TAC factors are used to raise the odds of a battle, and an engaged is rolled, must 4 additional TAC factors be used the following turn, or are the originals still considered to be in use?  
 A. No - four new TAC factors must be used each turn. If the American runs out of TAC factors to use, the odds of the attack will drop accordingly unless he brings up additional ground units.

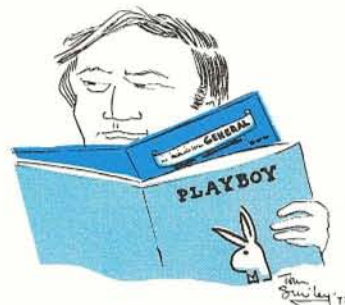
Q. Do both players roll once per turn for the weather in BULGE, or just the one?  
 A. Just one.  
 Q. In the BULGE tournament game is the retreat route always determined by the loser?  
 A. No. The winner determines the retreat route just as in the basic game, except that retreating units must be moved along roads whenever possible.  
 Q. May an armored unit withdraw from an engagement without moving?  
 A. No.

**JUTLAND**  
 Q. Can a ship avoid all the torpedoes fired by two destroyer flotillas if the torpedo attacks are launched from two different directions, such that it is impossible to turn away 90 degrees from both flotillas?  
 A. In a case like this, the ship could remain on course and accept torpedo attack from both flotillas, or turn away 90°, lose firing privileges, and still accept the torpedo attack of the flotilla with the broadside facing.  
 Q. How are torpedo hits, critical hits, and flotation hits scored on light ship units?  
 A. Torpedo hits are registered exactly the same way as gunfire hits. Critical and flotation hits should be ignored, and the die rolled again.  
 Q. How do you determine the number of hits sustained when two ships at greatly different firing ranges are firing at the same target?  
 A. In such a case, the two ships fire independently of each other; thus requiring two rolls of the die.

**BLITZKRIEG**  
 Q. Are fighters caught on the ground or may they attempt to intercept a nuclear strike?  
 A. They may attempt to intercept.  
 Q. In light of the question in the Jan-Feb '73 questionbox may I assume it is impossible to use MDM & TAC bombers in an AV situation and still move units through the destroyed defender prior to the movement after combat phase?  
 A. Yes.

When submitting questions to us for answers, please note the following:  
 1.) Include a stamped, self-addressed envelope. The letters that include one are answered first. Those that do not are answered last; as a result, these letters get back to you at least a week later.  
 2.) If your question refers to a specific situation, please include a diagram of the situation. It takes a good deal of time to answer the letter otherwise, which will delay your reply.  
 3.) We wish we could answer technical ques-

tions and do research for you, but the large amount of mail we receive prohibits this. We will be glad to answer questions on the play of the game, but we cannot, unfortunately, answer those on technical or historical points nor can we research data for those of you designing your own games.  
 4.) Keep orders and other mail separate from questions. Separating the items of your letters into different departments takes time and delays your reply.



GUESS WHO... IS AFRAID SOMEONE WILL FIND OUT HE'S A "WARGAMER"?

GUESS WHO ELSE READ THE PLAN OF THE MONTH?



Every year about this time the INFILTRATOR'S REPORT is dominated by news of the coming season's conventions and this issue is no exception. The summer conventions appear to be getting bigger and better than ever. And this year, we'll even be going to three ourselves!

The annual Lake Geneva affair remains the dean of wargaming conventions in the U.S. Now in its sixth year, the perennial Wisconsin Con returns to its original site at Horticultural Hall, 330 Broad St., in Lake Geneva proper for its August 18th and 19th doings. Neville Dickenson from MiniFigs in England is rumored to be coming as is AH's Donald Greenwood who will be manning the Avalon Hill booth. The Napoleonic period is being featured this year at the Wisconsin affair so you won't want to miss the big WATERLOO tournament.

The preceding week (August 11th & 12th) will find wargamers burning rubber on I84 to get to EAST COAST II, a new convention being sponsored by the Simulations Game Committee and the IFW. The site will be the Sarah Porter Memorial Hall of the First Church of Christ Congregational in Farmington, CT. The featured event will be a boardgames tournament using chessclocks to time moves.

Claiming to be the biggest simulation gaming event of 1973 is EAST CON III scheduled for July 7th and 8th at the Hotel McAlpin, 34th and Broadway, in New York City. Co-sponsored by the SICL and the AGA, the emphasis in East Con III will be on competition. All sorts of tournaments in a variety of categories will be held including an Avalon Hill Classics tournament with trophies and \$175.00 in cash going to the top three finishers. Miniatures, Chess and Diplomacy competitions will also be held. Among the other attractions will be a magic show by talented entertainer (and designer of LUFTWAFFE) Lou Zocchi, and a demonstration of an electronic space warfare game played on television screens! At least one member of the Avalon Hill design staff will be in attendance. Entrance fees are \$5.00 each with additional charges for participation in the tournaments. Hotel reservations are available for \$18.00 and \$22.00

Our own Randy Reed is busy packing his bags for his appearance at the Second Annual INTERNATIONAL GAME SHOW in downtown Chicago, where he will man Avalon Hill's booth in the trade show portion of the convention. The IGS is both a wargaming convention for gamers and a trade show for buyers and manufacturers of games. Although the two are supposedly separate affairs, intermingling was allowed last year. We are informed that over \$300.00 in prizes will be given away. The show will be held this year at the Bismarck Hotel, LaSalle & Randolph, in downtown Chicago. Rooms are available for \$16 (singles) or \$22 (doubles). For more information on this June 23rd and 24th affair, write the INTERNATIONAL GAME SHOW, 205 W. Wacker St., Chicago, Ill. 60606.

Mid-July is not ignored either. The M.O.W. (Michigan's Organized Wargamers) have scheduled their annual fling for July 15th in Detroit where the feature attraction will be a PANZERBLITZ tournament. For further info on the MOW affair, write Paul Wood, 24613 Harmon, St. Clair

## Infiltrator's Report

Shores, MI. Also being planned for the July 15th weekend are conventions in Macon, GA and Cincinnati, OH. For information on the latter two we suggest you drop a line to Alister Wm. Macintyre at 2729 Stratford Ave, Cincinnati, OH 45220.

Being a firm believer in the old adage that "good things come from small packages," we are pleased to announce the start of yet another wargaming convention. This one is scheduled for June 16-17 in Scottsdale, Arizona. The feature attraction will be multi-player wargames moderated by a computer. For more information contact: Richard Loomis, 8149 E. Thomas Rd., Scottsdale, Arizona 85251 or call 602-994-9104. Wherever you live, make an effort to attend a wargaming convention in your area this summer.

**SOLUTION TO CONTEST NO. 54:** Basically, there is no solution that will allow a 100% chance for the German player to extricate all of his units unharmed. Given that, the question becomes one of facing reality and saving as much as possible. The most critical problem, of course, is the predicament of the 1SS Panzer Division. Since resources (attacks and combat factors) are limited, the major effort should be directed towards saving this important division. The Lehr Division, potentially the most powerful counter-attack force, is useless in this effort because the two attacks it could possibly make (against the 14/cav and/or 2/23) do not relieve pressure on the units of 1SS/Pz. Therefore, the counter-attack must come entirely from units inside the "pocket."



DEFENDER	ATTACKING UNITS	ODDS	ORDER
2/23	—	—	—
99/393	1SS/4	1-4	2
1/16 1/26, 2/9	"	"	"
99/361	1SS/Pz; 12/23(2+)	6:1	1
1/18	18/35	1-4	3
14	"	"	"

Maximizing mobility, 1SS/2 moves south one hex (possible because it moves through the zone of control of two different units) and the 12th Division does likewise. This movement sets up the 3 attacks: first, the 99/361 is attacked at 6-1 by 1SS/P, 1SS/2, and 12th division; second, 1SS/4 attacks 2/9, 1/16, 1/26, and 99/393 at 1-4; third, the 18/35 attacks 1/18 and 14/cav at 1-4. Statistically, the 6-1 against the 99/361 guarantees a retreat route for the 1SS/4 in the event

(2/3 chance) of retreat. The other two attacks (1-4's) are executed at the only odds possible; there is a 16% chance of the 18/35 surviving and a 16% chance of the 1SS/4 being eliminated. By advancing one regiment of the 12th Division into the hex vacated by the 99/361, the 1SS/P (and possibly 1SS/4) is screened just that much more in the event of further American attacks. Note that the placement of the 12th Division acts as a screen against the 14/Cav penetrating from the south. The chances of not having this screen (18/35 eliminated, and 99/361 exchanged) is 14%. Therefore, the chances of at least temporarily staving off disaster are reduced to a 1/6 chance of losing the 1SS/4. Even at that, the American chances for another attack are not that favorable, given the American forces on hand.

Those submitting perfect solutions to the "fine mess" problem posed in Contest No. 54 were: Lyle Mindlin, Oak Park, MI; Jim Eliason, Claremont, CA; Lee Atwood, Middletown, CT; Ward Chartier, Farmington, MI; Joseph Ledwith, Wyncote, PA; Paul Wilkins, Los Angeles, CA; Mark Saha, Santa Monica, CA; Raymond Hosler, Fort Collins, CO; Scott Davis, Fayetteville, NY; and Mike Carr, St. Paul, WI.

Once again our choice of a feature article was justified by your votes, thus maintaining our perfect record in those selections. Dean Miller's "Jutland Revised" led the balloting with 42% of the vote, followed by Larry Wessel's "Is Defense Really Necessary" with 26% of the vote. Rounding out our prize winners were Bob Harmon's "Campaign at Waterloo" with 14% and Jerold Thomas's "Unit Hunger" with 13%. Letters of credit good towards the purchase of Avalon Hill products went out to all of the above gentlemen.

Many subscribers are experiencing difficulty with the smooth delivery of their magazines because when they resubscribe they fail to mention that they are current subscribers or which month they would like their new subscription to start with. Please provide us with this information when resubscribing in the future.

**LOYAL SUBSCRIBER'S DEAL:** To reward our full time subscribers for their loyalty we continue to offer various parts and materials at half price. This month we are making a timely offer on our time record cards. You may select any and all of the time record cards from our flat-box line of games. The cards normally sell for 25¢ apiece but you can get them now for 15¢ plus the usual 50¢ postage and handling charge by circling the time record card you want from the list below and mailing it to our parts department along with the accompanying discount star. This offer expires July 31st, 1973. Be sure to mark your order "Loyal Subscriber Deal." The items this month are time record cards from the following games:

- Afrika Korps
- Stalingrad
- D-Day
- Bulge
- Blitzkrieg
- Gettysburg
- Waterloo
- Anzio Game I





