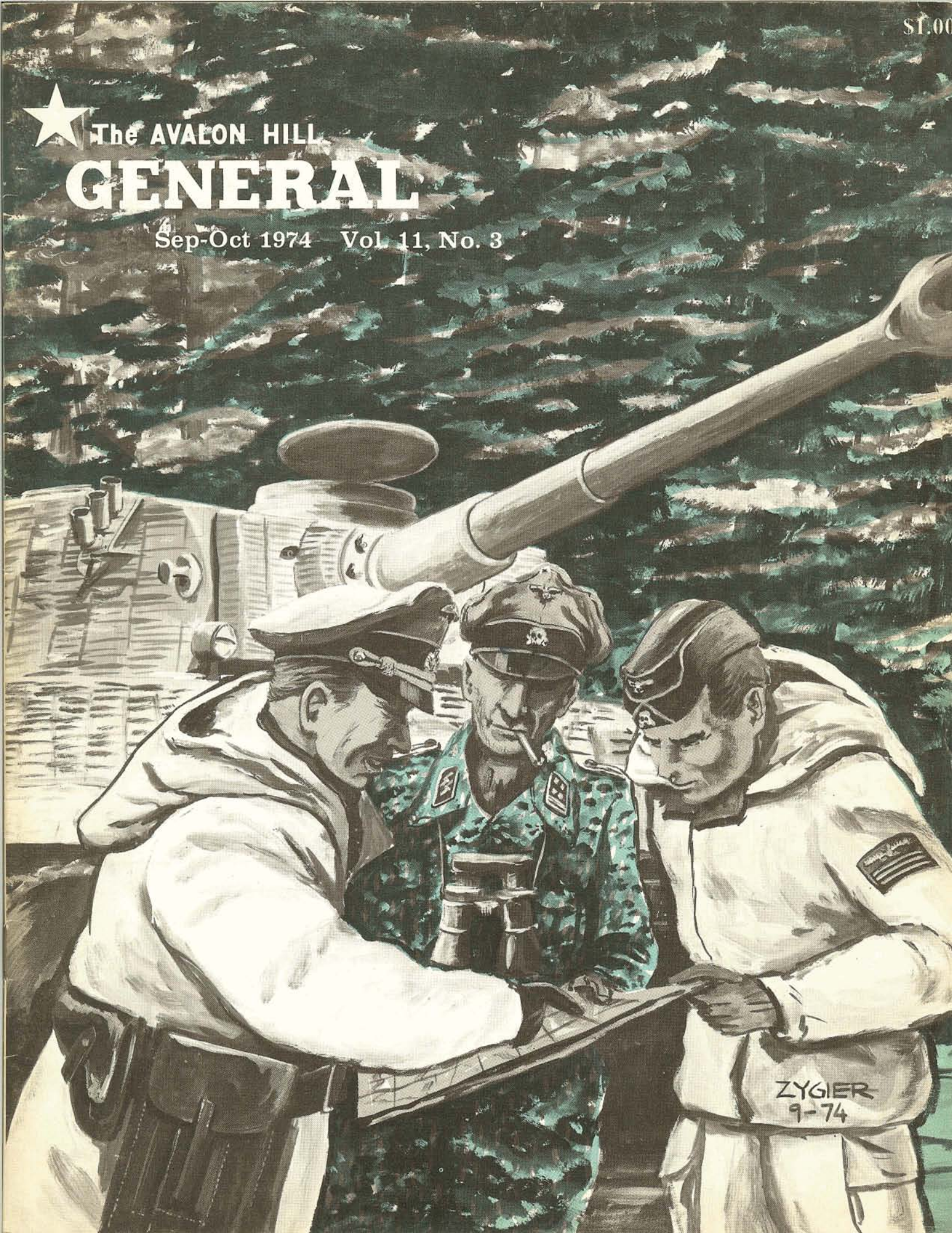




The AVALON HILL
GENERAL

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★ 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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EDITOR: Donald J. Greenwood

GRAPHICS: Randall Reed, Scott Moores, Al Zygier, Jim Hamilton

EDITORIAL STAFF: H. Anton, R. Beyma, D. Burdick, T. Buyniski, J. Davis, S. Duncan, R. Easton, R. Garbisch, G. Gygax, R. Harmon, C. Knabe, C. Lane, B. Libby, R. Livermore, D. Lowry, L. McAneny, D. Miller, T. Oleson, G. Phillips, L. Pinsky, R. Plock, J. Pournelle, L. Pulsipher, D. Roberts, M. Saha, B. Sinigaglio, H. Totten, L. Zocchi

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CARTOONISTS: T. Smiley, S. Herchak

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AVALON HILL
4517 Harford Road, Baltimore, Md. 21214



Avalon Hill Philosophy Part 46

The Philosophy section is always large after a survey but when you combine those results with the announcement of seven new games plus the usual ever-evolving dialogue it tends to get a bit out of hand. Such is the case this time as we delve into recent developments.

The biggest news is, of course, the release of the five Mail Order Division games along with the two new retail titles. These games are available now and will be shipped immediately upon receipt of your orders. You will note that our announcement of these titles have taken on a new look. We're not trying to smooth-talk you into anything with flowing, general descriptions. We've left the "gingerbread" for the consumer mailing so you'll get the customary sales pitch when you receive our new catalogue. Incidentally, if you haven't received it within a month of reading this, feel free to write in and request one. What we've tried to give you in these capsule announcements is an honest rundown of what the game includes and a brief description of how it plays. We believe that you, the GENERAL subscriber, represent the veteran wargamer and you want to know exactly what you're getting — not an historical or patriotic come on. This is what we've aimed for in these capsule announcements — even going so far as listing what we believe to be the game's drawbacks. And frankly, all games have drawbacks or weaknesses — Avalon Hill titles included, so why try to hide the fact? Tradeoffs have to be made in design. The old adage that realism is provided at the expense of playability is just the most oft-heard example. So we've tried to list in what form these tradeoffs have been made so you will be forewarned and your preferences can be served. As so often seems the case these days, playability took a back seat to realism in most of the new games. The development of 'phases' and 'counterfire options' in the design evolution has been the bane of the PBM gamer and he will find that our Mail Order Division hasn't escaped it. Only the revised *Anzio* can be considered a top-notch PBM game although the others can be played by mail with considerable effort. This tradeoff of phases for added realism is the chief drawback of the new games and if that is their only weakness you're in store for quite a treat.

Many of you have made reference to the Mail Order Division as the "envelope games." Make no mistake about it — these games are top quality Avalon Hill products — complete with mounted gameboards and colorful boxes. The only difference is that the flat boxes have a smaller depth to make them sturdier for mail order shipment. There have also been many queries regarding the time needed to fulfill orders. This varies according to where you live and whether you can be serviced by UPS or not. Parcel post is neither as fast nor as reliable as UPS, so we cannot vouch for their delivery times. However, we can guarantee that your order will be processed the same day it is received and in the case of those people who can be served by UPS you should receive your game well within a week of shipment. Note that this does not hold true for PBM pads or parts orders. These must be sent parcel post or printed matter. In the case of materials

sent in a mailing tube, the delay can be even longer. For some inexplicable reason, the Post Office always takes longer to deliver mailing tubes. We often get complaints from people who receive only part of their order and have to wait much longer to receive items sent in a mailing tube, even though they were mailed on the same day. Yet, generally speaking, we do not experience the difficulties other companies have had with mail order service. We've been at it for 16 years and rarely run out of stock on an item. You can expect prompt and efficient mail order service from us (as long as you don't send cash — we are not responsible for cash lost in transit).

Many have also asked what parts they need to order to update their old *Anzio*, *Jutland*, and *Chancellorsville* sets. You'll find a complete parts list in our new catalogue along with a new set of postage charges designed to save you money and remove the bulk of inequities which existed in the old system. *Chancellorsville* is an entirely new game — none of the parts remain the same although the counters are similar. Everything has changed in *Anzio* save the mapboard. *Jutland* still has the same counters and the movement and fire gauges have changed only slightly. Once again we should remind the reader that these are brand new games and not just refined versions of the first editions. Only the titles and subject matter remain the same for the most part. The prices of all these items have been kept as low as was possible after paying our dues to inflation, smaller economy of scale from reduced print runs, increased advertising and storage allowances, and our propensity for eating. We will continue to try to hold the line against future price hikes with economy moves (such as the shedding of the slipcases in the bookcase line), rather than raise prices. Incidentally, you'll be seeing the new 1776 style format box beginning to appear in stores very soon now as our retooling takes effect and the slipcases are phased out. A year from now, slipcase boxes will be a rarity.

THE AVALON HILL ELITE CLUB

Conciding with the opening of the Mail Order Division is the establishment of what we call the Avalon Hill Elite Club. The Elite Club is our way of passing on additional savings to you — our best customers. We can do this because it costs us somewhat less to ship out an order for 6 games than six separate orders for a game apiece. We are willing to pass this savings on to you along with additional rewards in return for your membership in the Elite Club. Here's how it works:

You send us a check for \$50.00 which entitles you to a *lifetime* membership in the Elite Club. For that \$50 you receive your choice of any 6 of the new games; or if you prefer — 5 of the new games and an alternate choice of a previously published game. Forget all postage charges — we'll pay it all. In addition, your subscription to the GENERAL will be automatically renewed free of charge. You'll also receive an Elite Club membership booklet of discount coupons which will be good for \$1.00 off the purchase price of

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Column 2

BULGE: The Historical Perspective

by Michael W. McGuire

Michael McGuire has presented us with yet another innovative feature article premise. It is a combination history and variant interspersed so that "game" oriented readers can stomach the history, while the simulation buffs get spoon fed the "gaming" materials. Yet, it can hardly be called a "variant" in the standard connotation of the word. It does not deal with a recreation of the entire battle. Instead, Mr. McGuire shows us how he would have dealt with the subject with a design tack all his own. This is not all that surprising as BATTLE OF THE BULGE has long been criticized on an historical accuracy basis, and has spawned a host of revisions on the subject by other publishers — none of which has come close to matching BULGE's level of acceptability or following.

Yet, judge for yourself the relative merits of Mr. McGuire's proposals and let us know how you feel about this type of one-turn, ironclad "simulation" feature.

No one familiar with AH need to be told that *Battle of the Bulge* is one of the most popular games in the line. One of the most playable, it has spawned a host of background and strategy articles, a well known gamer's guide, and several enterprising variants.

One of the most appealing aspects of *Bulge* is that it allows for the development of a wide variety of German opening strategies. The advantages and disadvantages of the Schnee Eifel axis vis-a-vis the Clerf-Bastogne axis have been argued at great length, for example. However, relatively little attention has been given to the actual German Ardennes battle plan; and the history of December, 1944 has seldom been discussed in any detail. But how well would the historical German attack strategy succeed if it were executed in *Bulge* game form? Would the Germans fare better or worse in the game than they did in real life? These provocative questions have remained all but unanswered.

This article is a variant-style analysis of the actual Ardennes battle utilizing the basic format and structure of AH's *Battle of the Bulge* game. In the variant several departures from the standard game rules will become obvious; representation of American units as battalions instead of regiments, and modifications in the Orders of Battle to conform to the state of affairs on the morning of 16 December 1944 are among the changes. For the most part, however, the board and mechanics of *Bulge* have been retained intact. The mixture of history and game simulation produces an intriguing blend of fact and fiction, and serves to better illustrate the nature of AH's game and its relation to the actual battle.



HERSTNEBEL — The Plan

September 1944 was a bleak time for German military men and Adolf Hitler. In July, the Americans had stunned the Nazis with the breakout at St. Lo. In response Hitler ordered a strong counterattack early in August at Mortain in the vain hope of throwing the Allies back into the sea. But by August 22nd the Fuhrer's offensive master stroke had ended in the Falaise pocket debacle, with 10,000 dead and 50,000 prisoner. Under the pressure of a relentless Allied offensive Paris was liberated on 24-25 August; Antwerp was seized intact on 4 September; and by 11 September American soldiers had set foot on the sacred ground of the Fatherland.

Beginning in early September, Hitler's mind began formulating the general concept of a massive counteroffensive in the West which would be even more audacious than the ill-fated Mortain master stroke a month earlier. On the 25th he held a meeting with Jodl, the OKW Operations Chief, and top OKW officers. He outlined his intention to launch an attack with at least 30 divisions (10 of them to be panzer) through the Monschau-Echternach sector of the Ardennes in order to capture Antwerp and annihilate 20-30 divisions within the 21st Army Group (Montgomery) to the north. His attack, requiring total surprise and 'favorable' (nonflying) weather, was scheduled to seize the Meuse crossings by N-Tag +2 and push on quickly to Antwerp. Announcing a tentative start date of 20-30 November, Hitler ordered Jodl to draw up an operations plan for the offensive.

On 8 October Jodl reported that 12 panzer divisions could be available by 15 November, 20 VG divisions by 10 December, 7 Werfer brigades by 15 December, and 13 anti-tank and assault gun brigades by sometime early in December. However, these figures should have been considered highly suspect, since six of the identified panzer divisions had not even begun to be rehabilitated, and the VG were at best a patchwork conglomeration of men and material. At this meeting Jodl also offered five possible attack corridors, ranging from Holland to Alsace. Hitler was adamant, however, and he refused to consider any area but the Ardennes. Since the Schnee Eifel had served as a key attack route in 1940, in his disturbed mental state it is likely that Hitler had become irrevocably obsessed with the decisive importance of that area.

Jodl presented a draft operations plan to the Fuhrer and the OKW staff on 11 October. He outlined an attack by four armies. The 15th Armee would provide support for the northern shoulder in the area south of Aachen, and the 7th Armee would cover the other flank south of Bitburg. In between, the 6th Pz Armee would attack through the front between Monschau and Prüm, cross the Meuse between Liege and Huy, wheel northwest and strike for Antwerp. The 5th Pz Armee, for its part, would strike between Prum and Bitburg, cross the Meuse at Namur and converge on Antwerp. Jodl's plan envisioned the infantry opening 'holes' for the panzers to dash through; and he stressed the importance of the panzers bypassing Bastogne, Brussels and other US strongpoints. Hitler approved, but quickly offered the 'suggestions' that the 6th Pz Armee be given special priorities for men and material (thereby 'anointing' the commander, Sepp Dietrich), that the 7th Armee not be given a panzer division, and that no paratroops be used to seize Meuse River bridgeheads. An attack date of 25 November was established, and the code name Wacht am Rhein (Watch on the Rhine) was selected.

Otto Skorzeny was given his now famous 'Operation Confusion' assignment by Hitler on 21 October. Skorzeny immediately set about assembling men and captured American equipment. Security for Wacht am Rhein was so strict that none of the men of the 150th Pz Brigade were told about the nature of their impending mission. Rumors began circulating; one unfounded rumor, that the mission was to kidnap Eisenhower, ultimately caused the Allies considerable consternation.

Another indicator of the security precautions insisted upon by Hitler was the fact that Rundstedt, C-in-C WEST, was not notified about the offensive until late October. On the 24th, Westphal and Krebs, Chiefs of Staff for Rundstedt and Model (C-in-C Army Group B), were briefed by Hitler and Jodl. They in turn briefed the two west front commanders. Counterproposals were not long in coming. Rundstedt's plan Martin called for a single blitzkrieg thrust to the Meuse by 5th and 6th Pz Armee, properly supported by 7th and 15th Armee. Upon reaching the Meuse the attack would be exploited further if 'appropriate'. Model countered with plan Herbstnebel (Autumn Mist; the eventual code name of the offensive), which involved a

single thrust at the Meuse from a breakthrough between Lützkampen and the Hürtgen Forest aimed at enveloping the Americans in the Aachen salient. The overriding similarity between the two plans was that their 'small solution' approaches contrasted starkly with Hitler's master stroke reasoning.

Hitler rejected the lesser plans out of hand. He was convinced that only a major, bold attack could save the day for Germany. He was fanatic in his belief that a disastrous military defeat for the Allies would result in a political upheaval which would shatter Allied unity and force the individual western powers to seek peace with Germany. In the fall of 1944 very few people left in the Hitler entourage (after the 20th July plot purges) were prepared to question the dubious political insight of the Führer.

On 2 November Jodl belatedly briefed the three army commanders (Dietrich, Manteuffel and Brandenberger) who would ultimately play such a major role in the Ardennes. Manteuffel was most vocal in his criticism. With Model, he made

suggestions for a less audacious attack designed to reach the Meuse and trap the US 1st Army. In typical fashion, his idea was rejected by Hitler.

Allied operations in the fall of 1944 significantly affected the German plans. Rundstedt, in particular, was concerned with the adverse effects of new Allied attacks launched prior to Herbstnebel. Attacks on Aachen in October had already tied down considerable forces earmarked for the Ardennes. In November the situation worsened. On the 8th the French 1st Army and the US 7th Army struck in the Lorraine area; on the very next day 3rd Army hit north of Metz. By the 14th Rundstedt was making a very pessimistic appraisal of the Lorraine situation. On the 16th the dreaded attack from Aachen against Cologne got underway. Of the 38 divisions scheduled for the Ardennes, many were drawn into the fray by the sheer necessity of German survival. This greatly complicated the logistical and reequipment effort for the offensive.

On 10 November Hitler signed an order setting the attack date at 1 December. But the damage inflicted by the Allied offensives, coupled with the hazardous task of moving men and material

on a transportation system subject to air attacks, forced postponements to the 7th, then to the 10th, then to the 13th, and finally to the infamous 16th of December.

As the days passed and Null-Tag neared, the German commanders worried. They worried about the lack of men, tanks and guns. Despite Hitler's promises, they worried about support from Goering's unreliable Luftwaffe. But most of all they worried about fuel; they knew only too well that there simply wasn't enough.

Yet, if the Germans were deeply concerned, the Allies were just the opposite. The Allied intelligence apparatus was caught completely by surprise on 16 December. Allied commanders believed the Ardennes to be a quiet sector, and throughout November and December the intelligence staffs gave them no reason to doubt that belief. The failures of Allied intelligence can be readily attributed to two factors. First, due to poor weather there was almost no aerial recon, the mainstay of Allied intelligence, over the Ardennes. Second, the intelligence personnel failed to properly assess the available data; there were 'hints' of 'something' but no one seemed to know what. These two factors combined to give the Germans their biggest advantage — total surprise.

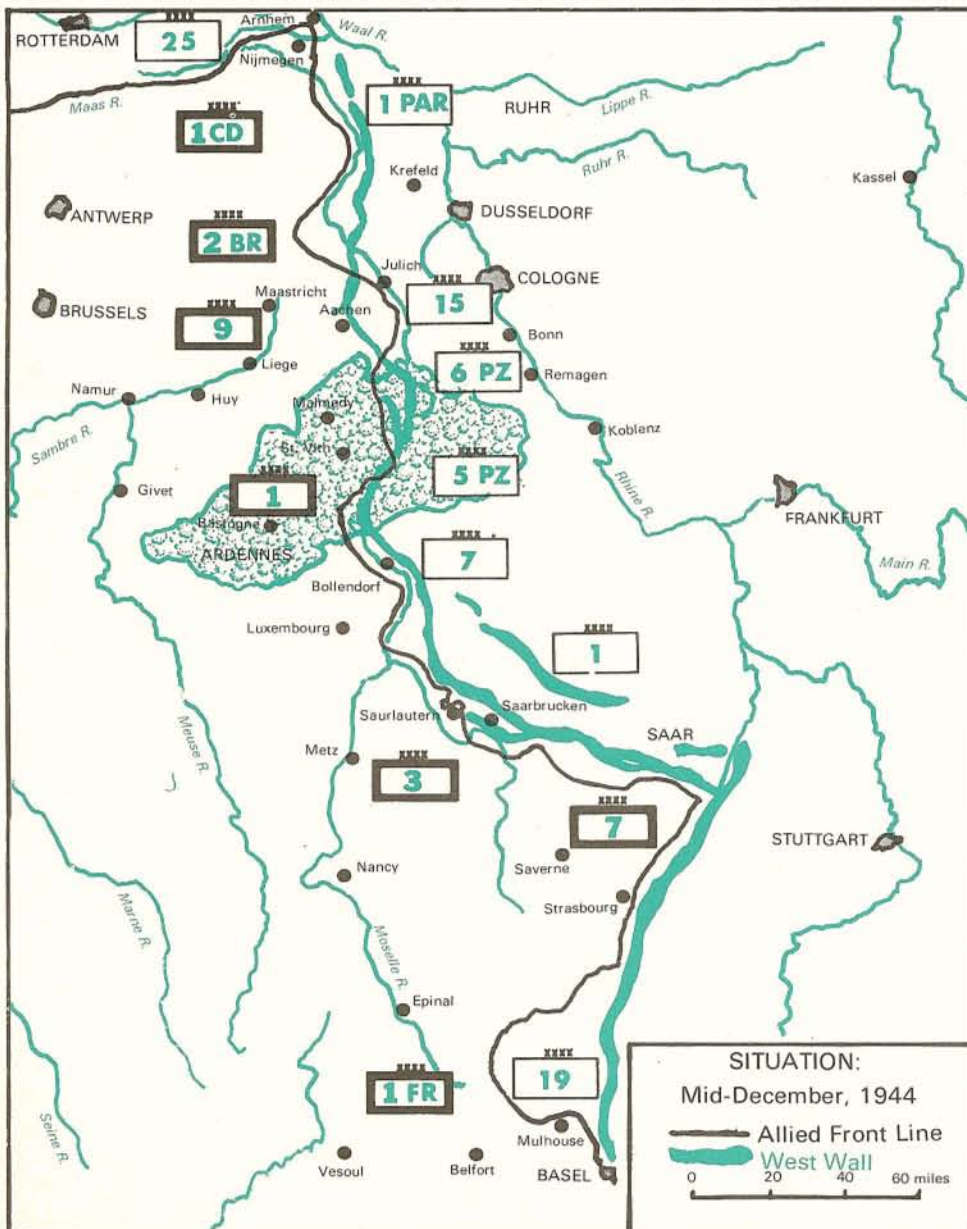
Despite all the obstacles, the Germans assembled an awesome force in the Ardennes. By 16 December a quarter million men had been moved on 1502 troop trains, and 20,000 tons of fuel and 144,735 tons of supplies had been delivered on 500+ supply trains. The fact that this feat was logistically accomplished in spite of the adversities makes it just that much more impressive. On 16 December 1944 the assigned 22 attack divisions, though not the 30-40 envisioned, vastly outnumbered their American counterparts. Sepp Dietrich's 6th Pz Armee had four SS panzer, a parachute, and four VG divisions. Manteuffel's 5th Pz Armee had three panzer and five VG divisions. Brandenberger's 7th Armee had a parachute and four VG divisions. Collectively these divisions were hurled into the Eifel; the Herbstnebel descended on the Ardennes.

16 DECEMBER 1944

Sixth Panzer Armee —

The 6th Pz Armee plan called for two VG divisions (246th and 326th) to strike in the Monschau area to seize the Elsenborn Ridge and secure the northern flank. The remaining parachute (3rd) and two VG (12th and 277th) divisions were to breach the front south of the Wahlerscheid crossroads for the I SS Pz Corps (1SS and 12SS Divisions). Once the corridor to the Meuse had been established, 2 SS Pz Corps (2SS and 9SS Divisions) would then continue the drive toward Antwerp. Sepp Dietrich scheduled a substantial artillery barrage at dawn on the 16th to soften up the American positions and support the German attacks.

At 0525 hours a very heavy rolling barrage swept over the meager American forces in the Höfen-Monschau area (on orders from Model the historic town of Monschau was spared). The Americans, in good defensive positions, suffered a few casualties from the fire. At 0600 the troops of the 326th VG launched their assaults; unfortunately for the Germans the 246th VG had been tied down in the Jülich sector fighting and was unavailable. The 752nd Regiment hit the men of the 38th Recon Cavalry Squadron at Monschau,



who responded in turn with measured and accurate counter-fire. Casualties among the inexperienced German troops mounted quickly. After stiff initial losses the grenadiers made no more serious assaults against the cavalry troopers during the remainder of the morning. To the south the 326th VG's 751st and 753rd Regiments fell upon the lone American infantry battalion, the 395/3 of the 99th Division at Höfen. Once again the GIs held their ground, and cut the Germans to pieces on the open terrain; the American positions were never seriously threatened. As a whole the 326th VG lost one-fifth of its troops in the course of these two ineffectual attacks.

In the variant the 38th Sq attack, with doubled city defense, has only 1-2 odds. Thus, as in the actual attack, the 752nd Regiment would very likely be stalemated or repulsed. The attack on 395/3 yields 3-1 odds, even taking into account a favorable defensive terrain alignment. This assault would have a good chance of forcing an American retreat, establishing a foothold (albeit tenuous) on the ridge and putting heavy pressure on the cavalry in Monschau.



To Sepp Dietrich, commander of 6th Pz Army, went the best of the German reserves of men and material and the major responsibilities of the offensive.

The German plan contained no provision to carry out a direct assault against the 2nd Infantry Division. The American 9th and 38th Regiments, with the 395/1 & 2 Battalions and 393/2 Battalion of the 99th Division in support in the south, were engaged in an offensive drive against the German held Wahlerscheid crossroads. To the rear, the 2nd's 23rd Regiment was positioned in reserve at Camp Elsenborn. In addition, the CCB command of the 9th Armored Division was located in reserve to further support the 2nd; but on 15 December it was decided that it was impractical to use armor in the area and the command was ordered returned to its higher parent headquarters, VII Corps, but the order was not received until 16 December.

South of the 2nd Division attacks, the 277th VG was deployed to assault the two line battalions, First and Third, of the 99th's 393rd Regiment. Those two battalions covered a 5500 yard front which at points was within a hundred yards of the West Wall fortifications. The success

of the 277th in breaching this front and seizing the villages of Rocherath and Krinkelt was to determine the degree of flank protection that I SS Pz Corps would receive in its attacks further south. The heavy German dawn artillery bombardment on the 16th was most effective in destroying or disrupting 393rd Regiment communications. At 0700 hours the 277/989th Regiment hit the Third Battalion with deadly effect; Company K was overrun and suffered heavy casualties. By the end of the day the battalion's casualties totaled 300. On other frontage the First Battalion was assaulted by the 99th Regiment. When the attack quickly faltered on open terrain, the division commander, Colonel Viebig, immediately threw in the reserve 991st Regiment. Against this combined strength the Americans were hard pressed to hold; the First Battalion suffered 50% casualties by nightfall. Yet, despite crippling losses the Americans refused to abandon their positions, and the Germans consequently failed to secure the Rocherath forest area as planned.

In the variant both American units are hard hit. Because of poor defensive terrain the Third Battalion would probably have to retreat in the face of a 3-1 attack by 989th Regiment. The First Battalion, with better terrain but facing two regiments, would also have a better than 50% chance of being eliminated or forced to retreat as a result of a 3-1 attack. However, it is unlikely that the 393rd Regiment as a whole could be effectively driven off its southern ridge position without substantially better German attack odds.

Immediately south of the American 393rd Regiment were deployed the two line battalions, First and Second, of the 99th's 394th Regiment, holding a front of some 6500 yards (with the

regiment's Third Battalion standing in reserve at Buchholz). The 394th's front, running along the International Highway, terminated at the V-VII Corps boundary, leaving a two mile gap north of VII Corps' 14th Cavalry Group positions. Two attack regiments of the 12th VG were assigned to penetrate the 394th and seize the crossroads near Losheimergraben for the I SS Pz Corps. After the artillery preparation lifted at 0700 hours, the 27th Fuesilier Regiment broke upon the American lines, but stubborn resistance from individual platoons resulted in little German progress. To the south the 48th Grenadier Regiment enjoyed better success by mid-morning, exploiting the exposed southern flank of the First Battalion. By nightfall the Germans had moved deeply into this vulnerable flank.

Paralleling history, the Second Battalion will fare well against the 27th Fuesiliers in the variant; the 1-1 attack odds offer almost no hope for German penetration. However, the exposed First Battalion is vulnerable to the 48th's 3-1 attack, likely forcing the Americans to retreat, and thereby opening up a portion of I SS Pz Corps' attack corridor and putting strong pressure on the 394th's reserve battalion.

Fifth Panzer Arme —

One of the most famous American units in the battle of the Ardennes was the 18th Cavalry Squadron. Covering a 9000 yard front in the Losheim-Manderfeld area with a series of strong-points, the mobile and mechanized cavalry unit was situated in positional defenses at the seam between V and VII Corps. Unfortunately for the Americans, the 18th also lay in the path selected as an axis for the I SS Pz Corps. The German

Division/Regiment	Strength	Location	Target Unit	Odds
6th Pz Arme				
LXVII Artillery Corps				
326VG/752	3-3	SS4	102/38	1-2
/751	3-3	SS5		
/753	3-3	SS5		
I SS Pz Corps				
277VG/989	3-3	UU7	393/3	3-1
/990	3-3	UU7	393/1	3-1
/991	3-3	UU7		
12VG/27	3-3	VV8		
/48	3-3	VV8	394/1	3-1
3 Para/9(+)	4-3	Losheim		
5th Pz Arme				
LXVI Corps				
18VG/294	3-3	Losheim	14/18	5-1
/295	3-3	Losheim		
/293	3-3	TT15	423/1&3	1-2
62VG/183	3-3	QQ19	424/3	3-1
/190	3-3	RR17	424/2	3-1
LVIII Pz Corps				
116 Pz/60	6-4	QQ20	112/1	12-1
/156	6-4	QQ20		
560VG/1128	3-3	QQ23	112/2	1-1
/1130	3-3	PP22	112/3	3-1
XLVII Pz Corps				
2 Pz/304	6-4	QQ25	110/1	3-1
26VG/39	3-3	PP26	110/3	3-1
/77	3-3	PP26		
7th Arme				
LXXXV Corps				
5 Para/14	3-3	QQ27	109/2	3-1
/15	3-3	RR27		
352VG/915	3-3	RR29	109/3	3-1
/916	3-3	RR29		
LXXX Corps				
276VG/986	3-3	SS30	9CCA(-)	1-1
/988	3-3	TT30		
212VG/423	3-3	VV30		

attack plan allocated the reinforced 9th Regiment of the 3rd Parachute Division the task of assaulting the northern cavalry outposts. Two attacked regiments of the 18th VG Division, the 294th and 295th, were deployed to attack through the southern troops of the squadron and envelope the left flank of the neighboring 106th Infantry's 422nd Regiment. At 0400 hours the grenadiers began to move in on the vastly outnumbered Americans; at no other point in the Ardennes were the Americans so completely outnumbered and outgunned. By 0830 German artillery fire was in full support of the assaults. In the initial sorties the German paratroops were caught on open ground at dawn's light, and the Americans were able to inflict sharp casualties. The leading grenadier columns of the 18th VG were similarly greeted with excellent defensive fire. Although the Americans gave a good account of themselves, they simply could not resist successfully against the weight of German firepower, and in the afternoon the surviving cavalry units were ordered withdrawn to the west. By nightfall the 18th VG was on schedule in its effort to envelope the

422nd Regiment, but the inexperienced German paratroops had unaccountably stalled in their advance (much to the consternation of Sepp Dietrich).

The extent of the hopelessness of the American cavalry position on 16 December is clearly evident in the variant. Caught in the open by three regiments, the 18th Sq is faced with a deadly 5-1 attack and the accompanying probability of a major retreat. This action would contribute greatly to the further opening of the I SS Pz Corps attack axis.

The remaining regiment of the 18th VG, the 293rd, was assigned the difficult task of breaching the 106th Division's 423rd Regiment front so as to form the second pincer in the envelopment of the 422nd Regiment. The two line battalions of the 423rd, First and Third, were spread out over a curving front of more than 8000 yards; miscellaneous units helped to fill in the gaps in the line (Second Battalion was in division reserve north of St. Vith). Following the artillery barrage the 293rd struck at 0600 hours. The Germans made marginal progress during the morning, but they lacked the edge in men and guns to carry the tide. Early in the afternoon an American counterattack wiped out the Germans' slim morning gains. Following that action the grenadiers made no further assaults during the remainder of the day, beyond initiating patrol activity. The pincer action had clearly failed to achieve its objective.

In the variant the 293rd's historical difficulties are appropriately reflected in the 1-2 attack odds. Facing the Americans on favorable defensive terrain, the Germans have absolutely no chance to effect a pincer maneuver, and they have a 50-50 chance of being forced into a retreat themselves.

The 424th Regiment was responsible for the southernmost six miles of the 106th Division's front (there was a 4000 yard gap between the 423rd and the 424th). The Second and Third Battalions were located in the front lines east of the Our River; the First Battalion was in reserve at Steinebrück. Two assault regiments of the 62nd VG Division, the 183rd and 190th, were assigned to attack through the 424th toward the town of Winterspelt and the river. The 190th Regiment, attacking to the right, engaged the Second Battalion. Throughout the morning the grenadiers made substantial progress against the uncoordinated American defensive forces; by noon they had reached a point north of Eigelscheid, and their reserve regiment, the 164th, had been committed to exploit the initiative. On the left the 183rd had assaulted the Third Battalion at 0645 hours after a 20 minute mortar barrage. However, the Germans made very poor progress against resistance from sound defensive positions. The rapid commitment of the 424th's reserve battalion aided in limiting the German advances. Even so, the 190th was closing in on Winterspelt by the end of the day (and continued advancing after dark), while the 183rd remained stymied in its offensive effort. In the attack the inexperienced 62nd VG suffered substantial casualties, but the Americans, having committed all of their reserves in order to hold the front, were faced with a precarious tactical situation for the future.

Open terrain is a serious handicap for the Americans in the variant. Their poor position allows the Germans to achieve 3-1 odds for both attacks. This situation gives the Germans a good

probability of breaching the Our with one regiment, and a possibility of both assault regiments advancing on the heels of an American retreat.

Another of the best known American units in the Ardennes battle was the 28th Infantry Division. Along the twenty-five mile span of the 28th's extended front, units were heavily assaulted on 16 December by the bulk of Manteuffel's 5th Pz Arme. The northernmost of the division's regiments was Colonel Nelson's 112th. In the Ardennes after suffering 2000 casualties in November, the 112th held a front of six miles directly south of Lützkampen and the positions of the 106th Division. Most of the regiment was deployed in squad and platoon posts on the east bank of the Our. Two of the rifle battalions manned the main positions on the east bank; the First near Lützkampen, and the Third occupying and flanking Sevenig further south. The Second Battalion was located west of the Our in reserve southwest of the other two battalions. Hills and wooded draws marked the local terrain, and the Americans were located in foxhole positions. General Krueger's 58th Panzer Corps was assigned the role of attacking through the 112th and seizing usable river bridges and crossings.



Individually, American armor such as the Sherman above, was no match for German heavies such as the Tiger or Panther. However, quantitative superiority, Allied air power, German lack of fuel, and their own relatively untested, new crews made the panzer only a local threat — not the strategic weapon it was previously.

For a while early on 16 December the men of the regiment watched the artillery barrages on other sectors of the front with detachment; but by 0620 hours the rolling barrages from five artillery and two Werfer brigades snapped them out of their lethargy. The Third Battalion was quickly assaulted by the 1130th Regiment of the 560th VG Division. In the initial shock the grenadier platoons made strong penetrations all the way to the river. However, the Americans held their ground, and with the help of the reserve Second Battalion later in the day, the Third was able to reestablish its lines. In this area American commanders noted that the Germans must have been green troops (which they were) since they had not pressed home the early advantage. By nightfall the 1130th Regiment commander reported that his troops had not been able 'to get going'.

The main thrust of the 58th Pz Corps was the 116th Panzer attack on First Battalion. The 60th Regiment was to attack on the right to split the seam between the 112th and the 424th Regiment to the north. The 156th Regiment was to attack on the left to secure a bridgehead for the following panzer assaults. In the predawn the 60th's grenadiers advanced forward only to have their leading shock companies stumble into the 424th positions and be cut to ribbons in a

★ AMERICAN ★
ORDER OF BATTLE



The American Army by late 1944 was on the upswing. Its once green and untried divisions were now battle hardened and confident. Fortunately for the Germans, the units facing them in the Ardennes were either decimated or relatively untried units placed there for rest or seasoning.

Division	Regiment/Battalion	Strength	Location	
V Corps				
102 Cavalry GP	38th Sq	2-6	Monschau	
2 Infantry	9/1, 2, 3	4-4	TT6	
	38/1, 2, 3	4-4	TT6	
	23/1, 2, 3	4-4	Eisenborn	
99 Infantry	395/3	1-4	RR6	
	395/1 & 2	2-4	TT6	
	393/2	1-4	TT6	
	393/3	1-4	TT7	
	393/1	1-4	TT8	
	394/2	1-4	UU8	
	394/1	1-4	UU9	
	394/3	1-4	SS11	
VII Corps				
14 Cavalry GP	18th SQ	2-6	UU11	
106 Infantry	422/1	1-4	VV11	
	422/2	1-4	VV12	
	422/3	1-4	UU13	
	423/1	1-4	TT14	
	423/3	1-4	SS15	
	423/2	1-4	QQ13	
	424/2	1-4	QQ17	
	424/3	1-4	PP19	
	424/1	1-4	St. Vith	
	28 Infantry	112/1	1-4	PP21
		112/3	1-4	OO22
		112/2	1-4	NN23
		110/1	1-4	NN25
		110/3	1-4	OO27
9 Armored	110/2	1-4	LL26	
	109/1	1-4	Diekirch	
	109/3	1-4	QQ30	
	109/2	1-4	Vianden	
	9CCB	7-4	QQ14	
	9CCR	4-4	LL24	
4 Infantry	9CCA (-)	3-4	SS31	
	12/2	1-4	UU31	

crossfire. That seemed to set the tone for the rest of the day for the regiment. At daylight many of its companies were caught in the open and mauled by machine-gun and Quad-50 fire. The German panzers appeared reluctant to assist the grenadiers, and the terrain along the West Wall did not favor the employment of armor. The 156th Regiment, for its part, had better luck penetrating the American lines during the predawn period, but it suffered the same fate from the defender's accurate machine-gun fire. However, the numerically superior Germans pressed their attacks; by afternoon the First Battalion had been cut off, and the Third Battalion was being engaged by panzers. In light of this deterioration, Colonel Nelson ordered his regiment to pull back to the west bank of the Our.

Meanwhile, the 1128th Regiment of the 560th VG was engaging units of the reserve Second Battalion at the boundary between 112th and 110th Regiments. By noon the grenadiers had established a west bank bridgehead; by nightfall German engineers were building bridges across the river.

In the variant these three 112th Regiment attacks bear little resemblance to history. The 116th Pz assault on First Battalion has 12-1 odds because of the lack of defensive terrain (even with doubled terrain defense it would still be a crippling 6-1). The battalion would likely be eliminated, and would be lucky if it only suffered a stiff retreat. As a result, the Germans would be guaranteed of breaching the Our. The Third Battalion, also lacking defensive terrain, falls victim to a 3-1 attack from 1130th Regiment, providing the Germans with a 50-50 chance for a second breaching of the river. In the south the 1128th Regiment is only able to muster a 1-1 attack against the Second Battalion's doubled defense positions, and that gives the Germans only a slim chance of advancing. On the whole, the attacks on 112th Regiment will result in the Americans being severely assaulted, their northern flank being turned, and the Our River breached.

The center of the 28th Division's line was held by the 110th Regiment on a 9-10 mile frontage with its First and Third Battalions (the Second Battalion was in division reserve at Donnage). With only two battalions it was impossible to set up a continuous defensive line. As a substitute, Colonel Fuller, the regimental commander, established a system of village strongpoints of company strength on a ridge line separating the Our and Clerf Rivers. The garrison line, behind the excellent St. Vith-Diekirch highway (Skyline Drive), paralleled to the Our River at a distance of 1½ to 2½ miles. Outposts were maintained on the river's west bank, but they were only manned during daylight. The First Battalion was deployed in the north from Heinerscheid to Munshausen; the Third Battalion was located from Hosingen to Weiler. The Germans allocated the 47th Pz Corps to the attack on the 110th, with the intention of bridging the Our, seizing Skyline Drive and the good east-west roads, and opening up the area through Clerf to Bastogne for the Panzer Lehr Division. To accomplish this task Manteuffel assigned substantial supporting firepower, including a Werfer brigade (108 pieces), an artillery corps (76 pieces), a flak regiment, and divisional artillery (four battalions for VG divisions, and three battalions for panzer divisions).

On the 110th's northern frontage the 2nd Panzer Division was striking at the First Battalion. Crossing the Our in the predawn darkness, the division's infantry component, the 304th Pz Grenadier Regiment, moved quickly against the village of Marnach. During the day the Germans encircled the American villages and filtered through the front toward Clerf city. By nightfall the panzers had been ferried across the river and they delivered the coup de grace to the embattled GIs. Two assault regiments, the 39th and 77th, of the 26th VG Division were assigned to attack Third Battalion positions. As early as 0300 hours on the 16th these two regiments crossed the Our and began assembling in front of the American village strongpoints. At 0530 hours the artillery opened fire and the grenadiers started their advances. Throughout the day the Germans penetrated and surrounded the American companies and inflicted heavy punishment. After nightfall the grenadiers eventually overran many of the village positions. The Germans suffered heavily in their attacks, but in spite of General Cota's (28th Division commander) order to hold at all cost, they had broken the back of the 110th Infantry Regiment.

Installed behind the river barrier the two battalions of the 110th suffer 3-1 attacks in the variant. Both attacks would provide the Germans with a strong probability of breaching the Our in at least one point, but would also expose the 2nd Panzer's 304th Regiment to the possibility of a costly exchange outcome.

Seventh Armee —

As the southernmost regiment of the 28th Division, the 109th fell within the operations zone of Brandenberger's 7th Armee. The 7th was assigned the unenviable task of providing extended southern flank protection in the Ardennes. The 80th Corps was allocated to execute a containment attack to the southwest in the Echternach area. The 85th Corps was allocated to cross the Our and advance on a parallel axis to the 5th Pz Armee. To lend support to these two corps Brandenberger had 319 guns and 108 rocket launchers available.

The 109th was assigned a nine mile front on the south end of the 28th Division. With two line battalions, the Second and Third (the First was in reserve in Diekirch), Colonel Rudder, regimental commander, established a series of company strongpoints very similar to 110th Regiment's positions. Second Battalion held five miles to the north; the Third Battalion held the four miles in the south. The 5th Parachute and 352nd VG Divisions, as part of the 85th Corps, were assigned to attack the 109th. The 14th and 15th Parachute Regiments hit the Second Battalion; the 915th and 916th VG Regiments struck at Third Battalion. In coordination with the artillery bombardment at 0530 hours, the grenadiers crossed the Our and Sauer Rivers and launched their attacks on the west bank. As the day wore on the Americans continued to hold firmly to their village positions, but as elsewhere along the Ardennes front, the Germans were successful in making deep and threatening penetrations at several vulnerable points. By nightfall the Germans were able to ferry some of their heavy weapons across the river and bring them to bear against the American defenders.



ORDER OF BATTLE COMMENTS

a. In developing this historical variant it was essential to utilize the standard Bulge board in order to provide a degree of continuity and consistency.

b. On the morning of 16 December 1944 the American forces in the Ardennes were deployed in platoon/company outposts and strongpoints. It would be highly impractical to attempt to simulate that miniscule organizational echelon in this variant. The battalion has been selected, instead, as a practical but still very realistic echelon for portraying the disposition of American forces. However, that selection poses two problems. First, the Bulge board is designed for a simulation of regimental scale operations, and its hex grid does not lend itself readily to use in a battalion level scenario. Second, most of the American battalions in the Ardennes were required to cover abnormally long frontages; a condition which is not easily represented on the existing hex grid. Despite these difficulties, however, most of the American units are located within a mile or less of their historical positions, and all of the battalions are accurately deployed in relation to neighboring units.

c. On the whole, German commanders maintained the integrity of their regiments during the initial assaults. The standard Bulge game's German regimental echelon has therefore been retained in principle in this variant. Any attempt to portray German forces at a smaller scale (e.g., battalion) would be as impractical as representing American forces with platoon counters. All of the indicated regiments are accurately deployed against the actual American units that they attacked on 16 December.

d. To provide further continuity, the standard Bulge movement rates and combat factors have been retained. The movement rates, not being essential in this variant, do not require modification. However, the assigned combat factors require major adjustments. The basic American infantry battalion is assigned a combat strength of 1, resulting in an overall strength of 9 for an infantry division. This contrasts with the 12 factor strength of the same type of division in standard *Bulge* (The 2nd Infantry is an exception. In connection with its attacks on the Wahlerscheid crossroads the 2nd was reinforced, and supported by a major share of V Corps artillery). However, this adjustment provides a more realistic strength for the inexperienced and exhausted American forces thrown together in the Ardennes sector vis-a-vis the undermanned but still very potent German attacking forces. American cavalry squadrons are assigned a combat strength of 2 (on the basis of two squadrons to a cavalry group, the equivalent of a mechanized regiment or a CCR armored command). No strength adjustments are made for the American armored units since they retain the same tri-command organizational structure simulated in standard *Bulge* (The 9CCA has a combat strength of 3 because only a portion of that command, the 60th Armored Infantry Battalion, was located in the front lines on 16 December).

e. The basic German infantry regiment is assigned a combat strength of 3, resulting in an overall strength of 9 for a Volksgrenadier division. This adjustment puts a VG division on a parity with the corresponding American infantry division; the lack of manpower in the VG units vis-a-vis the American units was offset to a significant extent by the preponderance of supporting artillery in the initial attacks (The overstrength of the 3 Para/9 is a result of that regiment being substantially reinforced with extra assault guns.) In general, no strength adjustments are necessary for the German panzer regiments.

f. The historical units involved in the battle on the morning of 16 December have been specifically identified and located in this variant. However, because of the geographical limitations of the standard *Bulge* board some units in the battle do not appear; the northern flank operations of the 15th Armee, and operations of Brandenberger's 7th Armee against the southernmost positions of the 4th Infantry Division are not included. In reviewing the German forces it will be noted that some VG divisions have two regiments indicated, while others have three. As a rule, all VG divisions had three regiments (albeit undermanned), but in the initial attacks some regiments were held in reserve and still others were simply not available due to commitments on other fronts. The distinct lack of panzers in this variant will also certainly be noted. In the German plan, the infantry was to breach the American front line and the panzers were then to be committed to exploit the "bridgeheads". Throughout the morning of 16 December only a small portion of the total German armored strength, some of the regiments of Manteuffel's 5th Pz Armee, were engaged in the initial attacks.

g. Battle odds for the various German attacks are computed utilizing the standard *Bulge* Tournament game CRT.

In the variant the Americans' doubled river defenses result in both battalions being subjected to 3-1 attack odds. This situation would again give the Germans a strong chance to breach the river in at least one point, thereby opening a threat against Diekirch.

In the extreme south of the Ardennes front the 276th and 212th VG Divisions of 80th Corps were assigned to engage elements of 9th CCA and 4th Infantry Division in order to secure the high ground on the west bank of the Sauer River. The target of the 276th VG was the 60th Armored Infantry Battalion (9th CCA) which held a three mile frontage between the 28th and 4th Divisions. Six artillery battalions and a rocket brigade provided pre-dawn support for the attack by the 986th and 988th Grenadier Regiments. The 986th attacked to the right, and the 988th to the left. Both regiments were only able to make mediocre progress. In limited areas the Germans were able to force penetrations, but their inexperienced troops failed to exploit the available opportunities. By the end of the day General Leonard, 9th Armored Division commander, had reassigned sufficient reserves to back up the 60th and thwart the 276th VG drive to seize the west bank.

To the south the 212th VG Division was assaulting the left flank of the 4th Division. The 423rd Grenadier Regiment engaged the 12th Regiment's Second Battalion. Unlike at other points on the front, it was well into the morning before the German attack got underway. As a result, the Germans achieved limited surprise, and equally limited success. During the afternoon the Germans brought the American defenders under heavy pressure, but they failed in their objective to secure the Sauer's west bank. At nightfall the limited American armor (opposed by nearly none for the Germans) was beginning to make its presence known in reestablishing the front.

Both the 276th and 212th VG attacks in the variant have dubious 1-1 odds as a consequence of the doubled American defenses. In those circumstances it is unlikely that the Germans

would achieve any degree of success in dislodging the Americans from their positions.

ANALYSIS

In December 1944 the Germans achieved complete strategic and tactical surprise in the Ardennes. Their initial assaults on the 16th left the Americans stunned, off-balance, and disorganized. However, one can reasonably argue that in a strategic sense the Germans' Ardennes offensive failed on its very first day because it was unable to bring about the vital decisive and far-ranging breakthrough necessary for success. As significant as the German advances were on the 16th, they were not as significant as the fact that the Americans, whether as individuals or in groups, did not break and run en masse, but rather held their ground — often to the proverbial last man that so obsessed Hitler during the war. But if the strategic battle was won on the first day, it took the Allies nearly three weeks to secure the tactical victory, at the cost of 76,000 American and 100,000 German casualties.

This Bulge variant appropriately reflects both the strategic and tactical flavor of history. In the game the Germans' offensive consists of 19 separate attacks, and the battle odds of those attacks (two at 1-2, four at 1-1, eleven at 3-1, one at 5-1, and one at 12-1) reveal the tremendous numerical advantage that the Germans enjoy. Statistically, the Germans should 'win' 54% of the nineteen attacks, destroying 2.33 US factors in the process, while only 'losing' 12% of the battles. On the whole, the first turn of the offensive in this variant could be called a sound but unspectacular tactical success, with some American units eliminated and many of the others forced to retreat.

Yet, any veteran Bulge player will quickly note the strategic failure of the German turn. At no point on the front are enough US factors eliminated or forced into engaged situations; and at no point on the front are the breakthroughs in the American lines fatal or irreparable. Without doubt, the Germans are capable of much more

substantial successes and advances in ensuing turns; they may even be capable of achieving the victory denied them in history. Certainly the infusion of the armor of 5th and 6th Pz Armees will give the Germans a tremendous offensive punch. But the difficulty of attacking, once the American shortens up his lines, redeploys two full divisions (9th Armored and 2nd Infantry) and begins to receive a steady flow of reserves, cannot be overlooked or underestimated.

In this Bulge variant, as in history, the respective Orders of Battle seem to suggest and promise a sweeping and largely successful German offensive. Yet, as this first German variant turn and history both show — things are never quite what they seem. The only thing that appears certain is that this single variant turn is an interesting and thought-provoking glimpse of the déjà vu image some thirty years old.



ATTACK ANALYSIS

(% of attacks/
factors in attacks)

6th Pz Armees Zone	
US Factors (Available/Attacked)	30/7
German Factors	24
No. of Attacks	6+

No. of Attacks Won ¹	3.00	50
No. of Attacks Lost ²	.83	13
No. of Attacks Contact	1.00	17
No. of Attacks Engaged	1.17	20

Average German Advance ³	.27*
Average American Retreat ⁴	.58*
German Factors Eliminated	3.00 13
American Factors Eliminated	.67 10

5th Pz Armees Zone	
US Factors (Available/Attacked)	21/11
German Factors	49
No. of Attacks	9+

No. of Attacks Won	5.50	61
No. of Attacks Lost	.83	9
No. of Attacks Contact	1.33	15
No. of Attacks Engaged	1.33	15

Average German Advance	.49**
Average American Retreat	.78**
German Factors Eliminated	7.17 15
American Factors Eliminated	1.33 12

7th Armees Zone	
US Factors (Available/Attacked)	7/6
German Factors	21
No. of Attacks	4

No. of Attacks Won	1.67	41
No. of Attacks Lost	.67	17
No. of Attacks Contact	.67	17
No. of Attacks Engaged	1.00	25

Average German Advance	.14***
Average American Retreat	.50***
German Factors Eliminated	2.00 10
American Factors Eliminated	.33 7

Overall Ardennes Zone	
US Factors (Available/Attacked)	58/24
German Factors	94
No. of Attacks	19

No. of Attacks Won	10.17	54
No. of Attacks Lost	2.33	12
No. of Attacks Contact	3.00	16
No. of Attacks Engaged	3.50	18

Average German Advance	.34****
Average American Retreat	.66****
German Factors Eliminated	12.17 13
American Factors Eliminated	2.33 10

Notes:

- ¹ Attacks with Exchange or D-Back outcomes
- ² Attacks with A-Back outcomes
- ³ Average number of squares that each German unit could be expected to advance after battle
- ⁴ Average number of squares that each American unit could be expected to retreat after battle
- + The attack on 14/18 was considered to be a 5th Pz Armees operation
- * Based on 8 German and 6 American units
- ** Based on 13 German and 10 American units
- *** Based on 7 German and 4 American units
- **** Based on 28 German and 20 American total units



American —

THE FORCES



German —

In the fall of 1944 the Ardennes sector was a 'quiet' area where American forces were sent for rest and rehabilitation after the fierce fighting along other sectors of the front. In December some four and two-thirds divisions were deployed in the VII Corps area. To the north 1st Army's V Corps was striking at the Wahlerscheid crossroads; to the south Patton's 3rd Army was operating. Between Monschau and Echternach were positioned some 83,000 men, 242 tanks, 182 self-propelled anti-tank guns, and 394 heavy guns. However, these forces were hardly as substantial as the figures indicate:

2nd Infantry: This veteran division was engaged in an assault on the Wahlerscheid crossroads in mid-December. The attacks were ineffective, but bloody. The two attack regiments, the 9th and 38th, suffered 1200 casualties in the 13-16 December period.

99th Infantry: This division, which arrived on the Continent in November, had seen very little action prior to arriving in the Ardennes.

106th Infantry: This green division arrived on the Continent on 2 December and was immediately sent to the Ardennes. It contained a high percentage of America's first batch of 18 year old draftees.

28th Infantry: This division had suffered heavily in the Hürtgen Forest debacle in November, and lost almost 6200 men. It was reassigned to the Ardennes for rest and reequipment.

9th Armored: This was a green, inexperienced, untested tank outfit.

4th Infantry: This division landed at Utah Beach in June and fought steadily throughout the ensuing months. In the Hürtgen Forest it lost 7500 men; on 16 December it was still 2000 men short of its T/O strength.

The German armies in the Ardennes battle were made up of shattered divisions, jealously guarded reserves, and what could be scraped from the bottom of the barrel. Yet, they were to prove to be a deadly capable force. With 250,000 men, 1000 tanks, and 1900 artillery pieces the Germans tremendously outnumbered their American opponents.

6th Pz Armees: The four SS panzer divisions (1st, 2nd, 9th and 12th) of this northern Armees were given priority, and were provided with a full complement of armor; the 1st SS, for example, included 22,000 men, 200 tanks and Corps artillery. The single parachute and four Volksgrenadier divisions ear-marked for the battle were units rebuilt after heavy previous losses, and were of unknown or dubious quality. On the whole, the infantry of the 6th Armees lacked sufficient assault guns, and the panzers lacked trained engineers.

5th Pz Armees: Mantauffel's three panzer divisions (2nd, 116th, Panzer Lehr) only received 60-80% of their authorized armored vehicles; the 116th had 92 Panthers and 47 MkIVs, and the 2nd, rated an elite unit, had 58 Panthers, 27 MkIVs and 48 assault guns. The 18th and 62nd VG, rebuilt from prior fighting, had only six battalions each. The 26th VG, rebuilt from Eastern Front action, was rated high because of a large number of veteran officers and noncoms in the ranks. The two available regiments of the 560th VG (the other was in Denmark) consisted of Norway garrison troops.

7th Armees: Brandenberger was given almost no armor to support his flank attacks. The 5th Parachute was at about half strength with only 10,000 men. The 352nd VG was made up of Luftwaffe and Navy personnel with no ground experience. The 276th VG had been rebuilt after the fighting at Normandy. The 212th VG, rated the 7th Armees' best, had been rebuilt after fierce Eastern Front fighting.

Tournament Play

By Tom Hazlett

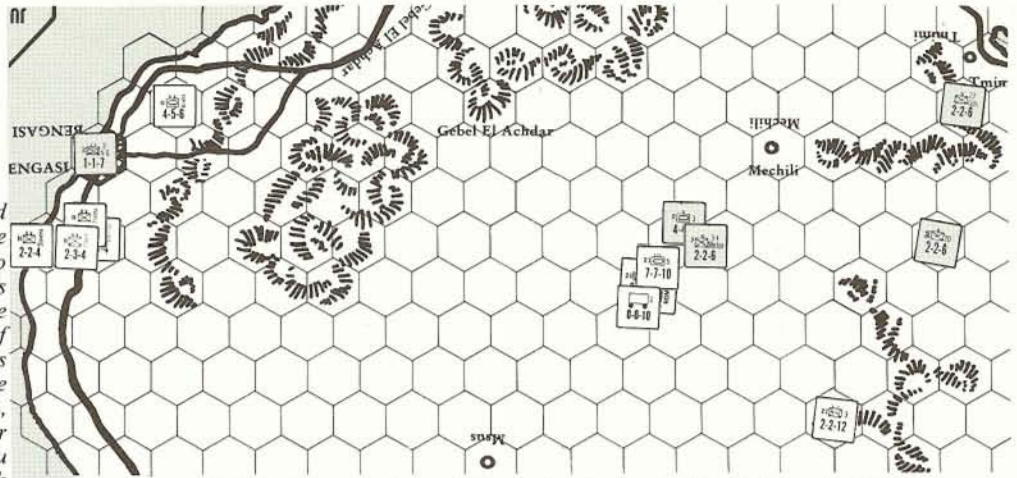
Relatively few wargamers have ever engaged in tournament competition, either face-to-face or through the mails. Tom Hazlett is one who has participated in competition on both levels since the earliest days of the hobby. As such, he is well qualified to speak on the pressures of tournament play. Although PBM tournaments seem to be getting increasingly rare due to the proliferation of new games on the market, conventions are increasing in number every year and often offer organized competition. If you envision yourself in attendance at any such gathering in future years you'd do well to take Tom's advice to heart.

Tom's advice has gained even greater credence due to his recent 1st place finish in the P.W.A. tournament at the Cincinnati Convention last July. Tom's final win in the Championship round came in *AFRIKA KORPS* so his examples are well chosen. For more information on the play-for-pay money tournaments side of wargaming, we suggest you write P.W.A., c/o Harley Anton at his 2313 Wexford La., Birmingham, AL 35216 address.

It has been my observation over the past several years that the style of play in several of the older Avalon Hill games undergoes a subtle but crucial change when playing-by-mail as opposed to their style in face-to-face competition. If we stop to think about it, I'm sure that nearly all of us will notice that the games we play-by-mail to a real conclusion, not just the ones where one player drops out of sight, seem, on the whole, to end in fewer turns than the same games when played in person. There is a simple answer for this phenomenon, the players get impatient. In the "Series Replay" in the November *General* the Russian player sums up this feeling quite well, "I realize my chances of winning are better if I fall back, but would rather win in '41 than '43." The risk of this attitude, as the Russian player found out, was that it tends to keep one from winning at all.

The growing popularity of tournaments has led to an intensification of this attitude; it is no longer mere impatience, but a fight for tournament points which prompts more aggressive behavior in hope of forcing a quick decision. Both face-to-face and mail tournaments often place emphasis not on winning alone, but on winning quickly, as standings are determined on a player's record during a specific time period. Even in tournaments where players participate in one game per round there must still be a time limit for each round. Such time pressures are not likely to have much effect on the Germans in *Stalingrad* or the French in *Waterloo*. Players having sides such as these generally try to end the game as quickly as possible anyway. The nature of some games is such that the longer the game goes on the less likely one side is to win.

What do we do, however, if we are playing a game such as *Afrika Korps* or *D-Day*? If we have the side that's on offense we have a chance for a quick victory, but usually a win requires a long period of effort. If we get stuck with the defense, optimum strategy dictates that we must



APRIL 1: The German, desiring a quick break in the action, has offered the Allied player the "11% gambit". The Allied player quickly responds with the necessary 1-5 soak-off and captures the German Supply unit. If the German does not receive supplies on the next two turns, this action alone will result in a victory.

usually play nearly to the time limit, (38 turns for *Afrika Korps*, 50 for *D-Day*) in order to achieve a victory. Competent play by the offense can usually drag out the game nearly that long. Such a game takes at least six or seven hours in person or over a year by mail. While such a hard-fought victory may be more satisfying personally, it is likely to be costly in a tournament. There may not even be a winner. There is a very real possibility that such a lengthy game will not reach a conclusion but be drawn through the time limit, thus hurting both players. Whether they are consciously aware of this time pressure or not, most players tend to play more aggressively because of it.

For those who would say that unusually aggressive play may be more effective than normal strategy, I can only respond that if that were true, thousands of person-to-person games would have revealed this fact, and it would have become a part of such play instead of remaining primarily true of mail and tournament play. It is true that aggressive action by the normally defensive side can catch an inferior opponent off balance and defeat him in ten turns instead of thirty. It is more probable that such action will result in a fifteen turn loss to an opponent that we might have beaten in thirty moves, and no matter how we look at it, a win is always better than a loss. Aggressive play with the defense may be necessary to win tournaments, but it involves huge risks. An ability to assess the capabilities of our opponent would prove invaluable. In other words, how many openings can we give this clutz before he is likely to spot one?

What can we do about removing this time pressure and returning normal methods of play? For the present there seems to be no answer to tournament games. (For other mail games the answer is, of course, to not lose patience.) The best we can do is realize that this pressure exists and use it to our advantage as much as possible.

I realize that the above discussion has been somewhat theoretical in nature and that terms such as "aggressive play" are rather nebulous. For purposes of illustration then, let us examine a recent tournament *Afrika Korps* game and see what effect time pressure had on the two players.

The German player was far from eager to undertake the typical campaign, with the expensive siege of Tobruch and the long fight down

the coast. He felt that he could win such a game if time permitted and all else failed, yet he resolved to make a strong effort to force an early decision. At the same time he did not wish to go as far as launching a 1-1 banzai against Tobruch except as an utter desperation measure. He also realized that however much he felt the time pressure, the Allied player felt it even more. The nature of the game gives the Germans the initiative and enables them to dictate Allied moves to a certain extent. Thus the Allies can only hope to achieve a quick victory by reacting to an opening left by the Germans. Only very rarely can the Allies make their own breaks. Considering these two factors, the Germans concluded that if they gave the Allies any hope of quick success they would be inclined to take it. For this reason his first move was slightly different than usual. The Italians surrounded Bengazi as always, but Rommel, 21/5, 21/104, and the supply moved to K14, while 21/3 moved to N19.

The Allies now had the problem of deciding whether or not to go after the German supply. Capturing it could prove very helpful if another supply or two were lost at sea early. The German attack would be crippled. More important, if the next two supply units were sunk, an 11% chance, the game would be over immediately. Of course it was likely that both attacking units would have difficulty getting back to the Allied lines. To do nothing at this time would be to concede all the initiative to the Germans. To take action now would seriously weaken the early defense. Still it seemed likely that this was the best opportunity the Allies would have. Accordingly the first Allied move was 9A/20 J19, 7/31 mtr. J14, 2/3 J14, 22 Gds. G18, all others at sea. The armor captured the supply while the infantry was retreated to I12 after a 1-5 soak-off.

The German player was elated at the Allies' move, though the result of the soak-off was a disappointment. It made the task of surrounding the armor more difficult. Nevertheless he felt certain that he could prevent them from escaping, and without these two strong units the Tobruch defenses should fall much earlier, and with fewer casualties, than usual. Losing one supply unit for the opportunity to isolate these units was certainly worth the gamble, providing that he received supplies on the next few turns. This was the risk he had taken in order to shorten the campaign. The German April II

move was Rommel—E6, 21/5-G15, 21/104-K18, 21/3-N20, Ariete-H16, Trenta—G3, Bresica—G8, Pavia—D12, Bologna—I3, supply—I3.

The first part of the German gamble paid off, as they received a supply. The Germans decided that the escarpment positions were more important than isolation of the Allies in their rear. Accordingly the 21st division moved to take the heights, while the Italians blocked the coast road.

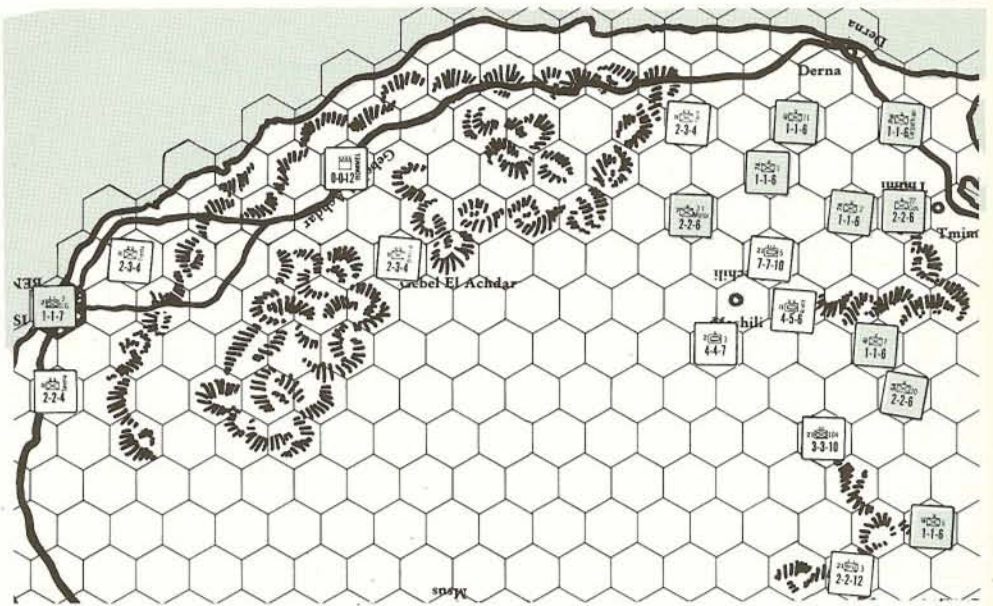
The Allies decided to continue their aggressive play. Rather than trying to escape to the south or heading toward Tripoli to disrupt supply lines, they headed toward the surprised Germans and isolated their armor. Positions were: 41/5-M21, 41/7-I18, 41/11-D14, Pol/Carp-D16, 7A/2-F16, 9A/20-J19, 7/31mtr-F13, 2/3-I15, 22gds-F17.

Many German players might have panicked at this point, but after rolling for, and receiving his May I supply, this player felt confident. With no supply worries and the arrival of the Fifteenth division he knew that he would shortly be able to bring great pressure to bear on the Allied line. Meanwhile, his May I move put the Allies in an almost hopeless position. Ariete and 21/5 switched positions to give the latter more mobility, 21/104 moved to J17 to prevent 2/3 from covering the gap in the escarpment, 21/3 moved to L19 to cover the flank. Bresica moved to H13 and 15/33 to K15, isolating 2/3. The rest of the Fifteenth arrived at J12 while Trenta and Pavia were stationed at D12 and Bologna at C11.

The Allies were in a dilemma. A counterattack on 21/104 stood little chance of success. An unsuccessful attack would enable the Germans to take Tobruch immediately. On the other hand, they lacked sufficient manpower to form



MAY I: The German move puts the Allied player on the horns of a dilemma ensuring his eventual defeat unless he wins a chancy low-odds attack on the 21/104. Note that the German could have placed Bologna at X and encircled the British 7/31 Motor as well but he correctly opted for the more aggressive move, realizing that he couldn't afford to starve the 7/31 Motor into submission.



APRIL II: Fate is kind to both players; allowing the British 7/31 Motor unit to escape the soak-off unscathed and providing the German player with his second Supply unit. Both players respond

with surprising moves; the German ignoring the bypassed British units to take up positions on the escarpments, and the Allied player surrounding the heavy Axis armor with those same bypassed units!

much of a defense. After deliberating, they decided that even a successful attack would leave the victorious troops exposed and put three factors each on G18, I19 and J19, and one on K20.

On May II the Germans wiped out I19 with a 4-1 and forced a retreat from J19 with a 3-1 while both units in the rear were surrounded. The Germans had accomplished their goal. With only 7 factors left for the Allied defense on June I the Germans were able to surround Tobruch and start down the road to Alexandria before the Allies could set up a defense at the K34 pass. The game was not over of course, but the German position gave them a tremendous advantage, one which should provide a win before 1942.

The Allies had played the game exactly as the Germans had hoped they would. The Allied April I move was actually a fairly good risk for the Allies. Anytime the Germans are left with no supplies they are in a precarious position, and they might have been a bit too generous in offering it on the first turn. If they had not received supplies on each subsequent turn, they might have had difficulty mounting the attacks on May II—June I, not to mention the 11% chance of losing the game immediately. It was the April II move which really undid the Allies, and it was just such a move that the Germans had gambled that the time factor would pressure the Allies into making. The British armor would have been much better off running south with the infantry either following it or heading toward Tripoli. The armor might have escaped, or at least diverted heavy German units to the south to trap it, while the infantry would have disrupted supply lines or tied up the Italians. Instead they tried to isolate the German armor, an almost hopeless task because of the Fifteenth division, but it was one last try at a quick knockout, which served only to hasten the end for the Allies.

In the final analysis neither side played poorly, but it is unlikely that either side would have taken some of the risks they did, had they been given unlimited time. They both felt that such play was advantageous in this case.

To what extent this type of play is advantageous in other games depends on how much it alters the chances of eventual victory. If the chance at a quick win seems to worsen the overall chances slightly, as both the *Afrika Korps* players felt, then this chance should probably be taken in a tournament game. Obviously this should end the debate about whether to defend the beaches or form a river defense line in *D-Day*. The former gives a chance at a quick tournament win, the latter gives all the initiative to the Allies. Whether the Prussians should attack early in *Waterloo* is a more difficult question. Such policy usually proves disastrous for the Prussians. On the other hand it might catch the French off guard. If several French cavalry units can be eliminated the French will be hard-pressed to find units for soak-offs. The likelihood of success depends on the individual game.

Of course there are many other games where play may be affected by time pressures. The *Afrika Korps* game was merely meant to illustrate in what specific ways these pressures can have an effect. The *Waterloo* and *D-Day* examples were merely two of the more obvious examples of how these pressures apply to most games. To what extent they affect the individual gamer is, of course, his decision. I am merely asking that a player, when participating in a tournament, or any mail game, recognize that these pressures exist and may have an effect on the play of his opponent if not himself, and that he should consider this effect and take full advantage of it when playing.



PANZERNACHT

Night Panzerblitz Rules

by
Robert D. Harmon

Robert Harmon is presenting another in the never-ending series of moderated PANZERBLITZ variants to appear in the GENERAL. However, PANZERNACHT is one with a definitely new twist: it simulates night warfare — not just the 'fog of war' and offers PANZERBLITZ fanatics a chance to really be in the dark.

Mr. Harmon received considerable help in the development of the system. Chief among the contributors was CPT C. W. Kilehua who originated the concept and added his combat training and experience. Also, deserving literary kudos are Messrs. P. Idiart, W. McNeal, and Andrew Tegl. Last but not least in the credits dept. is Tom Oleson whose "SITUATION 13" which appeared in Vol. 8, No. 1 and 2 of the GENERAL originated the "unit-value" system utilized in this article and which still serves as the bible for enthusiasts who devise new PANZERBLITZ situations.

I. SETUP AND PROCEDURE

PANZERNACHT requires three players: the two opposing players, and a moderator. Additional players can play on either side as desired.

The game is set up as follows. Each player sits opposite the other, each with a complete game-board. The two boards are separated by a screen. The moderator sits so he can see both boards. Once the game is started, neither player can see the other board. NOTE: PANZERNACHT requires TWO PANZERBLITZ games.

II. MOVEMENT

Movement is as specified in PANZERBLITZ rules, with these additions:

— Each player, on his move, fires his units ONE AT A TIME, watched by the moderator. The player then moves his pieces ONE PIECE AT A TIME, for ONE HEX AT A TIME, watched by the moderator.

— The moderator is to STOP a moving unit when it enters an enemy-held hex. The moving unit is moved to the adjoining hex from which it tried to enter the enemy hex. That piece's move is ended.

— If the enemy-held hex is in open or hilltop terrain (as per PANZERBLITZ over-run rules), the player can ask the moderator if an over-run can be executed. If the moderator sees that there

are no obstacles in the hex and no enemy units behind (directly on the other side) that hex, the moderator can say yes.

— All fire and all movement is irrevocable; once done, no action can be taken back. This applies to each hex of movement.

III. LINE-OF-SIGHT AND ILLUMINATION

No unit can see outside its own hex unless "daylight" conditions are created by artificial means. Line-of-sight is only considered when the target is visible.

Units can create illumination as follows:

— SPA units, 120mm mortars: a 19-hex area consisting of the hex of impact and an area 2 hexes in every direction.

— 81mm, 82mm mortars: a 7-hex area consisting of the hex of impact and an area 1 hex in every direction.

— all other units: 1 adjoining hex.

A mortar or SPA unit firing illumination does so instead of its normal fire or movement capabilities. Other units can fire* and move or shoot.

Illumination can be fired before other shooting, and can be used to illuminate that turn's targets. Units revealed by illumination can be fired on that same turn.

Illumination can be fired at any hex within the firing-unit's range, regardless of LOS (unit fires using map coordinates).

Illumination does not automatically reveal units in town or woods hexes (as per PANZERBLITZ Spotting Rules).

Illumination lasts only during the player's half of the turn.

The enemy is to be told the location and extent of each illumination, and any friendly units revealed by it, as well as his own.

Wreck counters permanently illuminate the hex they are in.

IV. NOISE

A player is to be told (by the moderator) of all gunfire, vehicular noise (only armored cars are silent), and land-mine or internal explosions caused by enemy units, and their general location (within 20 hexes) indicated.

V. FREE FIRE

At any time during the firing portion of his move, a player may elect to engage in FREE FIRE. Basically, he can fire into any hex within range and not obscured by standard line-of-sight considerations (as in normal PANZERBLITZ). He does not have to have seen enemy units there; all he needs is to suspect them.

Only H, M, or I units can engage in FREE FIRE.

Armored (does not include half-tracks) targets in a Free-Fire zone are IMMUNE to Free-Fire. Units riding on armored vehicles ARE NOT.

Armored units can only be fired on by a player if they are SEEN (illuminated).

Moderator does not announce any targets caught by FREE FIRE; he merely declares odds and announces result. (Dead, dispersed, or unhit ONLY — casualties are never revealed. Moderator CAN announce secondary explosions or fires.)

Odds and terrain effects in FREE FIRE are the same as in a normal attack.

VI. ORDERS OF BATTLE

PANZERNACHT can be played with standard PANZERBLITZ scenarios.

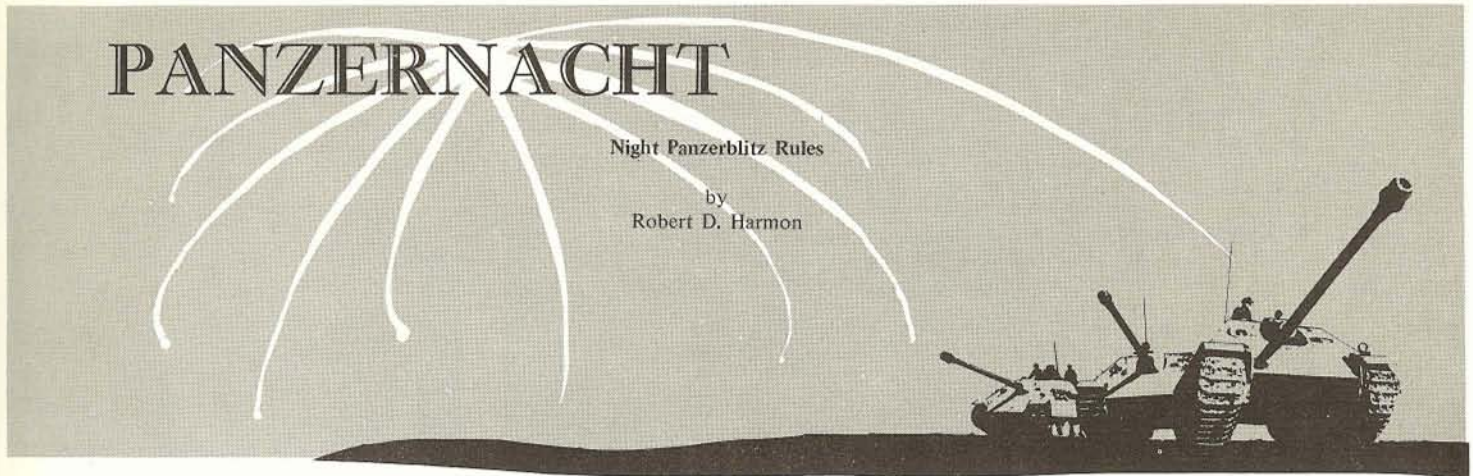
If players elect to use self-made OBs, they are to organize their forces as follows:

— each player is limited to a total of 1150 points, as indicated by the point-value charts.

— no less than 825 of these points must be made up of the Battalion, Regiment, and Brigade level units listed. The extra 325 points can come out of the smaller units in any configuration the players desire. Unit and counter organization within these restrictions is up to the players.

Under this system, the game lasts 11 turns. Objective of each side is to have the most number of units at the end of the game. Board configuration can be decided by mutual agreement. Either, both, or neither side can start on board, depending on players' desires; if both sides start on the board, it is suggested that Route 61 be used as a FEBA, with opposing players facing north and south; or, the center board can serve as an initial "DMZ" with each player on the eastern and western boards.

*illumination flares



PANZERBLITZ UNIT POINT-VALUES:
Platoon and Company level

GERMANS:		ARTY:		SOVIETS:	
50mm AntiTank	9.5	12.7mm MG	8	45mm AT	8
75mm AT	11.5	57mm AT	9.5	76.2mm AT	10.5
88mm AT	21	76.2mm hwtzr	8.5	122mm hwtzr	31
20mm AA	8	82mm mrtr (mot)	11	82mm mortar	11.5
20mm/Quad AA	13	120mm mortar	24		
75mm howitzer	9				
150mm hwtzr	18				
81mm mortar	11.5				
120mm mortar	19.5				
INF:		INF:		CP	
Engineers	18	Engineers	16	CP	5*
Security	9	Recon	9		
Rifle	16	Rifle	23		
SMG	14	Guards	26		
CP	5*				
TRANSP:		TRANSP:		Cavalry	
wagons	4	wagons	4	Cavalry	20
halftracks	14	trucks	7		
trucks	7	halftracks	12		
AMD CARS:		AMD CARS:			
Puma	28	234/4	38		
234/4	38	234/1	23		
234/1	23				
SPArty:		SPArty:			
Maultier	70				
Wespe	69				
Hummel	86				
Aslt Guns:		Aslt Gun:			
GW38	27	SU152	68		
Wirblewind	33				
StuH 42	40				
TD's:		TD's:			
Marder III	35	SU76	35		
StG III	40	SU85	45		
Hetzer	38	SU100	47		
JgPz IV	45	JSU122	49		
Nashorn	54				
JgPz V	56				
JgPz VI	57				
TANKS:		Tanks:			
Lynx	22	KV85	46		
Pz IV	38	T34c	37		
PzV	50	T34/85	44		
PzVIa	47	JS2	46		
PzVIb	54	JS3	52		

* CP's are worth 5 only when used under Indirect Fire rules. If no Indirect Fire rules are used, or if the Experimental IF rules are used, CP's are worth 1 point.



COMPONENTS: 100+ player counters; 24 page rule book; 16" x 22" full color mapboard; two sets of defense cards; scorepad; 2 dice, pawns, chips, etc.

COMPLEXITY RATING: Intermediate III

GAME LENGTH: 1½ - 2½ hours

PRICE: \$10; available both retail and direct from Avalon Hill

INNOVATIONS: Color-coded defense cards which actually show the result of every play
Color-coded shooting chart which resolves success of shot, fouls, rebounds, and blocked shots with a single die roll
Two dice system which provides dozens of possible outcomes for each type of shot

STRONGPOINTS: The Passing Matrix provides the same concise, enjoyable, all-skill base as does the play chart in all-time favorite *Football Strategy*. Advanced, Tournament, and Campaign Game rules allow players to play increasingly complex and realistic variations if they choose. An extensive set of league rules provides for the drafting of college stars, retirement, injuries, etc. The game can be as playable or as realistic as the players choose, dependent on the version played.

DRAWBACKS: No PBM possibilities
Game tends to take a long time to play until players get accustomed to the system
Strong reliance on dice; however the very frequency of their use decreases the luck element; increasing emphasis on the Passing Matrix and lineup matches to provide the skill factor.

DESCRIPTION: Coaches pick their lineups from identical teams (different compositions are possible in the Campaign Game) and position them in offensive patterns on the playing board. They then secretly select a defense card against the expected offensive pass pattern of the opposition. Depending on the success of their pass, players can then choose to shoot, adding various adjustments to their dice roll on the shooting chart which automatically registers their success or resulting rebound.

RECOMMENDED: For all basketball enthusiasts who prefer games of skill to games of luck.

PANZERBLITZ UNIT POINT-VALUES:
Battalion, Regiment, and Brigade level

GERMANS:		SOVIETS:	
Unit	Point-Value	Unit	Point-Value
Fus	Fusilier Company 55.5	Rifle Battalion	80.5
"	Infantry Battalion 189	Motorized Rifle Battalion	123
"	Motorized Infantry Battalion 282	Motorized SMG Battalion	120
PzG	Armored Infantry Battalion 432	Recon Battalion	69
"	Tank Battalion 407/527*	Motorcycle Battalion	76.5
"	SS Tank Battalion 489/633*	Rifle Regiment	340
"	Reconnaissance Battalion 326	Guards Rifle Regiment	380
"	InDiv/Anti-Tank Battalion **165.5/161.5	Anti-Tank Regiment	105
"	Mobile Div/Anti-Tank Batt. 260.5	Cavalry Regiment	134.5
"	Assault Gun Battalion 200	SP Artillery Regiment	189/193*
"	Flak Battalion 140	Motorized Rifle Brigade	586**
"	Infantry Regiment 441.5	Mechanized Rifle Brigade	772**
"	PzG Div/Motorized Infantry Rgt. 919/559+	Tank Brigade	306.5
"	Pz Div/Motorized Infantry Rgt. 651/505+		
"	Armored Infantry Regiment 802/748+		
"	Tank Regiment 967		
"	SS Tank Regiment 1143		
"	SS Armored Infantry Rgt. 1103/760+		
"	Assault Gun Brigade 414/334+		

* Points shown are for units equipped with 2 SU85s and 1 SU152; second figure shown if for units equipped with 2 SU100s and ISU152.
** Can be achieved only when using two sets of counters.

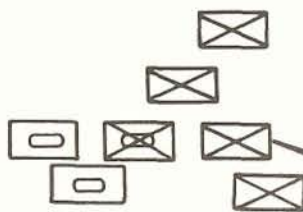


BASKETBALL STRATEGY

A BEGINNER'S PRIMER ON WARGAMES

THE PRINCIPLES OF WARGAMING

by Alan Augenbraun



Alan Augenbraun, an old hand on the wargame scene, has provided us with a nuts and bolts approach to strategy and tactics as they are presented on a gameboard. Of little interest to the experienced gamer, Alan's article could be an invaluable aid to those of you newly initiated to the art. His translation of military jargon into usable gameboard talk could provide the initial lesson that will eventually result in the evolution of another top-notch player.

PART I: STRATEGY

The martial arts of strategy and tactics were conceived, not for the benefit of us "armchair commanders" and our wargames, but for the desperate clashes of real armies and naval fleets. Despite this unassailable truth, there are many wargamers who have attempted to apply the "letter of the law" of military science to our own battle simulations. In various wargaming magazines, they have written articles which quoted from U.S. Army field manuals, officers' training school lectures, and the standard military classics from Clausewitz to Liddell-Hart. However, the majority of these articles simply listed various principles and axioms; they made very little or no effort to apply these principles to wargaming.

Notwithstanding the authors' claims that the principles set forth in their articles were vital to victory on the battleboard, it seems inane to simply assert that all rules of real combat can be applied to games where reality is just barely represented. What is needed is a suitable set of broad principles which are indeed drawn from military science but which are also lucidly applied to wargaming. It is not enough to quote impressive military jargon and terminology. Each term and concept used must be defined, explained and applied to wargaming, and that is exactly the intent and purpose of this article.

To begin with, it is first necessary to understand the goal of any game, i.e., the victory conditions for either side. Keeping this goal in mind, you should decide whether an offensive or a defensive stance would best achieve victory for your side. Usually, if the victory conditions require positive action such as the capture of one or more geographical objectives or the elimination of enemy units, then an offensive stance will be required. If the victory conditions require negative action such as the avoidance of an opponent's victory, then the defensive stance of prevention and delay will be in order.

Occasionally, there will be a game where the victory conditions require a combination of stances. In the early stages of such a game, one particular stance will be necessitated, but as the game progresses, the introduction of certain factors into the game may alter the existing situa-

tion, causing a corresponding change in stance. STALINGRAD is a good example of this type of game. At first, the Russian can only defend against the massive onslaught of the Axis armies. Later in the game, the circumstances change. With his depleted forces being rapidly rebuilt by an ever increasing replacement rate, the Russian can shift to an offensive stance against the now weakened German.

Once a stance is decided upon, the next step is to formulate a strategy. Strategy is defined as the overall plan for achieving the goal set by the victory conditions. The strategy should be a very general outline of the steps to be taken on the way to victory, and its overriding purpose should be to defeat your opponent or force his surrender as soon as possible. If you destroy his ability or will to continue the fight, the game and victory are yours. To accomplish this purpose, your strategy must have two aims: (1) to threaten or attack your opponent's lines of communication between his forces at the front and his source of supply and reinforcement, and (2) to disrupt the coordinated activity of your opponent's forces by cutting their lines of inter-communication.

Implementing the strategy itself entails several things, the first of which is having a clear understanding of the objective you have set for yourself. You must be fully aware of precisely what you intend to accomplish. Of course, simply knowing what you are after is not enough; you must also know how you are going to get it. Waging even a simulated battle without any plan or system in mind is haphazard and dangerous, and it will prove disastrous to your effort in short order. The objective, then, must be clearly established, and you must ensure that the steps in your strategic plan will lead to fulfillment of that objective. You should adhere as closely as possible to your strategic plan until you either triumph or see that it definitely will not succeed. In the latter case, you will have to reevaluate your strategy and arrive at a new plan. Although it isn't advisable to "change horses in mid-stream," that alternative is certainly preferable to sinking in the stream with the first — and now useless — horse!

The second aspect of strategy implementation is that you must always take full advantage of the forces available to you. Not even one combat factor should be wasted when it could be more profitably used elsewhere. This principle is known as *economy of force*.

The third concept is *mobility*. You should always strive to have the various segments of your forces in contact with each other. It will often be necessary to shift units from one area to another on short notice, and this interforce mobility may prove vital and decisive.

The last item in the realm of strategy is *security*. No matter what type of action you are planning or executing, it is essential that the flank and rear areas of your force be protected from attack or counterattack at all times. This would involve security not only against direct assaults on your units, but against strategic countermoves designed to isolate your forces. Considerable attention should be given to anything which might hinder the offensive's momentum or debilitate a defense. Thus, such factors as replacement rates, arrival and position of reinforcements, air power, supply, amphibious and airborne operations, etc., must be weighed in terms of their possible effect on the chance of winning the game. Appropriate countermeasures should then be taken.

Before concluding this discussion of wargaming strategy, I have two final comments to share with you. First, you may have noticed that a proportionately greater number of "perfect plans" have been written for those sides which take the offensive in a wargame, e.g., the German sides in BATTLE OF THE BULGE and AFRIKA KORPS. This is due to the fact that it is usually easier to devise a strategy for an offensive stance than it is for a defensive one. In the offensive, possession of the initiative gives that player a degree of control over the defending player's reaction. Advance plans can then be devised with relative ease. A look at AFRIKA KORPS, where the German side has the initiative, will illustrate this point. By executing simple maneuvers through the desert, the German completely controls the British reaction and can even predict with accuracy the new British positions for each coming turn. The British player, on the other hand, is completely at the mercy of the German's whim. To some lesser extent, of course, the defensive stance also engenders some control over an opponent's moves, but since the attacker usually has many options from which to choose, attempting to cope with each can make long range defensive planning a difficult and complex task.

My second point — and this cannot be emphasized enough — is that neither offensive nor defensive strategy should be minutely detailed. In the game of Chess, it would be considered foolhardy and suicidal to adhere to a pre-formulated series of moves. Since just one move by the opposing player can "throw a wrench in the works," it would be futile to draw up such a plan. In wargaming, too, just one opposing move can blunt an offensive or irreparably pierce a defensive line. It follows then that an overly detailed strategy in a wargame is likewise a futile and wasted effort.

PART II: TACTICS

Every successful combat mission, both in reality and on the wargaming board, must entail two distinct stages: planning and operations. As discussed in the first part of this article, planning (or strategy) involves a knowledge of your goal and the devising of some scheme by which you will attain that goal. Once these are established, you are ready to enter the operational stage of your wargaming mission, and that brings us to the realm of tactics.

If we consider strategy as the end, tactics can be regarded as the means. In other words, tactics involve the execution and realization of the steps outlined in the strategic plan.

Basically, wargamers have four tactical options in two categories which are open to them for every unit and turn. In the category of offensive tactics, the options are the attack and the advance. In the category of defensive tactics, there are the hold and the retreat. Before moving each unit, you should consider which of these four options would best serve your strategic purpose and, having made that decision, whether that particular option can indeed be carried out.

THE ATTACK

In general, the attack option involves the use of a superior force against a vulnerable point in the enemy line. Tactical attacks will fall into one of these categories: (1) the penetration, (2) the envelopment, (3) the turning movement, and (4) the pursuit.

In the *penetration*, the object is to break the enemy's line at a selected weak point. This will enable you to reach the enemy's rear and threaten him with encirclement. In such a case, a wise opponent would do well to withdraw, and his line will consequently collapse.

The *envelopment* also aims at threatening encirclement and causing a collapse of an enemy line, but it is done in a manner less direct than that of the penetration. In the envelopment, your forces would execute an "end run" around one or both of the enemy's flanks, which are usually more vulnerable than the center of his line. You avoid the heavy losses that sometimes accompany the frontal penetration, and you gain the tactical advantage nonetheless.

There is an inherent weakness in the envelopment tactic. While you concentrate on the enemy flanks, you are also weakening the center of your own line, thus inviting a possible penetration counterattack by your opponent. The solution to this is the *turning movement*, a kind of hybrid offspring of both the penetration and the envelopment. Again, the aim is to assault the enemy's flanks and threaten encirclement of his line, but in the turning movement, you also deploy a holding force in front of the enemy. With counterattack unfeasible, your opponent must fall back.

The last category of attack is the *pursuit*. Here, by steadily exerting direct pressure against a withdrawing enemy force or by continuing to threaten encirclement, you literally chase your opponent's force as it retreats.

Whatever attack is used, a careful analysis of the specific battle options should be undertaken. You will have to decide which odds to use to achieve the tactical objective you have set for yourself.

THE ADVANCE

When units move towards the enemy line, they are conducting an advance, and although it does not involve combat, the advance is nevertheless considered as an offensive in nature.

No unit should advance merely for the sake of moving forward; an advance should be made either to seize territory necessary for the strategic goal or to deny your opponent any terrain which he might possibly employ to further his own aims. The advance also serves to threaten your opponent's forces with an attack or with isolation. Whatever the case may be, you should bear in mind that advancing units should be secure.

THE HOLD

It is often necessary to gain time in the wargame. At such times, the hold is the tactic usually employed. The hold can be broken down into three types: (1) the crust defense, (2) the defense in depth, and (3) the mobile defense.

The *crust defense* is a thin defensive line with little or no reserve units to support it. It is used — in desperation — to guard rivers and coast lines, but it is extremely vulnerable to penetrations and flanking maneuvers.

The *defense in depth* is far superior to the crust defense for when sufficient manpower is available, it provides not one but several defensive lines which must be penetrated by your opponent. Consequently, breaching the defense in depth is far from an easy task.

The mobile defense is like a crust defense, but it provides a reserve force of no meager proportions. When a penetration is made, the flexible reserve force can counterattack when your opponent's forces are least prepared to resist.

THE RETREAT

When no other tactical option exists, you can always take consolation in the retreat. Here too you can do one of two things: (1) run flat out for the nearest cover and attempt a reorganization of your forces, or (2) execute a delaying action to gain time. The delaying action will consist of defensive lines designed to temporarily hold off the enemy advance. When the attacker is poised to strike on his next turn, the units in a delaying action — unlike the defenders in a hold situation — will simply withdraw to a new line far enough from the enemy to prevent an attack but close enough to require his redeployment.

This concludes my discussion of tactics and with it, my ideas on wargaming principles. Remember that wargames are nothing more than combat *simulations*. As such, they are automatically removed from most laws and theories which govern the battlefield. In this article, however, valid principles and applicable alternatives have been presented. These can be used to varying degrees of finesse by all wargamers. It is my contention that the proper application of all of these principles will result in more and more victories and a greater enjoyment of wargaming.

THE STATE OF THE ART IN 1974:
DESIGN PHILOSOPHY

By Randall C. Reed

DESIGN CREDITS: *RICHTHOFEN's WAR*
1776 and miscellaneous 'assists'

It was with chagrin that I read the first 'reviews' of *1776* that appeared in a few professional, semi-professional, and amateur gaming magazines. To say the least, they were unique. For the first time, 'reviewers' were not even bothering to take the shrink-wrap off a new game before dissecting it, but were going 'straight to the horses mouth', as such, and printing reactions to first-prototype playtests. This seemed no more relevant than a Broadway theatre critic dropping by a playwright's apartment, listening while he recites the script to a new play, and on the basis of that, writing a review that hits the street the day before the show opens. Moot though the point may now be, my first reaction was, "yellow journalism has arrived to the gaming hobby." Dancing in my head were visions of future fan 'zine headlines reading, "I WAS ASSAULTED AT A NYC GAME ORGY!" or "NEW REGIONAL CLUB EXPOSED AS COMMIE FRONT!!", etc., etc. Was the hobby experiencing the vanguard of the Era of the Tabloid?

Probably not. What has arrived, however, is a certain amount of (now-fashionable) 'radical-chic' exposition to gaming publications. Increased sophistication has created a desire for more candid and critical editorial styles relative to new trends and products within the hobby. Years ago (well at least six or seven, anyway), reviews of then-rare new game releases consisted of mono-syllabic platitudes and little constructive analysis. "*Its got a good beat and its easy to dance to, I'll give it a 95*" could have passed just as well. Today, that is not the case. The gaming fraternity is vastly more knowledgeable and critical. Criticisms, for the most part, are more subtle and refined. From cover art to type style, the game designer must consider every aspect of his product with an eye to taste, credibility, and validity.

This is quite unusual since, after all, we are only talking about parlor games . . . Are we? Simulation (war—, conflict, historical simulation, etc., etc.) games are like no other kind of games. In the realm of games they are to other games what *War and Peace* is to the Classic Comic Books. Most of them have a firm foundation in historical reality. As with books, they have style, tempo, story line (historical situation), and structure. Good wargames are structured as are good novels, plays, or films. They have a presentation (starting situation), antagonists and protagonists, character conflicts, climax (game turning point) and an anticlimax. Yet they also include something books or plays do not, — active participation and modification by the players. Simulation games emerge as something much more than games. Perhaps they are a new literary form. Yes, literary. For what transpires in a wargame is fiction after the first move no matter how solid the historical-technological foundation. Just as



DESIGN ANALYSIS



Rabble in Arms is a novel supported by in-depth historical research, an historical simulation game ceases to be a recitation of history as soon as the participants interact in the game system. Instead of passively observing the actions of the characters, the players, as characters, create their own actions.

Every so often, books are published in the genre of "What Would Have Happened Had the South Won the Civil War?", or "The Invasion Of England". These books attempt to pick up where history left off and create fictional chronicals based on historical probability and projection. Wargames do the same thing. Yet, what separates them from books is the element of player interaction. It is important to emphasize that it is not one player, but two players at cross-purposes that create interaction. The quality of a game is often measured by the quality of this type of interaction. This is where designing becomes a deliberate process outside the realm of historical research. Here is where the sterile facts and figures take on dimension as the designer molds them to his own purposes in creating a conflict situation. This area is also the heart of the largest philosophical argument in wargaming; playability versus historical realism.

Games are historical fiction. Good games allow players to apply their own personalities and prerogatives to the fiction they are creating. To accomplish this, good games allow players the opportunity to reflect their own personalities rather than repress them. Under this definition, the philosophy of good game design takes the players into consideration as tangible elements of the design. Obviously, to this designer, playability (and by corollary, the game player) is the most important consideration. The opposing school of thought places the highest premium on maximizing the historical premise (and, by corollary, outcome) of a game. The historical realism/accuracy philosophy requires that players be reduced to the status of 'operators' pressing buttons or pulling levers to make a complicated machine go through its motions. The smart player playing the side that historically was led by a stupid commander must be made stupid (handicapped) to allow the historical model to work as it was designed. This may make a good history lesson, but it does not make for a good wargame.

In truth, most of the 'white elephant' game designs published in the last few years come from the 'historical accuracy' school. This is not surprising since it is only by chance that a game designed from this viewpoint would have good playbalance, playability, and be interesting to both sides. They were not designed to be good games. They were designed to be good historical

lessons. The problem is, like any lesson, it can get pretty boring after the first few classes. After the lessons are learned, then what?

Historical accuracy proponents point to games like KRIEGSPIEL, TACTICS II, and GUADALCANAL, to show the alternate outcomes under a 'playability' philosophy. 'Playability', they maintain, means designing a game with only a cursory grounding in the history of the subject matter a game concerns. This is untrue. The difference in the two schools of thought lies in what is done to the design AFTER the historical research has been completed. It is at this point that games are DESIGNED. 'Historical accuracy' means the research information is transferred to the game and the game must follow that path regardless of the fact that the value of player interaction may be reduced in order to fit more historical mechanisms in the game mechanics. 'Playability' designers attempt to create games that allow players to inject their own personalities and psychologies while still keeping intact the historical context and flavor of the conflict in an accurate fashion. The differences in methodology are ones of degree, for the most part, not in approach.

The philosophy one enjoys seeing applied to a game is a matter of personal taste. To some, 1914 is still the last name in hardcore wargaming. As of this writing, it looks as though the pendulum is swinging back towards a preference for the 'classic' Avalon Hill-type game. Why? Perhaps because experiments in designing ultra-complex, rigid historical simulations were just that — experiments. The real attraction to wargamers, it seems, is still the mind-to-mind competition offered by historical GAMES designed for game players.

Is this surprising in view of the aforementioned sophistication of the present day game player? No, because this is not a case of technology taking a giant step backwards, but rather a case of technology being re-directed towards the critical elements of game interaction and game mechanics. Research has always been research. It has been a question of amount when comparing earlier games with present-day designs. The real innovations have been in game structure, format, and scope. The results should create products that are fast moving, exciting, and comprehensive.

This is the design philosophy Avalon Hill has committed itself to and will continue to strive towards. Painstaking historical research will be present in all AH games, but not at the price of sacrificing player interest and excitement. We

will attempt to build flexibility into games to give the game buyers durable, lasting products that do not play themselves out quickly. Avalon Hill games are and will be checked, tested, and double-checked to guarantee the gamer receives a finished, polished product. We will never use paying customers as experimental subjects to test half-finished games. This we will do at our own expense. Finally, we will not play God with the wargaming fraternity. We will not pretend to know all the answers, claim responsibility for all game innovations, or produce all the constructive criticism. Realizing that we live in a glass house, we will try to maintain a sense of perspective. We will break our figurative backs to make EVERY AH game as good as we can possibly make it.

This essay opened with a whimsical knock at game reviewers; a dangerous exercise for a designer. At its heart, however, was a serious word of caution to game reviewers and review-readers alike. A game may not be to your personal taste and still be a valid, well-executed design. A few bad reviews won't hurt Avalon Hill, but could murder a few of the smaller, still struggling companies. The truth is, that anybody, but ANYBODY, can become a game reviewer by simply mailing a review to one of the numerous article-hungry gaming publications. 'Filler copy', the bane of all periodicals, will always be in demand. When it is of such corrosive, inaccurate, irresponsible content as has appeared of late, it damages the hobby and speaks ill of any editor who would use it. Let this end with a call for responsible hobby reporting; enough is enough.



PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in *your* game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for \$4.50 postpaid and includes enough materials to play virtually dozens of games, including addendum sheets which list official grid-coordinates for those games not already possessing them and special charts and CRT's for postal play.

Kits are available for the following games:

- | | |
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| * AFRIKA KORPS | * KRIEGSPIEL |
| * BLITZKRIEG | * LUFTWAFFE |
| * BULGE | * 1914 |
| * D-DAY | * PANZERBLITZ |
| * GETTYSBURG | * STALINGRAD |
| * GUADALCANAL | * WATERLOO |



COMPONENTS: 32" x 22" mapboard; 560 unit counters representing the naval, air and ground forces of six major powers and 13 minor countries; five Scenario cards; and a 48 pp combination Rulebook and Designer's Notes Manual.

COMPLEXITY RATING: TOURNAMENT IV
GAME LENGTH: Campaign Game — 8 to 12 hours; 1939 and 1942 Scenarios — 4 to 6 hours; 1944 Scenario — 2 to 4 hours.

PRICE: \$10.00 plus postage coupon; available both mail order from Avalon Hill and in retail outlets.

INNOVATIONS: An area and hex movement and combat system



A Breakthrough-Exploitation Phase which vividly recreates the effects of armor warfare in WWII. An economic framework which controls the participants' warmaking capability.

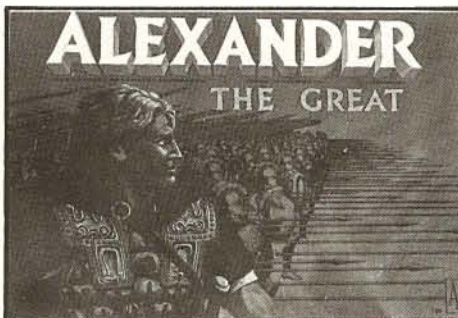
A multi-player Diplomacy version for up to 6 players

STRONGPOINTS: Smoothly encompasses land-air-naval combat in one design

DESCRIPTION: *THIRD REICH* is played in seasonal turns of 3 months each. The Campaign Game is 24 turns long, although it can end sooner if either side has outstanding success in the early going. There are 3 scenarios — taking their names from the years in which they start; i.e., 1939, 1942, and 1944. The first two are 12 turns long, and the latter may range from four to nine turns — depending on when the Allies reach Berlin. The game is on a Corps-level although the number of units has been reduced to lower the piece density.

THIRD REICH is, at one and the same time, both an historical simulation and a good game. That is to say that although the better player(s) will generally win, it is faithful to history. There are no artificial rules forcing players to do what their real-life counterparts did. They are free to invade neutrals, or invoke the alliance of Spain or Turkey, or a multitude of other possibilities. Yet surprisingly enough, most games tend to run remarkably similar to events in the actual war. The game has endless options and counter-options and has a very high skill level; wherein a single misplaced unit can change the destiny of Europe. The Campaign Game is not so much a game as it is an experience. Many of our playtesters have told us they would rather play it than any other game.

THIRD REICH



COMPONENTS: 22" x 28" mapboard; 90 unit counters representing formations of Greek, Macedonian, and Persian infantry, phalanx, cavalry, mercenary, archer, javelin, elephant, and chariot units; 24 pp Battle Manual; and CRTs.

COMPLEXITY RATING: INTERMEDIATE II
GAME LENGTH: 1½ to 2½ hours

PRICE: \$8.00 plus postage coupon; available mail order only from Avalon Hill

INNOVATIONS: Morale rules which utilize four separate CRTs to faithfully recreate the most important aspect of Ancient warfare

Defensive missile fire during the attacker's turn

Leader rules which make "HQ" pieces the most valuable in the game

Charge rules which make cavalry, elephants and chariots truly shock troops when utilized to best advantage

Special Advanced Game rules for maneuver which realistically portray a unit's ability to enter and withdraw from combat

STRONGPOINTS: A unique blend of the military arms of antiquity and the feel for the momentum of a battle. Once the advantage is gained it is difficult to turn the tide, given the game's unique morale rules. Each weapon system has its own inherent strengths and weaknesses and how these are combined to meet the enemy will determine the outcome.

DRAWBACKS: No PBM pads will be made for the game although a system is included in the game wherein it can be played utilizing a double exchange of letters for every move.

DESCRIPTION: Morale is the crux of the matter as Alexander attempts to hit the much larger but poorer quality Persian army; dealing it a crushing blow before Darius' cavalry can overwhelm his flanks and surround his main force. For only then, with his flanks crushed, is the mighty Macedonian phalanx in danger of elimination. Both sides must maneuver for the all important first blow — hoping to gain the initial edge on the Morale Tables necessary to successfully attrition his opponent.

RECOMMENDED: To all those with an interest in ancient warfare or the play of miniatures in general.

ALEXANDER THE GREAT



COMPONENTS: 44" x 14" mapboard; over 400 Unit Counters representing divisions, brigades, regiments, and battalions of German, Italian, American, British, Greek, Canadian, Polish, French, and Indian forces; seven playing aid charts including a Step Reduction Table, TRC, Basic and Advanced OB's and Unit Organization Cards; 48 pp combination rulebook and battle manual.

COMPLEXITY RATING: TOURNAMENT II

GAME LENGTH: Can vary from the 90 minute (15 turn) Basic Game to the 'all-nighter' 80 turns in the longest version of the Advanced Game. This is one of the bright spots in the new *ANZIO* — players determine game length when they select their OB.

PRICE: \$8.00 plus postage coupon; available mail order only from Avalon Hill

INNOVATIONS: Matrix victory conditions in which players secretly select their forces and thus determine the length of the game as well as the objectives needed for victory.

New naval gunfire, tactical airpower, paratroop, and limited intelligence rules

Breakthrough and Second Combat, retreat through ZOC, etc.

STRONGPOINTS: The most realistic and detailed mapboard ever printed

Counters which show at a glance — stacking value, special capabilities, and whether or not the unit is at full strength

Revised OB charts which make this intricate OB much more playable

DESCRIPTION: *ANZIO* was originally the hard cores' delight and there are many who say it was the best wargame ever designed. However, it was too complex, and the rules and accompanying charts weren't up to the task of dealing with the constantly changing OB. The new *ANZIO* adds the innovations described above to an already unique game and then addresses itself to the faults of the original version which are dealt with in a thorough fashion. The Basic Game is deserving of "Classic" status by itself and should be a PBM favorite for years to come. The more advanced versions of the game build easily on the foundation of the Basic Game. *ANZIO* is the best of all possible worlds for Step Reduction devotees.

ANZIO

THE GENERAL

READER BUYER'S GUIDE

TITLE: WATERLOO **PRICE: \$7**
Strategic level game of Napoleon's final campaign

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

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: _____

\$1.00

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Sep-Oct 1974 **Avalon Hill** \$1.00
 Vol. 11, No. 3

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You would help us greatly by cutting out each card before its submission. In other words, even if you intend to send in an opponent's wanted ad, contest entry, buyer's guide response, and the survey; be sure to cut the page into the four required parts before mailing. Such action does not preclude you from enclosing all 4 cards in the same envelope however.

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SPECIAL OFFER: Because we can process multiple orders for less than it costs to ship individual games, we are able to make the following special offer to subscribers of the **GENERAL** only. Select any six of our new games, or five of the new titles and one of the older ones, and make only one flat payment of \$50.00. We'll pay all shipping costs! In addition, we'll extend your subscription to the **GENERAL** for another year absolutely free and offer you special discounts on next year's Mail Order offering of games! A \$65.00 + value for only \$50.00. This is our way of passing on these savings to you - our most loyal customers.

Merely make your selections below, providing all pertinent information, and mail the completed form along with your check to: The Avalon Hill Co., 4517 Harford Rd., Baltimore, Md. 21214. This offer will remain valid only through Dec. 31st, 1974.

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 - ANZIO
 - BASKETBALL STRATEGY
 - CHANCELLORSVILLE
 - JUTLAND
 - PANZER LEADER
 - THIRD REICH
 - One Alternate Choice; Please specify: _____

NAME _____

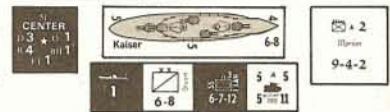
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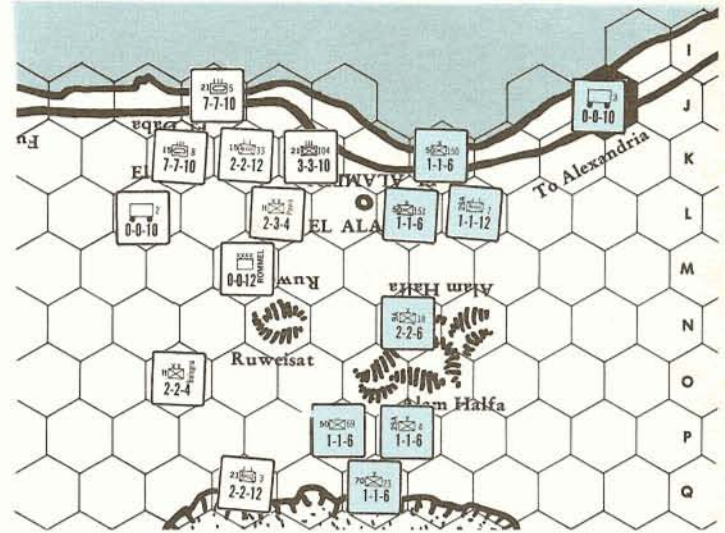
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CONTEST NO. 62



THE FLAWED DEFENSE

The time is Oct. (1), 1941. What is the fatal flaw in the British defense?

Because of the German supply situation, had the British withstood the coming attack, they could have brought in the November reinforcements at J-62. What should have been the disposition so that the British would be left with maximum room to maneuver?

Best 3 Articles: _____
 1 _____
 2 _____
 3 _____
 NAME _____
 ADDRESS _____
 CITY _____ STATE _____ ZIP _____

Merely show on the map the new positions of the British units which will insure the landing of the British reinforcements in November while securing as much territory as possible. All that is necessary is to draw arrows from the units' present locations to the new ones. If your move leaves you adjacent to enemy units, indicate the attack odds on the map. All entries must include the names of the three best articles to be accepted.

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



BULGE: The Historical Perspective

326 3-3	326 3-3	326 3-3	277 3-3	277 3-3	277 3-3	12 3-3
12 3-3	3 4-3	18 3-3	18 3-3	18 3-3	62 3-3	62 3-3
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5 3-3	5 3-3	352 3-3	352 3-3	276 3-3	276 3-3	212 3-3
393 1-4	393 1-4	394 1-4	394 1-4	394 1-4	395 2-6	422 1-4
422 1-4	422 1-4	423 1-4	423 1-4	423 1-4	424 1-4	424 1-4
424 1-4	112 1-4	112 1-4	112 1-4	110 1-4	110 1-4	110 1-4
109 1-4	109 1-4	109 1-4	9 7-4	9 4-4	9 3-4	12 1-4

Pbm P-blitz. Have no kit, but will buy half of yours. Send situation and side wanted, will copy and return. Pbm rules and tables. James Bass, 5412 McHard Rd., Houston, TX 77045, 437-8376.

Are there no wargamers in North Houston. Will ftf anyone in M-way, S-grad, Fr. 40, Jutland, Bismarck and W-loo. Peter Hollyer, 3731 Fernglade, Houston, TX 77068, 444-5912.

Join Houston wargamers club. Meets every other Friday. Dan Matous, 9150 Gulf Freeway, 359, Houston, TX 77017, 946-5132.

Need ftf opponents in Houston area for AK, Bulge, P-blitz, M-way, B-krieg. Will learn any others. Roger L. Wright, P.O. Box 941, Houston, TX 72001.

Austin area. Willing to play any game you may have or any of mine. Beginner, will not cry too much if you completely destroy me. George Hodson, Rt. 3, Box 131, Leander, TX 78641, 258-6009.

Adult (28) needs above average ftf in Dallas area. Have seven games, also pbm Bulge. Ron Campbell, 2713 S. Cypress Cr., Plano, TX 75074, 423-6394.

Wanted! Pbm/ftf Bulge. American. Will play till end (yours!). Must adhere to ALL rules/opt. (Am very picky). Mature gamers ONLY! W. Douglas Black, 210 S. 300 W., St. George, UT 84770, (801) 673-5675.

IMPORTANT! DO NOT RETURN AS POSTCARDS

I'm the only wargamer in Utah. Please! Ftf/pbm anyone! Budding military genius high school age. Will smash any opposition in pbm P-blitz, ftf K-spiel, L-waffe. Tad Trveblood, Box 44, B.S.R., St. George, UT 84770, (801) 673-2077.

Above avg. adult player desires pbm opponents for P-blitz, AK and others. John Garrett, 108 Oak Forest, Rt. 2, Blacksburg, VA 24060, 552-8197.

Experienced wargamer in early twenties moving to Hampton-Newport News area in early October. I'm looking for competent ftf opponents for most wargames. Robert J. Beyma, 701 N. Hope St., Hampton, VA 23663, 723-8128.

Good high school player. Ftf any AH game. Pbm S-grad, Fr. 40. Also others if you have sheets. Live in Richmond area. David Fields, 2771 E. Brigstock, Midlothian, VA 23113, 794-8152.

Good gamer (14) desires ftf for all AH, others, esp. P-blitz, R-war, Bulge. Can you crack F-40, French defense? Spartan, ICW, contact me! Michael Levitin, 1321 Noble St., Norfolk, VA 23518, 583-2456.

Pbm opponents wanted for P-blitz. I prefer to play the German player. Will accept all challengers. Ronald L. Richards, P.O. Box 433, Norton, VA 24273, (703) 679-2876.

Deutschland uber alles! The Panzers of "Death-head" Brigade will divide conquer, Phone pbm "P-blitz" Fr. 40, AK, R-war. Anzio opponent wanted. Need pbm kit to copy. David Heinze, 6 Emerson St., Richmond, VA 23223, (804) 737-8275.

Desire to play anyone ftf or pbm at P-blitz, M-way, R-war, L-waffe. I am a novice but can learn quickly. Any wargame clubs around? Mike Christ, 14020 26th N.E., Seattle, WA 98125, EM4-7072.

Ftf my place week days after six. Week ends all day. 1776, Tourny; R-War Tourny; M-way Adv.; and Origins. Adult 35, Bachelor. Bradford S. Nelson, 2328 10th Ave., E. Apt. 105, Seattle, WA 98102.

Novice Bulge, B-krieg for pbm only. In Bulge I be Germans and in B-krieg me Blue. I'd also like to pbm 1776, Campaign game. Tim Waddell, Allen Jct., WV 25810.

Opponents wanted for pbm P-blitz. Jed Lee, 211½ N. Appleton St., Apt. B, Appleton, WI 54911.

Urah Pobieda! Need opponents within reasonable distance. P-blitz, AK, S-grad. Most experienced in P-blitz. U-B ungebraucht 12 D's, postage paid. Michael Heck, Dehn's Rd., Bonduel, WI 54107, (715) 758-8612.

Pbm opposition wanted in W-loo, Bulge, AK, P-blitz and Fr. 40. Have kits. Prefer opposition possessing kits also. Ftf above plus M-way, R-war, Outdoor Survival within 30 mile radius. Warren P. Brandt, Rt. 1, Box 343, Hwy. 59, Edgerton, WI 53534, 884-8094.

I am a 14 year old novice and will play pbm P-blitz, also ftf K-spiel. Is there any wargamer in the Green Bay area? Jim Herzog, St. Jude, Green Bay, WI 54303, 494-8395.

Avg. player adult age desires pbm most AH games. Will be in Madison area soon. Ftf games also. Wayne Wesenberg, Rt. 1, Little Suamico, WI 54141, 494-3878.

Directions for use of the Reader's Response Page:

1. Cut out all sections separately. Do not leave two separate sections on the same piece of paper.
2. Include all returned sections in one envelope marked to the attention of the Editorial Dept.

Need ftf opponents for P-blitz, Fr. 40, M-way, Bulge, D-day, L-waffe, S-grad and AK. Of high school age. Wish to buy G-canal. Ross Miltimore, Route 1, Nekoosa, WI 54457, 886-4589.

Ftf opponents with reasonable ability wanted to play R-war, P-blitz and Jutland. Also have and will play other AH titles. Paul Trandel, 2514 Oregon St., Racine, WI 53405, 637-1591.

Good college player desires ftf opponents in the Whitewater, WI area. Will play most wargames with any interested player. Will answer all letters. Thomas M. Sobottke, 427 Lee Hall, Whitewater, WI 53190, (414) 472-3138.

Will pbm P-blitz with good to average opponent, any side. Prefer Russian. Am also interested in buying U-boat or Bismarck. Will take lowest bid. Steve Driedger, 3 Leeds Ave., Winnipeg, Manitoba, Canada R3T-3X1.

Pbm opponent wanted for B-krieg. Novice player. Will take either side. I am lacking pbm kit, but am willing to pay for half of kit. Alex MacPherson, Williamstown, Box 2, Ont. Canada K0C 2J0, 347-2921.

Adolf Hymas and James Stalin challenge all comers to pbm P-blitz. Also ftf and pbp anything you can teach me. James Hymas, 250 Glen Manor W., Toronto, Ontario, Canada M4E 2Y1, 699-2219.

Adult pbm or ftf players wanted for 1914, S-grad. Any wargamers in Nova Scotia? Mike Hertz, Law Faculty, Dal House University, Halifax, NS Canada.

Wanted ftf opponents in area. Have B-krieg, G-burg, R-war and L-waffe. Will learn others. Any level. David Bunes, Box 122, Canwood, Saskatchewan, S0J 0K0, 468-2060.

Any gamers in Mid. East Europe area? Will pbm anyone anywhere in P-blitz, B-krieg and W-loo. David Schapiro, P.O. Box 103 Shavei-Zion, Israel, (04) 921196.

Continental European Wargamers contact me. Would like to get to know all European wargamers (possibilities: Con, Zine, pbm/ftf club etc). Walter Luc Haas, Ach. Bischoff-Str. 6, 4053 Basel, Switzerland.



COMPONENTS: 22" x 28" mapboard; 160 Unit Counters; 16 pp rulebook; OB Card, TEC Chart, CRT, and Time Record Card.

COMPLEXITY RATING: INTERMEDIATE III

GAME LENGTH: 2 - 3 hours

PRICE: \$8.00 plus postage coupon; available mail order only from Avalon Hill

INNOVATIONS: "Hooker's Right Hook" is a real possibility, due to Union first turn movement bonus. New artillery effects, unlike anything ever tried before. Multi-phase combat system (move - defensive artillery fire - offensive artillery fire - combat) and a "push" CRT make it imperative that, unlike many simulations, troops be held in reserve should front line forces become disrupted. 'The Wilderness' is really wilderness with the new mapboard and TEC.

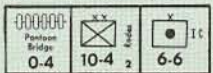
STRONGPOINTS: Total redesign of an old title: new board, rules, and charts. Only the counters will look familiar. Playtest reports indicate a very high 'excitement level' with the result in doubt until the last day. A classic game, that pays extremely close attention to what actually happened in the original campaign.

DRAWBACKS: For the inexperienced player, playing the Confederate side will be akin to watching a horror show as the Rappahannock is more of a sieve than a barrier. Play balance is about a 65 - 35 proposition without resorting to "Hooker Idiocy Factors" for the Union player. Phasing of turns make PBM very improbable.

DESCRIPTION: Functionally different night and day turns allow the Union to get across the Rappahannock in force before the Confederates can react. It is still touch and go as there are always inevitable delays (pot-shooting artillery, cavalry raids, infiltration) getting the Union army across. Once across, there is the inevitable, desperate frontal battle. The Union army is always dangerous when it retains a couple of corps to demonstrate up-river and possibly cross behind the Confederates. A game in the classic tradition, yet encompassing the most up-to-date game design concepts.

RECOMMENDED: To all gamers with an interest in the Civil War.

SPECIAL OFFER: A touch of the old to go with the new. To the first 500 purchasers of a CHANCELLORSVILLE game, we'll include free a duplicate set of unit counters from the 1st edition of the game.



COMPONENTS: Four 8" x 22" geomorphic mapboards; 380 unit counters representing British, American, and German units; Five Scenario cards; CRT, WEC, TEC, TET, AA-CRT; 32 pp. rulebook.

COMPLEXITY RATING: TOURNAMENT IV

GAME LENGTH: 1½ - 2½ hours; Scenarios range from 8 to 15 turns.

PRICE: \$10.00 plus postage coupon; available mail order only from Avalon Hill.

INNOVATIONS: Opportunity Fire (direct fire during enemy movement phase)
Indirect Fire procedure (functionally different results on combat computation)

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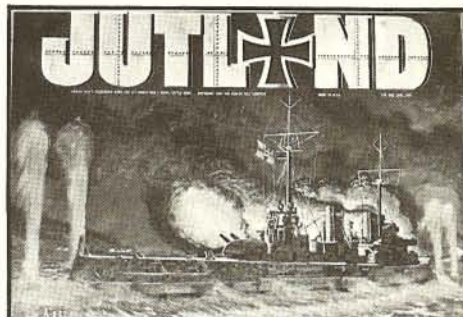
9 A 8 8 8	2 CRT 2 2 10
9 A 8 8 7	1 1
40 M 1 11 5	8 x 4 3 10

Air Power, AA-CRT, Naval Fire, Smoke Concentrations, Airborne Landings
Turreted armor fire and move option
Functional engineer operations, Infantry Quick March, etc.

STRONGPOINTS: Negates entirely (in an omni-manner) the Panzer-Bush syndrome; gives greater emphasis to functionally different capabilities of the various weapon types (AT, HE, AA, M, etc.) as well as differentiated movement capabilities; hex - dot mapboard system for trouble-free real LOS/LOF determination; improved rules and charts

DRAWBACKS: As a "sister game" design concept, PANZER LEADER is derived from PANZERBLITZ. Although most of the PANZERBLITZ problems are eased significantly, errors in ranges and strength factors were preserved to make both boards and counters of both games compatible and have been only partially corrected. Certain conceptual design changes had to be left out to preserve compatibility. PBM will be quite difficult.

DESCRIPTION: "Souped-up" PANZERBLITZ. Game action is much more fluid, yet restrained, by combined influence of Opportunity Fire and shorter "Kill" ranges. A slightly modified CRT places much more emphasis on 'combined arms' attacks (direct fire followed up with Close Assault for example). Additionally, because units are spotted when they fire, 'fire fights' tend to be something that, once started, cannot be easily stopped as more and more units are drawn in. Quite a different 'feel', game-wise from PANZERBLITZ.



COMPONENTS: 120 ship counters; 24 pp Battle Manual; two Search and Hit Records pads; Player Aid Set consisting of TRC, CRT, OB Cards, Movement and Range Gauges, misc. charts.

COMPLEXITY RATING: TOURNAMENT I

GAME LENGTH: 4 - 6 hours; Scenarios - 1 hour each

PRICE: \$8.00 plus shipping coupon; available mail order only from Avalon Hill

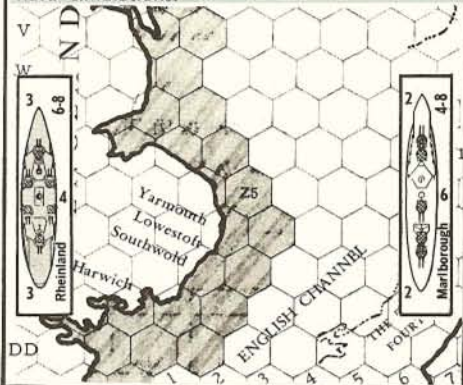
INNOVATIONS: Three new scenarios for players who want to shoot more and search less
Clear rules which make the earlier edition's "fuzzy" rules quite viable
Streamlined search procedures

STRONGPOINTS: Basically a very sound and enjoyable game system to begin with, JUTLAND retains its original character, yet, dozens of subtle changes and refinements "tighten-up" many vague areas in the previous rules which had gamers pulling their hair out. The scenarios add "open ended" design character to a game that begged for it.

DRAWBACKS: No PBM system. The game still requires a very large flat surface on which to play. The game time is still excessively long, although the scenarios offer viable alternatives. JUTLAND still operates on the honor system during the search procedure.

DESCRIPTION: A strategic/tactical naval game utilizing strategic movement via pencil/search sheet and tactical combat wherein players maneuver ships on any large, flat surface. No playing boards as such; players maneuver and fire as in naval miniatures with movement and fire gauges.

RECOMMENDED: For all gamers interested in naval simulations.





SERIES REPLAY MIDWAY

PARTICIPANTS: JAPANESE: Mick Uhl
AMERICANS: Donald Greenwood
COMMENTATOR: Harold Totten



0500 June 3

AMERICAN COMMENTS: I am attempting to blanket the entrance to the board. By searching the north half of the board first and the middle sector (row 4 & 5) on the second turn I can assure that he doesn't doubleback on me undetected into the searched area. Thus, if not found he is in the very SE corner of the board. I have moved less than my maximum so that his first search will be fruitless.

MOVE: Fleet to H4A
SEARCHES: 1A, 2A, 3A, 4A
OPERATIONS: Ready AC

JAPANESE COMMENTS: The best system of evasion is to analyze the best method of American search. For the Americans to have the best chance of finding me on turn 2, they must call 4 consecutive areas from top to bottom, thus allowing the Japanese 8 areas maximum on their second turn. This results in a 50% chance of discovery on the second turn. Any method other than this decreases the likelihood of American search success. I think the best defense against a contiguous search of this nature is to come on in either 3 or 5A. 4A is likely to be searched regardless of whether the American makes a northern or southern sweep. This gives me 6 areas to reach on turn 2 and the American 8 areas to search. Starting in the corners makes a group too easy to track once spotted. Fortunately, my opponent searched the northern half of the board. I thought he might as that was his pattern in the earlier Replay game played in Vol. 10, No. 2. Wargamers are creatures of habit too and this formed the basis for my educated guess. I also think it is important for the Japanese to stay near the eastern edge to consolidate their forces. I am at my weakest on the first day. Joining battle now would be a mistake — a tragic one if the Americans get the first raid. I must await further aircraft cover in the form of the Mikuma group, and try to avoid a US attack before nightfall. If Don tries to hit me before night, the American fleet must be in C which will give me a 50% chance of finding him that turn and launching a retaliatory raid. Even if I should find the Americans before nightfall I won't risk getting close enough to attack until I have consolidated my forces. My strategy then will be to stall at the edge of the board and await reinforcements before moving on Midway under cover of darkness.

MOVE: Fleet to A5F
OPERATIONS: Ready AC

0700 June 3

AMERICAN COMMENTS: I am moving down the center of the board in hopes that my opponent will ignore the obvious and search the northern or southern approaches first. I will then slip into the area he has just searched.

MOVE: Fleet to G4B
SEARCHES: 4A, 5A, 4B, 5B
SIGHTINGS: Enemy fleet in A4I

Ah — my search has found him doubling back into the area I searched last turn. His infiltration tactics are much the same as my own, which leads me to think that perhaps my doubling back into a searched area is not a wise move after all.

JAPANESE COMMENTS:

MOVE: Fleet to A4I

He found me on his first search of the 2nd turn. I had hoped he'd try 4-7B but he guessed my strategy. He's still too far away to do too much with the information though.

0900 June 3

AMERICAN COMMENTS: I am assured of finding him this turn but am too far away to launch a strike as we have agreed to outlaw kamikaze attacks. I assume he'll make for B4 or B5E to set me up for a shaking maneuver at 1100 so he can double back to meet the Mikuma cruiser force at 1500.

MOVE: Fleet to F4F
SEARCHES: 4B, 5B, 4A, 5A
SIGHTINGS: Enemy fleet in 5B

JAPANESE COMMENTS: My searches will be aimed at one area behind the area he can reach at maximum movement until 1700 when I will concentrate on C. This is to determine if he tries to evade my search by slowing down. I'll call C but not this turn, for to stay out of F now will force him to forfeit 3 zones of movement which guarantees my not being attacked today.

MOVE: Fleet to B5E
SEARCHES: F5, F6, F7

1100 June 3

AMERICAN COMMENTS: My opponent searched 5-7F but I get the feeling he expects me to backtrack there. I'll continue on course hoping that he duplicates his search pattern. Then I will move into 5F. My searches are predicated on cutting off the northern half of the board. I doubt whether he'll move into C yet as his searches cover enough area from where he is and to advance towards me without cruiser support would be foolhardy. Yet, if he moves back to A he won't be able to search F — so I'll concentrate my search on B.

MOVE: Fleet to F4D
SEARCHES: 5B, 4B, 6B
SIGHTINGS: Enemy fleet in B6B

JAPANESE COMMENTS: I have 9 areas to move to. He can't afford to lose me in C within striking range so he should call 4-6C. I think he'll avoid A as that can always be searched again when Mikuma comes on. I will stay in B which will give me the most options if found. I'll also

be out of his range and close to the edge when reinforcements arrive. I'll search in F again, repeating call F5 in case he moves into an already called area. He must stay fairly centralized to ensure hitting all areas of the eastern edge on the first day so I have outlawed the possibility of an extreme northern or southern penetration.

MOVE: Fleet to B6B
SEARCHES: F5, F4, F3
SIGHTINGS: Enemy Fleet in F4D

1300 June 3

AMERICAN COMMENTS: Curses — I've been sighted. I knew I should have retreated to G but I hated to give up the chance of a first day raid. All chance of that is gone now. I must attempt to hit without getting hit back. I will remaneuver for an attack tomorrow while trying to shadow his main fleet until the new groups come on. No doubt I'll find his fleet when the Mikuma force enters. I am switching the bombers from Midway to the Enterprise to increase my striking power. Hopefully, I'll catch him without CAP. My plan is now to lose myself — pick him up on the morrow — make him nervous while I keep him under surveillance and then attack with a good chance of escape. As for finding him — he has everything to lose by advancing. I don't think he'll take that risk so I'll search the rearward areas. If I don't find him he should be in 7A or B. If in C — so much the better — further away from his arriving cruisers, but I think he's too good a player to give me a shot at his carriers on the first day if it can be avoided.

MOVE: Fleet to F3G
SEARCH: B5, B6, A5, A6

JAPANESE COMMENTS: Now that I've found him I've got a 50% chance of keeping him in view. Now is the time for good second guessing. Will he move into E knowing that I will probably call that area, or stay in F? I will stick to the obvious and search E. Rather than withdraw I will move into C so I can search F. Even if sighted, he can't do anything to me. He can't reach me from E3 or any F zone so a search of E5 and E6 is a must.

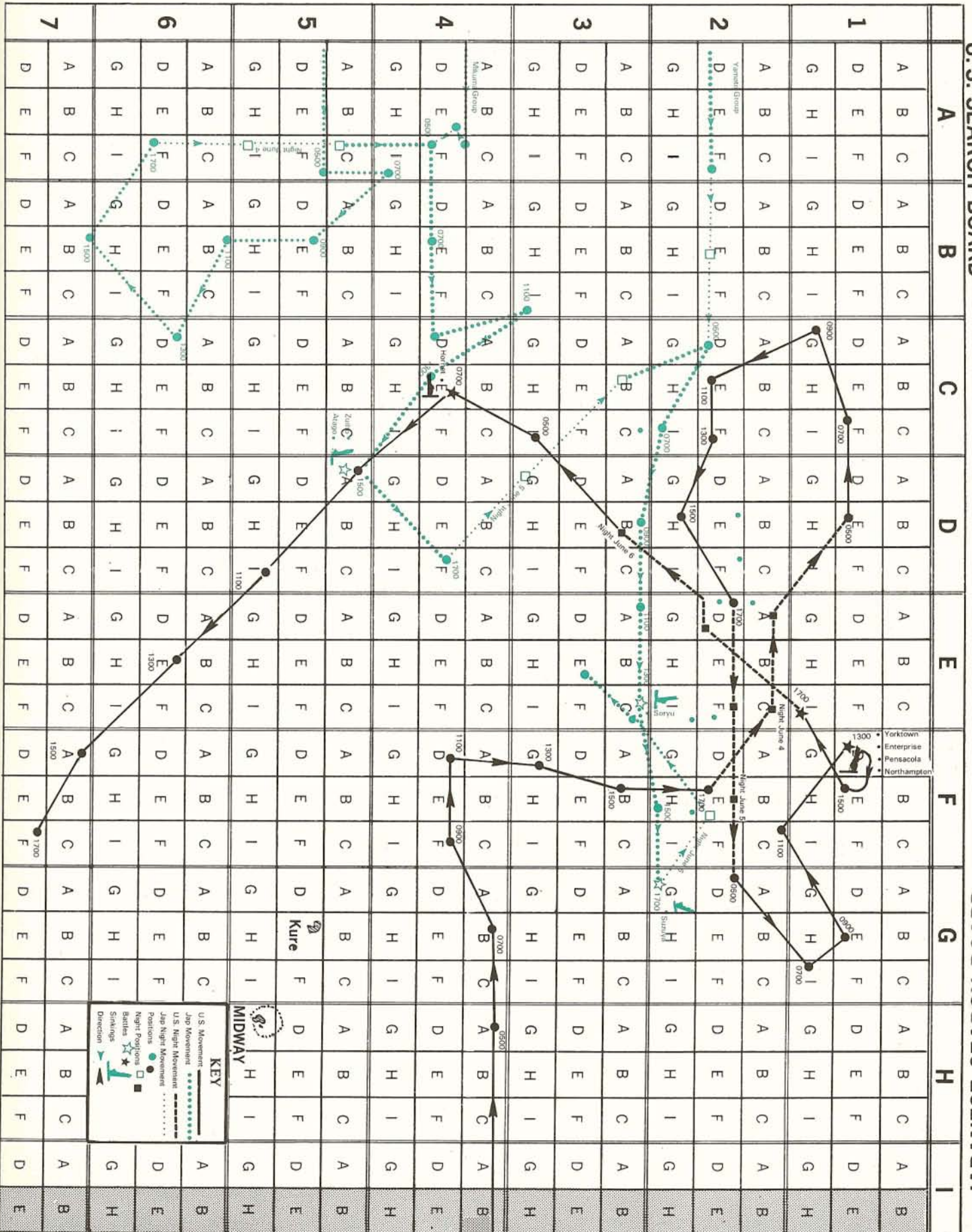
MOVE: Fleet to C6D
SEARCHES: E5, E4, E3

1500 June 3:

AMERICAN COMMENTS: My failure to sight him last turn doesn't really disturb me. I'll lay odds on finding him in 6-7A with the Mikuma group. Of course, if he has advanced and finds me, he could get in the first raid without retaliation which would be the game in a nutshell. I don't think he'll take that gamble, though just to be sure I'll move out of his possible range. The trick now is to avoid being sighted. He probably figures I moved into E3 last time so I should be able to avoid his search and then start

U.S. SEARCH BOARD

DR0QB HSEARCH SESENAPVJ



the game anew tomorrow. My search this time is based on securing the southern approaches to the Mikuma group. Sooner or later, I'm sure he'll combine the two forces.

MOVE: Fleet to F3B
SEARCHES: 4A, 5A, 6A, 7A
SIGHTINGS: 4 cruisers in A4F

JAPANESE COMMENTS: Now that he's lost sight of my CV's he'll probably try to locate them by finding the Mikuma group and hoping I join forces so I will wait to rendezvous at night. By delaying his eastward penetration I can still stay out of his striking range. I will repeat my search in the central E area, leaving him in F where he can do no harm.

MOVE: CV Fleet to B7B; CA Fleet to A4F
SEARCHES: E5, E4, E3

1700 June 3

AMERICAN COMMENTS: I am a bit worried now. If his carriers have advanced I am in a precarious position. An unreturned Jap raid at dusk would end the game here and now. However, I still think he'll rendezvous with the cruisers and hence will track them. As for my move - I'm hoping he'll start to worry about the possibility of a southern penetration and will switch his searches there.

MOVE: Fleet to F2E
SEARCHES: 3B, 4B, 5B, 5A

JAPANESE COMMENTS: If the American lost me by moving to E3 two turns ago he can hit my task force only if he is in D4 or D5. I'll base my search on that assumption.

MOVE: CV Fleet to A6F; CA Fleet to A4E
SEARCHES: D4, D5, E4

0500 June 4

AMERICAN COMMENTS: It has been a poor day. I must try again to seek without being found. Failure to attack today may cost me the game as the enemy is growing much stronger. I'll ignore the enemy carriers and try to locate the Atago group, using the same tactics used yesterday to cut the board in half. Hopefully, the enemy is even more confused about my location than I am about his. During the night I steamed north hoping to skirt his air searches and come down behind him where I will track him until ready to strike.

MOVE: Fleet to D1E
SEARCHES: 4A, 5A, 6A, 7A
SIGHTING: Combined enemy fleet in A4F

JAPANESE COMMENTS: I've joined forces with all 3 groups during the night for optimum AA protection and will steam for Midway, searching in the D's because those are the only areas from where he can reach me.

MOVE: Combined Fleet to A4F
SEARCHES: D3, D4, D5

0700 June 4

AMERICAN COMMENTS: As suspected the enemy has combined forces. I cannot slug it out with him now - he is too strong. I must shadow him until dusk, strike, and get away unobserved. He should not be too hard to track - Midway beckons him. I'll let him sail past me and maneuver behind him.

MOVE: Fleet to C1F
SEARCHES: 4B
SIGHTING: Enemy Fleet in B4E

JAPANESE COMMENTS: I was sighted immediately last turn but was not attacked. He is either out of range or waiting for me to commit myself to a raid on Midway.

MOVE: Fleet to B4E
SEARCHES: D3, D4, D5

My opponent has found me again. I think that he is trying to force me to commit my planes prematurely. Ha! It didn't work - neither of us wrote operations. He was bluffing.

0900 June 4

AMERICAN COMMENTS: My opponent is no fool. He sent up no CAP last turn despite my faking a raid. We'll have to try his nerves some more. How long can he be observed without committing a CAP? Let's see how he reacts to being constantly under surveillance. I have 4 more turns to maneuver for the kill and if he's not climbing up a wall by then I'll turn in my swizzle stick. 1700 may be too obvious a time for the strike though. If I can't get him to commit his CAP by 1300, I'll strike at 1500 from an E zone, hoping that he saves his CAP for dusk and trusting to luck to outguess him on the following turn when he'll have 1 chance in 3 of finding me.

MOVE: Fleet to C1G
SEARCHES: C4, C5
SIGHTING: Enemy fleet in C4D

JAPANESE COMMENTS: I can't avoid search indefinitely as he knows I must head for Midway. I have no idea where he is so my searches are random now, but I'll continue to search in central areas. Sneaking back into previously searched areas is a favorite trick of his.

MOVE: Fleet to C4D
SEARCHES: D4, F5, E3

Still haven't found him but he's got me again. Writing operations once more - this time I think it's for real. After two failures to get me airborne he probably thinks I won't go up until 1700 and can hit me now with loaded decks. I'm putting up full CAP and sending the bombers to bomb a vacant zone to get them off the decks.

1100 June 4

AMERICAN COMMENTS: The plan is working thus far. I've faked his fighters into the air on the wrong turn. What's more important; he's informed me he is not rearming them for fear of an impending attack. I must now maneuver to an E zone 5 squares from his fleet on the 1500 turn. I've got him now if I don't let him off the hook!

MOVE: Fleet to C2E
SEARCHES: C5, C4, C3, B3
SIGHTING: Enemy fleet in B3I

JAPANESE COMMENTS: He faked my planes into the air last turn so my carriers are stripped of fighter cover. I will not rearm my planes - it would give him too easy a shot at my carriers. I will alter course from Midway for a turn to try to lose him long enough to rearm my planes and move on to Midway. I must keep him under 15 points for Midway. Darn! He found me again with his last search and I still haven't located him. Time to forget distant searches and play my hunches nearby where they'll do me some good if I get lucky.

MOVE: Fleet to B3I
SEARCHES: G3, G4, G5

1300 June 4

AMERICAN COMMENTS: I'm probably pressing my luck too far. I should have attacked last turn but his northern change of course has brought him too close to me. It cuts my escape route by two areas. I must try to get further away before striking but I can't let this opportunity pass. If night falls before I strike I'll have let the game slip between my fingers. Luckily, he is afraid to rearm his planes. If he stays that timid and I find him I'll strike next turn from D2E.

MOVE: Fleet to C2F
SEARCHES: 3C, 4C
SIGHTING: Enemy fleet in C4E

JAPANESE COMMENTS: I might as well forget about avoiding him. That change in course already cost me 2 points for Midway. He can hit me at any time. I will head straight for Midway and ready my planes during the night.

MOVE: Fleet to C4E
SEARCHES: D3, D4, D5

1500 June 4

AMERICAN COMMENTS: My worst fears have been realized. He moved to the obvious C4E where I may not find him this turn. It is possible that he could move out of my range with a southern diagonal move, so I've had to alter course to H rather than E to insure the raid. He cannot strike back anyway because his planes are still unarmed. I think he believes I'll strike on the 1700 turn so there's a chance he'll stay on C4E in hopes of shaking me next turn.

MOVE: Fleet to D2H
SEARCHES: D4, D5
SIGHTING: Enemy Fleet in D5A
OPERATIONS: All bombers to D5A; Midway fighters to Enterprise at D2H

His fleet is too strong to do the kind of damage I would like. I want a heavy carrier to increase my fighter superiority but he's just too strong. He is forcing me to take the Atago rather than a carrier. As it is, I'll lose nearly all my valuable torpedo planes on anvil attacks to just get the Atago and Zuiho. I figure the Atago is worth 35 points though; 4 for the cruiser, 16 for holding Midway, and the 15 he won't get for taking Midway. The disadvantage, of course, is that he'll be tracking my fleet with no regard for Midway and a practically untouched air arm. My mission now is to get off the board, use my thin fighter edge to advantage, and hope he breaks up his fleet for surface combat giving my surviving planes easy targets.

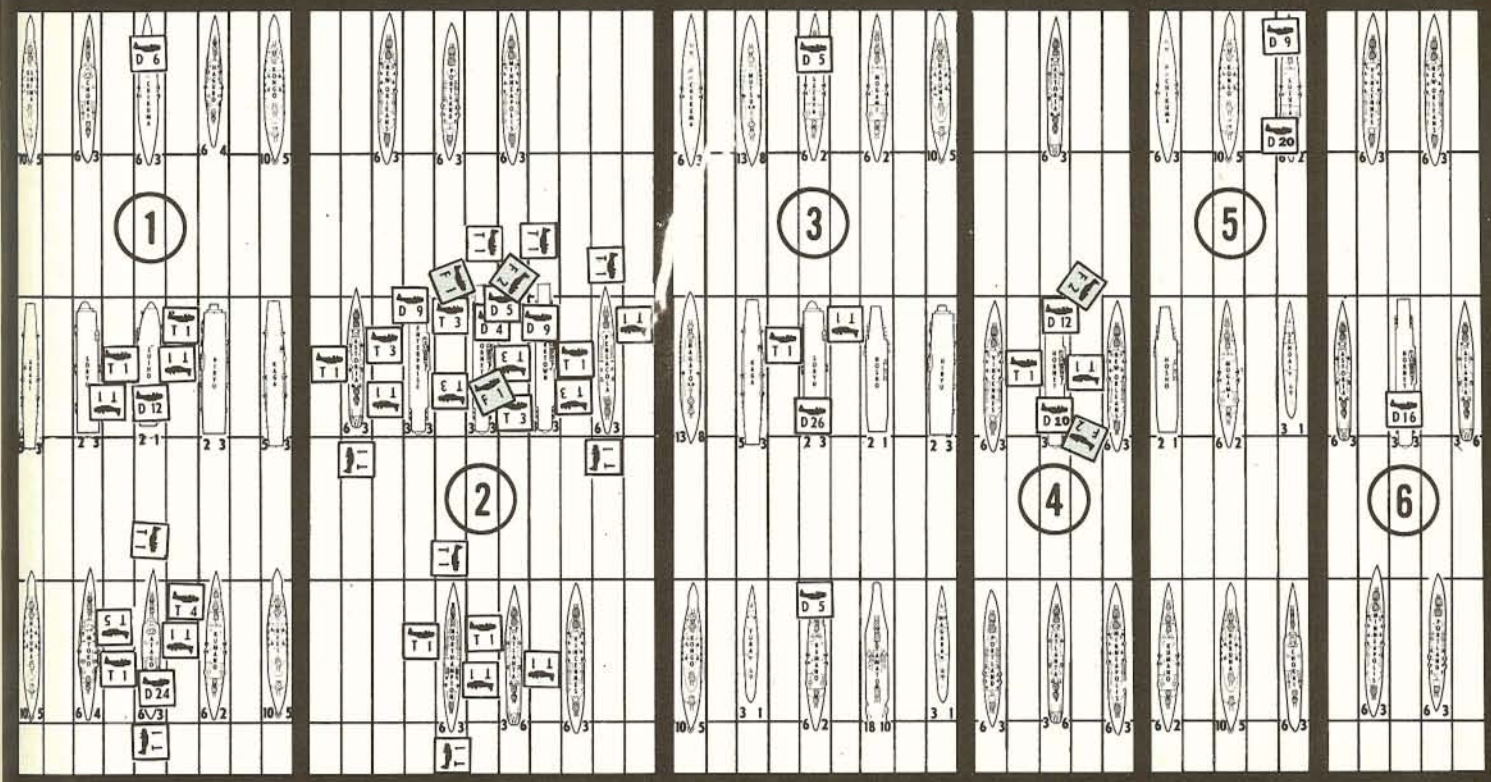
BATTLE RESULTS: The Atago sinks, as does the Zuiho with her complement of 8 sqds. One hit each is registered on the Soryu and Chikuma, while the Myoko takes two. 14 torpedo sqds and 6 DB factors are lost in the attack.

JAPANESE COMMENTS: I still can't find him and he's had me in his sights for 5 turns. I think he is staying out of range on purpose to hit the Yamato force when it comes on while my main fleet is out of range at Midway. I'll search directly north this time to test out that theory.

MOVE: Fleet to D5A
SEARCHES: B3, C3, D3

1700 June 4

AMERICAN COMMENTS: I am tempted to go hunting for the Yamato group which is due on this turn but without torpedo planes I could do nothing against those battlewagons. The best I



could do is knock off the Hosho and Sendai – hardly worth the risk. My mission is accomplished – the transports are sunk – I will attempt to withdraw. If he finds me he can hit me twice before I get off the board. My slim fighter edge will have to protect me.

MOVE: Fleet to E2D
 SEARCHES: 2A, 3A, D4, 4A
 SIGHTINGS: BB fleet in A2F; CV fleet in D4F
 OPERATIONS: Readying aircraft

JAPANESE COMMENTS: Losing the Atago was a mistake on my part. I honestly forgot about it's importance when I set up but it was either that or a heavy carrier with 21 squadrons. And every cloud has a silver lining. Now I can ignore Midway and concentrate on smashing his fleet which will mean high casualty, but effective, wave and anvil attacks. Also, I must insure losing few other ships. He already has a 26 point lead. I will try to consolidate my entire fleet and give him as few easy targets as possible. With his torpedo planes decimated he can't do much damage unless I split my force into small groups.

MOVE: BB fleet to A2F; CV fleet to D4F
 SEARCHES: C2, D2, E2
 SIGHTING: Enemy fleet in E2D
 OPERATIONS: Readying all aircraft

0500 June 5

AMERICAN COMMENTS: I actually hope he does attack this turn so I'll be free to leave the board.

MOVE: Fleet to G2D
 SEARCHES: E2, F2, F3, F4
 OPERATIONS: Full CAP

Have been sighted without locating the enemy. There is no excuse for an American being sighted immediately following a night turn. I may have been too cocky. If he fakes my CAP into the air this turn without attacking I may be in for it. Nevertheless: Full CAP.

1 THE LUCK FACTOR					
1500 June 4					
ATTACKING:	DEFENDING:	ODDS:	TARGET:	RESULTS:	
D6	Hagura, Chikuma	1-2	Chikuma	1H, 3Sq	
D12	Zuiho, Chokai	3-1	Zuiho	Sunk, 3Sq	
T1	Zuiho	1-1	Zuiho	-, 1Sq	
T1	Zuiho	1-1	Zuiho	-, 1Sq	
T1	Soryu	1-3	Soryu	1H, 3Sq	
T1	Hiryu	1-3	Hiryu	-, 1Sq	
T5	Myoko	1-1	Myoko	2H, 3Sq	
T4	Kumano, Atago	1-2	Kumano	-, 3Sq	
D24	Atago	5-1	Atago	Sunk	
T1	Atago	1-1	Atago	-, 1Sq	
T1	Atago	1-1	Atago	-, 1Sq	
T1	Atago	1-1	Atago	-, 1Sq	
T1	Atago	1-1	Atago	-, 1Sq	

2					
1300 June 5					
ATTACKING:	DEFENDING:	ODDS:	TARGET:	RESULTS:	
T3	New Orleans, 1 Fighter	1-2	Hornet	1H, 3Sq	
D5	Hornet, 2 Fighters	1-1	Hornet	1H, 2Sq	
D4	Hornet, 2 Fighters	1-2	Hornet	1H, 3Sq	
T1	Portland	1-3	Hornet	-, 1Sq	
T3	Minneapolis, 1 Fighter	1-2	Hornet	1H, 3Sq	
T1	Enterprise	1-3	Astoria	-, 1Sq	
T1	Astoria	1-3	Astoria	-, 1Sq	
T1		1-1	Astoria	2H, 1Sq	
D9		5-1	Enterprise	Sunk	
T1		1-1	Enterprise	1Sq	
T3		3-1	Enterprise	3Sq	
D9		5-1	Yorktown	Sunk	
T3		3-1	Yorktown	3Sq	
T3		3-1	Yorktown	2Sq	
T1	Yorktown	1-3	Pensacola	-, 1Sq	
T1	Pensacola	1-3	Pensacola	1H, 1Sq	
T1		1-1	Pensacola	2H, 1Sq	
T1		1-1	Pensacola	Sunk, 1Sq	
D1	Vincennes	1-3	Atlanta	-, 1Sq	
T1	Atlanta	-	Atlanta	-, 1Sq	
T1		1-1	Atlanta	-, 1Sq	

3					
1300 June 5					
ATTACKING:	DEFENDING:	ODDS:	TARGET:	RESULTS:	
D5	Kaga	1-1	Suzuya	1H, 2Sq	
T1	Yura, Kumano	1-3	Soryu	-, 1Sq	
T1	Mogami, Suzuya	-	Soryu	-, 1Sq	
D5	Soryu, Hosho	1-1	Kumano	1H, 2Sq	
T1		1-1	Yura	1H, 1Sq	
D26	Yamato, Mutsu	1-1	Soryu	Sunk, 3Sq	

4					
1700 June 5					
ATTACKING:	DEFENDING:	ODDS:	TARGET:	RESULTS:	
T1	Hornet	1-3	Hornet	-, 1Sq	
D10	Entire Fleet, 2 Fighters	1-3	Hornet	-, 4Sq	
T1	2 Fighters	1-2	Hornet	-, 1Sq	
D12	Entire Fleet, 2 Fighters	1-2	Hornet	-, 2Sq	

5					
1700 June 5					
ATTACKING:	DEFENDING:	ODDS:	TARGET:	RESULTS:	
D20	Kongo, Mugami, Suzuya, Sendai	2-1	Suzuya	1H, 3Sq	
D9	Kongo, Mugami, Suzuya, Sendai	1-2	Suzuya	1H, 3Sq	

6					
0700 June 6					
ATTACKING:	DEFENDING:	ODDS:	TARGET:	RESULTS:	
D16	Entire Fleet	1-2	Hornet	Sunk, 4Sq	

Neutral Commentary

THE OPENING ROUNDS

0500 June 3: The Japanese comments are very good. Don's search pattern is the best possible, with a 57% chance of finding the Japanese fleet on the first turn, and a 50% chance on the second and 44% on the third. An alternate search pattern along the lines A2-5 (57%), then A1-2; B1-2 (40%) with a 33% chance on the third turn is also good. Despite the fact you're lessening your chances to find the Japanese fleet, it helps to avoid being a creature of habit.

0700 June 3: The American usually moves down the center of the board, as it gives them a better position. The reason is that if the American goes north and the Japanese south (or vice versa), he will not be in a good position to attack. I doubt he'll ignore the obvious.

1300 June 3: The American decides to lay back — and although it gives up a strike against the carriers at their weakest, it also prevents an early weakening of the American fleet. It also keeps the Japanese jumpy. The American can strike from E4, but the Japanese player is more aggressive than most, and he lays his carriers on the line. He still should have searched E4 for safety — even though the fear was unfounded.

1500 June 3: Rendezvous at night (considering the situation) is about the best idea. The Japanese move C6d to B7b is to move away from the American threat.

1700 June 3: The Japanese player continues to search to keep the CV's safe. Both players maneuvering cleverly — especially the American who departs from safety occasionally to savor the element of surprise.

0700 June 4: Don is right. The only real hope for the American is to get away at night. The bluff of operations is great.

0900 June 4: Don's first sentence is *quite* accurate. But (as it turns out later), he's no tactician either.

1300 June 4: The American should have moved to C2b and attacked, as he has a 100% chance of finding the Japanese fleet. Next turn the American would be *very* safe with his fighters on CAP (move to C2e) and *no* Japanese fighters readied, so even if the American is found, he can't be attacked unless the Japanese are interested in kamikaze the easy way.

1500 June 4: The American was lucky and found the Japanese fleet. The move to D2h instead of D2e was smart. Unfortunately, Don is following his earlier strategic thought in leaving the board, when he should just lose himself in the night.

The sinking of the *Atago* is the single most decisive event in the game. It gives the American 20 points, 4 for the CA itself and 16 for Midway. The Japanese BB's are amazingly misplaced, and cannot bring their AA fire into play. The fleet formation is mediocre at best. The American does come away well, with the exception of the loss of 14 T's; the bulk of his torpedo force.

JAPANESE COMMENTS: I have found him but due to concentrating on defense rather than offense, he is out of range. But at last I know where he is and he can't leave until I've attacked him this side of Midway. There is plenty of time to catch up and deliver a mortal blow.

MOVE: Combined fleet to C2D
SEARCHES: G1, G2, G3
SIGHTING: Enemy fleet on G2D

0700 June 5

AMERICAN COMMENTS: The situation is now extremely dangerous. He faked my CAP into the air last turn. I can only hope that he is out of range through some stroke of luck. I'll grasp at that chance and move northwest — increasing the range between us — but putting myself in a corner. If he delays his strike until he's right on top of me I could be annihilated. I regret my decision to leave the board now. The proper strategy would have been to steam south or east to lose myself during the night and stay hidden on the board for the duration of the game — content with a 24-0 victory. But that's hindsight.

MOVE: Fleet to G11
SEARCH: E2, F2, F3, F4
OPERATIONS: Reaching all aircraft

JAPANESE COMMENTS: I think he will stay where he is. He can't leave the board until I attack him. Now it's his turn to sweat. Unfortunately I am still out of range and he is rereading his planes so faking his CAP up last turn did no good.

MOVE: Fleet to C2I
SEARCH: F3, G3, G2

0900 June 5

AMERICAN COMMENTS: My fighters are again armed for defense but I'm getting caught in a corner and can't leave the board. He has outsmarted me apparently and will not take my bait. He has no intention of attacking me until he is virtually on top of me. If he is unable to reestablish contact this turn I'll doubleback into the board rather than be trapped against the edge. I fear a surface engagement but don't want to search too close for fear of giving away my position.

MOVE: Fleet to G1E
SEARCH: 3E, 3F, 3G, 3H

JAPANESE COMMENTS:

MOVE: Fleet to D3B
SEARCHES: E2, F2, G2

1100 June 5

AMERICAN COMMENTS: Must try to get out of here — a chance surface engagement is becoming more and more likely. I'll try to "search" an escape route. Hopefully his failure to sight me is perplexing him also although he certainly has a better grasp of the picture than I do at this point. I'll move into his last search zone — we've been doubling up on our searches so much that he may not repeat this time.

MOVE: Fleet to F2C
SEARCHES: E1, E2, E3
SIGHTING: Enemy fleet in E3A

JAPANESE COMMENTS: Have lost him again. I must reestablish contact while I still know his general vicinity. If he makes it to another night turn without my launching an attack, I'll have lost.

MOVE: Fleet to E3A
SEARCHES: F3, H3, I3

1300 June 5

AMERICAN COMMENTS: At last I know where he is — and all in one group — most convenient! I feel much better. He seems reluctant to break his force down into groups although my DB's can do nothing to his battleships. He seems to have lost me. There is a chance that I can slip by this turn.

MOVE: Fleet to F1D
SEARCHES: E2, E3
SIGHTINGS: Enemy fleet in E3C
OPERATIONS: All bombers to E3C; all fighters CAP over fleet

JAPANESE COMMENTS: I am trying to back him into a corner of the board before attacking. If he retreats too far west of Midway my attack on him will not free him to leave the board so I assume he is staying east of Midway and perhaps is growing apprehensive and trying to leave the area entirely. My searches will try to prevent that.

MOVE: Fleet to E3C
SEARCHES: F1, F2, F3
SIGHTING: Enemy fleet in F1D
OPERATIONS: All aircraft to F1D

I've spotted him and farther from the edge than I had hoped. I must have been correct in assuming he was getting nervous waiting for me to hem him in in the NW corner and was trying to break out. I am attacking with full fighter escort as I'm sure he'll have full CAP over his fleet. I will go after as many ships as I can, ignoring plane losses. By using anvil attacks for my torpedo planes and wave attacks for the divebombers I assure myself of crippling the American fleet. I may get as many as 7 ships. Unless he sinks more of my vessels in his counter-raid I should recapture the lead this turn for good.

BATTLE RESULTS: The Japanese attack is unstoppable but costly. *Yorktown* and *Enterprise* are swamped without resistance. The *Pensacola* and *Northampton* also go down to a series of 1-1 attacks. The *Hornet* barely escapes with 4 hits while the *Astoria* took 2, and the *Atlanta* 1. Both sides lose 5 fighters while the Japanese lose 6 DB sqds and 31 torpedo factors. The Americans, realizing they still have a carrier to go back to, are more conservative with their planes; concentrating on the previously hit *Soryu*. The *Soryu* sinks and additional hits are secured against the *Suzuya*, *Kumano*, and *Yura* at a cost of 7 DB and the last 3 torpedo squadrons. The American fighters return to the *Hornet* while the bombers land at Midway, which in this game at least, will prove to be an unsinkable aircraft carrier and the American's salvation.

1500 June 5

AMERICAN COMMENTS: I am trapped. If he moves north and ship searches he must find me. At this point my obligation to stay on board is over but if I head west he'll have two more cracks at me from the air and a chance at surface combat. The *Hornet* is bound to go down in the next raid and that will give him the lead. At present my lead is limited to the 8 points I got for *Soryu* last turn. At least his torpedo planes have been decimated. Hopefully, as long as I can keep the *Hornet* afloat and in range of Midway with the enemy in between I'll be able to take as heavy a toll of his ships as he'll be able to take of mine. At least they are preventing him from splintering into search groups.

MOVE: Fleet to F1E
SEARCH: 2F
SIGHTING: Enemy fleet in F2H
OPERATIONS: Reaching aircraft

JAPANESE COMMENTS: I can guarantee sighting him this turn by making a ship search with my fleet. I'll be able to hit him again next turn for sure, but it will be necessary to be more conservative with my planes now that he has an 8 point lead. When I get the *Hornet* I'll be only 2 points ahead.

MOVE: Fleet to F2H
SEARCHES: E1, E2, F1, F2
SIGHTING: Enemy fleet in F1E

1700 June 5

AMERICAN COMMENTS: He has me cut off. If I continue into the corner he can force me into a surface engagement which I'll lose. If he splits his force to ship search he is sure of finding me this time but it is my only chance. I've altered course to the southeast — hoping to at least catch him moving the bulk of his force to the NW. I don't expect to get away but I do hope to put some distance between me and his battleships. The Midway force can still shuttle one more time before the *Hornet* sinks so I'll have to try to sink some points this turn with wave attacks if he finds me.

MOVE: Fleet to E11
SEARCHES: G2, F2, E2
SIGHTING: CV fleet in G2G; Mutsu in E21; Yamato in F2H
OPERATIONS: Full CAP over fleet; bombers to G2G

JAPANESE COMMENTS: The question now is whether I should split my fleet into splinters or stay consolidated and risk losing him? I've opted for sending my battleships out on scouting missions. Without torpedo planes there's little he can do to them.

MOVE: CV fleet to G2G; Mutsu to E21; Yamato to F2H
SEARCHES: E1, F1, G1, E2, F2, G2
SIGHTING: Enemy fleet in E21
OPERATIONS: All aircraft to E21

All my efforts against the *Hornet* came up with a goose egg. I'm in trouble now. My next raid will have only a 50% chance of success whereas this one should have sunk the *Hornet* with average luck. To make matters worse he knocked off another cruiser and now leads by 11. I must attempt a surface engagement without losing any more ships to his divebombers which are still strong.

BATTLE NOTES: The Japanese swarm over the *Hornet* but are unable to score a hit, losing their last torpedo planes and 6 more DB factors. The Americans, after seeing the *Hornet* survive, elect to conserve their planes and concentrate their efforts on the *Suzuya* — sinking her while losing 6 DB's. The bombers fly on to the *Hornet* while her protective CAP makes for Midway.

Night June 5

AMERICAN COMMENTS: I can't believe it. Terrific defense by the *Hornet* has kept me in the game. Had I known the *Hornet* would survive I'd have tried to damage the *Mutsu* instead of going after his main fleet. I now can conduct at least 1 more raid before the *Hornet* goes down and her chances of escape are increasing as his air strength declines. Moving to the east will soon take me out of range of Midway's protective cover however, so a straight eastward move is out of the question as long as the *Hornet* stays afloat. The spectre of surface combat looms very real now and there is little I can do to avoid it. Without torpedo planes his battleships are safe. The *Mutsu* stands between me and a win. If I continue eastward while he parallels me he will eventually catch me in a corner again and, once out of range

of Midway, he can split his forces with impunity. I will chance an encounter by moving southward. If he goes to G, as I suspect, it will force him to go south next turn and give me some breathing room. If he should climb to A I'll have clear sailing to the SE. It's worth the gamble — against the *Mutsu* alone I can chance it. He'll have to keep me on the battleboard for 3 turns before he can sink anything if I maneuver correctly and I'll have a good chance of getting off by then.

MOVE: Fleet to E2D
OPERATIONS: Ready aircraft

JAPANESE COMMENTS: Further dividing my force for maximum night search. Dispatching the *Nagato* to cover 2G. I am trying to force a battle with *Mutsu* and *Yamato* but I imagine he'll stay out of range — but eventually he'll get caught in a corner.

MOVE: Yamato to E2F; Mutsu to E2A; Nagato to G2G; CV Fleet to F2E
SEARCHES: E2, F2, G2
SIGHTING: Enemy fleet in E2D
OPERATIONS: Ready aircraft

Night June 6

AMERICAN COMMENTS: It worked! He is north of me in A, having passed in the night. I should have clear sailing to the SE although I must look out for the *Yamato*. But I think I've broken free.

MOVE: D3B

JAPANESE COMMENTS: Can't let him get away, separating light cruisers for ship duty in the darkness. *Nagato* rejoins the fleet.

MOVE: Yamato to E2D; Mutsu to D2E; CV Fleet to F2E; Sendai to E11; Nagara to E3C
SEARCHES: D2, E2, E3, F2, E1

0500 June 6

AMERICAN COMMENTS: Still not out of the fire. Judging from his ship searches he's right on my heels with what appears to be the *Yamato*. I'll wait for this turn's recon to give me the overall picture before altering course.

MOVE: Fleet to C31
SEARCHES: D2, D3, D4, E4
SIGHTING: Mutsu in D2E
OPERATIONS: CAP over fleet; bombers to E3G

Have been sighted. My bombers can't strike at *Mutsu* so I'll take a blind stab at E3G just to get my bombers off the deck and safely on Midway. Once the *Hornet* goes, I'd rather have my bombers than the fighters.

JAPANESE COMMENTS: *Yamato* and *Nagara* rejoin the fleet in daylight to protect crippled ships from air attack. I've found the enemy and he has been unable to locate me. I'll try to fake his CAP into the air and strike next turn.

MOVE: Yamato to E3C; Mutsu to D2F; CV Fleet to E3C; Sendai moves off alone to the NW
SEARCHES: D3, C3
SIGHTING: Enemy fleet in C31

0700 June 6

AMERICAN COMMENTS: He has faked my CAP up in the air. I figured it was coming but had to use it while I had the chance. Regardless of air superiority, his attack will involve a 1-2 on the *Hornet*; he hasn't got enough planes for

anything else. And if he misses this time he may be able to manage only a 1-3 next time.

MOVE: Fleet to C4E
SEARCHES: D3, D4, E4, F4
OPERATIONS: Rereading all planes.

NEUTRAL COMMENTARY: THE CONCLUSION

0500 June 5: To the American: Stay on the board and hide! The move west will keep him from attacking you before you leave the board.

0700 June 5: The American realizes his mistake, but now it's going to be tight, and his inability to locate the Jap fleet make things look worse than they are.

1100 June 5: The American gets another chance to launch an unreturned attack but declines, hoping to conceal his position. He may regret it if the Japanese find him with the carrier he might have sunk this time.

1300 June 5: The Anvil attacks are very nasty. I do not use these usually, as the play balance swings heavily in favor of the Japanese player. The American fleet formation is good but perhaps not best in the light of the use of anvil/wave attacks. My hesitancy to criticize here is a personal weakness, as I have yet to do any theoretical work in the tactics of anvil/wave attacks.

The Japanese fleet formation is not too bad, but with that many BB's you really have to be bad to make major mistakes. I personally like the "in-line" formation better, as I think the American could not have gotten any CV's attacking an in-line formation (that is, the CV's lined up in the center, BB's concentrated on both sides, the CA's on the periphery).

1700 June 5: The *Hornet's* survival is the key to the game. The odds for this are 25 in 144, or about 17% that the *Hornet* would survive. The remainder of the game is an instruction in "fog of war." The Japanese player looks a little foolish, but only because of what the American did. His wrong guesses will seal the fate of the game.

Final comments: All in all, quite a good game with lots of suspense. Both players exhibit a good deal of strategic virtuosity, despite tactical flaws. But then again, the tactical end of the game is more a mechanical procedure (and, as such, usually unexciting for most) whereas the strategic end of the game demands cleverness and innovative thinking. Always try to come up with a new twist: players who follow dogmatic strategy lose. In closing, I'd like to congratulate both players on a well fought, daring, and exciting game.

0500 June 6: The Japanese approach is all wrong! He is behind — he cannot play defense anymore. His air strength is too minimal to cause any real damage. His only chance is to force a surface engagement. The battleships should be out providing additional searches and looking for a chance engagement. The American divebombers can do nothing to even a solitary battleship.

JAPANESE COMMENTS: This may be my last chance to hit him. He can outrun me to the south now and I won't have enough planes to stop him. I need to sink both the Hornet and a cruiser but attacking both now would be foolhardy - it wouldn't increase my odds any, but would cost me more planes. I'll have to concentrate on the Hornet this turn and try to pick off a cruiser next time.

MOVE: CV fleet to E3E; Mutsu to C3C
SEARCHES: C3, C4, D3, D4
SIGHTING: Enemy fleet in C4E
OPERATIONS: All planes to C4E

BATTLE NOTES: The Japanese hit the Hornet with 16 DB factors against the American's concentrated AA fire; securing the needed hit to sink her on a 1-2 attack and losing 4 more squadrons.

0900 June 6

AMERICAN COMMENTS: Curse it! Hornet goes down to a 1-2 attack. No bother - I'm home free now - he hasn't enough planes to sink any more of my ships barring lucky 1-3's and I have no intention of getting into a surface combat. My fighters went in the drink last time, but no matter. I'll move to the SW now - my searches show he has nothing in that area.

MOVE: Fleet to D5A
SEARCHES: D4, E4, F4, F3

JAPANESE COMMENTS: With the Hornet sunk, I can afford to break into search groups. He can't attack me as long as I stay 8 hexes from Midway, and even then I can put up enough CAP over the westward ships to blunt his attacks. I think he has sailed to the SE and will try to bottle him up in that corner.

At this point the American loses his pursuers for the last time - the Japanese having guessed wrong and vainly searching to the SE. The American steam back towards Midway and are never sighted again - content to escape with a narrow 37-36 win.



UNITED STATES SHIPS

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JAPANESE SHIPS

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AVALON HILL PHILOSOPHY

Continued from Page 2

every Mail Order Division purchase you make for the rest of your life! The booklet will include coupons good through 1979. If you are still utilizing the service you can apply for another 5 year booklet at that time. The system is very easy to use. Once you get your membership you merely wait until the 1975 offering of Mail Order games is made. You then order none, any or all of the new titles you want. By stapling your 1975 coupon to your order you can deduct \$1.00 from the purchase price of each game ordered. If your membership hasn't fallen into disuse by 1979 you'll be able to renew it free of charge. To qualify for the Elite Club, your \$50 order must include at least 5 of the 7 new games and cannot include any game more than once. By grouping your orders into larger shipments in this manner, we can both realize a savings. This offer ends Dec. 31st, 1974. If you wish to give this membership to someone as a gift, we'll send an appropriate announcement of the gift as befits the occasion. NOTE: this offer is open only to GENERAL subscribers. It will not be made in our catalogue. Membership fees not accompanied by the application form on this issue's RR page will not be processed. We hope you like this idea - it was the best way we could think of to show our gratitude to our best customers.

Last issue's RR tabulations were significant in that they dictated several procedural changes for the GENERAL. But first let's take a look at who did the 'voting. Teenagers and first-year subscribers predominated, forming 60% and 59% respectively of the response. Whether this holds true for the circulation as a whole or just represents the more vocal portion of the readership is an unanswered question. 16% were what we classified as college age (18-24), while 24% were 25 or older. Two and three year subscribers formed 30% of the response, leaving only 11% who have been with us for over 4 years.

98% indicated they planned to renew their subscriptions while 96% approved of the Mail Order Division. Several people have said our place was to provide quality games - not quantity of titles as others have done and they hated to see us go that route. Well, we don't plan to keep up this pace of 8 new titles per year but we do feel we can still provide enough AH quality games to issue two new games per year for both the Mail Order and Retail Divisions. It was your feedback which prompted us to go this route and if response is good to the initial offering we'll try to keep up both ends of the stick in 1975. On the average, you indicated plans to purchase 3.25 of the 7 new games - a healthy average if it holds true. Approximately 20% indicated they wanted 5 or more - which prompted us to initiate the AH Elite Club to help them out price wise. 52% planned to use the new Mail Order service for games other than the Mail Order titles, although 62% indicated they'd still prefer to buy from an outlet if one was available to them. 56% favored the \$1.00 shipping coupons over the 25c Discount coupons so they'll continue. However, as was pointed out, you'll soon have more coupons than we have games so they'll be omitted occasionally when the space can be better utilized.

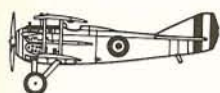
The subject of the Opponents Wanted page was a hot issue with quite a few people upset over the coming changes. Many of you suggested that

we simply add a second page. It is not that easy for several reasons. First, it ruins the aesthetic layout of the magazine and for every reader pleased by the extra want-ads there would be several unhappy about losing a page for more "microscopic ads they don't read anyhow." Second, and more important, we simply can't afford it! The Opponents Wanted page is the most expensive in the magazine. Typesetting is the major fixed expense in producing the magazine and runs into the thousands of dollars for each issue. The Opponents Wanted page contain 5 times the word count of a normal page. We are already spending our absolute limit on the GENERAL and simply can't afford further expansion. If you don't believe it, try to find a comparable value for \$5.00.

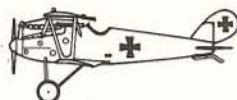
In light of this, our only solution is to pare down the number of ads to manageable proportions in line with your votes on the matter. 62% agreed to ban all "For Sale" ads other than for Collector's Items. Furthermore, 73% were in favor of making the buyer or seller state exactly what he wants or is willing to pay. Therefore, no ads asking for high or low bids will be accepted, and readers will be spared writing to a seller who only wanted to see how high the bidding would go. 61% were for limiting the content of the ads to Avalon Hill games only, while 91% were in favor of limiting advertisements to subscribers only. To initiate this, we will not accept want-ads unless printed on the proper form from the preceding issue except on a space-available basis. No xerox copies will be accepted. Finally, the contests were amply defended again with only 37% in favor of dropping them in issues where variant counters were required for the feature. Therefore, the contest will continue on a regular basis and the Opponents Wanted form will be done away with in those issues requiring the extra space. When this is done Opponents Wanted forms from any earlier issue will be accepted for use in the next issue. Thus, individuals will be restrained from placing an ad in every issue as a matter of course, rather than from any inherent need. At least one of the forms should be saved for use at a latter date should a need arise. One final note; many of you submit want-ads that defy interpretation by a handwriting analyst! Our typesetters, while quite competent and well-intentioned, simply do not have the time to decipher your illegible handwriting. They are highly trained professionals used to working from a typed, doublespaced manuscript. In the future they will have the authority to discard any ad which they consider illegible. Forwarned is fair warning - be neat! The Opponents Wanted page is a unique and valuable service which we gladly offer to the wargaming community but remember to use it wisely. Do this and the girls in Composition and yours truly, whom they no longer talk to, will be grateful. The cutbacks mentioned above have been implemented in this issue. So high was the overage that we had to cut out over 100 valid collector's item ads in order to make room for the legitimate opponents wanted ads. We are holding these for possible use at a later time.

The voting for the best articles in Vol. 11, No. 2 according to our 1200 point scoring system was as follows:

Continued on Page 30 Column 3



Richthofen's Potpourri



By Al Bisasky and Mark Saha

THE BARON FLIES AGAIN

Richthofen's War is a return to "my" kind of gaming. It's highly tactical to be sure, in line with the current trend. But gone at last are those abstract, mathematical "textbook" tactics that have characterized such recent efforts as *France '40* and *Panzerblitz*. For, although the tactical capabilities of individual aircraft are reproduced literally to a fault, there is no attempt in *Richthofen* to qualify the "human" element; there are no "panic threshold" or "preservation" levels. Instead, the game represents a return to the qualities of character and judgement on the part of the individual player—the original AH philosophy of "now *you* make the decisions"—as an essential and often decisive factor in a series of plane-to-plane and man-to-man dogfights in the skies over France. The result, especially in the multi-player Campaign Game, is quite frankly an "excitement threshold" that must be experienced to be believed, and defies comparison with any other wargame to date. The AH brochure promises "... players soon forget they command only one piece. They are too busy literally trying to stay alive in the hectic battle of men and machines which inevitably ensues..." and this bit of promo is no exaggeration!

But *Richthofen* is also unique in other ways. This may sound strange, but if I had to compare it with any other game I think I would choose (of all things) *Diplomacy*. Admittedly, there is little resemblance of subject or mechanics of play. But there are subtle similarities that may be of even greater consequence. Both games, at their best, are multi-player and probably take a whole day to complete. Moreover, I think there is a chance that *Richthofen*, like *Diplomacy*, just may manage to create its own nationwide and even worldwide "hardcore" devotees—fanzines and the works—willing to devote themselves exclusively to the play of this one game.

What I'm saying is that *Richthofen* could prove itself independent of wargaming and capable of survival on its own merits. Model airplane buffs, professional pilots, hobbyists and historians—people of almost any background, not ordinarily "into" gaming—are perfectly capable of finding satisfaction here. In fact, the game might very well do better if there were no wargaming hobby: the one thing it has to buck is the current trend of buying many new game titles and reading and playing each only a few times before going on to the next. *Richthofen* is clearly intended to be a hobby all its own, complete in and of itself, and will probably stand or fall on its attempt to do just that.

Moreover, *Richthofen* is different from *Diplomacy* or anything else around in that it's probably the most versatile and open-ended game ever put on the market. Literally. You can play a solitary "balloon busting" scenario in a few minutes, while waiting for friends to show up. You can play two- to four-man "dogfight" or "trench-strafting" scenarios in as little as 15 to 30 minutes. If you're into aeronautical design, you can use the blank plane counters and ASP (Aircraft Status Pad) sheets to design

hypothetical aircraft that "could" have been built with the technology and equipment of the period—and test them in battle against the equipment actually used. Finally, with as many or as few players as you wish, you can leap into the Campaign Game(s); here, experience will probably show, the greater the number of players the higher the excitement threshold—and also the longer the game.

Tactics

But let's get down to specifics. Suppose you're a German pilot going up alone in an Albatross D-III, against a Nieuport 17 escorting a recon plane across your lines. What sort of tactics do you use? Frankly, tactics will vary considerably according to the overall strategic situation. But two basic considerations always come first: (a) the performance characteristics of your own aircraft (good & bad), and (b) performance characteristics of your opponent's aircraft (good & bad). Good tactics against one aircraft may be bad tactics against another.

Let's start with a comparison of the respective ASP's of the Nieu 17 and Alb/d3 (Diagram A). Notice the Nieuport can outclimb the Albatross by 50 meters per turn, while the Albatross can exceed the Nieuport's dive by 100 meters per turn. Obviously, the Nieuport is going to prefer to fight at lower altitudes, so he can climb to escape if he gets into trouble—while the Albatross will lack sufficient altitude to escape by diving. The Albatross on the other hand, clearly prefers to engage at the highest altitude possible. So... who decides at what altitude they will engage? Probably the recon plane. If it's on a tactical bombing mission, it'll come in right "on the deck" with the Nieuport not much higher... the Albatross is forced to descend and fight on their terms. If the recon is on a photo mission, it *must* come in at an altitude of 2,500 meters or more. This time, the Albatross is fighting on *his* terms.

The ASP's reveal two other immediate advantages of the Albatross—a higher accumulated damage capacity and greater ammunition supply than the Nieuport. The Nieuport must restrict his firing to times when he has a very good sighting; the Albatross can afford to take a few "pot shots" and accumulate a bit more damage before turning back.

The Sopwith Camel doesn't appear in the "Bloody April" Campaign Game, but a glance

at its ASP (Diagram B) shows that it puts both these aircraft to shame. It can outclimb and outdive each, and it can accumulate more damage. The Albatross still carries a few more rounds of ammunition, but he would not be pleasantly surprised to find the Sopwith in the same skies.

Still, let's suppose you're the German pilot and this *should* happen—how would you escape? You can't outdive your adversary and you can't outclimb him. Fortunately, the Maneuver Schedule of the respective ASP's contains a ray of hope: the Camel easily outperforms the Albatross in right hand turns, but the Albatross is actually marginally superior in left hand turns. Obviously, you want to work your way off the board with as many left hand turns as possible (and if you need a right hand turn to get back behind your lines, you're out of luck!).

These are only the rudiments, and from here tactics tend to merge into strategy, but the principle should be clear; tactics of any one encounter are dictated by the performance characteristics of *both* aircraft.

Strategy

Strategy throws everything that has been said so far to the winds. The judgement of the individual player—in multi-player games, the squadron commander—must now reign supreme. The needs of the "big picture" come first. The German player must keep his hard-pressed Jasta II Squadron operational for the duration of the "Bloody April" campaign, while the Allied player must see to it that tactical bombing and photo recon missions are carried out with fairly consistent success throughout the same period. Often, the German must abandon a "sure kill" at the last minute, because he simply cannot afford an additional accumulated

damage hit that would put him in the repair shop next day.

The influence of strategy on tactics is dramatically illustrated by a somewhat desperate maneuver I call "guts ball"—reckless and abominable as a tactic, it sometimes becomes the best strategic maneuver available. Situation: you are a lone German ace in an Albatross, and two Nieuports are escorting a tactical bomber coming in "on the deck". Blood poison. But it's late in the game and you must make some sort of effort to break it up. You dive for the bomber and get off your first good shot—some damage, but not much. And the two Nieuports tumble down on your tail. The first of them gets off a good shot—fortunately, again, no serious damage. Still, not a pleasant situation.

"Guts ball" is called for here. The German pilot takes the Albatross straight forward the exact number of hexes required to make a perfect 180° turn and return—and fires at his pursuer head-on at a range of one hex! If the Nieuport returns fire he runs the risk of jamming his guns—which evens up the situation very nicely. If he doesn't return fire, he may be shot down anyway. And the second Nieuport is very likely going to race past the Albatross, also unable to fire this turn! A nasty surprise.

But notice, please, the fundamental conditions that turn a reckless tactic into a sound strategic maneuver: (a) you have negligible accumulated damage (b) it is still early in the mission, so the Nieuports cannot afford to abandon the recon (c) but late in the game, and you're hard-pressed to break up a mission.

But this is a rather dramatic example, as I have said; the more usual strategic considerations are generally more subtle and require even more judgement. How many planes do you have in the shop right now? How many missions has the enemy successfully completed? These considerations dictate how many chances your pilots are authorized to take, and whether they should go for the enemy escorts or recons. Similarly, as the Allied player, you must evaluate how many missions have been successful, and whether or not you can afford further bomber losses; if not, you may have to scratch photo recon missions, and restrict yourself to coming in "on the deck" on tactical bombing runs.

Men & Machines

Finally, this brings us back to the so-called "human element" which remains the paramount feature of the game. The best of strategy and tactics will avail you nothing if your pilots are a bunch of hotheads who forget everything in the heat of battle, throw caution and objectives to the winds, or refuse for personal reasons to cooperate as a team. Of course, such problems hardly arise in a three-man Campaign Game, where each man commands a complete squadron and coordinates his planes.

But the more players you have, the more realistic the game becomes... in some startlingly individualistic ways. Just one obvious example makes the point: if you command an entire squadron as one player, you naturally try to credit as many "kills" as possible to any one "pilot" to create an ace. But if, on the other hand, you have many player/pilots under you, the fierce competition among them for "kills" makes this sort of game artifact impossible.

Thus, I find the potential for "realism" in this game unlimited... just as I see its potential future unlimited, if it catches on as it should. It's definitely not a game for everybody. But I think it's a game everybody should try at least once.

Practical Hints

(1) Obviously, it's wasteful and silly to use a new ASP sheet for every plane that takes off. Buy red and blue felt pens (for Germans & Allies) and carefully fill out three ASP sheets for each type of plane in the Campaign Game. Since three is the maximum number of planes you can have up, that's all you need; use blank counters to keep track of ammunition and accumulated damage, and these sheets will last indefinitely.

(2) The Campaign Game roster sheets can be purchased from Spartan International, Box 1017, Bellflower, CA 90706. Price, \$1.00 or simply make your own prototype, with ruler and pencil, from the example in the Briefing Manual—and Xerox as needed.

(3) Enjoyment of the game is vastly increased by additional outside reading. The best bargain is Purnell's *The First War Planes*; 64 large magazine pages in full color for \$1.95. Write: Marshall Cavendish Distributors, 6 Commercial Street, Hicksville, New York 11801.

Narrative accounts are numerous, but a hard one to beat is *They Fought For The Sky*, by Reynolds Price.



DO-IT-YOURSELF RICHTHOFEN

In the Mission Briefing Manual which accompanies *RICHTHOFEN'S WAR* the designer suggests that the wargamer do some biographical research on the aviators of the first World War. It is further suggested that one can go beyond the playing of the scenarios provided and, with little research, create one's own game situations. Taking this advice, and keeping within the framework and limitations of the rules, I began to take accounts of actual air battles and work them into (playable) scenarios. The end results are situations similar to the "Richthofen vs. Brown" scenario provided in the game (an interesting and challenging scenario, but unfortunately the only one based on an actual historical, rather than hypothetical, air battle).

I therefore offer to the more articulate students of *RICHTHOFEN'S WAR* the following two scenarios which, hopefully, will prove both challenging and enjoyable to the historically-minded wargamer.

If at first the situations appear to be hopeless or unplayable for either side, remember; the whole idea behind wargaming is to attempt to change the actual outcome of history. Also keep in mind that what looks impossible in the game situation was done by men who flew only wood and canvas crates and made history doing it!

As it is so often asked why a designer makes certain rules, and you will no doubt question some of the things that I have done, I'll take this opportunity to offer some explanations. First: playability was sacrificed for historical accuracy in order to create more of a challenge to the more highly skilled wargamer. However, in keeping with the designer's suggestion, I have imposed a three-plane-per-side maximum even though there were more than this number taking part in the actual battle. Second: the incorpora-

tion of the Double-Ace rule is made only to more accurately display the superior capabilities of the pilots involved rather than to simply "even out" the sides. And lastly: no attempt has been made to change or add to the existing rules, although it is strongly suggested that you use tournament level rules. Optional rules such as Prevailing Winds, Deflection, etc. are left up to the individual players.

SCENARIO NO. 1:

VOSS vs. McCUDDEN

At the ripe old age of twenty, Leutnant Werner Voss survived "Bloody April," was awarded the Pour le Merite, made Fuhrer of Jasta 10, and shot down 48 Allied aircraft. He never lived to be twenty-one. The protege of von Richthofen, it had been said that he possessed expertise as a pilot that surpassed even that of the Rittmeister himself. He was truly one of the greatest aces of the first air war and certainly one of its legends.

On September 23, 1917, Voss fought his last air battle against Capt. (later Major) James T. B. McCudden and five other pilots of No. 56 Squadron R.F.C. Against these six opponents Voss put up a ten-minute fight that is still remembered now that Kaisers and Kings are dust. Boxed in and hopelessly outnumbered, he managed to at least put holes in all of them. According to the account of one of the pilots of No. 56 Squadron "... he seemed to be everywhere at once, doing things with the machine that were beyond comprehension! When one of us would get behind him he would be thrown off immediately, unable to match the dazzling movements of the Triplane." But even the lightning-like maneuvers and deadly marksmanship of the great Voss himself were not enough to save him. The final credit for downing Voss went to Lt. A. P. F. Rhys-Davids.

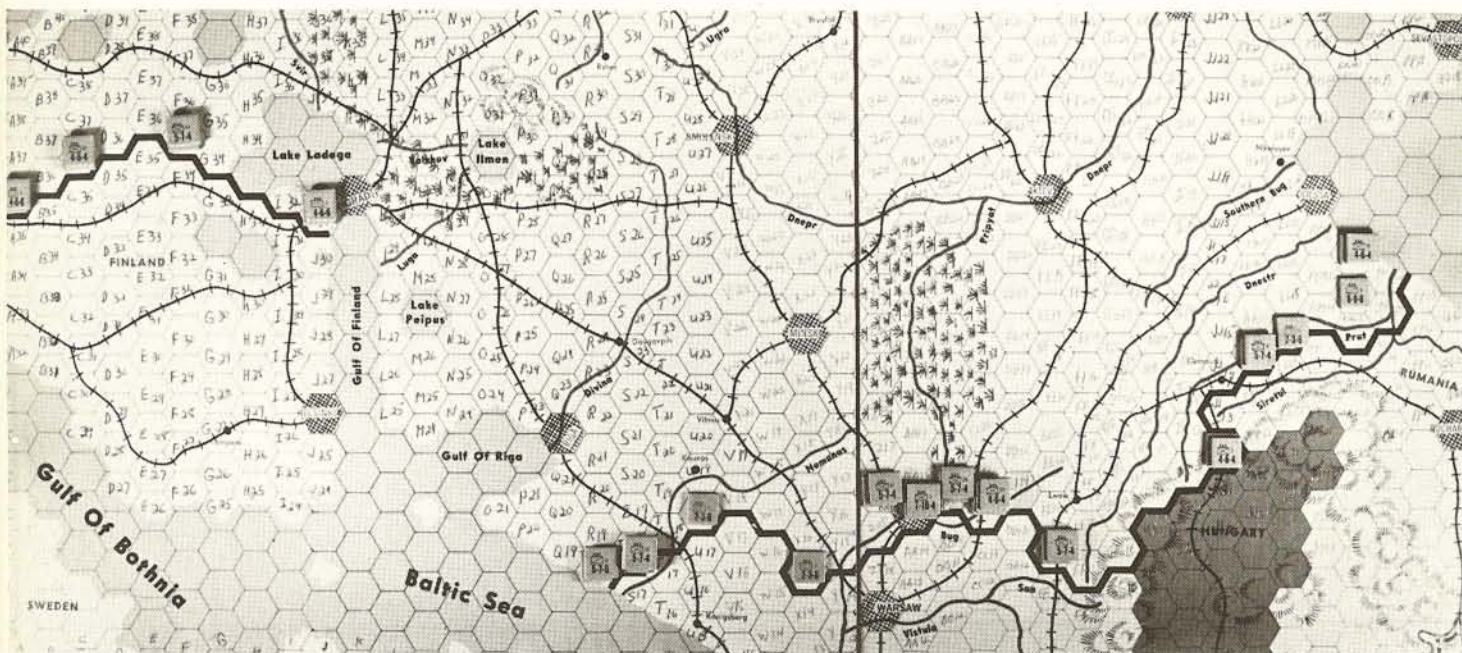
GERMAN PLAYER: Aircraft: one Fokker dr/1, Voss (designate Double-ace)	ALLIED PLAYER: Aircraft: three SE 5/a (designate one ace-McCudden)
Starting Position: KK35 Flying Southeast at 1500m.	Starting Position: East edge of mapboard, south of row J at 2000m.
Turn Order: German player moves first.	
VICTORY CONDITIONS:	
GERMAN: Down one enemy aircraft and escape off south edge of mapboard or successfully force land on own side of mapboard.	
ALLIED: Down Voss without losing a pilot. A draw would constitute Voss downing one enemy aircraft and then being shot down himself.	

SCENARIO NO. 2:

FRANK LUKE:

THE ARIZONA BALLOON BUSTER

If one were to be asked whom they thought was America's greatest ace of World War I, the probable answer would be Eddie Rickenbacker, or maybe, Douglas Campbell, or perhaps one of the Yanks that fought with the Lafayette Escadrille. In my opinion, the man who deserves to be called greatest of the American aces is Frank Luke, who in the shockingly brief span of



Defending Russia

by Richard Shalvoy

Photo Credits: Richard Bartlett

The Imperfect Defense

Inf.
2:jj12 3:aa15 4,5:ee12 8,9:kk14 10:f35 11:jj12 12,13,14:s18
16,17:nn15 22,24,27:cc14 28:aa15 29,35:bb15 36,37:z16 42:c36
64:f35 65:c36

Cav.
2:r18 4:nn14 6:r18

Arm.
1:j31 2:u18 3,4:a36 6:j31 7:x15 15:l114

Finland

A strong force is located in Finland. Depending on the German response, these units may be used to quickly crush Finns if you are faced with piles of three units, or may be withdrawn to southern fronts if not needed. Speed is essential here although loss of units should not be risked. The largest German unit placed in Finland is usually a 5-5-4 or a 6-6-6. If you can attack it undoubled at 3-1 or better, do it!! Destroying it in Helsinki is necessary otherwise and can be a lot more costly. On the Finns, try for odds of 6-1 or better, if possible, but use your judgement if you get a chance to kill a whole stack at 4-1 or better.

Nemunas:

The Nemunas River is an excellent defensive front. Its premature loss opens much clear territory for the Germans which can only be defended at much increased cost. The defense here is designed to make that part of the Nemunas which is exposed to attack impregnable and to cover it from attack as much as possible. The stack of 5-7-4's is placed in S-18 particularly to deny the possible advance after combat that could be incurred in a low odds German assault (1-2) on larger units left singly in that square. While the invader can be repelled, the gap in the river line can not be sealed and this is trouble,

improbable as it may be, which we can avoid. It is very easy to counterattack from R and S-18, so the Nemunas should hold using the deployment shown.

The delays, 2-3-6's, cover the remainder of the front nicely. Their value in denying the Germans a shot at the rest of the Nemunas River is unquestionable.

Brest-Litovsk:

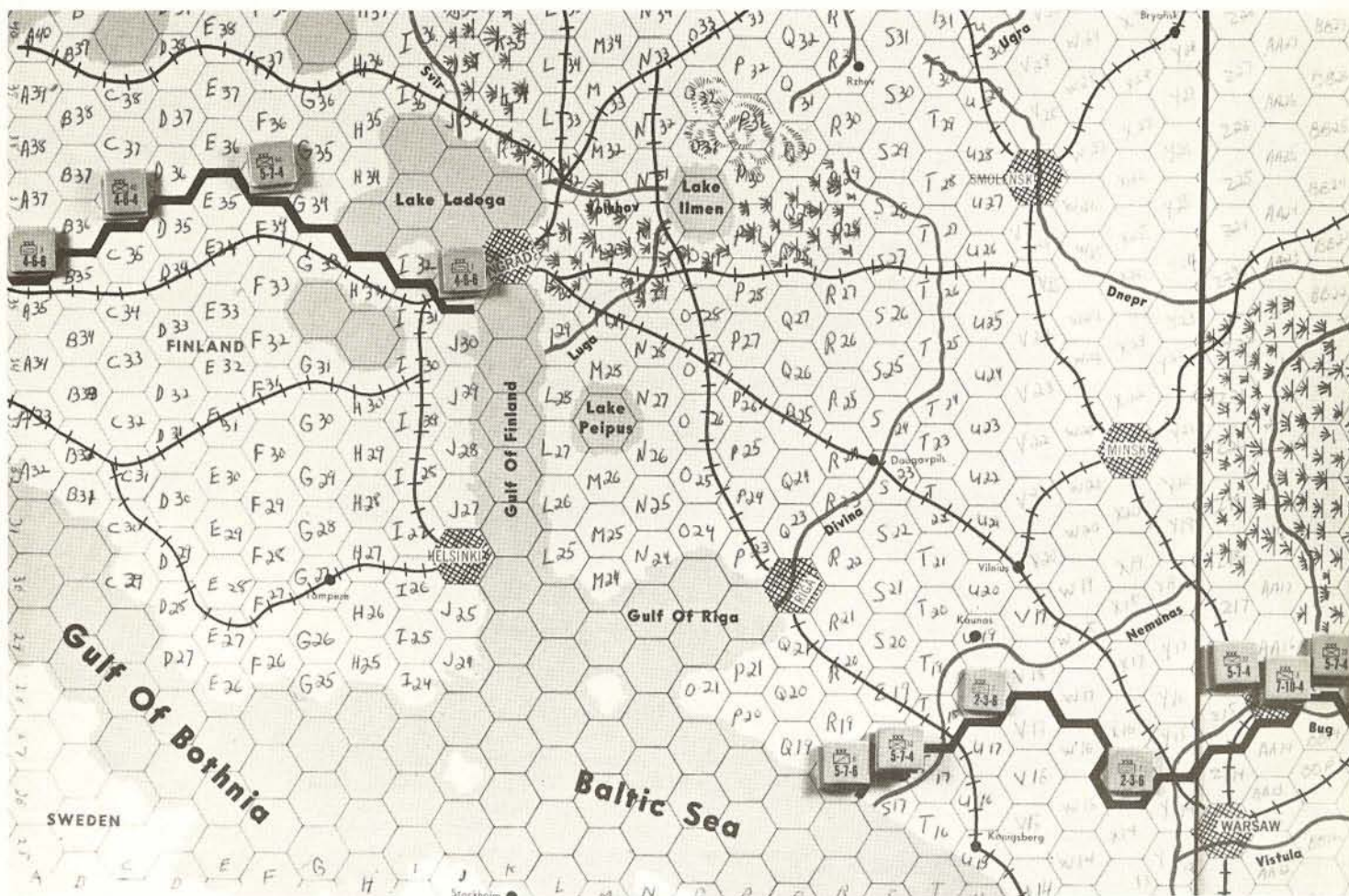
The goal of the central front is to exploit the freedom of movement between fronts which the positions around Brest-Litovsk afford, and to tie down the flank of the southern front. While the positions around Brest-Litovsk can be out-flanked, this is time-consuming and time is the Russian ally. The strong concentration of units near Brest-Litovsk acts both as a mobile reserve and serves to deter any German attempt at breaking the Bug River. The units can move either north or south in response to German moves. The concentration of force in Brest-Litovsk is great. To attack Brest at 2-1 (3-1 not possible), the German must soak-off on 76 factors, plus another 18 in CC-14. In addition, the German would be exposing himself to a strong counterattack from an excellent defensive position.

The units in CC-14 serve to delay a rapid advance by the Germans toward Lwow by allowing the units in EE-12 to be doubled. While the CC-14 units are undoubled, 80 factors must be soaked-off to attack one of them. The units in EE-12 block the approach to the Ukraine which, if made, out-flanks the series of river lines which block the German advance out of Rumania. This protection of the southern front's flank is essential to stymying a southern flank attack.

STALINGRAD, now in its 11th year, remains the most analyzed of simulation games short of chess itself. But as Fischer and Spasky would be sure to admit — no one has learned everything there is to know about the game — just as no one has yet mastered STALINGRAD to the point of perfection. However, among those who play the game well is Richard Shalvoy and his self-critique of his own initial defense is a reminder of points everyone would do well to remember.

The Stalingrad recreation of the German campaign in Russia has captured the imagination and interest of many wargamers, both novice and veteran. Its inherent ease of play has made it indeed, a true classic. Being such, many articles have discussed the various facets of the game. To this vast array of material I offer an addition, a discussion of the critical opening moves for the Russian which I call the "Imperfect Defense."

Many so-called perfect defenses have been put forward in the past, but all seem to suffer flaws in one way or another. The one I propose is also flawed, although I feel that these flaws can be traded off depending on your style of play or your opponents' preferences in offense. I do feel that I can offer some interesting solutions to problems besetting the Russians. The discussion here will center on the first turn or so, those being both easiest to deal with specifically, and critical to the whole conduct of the game. The beginning of the game is the time when the war is often made or broken. The German is at his peak strength and the Russian is without replacements. Much irreparable damage can be done here. The Russian goal is to withdraw as slowly as feasible while losing as few units as possible and inflicting the heaviest German losses. Admittedly, these goals are not all achievable. The balancing of them makes the game interesting.



Rumania:

The southern front is an enigma. The series of river lines can easily block many advances, but these lines can be outflanked. Success in the south involves keeping the German troops isolated from the main body on the central front while inflicting maximum casualties when they try to break out. Maintaining a strong hold on

the Carpathian Mountains is essential. The key to this defense in the south is the 2-3-6 located in LL-14. This units positioning allows use of the Siretul River for defense on the first turn, thus limiting the German accessibility to JJ-12 and preventing him from surrounding the units in NN-14. As it stands, the German can get a 3-1 on the 6-9 there, but this can be used as a

gambit to entice him into committing his armor heavily in the south where it can be more easily bottled up. In following turns, the Bug line can be defended unless the German has placed strong armor in the south. Reinforcement from the Brest area will then be necessary. Avoid defending NN-14 if its loss would cost more than one unit.

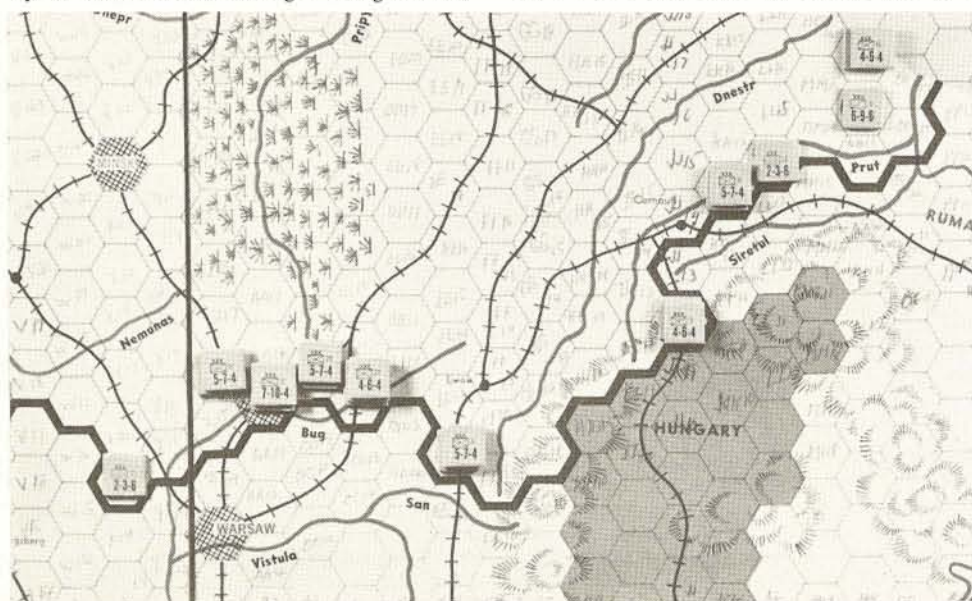
Imperfect:

This defense is far from perfect. The units at CC-14 can be attacked. A counterattack can probably right the situation, but that prevents the orderly dispersion of the troops around Brest to other fronts. The units in EE12 can be outflanked. The square NN14 can still be attacked at 3-1, although now the unit(s) there can be retreated.

Into the Midgame:

Later moves depend very much on the replies of your opponent. A few thoughts should be considered. Counterattacks, especially those from strong defensive positions can really hurt your opponent. But they are also costly to you in men and other parts of your front left weak. It is a rare Russian who can counterattack on a massive scale, and he usually winds up destroying himself. But a judicious counterattack can be a real saviour.

The Nemunas should be held, but not too long when it is finally broken. Remember, the Russians bought time with land. There's a lot of Russia and only so many Russian troops.



Gentlemen:

My grateful thanks to the *General* and Joel Davis for—at long last—an excellent and imaginatively presented article on the much neglected *GUADALCANAL*. Hopefully, this exclusive presentation of photographs and text will entice more readers to take a closer look at the game to which the author so skillfully related his material.

However, once again I feel called upon to come to the defense of this most unique and unusual game. Certainly, the game is not perfect and apparently the poor sales would indicate it's not for everybody. But within the limitations of the specific premises upon which the game design is based, it still seems to be an excellent, playable simulation of a constantly changing type war over the course of a six month campaign—no small accomplishment, and a pleasant surprise for gamers looking for "something different."

Joel Davis criticizes the game for giving hidden jungle movement to the Japanese. "This is the most serious error in the game in that Avalon Hill had the situation backwards," he writes. "... the Americans had far better intelligence than the Japanese did ... but, of course, no one's intelligence in the jungle was very good." But the following campaign assessment by Fletcher Pratt seems to back up Avalon Hill's approach:

"But on examination the general plea of faulty intelligence on the Japanese side does not stand up very well. Their intelligence was often faulty, but not in any fundamental way. The original Japanese G-2 estimate of the number of Marines on Guadalcanal was far more accurate than the intelligence on which General Vandegrift had to work when he made the landing. All through the operation the Japanese were exceedingly well served on the sea by both their submarine and air scouts, and if their air reconnaissance ashore was distinctly faulty, their patrols and listening posts in the Grassy Knoll (Mount Austin) region covered everything so completely that General Vandegrift could hardly cut his fingernails without having it reported across the line. After the war it was revealed that the Japanese had been extremely acute about intercepting and making use of American radio messages."

"The Japanese command simply chose to disregard the intelligence it received. It went right on making elaborate plans, like that for the attack of the Sendai, as though the whole thing were a sand-table problem, in which the enemy's action need not be taken into account, with no room for the unit commander to exercise his discretion. After the plan was once made it was never on any account altered, either from above or below. The last feature is sufficiently puzzling, and at least one high American officer who has studied the problem considers that some difficulty here may lie in the fundamental character of the Japanese language, a poor instrument for either rationation or the rapid communication of ideas." (Quoted from *The United States Marine Corps in World War II*, edited by S.E. Smith)

Of course, there's an obvious problem that gives both players too much information in the game. During the actual campaign, arrival of troops and supplies was a haphazard thing for both sides, dependent on the fortunes of constantly raging naval battles. The game "freezes" the actual historical outcomes of major naval engagements and thus gives each player the specific reinforcements that "got through" on specific dates. (Players do have to roll the die for artillery Units of Fire supply, but even these odds tables are coded to the historical outcomes of the major naval engagements.) Thus, the O/A charts give the players very specific information as to what to expect and when ... exactly the kind of information you rarely have in war.

However, this problem is inherent in practically every wargame that includes an O/A card—and that's a helluva lot of games, by Avalon Hill and other publishers! So it would be grossly unfair to single out *GUADALCANAL* for criticism on this point.

The variant that Davis includes looks quite interesting and certainly worthy of exploration, to which I look forward. However, I hope he

Letters to the Editor ...

intends it as a variant and not a revision. The full tournament version of the original game is playable and fun, and reasonably faithful to its premises.

Finally, Joel Davis says that "you really need two copies of the game to make hidden movement convenient." Nothing could be farther from the truth. Convenient hidden movement, at long last and without services of a third player, was one of the first things that sold me on the game. I've explained elsewhere the system that seems most simple and convenient for me. (Vol. 11, No. 1).

Mark Saha
Santa Monica, CA



Dear Editor

In reference to Joseph Boslet's article ("A Realistic Solution," Vol. 10, No. 6 of the *GENERAL*), I not only believe that there "are some discrepancies affecting the play balance and realism ..." but also that there are, I dare say, multitudes of discrepancies in Avalon Hill's *Gettysburg*.

The Battle of Gettysburg was not only a turning point in the Civil War, but a turning point in the history of the United States as well. It was a battle in a period of time in which the fortitude of the soldiers truly determined the outcome of minor skirmishes or all-out attacks. But understand me: I am in no way implying having the outcome of the battle balance on the individuals involved was unique to Gettysburg. I am merely contending that the Battle of Gettysburg had so many tactical and strategic discrepancies and blunders by both sides—astounding in light of the leaders involved—it could probably have been fought in many ways without ever reaching the same end twice.

This is why I believe that while Avalon Hill's *Gettysburg* is well conceived, several important factors should be changed or completely redone in order to bring back not only an acceptable play balance, but also the all-important realism of this historic battle.

For one, the Battle Manual needs to be reviewed and rewritten. If this were done, many gripes or questions would be answered and a lot of time saved. I realize that an instruction booklet—or Battle Manual, as the case may be—cannot be rewritten overnight. But a game as old and as simple as Avalon Hill's *Gettysburg* (compared to others in Avalon Hill's line), needs a new and fully detailed Battle Manual. And this would, I believe, most certainly increase the popularity and simplify the playing of the game.

As Mr. Boslet states, conditions for victory are too unrealistic, especially for the South. While, at times during the war hundreds of thousands of men were killed and thousands wounded and captured, obviously neither army was ever obliterated. I wholeheartedly endorse Mr. Boslet's step reduction system for eventual victory. In this manner, heavy divisions of fighting infantry can be hurt, but not completely annihilated, by, for example, three brigades of cavalry. I would leave all "Combat Factors" as they now are printed. Or with possibly minor changes.

On the other hand, I have one point of argument, concerning Mr. Boslet's victory conditions as they pertain to "Combat Factors." Why limit the number of combat factors that would automatically mean defeat, unless it is to help limit the playing time of the game? The battle was clearly finished by noon of July 4th, the time given as the last move in the game. But any player can testify that by this time, and usually before it, at least one army is in a pretty piecemeal condition. Only the real war fanatic would fight to the complete death. Certainly Lee did not, while Meade was, I believe, overly cautious, he didn't push his luck by attacking Lee's entrenched troops on the morning of the 4th.

In using Mr. Boslet's step reduction system, by the time the game is drawing to a close, one

general or the other should know if he has the slightest possibility of some kind of victory. Since the bulk of the reinforcements enter the game by the afternoon and evening of the second day, awareness of victory at that point is pretty much a certainty. Since a strategic victory for either side would be a major retreat by his opponent on or before noon of the 4th, limits on the loss of combat factors would not be needed.

The artillery situation in the game is entirely different. Here realism walks the fine line of fact and fiction during this particular period of time. Although Avalon Hill doesn't enter Union artillery until the 7 p.m. move on the second day, I'm sure anyone familiar with the battle knows that Union artillery was on the scene before that time. (I'm sure too, that Avalon Hill realized this and inserted units where they did for the sake of simplicity.) But why not give a counter of artillery to each division of infantry? Or possibly make a counter equal to a battalion or a brigade (depending on the army) as they were nearly equal.

In the game situation this could be rounded off to one unit of artillery for each division or corps whichever the case. (Division pertains to the Confederate troops and Corps pertains to the Union troops). As far as Combat Factors are concerned, all artillery units would have the same factors as they now have, a "2".

Broken down, the Confederate infantry and artillery situation would look something like this:

I CORPS — Longstreet

McLaw's Division
Cabell's Artillery Battalion — 4 Batteries

Pickett's Division
Dearing's Artillery Battalion — 4 Batteries

Hood's Division
Henry's Artillery Battalion — 4 Batteries

II CORPS — Ewell

Early's Division
Jones's Artillery Battalion — 4 Batteries

Johnson's Division
Latimer's Artillery Battalion — 4 Batteries

Rodes's Division
Carter's Artillery Battalion — 4 Batteries

III CORPS — Hill

Anderson's Division
Lane's Artillery Battalion — 3 Batteries

Heth's Division
Garnett's Artillery Battalion — 4 Batteries

Pender's Division
Poague's Artillery Battalion — 4 Batteries

The Union infantry and artillery situation might look something like this:

I CORPS — Reynolds

1st Division — Wadsworth
2nd Division — Robinson
3rd Division — Rowley
Artillery Brigade — Wainwright — 6 Batteries

II CORPS — Hancock

1st Division — Caldwell
2nd Division — Gibbon
3rd Division — Hays
Artillery Brigade — Hazard — 6 Batteries

III CORPS — Sickles

1st Division — Birney
2nd Division — Humphreys
Artillery Brigade — Randolph — 5 Batteries

V CORPS — Sykes

1st Division — Barnes
2nd Division — Ayers
3rd Division — Crawford
Artillery Brigade — Martin — 5 Batteries

VI CORPS — Sedgwick

1st Division — Wright
2nd Division — Howe
3rd Division — Newton
Artillery Brigade — Tomkin — 8 Batteries

XI CORPS — Howard

1st Division — Barlow
2nd Division — von Steinwehr
3rd Division — Schurz
Artillery Brigade — Osborne — 5 Batteries

XII CORPS — Slocum

1st Division — Williams
2nd Division — Geary
Artillery Brigade — Muhlenberg — 4 Batteries

Naturally nearly all Confederate infantry divisions are much stronger than their Union counter parts. This would have to be taken into consideration concerning combat factors. Also, Horse Artillery could be added for realism, but I feel it would have little, if any bearing on the game. Each army too, had their own Artillery Reserves, but adding these would only complicate things further. I do realize that the two armies had entirely different ways of deploying their artillery. The Confederates let their artillery travel with their infantry whereas the Union had most of their guns pooled into one group. The only difference all of this would make is their time of arrival.

Once again, I disagree with Mr. Boslet in regard to combat factors and artillery units. Specifically, why does he suggest the elimination of combat factors of the artillery? During the Civil War massed artillery decimated advancing infantry, as proved by Pickett's Charge. But if artillery units attacked other artillery units in the game, and they had no combat factors, how would they be destroyed? It seems that they would keep going backwards the whole game. Also, why a time delay period for set-up and take-down of artillery? Unless entrenched, most batteries could be set up in a relatively short period of time. If this rule were used, I think that there would be very little artillery destruction: by the time artillery had set up and waited a turn, the opposing unit would have moved out of range.

I approve of his range definition pertaining to artillery fire. A range of three squares seems very adequate. But again, I question his Artillery Firing Results Table. I think the scoring is too severe, especially since so much cannonry was engaged. The chances of scoring a hit are much greater than Mr. Boslet seems to think. If a "unit" firing equaled a brigade or battalion (depending on the army) only one possible hit out of 30 is highly unlikely. I am talking about I cannon out of 30. Mr. Boslet's result table shows that if you have 3 brigades, say, firing (which would equal approximately 90 cannon), you would only have a 50/50 chance of scoring a hit. Think about it, only a 50/50 chance of scoring a hit upon an enemy unit with 90 cannon. At this point I would even be open for suggestions. You could use his present table and make the range distance the difference. With three squares distance, the odds would be as Mr. Boslet has shown. Two squares distance would increase the odds 1/3. And so forth. Naturally, the closer a battery of cannon is to infantry, or, for that matter, artillery, the more possibility of destruction. Therefore, if you had 6 brigades of cannon, or 180 guns firing at the maximum distance, your odds would be pretty good. But seldom, except at Gettysburg, did you have that many guns in one action against an enemy unit.

In closing, I believe Mr. Boslet has made several good points in his suggestions to revamp a game that needs much reworking. I too, have only made suggestions. But as of now, in terms of realism and play balance some rule changes and clarifications—especially in the victory conditions laid down upon the Confederacy—are needed. I believe the game is losing much appeal, and this I truly hate to see.

Jim Hamilton
Dallas, Texas



For the past five years I have been an avid fan of your games. Recently I began subscribing to the *GENERAL* and in my first issue I found something of value. In the July-August 1973 *General* I read an article by Mr. Shefler called "ADVANCED KRIEGSPIEL THEORY."

I've always thought the AH people fell below par in this game. Although *KRIEGSPIEL* may be a good starter game, I found it far too simple. I tried Mr. Shefler's way of playing and, even though I still lose, I find it a very good way to play. WELL DONE Mr. Shefler, you have saved one game from collecting dust.

Peter Fraser
Saskatoon, Saskatchewan

READER BUYER'S GUIDE

TITLE: 1776

SUBJECT: Grand Strategic Game of the American Revolution

1776 is the 12th game to undergo analysis in the RBG, and resulted in the second best rating thus polled. It polled a 2.56 cumulative rating — just .04 of a point off the *Richthofen's War* rating of 2.52. Its excellent 2.36 Overall Value rating was second only to the 2.05 of *Panzerblitz*, and overall placed 5th or better in 8 of the 9 categories.

The game's strongpoint is its extremely realistic and painfully painted mapboard with all the color of the old *Anzio* minus the terrain ambiguities. It set a new record for this category, besting *France, 1940* by .29. Equally impressive was the 3.08 rating for Play Balance which is second only to *Richthofen's War* and *Panzerblitz*. This was especially surprising in light of the adverse publicity the game has received from outspoken critics who decry American chances for victory. We plan to publish several articles on American strategy in the game by authors who vehemently disagree with that viewpoint.

The game's biggest drawback was in the Ease of Understanding category where it placed 10th. This is understandable given a game as complex as 1776. What is somewhat confusing is the excellent rating for Completeness of Rules (3rd best) given the poor rating of the previous category. One would think these two categories were somewhat interrelated. Apparently, although the players feel the concepts involved are complex, there were no large omissions or contradictions such as plagued *1914*. This is generally backed up by the volume of the nut mail. As is often the case, Game Length does not really tell the story due to readers rating both the

Campaign Game and Scenarios indiscriminately. Generally speaking, the Campaign Game will take more than 6 hours while the Scenarios can range from 1 to 2 hours.

1776 appears to be one of those games you either love or hate. Reviews have been mixed — ranging from "the best ever" to the "biggest turkey since the Pilgrims landed". Your RBG responses ran the same range with responses running from a complete set of 1's to all 9's. Obviously, the 1's outnumbered the 9's by a considerable margin.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor.

1. Physical Quality	2.16
2. Mapboard	1.76
3. Components	2.45
4. Ease of Understanding	3.27
5. Completeness of Rules	2.62
6. Play Balance	3.08
7. Realism	2.72
8. Excitement Level	2.63
9. Overall Value	2.36
10. Game Length	5 hours, 34 minutes

THE QUESTION BOX

1776:

Q. If the British control all Strategic Towns in New England, but not Montreal and/or Quebec, the area is considered uncontrolled. Question: where are CA and RM replacements placed?
A. Within one hex of any Strategic Town hex.

Q. When the Optional Transport Costs are used, the French fleets cannot carry their allotted forces. What happens?
A. Allow the French fleets to carry their allotted forces upon initial entry into the game until they enter a friendly port, at which time they must embark units to conform to their maximum optional capacities.

Q. The rules state that if more than one French Battle Fleet is ever sunk, the rest of the French forces must be withdrawn to the West Indies. What happens if all three French BF's are sunk? Are all French forces eliminated?
A. Yes, in this case, they would be eliminated at the end of the current player-segment. Note that if the French VF unit was not available, all French SP's would be eliminated, as if all French naval forces were sunk.

Q. Can British fleets control ports?
A. No. Control is defined as occupying with at least one CSP of British Regular Infantry.

Q. If all friendly land units are eliminated in combat in a Port hex, are the friendly fleet units in that port destroyed, captured, or unaffected?
A. They are unaffected as it is assumed they would move out to sea.

Q. When attacking enemy units in a Fort and outside of it in a combined attack, are Tactical Cards used?
A. Yes. Note, however, that tactical cards are not used in subsequent multiple combats after all of the units outside the Fort are eliminated.

Q. What happens to American units at sea when the winter attrition must be carried out?
A. CA units at sea at the end of December receive an automatic 75% reduction. Additionally, CA units in the West Indies are tallied in with the Deep South Area.

Q. Can a magazine be used to construct a fort as long as 1 CA/BR and 1/A are present?
A. Yes, but the magazine counter is removed (i.e., reduced to supply unit status).

Q. Can units move into and out of besieged Fort hexes adjacent to waterways by using Bateaux?
A. Only if the Fort is located adjacent to a class 3 river/lake hexside.

Q. When attacking enemy units both inside and outside a Fort, how are the effects of artillery handled via-a-vis the units outside the Fort?
A. If the defender has supplied artillery units inside the Fort (regardless of the attacker's artillery), combined attacks may NOT be used; defending units outside of the Fort must be eliminated BEFORE units inside the Fort may be attacked. If only the attacker has supplied artillery units, he may use a combined attack but must ignore his own artillery units.

Q. In regards to At Start positioning and placement of reinforcements, must all scheduled Strength Points be placed on one hex when a "within two hexes of" ... or "on, or within one hex of ..." is indicated?
A. Yes, units are placed on one hex, but the above wordings give a certain amount of latitude as to which hex it is.

Q. In regards to Bateau and/or river movement on the St. Lawrence River, may Bateaux move down the river and into Lake Ontario through the extreme top hexsides at FFF and HHH?
A. Yes, they are playable hexsides for river movement as Class 3 lake hexsides.

Q. If a British unit expends six movement points moving adjacent to a class 1 river and attempts to Force March, does it roll on the "1" column (because it has one MP remaining) or on the "2" column (because it cost 2 MP to enter the adjacent hex from across the river)?
A. It must roll on the "2" column. Any remaining MP's that are not expended in regular movement are lost when attempting a Forced March.

AH PHILOSOPHY Continued

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The issue as a whole polled a 2.79, our third best effort to date, and the best for an issue without a variant game. The historical lead did quite well and more than made up for the 8's and 9's it received from those readers who dislike historical articles in a gaming magazine. We will not abandon the premise of the historical lead, but do not expect many of them to be as detailed as the Saha piece. We are continuing to experiment with the feature article as is evidenced by this month's lead. Not exactly a game variant as such; we call it a simulation variant in that it does not make for an entirely new game, but rather simulates the author's view of a very close recreation of the opening moments of the actual battle. We would like to do more leads along lines where the history actually backs up or forms part of the game article rather than accompanying it. People who lean towards gaming may not like this approach but it should be popular among the simulation enthusiasts. Next time we will present a PANZERBLITZ extravaganza which mixes the history in with the game discussion, and then adds a ton of related information on the game. After that we hope to have another one of those travelogue features on European battlefields and, of course, more of the ever-popular game variants. We think diversity is important. Hopefully, you agree.

One last point should be addressed which has been a source of a continual, albeit small, volume of correspondence. Anything which persistently arrives in the mail will end up in this column eventually. We continue to receive letters from people who chastise us for taking "cheap shots" at other publishers. This is annoying to us because we certainly do not engage in it consciously, if at all. Indeed, we have gone out of our way to avoid "getting down in the gutter" as it were and engaging in an ink war, despite some very incorrect and unethical statements made regarding us. For example, there was the case of the erroneous statement regarding the GENERAL's circulation consisting of 5,000 gratis lifetime subscriptions and the more recent case of the 'sneak preview' of an, at that time unreleased, Avalon Hill game with a supposed fatal flaw which has since been rated in our own RBG by your very own votes as an outstanding success! There have been other examples of incorrect statements and bravado but we do not wish to draw the line between constructive criticism and irresponsible reporting here. Avalon Hill takes pride in the success of its many imitators in the field and wishes them well. Indeed, we helped spawn many of them with free publicity and announcements of their products in these very pages. We feel no need to resort to "cheap shots" to downgrade their efforts, and any such envisioned assault evolving from these pages is merely the unconscious wish of the reader. We have never criticized a competitor's product or otherwise slandered their operation nor do we intend to. It is, then, very frustrating to receive letters such as the one from the reader who took our blurb on Raab J. Hussein of Jordan in the Infiltrator's Report of Volume 10, No. 5 as a slight against the manufacturer of a SNAI game, and further deplored our behavior for insinuating that the aforementioned publisher was a threat to world peace! We trust that the majority of our readers are aware that no such editorial sniping is going on; at least from our end.

POTPOURRI

Continued from Page 26

only ten combat missions managed to down no less than fifteen German observation balloons and six fighters. On his last patrol he burned three balloons and shot down two fighters before being wounded and crash-landing his Spad behind enemy lines where he died during a gun battle with German ground troops in a church graveyard, fighting to the end with a .45 calibre pistol! Brash and aggressive; a loner by nature; it might have been Richthofen's War but they were Frank Luke's balloons.

On September 18, 1918 Luke really uncorked one. With Lt. Joseph Wehner flying cover, Luke dived on and demolished two balloons. Upon climbing back to rejoin Wehner he found his wingman involved with seven Fokker D-7s. Roaring into the fight he shot one Fokker to pieces in a head-on attack, turned and shot down another one. (Wehner in the meantime was downed by one of Fokkers). On his way back to the field he caught sight of a German two-seater being pursued by three French Spads, waded into the fight and downed the two-seater. Within a span of ten minutes he had destroyed two balloons and three planes! One can only imagine what his final total would have been had he survived to the end of the war.

ALLIED PLAYER:

Aircraft: Two Spad 13s (designate Luke a double ace)

GERMAN PLAYER:

Aircraft: Two Balloons, coordinates M21 and K42. Alt. 800m. Six AAs, Six MGs and Six DUMMIES

Starting Position: Anywhere on North mapboard edge at 1500m.

NOTE: Only Luke may engage balloons.

The German player may not enter the three D-7s until his fifth movement turn.

They enter on East edge between rows T and X at 1500m.

VICTORY CONDITIONS:

ALLIED: Down both balloons and escape off North edge of mapboard.

GERMAN: Avoid Allied victory conditions. Shooting down the No. 2 Spad (Wehner) has no effect on the victory conditions.



GAME DESIGN EQUIPMENT

Like to make your own variants for Avalon Hill games? Or perhaps you'd just like to try your hand at designing a game on your favorite period? We have all the materials you'll need to turn that budding idea into a workable prototype. All orders should be addressed to the Parts Department and include \$1.00 extra for postage and handling charges.

- 22" x 28" Plain White Hex Sheet \$1.00
- Unmounted; specify size:
- 5/8" hex or 13/16" hex
- Blank Mapboards \$1.50
- Specify size: 8" x 16", 8" x 22", or 14" x 22"
- Blank Troop Counter Sheets \$1.00
- Die-cut white only. Specify size:
- 1/2" units or 5/8" units
- Dice ea. \$.25



GUESS WHO:
WROTE A GREAT PLAN OF THE MONTH, AND THEN A.H. CANCELED THE GAME.



Flying Buffalo, Inc. of P.O. Box 1467, Scottsdale, AZ 85252 has announced a special offer for readers of the GENERAL. Their computer will generate random number tables such as were described in the last issue's "COMPENDIUM OF PLAYING AIDS" article. They are willing to provide these tables free of charge to interested readers of the GENERAL. Merely send them two stamped, self-addressed envelopes (one addressed to each player of a pbm game) and tell them where you read about the offer. They'll then send each player a table with 260 numbers on it. Each time a player needs a die roll, he picks a row and column on the opponent's table which has not yet been used. The opponent replies with what the number was. After the game is finished, the tables are exchanged so that they can be checked for accuracy.

Another opportunity for European wargamers (and anyone else interested in international competition) has opened up with the British National Games Club's inauguration of a special section for simulation gamers. The special concern of the NGC will be to bring all the pleasures of postal tournament play to the many isolated Avalon Hill enthusiasts around Europe, and to promote international competition in simulation gaming. Full details can be had from Nicky Palmer, Lehwaldsvej 3, 8g, DK 2800 Lyngby, Denmark.

Once again we find it necessary to remind GENERAL subscribers of basic procedures to be followed in regards to their subscriptions. When renewing, please be sure to state which issue was the last one you received. Otherwise, you may miss an issue or receive two of the same one. Subscribers are also reminded that we will not answer questions on play which are not accompanied by a stamped, self-addressed envelope or the necessary diagrams.

Local gamers and travelers to Maryland are reminded that they can pick up slightly damaged games at the Avalon Hill Gameroom for half price. If you're in the area, feel free to drop in at 1501 Guilford Ave. We're on the 2nd floor of the Fallsway Bldg. and open 8 to 5. Saturdays Interest Group Baltimore meets for playtesting and competition from 10 to 5.

Partial Photo credits are due the World War II Historical Association for the photos of the American artillery and Sherman in action.

With the end of summer comes the announcement of WINTER WAR II; the Second Annual Convention of the Conflict Simulations Society at the University of Illinois, Champaign-Urbana January 17 - 19. Dorm lodging will be available at reasonable rates for those who inquire in advance. Entrance fee is only \$1.00 for the weekend. Additional information can be obtained from Gerald Delker, 2200 E. University Ave, No. 30; Urbana, Illinois 61801.

Infiltrator's Report

The first set of revised rules for a classic game is now available in the form of the revised *Stalingrad* rules. The rules remain basically the same with the exception of a few important changes which hopefully clear up the few ambiguities which existed in the 1st edition. The rules can be obtained direct from Avalon Hill for 25c plus 25c postage and handling charges.



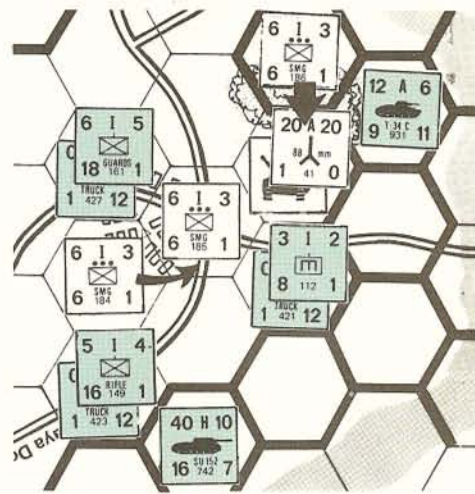
Bruno Sinigaglio, AH staff member who received considerable hobby coverage for winning the East Coast Spartan Avalon Hill boardgaming tournament this past summer has also been the subject of numerous newspaper accounts and army bulletins as a result of his feat. The information office at the Aberdeen Proving Grounds where Bruno works in a civilian capacity has issued numerous press releases featuring the above photo of Bruno at work (play?) over a PANZERBLITZ board.



Also receiving considerable press coverage for his gaming exploits of late has been fellow staff member SP4 Dan Evans who was the subject of a major article entitled "GAMES AND NOT GAMES" which appeared in the September issue of SOLDIERS magazine. Like many boardgamers Dan delves into miniatures once in awhile as the photo shows. The article covered both aspects of wargaming and should do much to "spread the gospel."

Contest No. 61 set new records for reader participation and when all was said and done there were well over 100 perfect responses despite a high rate of "casualties." After discarding many for failure to plot their moves on

the map, failure to list the issue's best 3 articles, and just plain sloppiness we still had to resort to a drawing to pick ten winners. In Contest No. 61, one had to assume that the German's objective was short term (i.e., survival for one turn) due to the imminent arrival of reinforcements or the end of the game, otherwise the German forces are ultimately lost since they lack the necessary firepower to deal effectively with the Russian infantry. In such a case, the important tasks to accomplish are the elimination or disruption of the Russian spotting units and the reinforcement of the 88's position. To this end, the 88 will execute direct fire against the T-34 with an 83% chance of an elimination. SMG 186 will move into the 88's hex providing additional defense against a CAT by GD 161 and allowing it to CAT the Engineer and Truck units in conjunction with SMGs 184 & 185 who will attack from the latter's hex. This 2-1 CAT provides a guaranteed dispersal and a 50% chance of a kill, ensuring that the Engineer will neither spot nor CAT during the Russian's turn. Although this allows the GD 161 to CAT the 88 at 1-2, the Russian has only a 50% chance of dispersal with such an attack and cannot destroy the 88. Thus, the solution restricts the Russian's chances of getting the 88 on his next turn to less than 16% and should the worst occur (a "6" against the T-34), the German will still be able to CAT the T-34 at 1-2 with SMG 186 - leaving him a 1-1 CAT against the Russian Engineer and Truck unit.



Those who survived the drawing were: W. Inman, Tuscaloosa, AL; P. Cook, Springfield, N.J.; R. Kurzweil, Santa Monica, CA; A. Whitaker, San Jose, CA; C. Chyba, Parkville, MD; D. Kubach, Seattle, WA; W. Carmack, Kittanning, PA; W. Kunz, Pittsburg, PA; M. Esposito, Springfield, VA; and A. Ploompuo, Clio, MI.

COMING NEXT ISSUE:

A Panzerblitz Special Issue featuring:
 The Pieces of Panzerblitz
 More Situation 13's
 SERIES REPLAY: ORIGINS OF WWII
 plus our usual features



OPONENTS WANTED

Ft or p/bm in Pkitz. Lt. 1914 and others. Want cost for kits. Want to form club. Contact me. Kevin Hill, 133 Bel Aire Dr., Dobson, AL 36031, 794-2517.

OPONENTS WANTED

planned. Good Ft gaming only. Jim Retley, 7009 W. Laverne, Santa Ana, CA 92704, (714) 979-4871.

OPONENTS WANTED

Average player, age 22, wishes p/bm opponent for Battle of Britain either way. Have p/bm rule. Steve Vintzer, 5136 S. New England Ave., Chicago, IL 60638.

OPONENTS WANTED

Ft or p/bm in R-War. Ft or p/bm in L-waffle. An average player in R-War and a novice player in L-waffle. Steve Adams, 4800 Dwyer Drive, Chevy Chase, MD 20015, 301-657-9372.

OPONENTS WANTED

Henderson, 1423 Cedar Dr., Mays Landing, NJ 08330, (609) 625-6019.

OPONENTS WANTED

Need good Ft opponents with 1 o/cub kit. Ft Pkitz, F-40, LW, M-Way, Bulge, others or yours. High school age. Russell Dumas, 3590 Da. Road, Spring Hill, TN 37174, 688-6118.

Want out of state p/bm Pkizer Blitzer opponent. You choose situation and country. Bud Anderson, 5141 Dulles Dr., San Diego, CA 92121, 619-451-3000.